991. Broken Calculator

Medium Greedy Math Leetcode Link

Problem Description

In this problem, we are given a "broken" calculator that can perform only two operations:

1. Multiply the current number displayed by `2`.
2. Subtract `1` from the current number displayed.

The calculator initially shows a number called `startValue`. The task is to transform this `startValue` into another given number called `target` using the fewest number of operations. We need to find out the minimum operations required to achieve this.

Intuition

The intuitive approach to solve this problem might be to start from `startValue` and try to reach `target` using a series of multiplications and subtractions. However, this can be very inefficient because the number of possibilities can explode, leading to a high time complexity solution.

Instead, we reverse our thinking process and start from `target` and try to reach `startValue`. We take advantage of the fact that the reverse operations (dividing by `2` and adding `1`) are more restricted since we can divide by `2` only when the current number is even. This gives us a direction in our decision-making process and reduces the number of choices at each step, making the problem much simpler.

Here's the step-by-step intuition:

1. If `target` is greater than `startValue`, we can only reach it by performing the reverse operations because multiplying `startValue` may overshoot `target`.
2. If `target` is odd, the last operation performed must have been subtracting 1 (since we cannot divide an odd number by 2). So, we add 1 to `target`.
3. If `target` is even, the last operation could have been a division by 2, so we divide the `target` by 2.
4. We count each operation performed, and once `target` is less than or equal to `startValue`, we stop.
5. The remaining difference between `startValue` and `target` represents the number of times we'd need to subtract 1 from `startValue` to reach `target`.

By following these steps, we can ensure that we use the minimum operations to transform `startValue` into `target` on the broken calculator.

Solution Approach

The Solution provided is a direct implementation of the thought process described in the Intuition section. It's a linear approach, where the algorithm goes through a series of steps to transform the `target` back to the `startValue`. The crucial insight is that working backward from the `target` value is more efficient than trying to approach the `target` starting from the `startValue`. This is because multiplying can lead to rapidly overshooting the goal, but working backward constrains the choices.

Here's a step-by-step walkthrough of the implementation:

- A variable `ans` is initialized to `0` to count the number of operations needed.
- While `startValue` is less than `target`, a loop continues to perform the reverse operations to bring `target` closer to `startValue`.
  - Inside the loop, first, there is a check to see if `target` is odd using `target & 1`. This is a bitwise AND operation, which is equivalent to checking if the last bit of `target` is `1`. If it is odd (`true`), `1` is added to `target` to simulate the reverse of a subtract operation.
  - If `target` is even (`false`), the target is right-shifted by `1` bit using `target >>= 1`, which is equivalent to dividing the target by `2`.
  - The `ans` counter is then incremented for each operation performed, whether it's an addition or a division.
- When `target` is less than or equal to `startValue`, the loop ends. The final difference between `startValue` and `target` indicates how many subtractions would be necessary if we were working forwards from `startValue`. Thus, `startValue - target` is added to the `ans` counter to reflect these operations.
- Finally, `ans` is returned as the minimum number of operations needed to display `target` on the calculator from `startValue`.

This approach is efficient because each iteration reduces `target` significantly (either by a factor of 2 or approaching the even number when odd), and there are no unneeded complexities in performing the operations, leading to a time complexity that is linear in terms of the number of operations needed.

By continuously halving the `target`, we ensure that we're using the most significant reduction at each step when possible, and only when `target` becomes odd, we perform an addition. This way, despite simulating an inefficient calculator, the algorithm efficiently reaches the optimal solution.

Example Walkthrough

Let's walk through an example to illustrate the solution approach using the broken calculator problem.

Example

- `startValue = 5`
- `target = 8`

Now we need to find the minimum operations to transform `startValue` into `target`.

Solution Steps

1. Since `target` > `startValue`, we know we have to work backwards from `target` to `startValue`.
2. Initial `ans` is `0` because no operations have been performed yet.

Now we enter the loop:

- **First iteration**: `target` is `8`, which is even.
  - We perform the reverse of multiplication by dividing by `2`. So, `target = target / 2 = 8 / 2 = 4`.
  - Increment `ans` to `1`.
- **Second iteration**: `target` is `4`, which is even.
  - Again, we divide by `2`. So, `target = target / 2 = 4 / 2 = 2`.
  - Increment `ans` to `2`.
- **Third iteration**: `target` is `2`, which is even.
  - Continue with division. So, `target = target / 2 = 2 / 2 = 1`.
  - Increment `ans` to `3`.

The loop ends here because `target = 1` is less than `startValue = 5`. We now add `startValue - target` to `ans`.

- `startValue - target = 5 - 1 = 4`. This means we need to perform 4 subtractions if we were moving forwards from `startValue`.
- Add `4` to `ans`, which is `3` from earlier. Now `ans = 3 + 4 = 7`.

