Problem E- Tank Fight

You are playing a computer game against an opponent where you have N tanks and they have M tanks. Here's how the game works:

- Initially, all tanks are ready to fire.
- Your tanks have 123 hit points; enemy tanks have 321 hit points.
- Your tanks will fire every 1.23 seconds, and reduce the hit points of the target by 12.3 hit points; enemy tanks will fire every 3.21 seconds, and reduce the hit points of the target by 32.1 hit points. Lost hit points cannot be recovered.
- The tank's projectile takes 0.000987 seconds to reach the target.
- If a tank's hit points are reduced to 0 or less, then it dies and can no longer fire; otherwise it is alive and will continue to fire.
- Tanks must fire at an alive tank from the opposing team. Furthermore, tanks must always do "useful firing" if possible, i.e., if it will take a minimum of x hits to kill a tank, then no more than x opposing tanks may fire at it.

You have the best AI in the world. Furthermore, you have hacked the enemy AI so that it is playing in the worst possible way (subject to the above rules). Can you win the fight?

Input Specification:

There are no more than 100000 test cases, presented one per line. Each test case are the positive integers N M denoting the starting numbers of tanks for each side. $N, M \leq 100000$.

Input ends on EOF.

Output Specification:

For each test case, print a line that says "`win`" if you will win, "`lose`" if you will lose, or "`draw`" if both sides get obliterated.

Hint: In computer games, a common strategy is to focus fire on the weakest enemy units so that the maximum number of enemy units die. A healthy unit and a half-dead unit deal the same amount of damage, therefore you want to kill as many as possible, to minimize damage taken to your own units.

Sample Input:

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5 5
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Sample Output:

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lose
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