

## Binary Chess (binarychess)

There is a chess board of  $R$  rows and  $C$  columns. There are  $N$  cells that are occupied by chess pieces, and all other cells are empty. You don't know what exact pieces occupy them, but you know that each piece is either a rook or a bishop. You also know that no rook attacks a bishop, and no bishop attacks a rook.

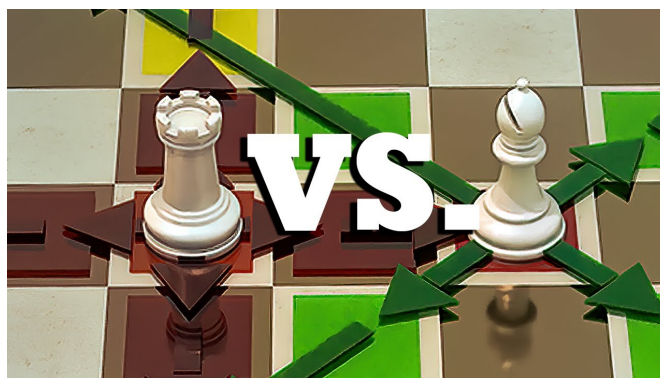




Figure 1: A rook and a bishop, ready to fight.

How many valid arrangements of pieces exist? Since this number might be too big, output it modulo  $10^9 + 7$ . Two arrangements are considered different if there is at least one cell which is occupied by a different piece.

 The *modulo* operation ( $a \bmod m$ ) can be written in C/C++/Python as  $(a \% m)$  and in Pascal as  $(a \bmod m)$ . To avoid the *integer overflow* error, remember to reduce all partial results through the modulus, and not just the final result!  
Notice that if  $x < 10^9 + 7$ , then  $2x$  fits into a C/C++ `int` and Pascal `longint`.

 Among the attachments of this task you may find a template file `binarychess.*` with a sample incomplete implementation.

## Input

The input file consists of:

- a line containing integers  $R$ ,  $C$ ,  $N$ .
- $N$  lines, the  $i$ -th of which consisting of integers  $rr_i$ ,  $cc_i$ , which mean that the cell at the  $r_i$ -th row and  $c_i$ -th column is occupied.

## Output






The output file must contain a single line consisting of integer  $K$ , the number of piece arrangements modulo  $10^9 + 7$ , such that no rook attacks a bishop and no bishop attacks a rook.

## Constraints

- $1 \leq R, C \leq 10^9$
- $1 \leq N \leq \min(R \cdot C, 200\,000)$
- $1 \leq rr_i \leq R, 1 \leq cc_i \leq C$  for each  $i = 0 \dots N - 1$ .
- Each cell is occupied by at most one piece (in other words, either  $rr_i \neq rr_j$  or  $cc_i \neq cc_j$  for  $i \neq j$ ).

## Scoring

Your program will be tested against several test cases grouped in subtasks. In order to obtain the score of a subtask, your program needs to correctly solve all of its test cases.

- **Subtask 1** (0 points)      Examples.  

- **Subtask 2** (15 points)       $R, C \leq 1000$  and  $N \leq \min(R \cdot C, 1000)$   

- **Subtask 3** (25 points)       $R, C \leq 1000$   

- **Subtask 4** (30 points)       $N \leq \min(R \cdot C, 1000)$   

- **Subtask 5** (30 points)      No additional limitations.  


## Examples

input	output
4 2 2 1 1 3 2	4
3 3 3 2 1 3 3 1 1	2