Conclusion

The minimum number of operations required for the broken calculator starting from `5` to reach `8` is `7`. These operations are three divisions (halving the number three times) and four subtractions.

Python Solution

```python
class Solution:
    def broken_calc(self, start_value: int, target: int) -> int:
        # Initialize the number of operations to 0
        operations = 0

        # Loop until the start value is greater than or equal to target
        while start_value < target:
            # If target is odd, increment it to make it even
            if target % 2:
                target += 1
            else:
                # If target is even, divide it by 2 using right shift
                target >>= 1
            # Increment the operations counter
            operations += 1

        # Add the difference between start value and the target to the operations
        # This handles the case where we need to perform 'multiply by 2' operations
        operations += start_value - target

        # Return the total number of operations performed
        return operations

```

Java Solution

```java
class Solution {

    /**
     * Calculates the minimum number of operations to transform
     * startValue to target by either multiplying by 2 or decrementing by 1.
     *
     * @param startValue The starting value.
     * @param target     The target value.
     * @return           The minimum number of operations required.
     */
    public int brokenCalc(int startValue, int target) {
        int numOfOperations = 0; // Initialize operation count

        // Work backwards from the target value until we reach or go below startValue
        while (startValue < target) {
            if ((target & 1) == 1) {
                // If target is odd, increment it (reverse of decrementing in forward direction)
                target++;
            } else {
                // If target is even, halve it (reverse of doubling in forward direction)
                target >>= 1; // Equivalent to target /= 2;
            }
            numOfOperations++; // Increment the count of operations
        }

        // Once we reach or go below startValue, add the difference
        // Since at this point only decrements are allowed
        numOfOperations += startValue - target;

        // Return the total number of operations
        return numOfOperations;
    }
}

```

C++ Solution

```cpp
class Solution {
public:
    // Function to calculate the minimum number of operations required
    // to reach from 'startValue' to 'target' by either multiplying by 2 or
    // subtracting 1 in each operation.
    int brokenCalc(int startValue, int target) {
        int operationCount = 0; // Variable to store the minimum number of operations.

        // Continue the process until startValue is at least as large as the target.
        while (startValue < target) {

            // If the target is an odd number, increment it to make it even.
            // An odd number cannot be reached by doubling (which always results in an even number),
            // so we add 1 (which is the reverse operation of subtracting 1).
            if (target & 1) {
                target++;
            }
            // If the target is even, perform a right bit shift operation equivalent to dividing by 2.
            // This is the reverse operation of multiplying by 2.
            else {
                target >>= 1;
            }

            // Increase the operation count after each modification to the target.
            ++operationCount;
        }

        // Once we have a startValue greater than or equal to the target,
        // we need to perform (startValue - target) subtractions to reach the target.
        operationCount += startValue - target;

        // Return the total number of operations required.
        return operationCount;
    }
};

```

Typescript Solution

```typescript
// Global variable to store the minimum number of operations.
let operationCount = 0;

// Function to calculate the minimum number of operations required
// to reach from 'startValue' to 'target' by either multiplying by 2 or
// subtracting 1 in each operation.
function brokenCalc(startValue: number, target: number): number {
    // Reset operation count at the start of the function call.
    operationCount = 0;

    // Continue the process until 'startValue' is at least as large as the 'target'.
    while (startValue < target) {
        // If the 'target' is an odd number, increment it to make it even.
        // An odd number cannot be reached by doubling (which always results
        // in an even number), so we add 1 (which is the reverse operation
        // of subtracting 1 in the problem context).
        if (target % 2 === 1) {
            target++;
        }
        // If the 'target' is even, divide it by 2.
        // This is the reverse operation of multiplying by 2.
        else {
            target /= 2;
        }

        // Increase the operation count after each modification to the 'target'.
        operationCount++;
    }

    // Once we have a 'startValue' greater than or equal to the 'target',
    // we need to perform ('startValue' - 'target') subtractions to reach the 'target'.
    operationCount += startValue - target;

    // Return the total number of operations required.
    return operationCount;
}

```

Time and Space Complexity

Time Complexity

The time complexity of the given code is `O(log(target))`. The while loop runs until `startValue` is greater than or equal to `target`. At each iteration of the loop, if `target` is even, it is halved (which significantly decreases the target in logarithmic steps), or if it's odd, it is incremented by 1, which eventually makes it even for the next step. Since target is divided by 2 in potentially every other iteration, the loop runs in O(log(target)) time with respect to the `target` value.

Space Complexity

The space complexity of the code is `O(1)`. The solution does not use any additional storage that grows with the size of the input. It uses a fixed amount of space for the variables `ans`, `startValue`, and `target` irrespective of the input size.