Bit manipulation 1

this session mostly recap

- Bases
- operators & properties
- Left & Right Shift
- check bit
- count bit
- toggle bit
- set/unset ith bit
- set x Continous bits

Bit Manipulation 1

Decimal Number system $\{0,1,2,3,4,5,6,7,8,9\}$ Base 10

$342 = 3\times10^2 + 4\times10^1 + 2\times10^0$

$(2563)_{10} = 2\times10^3 + 5\times10^2 + 6\times10^1 + 3\times10^0$

Binary Number System $\{0,1\}$ Base 2

$110_2 = 1\times2^2 + 1\times2^1 + 0\times2^0 = 6$

$1011_2 = 1\times2^3 + 1\times2^1 + 1\times2^0 = 11$

base 8

$(127)_B = 1\times B^2 + 2\times B^1 + 7\times B^0$

$(128)_8 =$

base 16

$\{0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F\}$ (10 11 12 13 14 15)

$(AF32)_{16}$ (3 2 1 0)

$10\times16^3 + 15\times16^2 + 3\times16^1 + 2\times16^0$ ($16^0 = 1$)

base 64

Full stack

Front devs

Cookies

token

base 2 & binary one sigle digit in base 2 & bit

Bitwise operations

→ {AND, OR, NOT, XOR, Left shift, right shift}
& | ! or ~ ^ « »

A	B	A&B	A|B	!A	A^B
0	0	0	0	1	0
0	1	0	1	1	1
1	0	0	1	0	1
1	1	1	1	0	0

A^B
adding without carry
^ toggling

Bitwise operation on decimal numbers

5 → 1 0 1
6 → 1 1 0 &
1 0 0 = 4

5 & 6 = 4

A & 20 = 0 1 0 1 0 0 (5 4 3 2 1 0)
B & 45 = 1 0 1 1 0 1
1
A|B = 1 1 1 1 0 1 → 61 (5 4 3 2 1 0)

A & 92 = 0 1 0 1 1 1 0 0 (7 6 5 4 3 2 1 0)
B & 154 = 1 0 0 1 1 0 1 0
0 0 0 1 1 0 0 0

A&B = 24

!92 = 0 1 0 1 1 1 0 0 (7 6 5 4 3 2 1 0)
1 0 1 0 0 0 1 1 → 163

A & 92 = 0 1 0 1 1 1 0 0 (7 6 5 4 3 2 1 0)
B & 154 = 1 0 0 1 1 0 1 0
A^B = 1 1 0 0 0 1 1 0 → 198

Properties:

1) A & 1 = ?

A=10 → 1010 & 0001 = 0000

9 → 1001 & 0001 = 0001

A & 1 { 0 even ; 1 odd

---

2) A & 0 = 0

101 & 000 = 000

---

3) A & A = A

101 & 101 = 101

---

4) A | 0 = A

101 | 000 OR = 101

---

5) A | A = A

101 | 101 OR = 101

---

6) A ^ 0 = A

101 ^ 000 = 101

---

7) A ^ A = 0

101 ^ 101 = 000

$a+b=b+a$

8) Commutative property

$a \& b = b \& a$

$a \mid b = b \mid a$

$a \wedge b = b \wedge a$

9) Associative Property $(a+b)+c = a+(b+c)$

$(a \& b) \& c = a \& (b \& c) = a \& b \& c$

$(a \mid b) \mid c = a \mid (b \mid c) = a \mid b \mid c$

$(a \wedge b) \wedge c = a \wedge (b \wedge c) = a \wedge b \wedge c$

ex $a \wedge b \wedge c \wedge a \wedge b =$

$\xrightarrow{8}$ $a \wedge a \wedge b \wedge b \wedge c \xrightarrow{9}$ $\overbrace{(a \wedge a)}^{0} \wedge \overbrace{(b \wedge b)}^{0} \wedge c$

$\underbrace{\quad}_{7} \qquad \underbrace{\quad}_{7}$

$\xrightarrow{6}$ $0 \wedge 0 \wedge c \xrightarrow{6} 0 \wedge c = c$

$\underbrace{\quad}_{0}$

a<<3

int | 4Bytes | 8Bytes | 1Bytes

Left shift : <<

	7	6	5	4	3	2	1	0	
a=45	0	0	1	0	1	1	0	1	= 45
a<<1	0	0	1	0	1	1	0	1	0 = 90 (x2)
a<<2	0	1	0	1	1	0	1	0	0 = 180 (x2)
a<<3	1	0	1	1	0	1	0	0	0 = 104

360?!

