

ABBA

Input file: *standard input*
Output file: *standard output*
Time limit: 1 second
Memory limit: 256 mebibytes

In this problem, we operate with tables of fixed size $h \times w$ consisting of real values. Let's define an addition operation on two tables as their component-wise sum.

A *multiplication table* for two real vectors $\alpha = (\alpha_1, \alpha_2, \dots, \alpha_h)$ and $\beta = (\beta_1, \beta_2, \dots, \beta_w)$ is the table $T_{\alpha, \beta}$ where the element at the intersection of i -th row and j -th column is $\alpha_i \cdot \beta_j$.

You start with a table of size $h \times w$ consisting of zeroes. In one turn, you are allowed to add a multiplication table for two arbitrary real vectors α of length h and β of length w to the current table. Your task is to make the current table equal to a goal table G in the minimum number of turns. What is the minimum number of turns you have to perform?

Input

The first line of input contains two integers h and w ($1 \leq h, w \leq 200$).

The i -th of the following h lines contain w space-separated **integers** $a_{i,1}, a_{i,2}, \dots, a_{i,w}$ ($-10^6 \leq a_{i,j} \leq 10^6$), where $a_{i,j}$ is the value on the intersection of i -th row and j -th column of the goal table G .

Output

If it's impossible to obtain the goal table G , print "-1" (without the quotes). Otherwise, output the minimum number of turns you have to perform in order to achieve it.

Examples

standard input	standard output
3 5 1 2 3 4 5 2 4 6 8 10 3 6 9 12 15	1
3 3 2 0 2 0 2 0 2 0 2	2

Note

In the first sample, the table T can be obtained using $\alpha = (1 \ 2 \ 3)$, $\beta = (1 \ 2 \ 3 \ 4 \ 5)$.

In the second sample, the table T can be obtained as sum of $T_{\alpha_1, \beta_1} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$ for vectors

$\alpha_1 = (1 \ 1 \ 1)$, $\beta_1 = (1 \ 1 \ 1)$ and $T_{\alpha_2, \beta_2} = \begin{pmatrix} 1 & -1 & 1 \\ -1 & 1 & -1 \\ 1 & -1 & 1 \end{pmatrix}$ for vectors $\alpha_2 = (-1 \ 1 \ -1)$,
 $\beta_2 = (-1 \ 1 \ -1)$.