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