#### Time limit: 40.0s Memory limit: 1G

To welcome attendees to a developers' conference on Jupiter's moon of Io, the organizers inflated many giant beach balls. Each ball is in roughly the shape of either a 1 or a 0, since those look sort of like the letters I and O. The conference just ended, and so now the beach balls need to be cleaned up. Luckily, the beach ball cleanup robot, BALL-E, is on the job!

The conference was held on an infinite horizontal line, with station 0 in the middle, stations 1, 2, ... to the right, and stations -1, -2, ... to the left. Station 0 contains the conference's only beach ball storage warehouse. Each other station contains at most one beach ball.



BALL-E has two storage compartments, each of which can hold a single beach ball. One compartment can only hold 1-shaped balls and the other can only hold 0-shaped balls. (The 1-shaped balls are more oblong than the 0-shaped balls, so neither shape of ball will fit in the other shape's compartment.)

BALL-E initially has both the 0 and 1 compartments empty, and it starts off at station 0. The robot can do the following things:

- Move left one station or right one station. This costs 1 unit of power.
- If there is a ball at the current station, and BALL-E is not already storing a ball of that shape, it can put the ball in the appropriate compartment. This takes 0 units of power.
- If there is a ball at the current station, BALL-E can compress it so that its shape becomes the other shape. That is, a 1-shaped ball becomes a 0-shaped ball, or vice versa. It takes *C* units of power to do this. Note that BALL-E may not change the shape of a ball that it has already put into one of its compartments.
- If BALL-E is at station 0 and is storing at least one ball, it can deposit all balls from its compartment(s) into the beach ball storage warehouse. This takes 0 units of power and leaves both compartments empty.

Notice that if BALL-E moves to a station and there is a ball there, BALL-E is not required to pick it up immediately, even if the robot has an open compartment for it. Also, if BALL-E moves to the station with the warehouse, it is not required to deposit any balls it has.

Find the minimum number of units of power needed for BALL-E to transfer all of the balls to the warehouse, using only the moves described above.

### **Input Specification**

The first line of the input gives the number of test cases, T. T test cases follow. The first line of each test case contains two integers, N and C: the number of balls and the amount of power units needed to change the shape of a ball, respectively. The next N lines describe the positions (i.e., station numbers) and the shapes of the balls. The  $i^{\text{th}}$  line contains two integers,  $X_i$  and  $S_i$ : the position and the shape of the  $i^{\text{th}}$  ball, respectively.

# **Output Specification**

For each test case, output one line containing Case #x: y, where x is the test case number (starting from 1) and y is the *minimum* number of units of power needed to transfer all of the balls to the warehouse, as described above.

## Limits

Time limit: 40 seconds.

- Memory limit: 1 GB.
- $1 \leq T \leq 100.$

 $0 \leq S_i \leq 1$ , for all i.

 $-10^9 \leq X_i \leq 10^9$ , for all i.

 $0 \leq C \leq 10^9$ .

 $X_i 
eq 0$ , for all i.

All  $X_i$  are distinct.

### Test Set 1

For at most 15 cases:

 $1 \leq N \leq 5\,000.$ 

For the remaining cases:

 $1 \leq N \leq 100.$ 

#### Test Set 2

For at most 15 cases:

 $1 \leq N \leq 10^5$ .

For the remaining cases:

 $1 \leq N \leq 5\,000.$ 

# Sample Input

| 4                   |
|---------------------|
| 50                  |
| 3 0                 |
| 60                  |
| 8 0                 |
| 10 1                |
| 15 1                |
| 5 10                |
| 3 0                 |
| 60                  |
| 80                  |
| 10 1                |
| 15 1                |
| 5 1                 |
| 3 0                 |
| 60                  |
| 80                  |
| 10 1                |
| 15 1                |
|                     |
| 20                  |
| 2 0<br>1000000000 0 |

### Sample Output

Case #1: 52 Case #2: 56 Case #3: 54 Case #4: 400000000

In Sample Case #1 (illustrated in the statement), there are N = 5 balls and C = 0. One optimal strategy is to make three round trips from (and back to) the warehouse:

- First round trip: Move to station 3, pick up the 0 ball there and store it in the 0 compartment, move back to station 0, and deposit the ball in the warehouse. This takes 6 units of power.
- Second round trip: Move to station 8, pick up the 0 ball there, and store it in the 0 compartment. Move to station 6, change the 0 ball there into a 1 ball, and pick it up and store it in the 1 compartment. Move to station 0 and deposit both balls in the warehouse. This takes 16 units of power. (Recall that in this case, it takes 0 units of power to change a ball's shape.)
- Third round trip: Move to station 10. Change the 1 ball there into a 0 ball, and pick it up and store it in the 0 compartment. Move to station 15. Pick up the 1 ball there and store it in the 1 compartment. Move to station 0 and deposit both balls in the warehouse. This takes 30 units of power.

The total number of units of power needed to collect all the balls is 52.

Sample Case #2 is like Sample Case #1, but now with C = 10. Now BALL-E has to use at least 56 units of power:

- First round trip: Get the ball from station 3. This takes 6 units of power.
- Second round trip: Get the differently-shaped balls from stations 6 and 10. (These are a 0 and a 1, respectively, so there is no need to change the shape of either of them.) This takes 20 units of power.
- Third round trip: Get the differently-shaped balls from stations 8 and 15. This takes 30 units of power.

Sample Case #3 is also like Sample Case #1, but now with C=1. Here, BALL-E needs at least 54 units of power:

- First round trip: Get the ball from station 3. This takes 6 units of power.
- Second round trip: Get the ball from station 8. When passing through station 6 on the way back, change the shape of the ball there and get it. This takes 17 units of power.
- Third round trip: Do the same with the balls at stations 15 and 10. This takes 31 units of power.

In Sample Case #4, one optimal strategy is for BALL-E to move to station  $-1\,000\,000\,000$ , get the 1 ball there, move to station  $1\,000\,000\,000$ , get the 0 ball there, and then return to station 0 to deposit both of them.