

BITMASKS

ISIS 2801

Bitmasks are defined as small sets of Booleans.

Bitmask encodings are faster than other structure alternatives

Easy to manipulate with bit-wise operations

move left the number of times you multiply by 2

 $1 \ 0 \ 0 \ 1 \ 0 << 2 = 10001000$

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$$1 \ 0 \ 0 \ 1 \ 0 << 2 = 10001000$$

divide by 2

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 >> 1 = 10001$$

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$$1 \ 0 \ 0 \ 0 \ 1 \ 0 << 2 = 10001000$$

divide by 2

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 >> 1 = 10001$$

set bit j

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 \ | \ 1000 \ = \ 101010$$

move left the number of times you multiply by 2

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 << 2 = 10001000$$

divide by 2

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 >> 1 = 10001$$

set bit j

$$1 \ 0 \ 0 \ 0 \ 1 \ 0 \ | \ 1000 \ = \ 101010$$

check bit j

1 0 0 0 1 0 & 1000 =
$$\begin{cases} 0 & \text{if } N[j] == 0 \\ 1 & \text{if } N[j] == 1 \end{cases}$$

```
1 \ 0 \ 0 \ 1 \ 0 \ \& \sim (000010) = 101000 clear bit j
```

$$1 \ 0 \ 0 \ 1 \ 0 \ \& \sim (000010) = 101000$$
 clear bit j

flip the value of bit j

$$1 \ 0 \ 0 \ 1 \ 0 \ | \ 000010 \ = \ 1000000$$

$$1 \ 0 \ 0 \ 1 \ 0 \ \& \sim (000010) = 101000$$
 clear bit j

flip the value of bit j

$$1 \ 0 \ 0 \ 1 \ 0 \ | \ 000010 \ = \ 1000000$$

 $1 \ 0 \ 0 \ 0 \ 1 \ 0 \ \& \ \sim 100011 = 0$

get least significant bit

Bitmasks operations



fill with 0 from

the left

int(b, 2)

Odd occurring

Given an integer array, return the only element that occurs an odd number of times

```
{12, 12, 90, 14, 14, 90, 14, 90, 14}
```

Odd occurring

Given an integer array, return the only element that occurs an odd number of times

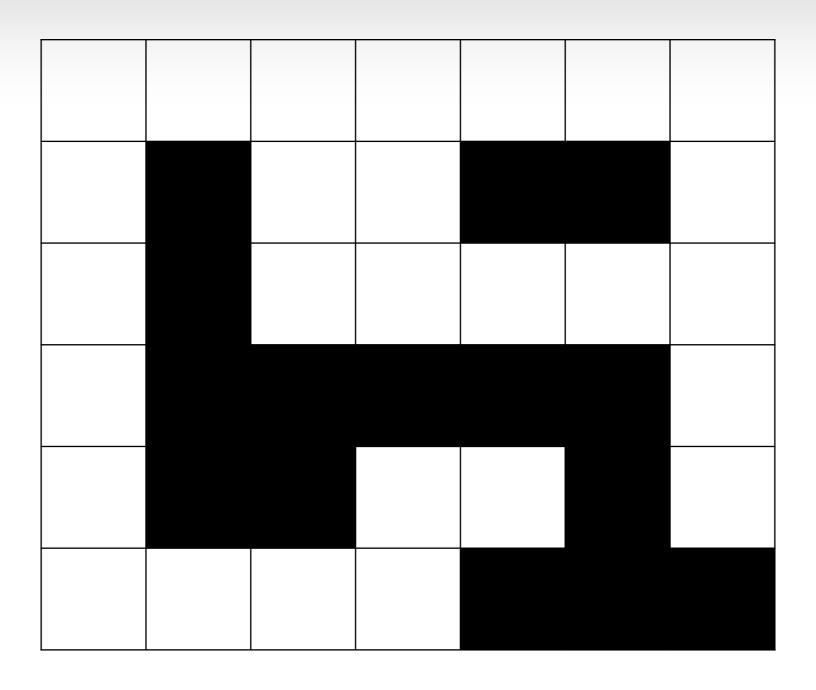
```
{12, 12, 90, 14, 14, 90, 14, 90, 14}
int findOdd(int arr[]) {
   int res = 0, i;
   int n = sizeof(arr)/sizeof(arr[0]);
   for (i = 0; i < n; i++)
     res ^= arr[i];
   return res;
```