256+104 = 360

Right shift >>

a=20	0 0 0 1 0 1 0 0	= 20
a>>1	0 0 0 0 1 0 1 0	0 = 10 (/2)
a>>2	0 0 0 0 0 1 0 1	0 = 5 (/2)
a>>3	0 0 0 0 0 0 1 0	= 2 (/2)
a>>4	0 0 0 0 0 0 0 1	= 1 (/2)
a>>5	0 0 0 0 0 0 0 0	= 0 (/2)

$\log_2 n$

- check bit
- unset bit
- count of set bit

Usage of «

shifting the "1"

8 bit

7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	1

1<<i

1<<2 :

7	6	5	4	3	2	1	0
0	0	0	0	0	1	0	0

1<<4 :

7	6	5	4	3	2	1	0
0	0	0	1	0	0	0	0

« | 1
^ | 2
& | 3

- checking and/or setting specific bits

N = 45 → 1 0 1 1 0 1 (5 4 3 2 1 0)

① N|(1<<i)

(1<<2): 0 0 0 1 0 0 (OR) → 1 0 1 1 0 1

(1<<4): 0 1 0 0 0 0 (OR) → 1 1 1 1 0 1

N|(1<<i) { N if bit i is set
N+(1<<i) if i is unset

② N^(1<<i)

N = 45 → 1 0 1 1 0 1

(1<<2): 0 0 0 1 0 0 (XOR) → 1 0 1 0 0 1

(1<<4): 0 1 0 0 0 0 (XOR) → 1 1 1 1 0 1

N^(2<<i) → toggle bit i

③ N&(1<<i)

N = 45 → 1 0 1 1 0 1

(1<<3): 0 0 1 0 0 0 AND → 0 0 1 0 0 0

(1<<1): 0 0 0 0 1 0 AND → 0 0 0 0 0 0

N&(1<<i) { 1<<i (if ith bit is set)
0

P1 Given a positive integer n and bit # i

true/false ← check if the i th bit is set?

```
bool checkBit(N,i){
  ret N&(1<<i)!=0        ==(1<<i)
}
```

ret N|(1<<i)==N

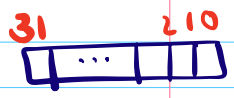
ret N^(1<<i)<N

ret N>>i&1 this? correct

positive

P2 Count the number of set bits in N

N = 10101 → ans = 4



int → 32 bit

double 64 bit
long 64 bit

long long 128 bit
long double 128 bit

```
int countBit1(int n){
    ans=0
    for(i=0; i< BITS; i++){        // BITS = 32
        if(checkBit(n,i)) ans++
    }
    ret ans
}
```

TC: O(BITS) — # bits

```
int countBit2(int n){
    ans=0
    while(n>0){
        if(n&1==1) ans++;
        n = n>>1        (n >>=1)
    }
    ret ans
}
```

7	6	5	4	3	2	1	0
0	0	0	0	1	0	1	0

Quiz
TC: O(log n)
SC: O(1)

P3 Given a positive integer n and bit # i

toggle the i th bit in n s

7 6 5 4 3 2 1 0

0 0 1 0 1 1 0 1 toggle bit 2

```
int toggle(int n, int i){
    ret  n ^(1<<i)
```

↗ ex chmod in Unix
rw x

P4 Write two functions to | (I) set | (II) unset ith bit of n

(I)
```
int set (int n, int i){
    ret  n | (1<<i)
}
```

(II)
```
int unset (int n, int i){
    ret  n&!(1<<i)
}
```

!(00100)
= (11011)

7 3 2 1 0
1 0 1 0 1
& !(0 0 1 0 0) ← 1<<2
1 1 0 1 1
1 0 0 0 1

```
if( checkBit(n,i))
    ret  n ^(1<<i)
```

P5 Unset X continious bits in N from right.

0000 1111

N = 1110 1101

7654 3210

X = 4

1110 0000

```
int unsetBits (n, x){
    ans = n
    for(i=0; i <= x ; i++){
        ans = unset(ans, i)
    }
    ret ans
}
```

1<<4

16

00010000

7654 3210

00000 1111 15

n & !((1<<x)-1)