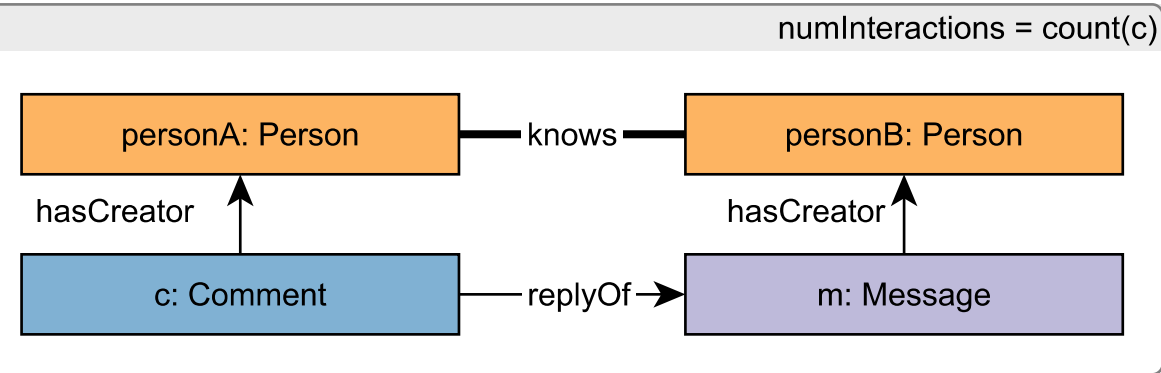
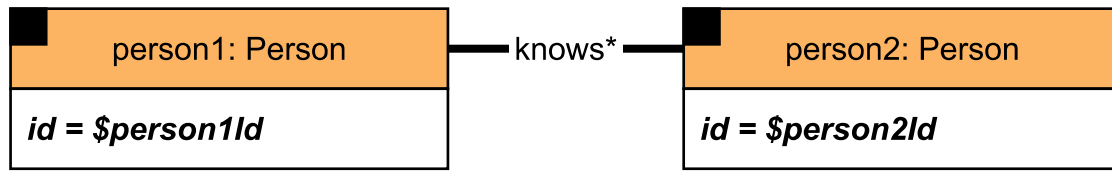


Find a cheapest path on edges where $\text{numInteractions} \geq 1$,
using edge weight = $\max(\text{round}(40 - \sqrt{\text{numInteractions}}), 1)$



Example for finding a path between person1 and person2

