

## Bit Manipulation

### Content

- Basics OR XOR AND
- Left Shift & Right Shift
- Problems

```
class Interval {  
    int start  
    int end  
}
```

$A = [I_1, I_2, I_3, I_{\dots}, I_n]$

$A_{ist} = A[i].start$

$A_{ist} = A.get(i).start$

create  $I \longrightarrow arr.add(new Interval(st, end))$

last class

65

$\longrightarrow$

current.

66

$\longrightarrow$

Monday

75%

## Bitwise Operations

1  $\rightarrow$  true / set / on

0  $\rightarrow$  false / unset / off

		AND	OR	XOR
A	B	$A \& B$	$A   B$	$A \wedge B$
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

addition  
w/o carry

same same  
zero game

Q: 45 | 10

45  $\rightarrow$  1 0 1 1 0 1  
10  $\rightarrow$  0 0 1 0 1 0

---

1 0 1 1 1 1

2	45	1		$2^5 2^4 2^3 2^2 2^1 2^0$	2	10	0
2	22	0		$1 * 2^5 = 32$	2	5	1
2	11	1		$+ 0 * 2^4 = 0$	2	2	0
2	5	1		$+ 1 * 2^3 = 8$	2	1	1
2	2	0		$+ 1 * 2^2 = 4$		0	
2	1	1		$+ 1 * 2^1 = 2$			
	0			$+ 1 * 2^0 = 1$			
				<u>47</u>			

## Properties

### AND

4 — 100  
6 — 110  
8 — 1000  
10 — 1010

5 — 101  
7 — 111  
9 — 1001  
11 — 1011

$$A \& 1 = 0 / 1$$

↓  
number is even

↘ number is odd

$$\begin{array}{rcl} 10 & \longrightarrow & 1010 \\ \& 1 & \longrightarrow & 0001 \\ \hline & & 0000 = 0 \end{array}$$

$$A \& 0 = 0$$

$$A \& A = A$$

$$10 \longrightarrow 1010$$

$$\begin{array}{rcl} \& 10 & \longrightarrow & 1010 \\ \hline & & 1010 = A \end{array}$$

### OR

$$A | 0 = A$$

$$A | A = A$$

$$\begin{array}{rcl} & & 1010 \\ | & & 0000 \\ \hline & & 1010 = A \end{array}$$

### XOR

$$A \wedge 0 = A$$

$$\begin{array}{rcl} & & 1010 \\ \wedge & & 0000 \\ \hline & & 1010 = A \end{array}$$

$$A \wedge A = 0$$

Commutative Property

$$A \wedge B = B \wedge A$$

$$A \oslash B = B \oslash A$$

$$A \mid B = B \mid A$$

Associative Property

$$(A \wedge B) \wedge C = A \wedge (B \wedge C)$$

$$(A \oslash B) \oslash C = A \oslash (B \oslash C)$$

$$(A \mid B) \mid C = A \mid (B \mid C)$$

Q1>  $a \wedge b \wedge a \wedge d \wedge b$

$$\Rightarrow \begin{array}{c} (a \wedge a) \wedge (b \wedge b) \wedge d \\ \downarrow \quad \downarrow \\ 0 \quad 0 \\ \downarrow \\ 0 \wedge 0 \wedge d \\ \downarrow \\ 0 \wedge d = d \end{array}$$

Q2>  $1 \wedge 3 \wedge 5 \wedge 3 \wedge 2 \wedge 1 \wedge 5$

$$1 \wedge 1 \wedge 3 \wedge 3 \wedge 5 \wedge 5 \wedge 2 = 0 \wedge 2 = 2$$

Q> Given  $\text{int}[] A$ . Every no. occurs twice except one number. Find that unique number.

$$1 \quad 3 \quad 5 \quad 3 \quad 2 \quad 1 \quad 5 \quad = \quad \text{ans} \quad 2$$

Approach  $\longrightarrow$  XOR all elements.

