1368. Minimum Cost to Make at Least One Valid Path in a Grid

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Given an `m x n` grid. Each cell of the grid has a sign pointing to the next cell you should visit if you are currently in this cell. The sign of `grid[i][j]` can be:

- `1` which means go to the cell to the right. (i.e go from `grid[i][j]` to `grid[i][j + 1]`)
- `2` which means go to the cell to the left. (i.e go from `grid[i][j]` to `grid[i][j - 1]`)
- `3` which means go to the lower cell. (i.e go from `grid[i][j]` to `grid[i + 1][j]`)
- `4` which means go to the upper cell. (i.e go from `grid[i][j]` to `grid[i - 1][j]`)

Notice that there could be some signs on the cells of the grid that point outside the grid.

You will initially start at the upper left cell `(0, 0)`. A valid path in the grid is a path that starts from the upper left cell `(0, 0)` and ends at the bottom-right cell `(m - 1, n - 1)` following the signs on the grid. The valid path does not have to be the shortest.

You can modify the sign on a cell with `cost = 1`. You can modify the sign on a cell **one time only**.

Return *the minimum cost to make the grid have at least one valid path*.