

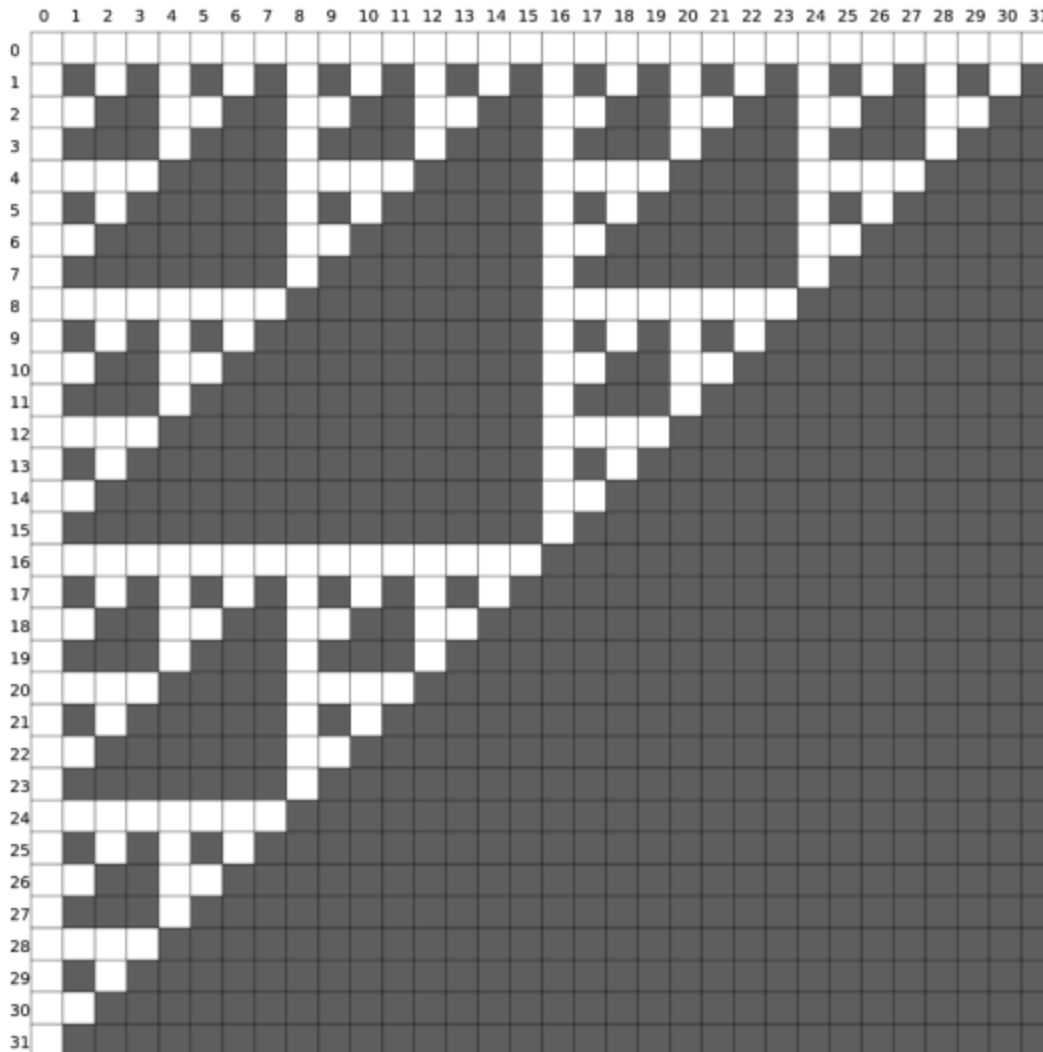
# COI '14 #1 Čvenk

**Time limit:** 3.0s    **Memory limit:** 512M

A group of Czech tourists is walking in a labyrinth of a strange self-similar shape. The ground plan of the labyrinth is a Sierpinski triangle – a fractal structure named after the Polish mathematician Waław Sierpiński.

The labyrinth consists of a billion rows numbered from 0 to  $10^9 - 1$  from top to bottom, and a billion columns numbered from 0 to  $10^9 - 1$  from left to right. The fields in the labyrinth can be either free or blocked.

The field in row  $X$  and column  $Y$  is free if the result of the bitwise `and` operation on the numbers  $X$  and  $Y$  is equal to zero, otherwise it is blocked. In other words, a field is blocked if, when  $X$  and  $Y$  are switched to binary, there is an integer  $k$  such that the  $k^{\text{th}}$  digit from the right of the number  $X$  and the  $k^{\text{th}}$  digit from the right of the number  $Y$  are equal to 1.



*The first 32 rows and columns of the labyrinth. The blocked fields are colored in black.*

The Czech tourists are tired from a long day of wandering and would like to meet up in a free field and exchange experiences. In each step, one tourist can jump to one of the adjacent free fields (up, down, left or right).

Write a programme that will, based on the current tourists' locations, determine **the minimum total number of steps necessary** in order for **all the tourists to meet in the same field**.

## Input Specification

The first line of input contains an integer  $N$  – the number of tourists. Each of the following  $N$  lines contains two integers  $R_i$  and  $S_i$  – the row and column of the field where the  $i^{\text{th}}$  tourist is located.

All the tourists are located in free fields, and it is possible that there are multiple tourists in the same field.

## Output Specification

The first and only line of output must contain the required minimum number of steps.

**Please note:** We recommend that you use a 64-bit integer data type (`int64` in Pascal, `long long` in C/C++).

## Constraints

Subtask	Score	Constraints
1	17	$N = 2, 0 \leq R_k, S_k < 10^9$
2	21	$2 \leq N \leq 100, 0 \leq R_k, S_k < 10^9$
3	22	$2 \leq N \leq 10^5, 0 \leq R_k, S_k < 500$
4	40	$2 \leq N \leq 10^5, 0 \leq R_k, S_k < 10^9$

## Sample Input 1

```
2
2 1
4 3
```

## Sample Output 1

```
6
```

## Explanation for Sample Output 1

One of the fields where the brave Czech tourists could have met is  $(2, 0)$ .

## Sample Input 2

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```
6
2 5
3 4
8 7
9 6
10 5
11 4
```

## Sample Output 2

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```
50
```

## Explanation for Sample Output 2

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One of the fields where the playful Czech tourists could have met is (8, 4).