

## 7740 Coding Contest

A coding contest will be held in this university, in a huge playground. The whole playground would be divided into  $N$  blocks, and there would be  $M$  directed paths linking these blocks. The  $i$ -th path goes from the  $u_i$ -th block to the  $v_i$ -th block. Your task is to solve the lunch issue.

According to the arrangement, there are  $s_i$  competitors in the  $i$ -th block. Limited to the size of table,  $b_i$  bags of lunch including breads, sausages and milk would be put in the  $i$ -th block. As a result, some competitors need to move to another block to access lunch. However, the playground is temporary, as a result there would be so many wires on the path.

For the  $i$ -th path, the wires have been stabilized at first and the first competitor who walker through it would not break the wires. Since then, however, when a person go through the  $i$ -th path, there is a chance of  $p_i$  to touchthe wires and affect the whole networks. Moreover, to protect these wires, no more than  $c_i$  competitors are allowed to walk through the  $i$ -th path.

Now you need to find a way for all competitors to get their lunch, and minimize the possibility of network crashing.

### Input

The first line of input contains an integer  $t$  which is the number of test cases. Then  $t$  test cases follow.

For each test case, the first line consists of two integers  $N$  ( $N \leq 100$ ) and  $M$  ( $M \leq 5000$ ). Each of the next  $N$  lines contains two integers  $s_i$  and  $b_i$  ( $s_i, b_i \leq 200$ ).

Each of the next  $M$  lines contains three integers  $u_i, v_i$  and  $c_i$  ( $c_i \leq 100$ ) and a float-point number  $p_i$  ( $0 < p_i < 1$ ).

It is guaranteed that there is at least one way to let every competitor has lunch.

### Output

For each turn of each case, output the minimum possibility that the networks would break down. Round it to 2 digits.

### Sample Input

```
1
4 4
2 0
0 3
3 0
0 3
1 2 5 0.5
3 2 5 0.5
1 4 5 0.5
3 4 5 0.5
```

### Sample Output

```
0.50
```