# Problem B
# Bee House Perimeter

**Problem ID:** beehouseperim
**CPU Time limit:** 1 second
**Memory limit:** 1024 MB

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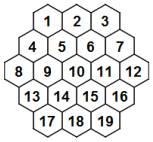
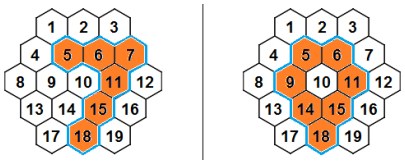
Alice is a queen bee living in Beeland (a honeycomb structure described by $R$, the number of cells of the side of honeycomb). The cells in Beeland are numbered from 1 to $R^3 - (R-1)^3$ in row major order. For example for $R = 3$, the Beeland that Alice lives in looks like this:




Now Alice lives in a house that occupies $K$ **adjacent** cells in Beeland. You are Bob, the knight bee. You need to protect Alice's house, but first you need to know the length of its **outer** perimeter (the number of outermost sides of Alice's house). The illustration below shows the visualizations of Sample Inputs/Outputs 2 and 3.




## Input

The first line of input consists of two integers: $R$ and $K$. ($1 \le R \le 50$, $1 \le K \le R^3 - (R-1)^3$). The second line contains $K$ unique integers that describe the indices of Alice's house, where each integer is in the range $[1, R^3 - (R-1)^3]$.

## Output

Print an integer in one line: The perimeter of Alice's house.

### Sample Input 1

```
3 1
7
```

### Sample Output 1

```
6
```

### Sample Input 2

```
3 6
5 6 7 11 15 18
```

### Sample Output 2

```
24
```

### Sample Input 3

```
3 7
5 6 11 15 18 14 9
```

### Sample Output 3

```
20
```