

$$O \leftarrow \left( \frac{n(n-1)}{2} - m \right)$$

Ujan has a lot of useless stuff in his drawers, a considerable part of which are his math notebooks: it is time to sort them out. This time he found an old dusty graph theory notebook with a description of a graph.

It is an undirected weighted graph on  $n$  vertices. It is a complete graph: each pair of vertices is connected by an edge. The weight of each edge is either 0 or 1; exactly  $m$  edges have weight 1, and all others have weight 0.

Since Ujan doesn't really want to organize his notes, he decided to find the weight of the minimum spanning tree of the graph. (The weight of a spanning tree is the sum of all its edges.) Can you find the answer for Ujan so he stops procrastinating?

### Input

The first line of the input contains two integers  $n$  and  $m$  ( $1 \leq n \leq 10^5$ ,  $0 \leq m \leq \min(\frac{n(n-1)}{2}, 10^5)$ ), the number of vertices and the number of edges of weight 1 in the graph.

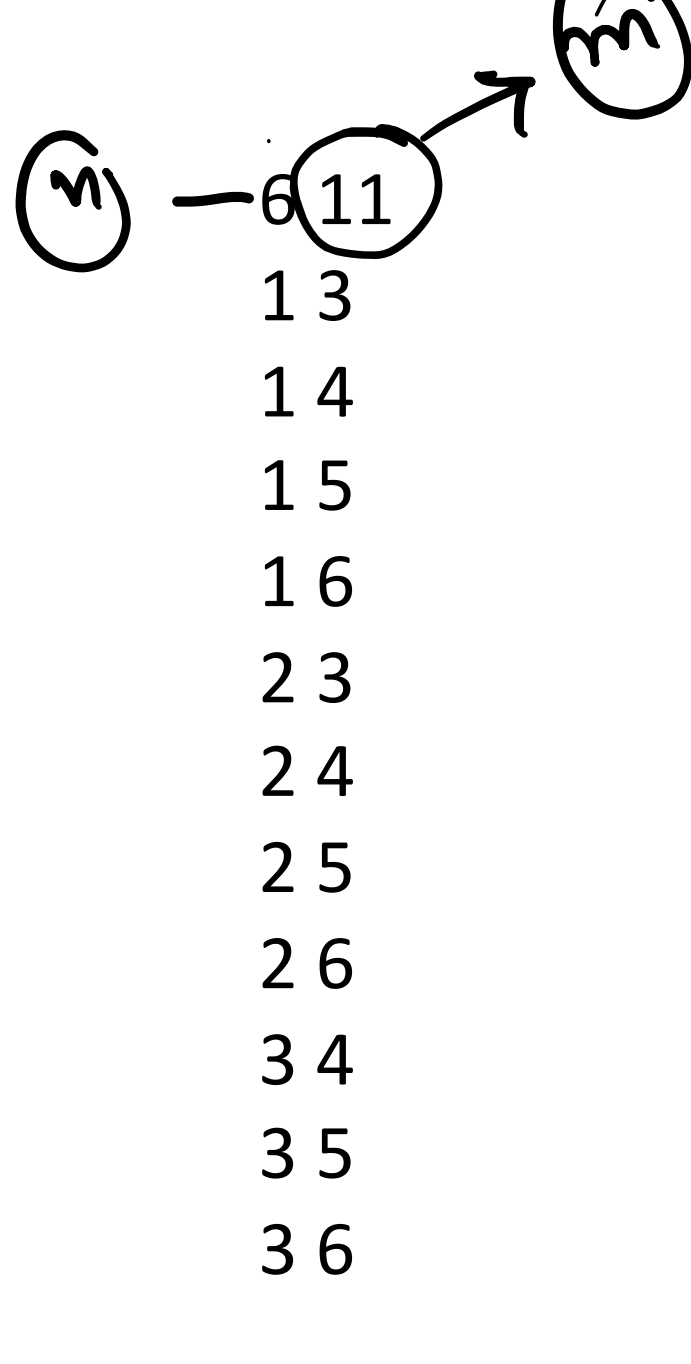
The  $i$ -th of the next  $m$  lines contains two integers  $a_i$  and  $b_i$  ( $1 \leq a_i, b_i \leq n$ ,  $a_i \neq b_i$ ), the endpoints of the  $i$ -th edge of weight 1.

