

Today's Content

Set ith bit

unset ith bit → Try your own.

check Bit

Count Bit

Negative numbers.

Ranges

Importance of Constraints

Unset or continuous Bits in 10

↓

if time allows.

Ques) Given N, i , check if i th bit in N is set or unset.

$N = 21$: 1 0 1 0 1 \rightarrow True,
 $i = 2$

Brute force :- Convert to Binary, Store it and then check.

if
 0th bit is 0
 $(N \& 1) == 0$
 else
1

$N = 82$
 $i = 0$

6 5 4 3 2 1 0
 1 0 1 0 0 1 0

$N \gg 4 \rightarrow 0 0 0 0 1 0 1$

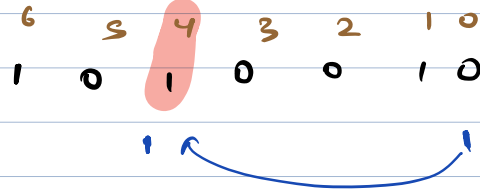
$((N \gg 4) \& 1 == 0) \rightarrow$ 4th bit was unset
 else it was set.

bool checkBit (int N , int i) {

T.C. Sol. { if $(N \gg i) \& 1 == 0$ {
 return false
 } else {
 return True }
 }

3

$N = \underline{82}$

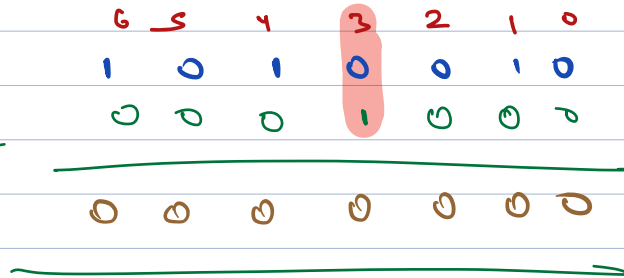


$i = \underline{3}$

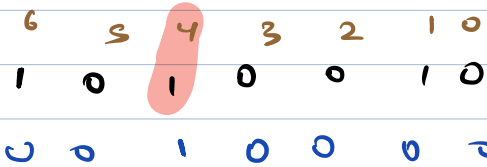
\Rightarrow

$\underline{1 < 3}$

2



$N = \underline{82}$



$\underline{1 < 4}$



→ $\underline{1 < 4}$.

when, $(N \& 1 < i) = 0$ (The bit was 0)

↳ $(1 < i)$ (That bit was 1)

Count Set Bits :-

					output		
N = 10,	1	0	1	0	:	2	
N = 27,	1	1	0	1	1	:	4

Approach 1 :- Convert to Binary and count's.

Approach 2 :- 32 bits. [0-31]

```

int c = 0;
for (i = 0; i < 32; i++) {
    if (checkBit(n, i)) {
        c++;
    }
}
return c;

```

T.C → O(1).
S.C → O(1).

Approach 3 :-

N = 45 c = 0.

	5	4	3	2	1	0			
	1	0	1	1	0	1	C++		
0	→	1	→	0	→	1	→	0	
0	→	0	→	1	→	0	→	1	C++
0	→	0	→	0	→	1	→	0	C++
0	→	0	→	0	→	0	→	1	
0	→	0	→	0	→	0	→	0	C++
0	→	0	→	0	→	0	→	0	

c = 4 Ans.

T.C $\rightarrow (\log n)$
 S.C $\rightarrow O(1)$

```

int CountSetBits (int n) {
  int c = 0;
  while (n > 0) {
    if (n & 1 == 1) {
      c++;
    }
    n = n >> 1;
  }
  return c;
}

```

* How -ve no's are stored.

8 bit numbers.

	7	6	5	4	3	2	1	0
+10 \rightarrow	0	0	0	0	1	0	1	0
-10 \rightarrow	1	0	0	0	1	0	1	0

	7	6	5	4	3	2	1	0
4 :	0	0	0	0	0	1	0	0
-4 :	1	0	0	0	0	1	0	0
+10 :	0	0	0	0	1	0	1	0
<hr/>								
-14 :	1	0	0	0	1	1	1	0

1 more Problem:-

1	0	0	0	0	0	0	0	0	0	$\rightarrow -0$
0	0	0	0	0	0	0	0	0	0	$\rightarrow 0$

2's complement :-

$$\begin{aligned}
 -a &= \text{2's complement of } a. \\
 &= \text{1's complement of } a + 1. \\
 &\quad \quad \quad \underline{0 \Rightarrow 1}
 \end{aligned}$$

$$\begin{aligned}
 -10 &:- \text{2's complement of } 10 \\
 &= \text{1's complement of } 10 + 1 \\
 &= \sim (00001010) + 1
 \end{aligned}$$

$$\begin{array}{r}
 \rightarrow \quad 11110101 \\
 + \quad \quad \quad 1 \\
 \hline
 11110110 \rightarrow -10
 \end{array}$$

