

# Bit Manipulation - 1

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Amreshwar

Arunava Basak

Dhasthagiri Reddy

M S Haseeb Khan

Mahesh Baswaraj

Manohar A N

MOHAMMAD ALI

Pranjul Kesharwani

Shambhavi

Shivam Shiv

Shivanand Patil

shubhangi

Swapnali

Uddeepa Saikia

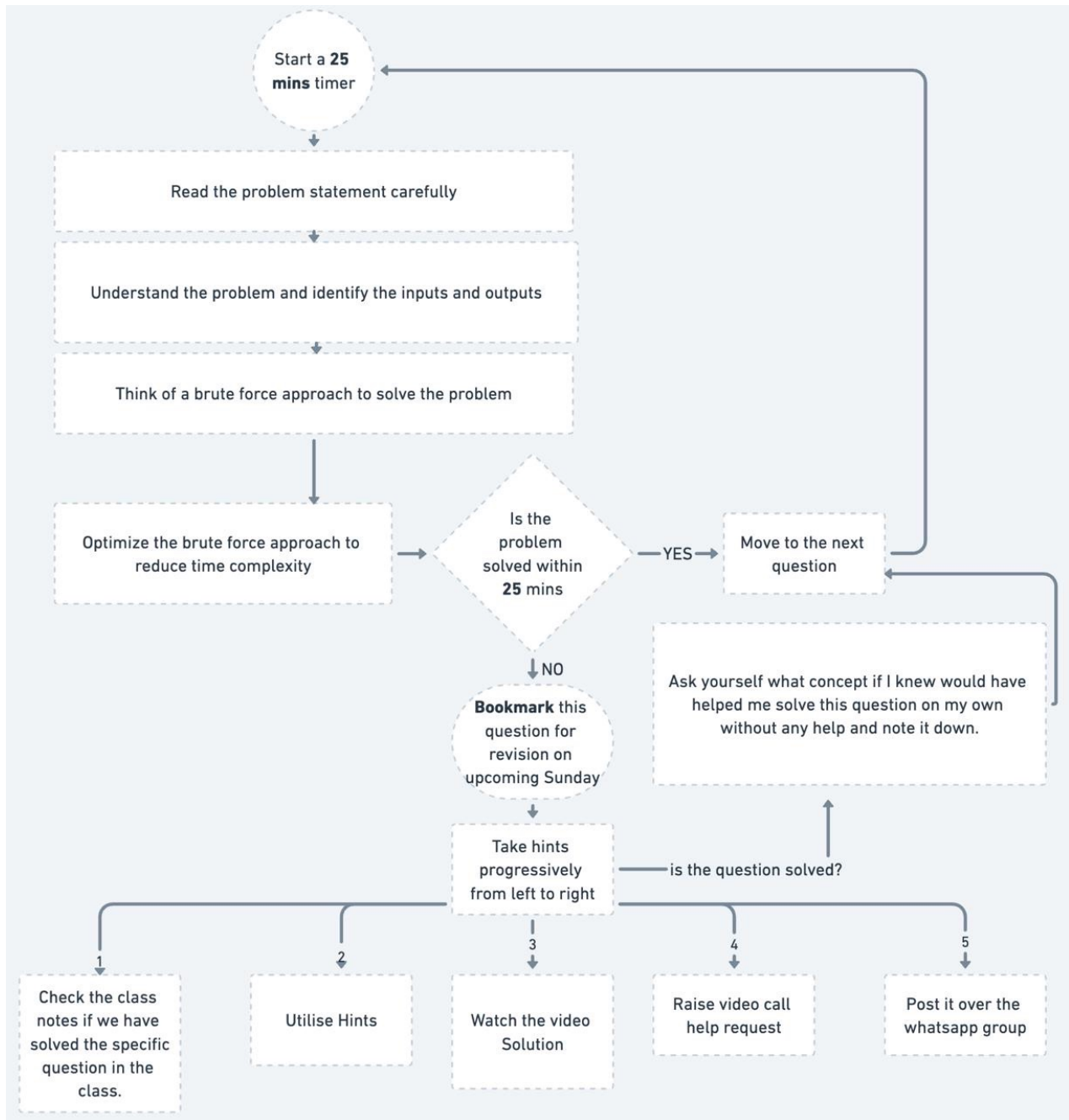
Rules

→ Q → QT

→ A → Private

→ Hands always on keyboard

# Problem Solving Framework





## Bit-wise Operators : $\&$ , $|$ , $\wedge$ , $\sim$ , $\ll$ , $\gg$

1  $\longrightarrow$  T / ON / set / high voltage

0  $\longrightarrow$  F / OFF / unset / low voltage

same same zero game

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

$$1 \oplus 1 = 1$$

$$2 \oplus 1 = 0$$

$$3 \oplus 1 = 1$$

$$4 \oplus 1 = 0$$

$$5 \oplus 1 = 1$$

$$6 \oplus 1 = 0$$

$$\begin{array}{r} 11 \\ 601 \\ \hline 01 \end{array}$$

$$\begin{array}{r} 100 \\ 6001 \\ \hline \end{array}$$

$$\begin{array}{r} 101 \\ 6001 \\ \hline 001 \end{array}$$



## Basic Properties

### 1. Even / Odd Number →

$$\begin{array}{r}
 \begin{array}{cccc}
 & 3 & 2 & 1 & 0 \\
 11 \rightarrow & 1 & 0 & 1 & 1 \\
 \& & 0 & 0 & 0 & 1 \\
 \hline
 & 0 & 0 & 0 & 1
 \end{array}
 \end{array}$$

$$\begin{array}{r}
 \begin{array}{cccc}
 & 3 & 2 & 1 & 0 \\
 10 \rightarrow & 1 & 0 & 1 & 0 \\
 \& & 0 & 0 & 0 & 1 \\
 \hline
 & 0 & 0 & 0 & 0
 \end{array}
 \end{array}$$

Observation

$A \& 1 == 1 \rightarrow A \text{ is odd}$

$A \& 1 == 0 \rightarrow A \text{ is even}$

### 2. $A \& 0 \rightarrow 0$

$$\begin{array}{r}
 \begin{array}{ccccccc}
 1 & 0 & 1 & 1 & 0 & 0 & 1 \\
 \& 0 & 0 & 0 & 0 & 0 & 0 \\
 \hline
 0 & 0 & 0 & 0 & 0 & 0 & 0
 \end{array}
 \end{array}$$



3. **A & A** → **A**