It is guaranteed that no edge appears twice in the input.

### Output

Output a single integer, the weight of the minimum spanning tree of the graph.

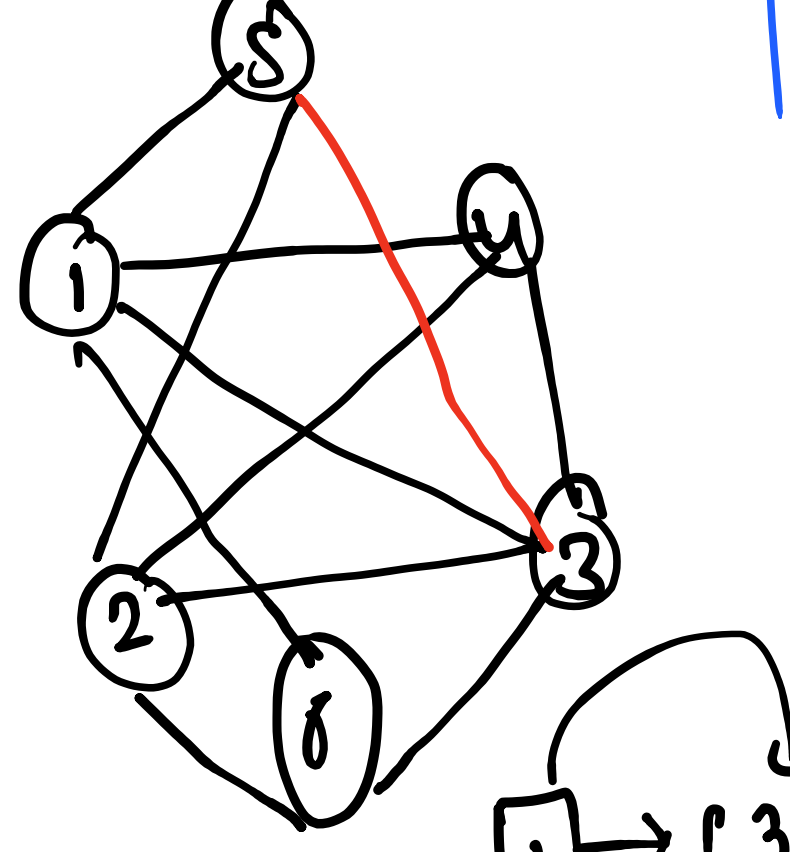
### Examples



$$n \times (n-1) = n^2$$

① ①-0

1, 2, 3, 4, 5, 6



1 2 3 4 5 6  
2 1 2 3 4 5 6

[1] → [3, 4, 5, 6]  
[2] → [3, 4, 5, 6]  
[3] → [1, 2, 4, 5, 6]  
[4] → [1, 2, 3] ×  
5 → [2, 3]  
6 → [2, 3]

