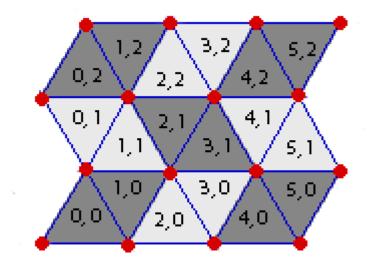
# **Problem A: Rhombinoes**



In the game of *Rhombinoes*, you have a board made up entirely of equilateral trianges (see the image), some of which are "*live*" and some are "*dead*". Your goal is to place down as many rhombinoes ("rhombus"-shaped pieces) as possible on the board. Each rhombino should exactly cover two "adjacent" *live* triangles that have a common side, and no two rhombinoes can use the same triangle.

Given the description of the *live* and *dead* triangles of a Rhombino board, what is the maximum number of rhombinoes you can simultaneously place down on the board?

### **Description of Board**

Each triangle in the board has a pair of coordinates (x, y). The bottom-left triangle has coordinates (0, 0) and will always be a triangle with its tip pointed upward. For any given triangle with coordinates (x, y), the triangle adjacent to it on its right-side (if any) has coordinates (x+1, y), and the triangle adjacent to it on its top-side (if any) has coordinates (x, y+1). Left-side and bottom-side adjacency are defined similarly.

Each board has a width W and a height H. A board with width W and height H is the board which consists of all triangles with coordinates (x, y) such that  $0 \le x < W$  and  $0 \le y < H$ . For example, the game board in the image has width G and height G.

(See the image for clarification.)

### **Input Description**

The first line of input contains three space-separated integers W, H, and K.

*W* is the width of the board, *H* is the height, and *K* is the number of dead triangles on the board  $(1 \le W \le 100, 1 \le H \le 100, 1 \le K \le W*H \le 1000)$ .

Exactly K lines will follow. Each such line will contain a pair of space-separated integers x and y ( $0 \le x < W$ ,  $0 \le y < H$ ), indicating that the triangle with coordinates (x,y) is a *dead* triangle. All other triangles are *live*.

## **Output Description**

Output a line containing a single integer, the maximum number of rhombinoes you can simultaneously place down on the board.

#### **Sample Input**

6 3 4

1 1

2 2

4 1

3 0

### **Output for Sample Input**

5

#### **Explanation of Sample Input**

This is the board in the image, with cells (1, 1), (2, 2), (4, 1), and (3, 0) dead.

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