Given four integers sx, sy, tx, and ty, return true*if it is possible to convert the point*(sx, sy)*to the point*(tx, ty) *through some operations, or*false*otherwise*.

The allowed operation on some point (x, y) is to convert it to either (x, x + y) or (x + y, y).

**Example 1:**

**Input:** sx = 1, sy = 1, tx = 3, ty = 5

**Output:** true

**Explanation:**

One series of moves that transforms the starting point to the target is:

(1, 1) -> (1, 2)

(1, 2) -> (3, 2)

(3, 2) -> (3, 5)

**Example 2:**

**Input:** sx = 1, sy = 1, tx = 2, ty = 2

**Output:** false

**Example 3:**

**Input:** sx = 1, sy = 1, tx = 1, ty = 1

**Output:** true

**Constraints:**

* 1 <= sx, sy, tx, ty <= 109