C. Building Permutation

time limit per test
1 second
memory limit per test
256 megabytes
input
standard input
output
standard output

Permutation *p is an ordered set of integers $p_1, p_2, ..., p_n$, consisting of n distinct positive integers, each of them doesn't exceed n. We'll denote the i-th element of permutation p as p_i. We'll call number n the size or the length of permutation $p_1, p_2, ..., p_n$.*

You have a sequence of integers $a_1, a_2, ..., a_n$. In one move, you are allowed to decrease or increase any number by one. Count the minimum number of moves, needed to build a permutation from this sequence.

Input

The first line contains integer n $(1 \le n \le 3 \cdot 10^5)$ — the size of the sought permutation. The second line contains n integers $a_1, a_2, ..., a_n (-10^9 \le a_i \le 10^9)$.

Output

Print a single number — the minimum number of moves.

Please, do not use the `%lld` specifier to read or write 64-bit integers in C++. It is preferred to use the cin, cout streams or the `%I64d`specifier.

Examples

input

Copy

```
2
3 0
```

output

```
2
```

input

Copy

```
3
-1 -1 2
```

output

```
6
```

Note

In the first sample you should decrease the first number by one and then increase the second number by one. The resulting permutation is $(2, 1)$.

In the second sample you need 6 moves to build permutation $(1, 3, 2)$.