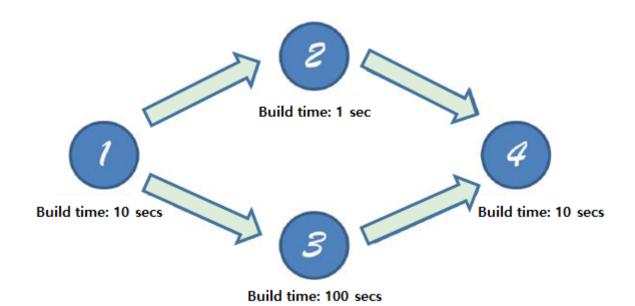
ASTUCraft

Input file: standard input
Output file: standard output

Time limit: 1 second Memory limit: 256 megabytes

The brand new game, ASTUCraft is now out for sale!

In ASTUCraft, building certain structures require other structures to already be built. Also, every structure takes a certain amount of time to build.



In the above example, you can start building structure 2 and 3 only if you finish building structure 1. (You can build structure 2 and 3 simulaneously) And to build structure 4, you need to have built both structure 2 and 3. So to build structure 4, first you need to build structure 1, which takes 10 seconds. Then, you begin building structures 2 and 3. Structure 2 takes 1 second to complete, but since you haven't finished building structure 3, you cannot build structure 4 yet. 99 seconds after that, structure 3 is built, and then you can build structure 4 for 10 seconds. Therefore, you need 120 seconds to complete building structure 4.

Given the dependency relationship between all structures, calculate the minimum time required to build a certain structure.

Input

The first line contains n, the number of available structures, and k, the number of dependency relationships between building structures. Structures are numbered from 1 to n. $(1 \le n \le 10^5, 0 \le k \le 2 \times 10^5)$

The second line contains n integers, t_1 , t_2 , ..., t_n , where t_i is the time required to build the structure i. $(1 \le t_i \le 1000)$

The next k lines contain two integers, x and y. This means structure y can only be built after building structure x. The last line contains u, the structure that needs to be built. $(1 \le x, y, w \le n, 1 \le u \le 1000)$

It is guaranteed that every structure can be built in a finite amount of time.

Output

Print the minimum time required to build structure w.

Examples

standard input	standard output
4 4	120
10 1 100 10	
1 2	
1 3	
2 4	
3 4	
4	
8 8	39
10 20 1 5 8 7 1 43	
1 2	
1 3	
2 4	
2 5	
3 6	
5 7	
6 7	
7 8	
7	