Pseudo code

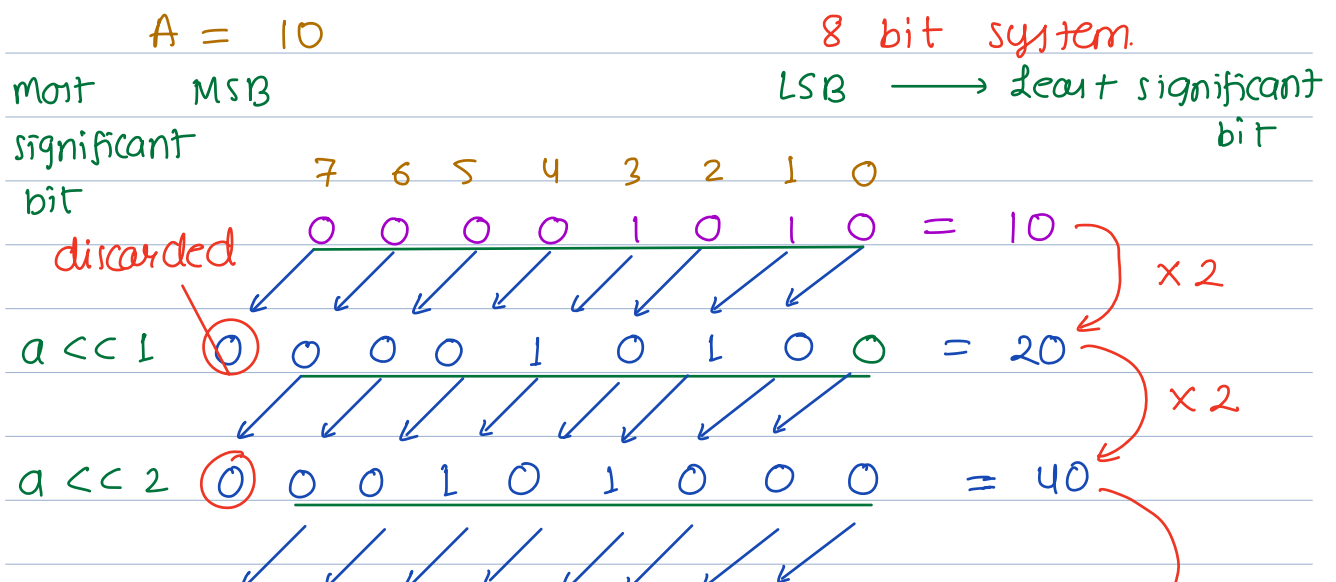
```

ans = 0
for i  $\longrightarrow$  0 to N-1 {
    |   ans = ans ^ A[i]
    |
    }
print(ans)
    
```

TC :  $O(N)$   
SC :  $O(1)$

Left shift ( $<<$ )

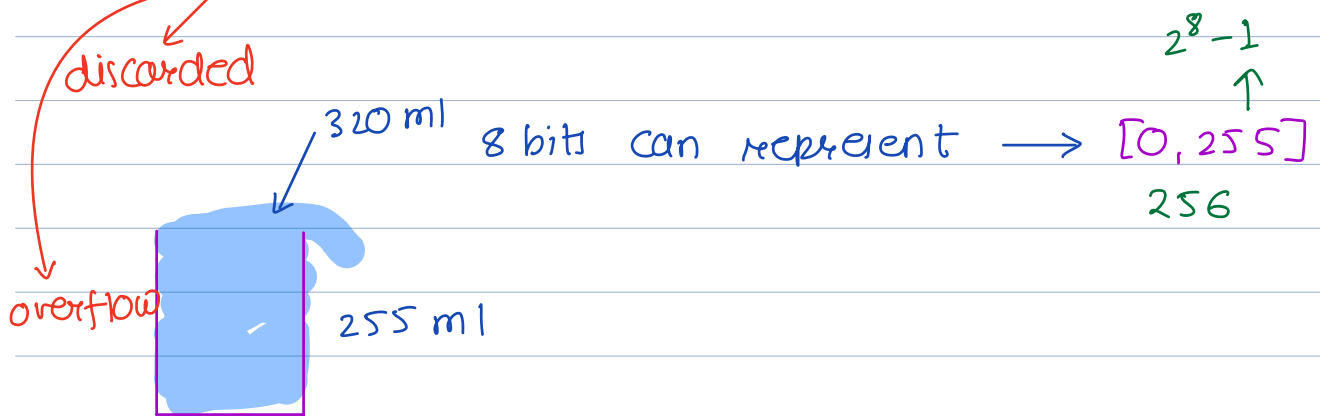
Left shift operator shifts the bits to the left by specified no. of positions.



