

# Hyper Smawk Bros

Input file:            **standard input**  
Output file:           **standard output**  
Time limit:            4 seconds  
Memory limit:         1024 megabytes



You and Bob are playing Hyper Smawk Bros against each other, facing a single boss with health  $n$ .

You and Bob act alternately, and you start. On your turn, you may use an attack that deals an integer amount of damage  $x$  in  $[1, m]$ , replacing  $n$  with  $n - x$ . However, you cannot use the same  $x$  that your opponent just used on the previous turn (on the very first move of the game, any  $x$  in  $[1, m]$  is allowed).

The winner is the first player to reduce the boss's health to  $n \leq 0$ . Determine whether you can force a win if Bob plays optimally.

## Input

Each test contains multiple test cases. The first line contains the number of test cases  $t$  ( $1 \leq t \leq 10^4$ ). The description of the test cases follows.

The only line of each test case contains two integers  $n, m$  ( $1 \leq n \leq 10^6, 2 \leq m \leq 10^6$ ) — the starting health  $n$  and the maximum damage per attack  $m$ .

Note that there are no constraints on the sum of  $n$  over all test cases, and there are no constraints on the sum of  $m$  over all test cases.

## Output

For each test case, output **YES** if you can force a win against Bob, and **NO** otherwise.

The judge is case-insensitive (for example, **YES**, **Yes**, **yes**, **yEs** will all be recognized as positive answers).

## Example

standard input	standard output
8	YES
6 9	YES
20 10	NO
69 2	NO
42 9	YES
42 10	YES
44 9	NO
44 10	YES
400000 400000	

## Note

**Explanation of sample 1.** In the first test case, you can win immediately by dealing damage 8, so that  $n$  becomes  $6 - 8 = -2 \leq 0$ .

In the second test case,

- you choose to deal damage 10;
- Bob can choose to deal any damage in  $[1, 10]$  different from 10;
- then you can choose to deal damage 10 and win.

In the third test case,

- either you start by dealing damage 1, then Bob must deal damage 2, then you must deal damage 1, etc.;
- or you start by dealing damage 2, then Bob must deal damage 1, then you must deal damage 2, etc.

In both cases, you lose.