

Byte-oriented Programming



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Summary

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Bitwise operators

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Bitwise operators

Binary integer representation

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Binary integer representation

The bytes type in detail

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Bitwise operators

Binary integer representation

The bytes type in detail

The bytearray type

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Bitwise operators

Binary integer representation

The bytes type in detail

The bytearray type

Packing and unpacking binary data

Summary

Bitwise operators

Binary integer representation

The bytes type in detail

The bytearray type

Packing and unpacking binary data

Sharing data with memoryview

Bitwise Operations on Integers

Bitwise Operators

&

And

|

Or

^

Exclusive-Or
(XOR)

~

Not

<<

Left shift

>>

Right shift

Bitwise Operators



And



Or



Exclusive-Or
(XOR)



Not



Left shift



Right shift

Bitwise Operators



And



Or



Exclusive-Or
(XOR)



Not



Left shift



Right shift

Bitwise Operators



And



Or



Exclusive-Or
(XOR)



Not



Left shift



Right shift

Bitwise Operators

A green ampersand symbol (&) representing the bitwise AND operator.

And

A blue vertical bar symbol (|) representing the bitwise OR operator.

Or

A green caret symbol (^) representing the bitwise XOR operator.

Exclusive-Or
(XOR)

A blue tilde symbol (~) representing the bitwise NOT operator.

Not

Two green less-than symbols (<<) representing the bitwise left shift operator.

Left shift

Two blue greater-than symbols (>>) representing the bitwise right shift operator.

Right shift

Bitwise Operators



And



Or



Exclusive-Or
(XOR)



Not



Left shift



Right shift

Bitwise Operators



And



Or



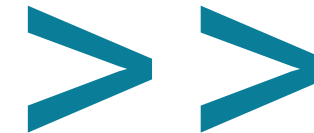
Exclusive-Or
(XOR)



Not



Left shift



Right shift

1	1	1	0	0	1	0	0
---	---	---	---	---	---	---	---

XOR

0	0	1	0	0	1	1	1
---	---	---	---	---	---	---	---

1	1	1	0	0	1	0	0
---	---	---	---	---	---	---	---

XOR

0	0	1	0	0	1	1	1
---	---	---	---	---	---	---	---

=

1	1	0	0	0	0	1	1
---	---	---	---	---	---	---	---

1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---

0b11110000

NOT

0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---

0b1111

1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---

0b11110000

NOT

0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---

0b1111

—

1	1	1	1	0	0	0	1
---	---	---	---	---	---	---	---

–0b11110001

Representing Negative Integers with Two's Complement

Representing Negative Integers with Two's Complement

Signed
decimal

$$-127 \leq x \leq 128$$

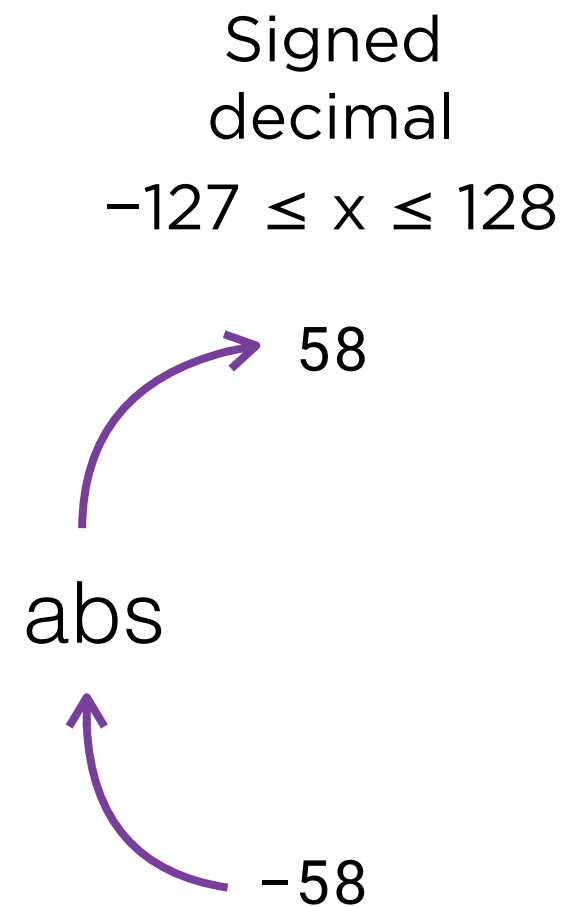
Representing Negative Integers with Two's Complement

Signed
decimal

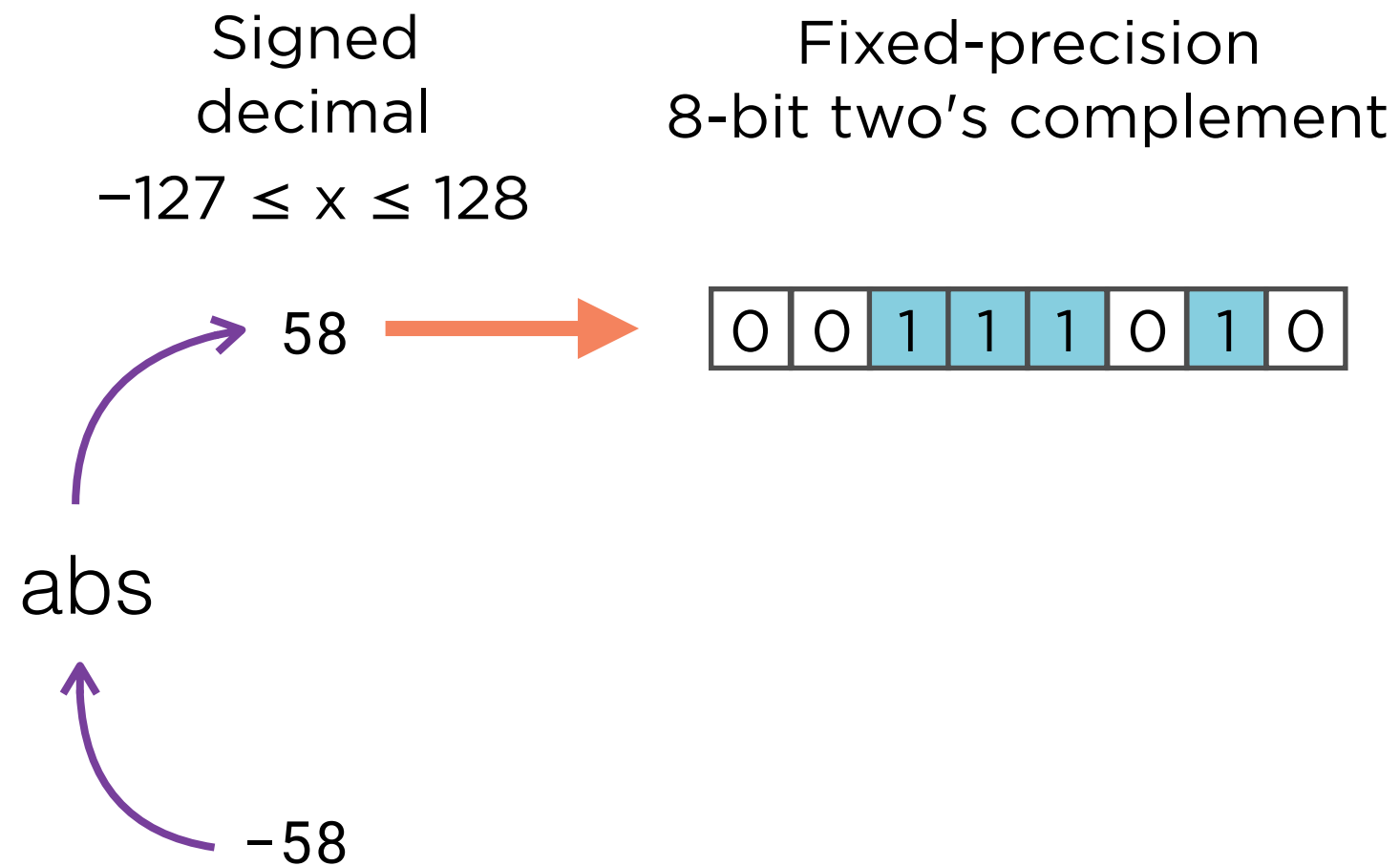
$$-127 \leq x \leq 128$$

-58

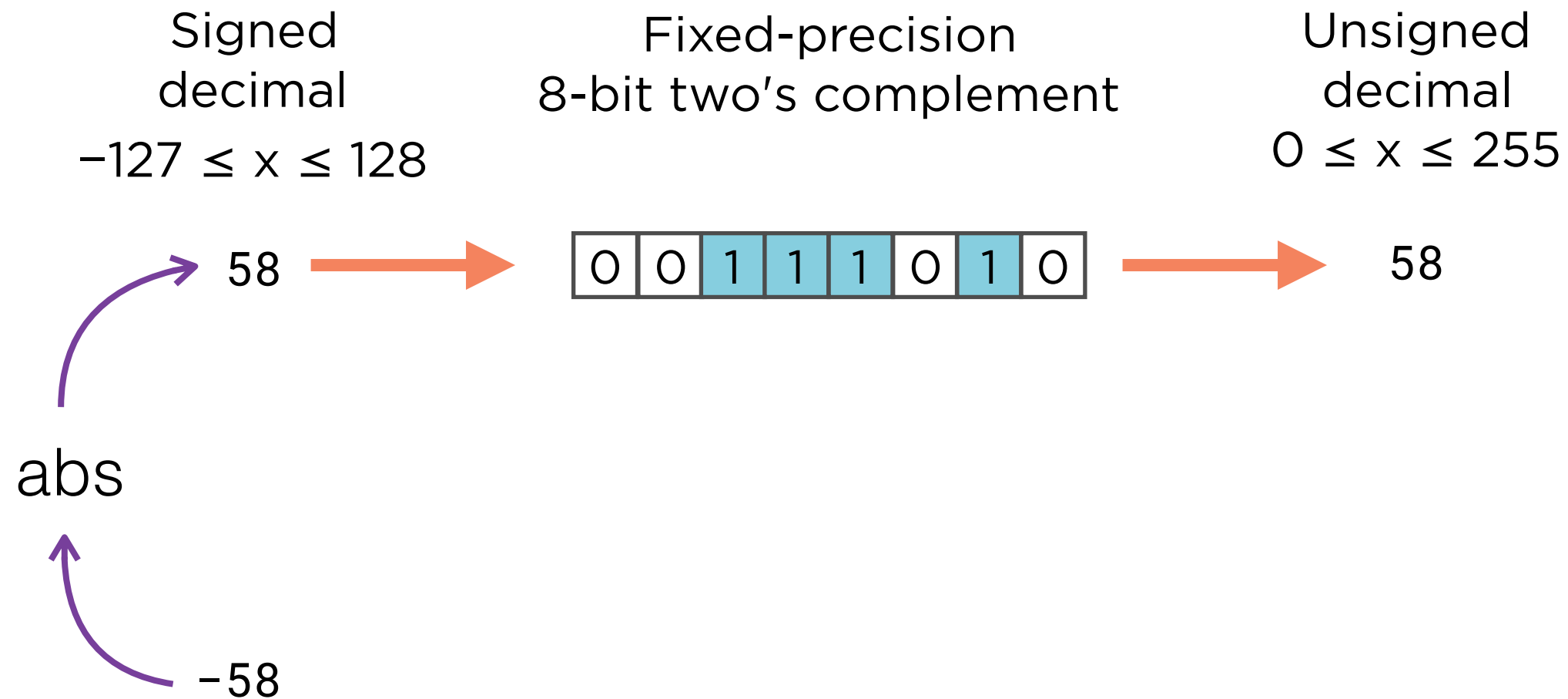
Representing Negative Integers with Two's Complement



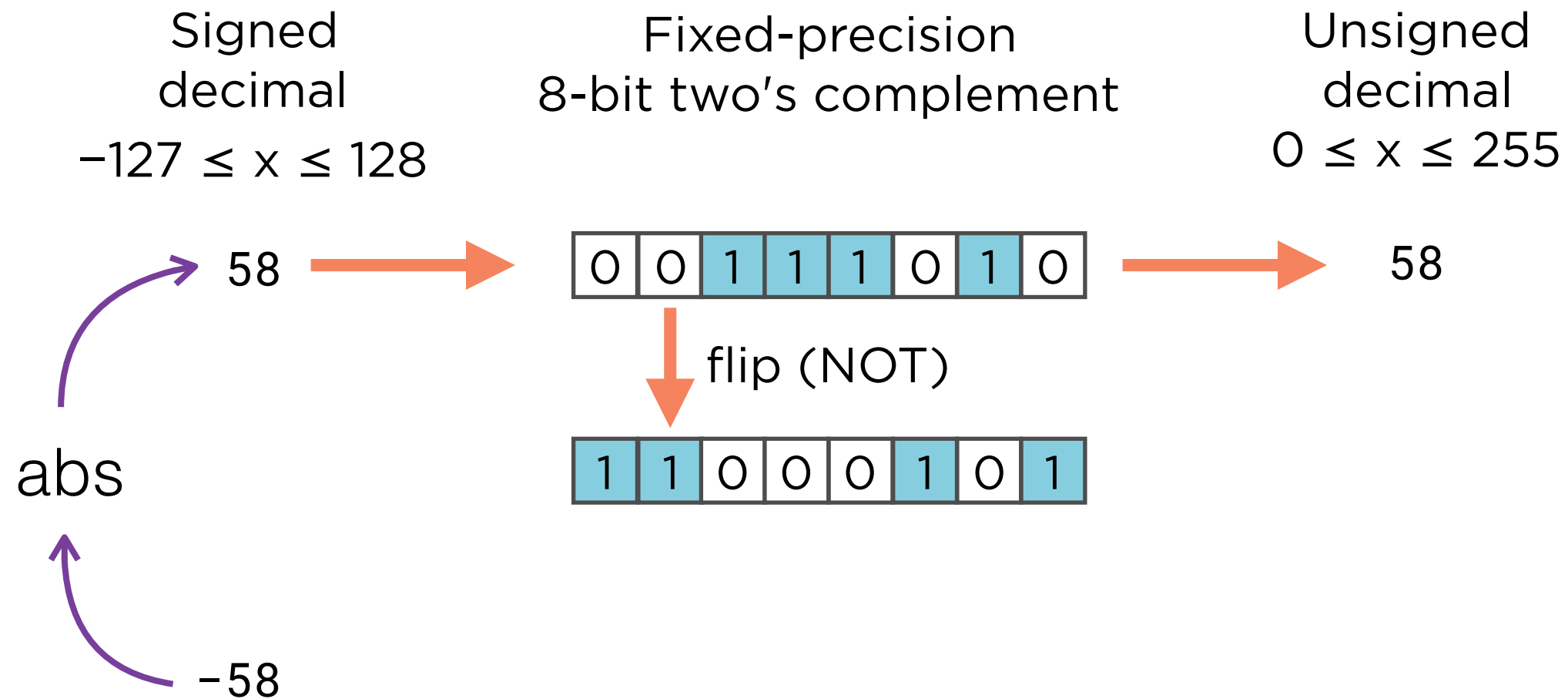
Representing Negative Integers with Two's Complement



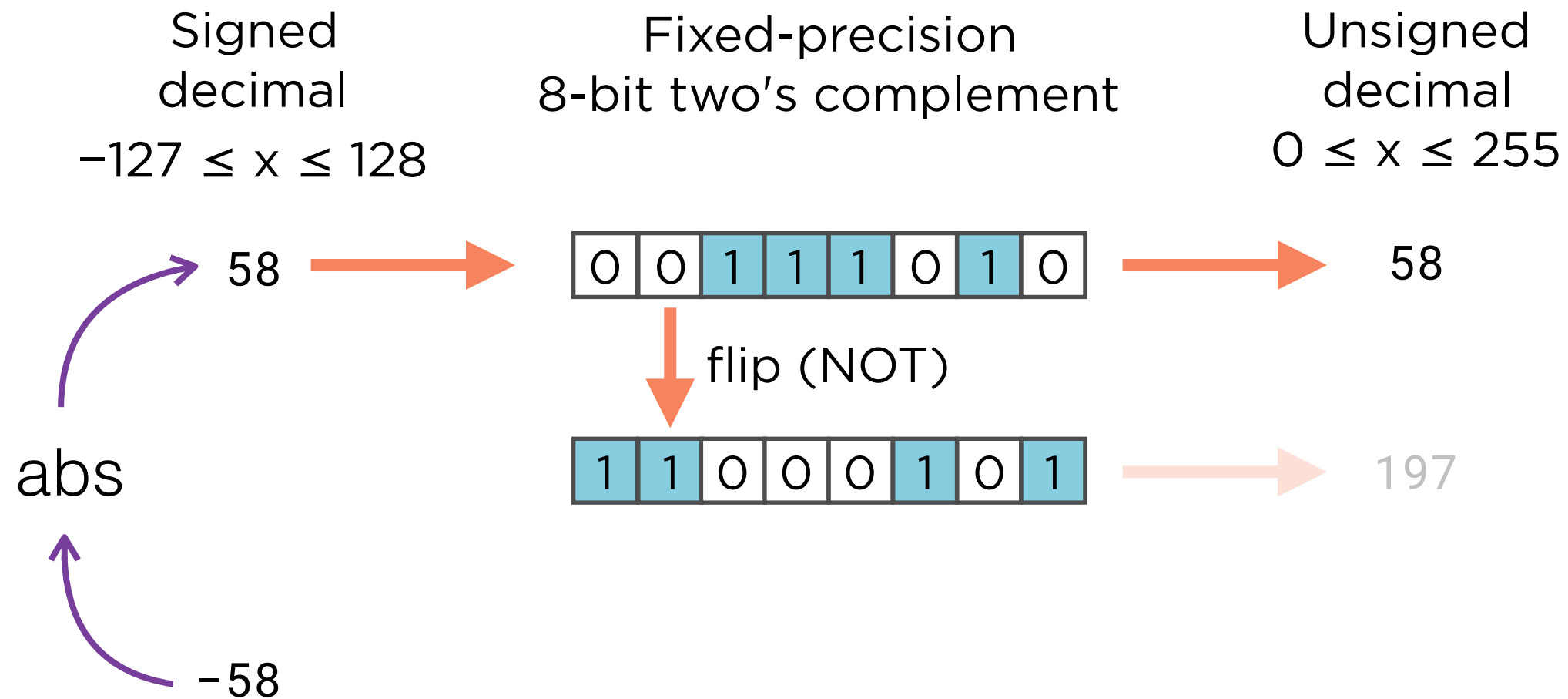
Representing Negative Integers with Two's Complement



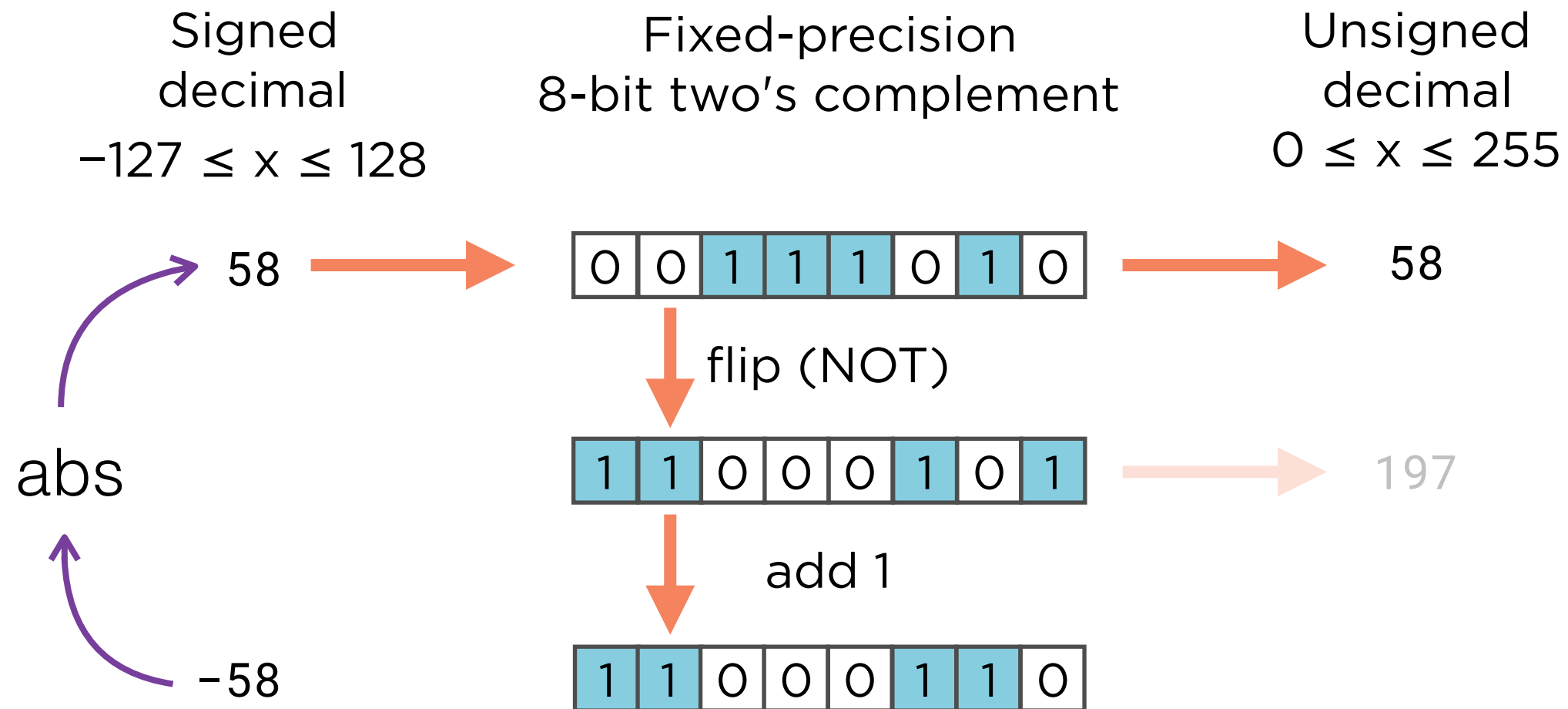
Representing Negative Integers with Two's Complement



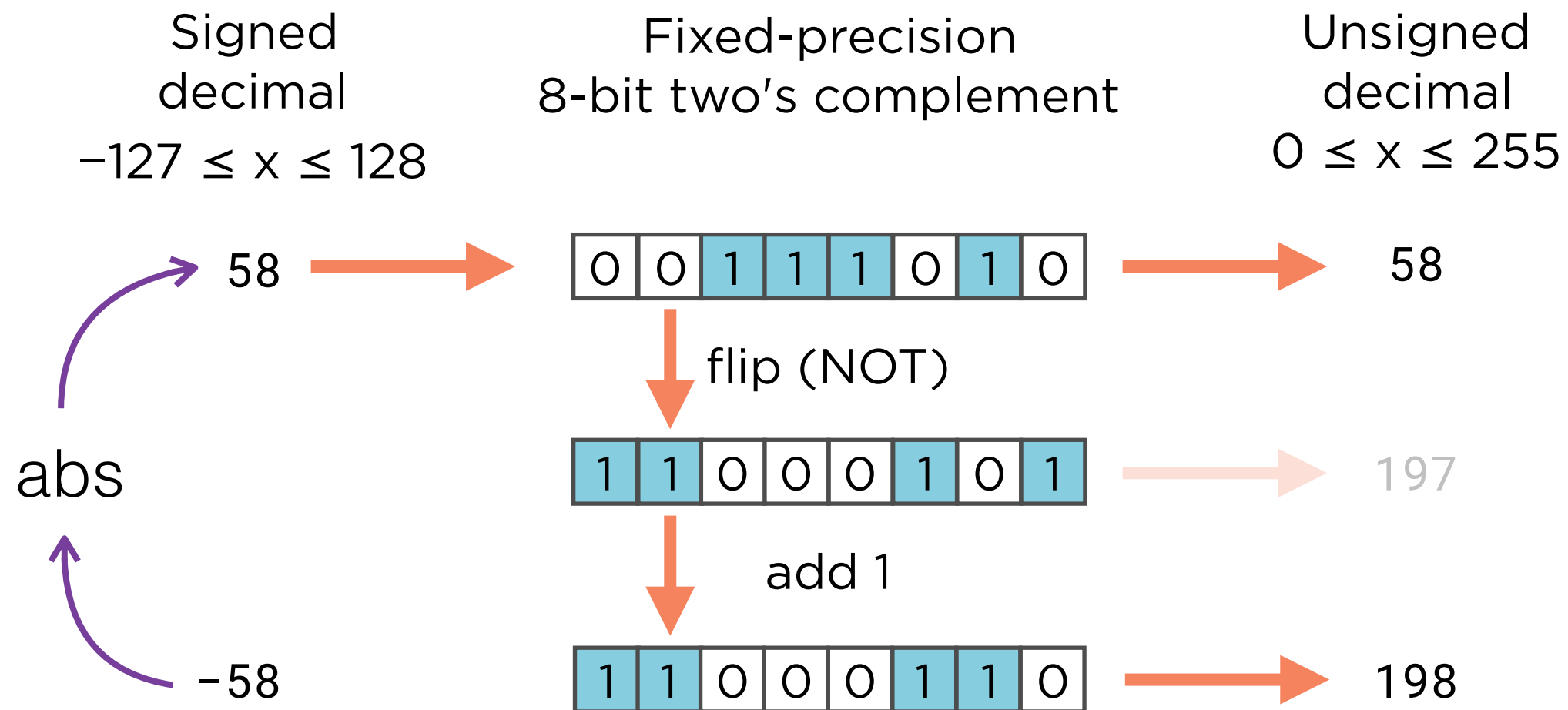
Representing Negative Integers with Two's Complement



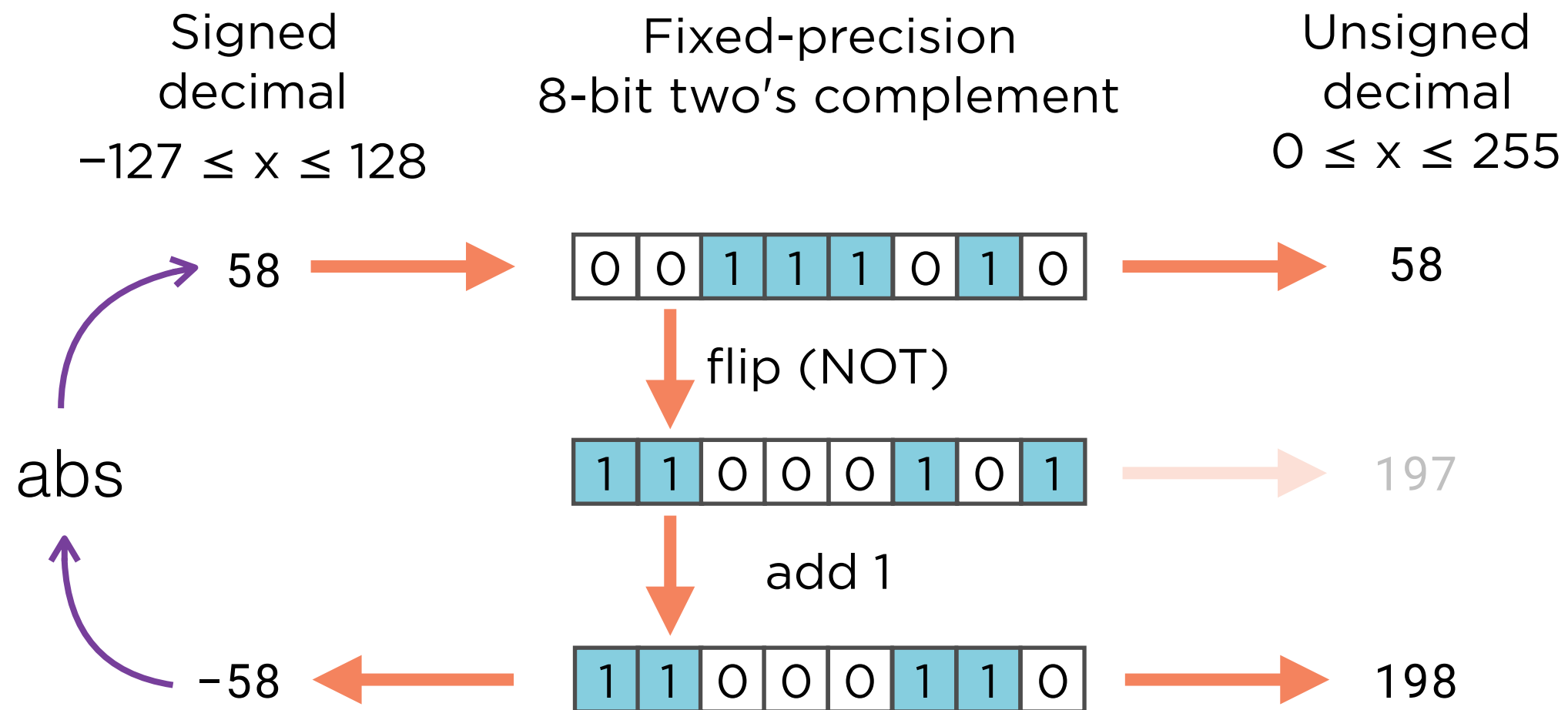
Representing Negative Integers with Two's Complement



Representing Negative Integers with Two's Complement



Representing Negative Integers with Two's Complement



Representing Negative Integers with Two's Complement

Representing Negative Integers with Two's Complement

**Superior to sign-bit
and magnitude**

**Single representation
of zero**

Natural arithmetic

Representing Negative Integers with Two's Complement

**Superior to sign-bit
and magnitude**

**Single representation
of zero**

Natural arithmetic

Python 3 integers

Unlimited precision

**No fixed-width
representation**

Representing Negative Integers with Two's Complement

**Superior to sign-bit
and magnitude**

**Single representation
of zero**

Natural arithmetic

Python 3 integers

Unlimited precision

**No fixed-width
representation**

Two's complement

Unlimited precision

?

