Max's Anger Contest Series 1 P4 - Greedily Gamboling

Time limit: 2.0s Memory limit: 1G Java: 3.0s

To celebrate being able to reconstruct his array, Max has decided to solve Single Source Shortest Path but wants it to be harder, so he came up with the following problem:

Given a graph of N vertices with M bidirectional-weighted edges and K toggles for the bits for any given edge weight you travel, find the shortest path from 1 to N.

The i^{th} toggle allows you to set the p_i^{th} bit to 0 at most once on any edge weight you travel on from 1 to N.

You can use multiple toggles on the same edge.

What is the minimum cost to travel from 1 to N using at most K of the toggles?

Constraints

 $egin{aligned} &1 \leq N \leq 20\,000 \ &N-1 \leq M \leq \min(50\,000,\,rac{N imes(N-1)}{2}) \ &0 \leq K \leq 5 \ &0 \leq p_i \leq 10 \ &1 \leq u_i, v_i \leq N \ &u_i
eq v_i \ &1 \leq w_i \leq 40\,000 \end{aligned}$

The data are generated such that there is always a path of edges from 1 to N.

Subtask 1 [30%]

K = 0

Subtask 2 [70%]

No additional constraints.

Input Specification

The first line will contain three integers, N, M, and K, the number of vertices, edges, and toggles, respectively.

The next K lines will contain an integer, p_i , the i^{th} toggle that can be used to set the p_i^{th} bit of any edge weight that is travelled on from 1 to N to 0.

The next M lines will contain three integers, u_i , v_i , and w_i , a bidirectional edge from u_i to v_i with a weight of w_i .

Output Specification

Output the minimum distance from 1 to N after using at most K of the toggles.

Sample Input

3 3 3		
1		
2		
3		
1 3 1		
1 2 2		
2 3 12		

Sample Output

0

Explanation for Sample

It is optimal to take the path $1 \rightarrow 2 \rightarrow 3$ to get a distance of 0: use $p_1 = 1$ on the edge from 1 to 2, giving a weight of 0; use $p_2 = 2$ on the edge from 2 to 3, giving a weight of 8; use $p_3 = 3$ on the edge from 2 to 3 again, giving a weight of 0.