$$a \ll 3 \quad \textcircled{0} \quad \overset{\sim}{0} \quad \overset{\sim}{1} \quad \overset{\sim}{0} \quad \overset{\sim}{1} \quad \overset{\sim}{0} \quad \overset{\sim}{0} \quad \overset{\sim}{0} \quad \overset{\sim}{0} = 80$$

$$a \ll 4 \quad \textcircled{0} \quad 1 \quad 0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 = 160$$

$$a \ll 5 \quad \textcircled{1} \quad \underline{0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0} = 64$$



signed int = MSB is used to denote -ve value  
 unsigned int = -ve values are not possible

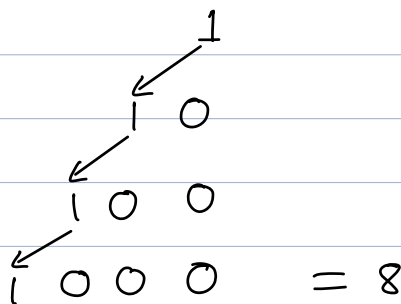
$$a \ll 0 = a * 2^0$$

$$a \ll 1 = a * 2^1$$

⋮

$$a \ll k = a * 2^k$$

$$1 \ll 3$$



## Right Shift $\gg$

Right shift operator shifts the bits to the right by specified no. of positions.

$a = 20$

8 bit system

$a =$ 

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

 $= 20$

$a \gg 1 =$ 

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

 $= 10$

$a \gg 2 =$ 

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

 $= 5$

$a \gg 3 =$ 

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

 $= 2$

$a \gg 4 =$ 

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

 $= 1$

$a \gg 5 =$ 

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

 $= 0$

$$a \gg 0 = a / 2^0$$

$$a \gg 1 = a / 2^1$$

$\vdots$

Break :

$$a \gg k = a / 2^k$$

22:40

$a$      1   1   1   1   1   1   1   1   1    $\longrightarrow$  255

$a \gg 1 =$  0   1   1   1   1   1   1   1   1    $\longrightarrow$  127

## Power of left shift

$$N \mid (1 \ll i) = \text{sets } i^{\text{th}} \text{ bit in } N$$

$N = 45$       5 4 3 2 1 0  
              1 0 1 1 0 1  
 $i = 3$      $1 \ll 3$  | 0 0 1 0 0 0  


---

                  1 0 1 1 0 1     $\longrightarrow$  45

$N = 45$       5 4 3 2 1 0  
              1 0 1 1 0 1  
 $i = 4$      $1 \ll 4$  | 0 1 0 0 0 0  


---

                  1 1 1 1 0 1     $\longrightarrow$  61

$$N \wedge (1 \ll i) = \text{flip/toggle } i^{\text{th}} \text{ bit}$$

$N = 45$       5 4 3 2 1 0  
              1 0 1 1 0 1  
 $i = 3$      $1 \ll 3$     ^ 0 0 1 0 0 0  


---

                  1 0 0 1 0 1

$N = 45$       5 4 3 2 1 0  
              1 0 1 1 0 1  
 $i = 4$      $1 \ll 4$     ^ 0 1 0 0 0 0  