Representing Negative Integers with Two's Complement

Arbitrary-precision
n-bit two's complement

Unsigned
decimal
 $0 \leq x \leq 255$

0 0 1 1 1 0 1 0



58



flip (NOT)

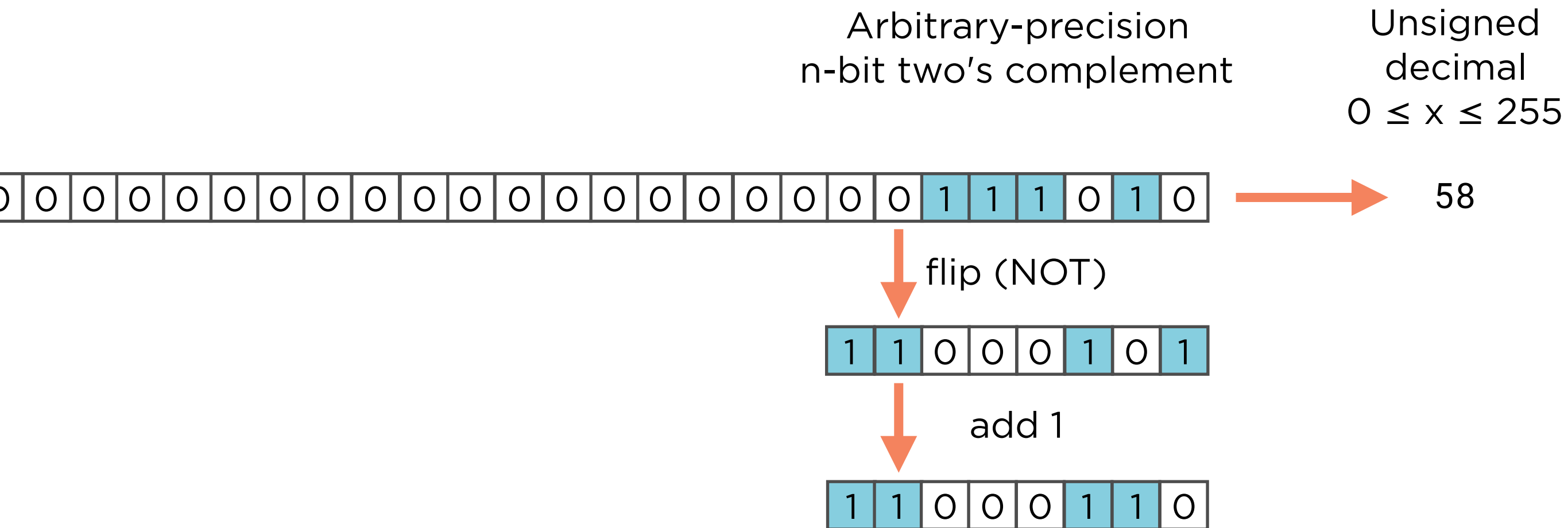
1 1 0 0 0 1 0 1



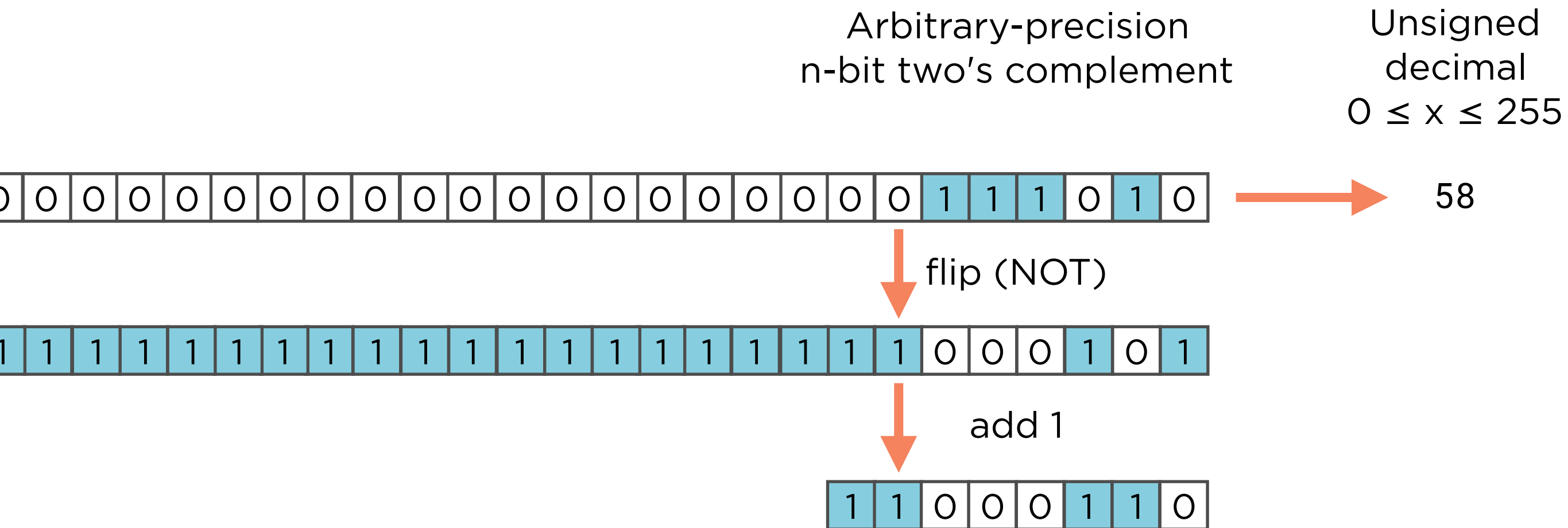
add 1

1 1 0 0 0 1 1 0

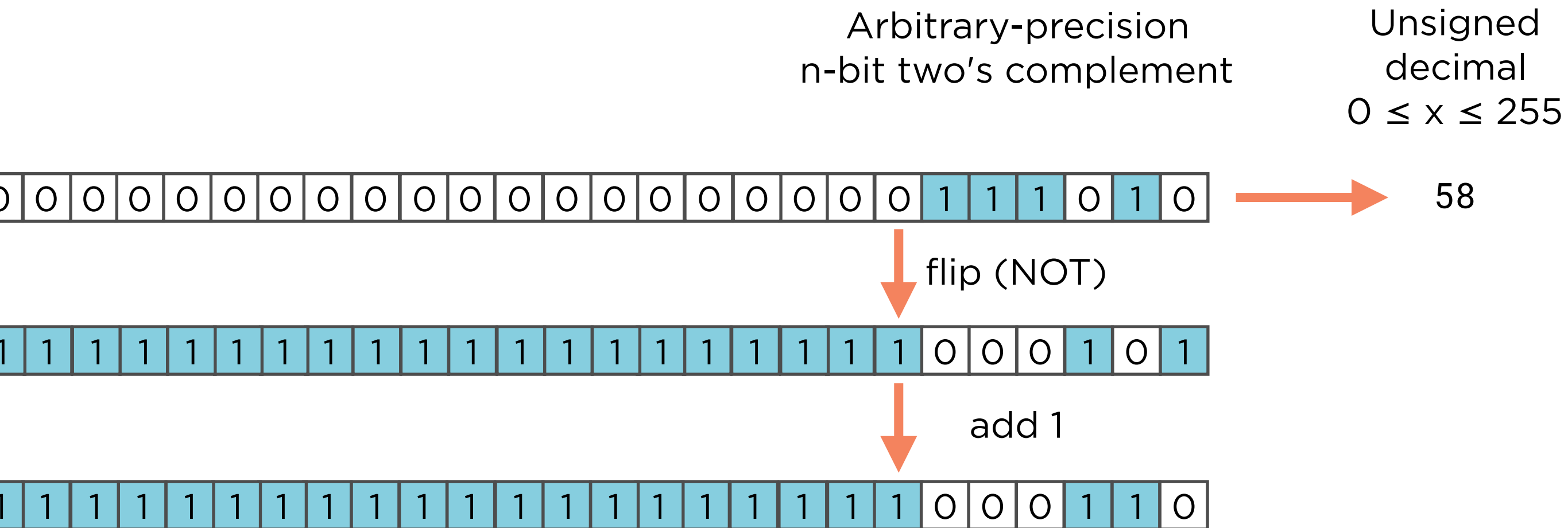
Representing Negative Integers with Two's Complement



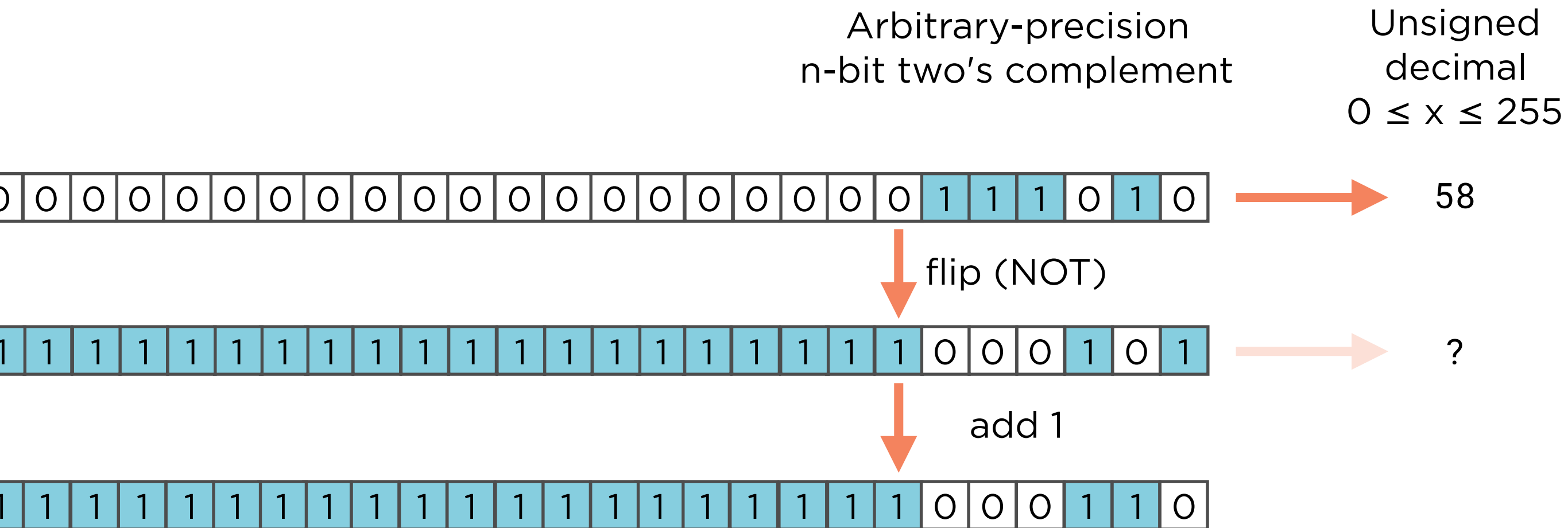
Representing Negative Integers with Two's Complement



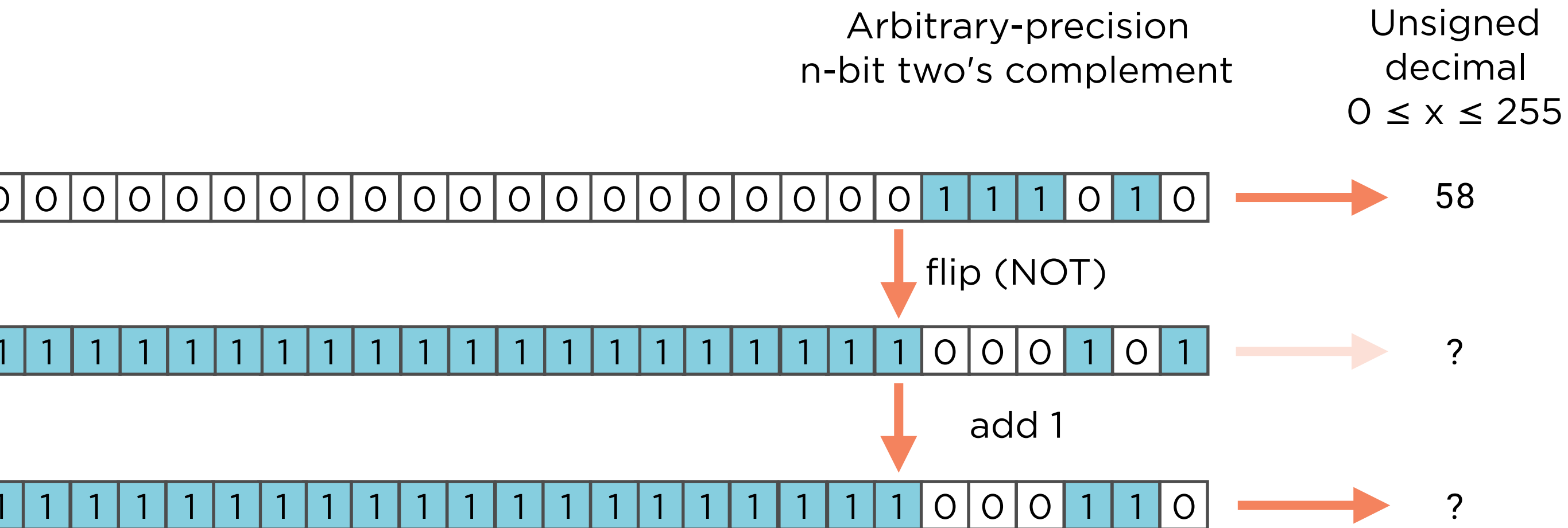
Representing Negative Integers with Two's Complement



Representing Negative Integers with Two's Complement

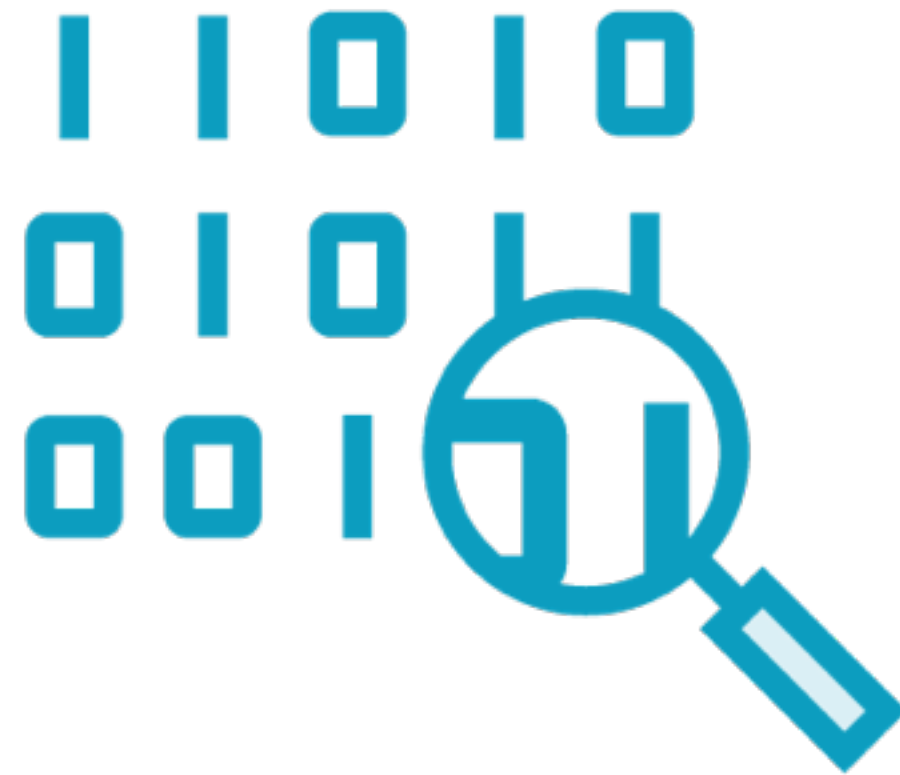


Representing Negative Integers with Two's Complement



If bitwise operations
result in negative
numbers...

If bitwise operations
result in negative
numbers...



Bitwise not

Bitwise not

>>>

Bitwise not

```
>>> v = 0b11110000
```


Bitwise not

`v =`

```
>>> v = 0b11110000
```

Bitwise not

Binary sign and
magnitude

`v =`

`>>> v = 0b11110000`

Bitwise not

Binary sign and
magnitude

`v =`

`+0b11110000`

`>>> v = 0b11110000`

Bitwise not

Binary sign and
magnitude

`v =`

`+0b11110000`

```
>>> v = 0b11110000
```

```
>>>
```

Bitwise not

Binary sign and
magnitude

`v =`

`+0b11110000`

```
>>> v = 0b11110000
```

```
>>> v
```

Bitwise not

Signed
decimal

Binary sign and
magnitude

`v =`

240



`+0b11110000`

```
>>> v = 0b11110000
```

```
>>> v
```

Bitwise not

Signed
decimal

Binary sign and
magnitude

`v =`

240



`+0b11110000`

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>>
```

Bitwise not

Signed
decimal

Binary sign and
magnitude

`v =`

240



`+0b11110000`

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```


Bitwise not



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

Bitwise not



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$



240



+0b11110000

$\sim v =$

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

V =



240



+0b11110000

$\sim V$ =



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

v =



240



+0b11110000

$\sim v$ =



-241

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

v =



240



+0b11110000

$\sim v$ =



-241

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>>
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

v =



240



+0b11110000

$\sim v$ =



-241

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

v =



240



+0b11110000

$\sim v$ =



-241



-0b11110001

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```


Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

v =



240



+0b11110000

$\sim v$ =



-241



-0b11110001

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

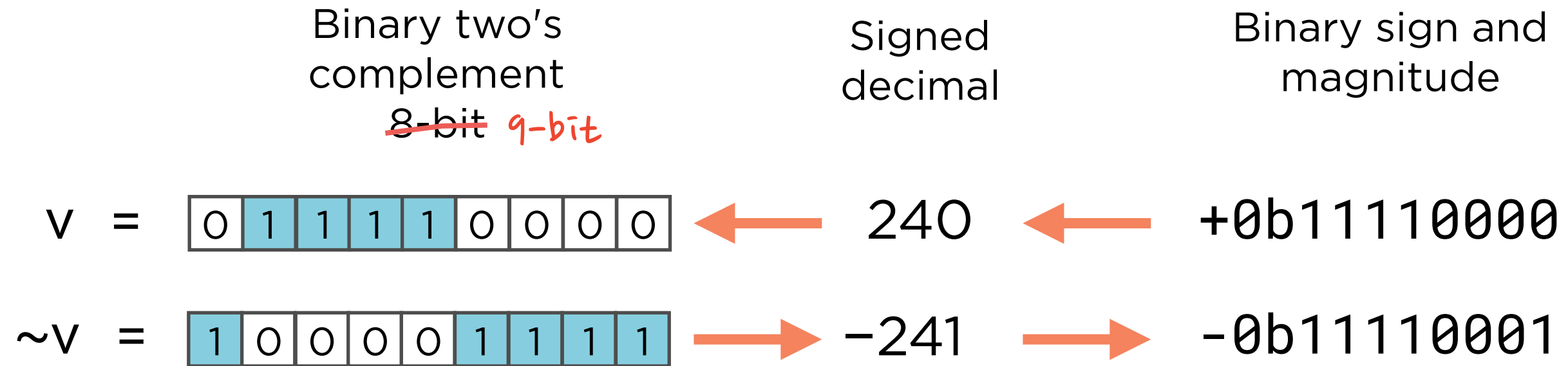
```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

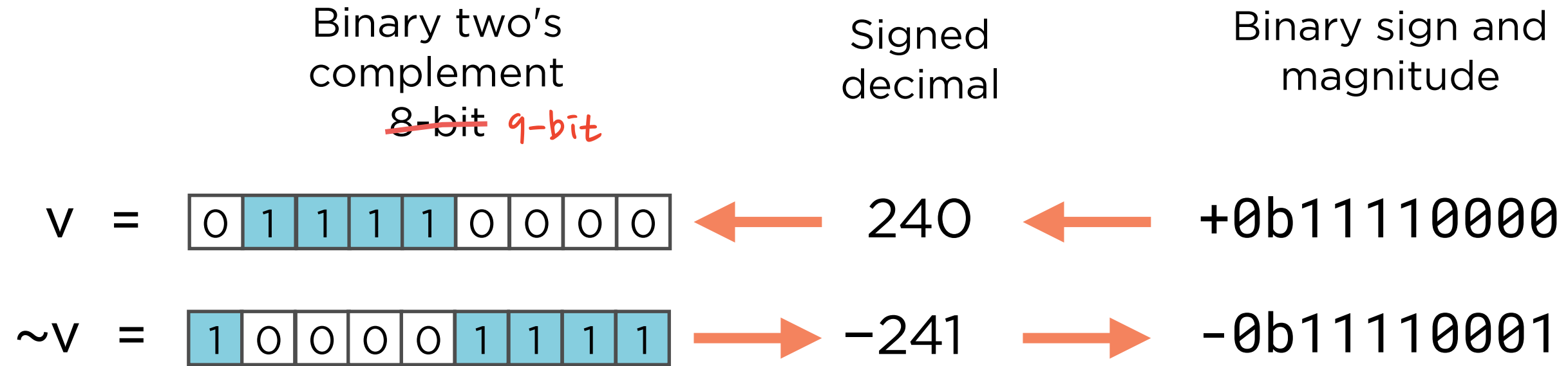
```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Take two's
complement of
magnitude

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow /0b11110001

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

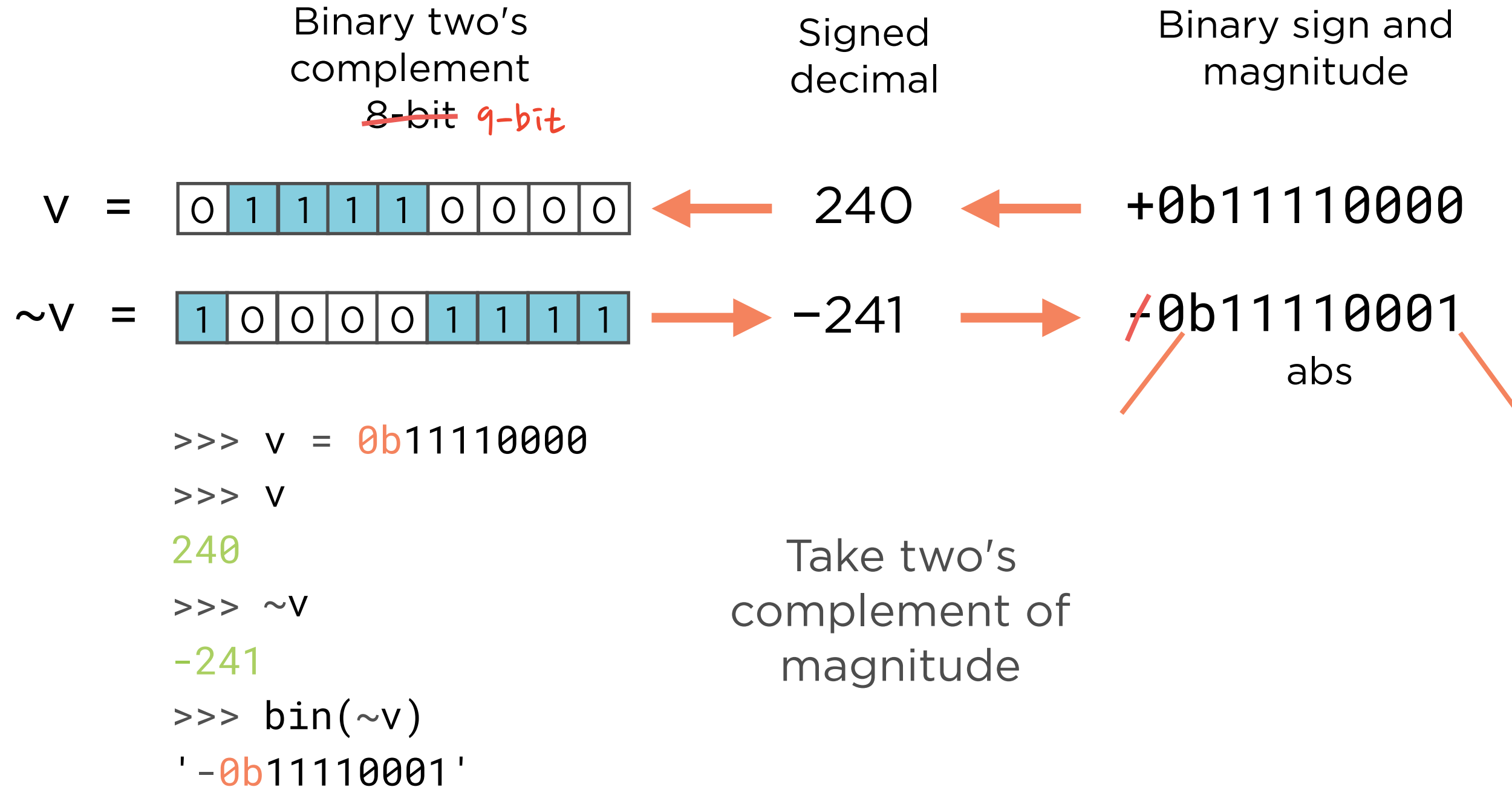
```
-241
```