$$\begin{array}{r} 1011001 \\ \text{⓪} \quad 1011001 \\ \hline 1011001 \end{array}$$

4. **A | 0** → **A**

$$\begin{array}{r} 1011001 \\ \text{0k} \quad 0000000 \\ \hline 1011001 \end{array}$$



5.  $A | A \rightarrow A$

$$\begin{array}{r} \text{or} \quad \begin{array}{ccccccc} 1 & 0 & 1 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \\ \hline 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{array} \end{array}$$

6.  $A \wedge 0 \rightarrow A$

$$\begin{array}{r} \wedge \quad \begin{array}{ccccccc} 1 & 0 & 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ \hline 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{array} \end{array}$$



7.  $A \wedge A \rightarrow \text{True}$

$$\begin{array}{cccccccc} & 1 & 0 & 1 & 1 & 0 & 0 & 1 \\ \wedge & 1 & 0 & 1 & 1 & 0 & 0 & 1 \\ \hline & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{array}$$

### Cumulative Property →

$$a \oplus b = b \oplus a$$

$$a \wedge b = b \wedge a$$

$$a \vee b = b \vee a$$

### Associative Property →

$$\begin{aligned} a \oplus b \oplus c &= (a \oplus b) \oplus c \\ &= a \oplus (b \oplus c) \end{aligned}$$

$$\begin{aligned} a \wedge b \wedge c &= (a \wedge b) \wedge c \\ &= a \wedge (b \wedge c) \end{aligned}$$

$$\begin{aligned} a \vee b \vee c &= (a \vee b) \vee c \\ &= a \vee (b \vee c) \end{aligned}$$





< Question- 1 > : Evaluate the expression:  $a \wedge b \wedge a \wedge d \wedge b$

$$\begin{aligned} & a \wedge b \wedge a \wedge d \wedge b \\ \Rightarrow & a \wedge a \wedge b \wedge b \wedge d \\ \Rightarrow & (a \wedge a) \wedge (b \wedge b) \wedge d \\ = & (0 \wedge 0) \wedge d \\ = & 0 \wedge d \\ = & \underline{\underline{d}} \end{aligned}$$

