397. Integer Replacement

Bit Manipulation

Problem Description

Greedy

Given a positive integer n, the task is to transform this number to 1. There are two types of operations that you are allowed to perform:

1. If n is even, you can divide it by 2 (n = n / 2).

2. If n is odd, you can either increase it by 1 (n = n + 1) or decrease it by 1 (n = n - 1).

Each operation counts as a single step, and the goal is to find the minimum number of steps required to reduce n to 1.

Memoization Dynamic Programming

Intuition

Medium

efficiency. For an even n, the decision is straightforward: divide by 2. This halving operation is efficient because it significantly reduces n. For an odd n, the decision to subtract or add 1 relies on considering the bits of n. Specifically, we observe the following patterns:

The intuition behind the solution involves understanding parity (odd or even nature) of n and using bitwise operations for

• When the least significant two bits of n are 01 (meaning the next division will yield an even number), it is often better to subtract 1 than to add 1,

- because we want to get to an even number to divide by 2 in the next step. • However, there is a special case when n is 3; the best operation is to subtract 1 twice to reach 1 rather than add 1 and then divide twice.
- If the least significant two bits are 11, adding 1 converts n to an even number, which can then be halved. This is except for the case when n is 3, as mentioned above.
- The approach makes use of bitwise operations:

• We use n & 1 to check if n is even or odd (0 means even and 1 means odd). • The right shift n >>= 1 effectively divides n by 2.

- We check if the last two bits are 11 by n & 3, and if the result is 3, we know adding 1 is a favorable operation.

number of operations performed.

Solution Approach

The solution employs a loop that iteratively applies the optimal operation until n becomes 1, and a counter ans keeps track of the

The solution provided uses a greedy approach to minimize the number of operations needed to reduce n to 1 with the two allowed operations, substituting and dividing.

Here's a walkthrough of the algorithm using the Reference Solution Approach: Initialize ans to 0. This variable will keep track of the total number of operations performed.

Enter a loop that continues until n is equal to 1. Inside the loop, check if n is even by using the bitwise AND operation n & 1. If the result is 0, it means n is even.

- If n is even, we apply the bitwise right shift operation n >>= 1 to n. This operation is equivalent to dividing n by 2.
- If n is odd, we have to decide whether to increment or decrement n. To make this decision:
- increment n by 1, because doing so will lead to an even number after this operation. ∘ In all other cases (when n is odd, and either n is 3 or the last two bits of n are not 11), it's better to decrement n by 1.
 - After each operation (incrementing, decrementing, or dividing), increment ans by 1 to count the operation. Once n is reduced to 1, exit the loop, and return ans as the total number of operations performed.

The solution applies mathematical operations and understands binary representations to guide the decision-making process. No

○ Check if n is not equal to 3 and if the last two bits of n are 11 by applying the bitwise AND operation n & 3. If the result is 3, it's better to

additional data structures are used, and the algorithm runs in a time complexity that is logarithmic to the value of n, specifically

Example Walkthrough Let's illustrate the solution approach with a small example using n = 15.

Because n is not 1, we enter the loop.

As n is odd (15 & 1 is 1), we proceed to check if we should decrement or increment n.

n is still even, so we keep right shifting. n becomes 4. Now ans = 3.

Initialize ans to 0. At the start, no steps have been taken yet, so ans is 0.

O(log n), because each division by two halves the problem size.

Now ans = 1. Now n is even (16 & 1 is 0), so we right shift n, effectively dividing it by 2. n becomes 8 (n >>= 1). Now ans = 2.

Since n equals 15, which is not 3, and the last two bits of n are 11 (15 & 3 gives 3), we increment n by 1, resulting in n = 16.

Continue with the even case; n becomes 2. Now ans = 4.

The value of ans is 5, representing the minimum number of steps needed to transform n from 15 to 1.

Since n is now equal to 1, we break out of the loop.

1 with optimal efficiency, ending with an answer of 5 steps for this example.

Continue processing until the integer becomes 1

The solution successfully applies the steps from the Reference Solution Approach, selecting operations that gradually reduce n to

If n is even, shift it right by 1 (equivalent to dividing by 2)

return steps; // Return the total number of steps once 'n' is reduced to 1

// Function to determine the minimum number of operations to transform

} else if (longNumber != 3 && (longNumber & 3) == 3) {

long longNumber = n; // use a long to handle overflow

// If longNumber is even, halve it

// Continue until longNumber becomes 1

if ((longNumber & 1) == 0) {

longNumber >>= 1;

longNumber++;

} else {

operationsCount++;

return operationsCount;

step count = 0

while n != 1:

if (n & 1) == 0:

n >>= 1

n += 1

// Example usage:

class Solution:

while (longNumber != 1) {

// a given integer n to 1 by either decrementing by 1, incrementing by 1,

int operationsCount = 0; // variable to count the number of operations

// If longNumber is not 3 and ends with binary '11', increment it

In all other cases (n is odd and not handled by the above condition), decrement n

If n is one less than a multiple of 4 (except when n is 3)

increment n (e.g., for 7 \rightarrow 8 is better than 7 \rightarrow 6)

Finally, n is 2, which is even again, and after one more shift, n becomes 1. Now ans = 5.

