

## D. Graph Game

time limit per test: 2 seconds  
memory limit per test: 256 megabytes  
input: standard input  
output: standard output

In computer science, there is a method called "Divide And Conquer By Node" to solve some hard problems about paths on a tree. Let's describe how this method works by function:

$solve(t)$  ( $t$  is a tree):

1. Choose a node  $x$  (it's common to choose weight-center) in tree  $t$ . Let's call this step "Line A".
2. Deal with all paths that pass  $x$ .
3. Then delete  $x$  from tree  $t$ .
4. After that  $t$  becomes some subtrees.
5. Apply  $solve$  on each subtree.

This ends when  $t$  has only one node because after deleting it, there's nothing.

Now, WJMZBMR has mistakenly believed that it's ok to choose any node in "Line A". So he'll choose a node at random. To make the situation worse, he thinks a "tree" should have the same number of edges and nodes! So this procedure becomes like that.

Let's define the variable  $totalCost$ . Initially the value of  $totalCost$  equal to 0. So,  $solve(t)$  (now  $t$  is a graph):

1.  $totalCost = totalCost + (size\ of\ t)$ . The operation "=" means assignment. ( $Size\ of\ t$ ) means the number of nodes in  $t$ .
2. Choose a node  $x$  in graph  $t$  at random (uniformly among all nodes of  $t$ ).
3. Then delete  $x$  from graph  $t$ .
4. After that  $t$  becomes some connected components.
5. Apply  $solve$  on each component.

He'll apply  $solve$  on a connected graph with  $n$  nodes and  $n$  edges. He thinks it will work quickly, but it's very slow. So he wants to know the expectation of  $totalCost$  of this procedure. Can you help him?

### Input

The first line contains an integer  $n$  ( $3 \leq n \leq 3000$ ) — the number of nodes and edges in the graph. Each of the next  $n$  lines contains two space-separated integers  $a_i, b_i$  ( $0 \leq a_i, b_i \leq n - 1$ ) indicating an edge between nodes  $a_i$  and  $b_i$ .

Consider that the graph nodes are numbered from 0 to  $(n - 1)$ . It's guaranteed that there are no self-loops, no multiple edges in that graph. It's guaranteed that the graph is connected.

### Output

Print a single real number — the expectation of  $totalCost$ . Your answer will be considered correct if its absolute or relative error does not exceed  $10^{-6}$ .

### Examples

input
5 3 4 2 3 2 4 0 4 1 2
output

13.166666666666666
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input
3 0 1 1 2 0 2
output
6.000000000000000

input
5 0 1 1 2 2 0 3 0 4 1
output
13.166666666666666

**Note**  
Consider the second example. No matter what we choose first, the *totalCost* will always be  $3 + 2 + 1 = 6$ .