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Katu Puzzle

Time Limit: 1000MS **Memory Limit**: 65536K

**Total Submissions:** 11212 Accepted: 4157

# **Description**

Katu Puzzle is presented as a directed graph G(V, E) with each edge e(a, b) labeled by a boolean operator op (one of AND, OR, XOR) and an integer c ( $0 \le c \le a$ 1). One Katu is solvable if one can find each vertex  $V_i$  a value  $X_i$  ( $0 \le X_i \le 1$ ) such that for each edge e(a, b) labeled by op and c, the following formula holds:

$$X_a op X_b = c$$

The calculating rules are:

AND	0	1	OR	0	1	XOR	0	1
0	0	0	0	0	1	0	0	1
1	0	1	1	1	1	1	1	0

Given a Katu Puzzle, your task is to determine whether it is solvable.

## Input

The first line contains two integers N ( $1 \le N \le 1000$ ) and M,( $0 \le M \le 1,000,000$ ) indicating the number of vertices and edges. The following M lines contain three integers a ( $0 \le a < N$ ), b( $0 \le b < N$ ), c and an operator op each, describing the edges.

# **Output**

Output a line containing "YES" or "NO".

## **Sample Input**

4 4

0 1 1 AND

1 2 1 OR

3 2 0 AND

3 0 0 XOR

## **Sample Output**

YES

#### Hint

$$X_0 = 1, X_1 = 1, X_2 = 0, X_3 = 1.$$

#### **Source**

POJ Founder Monthly Contest – 2008.07.27, Dagger

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