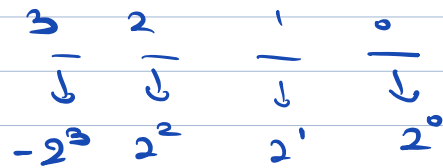
Diagram illustrating the bit positions for the 2's complement of 10:

Bit Position	2 ⁷	2 ⁶	2 ⁵	2 ⁴	2 ³	2 ²	2 ¹	2 ⁰
Value	1	1	1	1	0	1	1	0
Weight	128	64	32	16	8	4	2	1

$$\begin{aligned}
 \rightarrow & -2^7 + 2^6 + 2^5 + 2^4 + 2^2 + 2^1 \Rightarrow \\
 & -128 + 64 + 32 + 16 + 4 + 2 \\
 \Rightarrow & \underline{-10}
 \end{aligned}$$

$$\begin{array}{r}
 10 = 00001010 \\
 + \quad -4 = 11111100 \\
 \hline
 00000110 \rightarrow 6 \\
 \rightarrow 11111011 \\
 \rightarrow \quad \quad \quad + 1 \\
 \hline
 11111100
 \end{array}$$

// 4 bit no



8 bit no

-2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

↳ Most Significant Bit

↓
MSB value is -ve.

④ Convert Binary to decimal:-

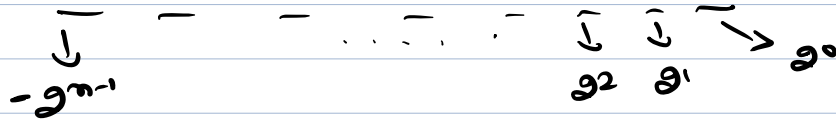
4 bit No

-2^3	2^2	2^1	2^0	
1	0	1	1	→ -5
1	0	1	0	→ -6
0	0	1	1	→ 3
1	0	0	0	→ -8
1	1	1	1	→ -1

⑤ 8 bit numbers:-

<u>-2^7</u>	<u>2^6</u>	<u>2^5</u>	<u>2^4</u>	<u>2^3</u>	<u>2^2</u>	<u>2^1</u>	<u>2^0</u>	Decimal
0	0	0	1	0	1	0	1	→ 21
1	0	0	1	0	1	0	1	→ -107
1	0	0	1	0	0	0	1	→ -111
0	0	0	1	0	0	0	1	→ 17

10 Bit numbers.



Max neg :- 1 0 0 0 0 $\rightarrow -2^{n-1}$

Max +ve :- $0 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \rightarrow 2^{n-1}$

$$g, p \mapsto g^0 + g^1 + g^2 + \dots + g^{n-2}$$

$$q = 1, \quad r = 2,$$

$$\text{Term: } n-1$$

$$\sum_{i=0}^{n-1} \frac{(2^{n-i} - 1)}{2 - 1} = 2^n - 1$$

$$\left(\frac{a(x^{n-1})}{x-1} \right)$$

Range of n bit no. $\rightarrow [-2^{n-1} \text{ to } 2^{n-1}-1]$

	<u>Bytes</u>	<u>bits</u>
byte / char	1	8 [-128 to 127]

int y 32 [-2³¹ to 2³¹-1]

close approx $\rightarrow [-2 \cdot 10^9 \text{ to } 2 \cdot 10^9]$

long 8 64 $[-2^{13}$ to $2^{13}-1]$

close Approx $[-8 \times 10^{18}$ to $8 \times 10^{18}]$

$$2^{10} = 1024 \approx 10^3 \Rightarrow 2^{30} = 10^9 \rightarrow 2^{31} = 2 \times 10^9$$

↓

$$2^{10} \approx 10^3 \rightarrow (2^{30})^2 = (10^9)^2 \rightarrow 2^{60} \approx 10^{18}$$

$$2^{63} \approx 8 \times 10^{18}$$

2 bit numbers :-

$-2^1 \quad 2^0$

0	0	→	0
0	1	→	1
1	0	→	-2
1	1	→	-1

3 bit nos :-

$\begin{matrix} \text{min} & \text{max} \\ [-4 & 3] \end{matrix}$

$-2^2 \quad 2^1 \quad 2^0$

0	0	0	→	0
0	0	1	→	1
0	1	0	→	2
0	1	1	→	3
1	0	0	→	-4
1	0	1	→	-3
1	1	0	→	-2
1	1	1	→	-1

Importance of constraints:-

1) When an array calc sum of it,

```
long sum (int arr[]) {  
    long sum = 0;  
    for (i = 0; i < n; i++) {  
        sum = sum + arr[i]  
    }  
    return sum  
}
```

constraints:-

$1 \leq N \leq 10^5$

$1 \leq arr[i] \leq 10^6$

$1 \leq sum \leq 10^{11}$

Constraints

↓

V.V. Important

→ TLE → TLE.