```
>>> bin(~v)
```

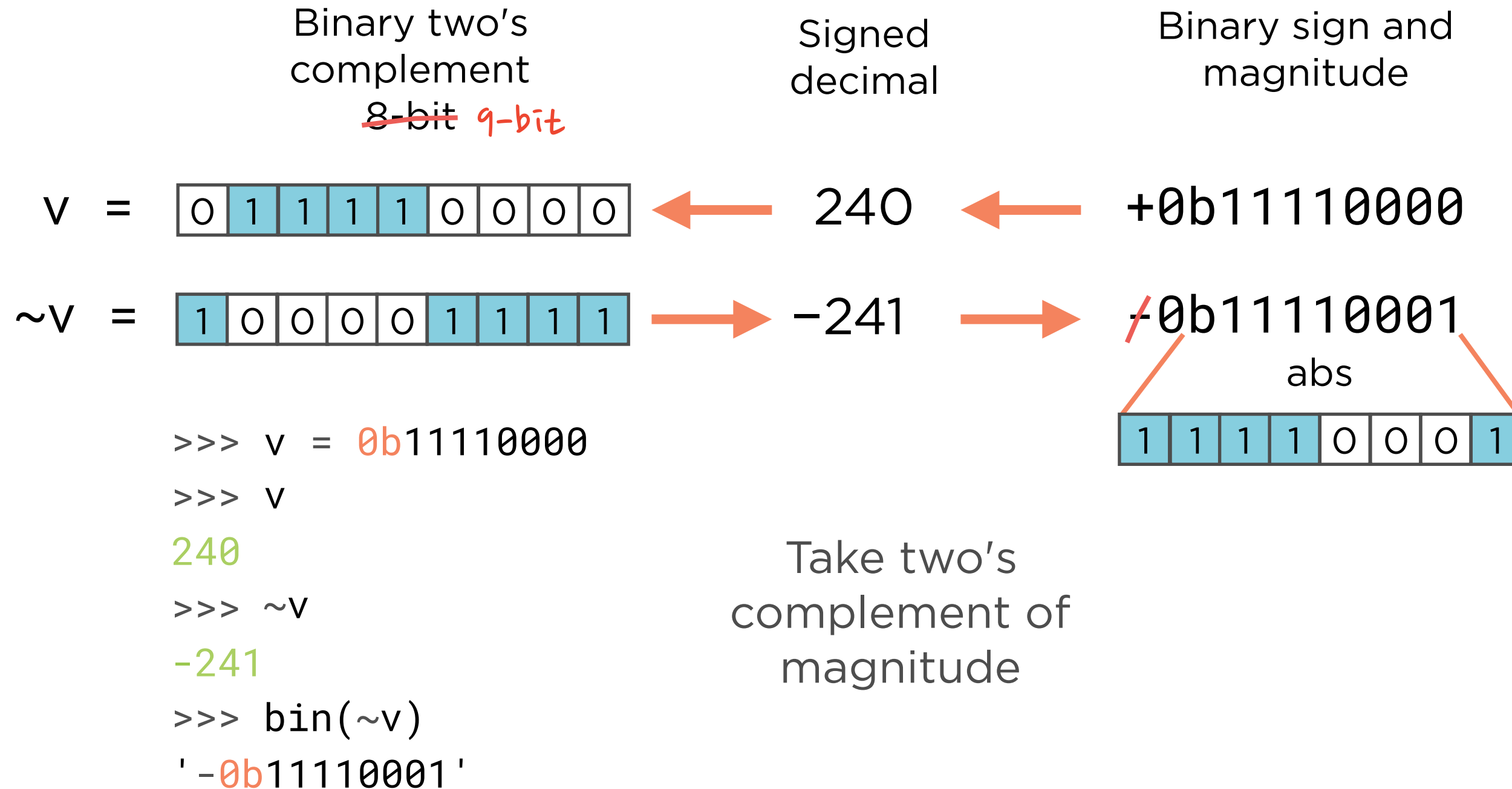
```
'-0b11110001'
```

Take two's
complement of
magnitude

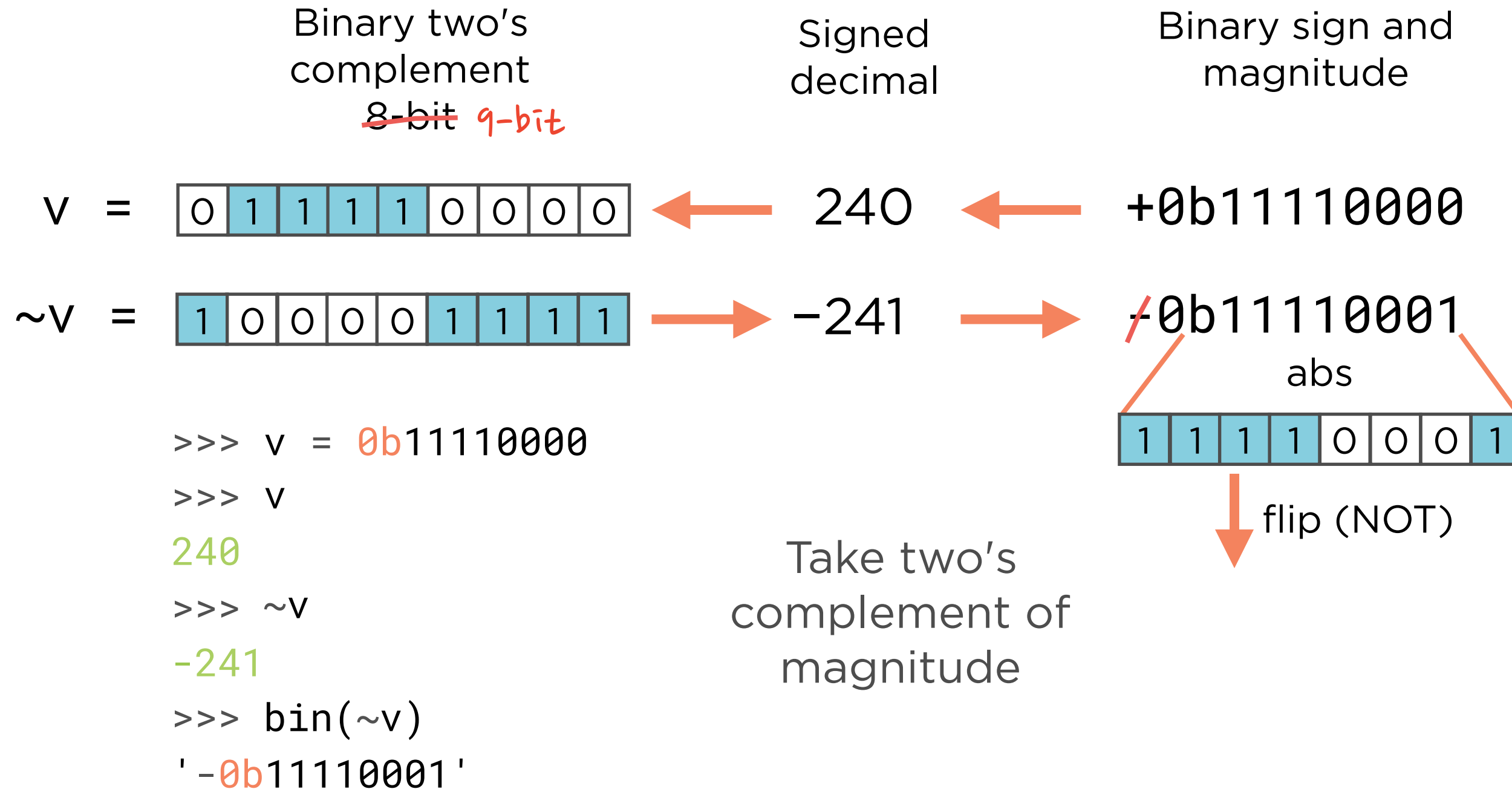
Bitwise not



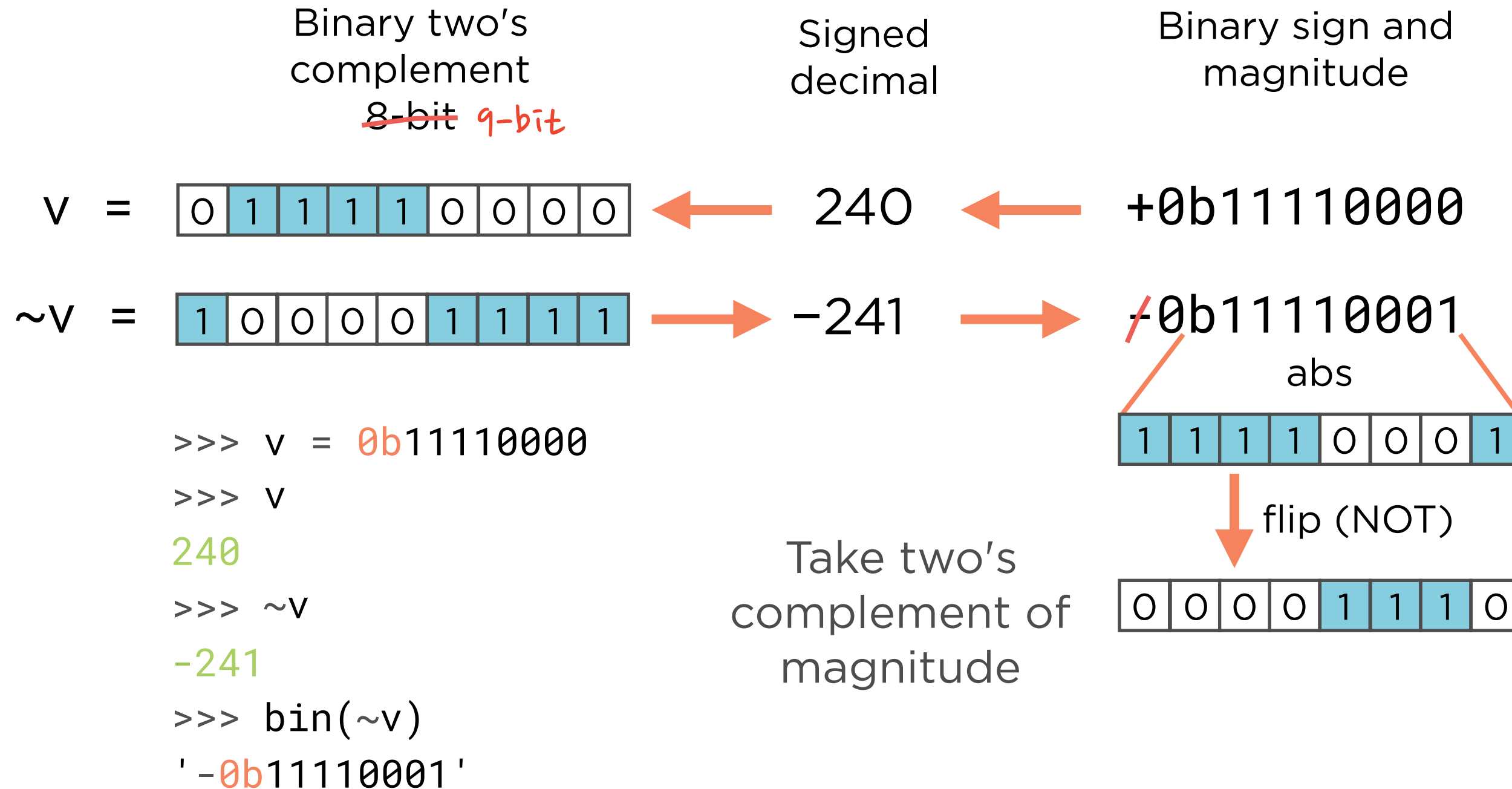
Bitwise not



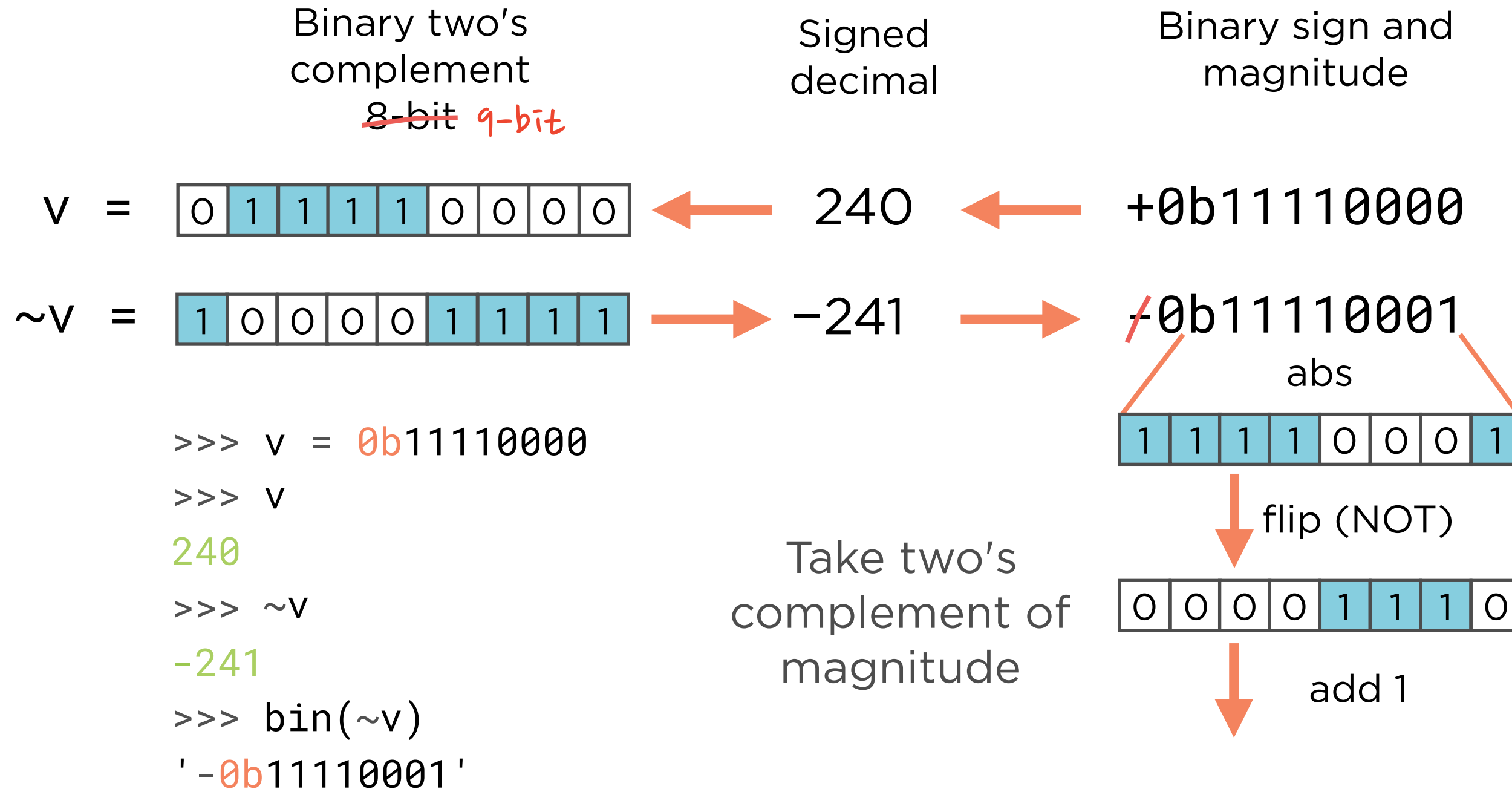
Bitwise not



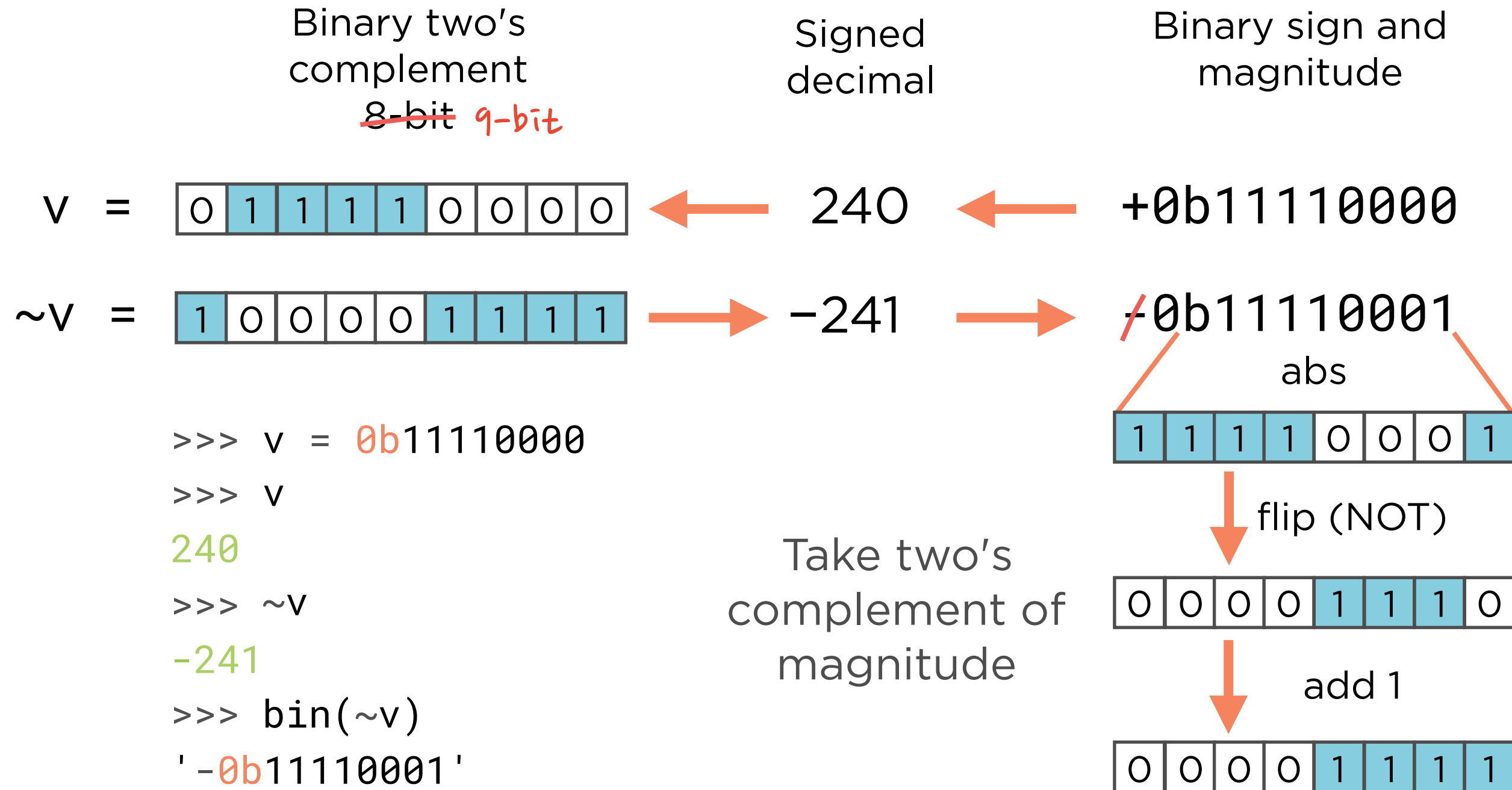
Bitwise not



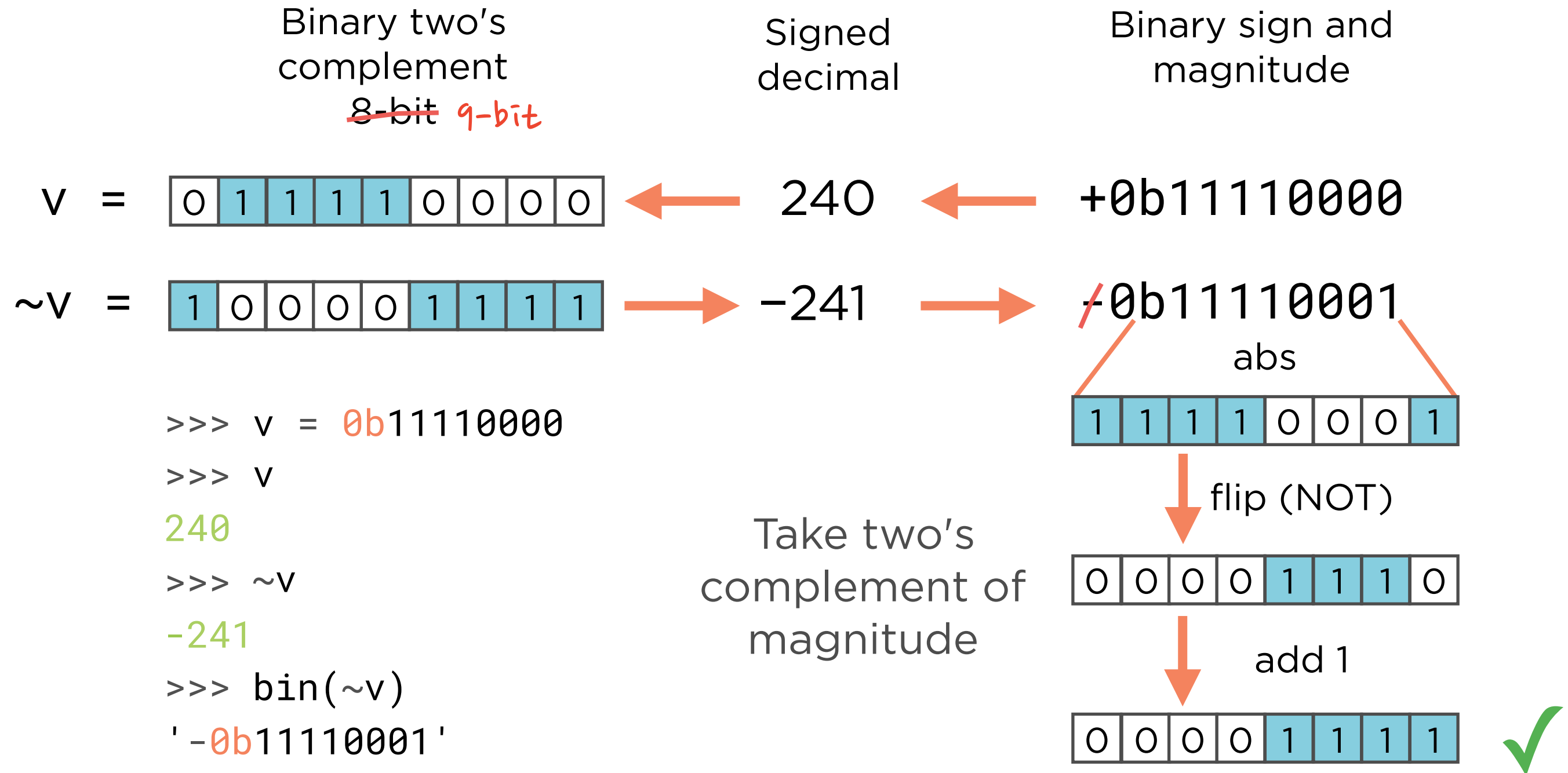
Bitwise not



Bitwise not



Bitwise not



Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

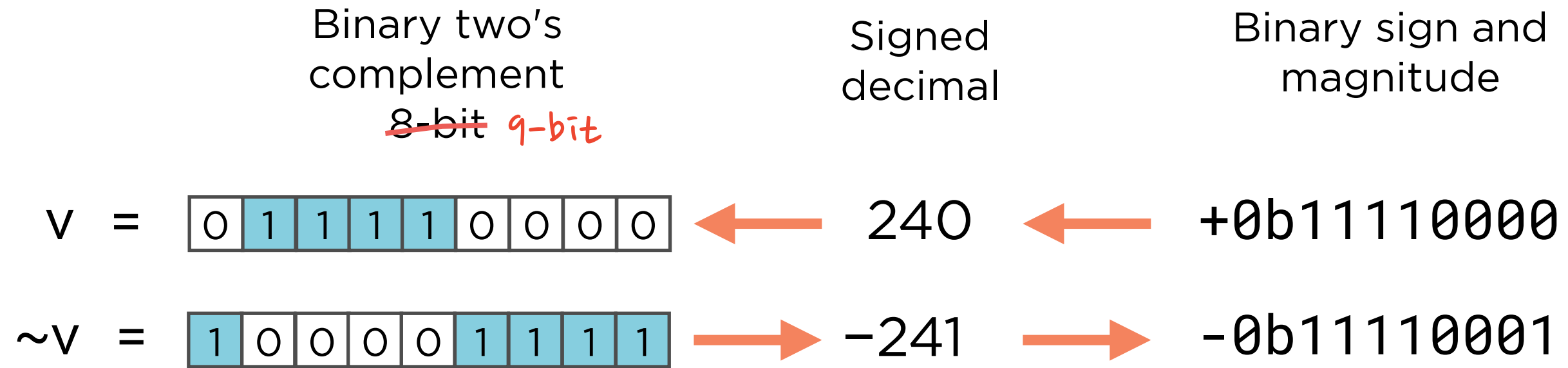
```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not



```
>>> v = 0b11110000
```

