

Problem E. Exact Arithmetic

Input file: *standard input*
Output file: *standard output*
Time limit: 1 second
Memory limit: 512 mebibytes

Let X be the set of all rational numbers and all numbers of form $q\sqrt{r}$, where q is a non-zero rational number and r is an integer greater than 1. Here, r must not have a square number except for 1 as its divisor. Also, let X^* be the set of all numbers which can be expressed as a sum of one or more elements in X .

Consider the machine Y which is a stack-based calculator operating on the values in X^* and has the instructions shown below.

- “**push** n ”: pushes an integer specified in the operand onto the stack.
- “**add**”: pops two values x_1 and x_2 from the top of the stack in this order, then pushes $(x_2 + x_1)$.
- “**sub**”: pops two values x_1 and x_2 from the top of the stack in this order, then pushes $(x_2 - x_1)$.
- “**mul**”: pops two values x_1 and x_2 from the top of the stack in this order, then pushes $(x_2 \cdot x_1)$.
- “**div**”: pops two values x_1 and x_2 from the top of the stack in this order, then pushes (x_2/x_1) . Here, x_1 must be a non-zero value from X (not from X^*).
- “**sqrt**”: pops one value x from the stack and pushes the square root of x . Here, x must be a non-negative rational number.
- “**disp**”: pops one value x from the stack, and outputs the string representation of the value x to the display. The representation rules are stated later.
- “**stop**”: terminates calculation. The stack must be empty when this instruction is called.

Initially, the stack is empty. A sufficient number of values must exist in the stack on execution of every instruction. In addition, due to the limitation of the machine Y , no more values can be pushed when the stack already stores as many as 256 values. Also, there exist several restrictions on values to be pushed onto the stack:

- For rational numbers, neither numerator nor denominator in the irreducible form may exceed 32 768 in its absolute value.
- For any element in X of the form $q\sqrt{r} = (a/b)\sqrt{r}$, the following must hold: $|a\sqrt{r}| \leq 32\,768$ and $|b| \leq 32\,768$.

For any element in X^* , each term in the sum must satisfy the above conditions.

The rules for the string representations of the values (on the machine Y) are as follows:

- A rational number is represented as either an integer or an irreducible fraction with a denominator greater than 1.
- A fraction is represented as “*num/den*”. Here, *num* is the numerator, and *den* is the denominator. The sign character “-” precedes negative numbers.
- A number of the form $q\sqrt{r}$ is represented as “*rep*sqrt(r)*” except for the case with $|q| = 1$, in which the number is represented as *sqrt(r)* for $q = 1$ or *-sqrt(r)* for $q = -1$. Here, *rep* is the string representation of q .

- For a sum of two or more elements of X , string representations of all the (non-zero) elements are connected using the binary operator “+”. In this case, all terms with the same rooted number are merged into a single term, and the terms must be shown in the ascending order of their root component. For the purpose of this rule, all rational numbers are regarded to accompany $\sqrt{1}$. There is exactly one space character before and after each of the binary operators “+”. No space characters appear at any other place.

The followings are a few examples of valid string representations:

```
0
1
-1/10
2*sqrt(2) + 1/2*sqrt(3) + -1/2*sqrt(5)
1/2 + sqrt(10) + -sqrt(30)
```

Your task is to write a program that simulates the machine Y .

Input

The input is a sequence of no more than 3000 instructions. Each line contains a single instruction. You may assume that every instruction is called in a legal way. The instruction “stop” appears only once, at the end of the entire input.

Output

Output the strings which the machine Y will display. Write each string on a separate line.

Example

standard input	standard output
push 1	1/2*sqrt(2) + 1/3*sqrt(3)
push 2	5*sqrt(2)
sqrt	
div	
push 1	
push 3	
sqrt	
div	
add	
disp	
push 8	
sqrt	
push 3	
push 2	
sqrt	
mul	
add	
disp	
stop	