You are given two integers memory1 and memory2 representing the available memory in bits on two memory sticks. There is currently a faulty program running that consumes an increasing amount of memory every second.

At the ith second (starting from 1), i bits of memory are allocated to the stick with **more available memory** (or from the first memory stick if both have the same available memory). If neither stick has at least i bits of available memory, the program **crashes**.

Return *an array containing*[crashTime, memory1crash, memory2crash]*, where*crashTime*is the time (in seconds) when the program crashed and*memory1crash*and*memory2crash*are the available bits of memory in the first and second sticks respectively*.

**Example 1:**

**Input:** memory1 = 2, memory2 = 2

**Output:** [3,1,0]

**Explanation:** The memory is allocated as follows:

- At the 1st second, 1 bit of memory is allocated to stick 1. The first stick now has 1 bit of available memory.

- At the 2nd second, 2 bits of memory are allocated to stick 2. The second stick now has 0 bits of available memory.

- At the 3rd second, the program crashes. The sticks have 1 and 0 bits available respectively.

**Example 2:**

**Input:** memory1 = 8, memory2 = 11

**Output:** [6,0,4]

**Explanation:** The memory is allocated as follows:

- At the 1st second, 1 bit of memory is allocated to stick 2. The second stick now has 10 bit of available memory.

- At the 2nd second, 2 bits of memory are allocated to stick 2. The second stick now has 8 bits of available memory.

- At the 3rd second, 3 bits of memory are allocated to stick 1. The first stick now has 5 bits of available memory.

- At the 4th second, 4 bits of memory are allocated to stick 2. The second stick now has 4 bits of available memory.

- At the 5th second, 5 bits of memory are allocated to stick 1. The first stick now has 0 bits of available memory.

- At the 6th second, the program crashes. The sticks have 0 and 4 bits available respectively.

**Constraints:**

* 0 <= memory1, memory2 <= 231 - 1