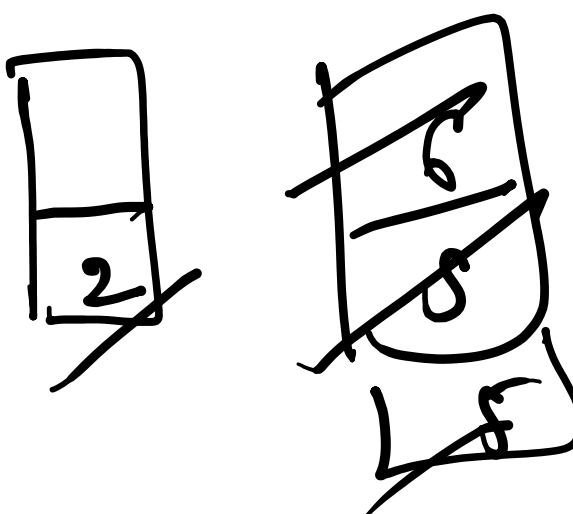
c2}

②

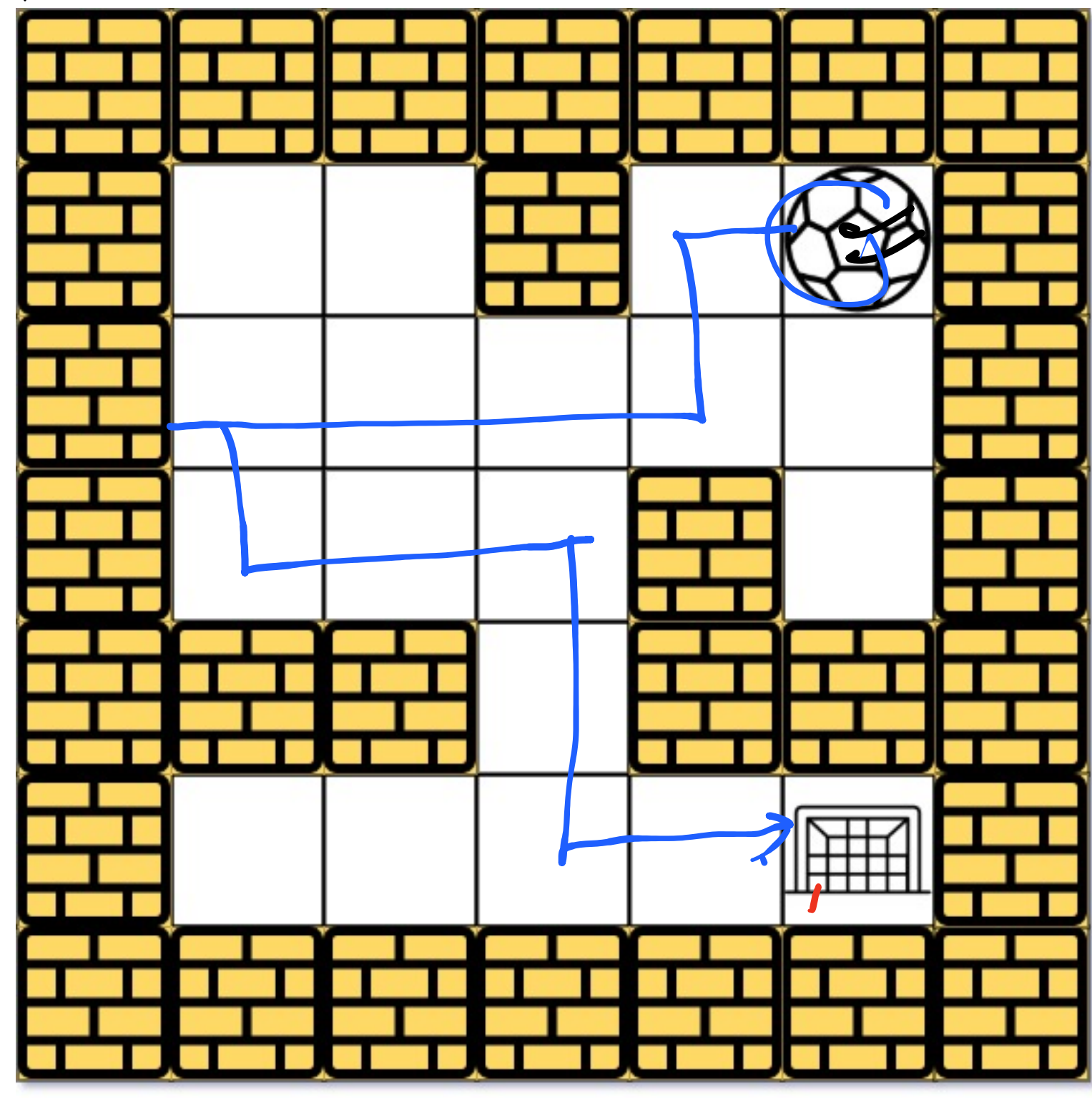
```
private static void dfs(int i) {  
    // TODO Auto-generated method stub  
    Stack<Integer> st = new Stack<>();  
    for(int x:set) { 2,3,4,5,6  
        if(!map.get(i).contains(x)) {  
            st.push(x);  
        }  
    }  
}
```

```
private static void dfs(int i) {  
    // TODO Auto-generated method stub  
    Stack<Integer> st = new Stack<>();  
    for(int x:set) {  
        if(!map.get(i).contains(x)) {  
            st.push(x);  
        }  
    }  
    while(!st.isEmpty()) {  
        int s=st.pop();  
        set.remove(s);  
        for(int x:set) {  
            if(!map.get(s).contains(x)) {  
                st.push(x);  
            }  
        }  
    }  
}
```

