

## Problem B. Boss Rush

Input file:            standard input  
Output file:           standard output  
Memory limit:        512 megabytes

Finally, Little Q gets his weapon at level  $10^5$  in the RPG game, now he is trying to beat the boss as soon as possible. The boss has  $H$  units of health point (HP), Little Q needs to cause at least  $H$  units of damage to beat the boss.

Little Q has learnt  $n$  skills, labeled by  $1, 2, \dots, n$ . Each skill can not be used multiple times, because there is not enough time for Little Q to wait for the skill to cool down. Assume Little Q uses the  $i$ -th skill at the  $x$ -th frame, the actor controlled by him will take  $t_i$  frames to perform, which means Little Q will not be allowed to use other skills until the  $(x + t_i)$ -th frame. The length of the damage sequence of the  $i$ -th skill is  $len_i$ , which means the skill will cause  $d_{i,j}$  ( $0 \leq j < len_i$ ) units of damage at the  $(x + j)$ -th frame if Little Q uses the  $i$ -th skill at the  $x$ -th frame. Note that  $len_i$  can be greater than  $t_i$ , for example, the burning skill can burn the boss for a long period, but takes a little time to cast the fire.

The game starts at the 0-th frame. Your task is to help Little Q beat the boss as soon as possible, or determine Little Q can't beat the boss using all the skills at most once.

### Input

The first line contains a single integer  $T$  ( $1 \leq T \leq 100$ ), the number of test cases. For each test case:

The first line contains two integers  $n$  and  $H$  ( $1 \leq n \leq 18, 1 \leq H \leq 10^{18}$ ), denoting the number of skills and the HP of the boss.

For each skill, the first line contains two integers  $t_i$  and  $len_i$  ( $1 \leq t_i, len_i \leq 100\,000$ ), the second line contains  $len_i$  integers  $d_{i,0}, d_{i,1}, \dots, d_{i,len_i-1}$  ( $1 \leq d_{i,j} \leq 10^9$ ).

It is guaranteed that the sum of all  $len_i$  is at most 3 000 000, and there are at most 5 cases such that  $n > 10$ .

### Output

For each test case, output a single line containing an integer, denoting the first frame to beat the boss. If it is impossible to beat the boss, please print “-1” instead.

### Example

standard input	standard output
3	1
1 100	2
5 3	-1
50 60 70	
2 100	
2 3	
40 40 100	
100 2	
20 5	
1 1000	
1 1	
999	