---

                  1 1 1 1 0 1



$N \& (1 \ll i)$  = Checks if  $i^{\text{th}}$  bit is set or unset

$N = 45$       5 4 3 2 1 0  
                  45    1 0 1 1 0 1  
 $i = 3$      $1 \ll 3$     8 0 0 1 0 0 0  


---

                  0 0 1 0 0 0  


---

                  =  $1 \ll 3$   
                  = 8

$N = 45$       5 4 3 2 1 0  
                  45    1 0 1 1 0 1  
 $i = 4$      $1 \ll 4$     8 0 1 0 0 0 0  


---

                  0 0 0 0 0 0  


---

                  = 0

If  $N \& (1 \ll i) == 0$   
      $i^{\text{th}}$  bit in  $N$  is unset/0  
 else  
      $i^{\text{th}}$  bit in  $N$  is set

check whether  $i^{\text{th}}$  bit in  $N$  is set or unset

```

bool checkBit(N, i) {
    int x = N & (1 << i)           TC: O(1)
    if (x == 0) return false;      SC: O(1)
    else return true;
}
  
```

Q> Count the total no. of set bits in  $N$ . {int}  
 $N = 12$

1 1 0 0

Output = 2

Bits in int data type = 32

0-31

count = 0

```
for bit → 0 to 31 {  
    if (checkBit(N, bit)) {  
        count ++  
    }  
}  
print(count)
```

TC:  $O(1)$

SC:  $O(1)$

---

Assume you forgot the no. of bits in a datatype.

Idea 2 → keep checking 0<sup>th</sup> bit and right shift  
 $N$  by 1

$N = 12$

6

3

1

0

1	1	0	0
0	1	1	0
0	0	1	1
0	0	0	1
0	0	0	0

count = ~~0~~  
~~1~~  
2

## Pseudocode

```
count = 0
while (N > 0) {
    if (N & 1 == 1) { // check 0th bit
        count++
    }
    N = N >> 1
}
print(count)
```

TC:  $O(\log N)$

SC:  $O(1)$

$N \longrightarrow \frac{N}{2} \longrightarrow \frac{N}{4} \dots \dots 0$

$\underbrace{\hspace{10em}}_{\log(N)}$

Approach 1 is same as approach 2

---

Q> unset  $i^{\text{th}}$  bit in N

$N = 6$

1  
1 1 0

If  $i^{\text{th}}$  bit is set, then unset it  
else do nothing

## Pseudocode

```
if ( N & (1 << i) != 0 ) // ith bit is set
|
|   N = N ^ (1 << i) // toggle ith bit
|
}
print(N)
```

TC:  $O(1)$

SC:  $O(1)$

Q> A group of computer scientists is working on a project that involves encoding binary numbers. They need to create a binary number with a specific pattern for their project.

The pattern required A 0's followed by B 1's followed by C 0's.

To simplify the process, they need a function that takes A B C as inputs and return decimal value of the resulting binary no.

Can you help them by writing a function that solves this problem efficiently.?

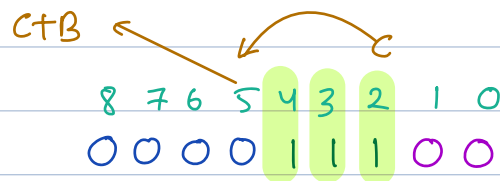
$0 \leq A \ B \ C \leq 20$

Input

A = 4

B = 3

C = 2



ans = 0

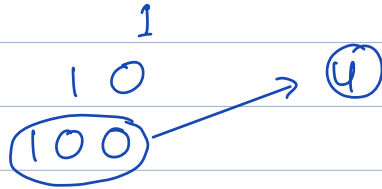
TC:  $O(B)$

```
for i → C to C+B-1 {
|   ans = ans | (1 << i) // set ith bit.
|
}
```

SC:  $O(1)$

Doubt session { Attendance is optional }

print ( 1 << 2 )



Raise 2 HR per day