

Problem D. Machine Learning

Input file: *standard input*
 Output file: *standard output*
 Time limit: 4 seconds
 Memory limit: 256 mebibytes

Lately, Byton has found interest in the science describing methods of teaching computers identifying patterns in data and drawing conclusions from them – *the machine learning*.

During his research in this field, he had to investigate properties of some complicated function f . He computed its value in a number of points $x_1, x_2, \dots, x_n$, obtaining results $y_1, y_2, \dots, y_n$.

He would like to approximate f by some **continuous** function g , composed of two linear parts; formally for some $x \in \mathbb{R}$, g should be linear for arguments less than x and linear for arguments greater than x .

Byton would like to achieve a faithful approximation of f . He would like to minimize the mean squared error:

$$\frac{1}{n} \sum_{i=1}^n (y_i - g(x_i))^2.$$

Input

The first line of the input contains a single integer n ($1 \leq n \leq 100\,000$). Each of the next n lines contain two integers x_i, y_i ($0 \leq x_i \leq 1\,000\,000$, $0 \leq y_i \leq 1000$). The numbers x_i are pairwise different.

Output

You should print a single real number – the minimum possible mean squared error he is able to achieve.

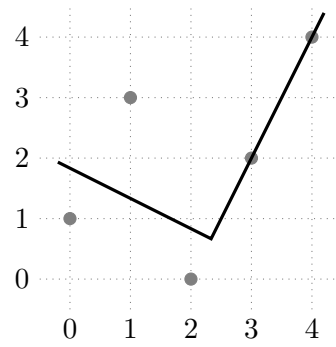
Your answer will be accepted if its absolute error does not exceed 1.

Example

standard input	standard output
5 0 1 2 0 1 3 4 4 3 2	0.833333333333
7 0 0 1 1 2 2 3 4 4 2 5 1 6 0	0.0659340659341

Note

In the first example, the optimal mean squared error is $\frac{5}{6}$. You can get it by fixing on the left the linear function $-\frac{x}{2} + \frac{11}{6}$ and on the right, the linear function $2x - 4$.



In the second example the minimum mean squared error is $\frac{6}{91}$. The function can be constructed from lines $\frac{16}{13}x - \frac{2}{13}$ and $-\frac{16}{13}x + \frac{94}{13}$.

