

### C. Edgy Trees

<https://codeforces.com/problemset/problem/1139/C>

time limit per test: 2 seconds

memory limit per test: 256 megabytes

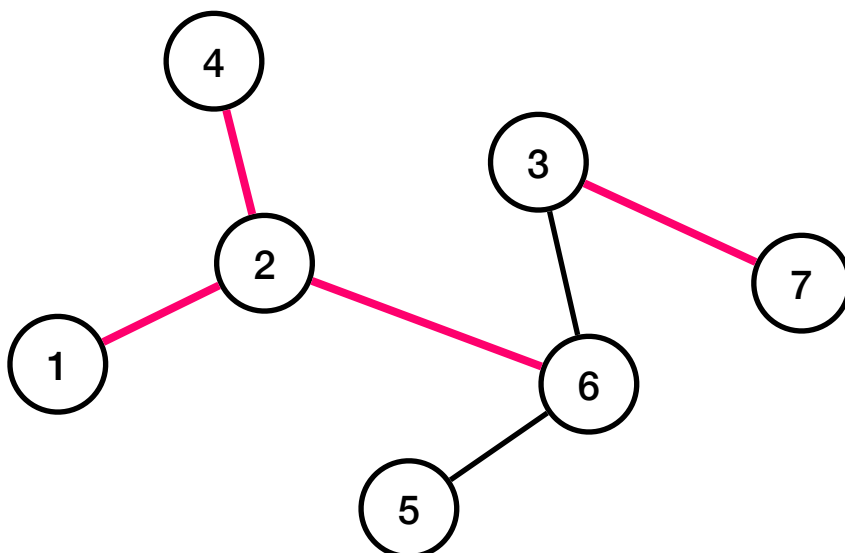
input: standard input

output: standard output

You are given a tree (a connected undirected graph without cycles) of  $n$  vertices. Each of the  $n - 1$  edges of the tree is colored in either black or red.

You are also given an integer  $k$ . Consider sequences of  $k$  vertices. Let's call a sequence  $[a_1, a_2, \dots, a_k]$  *good* if it satisfies the following criterion:

- We will walk a path (possibly visiting same edge/vertex multiple times) on the tree, starting from  $a_1$  and ending at  $a_k$ .
- Start at  $a_1$ , then go to  $a_2$  using the shortest path between  $a_1$  and  $a_2$ , then go to  $a_3$  in a similar way, and so on, until you travel the shortest path between  $a_{k-1}$  and  $a_k$ .
- If you walked over at least one black edge during this process, then the sequence is good.



Consider the tree on the picture. If  $k = 3$  then the following sequences are good:  $[1, 4, 7]$ ,  $[5, 5, 3]$  and  $[2, 3, 7]$ . The following sequences are not good:  $[1, 4, 6]$ ,  $[5, 5, 5]$ ,  $[3, 7, 3]$ .

There are  $n^k$  sequences of vertices, count how many of them are good. Since this number can be quite large, print it modulo  $10^9 + 7$ .

#### Input

The first line contains two integers  $n$  and  $k$  ( $2 \leq n \leq 10^5$ ,  $2 \leq k \leq 100$ ), the size of the tree and the length of the vertex sequence.

Each of the next  $n - 1$  lines contains three integers  $u_i$ ,  $v_i$  and  $x_i$  ( $1 \leq u_i, v_i \leq n$ ,  $x_i \in \{0, 1\}$ ), where  $u_i$  and  $v_i$  denote the endpoints of the corresponding edge and  $x_i$  is the color of this edge (0 denotes red edge and 1 denotes black edge).

#### Output

Print the number of good sequences modulo  $10^9$ .

## Examples

Input	Output
4 4 1 2 1 2 3 1 3 4 1	252
4 6 1 2 0 1 3 0 1 4 0	0
3 5 1 2 1 2 3 0	210

### Note

In the first example, all sequences ( $4^4$ ) of length 4 **except** the following are good:

- [1, 1, 1, 1]
- [2, 2, 2, 2]
- [3, 3, 3, 3]
- [4, 4, 4, 4]

In the second example, all edges are red, hence there aren't any good sequences.