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

+

```
>>> v
```

```
240
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

+

```
>>> v
```

```
240
```

```
2num_bits =
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```


Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

+

```
>>> v
```

```
240
```

```
2num_bits = 256
```

```
>>> ~v
```

```
-241
```

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

+

```
>>> v
```

```
240
```

$2^{\text{num_bits}} = 256$

```
>>> ~v
```

```
-241
```

=

```
>>> bin(~v)
```

```
'-0b11110001'
```

Bitwise not

Binary two's
complement

~~8-bit~~ 9-bit

Signed
decimal

Binary sign and
magnitude

$v =$

0	1	1	1	1	0	0	0	0
---	---	---	---	---	---	---	---	---

 \leftarrow 240 \leftarrow +0b11110000

$\sim v =$

1	0	0	0	0	1	1	1	1
---	---	---	---	---	---	---	---	---

 \rightarrow -241 \rightarrow -0b11110001

```
>>> v = 0b11110000
```

+

```
>>> v
```

```
240
```

$2^{\text{num_bits}} = 256$

```
>>> ~v
```

```
-241
```

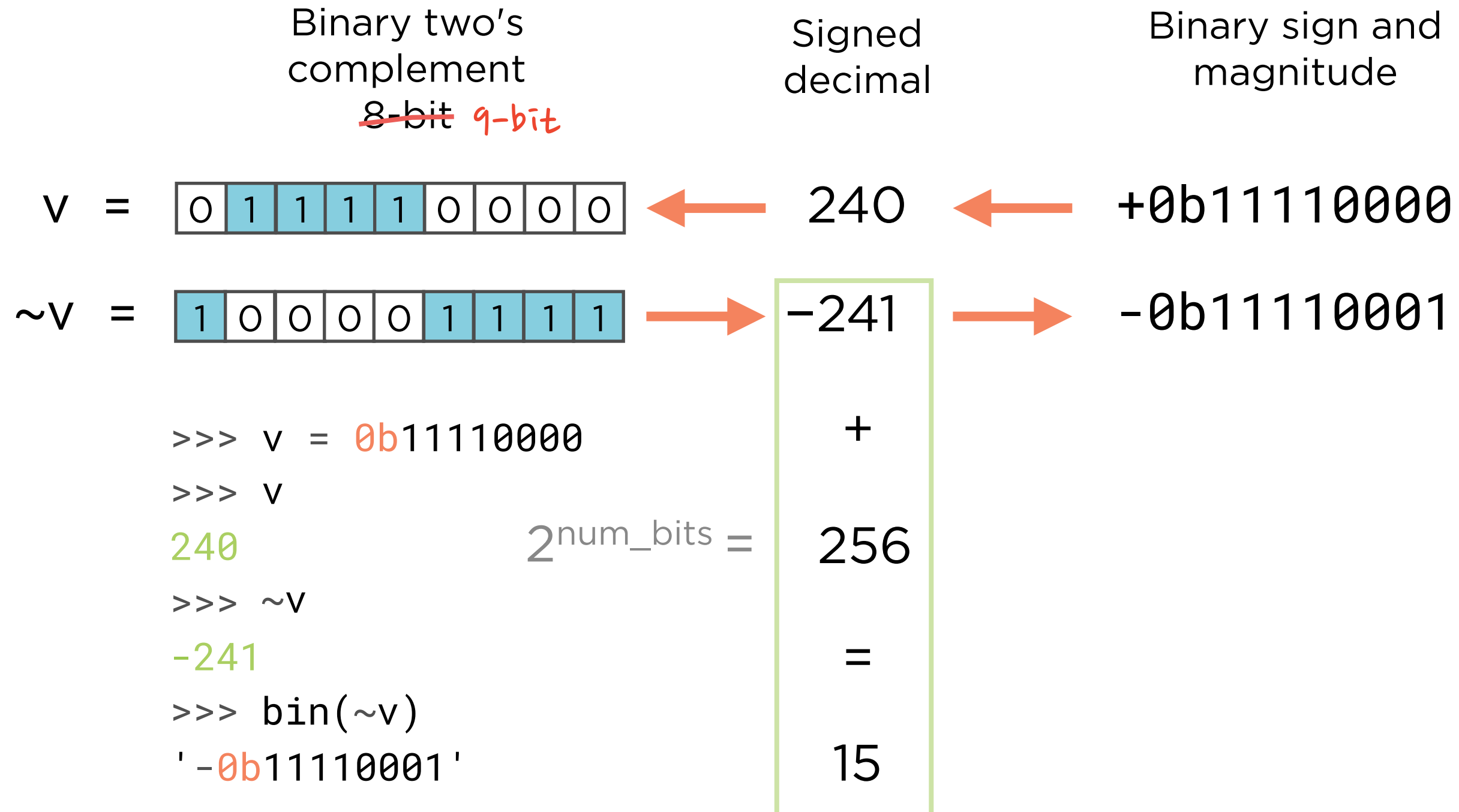
=

```
>>> bin(~v)
```

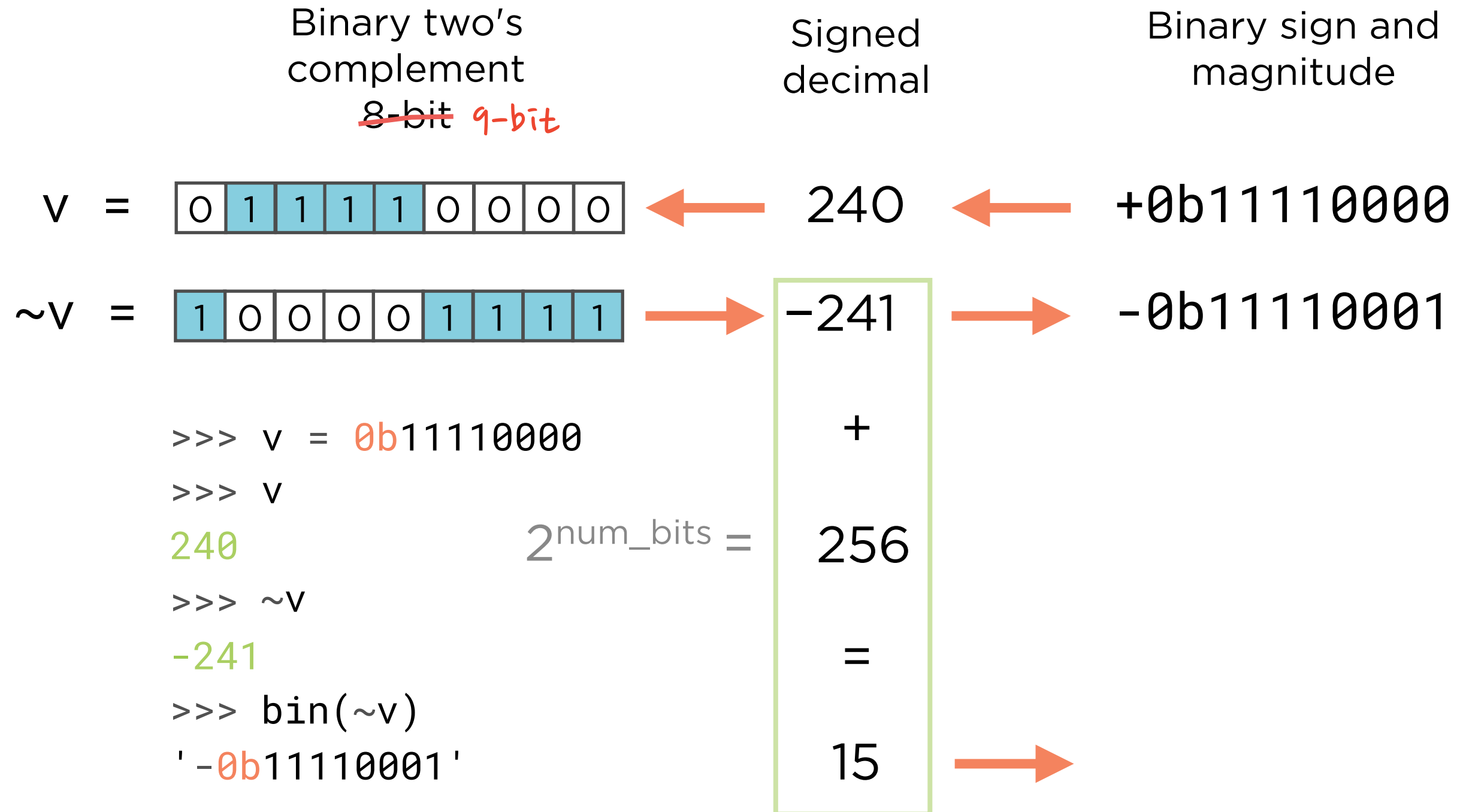
```
'-0b11110001'
```

15

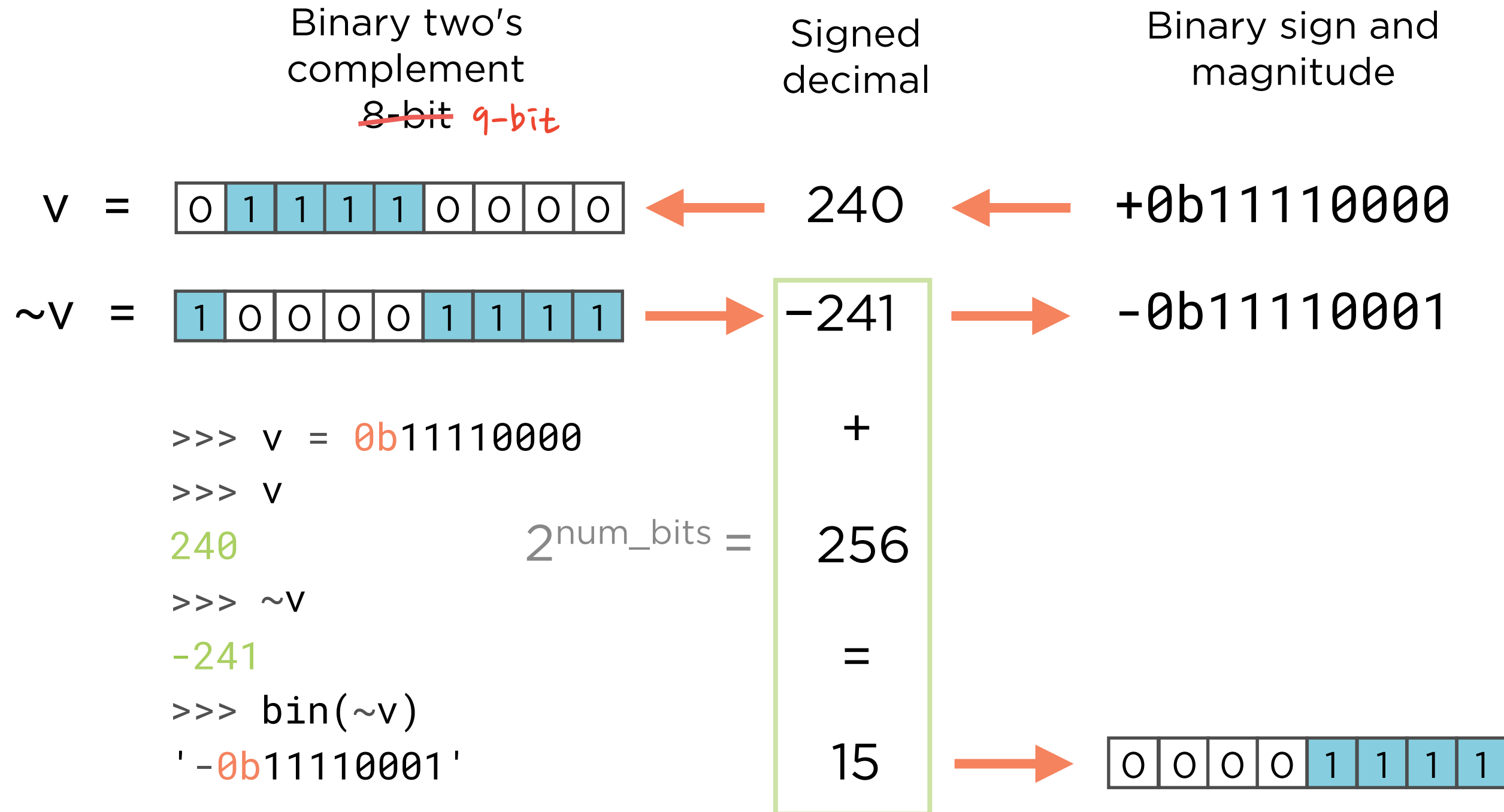
Bitwise not



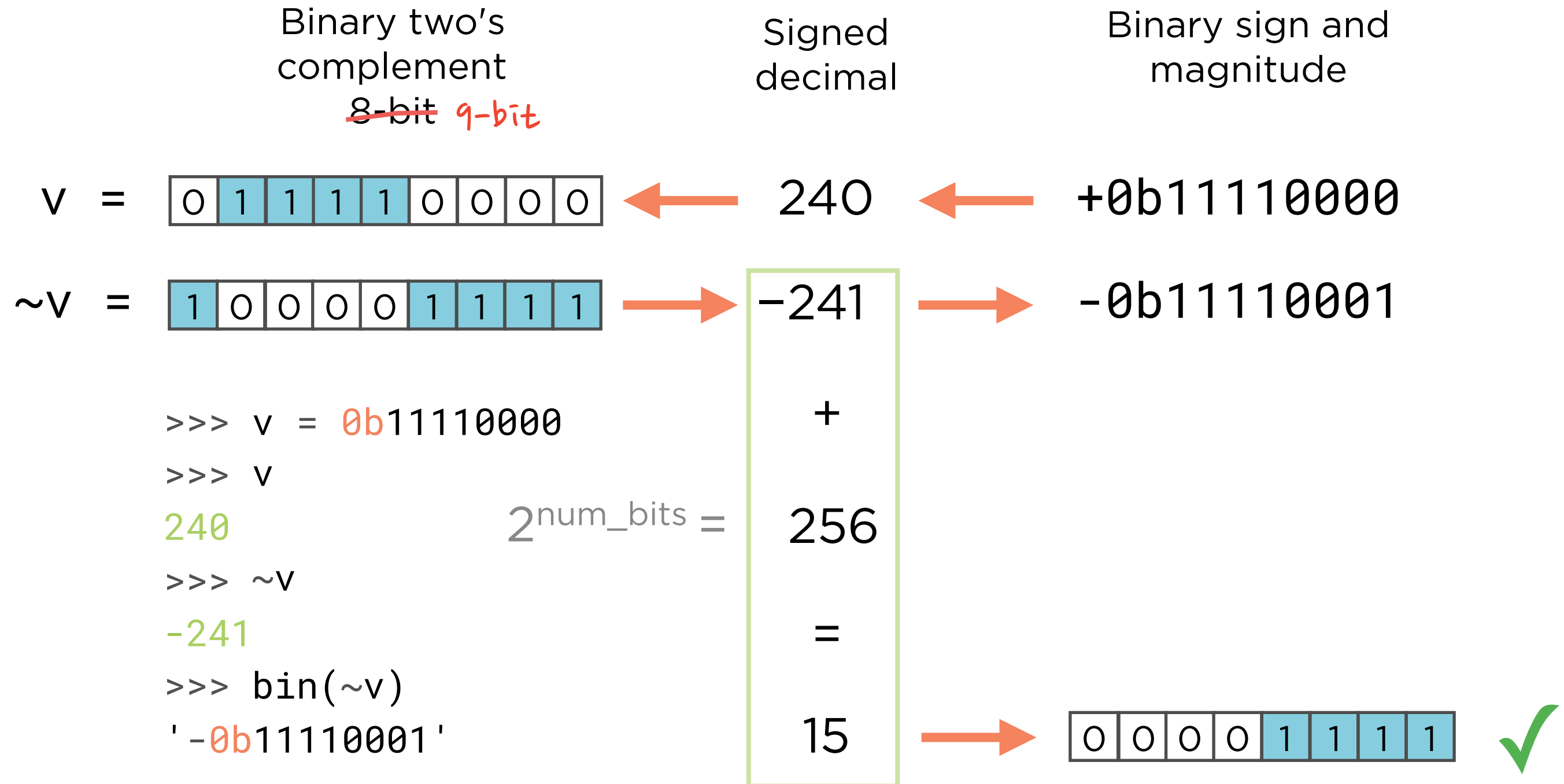
Bitwise not



Bitwise not



Bitwise not



Two's complement with bitwise shift

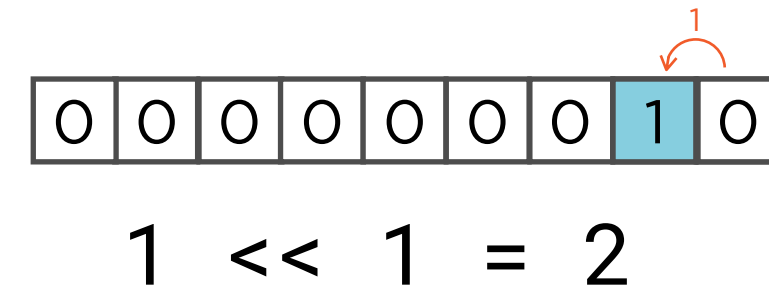
```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



$$1 \ll 0 = 1$$

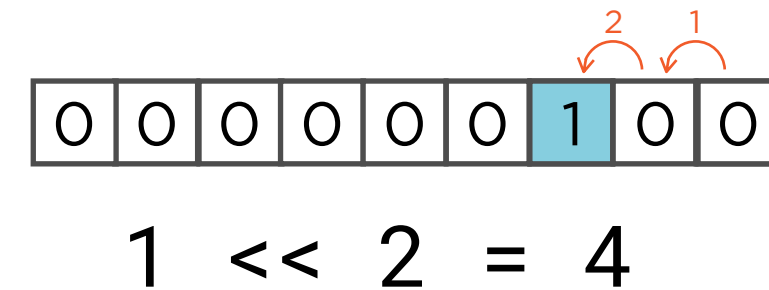
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



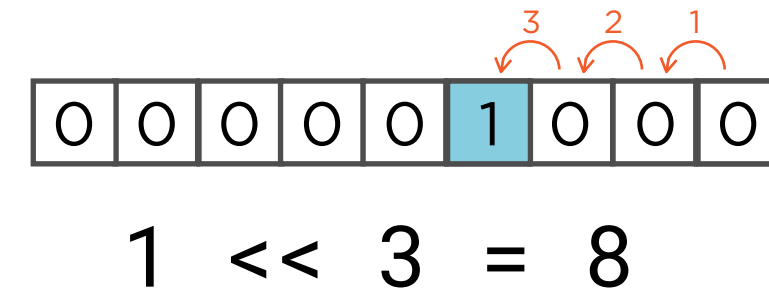
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



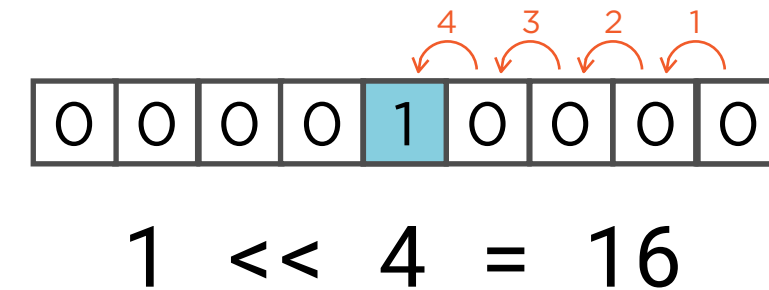
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



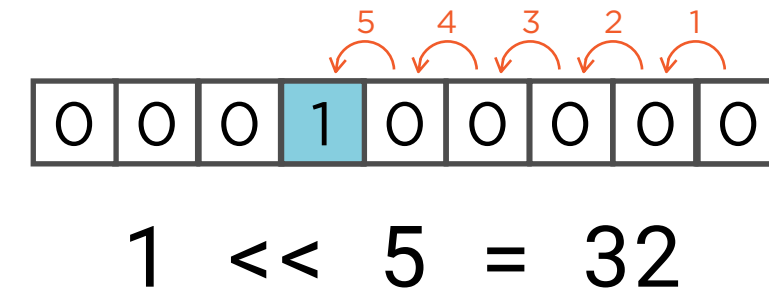
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



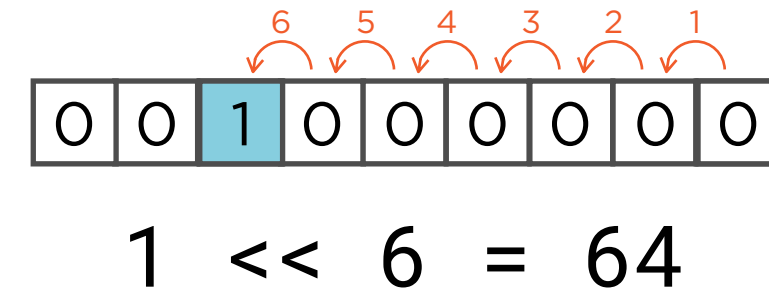
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



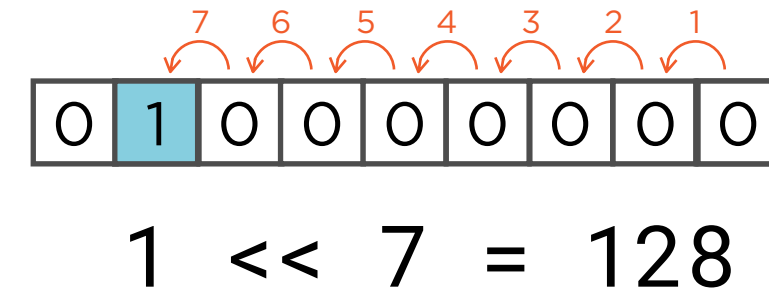
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



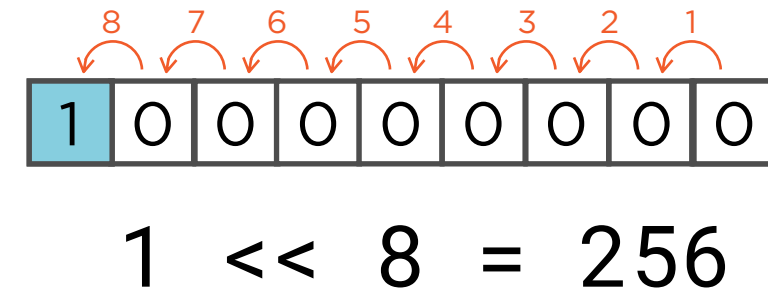
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



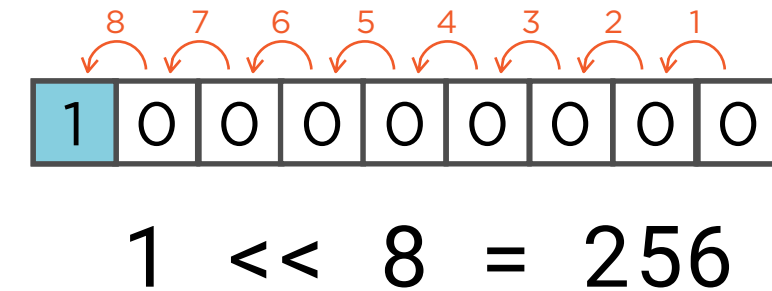
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```



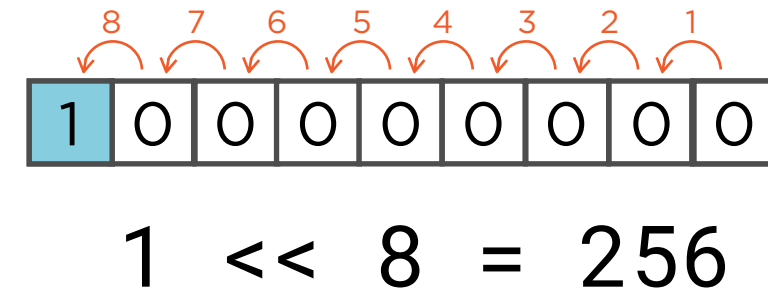
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>>
```



