861. Score After Flipping Matrix

Description

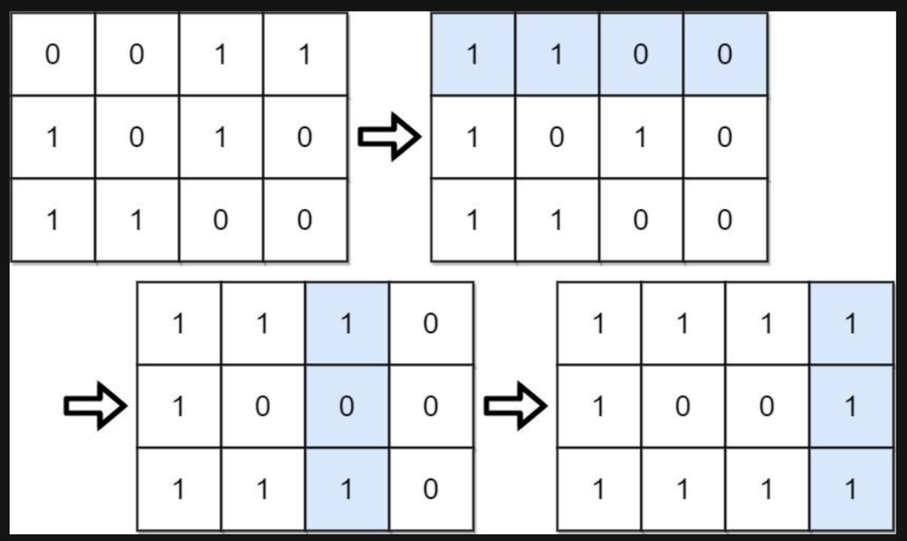
You are given an `m x n` binary matrix `grid`.

A **move** consists of choosing any row or column and toggling each value in that row or column (i.e., changing all `0`'s to `1`'s, and all `1`'s to `0`'s).

Every row of the matrix is interpreted as a binary number, and the **score** of the matrix is the sum of these numbers.

Return *the highest possible* ***score*** *after making any number of* ***moves*** *(including zero moves)*.

Example 1:




```
Input: grid = [[0,0,1,1],[1,0,1,0],[1,1,0,0]]
Output: 39
Explanation: 0b1111 + 0b1001 + 0b1111 = 15 + 9 + 15 = 39
```

Example 2:

```
Input: grid = [[0]]
Output: 1
```

Constraints:

- `m == grid.length`
- `n == grid[i].length`
- `1 <= m, n <= 20`
- `grid[i][j]` is either `0` or `1`.