You are given an array nums of **non-negative** integers and an integer k.

An array is called **special** if the bitwise **OR** of all of its elements is **at least** k.

Return the length of the **shortest special non-empty** subarray of nums, or return -1 if no special subarray exists.

Example 1:

Input: nums = [1,2,3], k = 2

Output: 1

Explanation:

The subarray [3] has OR value of 3. Hence, we return 1.

Example 2:

Input: nums = [2,1,8], k = 10

Output: 3

Explanation:

The subarray [2, 1, 8] has OR value of 11. Hence, we return 3.

Example 3:

Input: nums = [1,2], k = 0

Output: 1

Explanation:

The subarray [1] has OR value of 1. Hence, we return 1.

Constraints:

- 1 <= nums.length <= 2 * 10⁵
- 0 <= nums[i] <= 109
- 0 <= k <= 10⁹

```
Naive approach-TLE
  Time complexity: O(n^3)
  Space complexity: O(1)
typedef std::vector<int> vi;
class Solution {
  public:
    int minimumSubarrayLength(vi& nums, int k) {
       int n=nums.size();
       int ans=INT_MAX;
       for(int i=0;i<n;++i){
         for(int j=i;j < n;++j){
            int s=0;
            for(int k=i;k \le j;++k) s=nums[k];
            if(s>=k) ans=std::min(ans,j-i+1);
         }
       }
       return ans!=INT_MAX?ans:-1;
     }
};
```

```
Optimization - TLE
  Time complexity: O(n^2)
  Space complexity: O(1)
typedef std::vector<int> vi;
class Solution {
  public:
    int minimumSubarrayLength(vi& nums, int k) {
       int n=nums.size();
       int ans=INT_MAX;
       for(int i=0;i<n;++i){
         for(int j=i;j < n;++j){
            int s=0;
            for(int k=i;k \le j;++k) s=nums[k];
            if(s>=k) ans=std::min(ans,j-i+1);
         }
       }
       return ans!=INT_MAX?ans:-1;
     }
};
```

```
Sliding window - AC
  Time complexity: O(n*32)=O(n)
  Space complexity: O(32)=O(1)
*/
typedef std::vector<int> vi;
class Solution {
  public:
     int minimumSubarrayLength(vi& nums, int k) {
       int n=nums.size();
       // Store the contibution of each bit of each value
       // in the prefix OR result
       vi prefix_bit(32,0);
       // If the bit at position i of the value `val` is set
       // If `val` contibutes in the prefix OR result: we increment the conribution of that bit by 1
       // If `val` does not contibute in the prefix OR result: we subtract 1 from conribution of that bit
       auto contribute=[&](int val,bool is_contibuted)->void{
          for(int i=0;i<32;++i){
            if(val&(1<<i)) prefix_bit[i]+= (is_contibuted?1:-1);</pre>
          }
       };
       // Convert a 32-bits array to an integer.
       auto bin2int=[&]()->int{
          int res=0;
          for(int i=0;i<32;++i) res+= (prefix_bit[i]!=0?(1<<i):0);
          return res:
       };
```

```
int ans=INT_MAX;
int i=0,j=0; // Window of size 1
while(j<n){
    contribute(nums[j],true); // Add the contibution of nums[j] into the ORing operation
    // Keep shrinking the window, while i<=j and the OR result >= k
    while(i<=j && bin2int()>=k){
        ans=std::min(ans,j-i+1); // Minimize the answer
        contribute(nums[i],false); // Remove the contibution of nums[i] into the ORing operation
        i++; // Shrink the window
    }
    j++; // Extend the window
}
return ans!=INT_MAX?ans:-1;
}
```