

Chapter 5: Bit Manipulation

<u>Symbol</u>	<u>Operator</u>
$\&$	bitwise AND
$ $	bitwise inclusive OR
\textcircled{x}	bitwise exclusive OR (XOR)
$<<$	left shift
$>>$	right shift
\sim	bitwise NOT (one's complement)

• Bitwise AND " & "

<u>a</u>	<u>b</u>	<u>a & b</u>
0	0	0
0	1	0
1	0	0
1	1	1

• Bitwise OR " | "

<u>a</u>	<u>b</u>	<u>a b</u>
0	0	0
0	1	1
1	0	1
1	1	1

- Bitwise XOR ("^")

a	b	$a \wedge b$
0	0	0
0	1	0
1	0	0
1	1	1

- Bitwise NOT "~~"

a	$\sim a$
0	1
1	0

- Right Shift

- If the variable 'ch' contains the bit pattern 11100101, then $ch \gg 1$ will produce 01110010, and $ch \gg 2$ will produce 00111001.

- Left Shift

- If the variable 'ch' contains the bit pattern 11100101, then $ch \ll 1$ will produce 11001010.

- For both left and right shifts blank spaces generated are filled up by zeros.

Digital Final 4.8 - Bit Manipulation

Bit Manipulation By Hand

- Symbol ' \wedge ' indicates an XOR
- Symbol ' \sim ' indicates a NOT (negation)

Examples

#1 #2 #3 #4

$$\begin{array}{r}
 0110 \quad (6) \\
 + 0010 \quad (2) \\
 \hline
 1000 \quad (8)
 \end{array}
 \quad
 \begin{array}{r}
 0011 \quad (3) \\
 \times 0101 \quad (5) \\
 \hline
 0011
 \end{array}
 \quad
 \begin{array}{r}
 0110 \quad (6) \\
 + 0110 \quad (6) \\
 \hline
 1100 \quad (12)
 \end{array}$$

0011
 e c o o
 1111 (15)

#4 #5 #6

$$\begin{array}{r}
 0011 \quad (3) \\
 + 0010 \quad (2) \\
 \hline
 0101 \quad (5)
 \end{array}
 \quad
 \begin{array}{r}
 0011 \quad (3) \\
 \times 0011 \quad (3) \\
 \hline
 0011
 \end{array}
 \quad
 \begin{array}{r}
 0100 \quad (4) \\
 \times 0011 \quad (3) \\
 \hline
 0100
 \end{array}$$

1001
 0100
 1100 (12)

#7

carrying
 ↓

$$\begin{array}{r}
 0110 \quad (6) \\
 - 0011 \quad (3) \\
 \hline
 0011 \quad (3)
 \end{array}
 \quad
 \begin{array}{r}
 0011 \quad (3) \\
 \times 1100 \\
 \hline
 1101
 \end{array}$$

2's Complement

0110

1101

0011

5
#8)

$$1101 \gg 2 \\ = 0011$$

#9)

$$\begin{array}{r} 1101 \\ \wedge (\neg 1101) \\ \hline 1111 \end{array}$$

#10)

$$\begin{array}{r} 1000 \quad (8) \\ - 0110 \quad (6) \\ \hline 0010 \end{array} \rightarrow \begin{array}{r} 0110 \\ 1001 \\ + 1 \\ \hline 1010 \end{array} \quad \text{2's complement}$$

#11)

$$\begin{array}{r} 1101 \\ 0101 \\ \hline 1000 \end{array}$$

#12)

$$\begin{array}{r} 1011 \\ \wedge (1011) \\ \hline 1000 \end{array} \rightarrow \begin{array}{r} 1011 \\ 1000 \\ \hline 1000 \end{array}$$

Bit Facts and Tricks

- Note: We use "1s" and "0s" to indicate a sequence of 1s or 0s, respectively.

- **XOR**

- $x \wedge 0s = x$
- $x \wedge 1s = \sim x$
- $x \wedge x = 0$

- **AND**

- $x \& 0s = 0$
- $x \& 1s = x$
- $x \& x = x$

- **OR**

- $x | 0s = x$
- $x | 1s = 1s$
- $x | x = x$

- These operations occur bit-by-bit with what's happening on one bit never impacting the other bits.

Two's Complement and Negative Numbers

- Invert the bits in the positive representation and then add 1.
- Example: 3 is 011 in binary. Flip the bits to get 100, add 1 to get 101, then prepend the sign bit (1) to get 1101.

Arithmetic vs. Logical Right Shift

- There are two types of right shift operators
 - The arithmetic right shift divides by 2^0 .
 - The logical right shift does what we would visually see as shifting the bits.
- Logical right shift indicated with a "">>>"
 - Shift the bits and put a 0 in the most significant bit.
- Arithmetic right shift indicated by a ">>"
 - Shift values to the right but fill in the new bits with the value of the sign bit.
 - Has the effect of (right) dividing by 2^n .

Common Bit Tasks:

- Get Bit

```
boolean getBit(int num, int i) {
```

```
    return ((num & (1 << i)) != 0);
```

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- Set Bit

```
int setBit(int num, int i) {
```

```
    return num | (1 << i);
```

Clear Bit

- int clearBit (int num, int i) {

int mask = ~(1 << i);

return num & mask;

{}

- int clearBitsMSBthroughI (int num, int i) {

int mask = (1 << i) - 1;

return mask & num;

{}

- int clearBitsIthroughO (int num, int i) {

int mask = (~1 << (i + 1));

return num & mask;

{}

- Update Bit

int updateBit (int num, int i, boolean bitIs1) {

int value = bitIs1 ? 1 : 0;

int mask = ~(1 << i);

return (num & mask) | (value << i);

{}