

# Master Bit Manipulation

## 1. Understand the Big Picture: Bit Manipulation = Math + Patterns

Forget the idea that it's about tricks.

Bit manipulation is about:

- **Binary Math**
- **Patterns in data**
- **State representation using bits**

 Mindset shift: "I'm not learning tricks. I'm learning a new way to represent logic using bits."

---

## 2. Master the 7 Core Bit Concepts

I'd commit to learning and **implementing all of these** until I can use them **blindfolded**:

Concept	Practice Ideas
1. Get/Set/Clear/Toggle ith bit	Use <code>(1 &lt;&lt; i)</code> patterns
2. Count set bits	Loop, Kernighan's algo, <code>Integer.bitCount()</code>
3. Check power of 2	<code>(n &amp; (n - 1)) == 0</code>
4. XOR properties	Single number, Swap without temp, etc.
5. Rightmost set bit	<code>n &amp; -n</code>
6. Bitmasking	Subsets, toggles, visited states
7. Shift operations	<code>&lt;&lt;</code> , <code>&gt;&gt;</code> , multiply/divide by 2





For each one, I'd solve **2–3 small problems** manually (on paper or console) and **visualize** the binary form.

---

## 3. Solve Problems in Progressive Categories

I would **not** go to LeetCode randomly.

Instead, I'd solve in this order — just like top CP (competitive programming) people do:

Level	Category	Sample Problems
 Easy	Get/set/toggle bits	“Get ith bit”, “Is even/odd”, “Clear ith bit”
 Medium	XOR logic	“Single Number”, “Missing Number”, “Two Non-repeating Elements”
 Medium+	Bitmasking	“Generate All Subsets”, “TSP DP with bitmask”
 Hard	Advanced bit math	“Single Number II (thrice)”, “AND of range”, “Count bits in 1 to N”

I'd treat this like a **ladder**. Solve 3–5 problems per category and **write the thought process**, not just code.

---

#### 4. Force myself to think in BINARY

Before solving any bit problem, I would:

- Convert all numbers to binary (on paper or console)
- Simulate each step by hand (even shifting, XOR, etc.)

This builds **intuition** and breaks fear.

---

#### 5. Build Visual Tools (or use existing)

If I were serious, I'd either:

- Build a **bit visualizer** (takes an int, shows bits, tracks shifts)
- Or use sites like [Visualgo.net](https://visualgo.net), [pythontutor.com], or make a spreadsheet that lets me **see binary** change live

Visualization turns mystery into mastery.

---

#### 6. Make a Cheatsheet (from ME, not Google)

I'd write my own one-pager:

- Every operator with example
- Every pattern with diagram
- One-liner snippets for power of 2, get ith bit, etc.

Because **what you write, you remember**.

I'd revise this every 2–3 days for 2 weeks.

---

## 7. Apply to Real Use-Cases

Top companies love:

- **Subsets with bitmasking** (e.g., Google, Meta)
- **DP with bitmask** (e.g., TSP, assignment problems)
- **Optimization using bits** (e.g., avoid extra space)
- **Bit tricks to reduce time complexity**

I'd take problems I already solved and try to optimize them with bit manipulation — like:

- Replace array or map with bitmask
  - Represent visited states using int/bitmask
- 

## 8. Push to GitHub, Teach Others

I'd post:

- My bit manipulation guide
- Solved problems with comments
- Diagrams

Maybe even **YouTube shorts/Reels** teaching:

“Power of 2 in 30 seconds”

Why?

**Teaching is the final stage of mastery.**

---

## 9. Mentally prepare for weird questions

Bit problems in interviews often look strange at first.

Example:

“Given a range  $[m, n]$ , find the bitwise AND of all numbers in the range.”

Looks scary — but becomes easy if I visualize.

So I'd **stay calm**, draw binary, and find patterns.

---

## 10. Reflect & Repeat

Every week, I'd review:

- Which concepts I'm weak in
- Which problems I couldn't solve
- Which tricks I understood after solving

**Goal:** Within 4–6 weeks, bit manipulation becomes **second nature** — like solving puzzles.

---

## Summary: If I Were a Human...

I'd **stop memorizing**, start:

1. Understanding **core patterns**
2. Practicing **problem types**, not problems
3. Writing **my own notes and tools**
4. Applying bit logic to **optimize code**
5. Explaining concepts to others

# Problems for Practice

## ✓ Beginner Level — Core Bit Tricks

### 1. Get/Set/Clear/Toggle ith Bit

- ✓ *Problem:* Write functions for each bit operation.
  - ♦ *Example:*  $n = 5$  (0101),  $i = 1$ 
    - Get  $\rightarrow 0$
    - Set  $\rightarrow 7$  (0111)
    - Clear  $\rightarrow 5$  (0101)
    - Toggle  $\rightarrow 7$  (0111)
- 

### 2. Check if Number is Power of 2

- ♦ *Input:*  $n = 8$
  - ♦ *Output:* `true`
  - 📌 Pattern:  $(n \& (n-1)) == 0$
- 

### 3. Count Set Bits

- ♦ *Input:*  $n = 13$  (1101)
  - ♦ *Output:* 3
  - 📌 Pattern: Loop while  $n \neq 0$ , use  $n \& 1$
- 

### 4. Rightmost Set Bit

- ♦ *Input:*  $n = 12$  (1100)
  - ♦ *Output:* 4 (0100)
  - 📌 Pattern:  $n \& -n$
- 

## 🟡 Intermediate Level — XOR Logic

## 5. Find the Single Number (others twice)

(LeetCode #136)

- ♦ *Input:* [2, 3, 5, 3, 2]
  - ♦ *Output:* 5
  - 📌 XOR all elements
- 

## 6. Find Two Non-Repeating Numbers

(GFG version)

- ♦ *Input:* [2, 4, 7, 9, 2, 4]
  - ♦ *Output:* 7, 9
  - 📌 XOR + bit partition
- 

## 7. Missing Number from 0 to N

(LeetCode #268)

- ♦ *Input:* [3, 0, 1]
  - ♦ *Output:* 2
  - 📌 XOR all indices + array elements
- 

# 🟡 Advanced Level — Bitmasking & Count Tricks

## 8. Single Number II (others thrice)

(LeetCode #137)

- ♦ *Input:* [2, 2, 3, 2]
  - ♦ *Output:* 3
  - 📌 Count bits in each position
- 

## 9. Generate All Subsets of Array

(LeetCode #78)

- ♦ *Input:* [1, 2]
  - ♦ *Output:* [[], [1], [2], [1,2]]
  - 📌 Use bitmask of size  $2^n$
- 

## 10. Bitwise AND of Numbers Range [m, n]

(LeetCode #201)

- ♦ *Input:* m = 5, n = 7
  - ♦ *Output:* 4
  - 📌 Left shift until m == n
- 

## 11. Counting Bits for All Numbers $\leq N$

(LeetCode #338)

- ♦ *Input:* n = 5
  - ♦ *Output:* [0,1,1,2,1,2]
  - 📌 `res[i] = res[i >> 1] + (i & 1)`
- 

## 🔴 Bonus Challenges

### 12. Max AND Value of Any Pair

- ♦ *Input:* [4, 8, 6, 2]
  - ♦ *Output:* 4
  - 📌 Try all pairs, track max (a & b)
- 

### 13. TSP Using Bitmask + DP

- ♦ *Input:* Distances between cities
- ♦ *Output:* Minimum tour cost
- 📌 Use `dp[mask][i]` approach

- 🎯 *Hard but great real-world example*