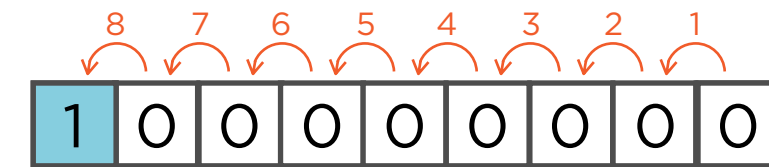
Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>> v
```



Two's complement with bitwise shift

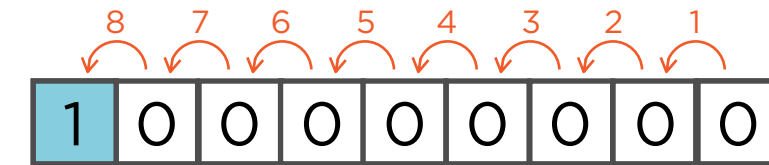
```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>> v  
240  
>>>
```



$$1 \ll 8 = 256$$

Two's complement with bitwise shift

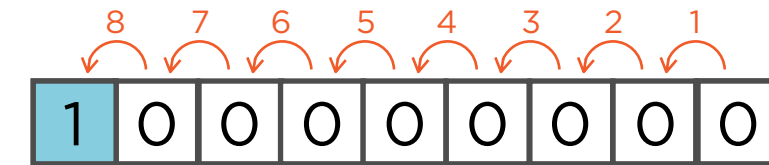
```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>> v  
240  
>>> ~v
```



$$1 \ll 8 = 256$$

Two's complement with bitwise shift

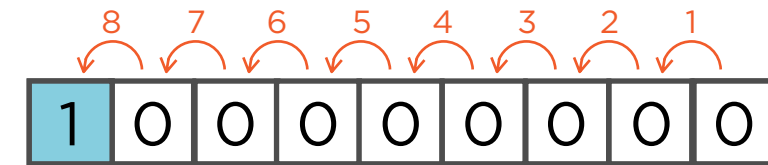
```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>> v  
240  
~v  
-241  
>>>
```



$$1 \ll 8 = 256$$

Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x  
>>> v  
240  
~v  
-241  
>>> twos_complement(~v, 8)
```



$$1 \ll 8 = 256$$

Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```

```
>>> v
```

```
240
```



```
>>> ~v
```

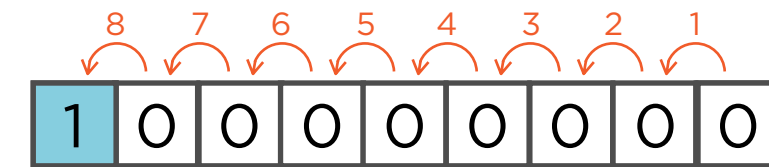
```
-241
```

```
>>> twos_complement(~v, 8)
```

```
15
```



```
>>>
```



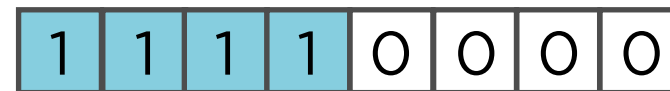
$$1 \ll 8 = 256$$

Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```

```
>>> v
```

```
240
```



```
>>> ~v
```

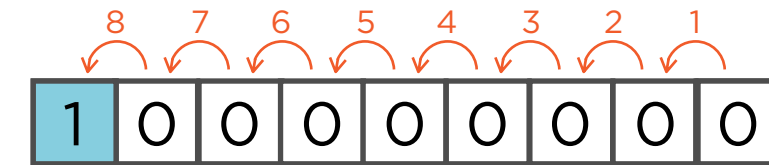
```
-241
```

```
>>> twos_complement(~v, 8)
```

```
15
```



```
>>> bin(_)
```



$$1 \ll 8 = 256$$

Two's complement with bitwise shift

```
>>> def twos_complement(x, num_bits):  
...     if x < 0:  
...         return x + (1 << num_bits)  
...     return x
```

```
>>> v
```

```
240
```



```
>>> ~v
```

```
-241
```

```
>>> twos_complement(~v, 8)
```

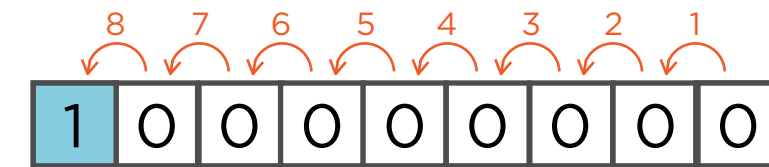
```
15
```



```
>>> bin(_)
```

```
'0b1111'
```

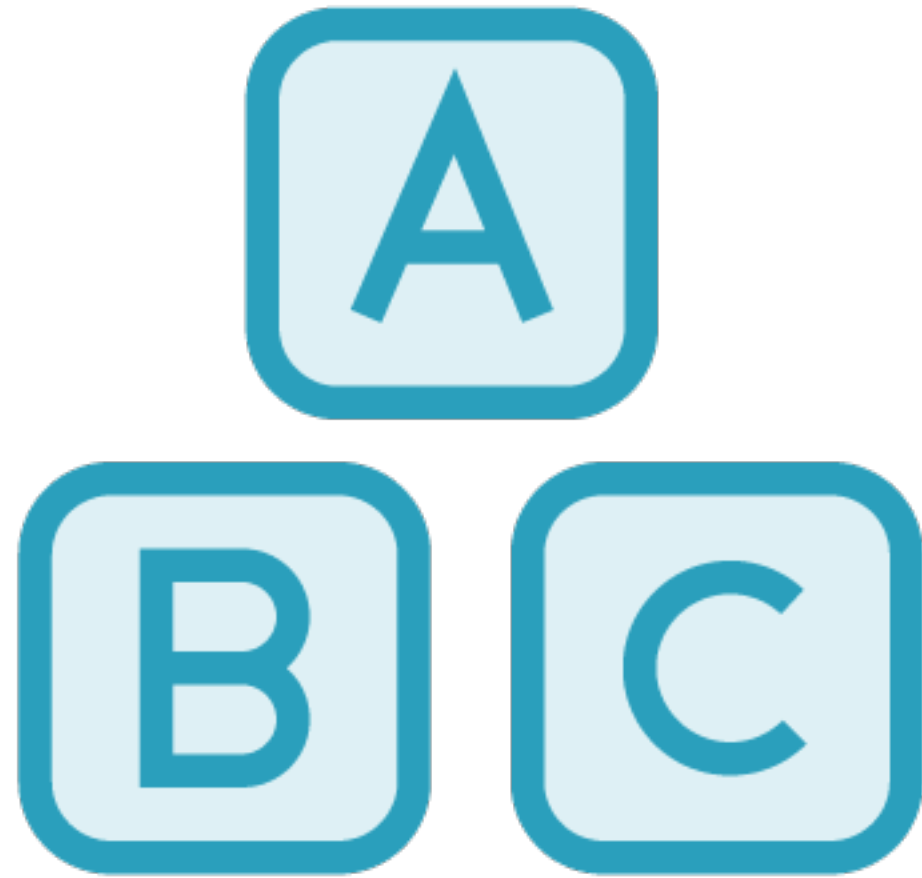
```
>>>
```



$$1 \ll 8 = 256$$

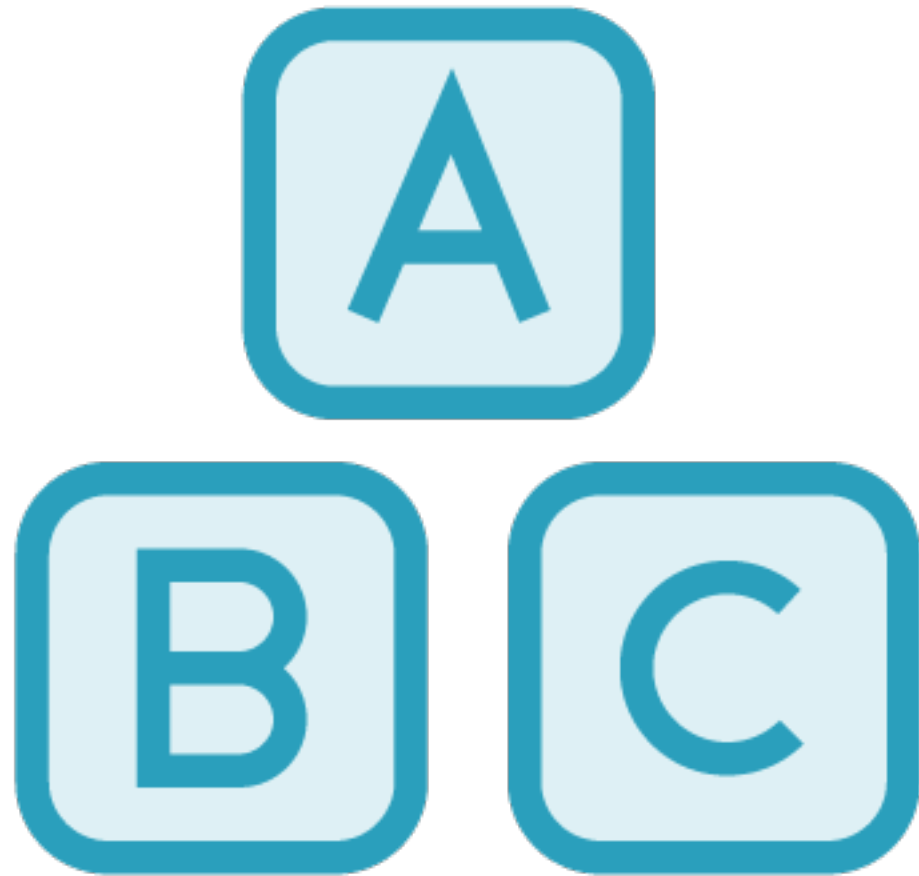
Byte-wise Operations with Integers

The bytes type in-depth



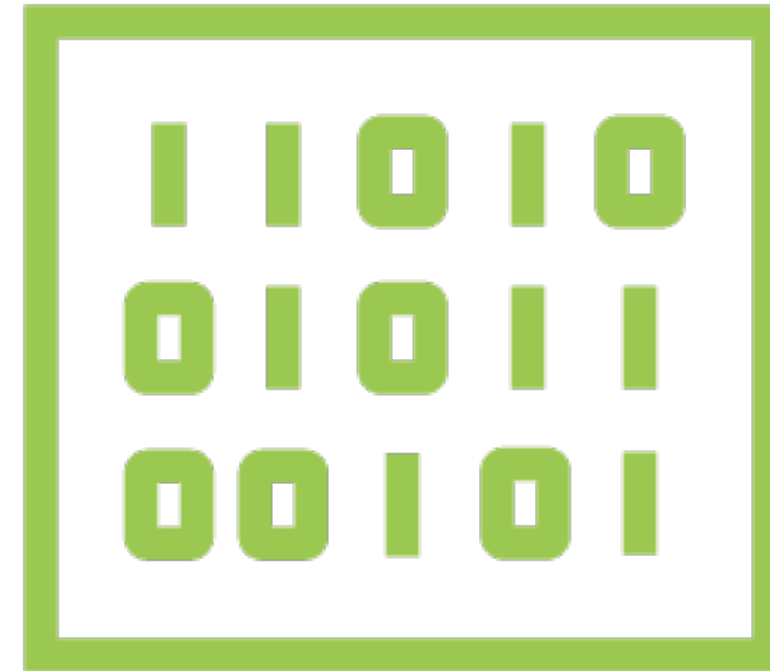
str

Immutable sequence of
Unicode code points



str

Immutable sequence of
Unicode code points

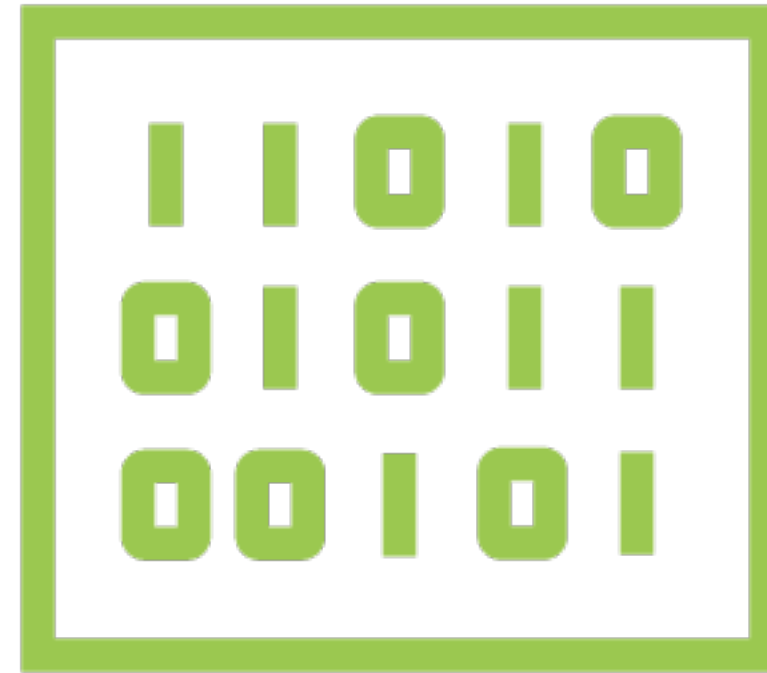


bytes

Immutable sequence of bytes

`b' A literal byte string'`

`b' A literal byte string'`



bytes

Immutable sequence of bytes

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	NUL	DLE		0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(8	H	X	h	x								
9	HT	EM)	9	I	Y	i	y								
a	LF	SUB	*	:	J	Z	j	z								
b	VT	ESC	+	;	K	[k	{								
c	FF	FS	,	<	L	\	l									
d	CR	GS	-	=	M]	m	}								
e	SO	RS	.	>	N	^	n	~								
f	SI	US	/	?	O	_	o	DEL								

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	NUL	DLE		0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(8	H	X	h	x								
9	HT	EM)	9	I	Y	i	y								
a	LF	SUB	*	:	J	Z	j	z								
b	VT	ESC	+	;	K	[k	{								
c	FF	FS	,	<	L	\	l									
d	CR	GS	-	=	M]	m	}								
e	SO	RS	.	>	N	^	n	~								
f	SI	US	/	?	O	_	o	DEL								

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	NUL	DLE		0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(8	H	X	h	x								
9	HT	EM)	9	I	Y	i	y								
a	LF	SUB	*	:	J	Z	j	z								
b	VT	ESC	+	;	K	[k	{								
c	FF	FS	,	<	L	\	l									
d	CR	GS	-	=	M]	m	}								
e	SO	RS	.	>	N	^	n	~								
f	SI	US	/	?	O	_	o	DEL								

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	NUL	DLE		0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(8	H	X	h	x								
9	HT	EM)	9	I	Y	i	y								
a	LF	SUB	*	:	J	Z	j	z								
b	VT	ESC	+	;	K	[k	{								
c	FF	FS	,	<	L	\	l									
d	CR	GS	-	=	M]	m	}								
e	SO	RS	.	>	N	^	n	~								
f	SI	US	/	?	O	_	o	DEL								

The bytearray type

bytearray

Elements are bytes (integers 0–255)

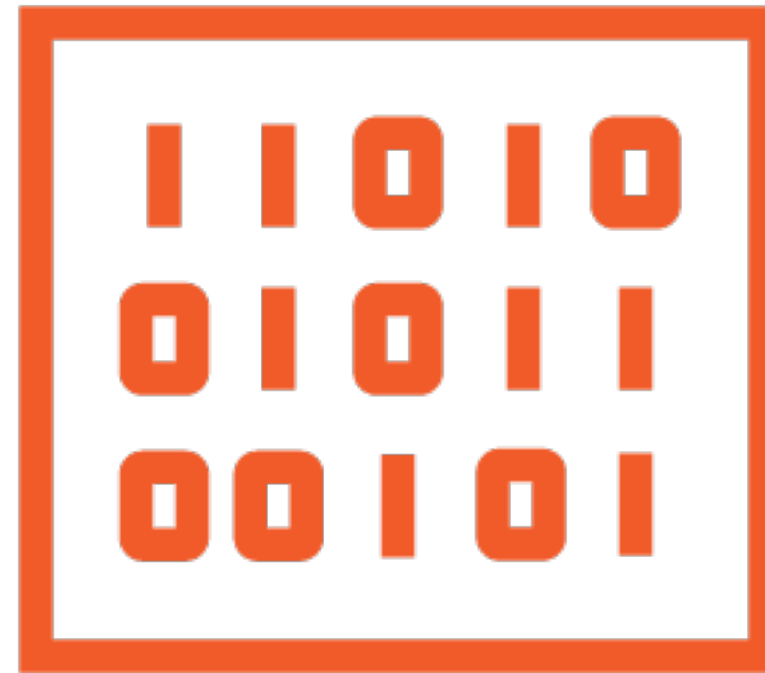
Sequence

Mutable

Similar methods to `list` and `bytes`

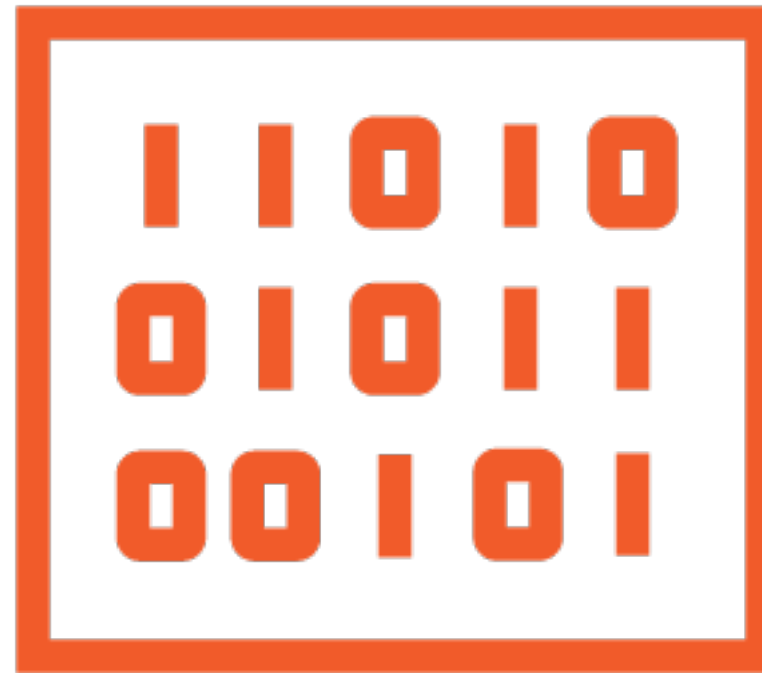
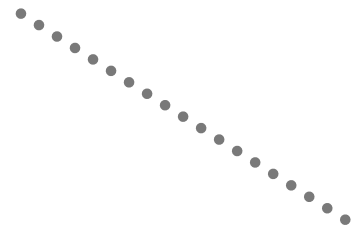
Interpreting binary structures with the `struct` module

C Structures for binary object interchange



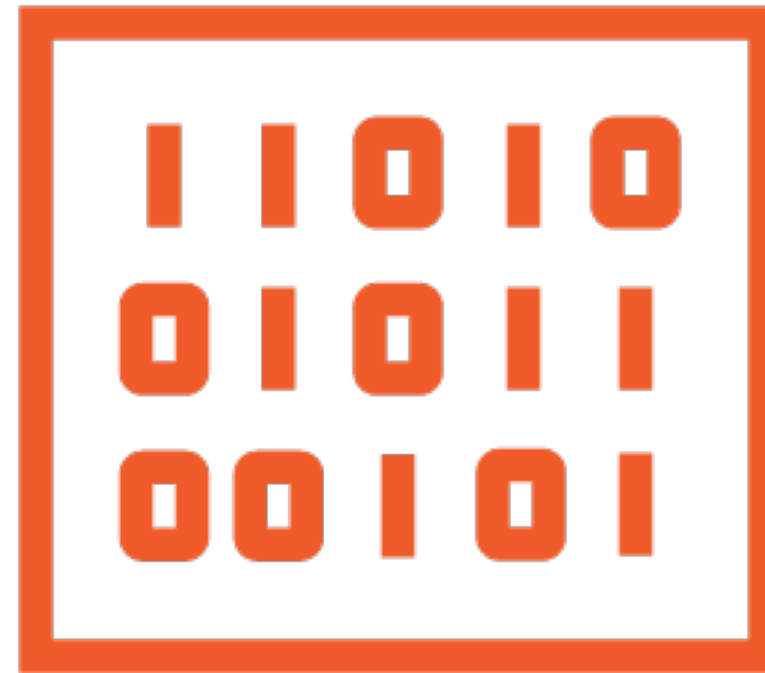
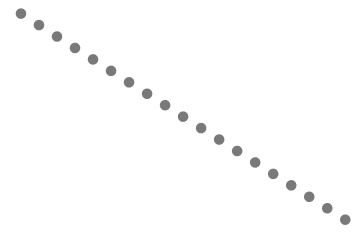
C structures

C Structures for binary object interchange

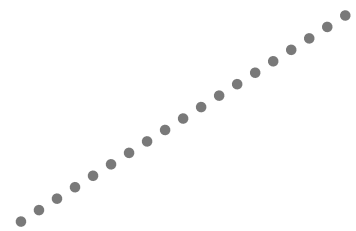


C structures

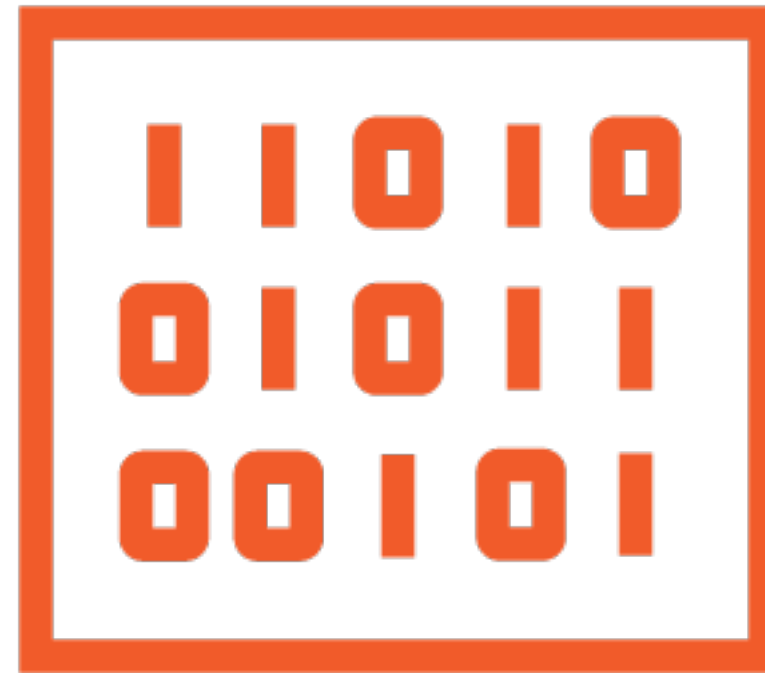
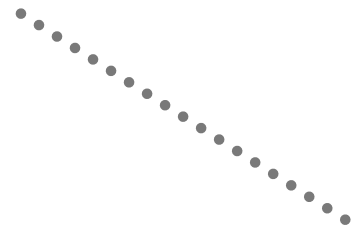
C Structures for binary object interchange



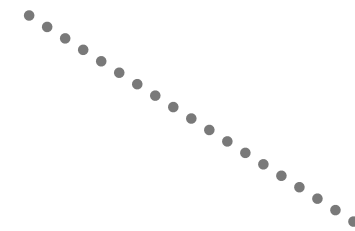
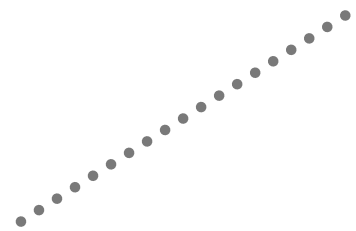
C structures



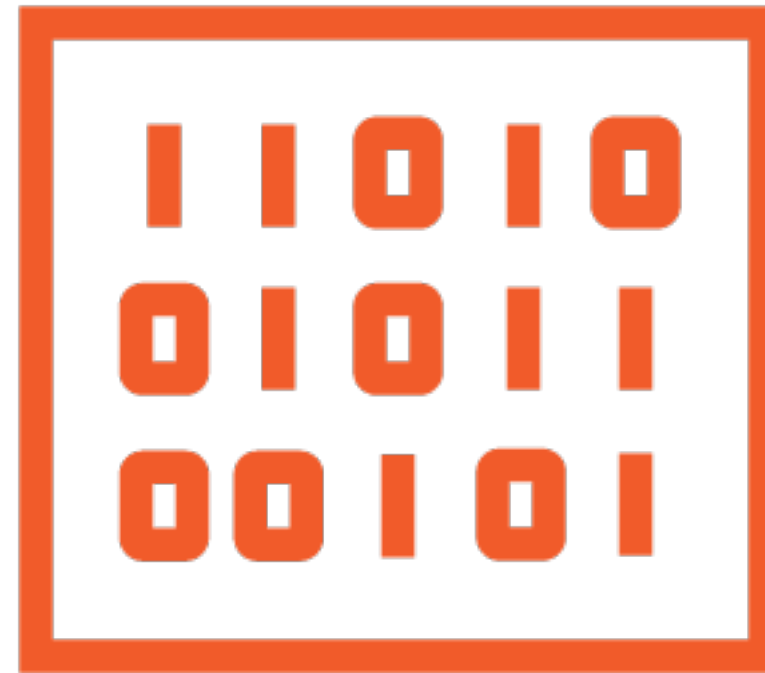
C Structures for binary object interchange



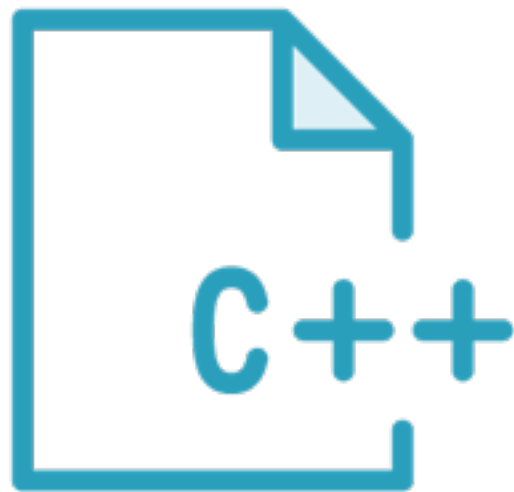
C structures



C Structures for binary object interchange



C structures



Demo

Demo

Demo

Using the struct module

Demo

Using the struct module

- Write binary data from C structs

Demo

Using the struct module

- Write binary data from C structs
- Read binary data in Python

Demo

Using the struct module

- Write binary data from C structs
- Read binary data in Python
- Create data object classes

```
#include <stdio.h>

struct Vector {
    float x;
    float y;
    float z;
};

struct Color {
    unsigned short int red;
    unsigned short int green;
    unsigned short int blue;
};

struct Vertex {
    struct Vector position;
    struct Color color;
};
```

```
int main(int argc, char** argv) {
    struct Vertex vertices[] = {
        { .position = { 3323.176, 6562.231, 9351.231 },
          .color = { 3040, 34423, 54321 } },
        { .position = { 7623.982, 2542.231, 9823.121 },
          .color = { 32736, 5342, 2321 } },
        { .position = { 6729.862, 2347.212, 3421.322 },
          .color = { 45263, 36291, 36701 } },
        { .position = { 6352.121, 3432.111, 9763.232 },
          .color = { 56222, 36612, 11214 } } };

    FILE* file = fopen("colors.bin", "wb");

    if (file == NULL) {
        return -1;
    }

    fwrite(vertices, sizeof(struct Vertex), 4, file);
    fclose(file);

    return 0;
}
```

Format Characters for the `struct` Module

Format	C Type	Python type	Standard size	Notes
<code>x</code>	pad byte	no value		
<code>c</code>	char	bytes of length 1	1	
<code>b</code>	signed char	integer	1	(1),(3)
<code>B</code>	unsigned char	integer	1	(3)
<code>?</code>	<code>_Bool</code>	bool	1	(1)
<code>h</code>	short	integer	2	(3)
<code>H</code>	unsigned short	integer	2	(3)
<code>i</code>	int	integer	4	(3)
<code>I</code>	unsigned int	integer	4	(3)
<code>l</code>	long	integer	4	(3)
<code>L</code>	unsigned long	integer	4	(3)
<code>q</code>	long long	integer	8	(2), (3)
<code>Q</code>	unsigned long long	integer	8	(2), (3)
<code>n</code>	<code>ssize_t</code>	integer		(4)
<code>N</code>	<code>size_t</code>	integer		(4)
<code>f</code>	float	float	4	(5)
<code>d</code>	double	float	8	(5)
<code>s</code>	char[]	bytes		
<code>p</code>	char[]	bytes		
<code>P</code>	void *	integer		(6)

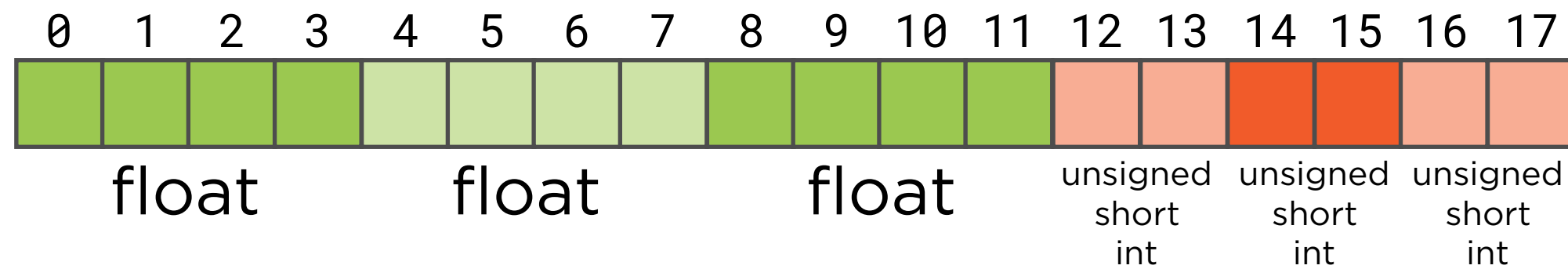
<https://docs.python.org/3/library/struct.html>

Byte Order, Size and Alignment

Character	Byte order	Size	Alignment
@	native	native	native
=	native	standard	none
<	little-endian	standard	none
>	big-endian	standard	none
!	network (= big-endian)	standard	none

If the first character is not one of these, '@' is assumed.

