

2220. Minimum Bit Flips to Convert Number

A **bit flip** of a number x is choosing a bit in the binary representation of x and **flipping** it from either 0 to 1 or 1 to 0 .

- For example, for $x = 7$, the binary representation is 111 and we may choose any bit (including any leading zeros not shown) and flip it. We can flip the first bit from the right to get 110 , flip the second bit from the right to get 101 , flip the fifth bit from the right (a leading zero) to get 10111 , etc.

Given two integers $start$ and $goal$, return the *minimum* number of *bit flips* to convert $start$ to $goal$.

Example 1:

Input: $start = 10, goal = 7$

Output: 3

Explanation: The binary representation of 10 and 7 are 1010 and 0111 respectively. We can convert 10 to 7 in 3 steps:

- Flip the first bit from the right: $1010 \rightarrow 1011$.
- Flip the third bit from the right: $1011 \rightarrow 1111$.
- Flip the fourth bit from the right: $1111 \rightarrow 0111$.

It can be shown we cannot convert 10 to 7 in less than 3 steps. Hence, we return 3.

Example 2:

Input: $start = 3, goal = 4$

Output: 3

Explanation: The binary representation of 3 and 4 are 011 and 100 respectively. We can convert 3 to 4 in 3 steps:

- Flip the first bit from the right: $011 \rightarrow 010$.
- Flip the second bit from the right: $010 \rightarrow 000$.
- Flip the third bit from the right: $000 \rightarrow 100$.

It can be shown we cannot convert 3 to 4 in less than 3 steps. Hence, we return 3.

Constraints:

- $0 \leq start, goal \leq 10^9$

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```
/*  
    Bit manipulation: left shift  
    Time complexity:  $O(32)=O(1)$   
    Space complexity:  $O(1)$   
*/  
class Solution {  
public:  
    int minBitFlips(int start, int goal) {  
        int xored=start^goal;  
        int ans=0;  
        while(xored){  
            if(xored&1) ans++;  
            xored>>=1;  
        }  
        return ans;  
    }  
};
```

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```
/*  
    Built-in bitset  
    Time complexity:  $O(32)=O(1)$   
    Space complexity:  $O(1)$   
*/  
class Solution {  
public:  
    int minBitFlips(int start, int goal) {  
        return std::bitset<32>(start^goal).count();  
    }  
};
```

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/*

Built-in function: Count set bits

Time complexity: $O(32)=O(1)$

Space complexity: $O(1)$

*/

class Solution {

public:

int minBitFlips(int start, int goal) {

return __builtin_popcount(start ^ goal);

}

};