

## Problem L

### GoogolPlex

Time Limit: 1 second

Googolplex is a large number equal to  $10^{10^{100}}$ . Let  $G$  denote the number Googolplex. During his free and lonely time, Harry usually plays the Googolplex-game. First, he setups the Googolplex-game as follows:



- Harry draws  $2 \times G$  squares on a straight line, numbered from 0 to  $2 \times G - 1$  from left to right.
- Harry marks squares numbered  $G+1, G+2, \dots, G+m$  as “bad squares”
- Harry creates a dice with  $N$  faces, numbered 1 to  $N$ . When Harry throws the dice, each face has an equal probability of coming on top.
- Harry puts a stone on the square numbered 0.

Then, the Googolplex-game is played as follows:

- In each turn, Harry throws the  $N$ -face dice. If number  $f$  comes on top, Harry moves the stone  $f$  squares to the right.
- Harry repeats this process until he can no longer move the stone.

What is the probability that Harry WILL NOT move to a “bad square” during the game?

### Input

The first line of the input contains the only positive integer  $T$  ( $1 \leq T \leq 10^5$ ) - the number of test cases. Then  $T$  lines follow, each line contains 2 integers  $N$  and  $M$  ( $1 \leq M; N \leq 10^9$ ).

### Output

For each test case, print one line containing the probability that Harry DO NOT move to a “bad square” during the game. Your answer will be considered correct if the relative or absolute error is at most  $10^{-6}$ .

#### Sample Input

#### Sample Output

2	0.33333333333333333333
2 1	0
2 2	