



NWEN241 Low-Level Programming

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This Lecture

- Bitwise operators, masks and how to use them

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2

Bitwise Operators

- Logical operators
 - ~: complement (turns “1” to “0” and “0” to “1”)

```
int a = 0; /* 00000000 ... 00000000 */
int b = ~a; /* 11111111 ... 11111111 */
```
 - &: and
 - ^: exclusive or
 - |: inclusive or

a	b	a & b	a ^ b	a b
0	0	0	0	0
1	0	0	1	1
0	1	0	1	1
1	1	1	0	1

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3

Bitwise Operators

- Logical operators
 - ~, &: examples

```
int a = 0; /* 00000000 ... 00000000 */

int b = ~a; /* what is b's value? */
```

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4

Bitwise Operators

- Logical operators

- ~, &: examples

```
int a = 0;          /* 00000000 ... 00000000 */

int b = ~a;         /* 11111111 ... 11111111 */

int c = a & b;
/* a: 00000000 ... 00000000 */
/*      &&&&&&&& ... &&&&&&&& */
/* b: 11111111 ... 11111111 */
/* c: 00000000 ... 00000000 */
```

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5

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 00000000 00000000 00000000 00000000 */
/* leftmost bit is called high-order bit */
/* rightmost bit is called low-order bit */

/* 00000000 00000000 00000000 00000000 */
/* leftmost byte is called high-order byte */
/* rightmost byte is called low-order byte */
```

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6

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 00000000 00000000 00000000 00000000 */
/* 10000000 00000000 00000000 00000000 */
/* leftmost bit set to 0 means... */
/* leftmost bit set to 1 means... */
```

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7

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 00000000 00000000 00000000 00000000 */
/* 10000000 00000000 00000000 00000000 */
/* leftmost bit set to 0 means positive */
/* leftmost bit set to 1 means negative */
```

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8

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 00000000 00000000 00000000 00000000 */
```

```
/* 10000000 00000000 00000000 00000000 */
```

```
/* leftmost bit set to 0 means positive */
```

```
/* leftmost bit set to 1 means negative */
```

- Is the leftmost bit simply a sign bit?

```
/* assume an integer has only 4 bits */
```

```
/* what decimal int does 1011 represent? */
```

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9

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 1011 represents:
```

```
  * 1*(-8) + 0*4 + 1*2 + 1*1 = -5
```

```
  */
```

```
/* 11111111 11111111 11111111 11111011 ? */
```

- Sounds a bit difficult to figure out a negative integer in binary notation

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10

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 1011 represents:
```

```
  * 1*(-8) + 0*4 + 1*2 + 1*1 = -5
```

```
  */
```

```
/* 11111111 11111111 11111111 11111011 ? */
```

- Sounds a bit difficult to figure out a negative integer in binary notation - not really, **two's complement**

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11

Bitwise Operators

- Complement operator (~)

- Representing negative integer in binary notation

```
/* 1011 represents:
```

```
  * 1*(-8) + 0*4 + 1*2 + 1*1 = -5
```

```
  */
```

```
/* 11111111 11111111 11111111 11111011 ? */
```

- Sounds a bit difficult to figure out a negative integer in binary notation - not really, **two's complement**

```
int a = n;  /* a = ~(~a + 1) */
```

```
          /* ~a = -(a + 1) */
```

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12

Bitwise Operators

- Complement operator (~)
 - Sounds a bit difficult to figure out a negative integer in binary notation - not really, **two's complement**

```
int a = n;    /* a = -(~a + 1) */
```

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13

Bitwise Operators

- Complement operator (~)
 - Sounds a bit difficult to figure out a negative integer in binary notation - not really, **two's complement**

```
int a = n;    /* a = -(~a + 1) */
```

```
a = 11111111 11111111 11111111 11111011
~a = 00000000 00000000 00000000 00000100
a = -(~a + 1) = -(101) = -5
a = -5
```