< Question- 2 > : Evaluate the expression:  $1 \wedge 3 \wedge 5 \wedge 3 \wedge 2 \wedge 1 \wedge 5$

$$\begin{aligned} & 1 \wedge 3 \wedge 5 \wedge 3 \wedge 2 \wedge 1 \wedge 5 \\ \Rightarrow & (1 \wedge 1) \wedge (3 \wedge 3) \wedge (5 \wedge 5) \wedge 2 \\ \Rightarrow & 0 \wedge 0 \wedge 0 \wedge 2 \\ \Rightarrow & \underline{\underline{2}} \end{aligned}$$



Find that unique element.

Output  
5

other and unique element remains

for  $i \longrightarrow 0$  to  $N-1$  {  
 $\quad xor = xor \wedge A[i]$   
}

TC:  $O(N)$

Sc:  $O(1)$

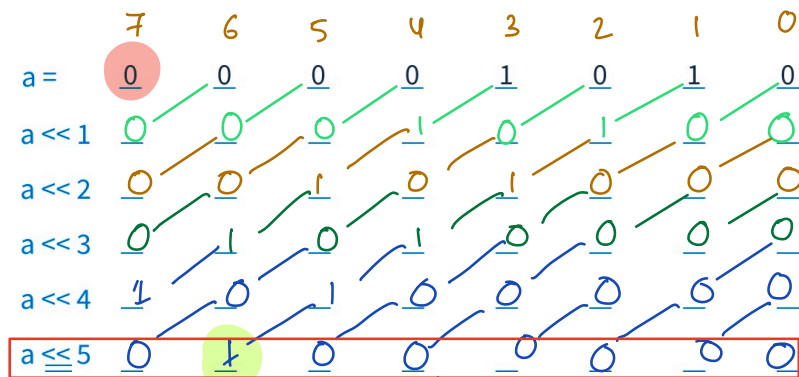


# Left Shift Operator (<<)

Unsigned

Assumption

8 bit system



10 } x2    10 \* 2<sup>0</sup>  
 20 } x2    10 \* 2<sup>1</sup>  
 40 } x2    10 \* 2<sup>2</sup>  
 80 } x2    10 \* 2<sup>3</sup>  
 160  
 320 { Expected }  
 64 { actual }

overflow

max no. for 8 bit unsigned int =  $2^8 - 1 = 255$

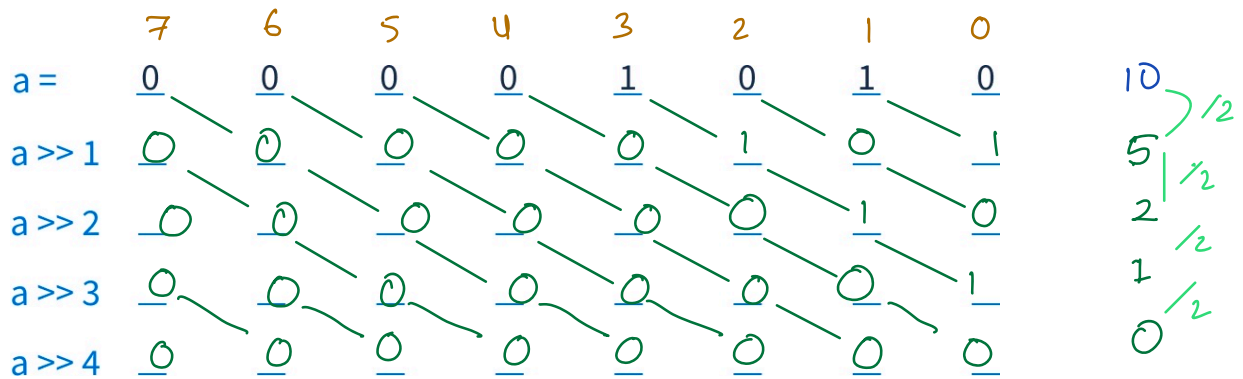
$$\begin{aligned} a << 1 &= a * 2 \\ a << 2 &= a * 2^2 \\ a << 3 &= a * 2^3 \\ a << n &= a * 2^n \end{aligned}$$

$$1 << n = 2^n$$



## Right Shift Operator ( $\gg$ )

8 bit  
unsigned int



$$a \gg 1 = \frac{a}{2}$$

$$a \gg 2 = \frac{a}{2^2}$$

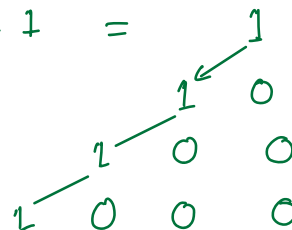
...

