

# Optimal BST

Input file:            **standard input**  
Output file:         **standard output**  
Time limit:          2 seconds  
Memory limit:       512 megabytes

Bobo recently learnt dynamic programming to solve the “Optimal Binary Search Tree” problem. For a sequence of number  $\{a_1, a_2, \dots, a_n\}$ ,  $\text{OPT}(\{a_1, a_2, \dots, a_n\})$  is defined as:

- $\text{OPT}(\{a_1\}) = a_1$  when  $n = 1$ ;
- $\text{OPT}(\{a_1, a_2, \dots, a_n\}) = \min_{1 \leq j < n} \text{OPT}(\{a_1, a_2, \dots, a_j\}) + \text{OPT}(\{a_{j+1}, a_{j+2}, \dots, a_n\}) + S$ ,  
where  $S = a_1 + a_2 + \dots + a_n$  when  $n > 1$ .

Bobo also had a tree  $T$  whose vertices conveniently labeled by  $1, 2, \dots, n$ . The  $i$ -th vertex was associated with number  $a_i$ . Let  $P_i$  be the sequence of numbers on the path from vertex 1 to vertex  $i$ . He would like to work out  $\text{OPT}(P_i)$  for all  $i = 1, 2, \dots, n$ .

## Input

The first line contains 1 integer  $n$  ( $2 \leq n \leq 4000$ ).

The second line contains  $n$  integers  $a_1, a_2, \dots, a_n$  ( $1 \leq a_i \leq 10^9$ ).

The third line contains  $(n - 1)$  integers  $p_2, p_3, \dots, p_n$  where  $p_i$  denotes an edge between vertices  $p_i$  and  $i$  ( $1 \leq p_i < i$ ).

## Output

$n$  integeres denote  $\text{OPT}(P_1), \text{OPT}(P_2), \dots, \text{OPT}(P_n)$ .

## Examples

standard input	standard output
3 1 2 3 1 2	1 6 15
3 1 2 3 1 1	1 6 8