



PROBLEMS SUBMIT STATUS STANDINGS CUSTOM TEST

B. Magic Stick

time limit per test: 1 second
memory limit per test: 256 megabytes
input: standard input
output: standard output

Recently Petya walked in the forest and found a magic stick.

Since Petya really likes numbers, the first thing he learned was spells for changing numbers. So far, he knows only two spells that can be applied to a **positive** integer:

- 1. If the chosen number a is even, then the spell will turn it into $\frac{3a}{2}$;
- 2. If the chosen number a is greater than one, then the spell will turn it into $a - 1$.

Note that if the number is even and greater than one, then Petya can choose which spell to apply.

Petya now has only one number x . He wants to know if his favorite number y can be obtained from x using the spells he knows. The spells can be used any number of times in any order. It is not required to use spells, Petya can leave x as it is.

Input

The first line contains single integer T ($1 \leq T \leq 10^4$) — the number of test cases. Each test case consists of two lines.

The first line of each test case contains two integers x and y ($1 \leq x, y \leq 10^9$) — the current number and the number that Petya wants to get.

Output

For the i -th test case print the answer on it — YES if Petya can get the number y from the number x using known spells, and NO otherwise.

You may print every letter in any case you want (so, for example, the strings yEs, yes, Yes and YES will all be recognized as positive answer).

Example

input	Copy
7 2 3 1 1 3 6 6 8 1 2 4 1 31235 6578234	
output	Copy
YES YES NO YES NO YES YES	

Educational Codeforces Round 76
(Rated for Div. 2)

Finished

→ Virtual participation

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Start virtual contest

→ Problem tags

math *1000

No tag edit access

→ Contest materials

- Announcement #1 (en) ✕
- Announcement #2 (ru) ✕
- Tutorial #1 (en) ✕
- Tutorial #2 (ru) ✕

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