Solution Implementation **Python**

def integer_replacement(self, n: int) -> int: # Initialize a counter for the number of steps taken step_count = 0

while n != 1:

else:

if (n & 1) == 0:

n >>= 1

n += 1

elif n != 3 and (n & 3) == 3:

class Solution:

```
n -= 1
           # Increment the step count after each operation
            step_count += 1
       # Return the total number of steps taken
       return step_count
Java
class Solution {
    public int integerReplacement(int n) {
        int steps = 0; // Counter for the number of steps taken to transform 'n' to 1
       while (n != 1) {
           if ((n & 1) == 0) { // If 'n' is even
               n >>>= 1; // Right shift (unsigned) to divide 'n' by 2
            } else if (n != 3 \&\& (n \& 3) == 3) \{ // If 'n' is not 3 and the last two bits are 11
               n++; // Increment 'n' since it leads to more 0s when it's divided by 2 subsequently
           } else {
               n--; // Decrement 'n' if it's odd and doesn't match the previous case
           steps++; // Increment the step count after each operation
```

```
// or halving it when even.
int integerReplacement(int n) {
```

public:

C++

class Solution {

```
// If longNumber is odd and not covered by the above case, decrement it
                longNumber--;
            // Increment the operation count after each operation
            operationsCount++;
       // Return the total count of operations performed
       return operationsCount;
};
TypeScript
// Global variable to count the number of operations
let operationsCount: number = 0;
// Function to determine the minimum number of operations to transform
// a given integer n to 1 by either decrementing by 1, incrementing by 1,
// or halving it when even.
function integerReplacement(n: number): number {
    // Initialize count and use a 'BigInt' for 'n' to handle overflow
    operationsCount = 0;
    let longNumber: bigint = BigInt(n);
    // Continue processing until longNumber becomes 1
    while (longNumber !== BigInt(1)) {
       if ((longNumber & BigInt(1)) === BigInt(0)) {
            // If longNumber is even, right shift equals dividing by 2
            longNumber >>= BigInt(1);
        } else if (longNumber !== BigInt(3) && (longNumber & BigInt(3)) === BigInt(3)) {
            // If longNumber ends with binary '11' (is odd) and is not 3, increment
            longNumber++;
        } else {
            // If longNumber is odd and not covered by the above case, decrement
            longNumber--;
```

In all other cases (n is odd and not handled by the above condition), decrement n else: n -= 1 # Increment the step count after each operation step_count += 1 # Return the total number of steps taken return step_count

If n is even, shift it right by 1 (equivalent to dividing by 2)

If n is one less than a multiple of 4 (except when n is 3)

increment n (e.g., for 7 \rightarrow 8 is better than 7 \rightarrow 6)

// Increment the operation count after each operation

// To call the function, simply invoke it with an integer argument

Initialize a counter for the number of steps taken

Continue processing until the integer becomes 1

// Return the total count of operations performed

// let result: number = integerReplacement(1234);

def integer_replacement(self, n: int) -> int:

elif n != 3 and (n & 3) == 3:

dividing it by 2 if it's even or subtracting 1 or adding 1 if it's odd, which converges to division by 2 when possible. **Time Complexity:**

Time and Space Complexity

The time complexity of the algorithm is determined by the number of operations needed to reduce n to 1. In the worst case scenario, for each bit in the binary representation of n, the loop might be executed twice (once for subtraction/addition to make it even, and once for the division by 2). However, the addition operation in n += 1 can lead to the removal of multiple trailing '1's in binary, which means it's possible to skip several steps at once. Therefore, the time complexity is 0(log n) in the average case, and in the worst case, it's slightly more than O(log n) due to the possible addition steps that can reduce the number of 1's in the binary representation.

The given code implements an algorithm to determine the minimum number of operations to reduce a number n to 1 by either

Space Complexity:

The space complexity of the code is 0(1), as the algorithm uses a fixed amount of space - the variable ans to keep count of the operations, and n is modified in place without using additional memory that scales with the input size.