

# Sell in Pairs

Input file:            **standard input**  
Output file:           **standard output**  
Time limit:            5 seconds  
Memory limit:         1024 megabytes

Busy Beaver sells mushrooms at his market. Each mushroom has a *flavor index*, an integer between 1 and  $N$  (inclusive). For each  $i$ , there are  $a_i$  mushrooms of flavor index  $i$ .

Busy Beaver sells mushrooms only in **pairs**. Each mushroom can be used in **at most one** pair. A pair can be sold in one of the following ways:

- **Type 1:** two mushrooms with the same flavor index for price  $x$ .
- **Type 2:** two mushrooms whose flavor indices differ by exactly 1 (e.g.  $(3, 4)$ ) for price  $y$ .

You are given  $Q$  scenarios. In the  $j$ -th scenario, the prices are  $(x_j, y_j)$ . For each scenario, compute the maximum total profit Busy Beaver can obtain.

## Input

The first line contains a single integer  $T$  ( $1 \leq T \leq 10^4$ ) — the number of test cases.

The first line of each test case contains two integers  $N$  and  $Q$  ( $2 \leq N \leq 3 \cdot 10^5$ ,  $1 \leq Q \leq 3 \cdot 10^5$ ).

The second line of each test case contains  $N$  integers  $a_1, a_2, \dots, a_N$  ( $0 \leq a_i \leq 10^6$ ).

Each of the next  $Q$  lines contains two integers  $x_i$  and  $y_i$  ( $0 \leq x_i \leq 10^6$ ,  $0 \leq y_i \leq 10^6$ ), describing each scenario.

The sum of  $N$  across all test cases does not exceed  $3 \cdot 10^5$ .

The sum of  $Q$  across all test cases does not exceed  $3 \cdot 10^5$ .

## Output

Print  $Q$  lines.

On the  $i$ -th line, output the maximum profit Busy Beaver can obtain in the  $i$ -th scenario.

## Scoring

There are five subtasks for this problem.

- (15 points):  $Q = 1$ ,  $1 \leq x_1 < y_1$
- (30 points): For each  $i \in \{1, 2, \dots, Q\}$ ,  $1 \leq x_i < y_i$
- (15 points):  $Q = 1$ ,  $1 \leq y_1 < x_1$
- (30 points): For each  $i \in \{1, 2, \dots, Q\}$ ,  $1 \leq y_i < x_i$
- (10 points): No additional constraints.

## Example

standard input	standard output
2	21
4 5	36
2 3 2 1	8
7 2	16
2 9	16
0 2	247
4 4	92
5 3	75
7 3	
5 4 3 6 3 3 4	
10 19	
5 7	
6 3	

## Note

Below is the explanation for the first test case.

In the first scenario, it is optimal to sell three type 1 pairs as follows:

$$(1, 1), (2, 2), (3, 3)$$

which yields a profit of 21.

In the second scenario, it is optimal to sell four type 2 pairs as follows:

$$(1, 2), (1, 2), (2, 3), (3, 4)$$

which yields a profit of 36.

In the fifth scenario, it is optimal to sell two type 1 pairs and two type 2 pairs as follows:

$$(1, 1), (2, 2), (2, 3), (3, 4)$$

which yields a profit of 16.