

Ali and The Hags

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Overview

Ali often uses his smartphone. He has already downloaded n hags on it. hagh with number i takes up a_i units of memory.

Ali wants to free at least m units of memory (by removing some hags).

Of course, some hags are more important to Ali than others. He came up with the following scoring system — he assigned an integer b_i to each hagh:

- $b_i = 1$ — regular hagh.
- $b_i = 2$ — important hagh.

According to this rating system, his phone has $b_1 + b_2 + \dots + b_n$ convenience points.

Ali believes that if he removes hags with numbers $i_1, i_2, \dots, i_k$, then he will free units of memory and lose $b_{i_1} + b_{i_2} + \dots + b_{i_k}$ convenience points.

For example, if $n=5$, $m=7$, $a=[5,3,2,1,4]$, $b=[2,1,1,2,1]$, then Ali can remove the following hagh sets (not all options are listed below):

- hags with numbers 1,4 and 5. In this case, it will free $a_1 + a_4 + a_5 = 10$ units of memory and lose $b_1 + b_4 + b_5 = 5$ convenience points;
- hags with numbers 1 and 3. In this case, it will free $a_1 + a_3 = 7$ units of memory and lose $b_1 + b_3 = 3$ convenience points.
- hags with numbers 2 and 5. In this case, it will free $a_2 + a_5 = 7$ memory units and lose $b_2 + b_5 = 2$ convenience points.

Help Ali , choose a set of hags, such that if removing them will free at least m units of memory and lose the minimum number of convenience points, or indicate that such a set does not exist.

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Input

The first line contains one integer t ($1 \leq t \leq 10^4$) — the number of test cases. Then t test cases follow.

The first line of each test case contains two integers n and m ($1 \leq n \leq 2 \cdot 10^5$, $1 \leq m \leq 10^9$) — the number of hags on Ali's phone and the number of memory units to be freed.

The second line of each test case contains n integers $a_1, a_2, \dots, a_n$ ($1 \leq a_i \leq 2$) — the number of memory units used by hags.

The third line of each test case contains n integers $b_1, b_2, \dots, b_n$ ($1 \leq b_i \leq 2$) — the convenience points of each hagh.

It is guaranteed that the sum of n over all test cases does not exceed $2 \cdot 10^5$.

Output

For each test case, output on a separate line:

- -1 , if there is no set of hags, removing which will free at least m units of memory;
- the minimum number of convenience points that Ali will lose if such a set exists.

Example

Input :

5

5 7

5 3 2 1 4

2 1 1 2 1

1 3

2

1

3

5 10

2 3 2 3 2

1 2 1 2 1

4 10

5 1 3 4

1 2 1 2

4 5

3 2 1 2

2 1 2 1

Output :

2

-1

6

4

3

Note

In the first test case, it is optimal to remove hags with numbers 2 and 5, freeing 7 units of memory.

$$b_2 + b_5 = 2$$

In the second test case, by removing the only hagh, Ali will be able to clear only 2 of the memory units out of the 3 needed.

In the third test case, it is optimal to remove hags with numbers 3 and 4, freeing 10 units of memory.

$$b_1 + b_2 + b_3 + b_4 = 6.$$

In the fourth test case, it is optimal to remove hags with numbers 1, 3 and 4, freeing 12 units of memory. $b_1 + b_2 + b_4 = 4$

In the fifth test case, it is optimal to remove hags with numbers 1 and 2, freeing 5 units of memory. $b_1 + b_2 = 3$.

Goals :

- **Design a Dynamic Programming Algorithm** that can help Ali remove the hags .

YOUR APPROACH WILL NOT BE ACCEPTED IF IT'S NOT DYNAMIC PROGRAMMING !