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14

Bitwise Operators

- Shift operators

– <<

– >>

```
int a = 1;
```

```
/* 00000000 00000000 00000000 00000001 */
```

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15

Bitwise Operators

- Shift operators

– <<

– >>

```
int a = 1;
```

```
/* 00000000 00000000 00000000 00000001 */
```

```
a = a << 31;
```

```
/* 10000000 00000000 00000000 00000000 */
```

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16

Bitwise Operators

- Shift operators

```
- <<
- >>
int a = 1;
/* 00000000 00000000 00000000 00000001 */
a = a << 31;
/* 10000000 00000000 00000000 00000000 */
a = a >> 4;
```

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17

Bitwise Operators

- Shift operators

```
- <<
- >>
int a = 1;
/* 00000000 00000000 00000000 00000001 */
a = a << 31;
/* 10000000 00000000 00000000 00000000 */
a = a >> 4;
/* 11111000 00000000 00000000 00000000 */
/* or */
/* 00001000 00000000 00000000 00000000 */
```

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18

Bitwise Operators

- Shift operators

```
- <<
- >>
int a = 1;
/* 00000000 00000000 00000000 00000001 */
a = a << 31;
/* 10000000 00000000 00000000 00000000 */
a = a >> 4;
/* 11111000 00000000 00000000 00000000 */
/* or */
/* 00001000 00000000 00000000 00000000 */
/* for int, system dependent */
```

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19

Bitwise Operators

- Shift operators

```
- <<
- >>
int a = 1;
/* 00000000 00000000 00000000 00000001 */
a = a << 31;
/* 10000000 00000000 00000000 00000000 */
a = a >> 4;
/* 11111000 00000000 00000000 00000000 */
/* or */
/* 00001000 00000000 00000000 00000000 */
/* for unsigned, it is */
/* 00001000 00000000 00000000 00000000 */
```

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20

Masks

- Two popular masks

```
- 1:      00000000 00000000 00000000 00000001
int a = 5, low_order_bit, mask = 1;
low_order_bit = a & mask;      /* ? */
/* only the low-order bit is retained */

/* if we want to find the value of a */
/* particular bit... */
```

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21

Masks

- Two popular masks

```
- 1:      00000000 00000000 00000000 00000001
int a = 5, low_order_bit, mask = 1;
low_order_bit = a & mask;      /* 1 */
/* only the low-order bit is retained */

/* if we want to find the value of a */
/* particular bit, shift the bit to the */
/* low-order/rightmost bit */

int second_bit = (a >> 1) & mask; /* ? */
```

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22

Masks

- Two popular masks

```
- 1:      00000000 00000000 00000000 00000001
int a = 5, low_order_bit, mask = 1;
low_order_bit = a & mask;      /* 1 */
/* only the low-order bit is retained */

/* if we want to find the value of a */
/* particular bit, shift the bit to the */
/* low-order/rightmost bit */

int second_bit = (a >> 1) & mask; /* 0 */
```

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23

Masks

- Two popular masks

```
- 1:      00000000 00000000 00000000 00000001
int a = 5, low_order_bit, mask = 1;
low_order_bit = a & mask;      /* 1 */
/* only the low-order bit is retained */

/* if we want to find the value of a */
/* particular bit, shift the mask */

int second_bit = (a & (mask << 1)) >> 1;
```

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24

Masks

- Two popular masks

```
- 1:      00000000 00000000 00000000 00000001
int a = 5, low_order_bit, mask = 1;
low_order_bit = a & mask;  /* 1 */
/* only the low-order bit is retained */

/* if we want to find the value of a */
/* particular bit, shift the mask */

int second_bit = (a & (mask << 1)) ? 1 : 0;
```

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25

Masks

- Two popular masks

```
- 255:    00000000 00000000 00000000 11111111
int a = 261, low_order_byte, mask = 255;
low_order_byte = a & mask; /* ? */
/* only the low-order byte is retained */
```

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26

Masks

- Two popular masks

```
- 255:    00000000 00000000 00000000 11111111
int a = 261, low_order_byte, mask = 255;
low_order_byte = a & mask; /* 5 */
/* only the low-order byte is retained */
```

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27

Masks

- An example (print an int in bits)

