

Problem 2220: Minimum Bit Flips to Convert Number

Problem Information

Difficulty: [Easy](#)

Acceptance Rate: 87.71%

Paid Only: No

Tags: Bit Manipulation

Problem Description

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: `101_0_` -> `101_1_`. - Flip the third bit from the right: `1_0_11` -> `1_1_11`. - Flip the fourth bit from the right: `_1_111` -> `_0_111`. 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: `01_1_` -> `01_0_`. - Flip the second bit from the right: `0_1_0` -> `0_0_0`. - Flip the third bit from the right: `_0_00` -> `_1_00`. It can be shown we cannot convert 3 to 4 in less than 3

steps. Hence, we return 3.

****Constraints:****

* `0 <= start, goal <= 109`

****Note:**** This question is the same as [461: Hamming Distance.](<https://leetcode.com/problems/hamming-distance/description/>)

Code Snippets

C++:

```
class Solution {  
public:  
    int minBitFlips(int start, int goal) {  
  
    }  
};
```

Java:

```
class Solution {  
    public int minBitFlips(int start, int goal) {  
  
    }  
}
```

Python3:

```
class Solution:  
    def minBitFlips(self, start: int, goal: int) -> int:
```