Forming a Magic Square



We define a magic square to be an $n \times n$ matrix of distinct positive integers from 1 to n^2 where the sum of any row, column, or diagonal (of length n) is always equal to the same number (i.e., the *magic constant*).

Consider a 3×3 matrix, s, of integers in the inclusive range [1,9]. We can convert any digit, a, to any other digit, b, in the range [1,9] at cost |a-b|.

Given s, convert it into a magic square at *minimal* cost by changing zero or more of its digits. Then print this cost on a new line.

Note: The resulting magic square must contain distinct integers in the inclusive range [1,9].

Input Format

There are $\bf 3$ lines of input. Each line describes a row of the matrix in the form of $\bf 3$ space-separated integers denoting the respective first, second, and third elements of that row.

Constraints

• All integers in s are in the inclusive range [1, 9].

Output Format

Print an integer denoting the minimum cost of turning matrix s into a magic square.

Sample Input 0

```
492
357
815
```

Sample Output 0

1

Explanation 0

Matrix s initially looks like this:

```
4 9 2
3 5 7
8 1 5
```

Observe that it's not yet magic, because not all rows, columns, and center diagonals sum to the same number.

If we change the bottom right value, s[2][2], from 5 to 6 at a cost of |6-5|=1, s becomes a magic square at the minimum possible cost. Thus, we print the cost, 1, on a new line.

Sample Input 1

```
4 8 2
4 5 7
6 1 6
```

Sample Output 1

4

Explanation 1

Considering 0 - based indexing if we make s[0][1]->9 at a cost of : |9-8|=1 , s[1][0]->3 at a cost of : |3-4|=1 and s[2][0]->8 at a cost of : |8-6|=2 , then net cost will be (1+1+2=4).