Binary Vertex Layout



The `memoryview` type

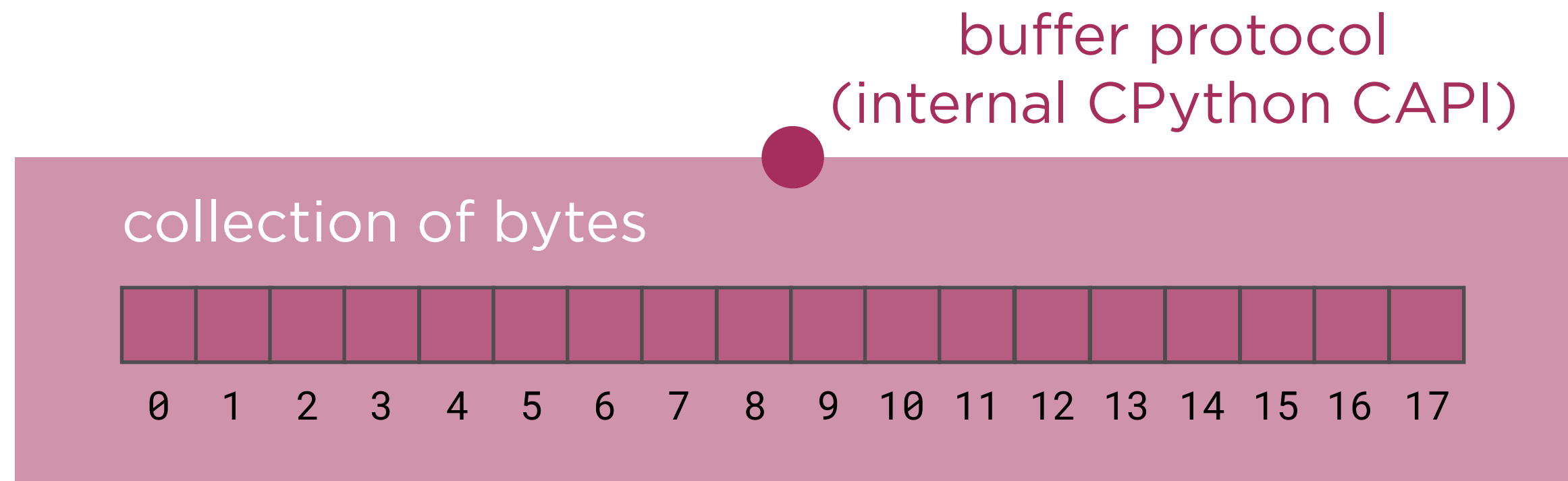
Memory views

collection of bytes

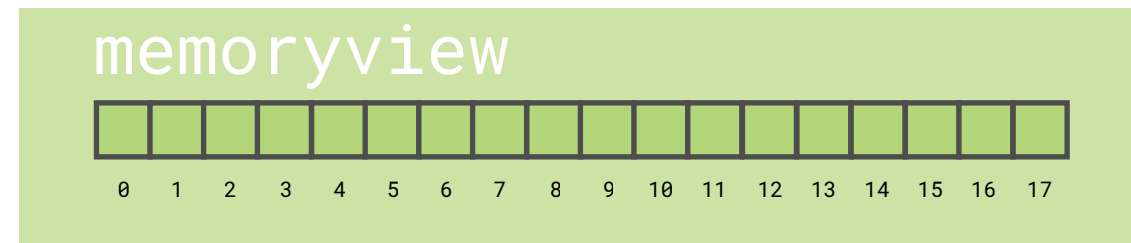


0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

Memory views

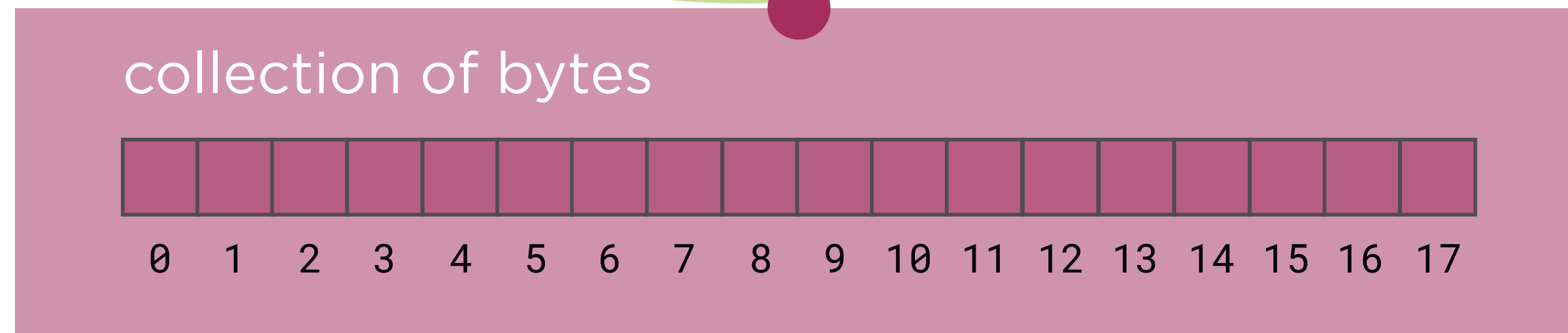


Memory views

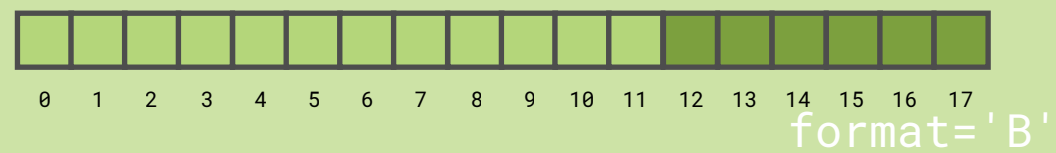


A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)



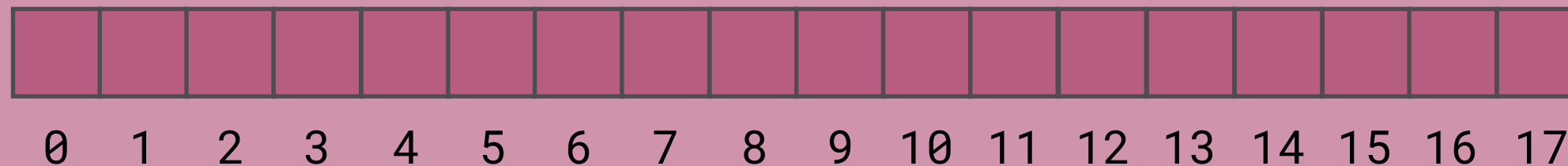
memoryview

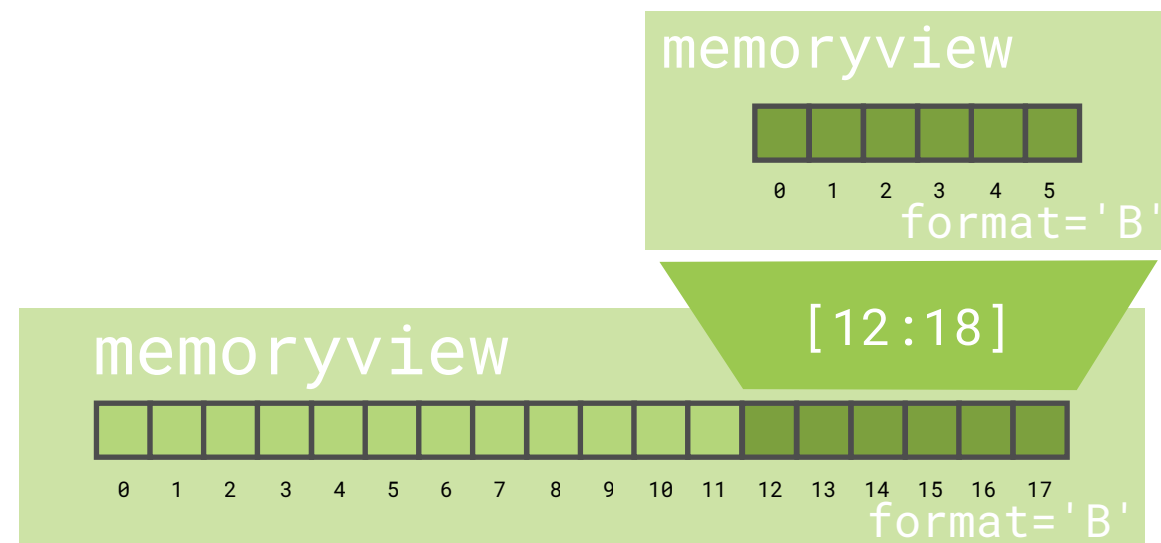


A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)

collection of bytes

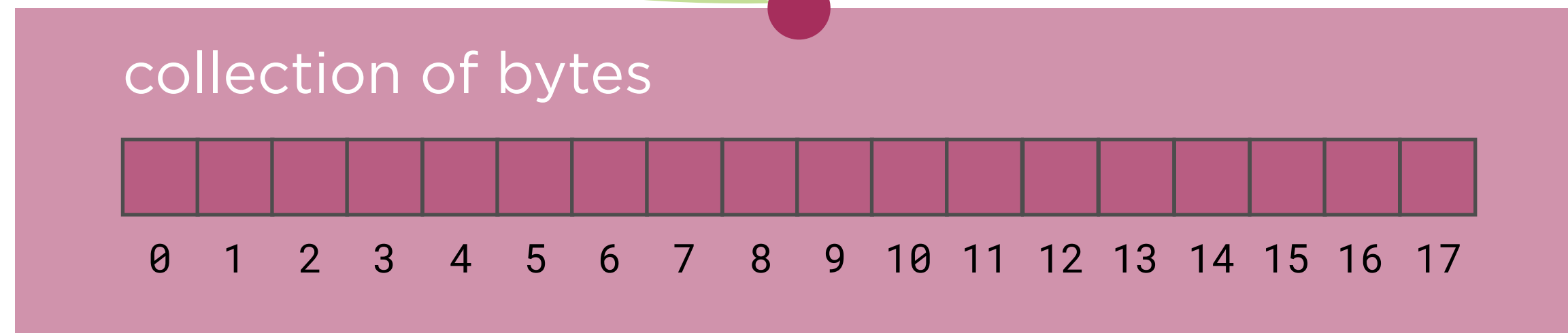


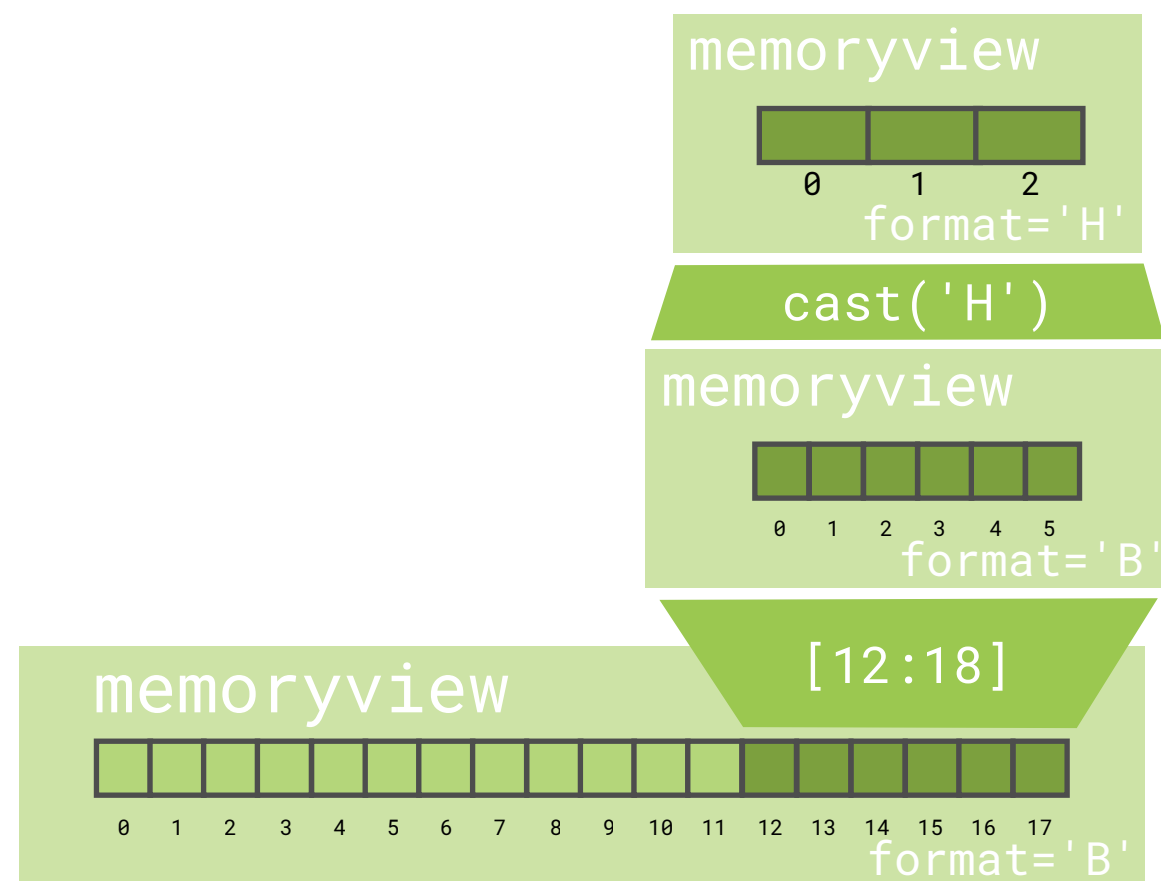


A view – not a copy – of the slice

A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)



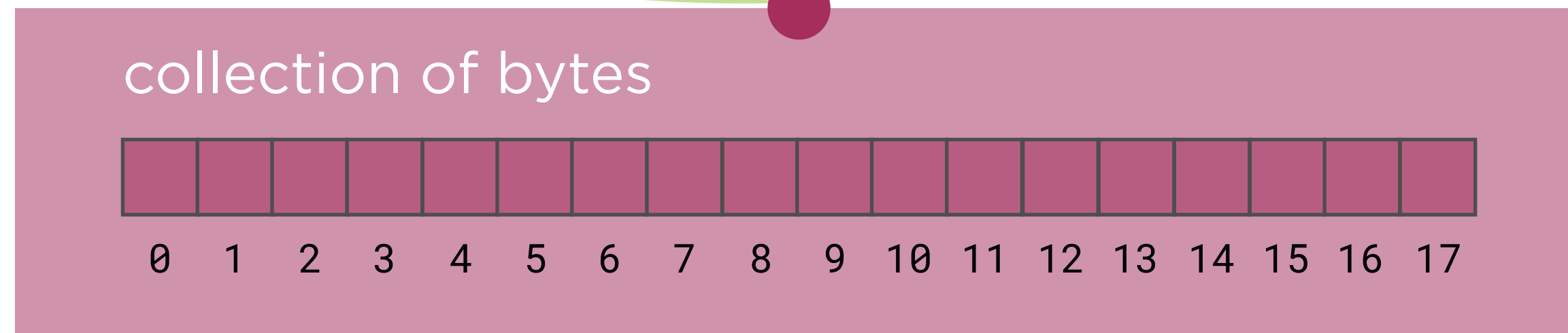


A view – not a copy – cast to integers

A view – not a copy – of the slice

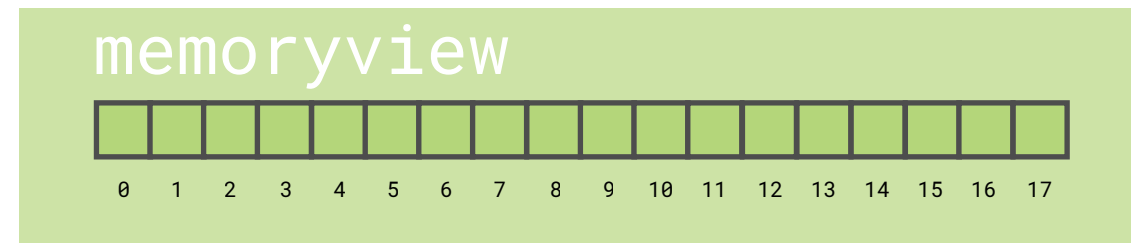
A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)



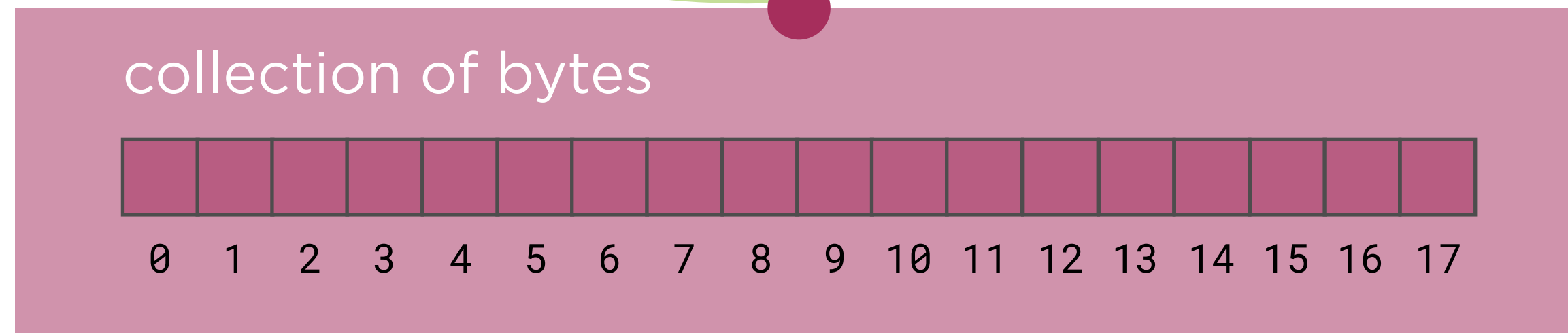
Memory-Mapped Files

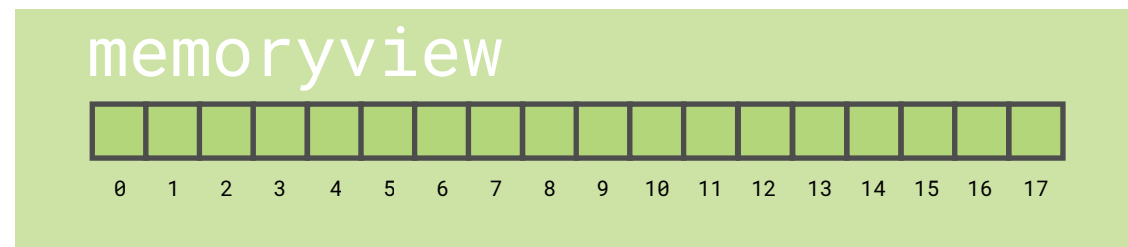
Memory views



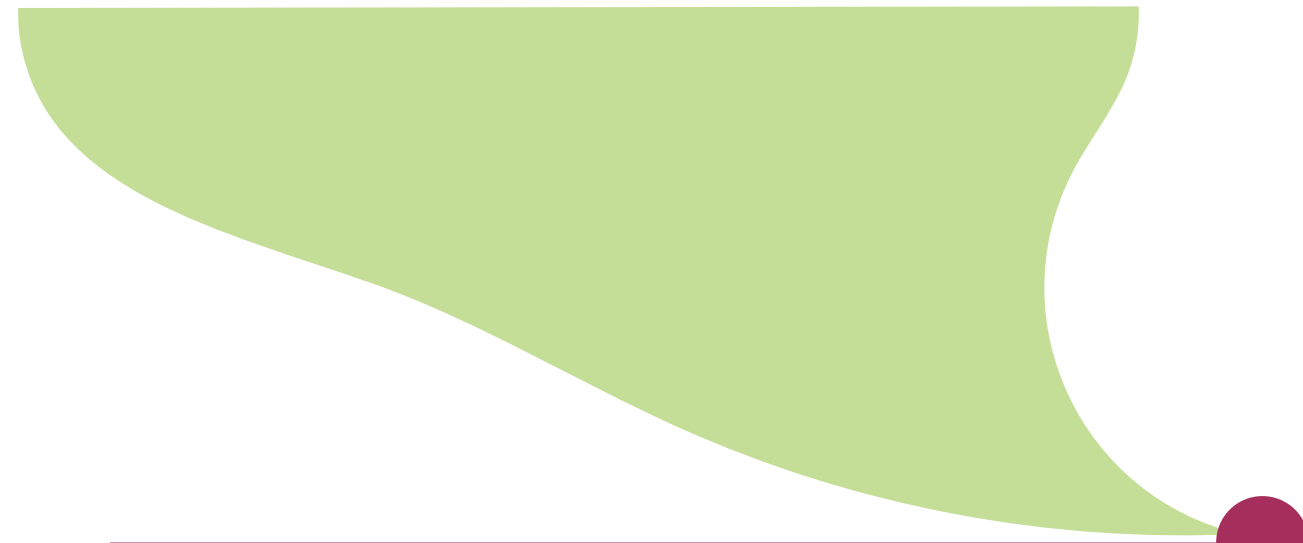
A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)

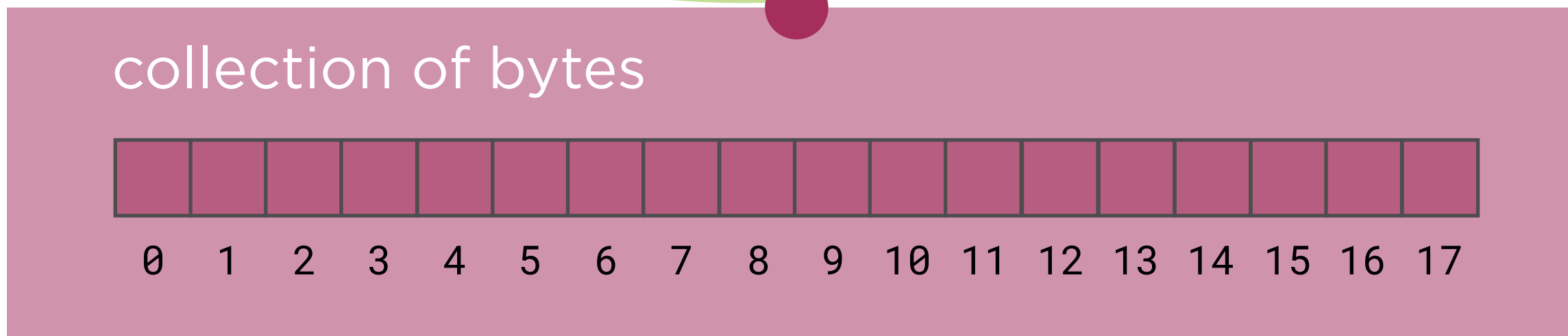


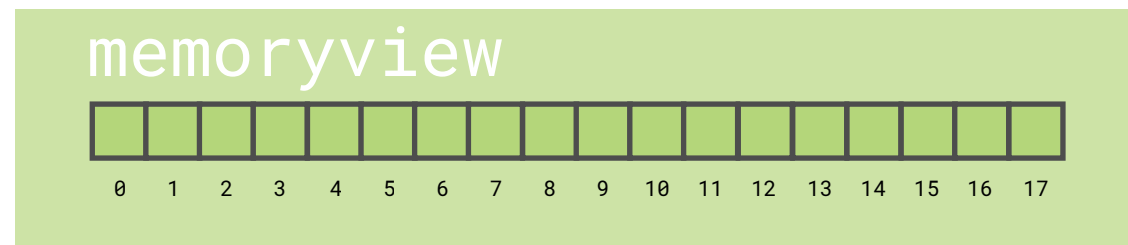


A view – not a copy – of the byte buffer



buffer protocol
(internal CPython CAPI)

