

Topics to discuss

What is bitmasking?

Some operations using bitmaking.

- set a bit
- unset a bit
- Toggling a bit
- checking a bit.

Summary.

Source code.

What is bit masking?

→ Bit masking is a technique used in computer programming that involves manipulating individual bits within a binary number.

In this technique, specific bits are "masked" or selected using bitwise operations to perform various operations like setting, clearing, toggling specific bits, checking a bit.

Some common operations using bit masking.

→ Set a bit

→ Unset a bit / clear a bit

→ Toggling a bit.

→ checking a bit

set $\rightarrow 1$
unset $\rightarrow 0$

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1. Set a bit :

Q:- $n = (45)_{10} = (101101)_2$, set the 1st bit and 3rd bit from right

Note: The position of LSB is 0, 2nd bit is 1 and so on.

$$n = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 0 & 1 \\ \hline 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for 1st bit}$$

$$1 \ll 1 = \begin{array}{cccccc} 0 & 0 & 0 & 0 & 1 & 0 \\ \hline & & & & & \end{array}$$

$$n | (1 \ll 1) = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 1 & 1 \\ \hline & & & & & \end{array} = \text{Ans.}$$

$$n = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 0 & 1 \\ \hline 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for 3rd bit.}$$

$$1 < < 3 = \begin{array}{cccccc} 0 & 0 & 1 & 0 & 0 & 0 \\ \hline & & & & & \end{array}$$

$$n \mid (1 < < 3) = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 0 & 1 \\ \hline & & & & & \end{array} = \text{Ans}$$

In general,

$$n \mid (1 < < k); \quad 0 \leq k < \underline{\underline{32}}$$

2. Unset a bit / clear a bit :

Q:- Given $n = (45)_{10} = (101101)_2$, Unset 2nd and 4th bit

Solution: $n = \begin{array}{c} 1 & 0 & 1 & 1 & 0 & 1 \\ 5 & 4 & 3 & 2 & 1 & 0 \end{array}$, for 2nd bit

$$1 < 2 = \begin{array}{c} 0 & 0 & 0 & 1 & 0 & 0 \\ \hline \end{array}$$

$$\sim(1 < 2) = \begin{array}{c} 1 & 1 & 1 & 0 & 1 & 1 \\ \hline \end{array}$$

$$n \& \sim(1 < 2) = \begin{array}{c} 1 & 0 & 1 & 0 & 0 & 1 \\ \hline \end{array} = \text{Ans.}$$

$$n = \begin{array}{cccccc} \underline{1} & \underline{0} & \underline{1} & \underline{1} & \underline{0} & \underline{1} \\ 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for 4th bit.}$$

$$1 \ll 4 = \begin{array}{cccccc} \underline{0} & \underline{1} & \underline{0} & \underline{0} & \underline{0} & \underline{0} \end{array}$$

$$\sim(1 \ll 4) = \begin{array}{cccccc} \underline{1} & \underline{0} & \underline{1} & \underline{1} & \underline{1} & \underline{1} \end{array}$$

$$n \& \sim(1 \ll 4) = \begin{array}{cccccc} \underline{1} & \underline{0} & \underline{1} & \underline{1} & \underline{0} & \underline{1} \end{array} = \text{Ans.}$$

In general, $n \& \sim(1 \ll k)$

3. Toggling a bit :

Q: Given $n = (45)_{10} = (10110)_2$, Set the k^{th} bit to 1 if it is 0 and set 0 if it is 1. ($k=3$ & $k=4$)

Solution:

$$n = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 0 & 1 \\ \hline 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for } 3^{\text{rd}} \text{ bit.}$$

$$1 \ll 3 = \begin{array}{cccccc} 0 & 0 & 1 & 0 & 0 & 0 \\ \hline & & & & & \end{array}$$

$$n \wedge (1 \ll 3) = \begin{array}{cccccc} 1 & 0 & 0 & 1 & 0 & 1 \\ \hline & & & & & \end{array} = \text{Ans.}$$

$$n = \begin{array}{cccccc} 1 & 0 & 1 & 1 & 0 & 1 \\ \hline 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for } 4^{\text{th}} \text{ bit}$$

$$1 < 4 = \begin{array}{cccccc} 0 & 1 & 0 & 0 & 0 & 0 \\ \hline & & & & & \end{array}$$

$$n \wedge (1 < 4) = \begin{array}{cccccc} 1 & 1 & 1 & 1 & 0 & 1 \\ \hline & & & & & \end{array} = \text{Ans.}$$

In general, $n \wedge (1 < k)$

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4. Checking a bit :

Q: Given, $n = (45)_{10} = (101101)_2$, check the k^{th} bit
($k=4$ & $k=5$)

Solution:-

$$n = \begin{array}{c} 1 \\ \hline 5 \end{array} \begin{array}{c} 0 \\ \hline 4 \end{array} \begin{array}{c} 1 \\ \hline 3 \end{array} \begin{array}{c} 1 \\ \hline 2 \end{array} \begin{array}{c} 0 \\ \hline 1 \end{array} \begin{array}{c} 1 \\ \hline 0 \end{array}, \text{ for } 4^{\text{th}} \text{ bit}$$

$$1 < k < 4 = \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 1 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array}$$

$$n \& (1 < k < 4) = \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} \begin{array}{c} 0 \\ \hline \end{array} = \text{Ans.}$$

$$(n \& (1 < k < 4)) == 0 \longrightarrow \text{Bit is unset.}$$

$$n = \begin{array}{cccccc} \boxed{1} & 0 & 1 & 1 & 0 & 1 \\ \hline 5 & 4 & 3 & 2 & 1 & 0 \end{array}, \text{ for 5th bit}$$

$$1 \ll 5 = \begin{array}{cccccc} 1 & 0 & 0 & 0 & 0 & 0 \\ \hline & & & & & \end{array}$$

$$n \& (1 \ll 5) = \begin{array}{cccccc} 1 & 0 & 0 & 0 & 0 & 0 \\ \hline & & & & & \end{array}$$

$$n \& (1 \ll 5) \neq 0 \rightarrow \text{Bit is set}$$

In general,

$$n \& (1 \ll k) = \begin{cases} 0, & \text{bit is unset} \\ \neq 0, & \text{bit is set} \end{cases}$$

Summary

The position of LSB is 0, 2nd bit is 1 and so on.

Set k^{th} bit : $n | (1 \ll k)$; n is a number

Unset k^{th} bit : $n \& \sim (1 \ll k)$

Toggling k^{th} bit : $n \wedge (1 \ll k)$

checking k^{th} bit : $n \& (1 \ll k) = \begin{cases} 0, & \text{bit is unset} \\ \neq 0, & \text{bit is set} \end{cases}$

Source code

I/p : $n = 45$
 $k = 3$

O/p : setbit = 45
unsetbit = 37
Toggling = 37
checkbit = True.

$n = 10(1)101$

set = 45

unset = 100101
= 37

Toggling = 100101
= 37

checkbit = True.

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