

INTRODUCTION TO BIT MANIPULATION

★ Decimal to Binary Conversion

Divide number repeatedly by 2 and concatenate all remainders from last to first.

Pseudocode :

```
convertToBinary (N) {  
    res = 0;  
    while (N != 0) {  
        if (N % 2 == 1) {  
            res += 1;  
        } else {  
            res += 0;  
        }  
        N = N / 2;  
    }  
    reverse (res);  
    return res;  
}
```

★ Convert Binary to Decimal

Multiply each digit with 2 raised to its weight and add them.

Pseudocode :

```
convertToDecimal (N) {  
    l = N.size();  
    p2 = 1;
```

```

num = 0 ;
for( i = l - 1 → 0 ) {
    if ( N[i] == '1' ) {
        num += r2 ;
    }
    r2 = r2 × 2 ;
}
return num ;
}

```

★ Binary Operators

AND : 1 , 1 → 1
 0 , 1 → 0
 0 , 0 → 0
 1 , 0 → 0

OR : 1 , 1 → 1
 0 , 1 → 1
 1 , 0 → 1
 0 , 0 → 0

XOR : 1 , 1 → 0
 0 , 0 → 0
 1 , 0 → 1
 0 , 1 → 1

RIGHT SHIFT : Shift all binary digits to right by once.

Eg : 0000 ... 01101 >> 1
 = 0000 ... 00110

In decimal, this is just division by 2^k . Shifts to the right means division by 2^k in decimal.

LEFT SHIFT : Exact Opposite of Right Shift. Each shift to the left means a multiplication by 2 this time. Since everything moves 1 place to the left, the rightmost or the most significant bit gets filled with 0.

★ How is Negative Numbers Stored

In a 32 bit integer, Least Significant Bit is responsible for telling sign. 0 means positive and 1 means negative.

So to store $-x$ as an integer, we take 2's complement of x .

★ NOT Operator

Reverses all bits (0's to 1's and 1's to 0)

Might also cause the sign bit to change, so we take a 2's complement if its a negative