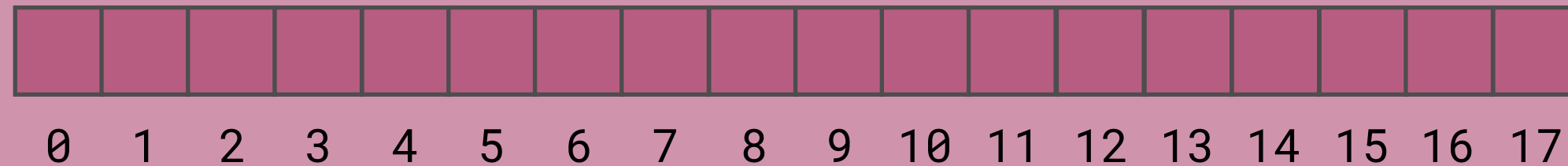




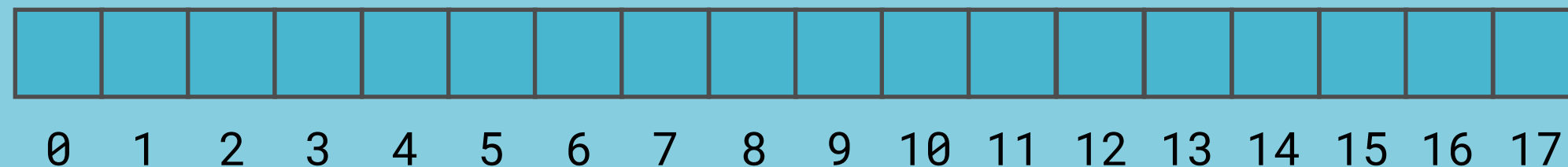
A view – not a copy – of the byte buffer

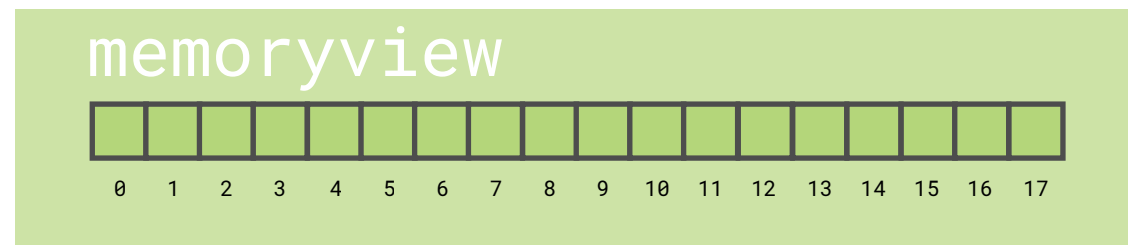
buffer protocol
(internal CPython CAPI)

collection of bytes



file of bytes (in filesystem)

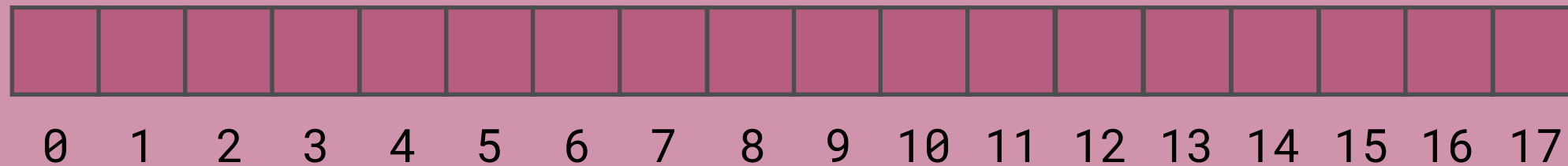




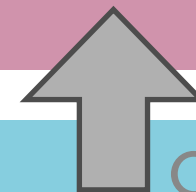
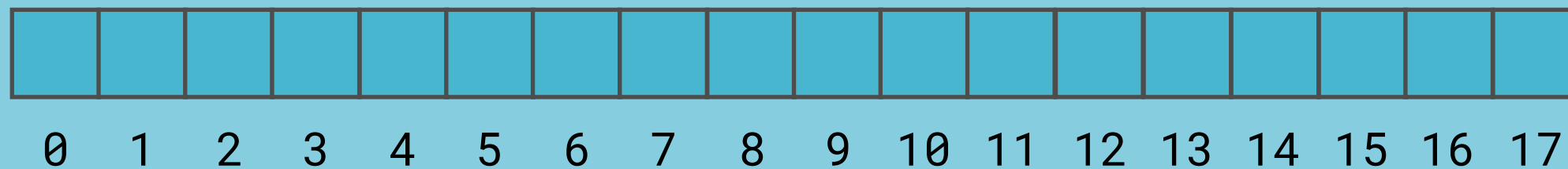
A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)

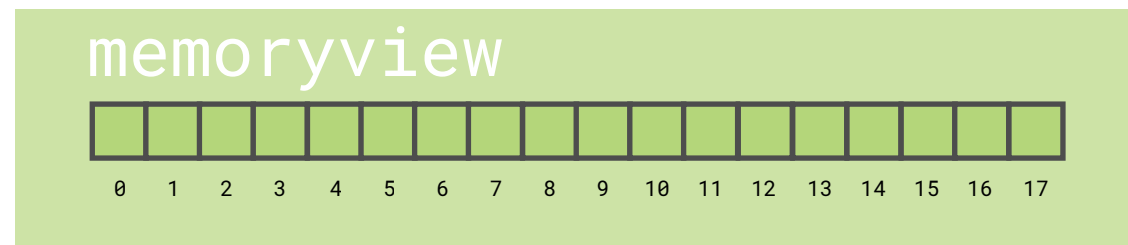
collection of bytes



file of bytes (in filesystem)



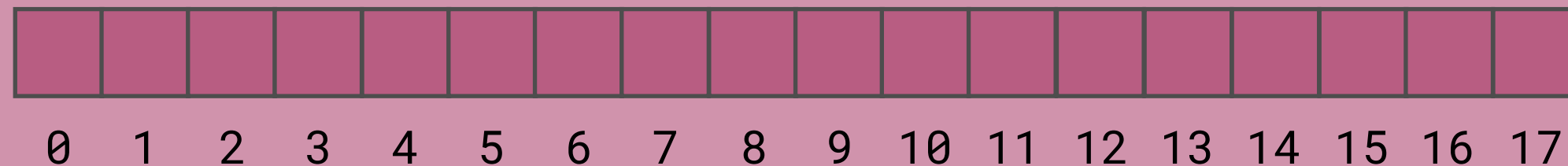
copy



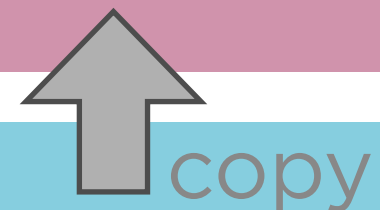
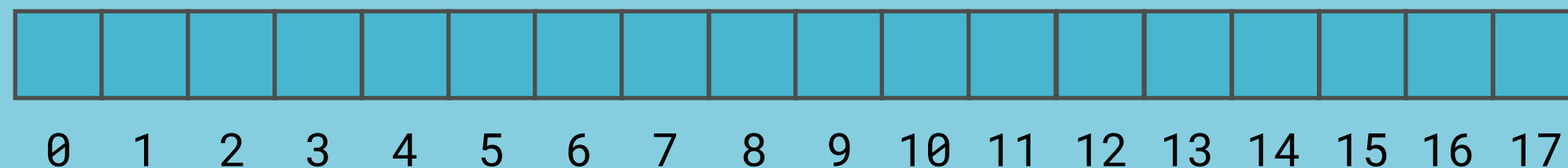
A view – not a copy – of the byte buffer

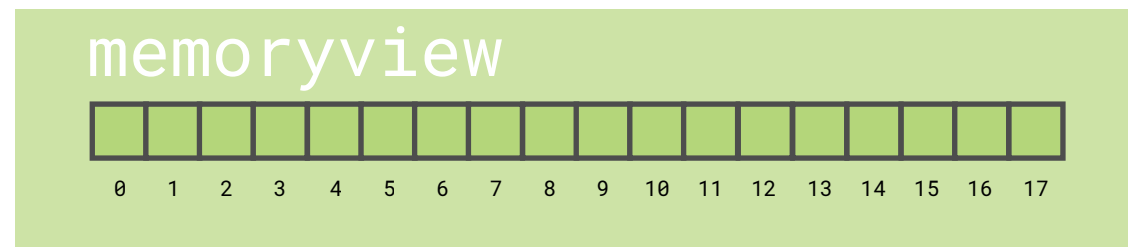
buffer protocol
(internal CPython CAPI)

collection of bytes (in memory)



file of bytes (in filesystem)

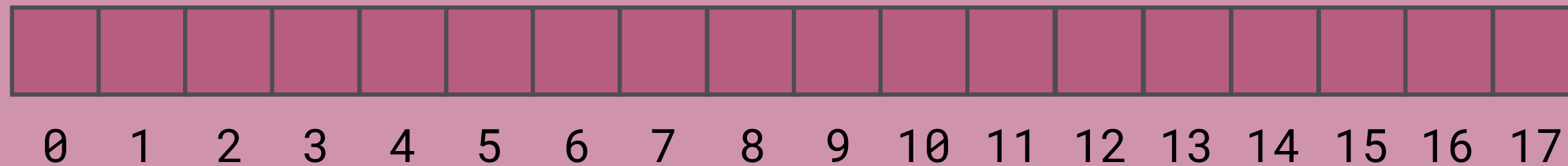




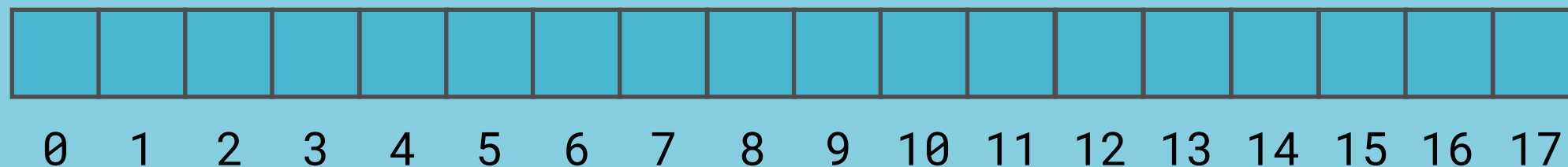
A view – not a copy – of the byte buffer

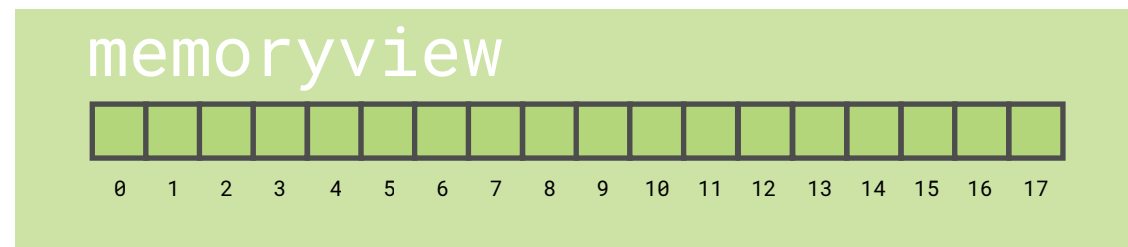
buffer protocol
(internal CPython CAPI)

collection of bytes (in memory)



file of bytes (in filesystem)

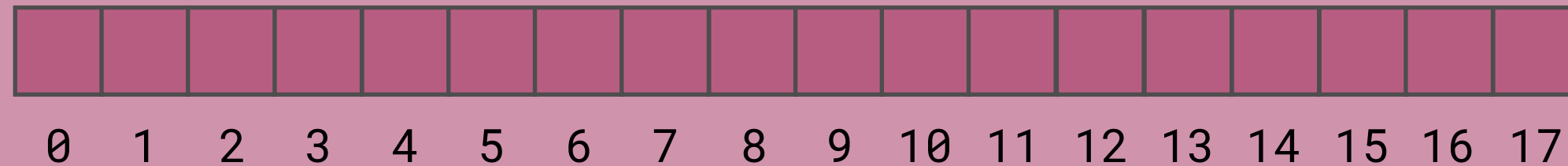




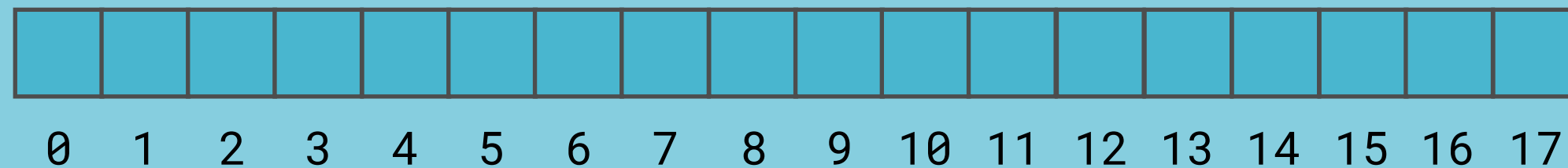
A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)

collection of bytes (in memory)

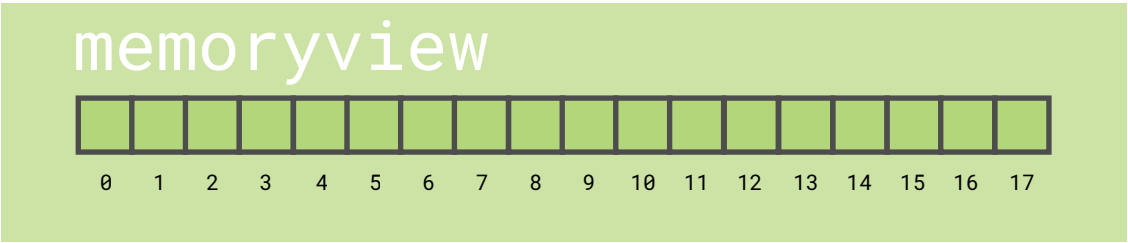


file of bytes (in filesystem)



memoryview

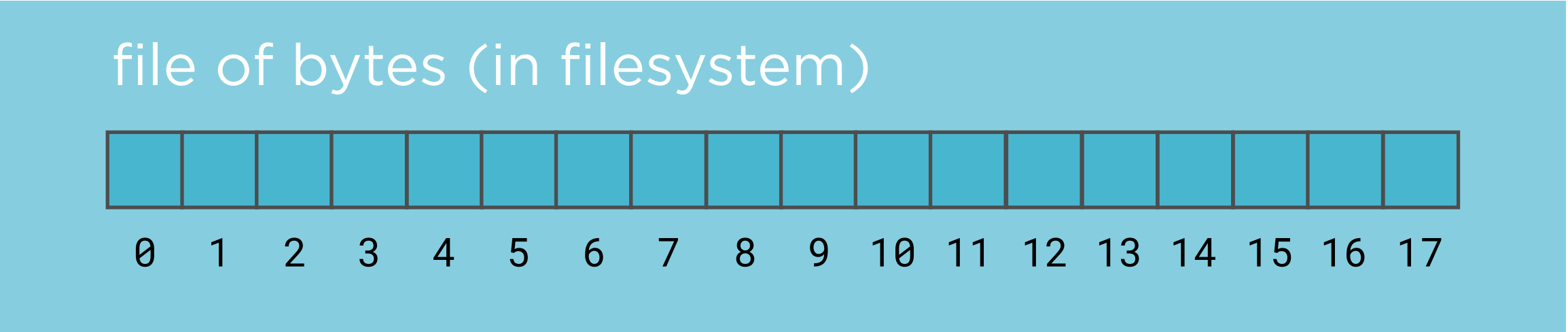
A diagram representing a memoryview object. It consists of a horizontal row of 18 light green squares, each outlined in dark grey. Below each square is a black index number, starting from 0 on the left and increasing by 1 up to 17 on the right.



A view – not a copy – of the byte buffer

file of bytes (in filesystem)

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

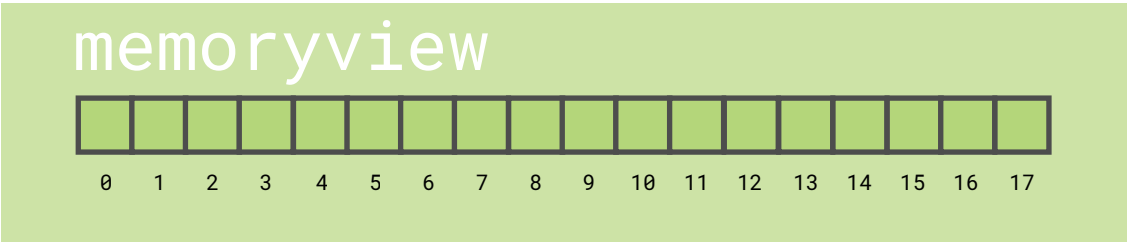


file of bytes (in filesystem)

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

memoryview

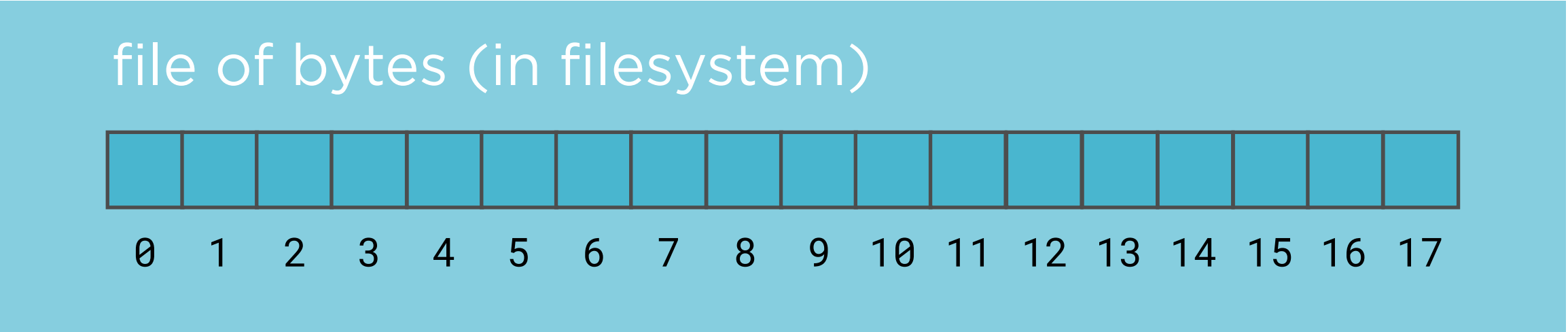
A diagram representing a memoryview object. It consists of a horizontal row of 18 light green squares, each outlined in dark grey. Below each square is a black index number, starting from 0 on the left and increasing by 1 up to 17 on the right.



A view - not a copy - of the byte buffer

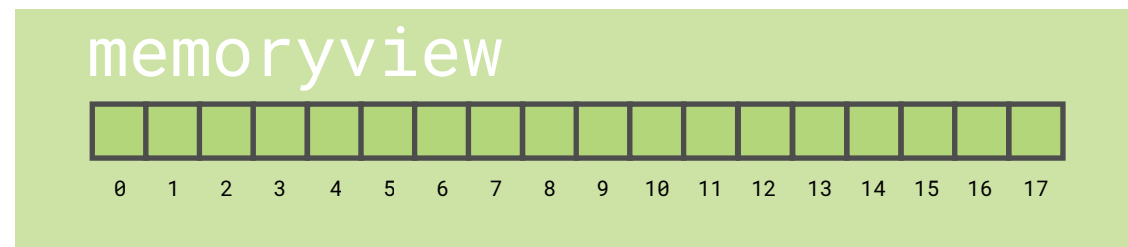
file of bytes (in filesystem)

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17



file of bytes (in filesystem)

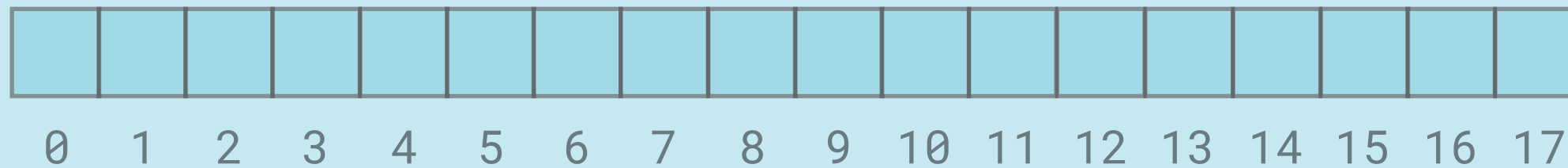
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17



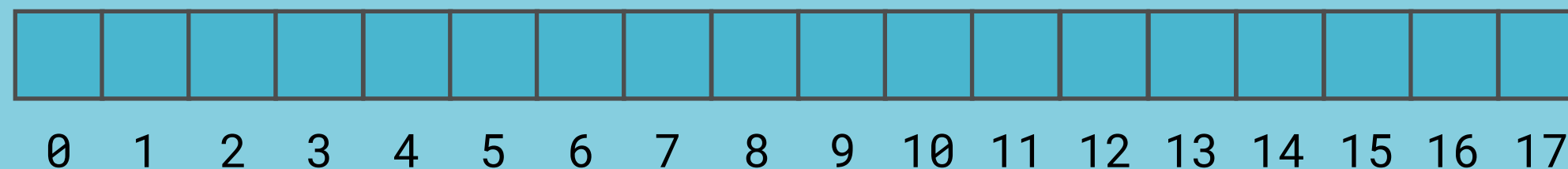
A view – not a copy – of the byte buffer

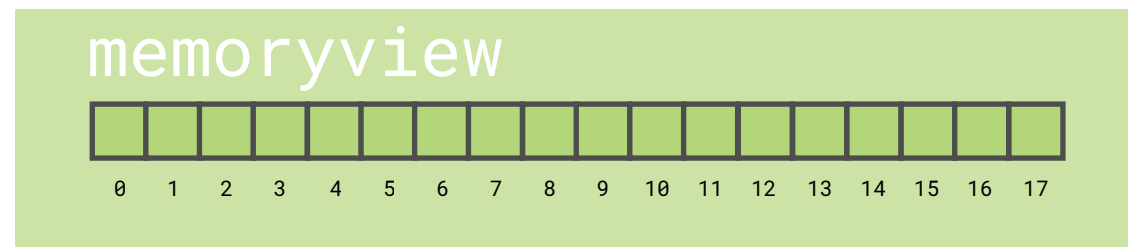
buffer protocol
(internal CPython CAPI)

memory-mapped file (in virtual memory)



file of bytes (in filesystem)

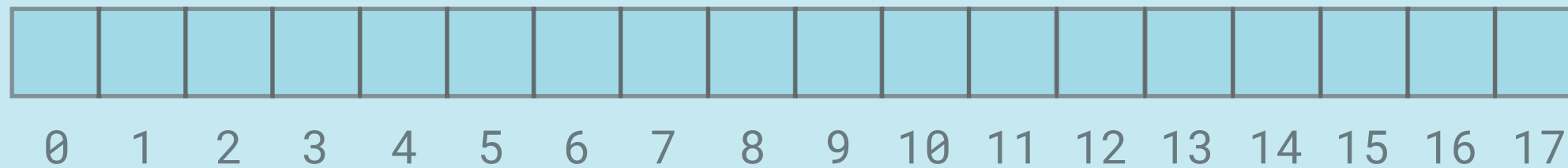




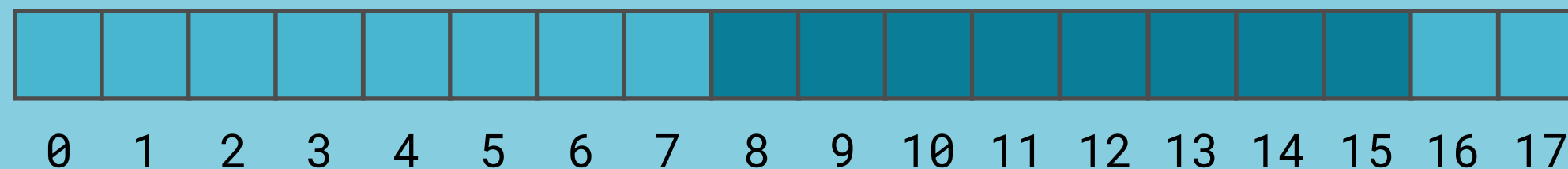
A view – not a copy – of the byte buffer

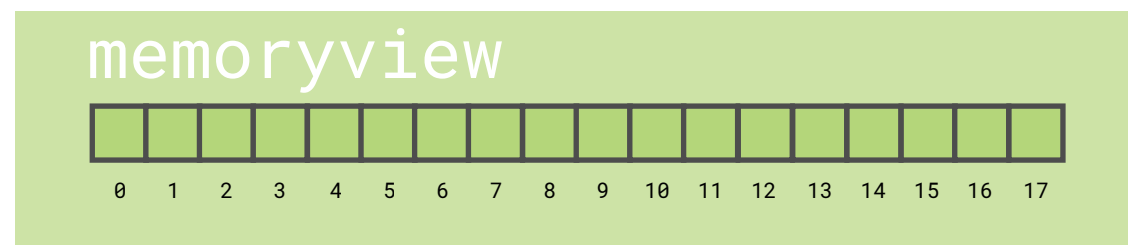
buffer protocol
(internal CPython CAPI)

memory-mapped file (in virtual memory)



file of bytes (in filesystem)