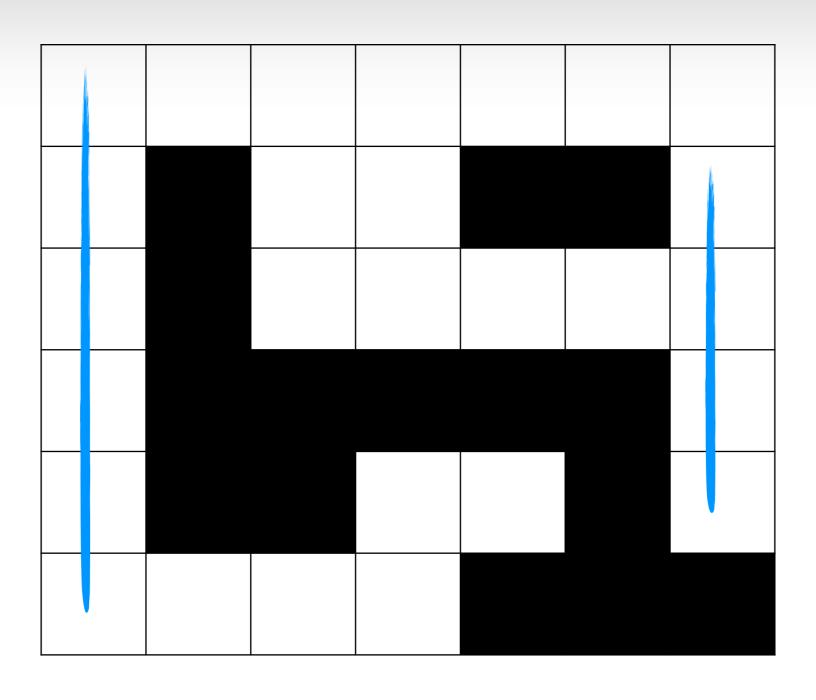


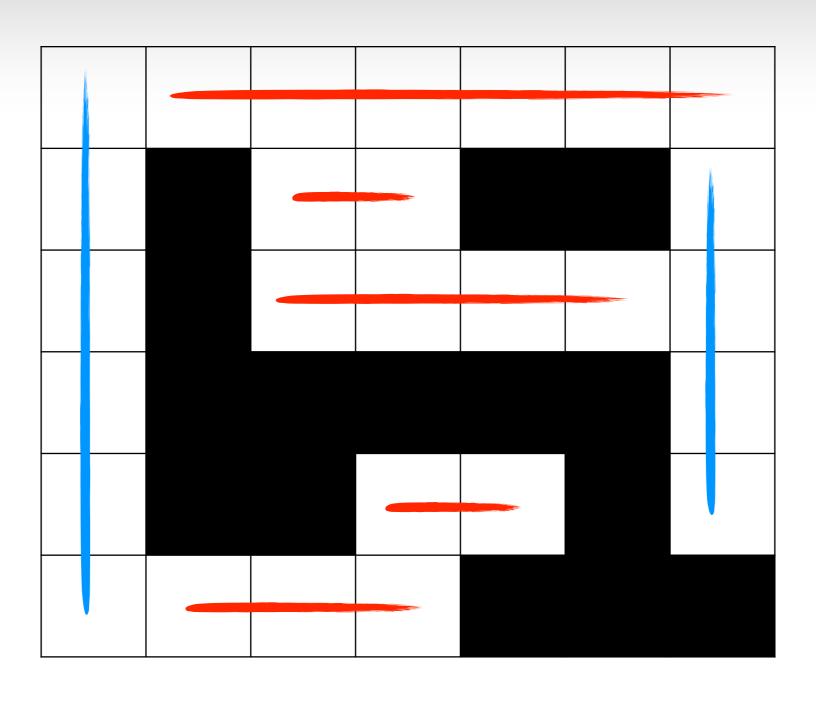
You are building a house and are laying the floorboards in one of the rooms. Each floorboard is a rectangle 1 unit wide and can be of any positive integer length. Floorboards must be laid with their sides parallel to one of the sides of the room and cannot overlap. In addition, the room may contain features such as pillars, which lead to areas of the floor where no floorboards can be laid. The room is rectangular and the features all lie on a unit-square grid within it. You want to know the minimum number of floorboards that you need to completely cover the floor.

