# The Map

After a new administrative division of Byteland cartographic office works on a new demographic map of the country. Because of technical reasons only a few colors can be used. The map should be colored so that regions with the same or similar population (number of inhabitants) have the same color. For a given color k let  $\mathbf{A}(k)$  be the number, such that:

- at least half of regions with color k has population not greater than  $\mathbf{A}(k)$
- at least half of regions with color k has population not less than  $\mathbf{A}(k)$

**A coloring error of a region** is an absolute value of the difference between  $\mathbf{A}(k)$  and the region's population. A cumulative error is a sum of coloring errors of all regions. We are looking for an optimal coloring of the map (the one with the minimal cumulative error).

#### **Task**

Write a program which:

- reads the population of regions in Byteland from the standard input,
- computes the minimal cumulative error,
- writes the result to the standard output.

### Input

The number of test cases t is in the first line of input, then t test cases follow separated by an empty line. In the first line of each test case an integer *n* is written, which is the number of regions in Byteland, 10 < n < 3000. In the second line the number m denoting the number of colors used to color the map is written,  $2 \le m \le 10$ . In each of the following n lines there is one non-negative integer - a population of one of the regions of Byteland. No population exceeds 2<sup>3</sup>0.

## **Output**

Your program should write for each test case one integer number equal to a minimal cumulative error, which can be achieved while the map is colored (optimally).

# **Example**

#### Sample input:

11

3

21

14

6

18

10

2

15 12

3

2

## Sample output: