Expert Setter

A problem setter is called an *expert* if **at least** 50% of their problems are approved by Chef.

Munchy submitted X problems for approval. If Y problems out of those were approved, find whether Munchy is an *expert* or not.

Input Format

- The first line of input will contain a single integer T, denoting the number of test cases.
- Each test case consists of a two space-separated integers X and Y - the number of problems submitted and the number of problems that were approved by Chef.

Output Format

For each test case, output on a new line YES, if Munchy is an *expert*. Otherwise, print NO.

The output is case-insensitive. Thus, the strings YES, yes, yeS, and Yes are all considered the same.

Constraints

- $1 \leq T \leq 1000$
- $1 \leq Y \leq X \leq 10^6$

Sample 1:

Input	
Output	
4 5 3 1 1 4 1 2 1	YES YES NO YES

Explanation:

Test case 1**:** We are given that 3 out of 5 problems were approved. Thus, 60% of the problems were approved. Since at least 50% of the problems were approved, Munchy is an *expert*.

Test case 2**:** We are given that 1 out of 1 problems were approved. Thus, 100% of the problems were approved. Since at least 50% of the problems were approved, Munchy is an *expert*.

Test case 3**:** We are given that 1 out of 4 problems were approved. Thus, 25% of the problems were approved. Since at least 50% of the problems were not approved, Munchy is not an *expert*.

Test case 4**:** We are given that 1 out of 2 problems were approved. Thus, 50% of the problems were approved. Since at least 50% of the problems were approved, Munchy is an *expert*.