

* Bit - Manipulation *

* Operators

1) AND	a	b	a & b	2) OR	a	b	a OR b
	0	0	0		0	0	0
	0	1	0		0	1	1
	1	0	0		1	0	1
	1	1	1		1	1	1

* When you & 1 with any No, digits remain the same.

3) X OR (^)	a	b	a & b	4) Complement (~)
(if and only if)	0	0	0	$a = 101101$
exclusive OR	0	1	1	$\bar{a} = 010010$
$a \wedge 1 = \bar{a}$	1	0	1	
$a \wedge 0 = a$	1	1	1	
$a \wedge a = 0$				

* Number Systems

1) Decimal $\rightarrow 0, 1, 2, \dots, 9$ Base: 10
Ex - $(357)_{10}$, $(10)_{10}$.

2) Binary $\rightarrow 0 \text{ \& } 1$ Base: 2

$$(10)_{10} = (1010)_2$$

$$(7)_{10} = (111)_2$$

$$\rightarrow (9)_{10} = (11)_8$$

3) Octal $\rightarrow 0, 1, 2, 3, \dots, 7$ Base: 8

4) Hexadecimal $\rightarrow 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F$.

$$(10)_{10} = A$$

Conventions :-

1) Decimal to base b

a) Convert $(17)_{10}$ to base 2.

keep dividing by base, take remainders
write it opposite

$$(17)_{10} = (10001)_2$$

2) Convert any base b to decimal.

$$(10001)_2 = (?)_{10}$$

steps:- Multiply & add the ^{power} proper of base with digit.

Here,

$$= 1 \times 2^4 + 0 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

$$= 16 + 1$$

$$= 17$$

3) $(21)_8 = (?)_{10}$

$$= 2 \times 8^1 + 1 \times 8^0$$

$$= 16 + 1$$

$$= 17$$

* Continuing with Operators:-

5) Left shift operator (\ll)

$$(10)_{10} = (1010)_2 \quad 10 \ll 1$$

$$\text{Step :- } \overset{\curvearrowright}{1} \overset{\curvearrowright}{0} \overset{\curvearrowright}{1} \overset{\curvearrowright}{0} \ll 1 = 10100$$

$$1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$$

$$= 16 + 4$$

$$= 20$$

$$\therefore a \ll 1 = 2a$$

General pt:-

$$a \ll b = a \times 2^b$$

$$2 \ll 4 = 2 \times 2^4$$

6) Right shift (\gg)

$$0011001 \gg 1 \Rightarrow (001100)$$

General pt :-

$$a \gg b = \frac{a}{2^b}$$

Negative of a number in Binary Form:-

1 byte = 8 bits.

$$10 \Rightarrow \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{MSB}}{\circ} \overset{\text{LSB}}{\circ}$$

$$-10 = ?$$

→ Tell us if no is -ve or +ve

1 → -ve

0 → +ve.

steps :- 1) Complement of no } known as
2) add 1 to it } 2's complement.

$$(10)_{10} = (00001010)_2$$

$$\text{step 1} - 11110101$$

$$\text{step 2} - 11110101$$

$$+ \quad \quad \quad 1$$

$$11110110$$

$$\Rightarrow (-10)_2$$

* Range of numbers

1) 1 byte :

0	1	0	1	0	1	0	1	0	1
---	---	---	---	---	---	---	---	---	---

$$\text{Total} = 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2$$

$$= 2^8 = 256$$

Actual no is stored in bits = $n-1$

in 1 byte Actual no : 7 bits

$$\text{Total from 7 bits} = 2^7 = 128$$

$$-128 \text{ to } 128$$

Range Formula : For n bits

$$-2^{n-1} \text{ to } 2^{n-1} - 1$$

Q. Find n^{th} magic no.

$$1 = \begin{matrix} s^3 & s^2 & s^1 \end{matrix} \begin{matrix} 0 & 0 & 1 \end{matrix} \rightarrow \text{magic no} \\ 5$$

$$2 = \begin{matrix} s^3 & s^2 & s^1 \end{matrix} \begin{matrix} 0 & 1 & 0 \end{matrix} \rightarrow 25$$

$$3 = \begin{matrix} s^3 & s^2 & s^1 \end{matrix} \begin{matrix} 0 & 1 & 1 \end{matrix} \rightarrow 30 \text{ (} s + 2s \text{)}$$

$$4 = \begin{matrix} s^3 & s^2 & s^1 \end{matrix} \begin{matrix} 1 & 0 & 0 \end{matrix} \rightarrow 125$$

\vdots
 $s^0 n$

(n) $n = 6 \Rightarrow$ binary form $\Rightarrow 110$
 $n \& 1 \Rightarrow$ This will give last digit in binary
 loop To ignore last bit here 0 use right shift
 $n \gg 1$

$$\Rightarrow 0 * 5^1 + 1 * 5^2 + 1 * 5^3$$

a) Find no of digits in base b

$$(6)_{10} \Rightarrow 1$$

$$(6)_{10} = (110)_2 = (3)$$

Complexity = $\log N$

Formula: No of digits in base be of no. N
 $= \text{int}(\log_b N) + 1$

$$\text{Ex. } n=10 \text{ so } \log_2 10 = 3.32$$

$$\therefore 10 \approx 2^{3.32}$$

$$\text{int}(3.32) + 1 \approx 4$$