

# Byteland Itinerary

## A Byteland Vacation

You're planning a vacation to Byteland. It has  $m$  cities, and you can travel between cities either by *plane* or by *car*. There are exactly  $k$  highways in Byteland, and highway  $i$  connects cities  $a_i$  and  $b_i$ . If you want to travel from some city  $u$  to some city  $v$  and there is no highway between them, you can travel the distance from  $u$  to  $v$  by plane.

One curious feature of Byteland is that *the number of highways connecting some city to others is equal for each city in Byteland*. More formally, let  $\text{deg}_u$  be the number of cities such that there is a highway directly connecting city  $u$  to some city,  $v$ .  $\text{deg}_u = \text{deg}_v$  for all  $1 \leq u, v \leq m$ .

You want to finalize the itinerary for your Byteland vacation. You decide to visit a sequence of  $n$  cities,  $A$ , such that  $1 \leq a_i \leq m$ . During your trip, you'll visit each city in the sequence  $A = \{a_1, a_2, \dots, a_n\}$ ; first traveling to city  $a_1$ , then traveling from  $a_1$  to  $a_2$ , then traveling from  $a_2$  to  $a_3$ , ..., finally traveling from  $a_{n-1}$  to  $a_n$ . Be aware that you *may end up visiting certain cities more than once*.

## Exciting Roads

There are two ways to travel from  $a_i$  to  $a_{i+1}$ : by plane or by car. However, your preference is to travel by car because you dislike going through airport security and waiting in endless lines.

We call a continuous subsequence,  $(l, r)$ , of  $A$  *exciting* if you can travel all the cities from  $a_l$  to  $a_r$  by car. More formally,  $(l, r)$  is exciting if for each  $l \leq i \leq r - 1$  there is a highway between  $a_i$  and  $a_{i+1}$  (note that  $a_i$  must not be equal to  $a_{i+1}$ ).

We call  $r - l + 1$  the *length* of continuous subsequence  $(l, r)$ . You want to maximize the length of maximum exciting subsequence of  $A$ .

## Task

You decide to take a random itinerary,  $A$  (recall that  $|A| = n$ , and each  $a_i$  is a random city from 1 to  $m$ ) and follow it. You want to know the expected maximum length of a continuous exciting subsequence in your itinerary.

## Input Format

The first line contains three space-separated non-negative integers describing the respective values of  $n$  (the number of cities in your itinerary),  $m$  (the number of cities in Byteland), and  $k$  (the number of highways in Byteland). Each line  $i$  of the  $k$  subsequent lines contain two space-separated positive integers describing the respective cities,  $a_i$  and  $b_i$ , connected by highway  $i$  in Byteland.

## Constraints

- $1 \leq n, m \leq 10^5$
- $0 \leq k \leq 10^6$
- $1 \leq a_i, b_i \leq m, a_i \neq b_i$
- There are no loops and no multiple edges in Byteland road graph.
- All roads are undirected.
- Test cases with  $n, m \leq 10$  are 10% of the total score.

- Test cases with  $n, m \leq 100$  are **25%** of the total score
- Test cases with  $n, m \leq 1000$  are **50%** of the total score

## Output Format

Let the answer be an irreducible fraction,  $\frac{p}{q}$ . Print the result of  $(p \cdot q^{-1}) \bmod (10^9 + 7)$ .

## Sample Input 0

```
3 2 0
```

## Sample Output 0

```
1
```

## Explanation 0

There are no roads, meaning that all the exciting subsequences have length **1**. The expected length is also **1**.

## Sample Input 1

```
3 3 3
1 2
2 3
3 1
```

## Sample Output 1

```
333333338
```

## Explanation 1

There are exactly **27** different plans and there are highways connecting all the cities. There are **3** sequences with maximum length of exciting subsequence **1**, **12** sequences with maximum length of exciting subsequence **2** and **12** sequences with maximum length of exciting subsequence **3**.

The expected value of maximum length:  $E = (1 \cdot 3 + 2 \cdot 12 + 3 \cdot 12) / 3^3 = 63 / 27 = 7/3$ .

That means, we need to print  $7 \cdot 3^{(-1)}$  modulo  $(10^9 + 7) = 333333338$ .  $3^{(-1)}$  means [Modulo inverse](#) here.