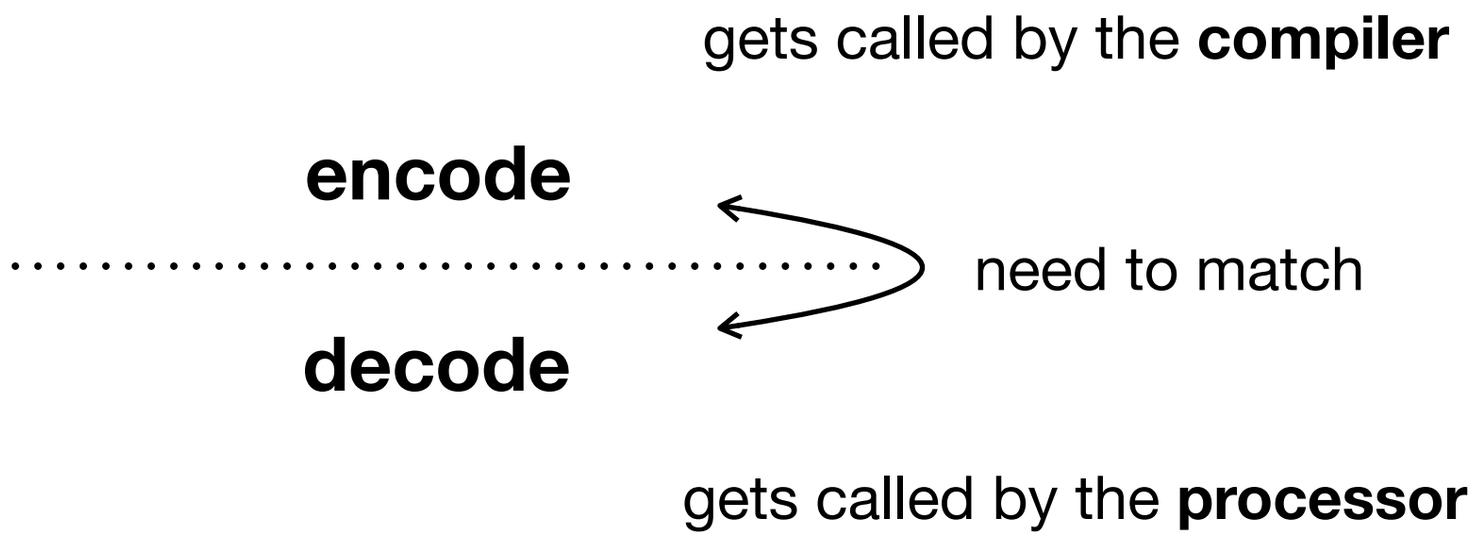
...in selfie

- The semantics of the bitwise operators << and >> on the `uint64_t` type is that of a *logical shift*.

- In selfie there are library functions that perform shift operations (see here):
  - `leftshift(): n << b = n * 2^b`
  - `rightshift(): n >> b = n / 2^b`

Language Operators

- The compiler has to recognize the operator and generate code for it.
- The processor has to understand the instructions encoded by the compiler and executes them.
- We first expand the processor by implementing a new machine instruction that can then be used by the compiler to generate code.



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