$$a \gg n = \frac{a}{2^n}$$

NO overflow  
in case of right  
shift

$$1 \ll 3 =$$

$$1 \ll 1 =$$



$$1 \ll 1$$

$$1 \ll 2$$

$$1 \ll 3$$



## Power of Left Shift Operator

Q> Set 5<sup>th</sup> bit of A

$$\begin{array}{rcccccccc} & 6 & 5 & 4 & 3 & 2 & 1 & 0 & \\ A = & 1 & 0 & 1 & 1 & 0 & 0 & 1 & \\ & 0 & 1 & 0 & 0 & 0 & 0 & 0 & \text{OR} \\ \hline \text{output} & 1 & 1 & 1 & 1 & 0 & 0 & 1 & \end{array}$$

$$\begin{array}{rcccccccc} & 6 & 5 & 4 & 3 & 2 & 1 & 0 & \\ A = & 1 & 0 & 1 & 1 & 0 & 0 & 1 & \\ & 0 & 0 & 0 & 1 & 0 & 0 & 0 & \text{OR} \\ \hline \text{output} & 1 & 1 & 1 & 1 & 0 & 0 & 1 & \end{array}$$

Set i<sup>th</sup> bit in A =  $A | (1 \ll i)$



Toggle the  $i^{\text{th}}$  bit

$$\begin{array}{rccccccc}
 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \text{output} = & 1 & 0 & 0 & 0 & 1 & 0 & 1
 \end{array}$$

$$\begin{array}{rccccccc}
 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \text{output} = & 1 & 0 & 0 & 1 & 1 & 1 & 1
 \end{array}$$

$$\begin{array}{rccccccc}
 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \wedge & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
 \hline
 & 1 & 0 & 0 & 0 & 1 & 0 & 1
 \end{array}
 \quad 1 \leq i \leq 3$$

$$\begin{array}{rccccccc}
 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \wedge & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
 \hline
 & 1 & 0 & 0 & 1 & 1 & 1 & 1
 \end{array}
 \quad 1 \leq i \leq 1$$

$$\text{Toggle } i^{\text{th}} \text{ bit} = A \wedge (1 \ll i)$$

Unset  $i^{\text{th}}$  bit

$$\begin{array}{r}
 \begin{array}{ccccccc}
 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \text{output} = & 1 & 0 & 0 & 0 & 1 & 0 & 1
 \end{array}
 \end{array}$$

$$\begin{array}{r}
 \begin{array}{ccccccc}
 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \text{output} = & 1 & 0 & 0 & 1 & 1 & 0 & 1
 \end{array}
 \end{array}$$

$$\begin{array}{r}
 \begin{array}{ccccccc}
 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 0 & 1 \\
 \oplus & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
 \hline
 & 0 & 0 & 0 & 0 & 0 & 0 & 0
 \end{array}
 \end{array}
 \quad 1 \ll i$$

$$\begin{array}{r}
 \begin{array}{ccccccc}
 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
 A = & 1 & 0 & 0 & 1 & 1 & 1 & 1 \\
 \oplus & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
 \hline
 & 0 & 0 & 0 & 0 & 0 & 1 & 0
 \end{array}
 \end{array}
 \quad 1 \ll i$$

If  $A \oplus (1 \ll i) > 0$   $i^{\text{th}}$  bit is set in A.

```

x = A & (1 << i)
if (x > 0) {
    A = A ^ (1 << i) // if ith bit is 1 or set
                    // we toggle to unset
}

```

Approach 2 >

	6	5	4	3	2	1	0
A =	1	0	0	1	0	0	1
6	1	1	1	0	1	1	1
	<hr/>						
	1	0	0	0	0	0	1

	6	5	4	3	2	1	0
A =	1	0	0	0	0	0	1
6	1	1	1	0	1	1	1
	<hr/>						
	1	0	0	0	0	0	1

→  $\sim(1 << 3)$

unset i<sup>th</sup> bit =  $A \oplus (\sim(1 << i))$

Approach 3 by Harshad

→ set i<sup>th</sup> bit

→ toggle i<sup>th</sup> bit





< Question > : Check whether ith bit is set or not.

