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The Virtual Learning Environment for Computer Programming

Cooperative game

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Competitions are not in fashion anymore. What is fashionable now are *cooperative games*, where the participants collaborate to achieve a common goal. So, *n* friends get inspired by the chain game, in which an array of people whisper a message *M* in order from one extreme to the other one, trying that *M* gets not corrupted on the way. But, to make the game more fun, some changes are made:

Let x be the initial transmitter of M, and let y be the final receiver. At each step of the game, the person u that just got M (or x, if it is the first round) must choose another person v and transmit M to him or her. For every pair (u, v), we know the probability p_{uv} that the direct transmision of the message from u to v is correct. That probability is independent of the round. A corrupted message never gets recovered. The game ends when M reaches y.

Playing optimally, what is the probability that *M* gets correctly transmitted from *x* to *y*?

Input

Input consists of several cases. Every case begins with the number of friends n and the number of probabilities p_{uv} that are strictly positive. Follow m triplets u, v, p_{uv} , where $u \neq v$. Finally, we have x and y. Assume $1 \leq n \leq 10^4$, $0 \leq m \leq 5n$, and that every pair of u and v appears at most once in the input. Friends are numbered between 0 and v and v and v appears at most once in the input.

Output

For every case, print with five digits after the decimal point the maximum probability that the message correctly reaches y from x. If it is impossible, tell so.

Hint

The expected solution is based upon a fundamental graph algorithm.

Sample input

Sample output

0.00078 impossible 1.00000 0.00004

Problem information

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