1, 2, 3, 4, 5, 6  
4 5 6



① → [3, 4, 5, 6]  
[2] → [3, 4, 5, 6]  
[3] → [1, 2, 4, 5, 6]  
[4] → [1, 2, 3] ×  
5 → [2, 3]  
6 → [2, 3]



er, cc, col

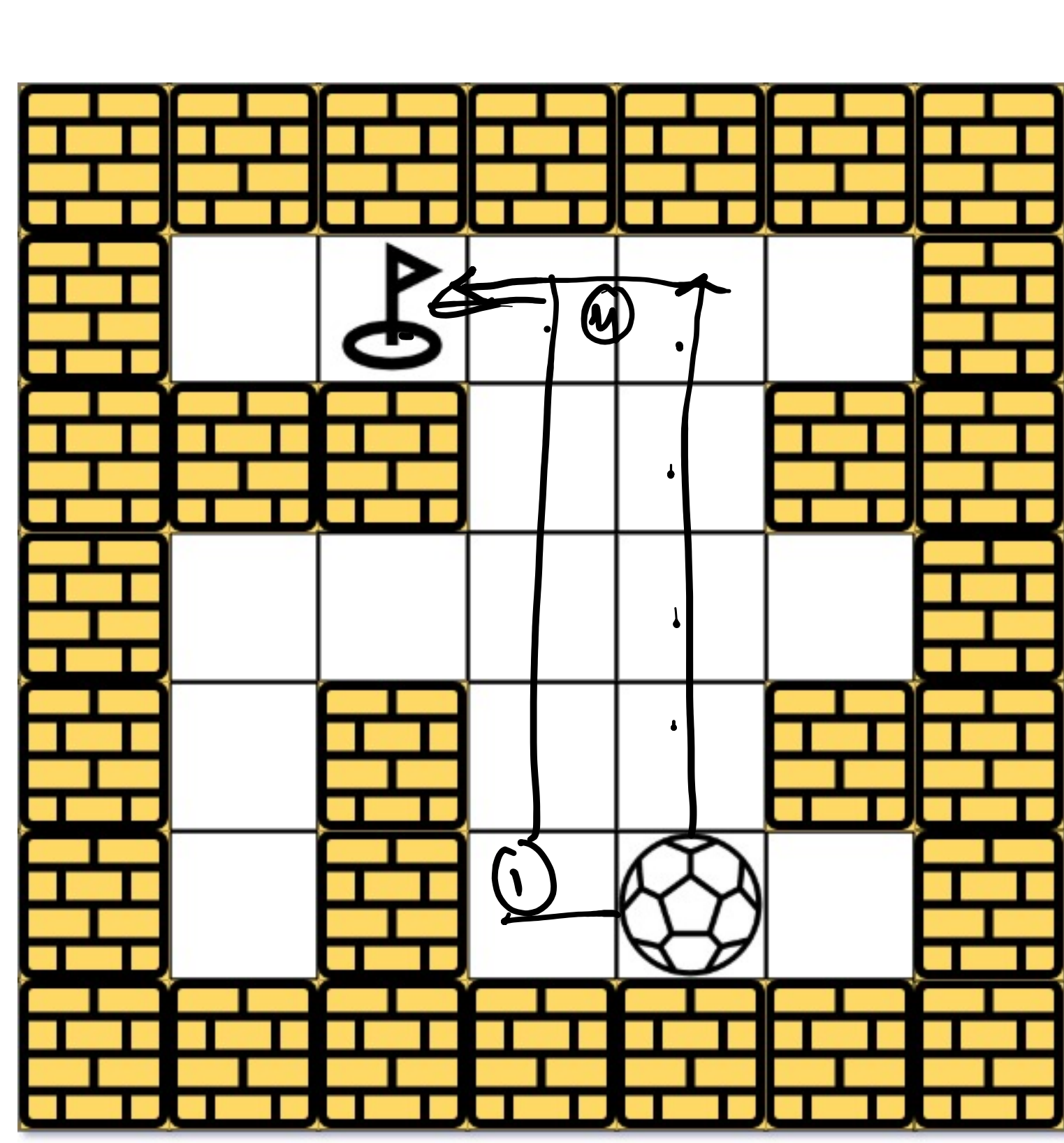
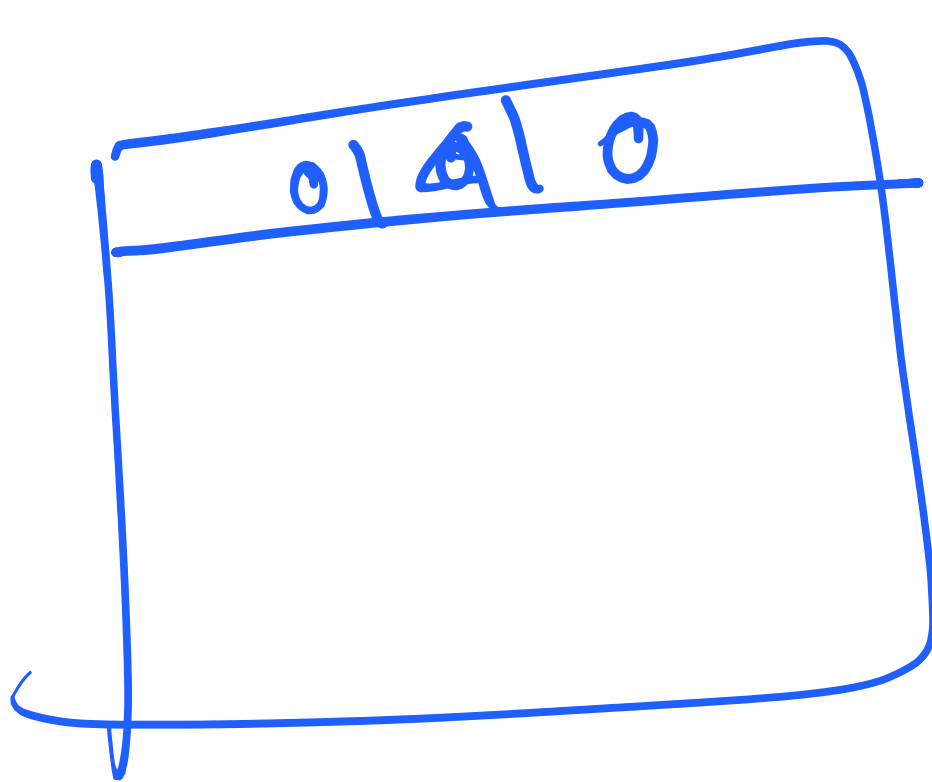
There is a ball in a `maze` with empty spaces (represented as `0`) and walls (represented as `1`). The ball can go through the empty spaces by rolling **up**, **down**, **left** or **right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