$$A = \begin{matrix} & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\ & 1 & 0 & 0 & 1 & 1 & 0 & 1 \end{matrix}$$

Is 0<sup>th</sup> bit set?  $\longrightarrow$  True

Is 1<sup>st</sup> bit set?  $\longrightarrow$  False

$$A = \begin{matrix} & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\ & 1 & 0 & 1 & 1 & 1 & 0 & 0 & 1 \end{matrix}$$

$\downarrow$   
 & with 1 and if  
 result == 1

$$A = \begin{matrix} & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\ & 1 & 0 & 1 & 1 & 1 & 0 & 0 & 1 \end{matrix}$$

$$\begin{matrix} 6 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ \hline X = & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{matrix}$$

if (x > 0) return true  
 else return false

True if i<sup>th</sup> bit is set  
 false otherwise

Pseudocode

```

boolean checkBit (A, i) {
    x = A & (1 << i)
    if (x > 0) return true
    else return false
}
  
```

TC: O(1)



**< Question > :** Given an integer N. Count the set-bits in N.

*Example :*


$$am = 2$$

4dea  $\rightarrow$  check for each bit in range 0 to 31  
if the bit is set  $\rightarrow$  cnt++

$$\text{cnt} = 0$$

```
for bit  $\rightarrow$  0 to 31 {
    if (checkBit(N, bit)) {
        cnt++
    }
}

print(cnt)
```

INT\_MAX

$T_c : O(\log(\max))$

TC:  $O(1)$

SC:  $O(4)$

∴ 31 is coming from the max no. of bits to store integer

range

int	→	2	$-2^{31}$	to	$2^{31}$
long	→	2	$-2^{63}$	to	$2^{63}$

$$\log(\max) = \log(2^{31}) = 31$$
$$\log(\max) = \log(2^{63}) = 63$$

N = 12

3 2 1 0  
1 1 0 0

How to check if  $0^m$  bit is set or unset?

if  $(N \& 1 == 1) \longrightarrow 0^m \text{ bit is set}$   
else  $0^m \text{ bit is unset}$

	3	2	1	0	cnt
N	1	1	0	0	0
$N \gg 1$	0	1	1	0	0
$N \gg 1$	0	0	1	1	1
$N \gg 1$	0	0	0	1	2
$N \gg 1$	0	0	0	0	

cnt = 0

```
while (N > 0) {  
    if  $((N \& 1) == 1)$  { cnt += 1 }  
     $N = N \gg 1$  //  $N = N/2$   
}
```

print(cnt)

Tc:  $O(\log(N))$

Sc:  $O(1)$

## IRCTC

### Scenario

IRCTC (India's train ticketing system) wants to improve how it shows train options to its users. They've decided that trains which run more frequently should appear higher up in the search results. To figure this out, they look at a **28-day period** to see how often each train runs.

### Problem

For **each** train, they've come up with a **special number**. This isn't just any number, though. If you were to write it down in binary form (which is like a special code of 0s and 1s), each of the **28 digits** corresponds to a day in that **period**. A '1' means the train runs on that day, and a '0' means it doesn't.

### Task

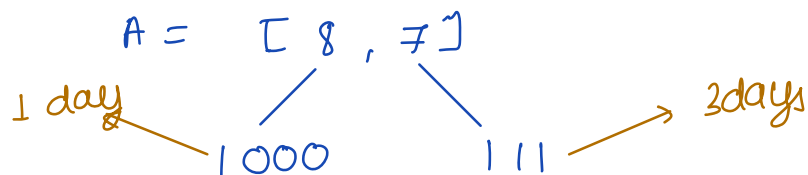
Your task is to help IRCTC by writing a program. Given a list **A** of these **special numbers** for different **trains**, your program should find the train that runs the most.

Input 1 : A = [4369, 8738, 349525]

Train No. (Index)	Binary Representation	# days
0	000000000000000000000001000100000001	3
1	0000000000000000000000010001000000010	3
2	000000001010101010101010101010101	11

Train with index 2 is most freq.

~~Idea 1 > max special no.~~



Idea 2 > count no. of set bits



Edge :

A = 20    B = 20    C = 20



think what needs to be done here

if return type is int