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28

Masks

- An example (print an int in bits)

```
int i, a, n = 32;
scanf("%d", &a);
int mask = 1<<(n-1); /* mask = ... */
for (i=1; i<=n; i++)
{ putchar((a & mask)? '1':'0');
  a <<=1; /* shift next bit to where? */
  if (!(i%8)) /* for decoration */
  { if (i<n) putchar(' ');
    if (i==n) putchar('\n');
  }
}
```

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29

Masks

- An example (print an int in bits)

```
int i, a, n = 32;
scanf("%d", &a);
int mask = 1<<(n-1); /* mask = 1000... */
for (i=1; i<=n; i++)
{ putchar((a & mask)? '1':'0');
  a <<=1; /* shift next bit to where? */
  if (!(i%8)) /* for decoration */
  { if (i<n) putchar(' ');
    if (i==n) putchar('\n');
  }
}
```

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30

Masks

- An example (print an int in bits)

```
int i, a, n = 32;
scanf("%d", &a);
int mask = 1<<(n-1); /* mask = 1000... */
for (i=1; i<=n; i++)
{ putchar((a & mask)? '1':'0');
  a <<=1; /* shift next bit to leftmost*/
  if (!(i%8)) /* for decoration */
  { if (i<n) putchar(' ');
    if (i==n) putchar('\n');
  }
}
```

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31

Masks

- Packing/unpacking data

```
/* pack a structure into an integer */
```

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32

Masks

- Packing/unpacking data

```
/* pack a structure into an integer */
typedef struct student {
    int id;
    int age;
    char gender;
    char classrep;
} Student;

int pack(int id, int age, char cr, char g);
Student unpack(int stu);
void bitprint(int a);
```

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33

Masks

- Packing/unpacking data

- Packing

```
/* id(23bits), age(7bits), */
/* gender(1bit), classrep(1bit) */
int pack(int id, int age, char g, char cr)
{ int student = 0; /* 00000000 ... 00000000 */
  student |= (g=='M' || g=='m')? 1:0;
  student |= ((cr=='Y' || cr=='y')? 1:0) << 1;
  student |= age << 2;
  student |= id << 9;
  return student; /* contain packed info */
}
```

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34

Masks

- Packing/unpacking data

- Packing (for you to do)

```
/* id(23bits), age(7bits), */
/* gender(1bit), classrep(1bit) */

/* implement pack with following prototype */

int pack(Student *);
```

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35

Masks

- Packing/unpacking data

- Unpacking

```
/* id(23), age(7), gender(1), classrep(1) */
Student unpack(int stu)
{ Student a;
  int mask1=1, mask2 = 127, mask3 = 8388607;
  /* what should the masks look like??? */
  a.gender = ((stu&mask1)? 'M':'F');
  a.classrep = ((stu&(mask1<<1))>>1)? 'Y':'N';
  a.age = ((stu&(mask2<<2))>>2);
  a.id = ((stu&(mask3<<9))>>9);
  return a;
}
```

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36

Masks

- Packing/unpacking data

- Unpacking

```
/* id(23), age(7), gender(1), classrep(1) */
Student unpack(int stu)
{ Student a;
  int mask1=1, mask2 = 127, mask3 = 8388607;
  /* 1 '1', 7 '1's, 23 '1's */
  a.gender = ((stu&mask1)? 'M':'F');
  a.classrep = ((stu&(mask1<<1))>>1)? 'Y':'N';
  a.age = ((stu&(mask2<<2))>>2);
  a.id = ((stu&(mask3<<9))>>9);
  return a;
}
```

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37

Masks

- Packing/unpacking data

- Unpacking

```
/* id(23), age(7), gender(1), classrep(1) */
Student unpack(int stu)
{ Student a;
  int mask1=1, mask2 = 127, mask3 = 8388607;
  /* 1 '1', 7 '1's, 23 '1's */
  a.gender = ((stu&mask1)? 'M':'F');
  a.classrep = (stu&(mask1<<1))? 'Y':'N';
  a.age = ((stu&(mask2<<2))>>2);
  a.id = ((stu&(mask3<<9))>>9);
  return a;
}
```

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38

Next Week/Lecture

- File handling
- Writing large programs

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39