→ Datatypes → Error

Ques) Given 2 numbers a & b ,
return their prod.

prod (int a , int b) {

```
int c = a * b;  
long c = a * b;  
long c = long(a * b);  
long c = (long)a * b;  
return c;
```

$1 \leq a, b \leq 10^6$

Take care:-

→ when we multiply int * int
or
long * long.

④ Unsigned variables:- MSB weightage will be +ve.

C/ C++ / C#.

unsigned int x ; $\xrightarrow{32 \text{ bits}}$ $(0, 2^{32}-1)$

→ that x variable can't store a
neg. no.

In java there is no such thing as
unsigned.

Ques) When x, y set or continuous bits
& y unset bits.

$$x = 3, y = 2,$$

$$11100 \rightarrow 28$$

$$x = 5, y = 3,$$

$$11111000$$

3 bit no.

$$111 \rightarrow 7$$

$$1000 \rightarrow 8 \quad (1 < x 3) - 1$$

4 bit no. \rightarrow

$$1111 \rightarrow 15$$

$$10000 \rightarrow 16 \quad (1 < x 4) - 1$$

$$11111 \rightarrow (1 < x 5) - 1$$

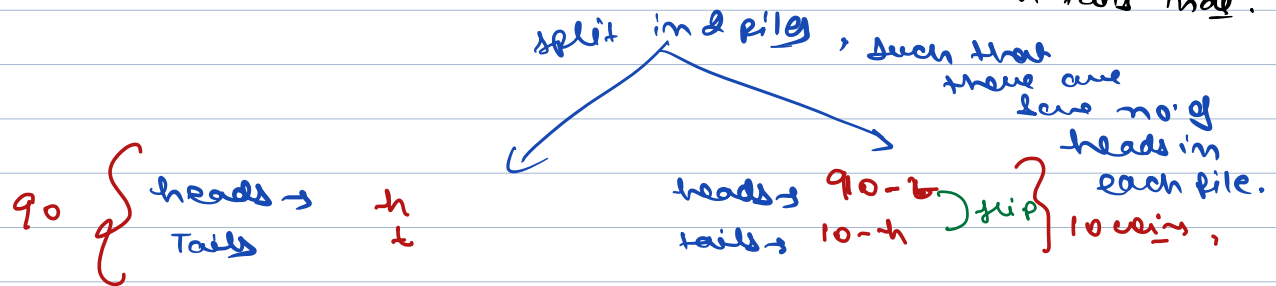
$$T.C \rightarrow \left((1 < x n) - 1 \right) < y$$

$\hookrightarrow 0$ case



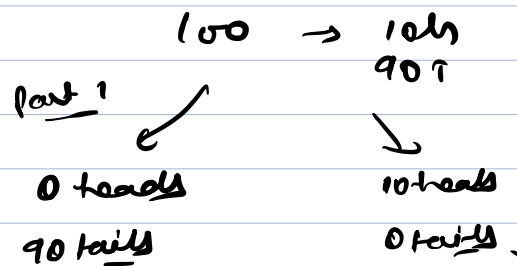
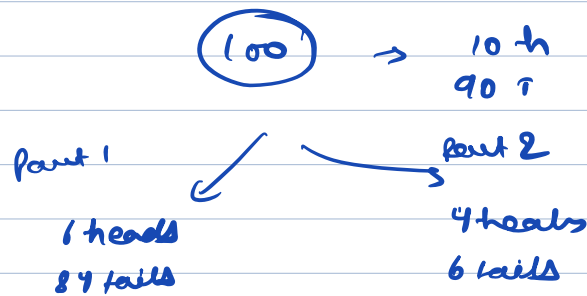
100 coins lying on a table.

10 of them are heads up 90 are on tails side.



It is allowed, you can flip all coins of one pile at max once.

$$h = 90 - t \rightarrow h + t = 90$$



19 blue
 13 red
 20 blue
 13 seed balls.
18th seed ball

same color \rightarrow blue ball, / diff \rightarrow red ball.

blue		2 red balls		blue / red
○ ○	↓	↓		
-1 blue		-2 red +1 blue		-1 blue