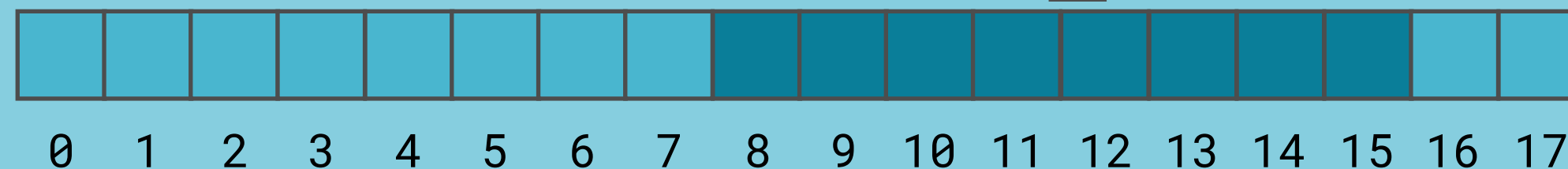
A view – not a copy – of the byte buffer

buffer protocol
(internal CPython CAPI)

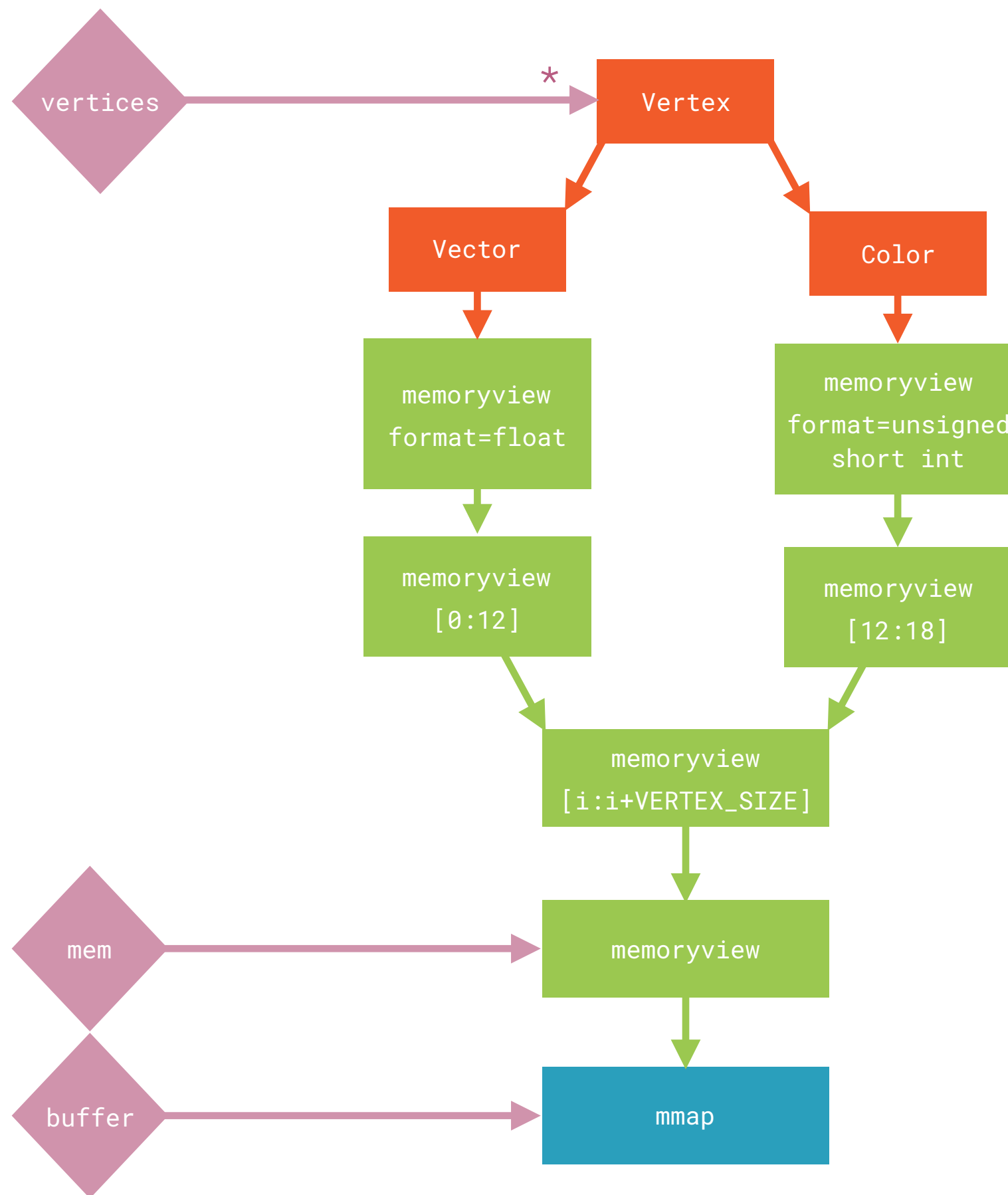
memory-mapped file (in virtual memory)

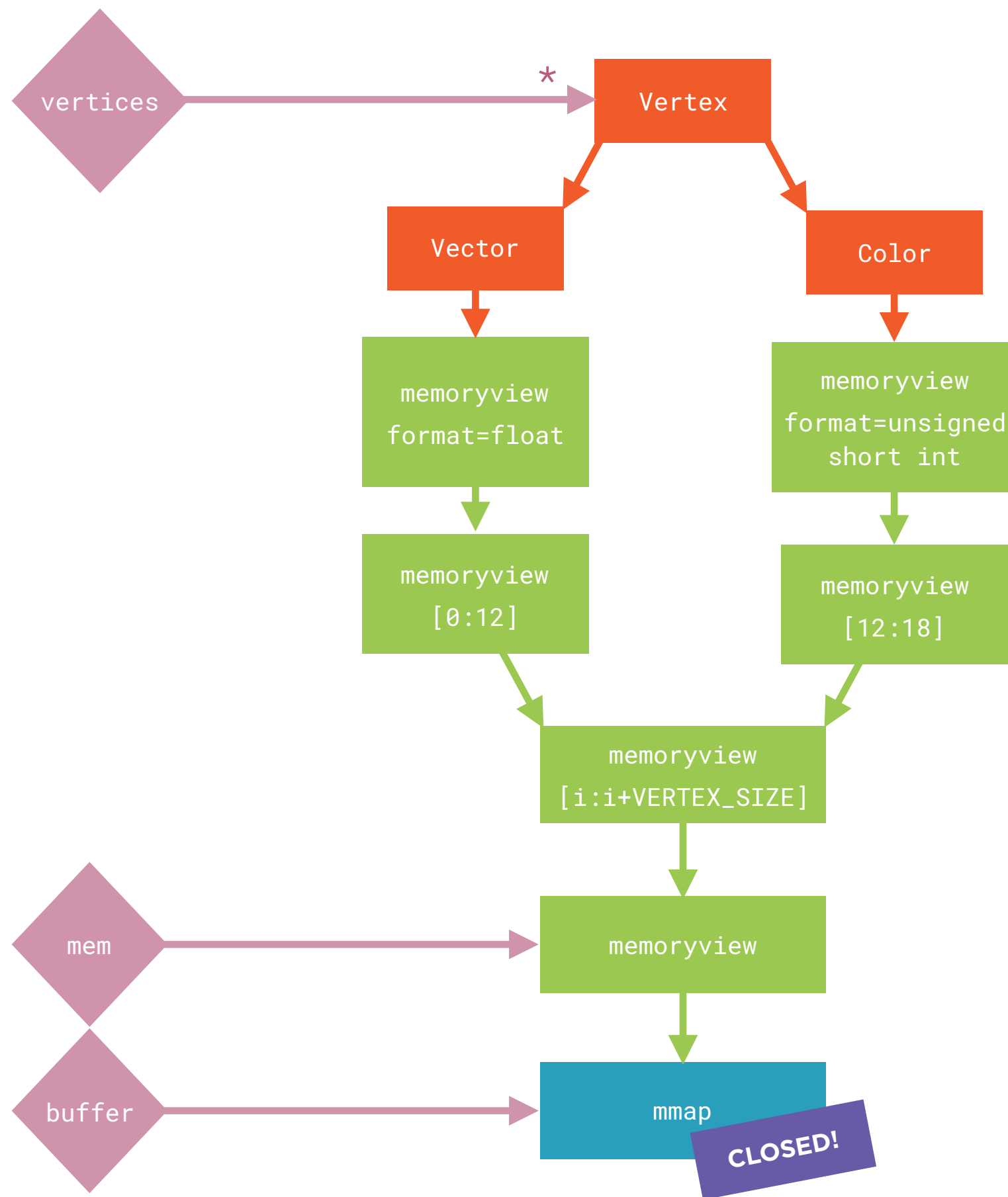


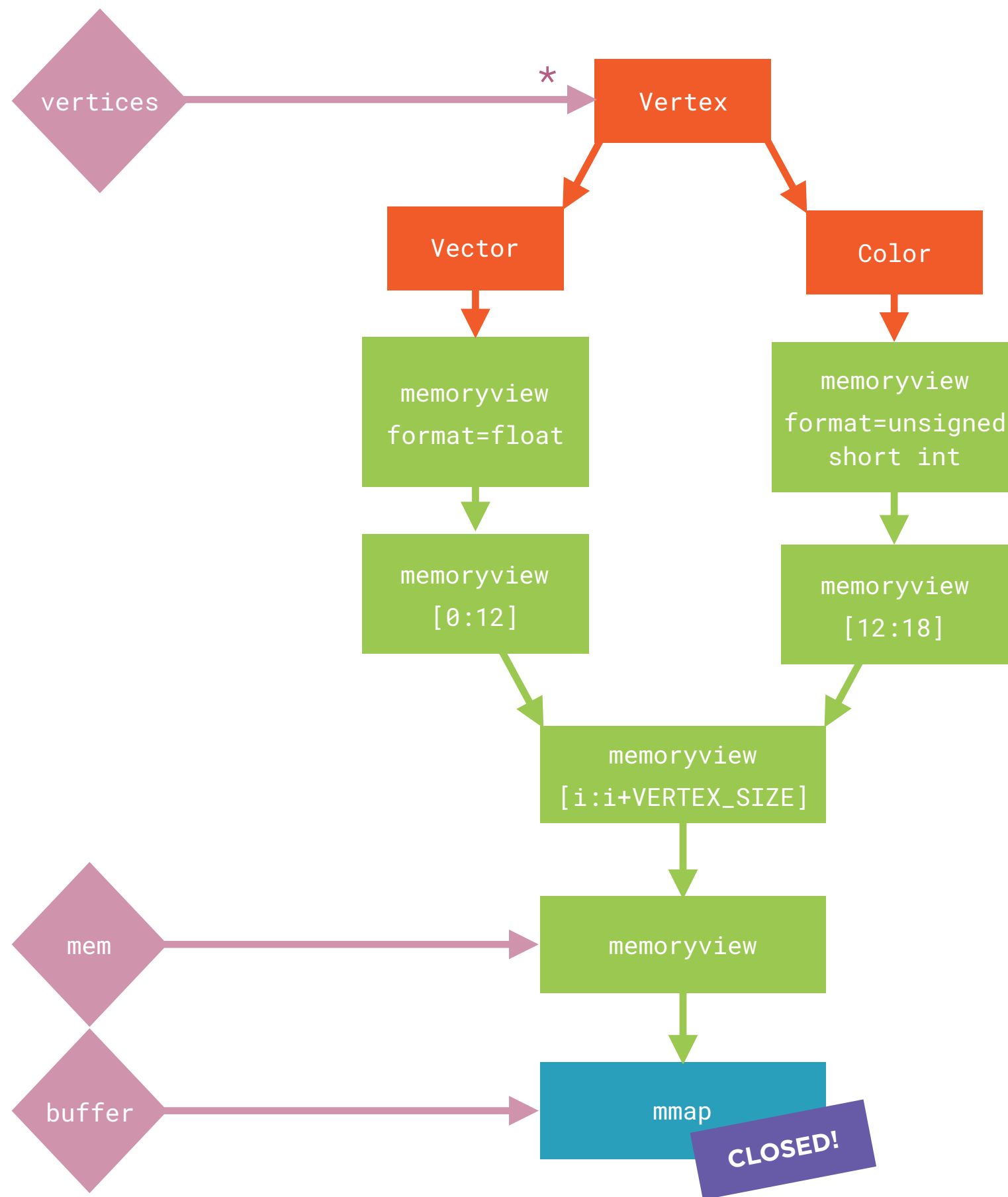
file of bytes (in filesystem)

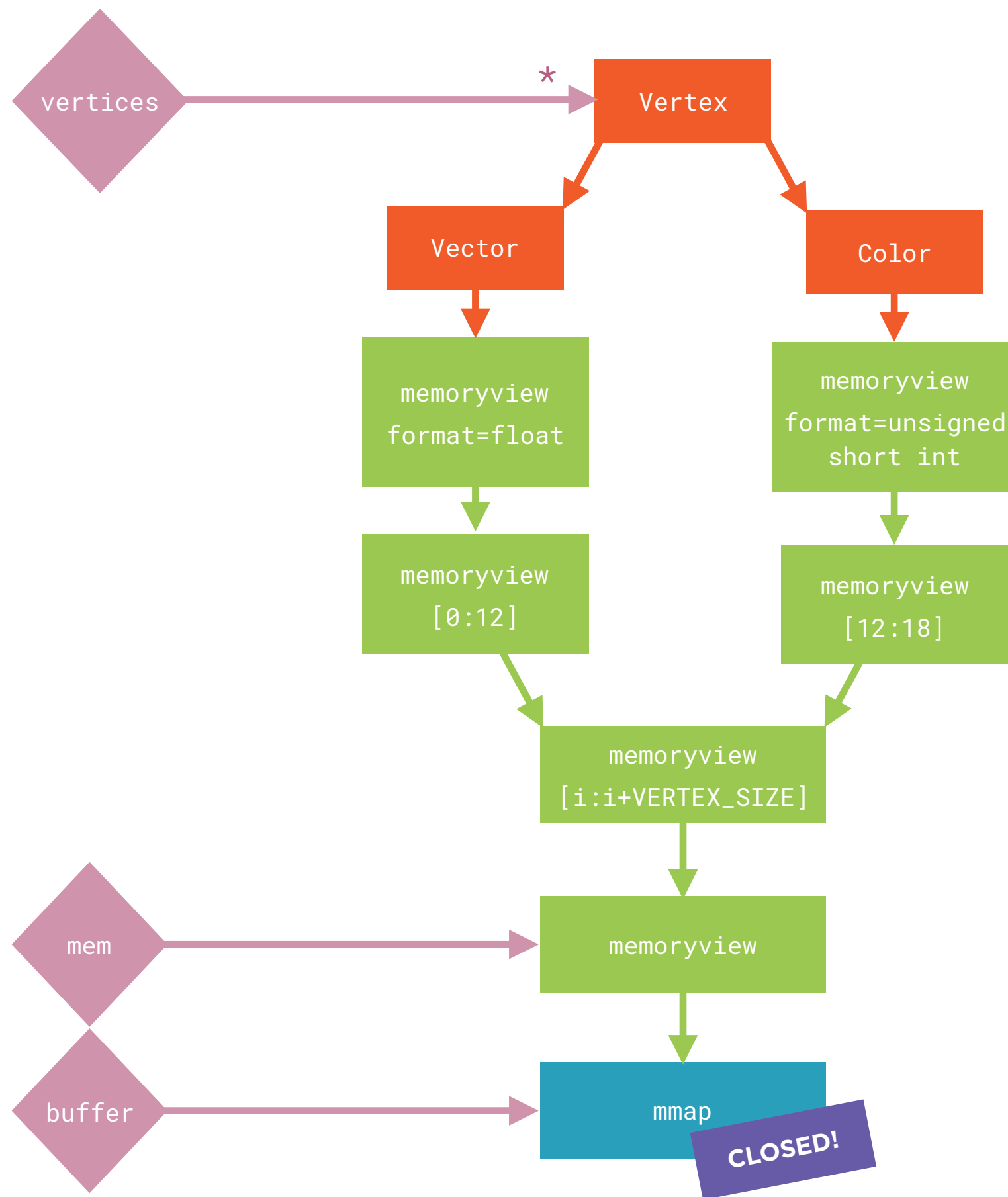


pages
demand-loaded

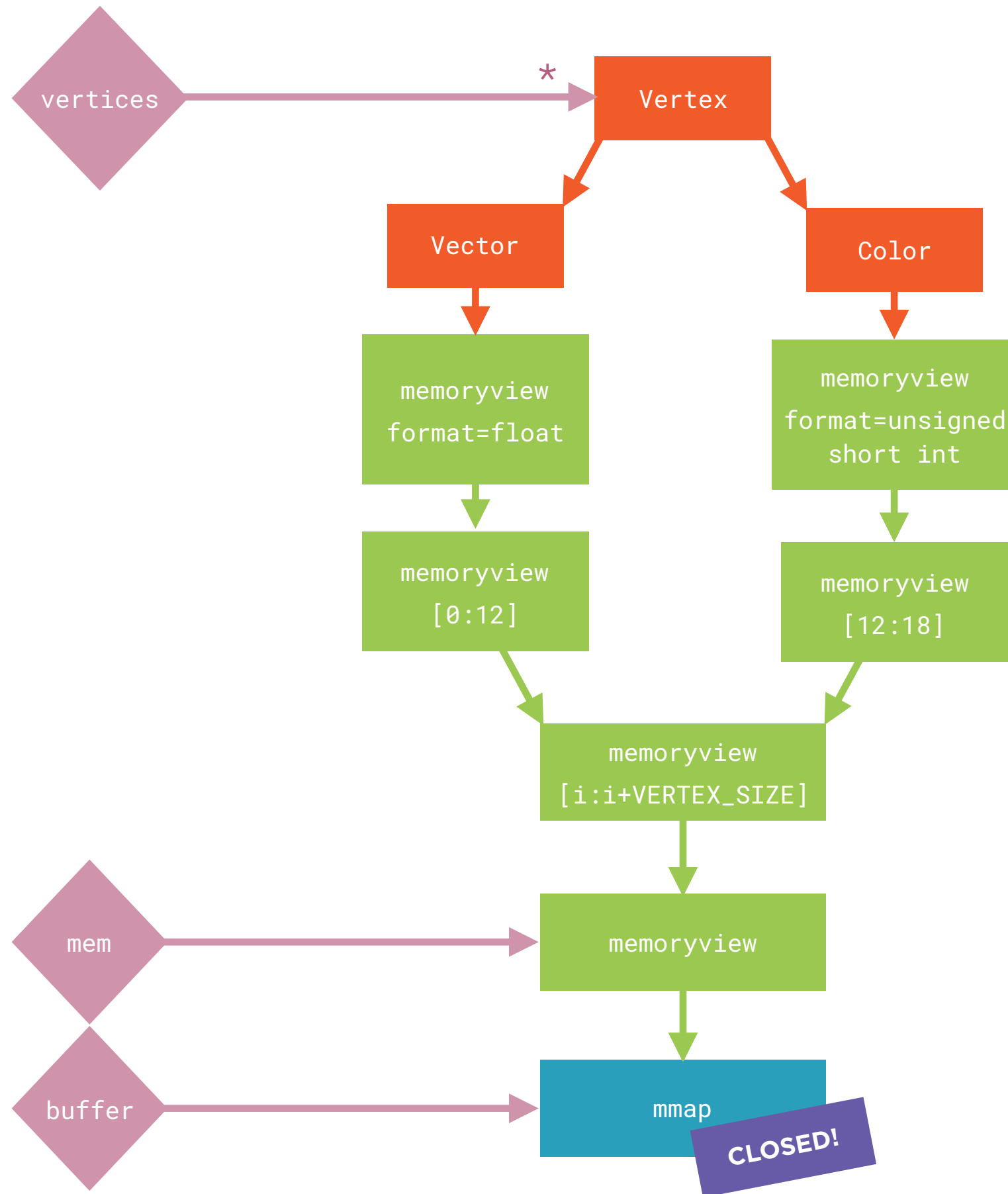


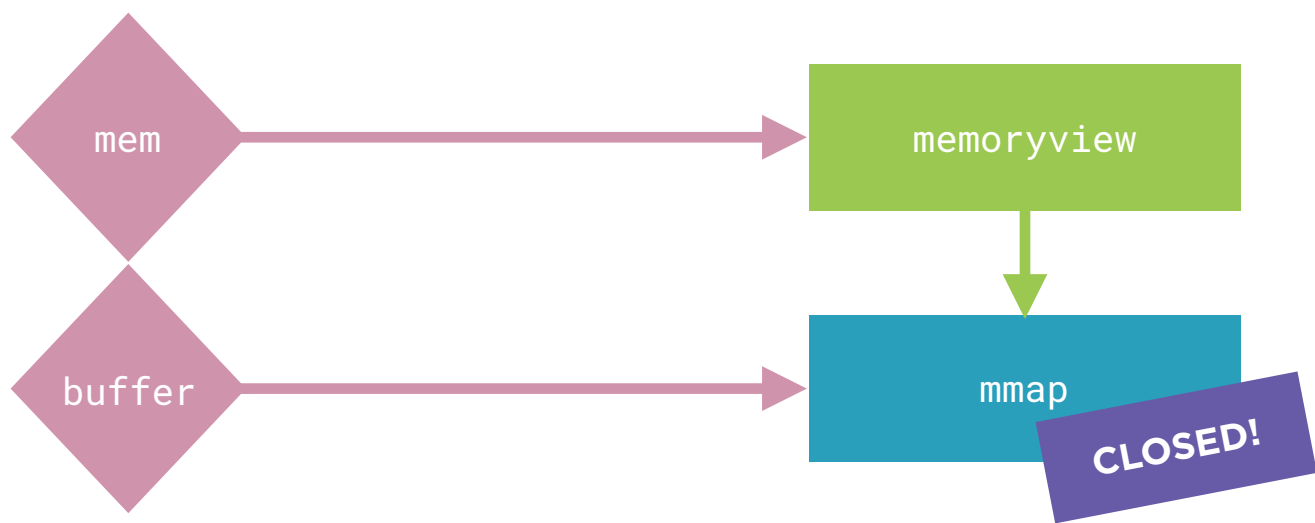




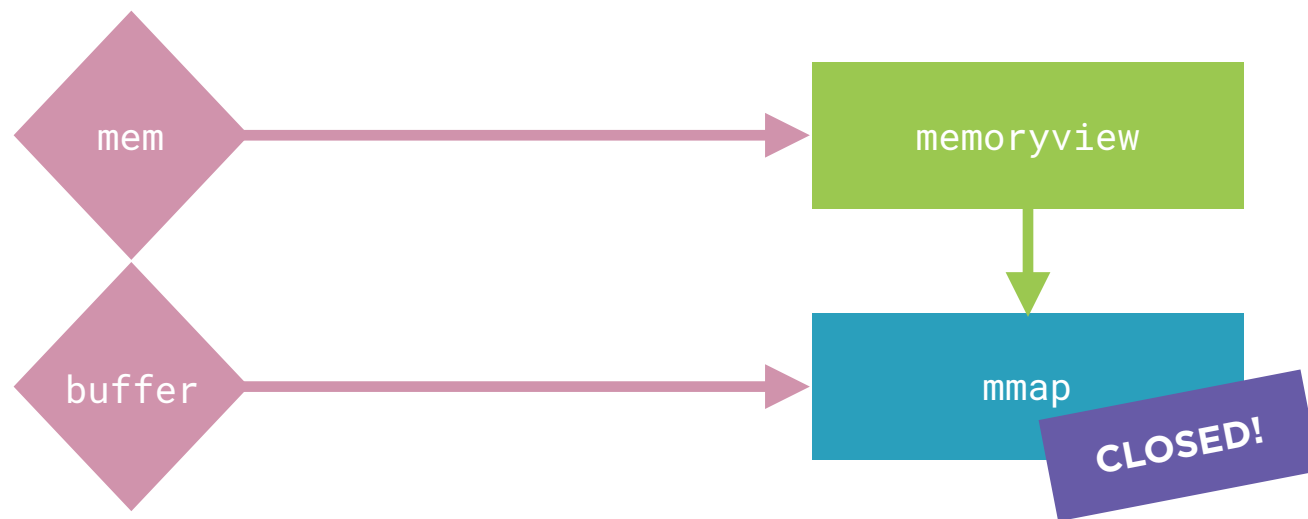


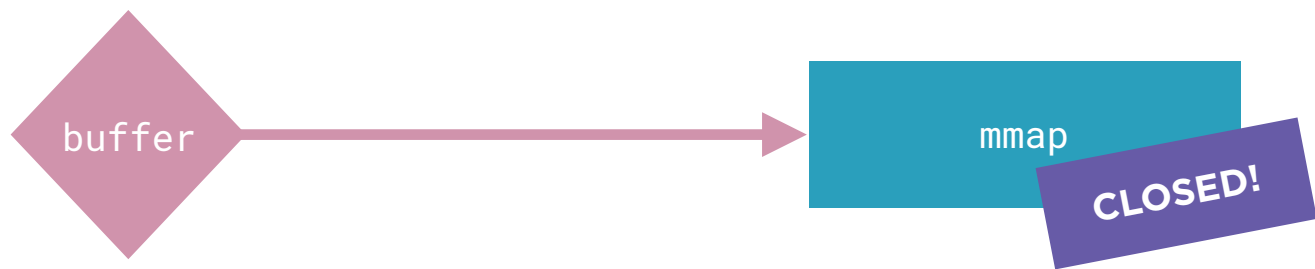
del





del





Summary

Summary

Summary

Bitwise XOR ^

Summary

Bitwise XOR ^

Bitwise NOT ~

Summary

Bitwise XOR ^

Bitwise NOT ~

Two's complement integers

Summary

Bitwise XOR ^

Bitwise NOT ~

Two's complement integers

bytes – immutable binary sequence

Summary

Summary

Summary

Interpret bytes using struct unpacking

Summary

Interpret bytes using struct unpacking

Display bytes using hexlify

Summary

Interpret bytes using struct unpacking

Display bytes using hexlify

C alignment awareness

Summary

Interpret bytes using struct unpacking

Display bytes using hexlify

C alignment awareness

memoryview – views, slices, casts

Summary

Interpret bytes using struct unpacking

Display bytes using hexlify

C alignment awareness

memoryview – views, slices, casts

code.interact() – drop to REPL