Given the `m x n` `maze`, the ball's start position and the destination, where `start = [start_row, start_col]` and `destination = [destination_row, destination_col]`, return the **shortest distance** for the ball to stop at the destination. If the ball cannot stop at destination, return `-1`.

The **distance** is the number of **empty spaces** traveled by the ball from the start position (excluded) to the destination (included).

You may assume that **the borders of the maze are all walls** (see examples).

**Input:** `maze =`  
`[[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,`  
`0,1,1],[0,0,0,0,0]], start = [0,4],`  
`destination = [4,4]`  
**Output:** `12`



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There is a ball in a `maze` with empty spaces (represented as `0`) and walls (represented as `1`). The ball can go through the empty spaces by rolling **up**, **down**, **left** or **right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction (must be different from last chosen direction). There is also a hole in this maze. The ball will drop into the hole if it rolls onto the hole.

Given the `m x n` `maze`, the ball's position `ball` and the hole's position `hole`, where `ball = [ball_row, ball_col]` and `hole = [hole_row, hole_col]`, return a **string** instructions of all the instructions that the ball should follow to drop in the hole with the **shortest distance possible**. If there are multiple valid instructions, return the **lexicographically minimum** one. If the ball can't drop in the hole, return `"impossible"`.

If there is a way for the ball to drop in the hole, the answer `instructions` should contain the characters `'u'` (i.e., up), `'d'` (i.e., down), `'l'` (i.e., left), and `'r'` (i.e., right).

The **distance** is the number of **empty spaces** traveled by the ball from the start position (excluded) to the destination (included).

You may assume that **the borders of the maze are all walls** (see examples).

can → If C a. or = ...