# Tutorial for "Your Rank is Pure (EXTREME ver)"

Note: The problem description is same as <u>GCJPURE</u>, but with more higher constraints (to become more challenging) and more strict source limit (to reject hardcoded precomputation). This problem also allow slow language to be accepted. This problem also tutorial for "<u>Your Rank is Pure (EXTREME ver)</u>". Good Luck.

## **Problem Description**

Pontius: You know, I like this number 127, I don't know why.

Woland: Well, that is an object so pure. You know the prime numbers.

Pontius: Surely I do. Those are the objects possessed by our ancient masters hundreds of years ago. Oh, yes, why then? 127 is indeed a prime number as I was told.

Woland: Not... only... that. 127 is the 31st prime number; then, 31 is itself a prime, it is the 11th; and 11 is the 5th; 5 is the 3rd; 3, you know, is the second; and finally 2 is the 1st.

Pontius: Heh, that is indeed... purely prime.

The game can be played on any subset S of positive integers. A number in S is considered pure with respect to S if, starting from it, you can continue taking its rank in S, and get a number that is also in S, until in finite steps you hit the number 1, which is not in S.

When n is given, in how many ways you can pick S, a subset of {2, 3, ..., n}, so that n is pure, with respect to S? The answer might be a big number, you need to output it modulo 10<sup>9</sup>+7.

## Input

The first line of the input gives the number of test cases, **T**. **T** lines follow. Each contains a single integer **n**.

## **Output**

For each test case, output one line containing "Case #x: y", where x is the case number (starting from 1) and y is the answer as described above.

#### **Constraints**

 $T < 10^4$ 

 $2 < n < 10^4$ 

## **Example**

Input:

2

### **Output:**

Case #1: 5

Case #2: 8

## **Other Info**

Time limit ~100× My Program top speed (0.25s using 1743B of C code).

You can see my submission history and time record for this problem: here

See also: Another problem added by Tjandra Satria Gunawan