

# Attraction Score

Input file:            **standard input**  
Output file:           **standard output**  
Time limit:            6 seconds  
Memory limit:         1024 megabytes

There are  $n$  cities, numbered from 1 to  $n$ , in the fictional country of Manteiv. We can consider these cities to be on a flat plane with a 2D coordinate system, where city  $i$  is at coordinates  $(x_i, y_i)$ . No two cities are located at the same position.

There are  $m$  highways, numbered from 1 to  $m$ , each of which is a line segment with two different cities as its endpoints and has a number of attraction points alongside it. Specifically, highway  $j$  has  $a_j$  attraction points and connects cities  $u_j$  and  $v_j$  as its endpoints. Having intersections on highways causes traffic jams, and building a highway on top of another highway costs a lot of money. Therefore, it is guaranteed that

- no two highways intersect at any point other than at a city,
- no highway passes through a city other than its two endpoints, and
- there is at most one highway connecting each pair of cities.

The Manteiv Ministry of Tourism would like to choose a subset of cities as tourist attractions. Intuitively, the ministry would like many pairs of chosen cities to be connected by a highway with many attraction points. Formally, the *attraction score* of a non-empty subset of cities  $S$  is defined as follows:

- For every pair of integers  $(a, b)$  where  $a < b$ , cities  $a$  and  $b$  are in  $S$ , and they are connected by a highway, add the number of attraction points on the highway to the score.
- Let  $f(S)$  be the number of pairs of integers  $(a, b)$  where  $a < b$ , cities  $a$  and  $b$  are in  $S$ , and they are **not** connected by a highway. The score incurs a penalty (negative) score of  $10^6$  multiplied by **the square of  $f(S)$** . In other words, subtract  $10^6 \times f(S)^2$  from the score.

For example, let  $n = 3$ , cities 1 and 2 be connected by a highway with 10 attraction points, cities 2 and 3 be connected by a highway with 20 attraction points, and cities 1 and 3 not be connected by a highway.

- The attraction score of the subset of cities  $\{1\}$  is 0.
- The attraction score of the subset of cities  $\{1, 2\}$  is  $10 - 10^6 \times 0^2 = 10$ .
- The attraction score of the subset of cities  $\{2, 3\}$  is  $20 - 10^6 \times 0^2 = 20$ .
- The attraction score of the subset of cities  $\{1, 2, 3\}$  is  $10 + 20 - 10^6 \times 1^2 = -999\,970$ .

As an advisor to the ministry, you would like to find the maximum attraction score among all possible non-empty subsets of cities  $S$ .

## Input

The first line of input contains two integers  $n$  and  $m$  ( $1 \leq n \leq 100\,000; 0 \leq m \leq 300\,000$ ). Each of the next  $n$  lines contains two integers. The  $i$ -th line contains  $x_i$  and  $y_i$  ( $0 \leq x_i, y_i \leq 10^9$ ). Each of the next  $m$  lines contains three integers. The  $j$ -th line contains  $u_j, v_j$ , and  $a_j$  ( $1 \leq u_j < v_j \leq n; 0 \leq a_j \leq 10^6$ ). The highways are guaranteed to satisfy the conditions in the problem statement.

## Output

Output an integer representing the maximum attraction score among all possible non-empty subsets of cities  $S$ .

## Examples

standard input	standard output
3 2 0 0 0 1 1 0 1 2 10 2 3 20	20
3 3 0 0 0 1 1 0 1 2 10 2 3 20 1 3 30	60

## Note

*Explanation for the sample input/output #1*

This sample is the example given in the problem statement above. The subset of cities  $\{2, 3\}$  gives the highest attraction score of 20.

*Explanation for the sample input/output #2*

The cities and highways are illustrated by Figure 1. By choosing cities 1, 2, and 3 in  $S$ , the attraction score would be  $10 + 20 + 30 - 10^6 \times 0^2 = 60$ .

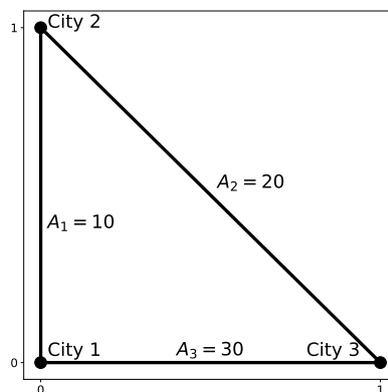


Рис. 1: Illustration of sample input #2.