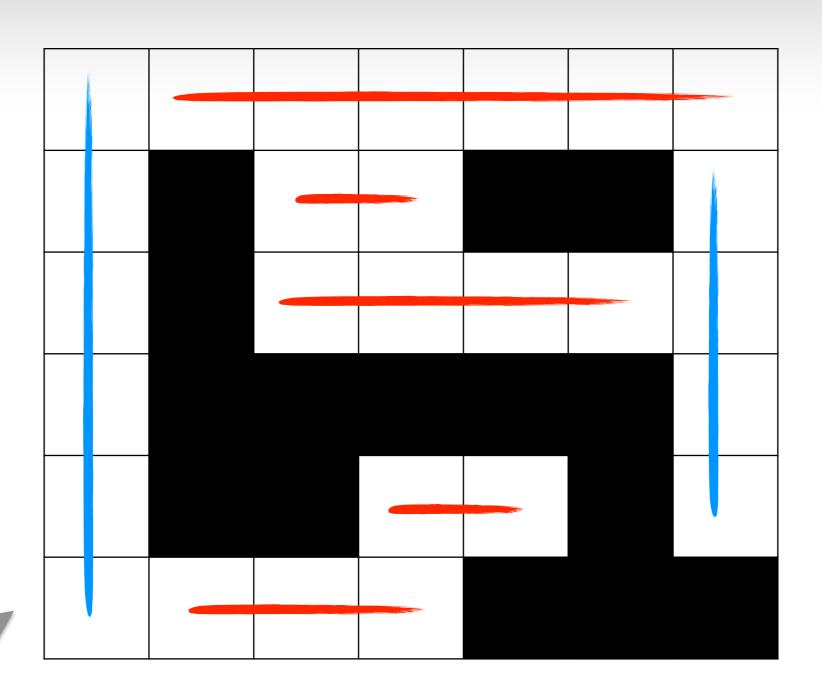
You are given a String[] room containing the layout of the room. Character j in element i of room represents the grid-square at position (i, j) and will be a '.' if this square needs to be covered with a floorboard or a '#' if the square is a feature where no floorboard can be laid. Return an int containing the minimum number of floorboards you need to completely cover the floor.

```
The board is 10 x 10
0)
,"...."}
Returns: 5
,".#..##."
,".#...."
,".####."
,".##..#."
,"....###"}
Returns: 7
```





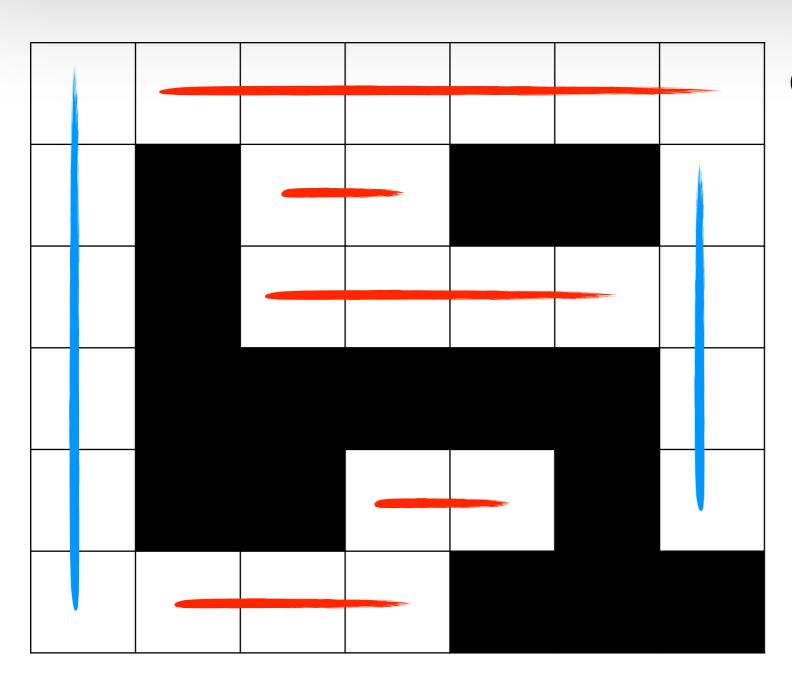




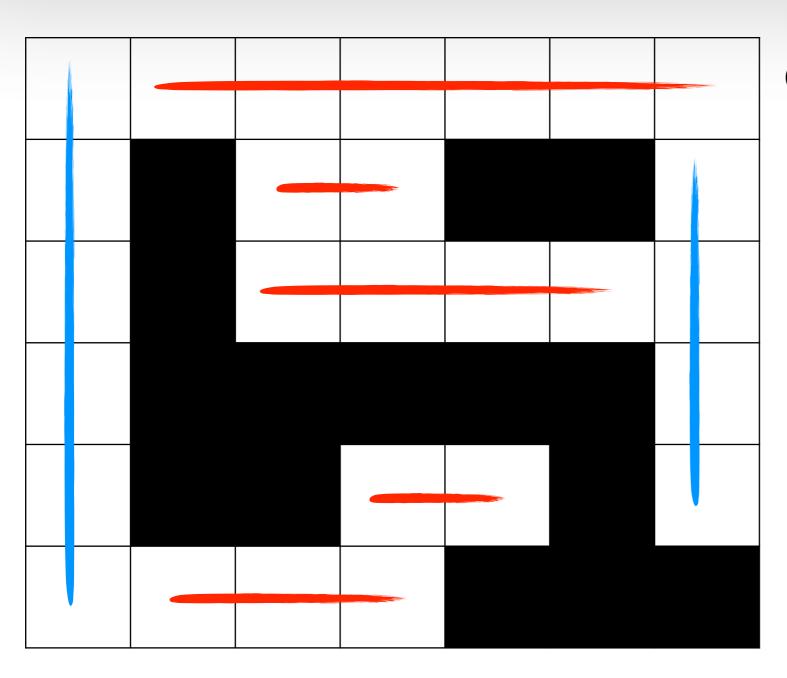
We need 7 boards

FIRST LOOK



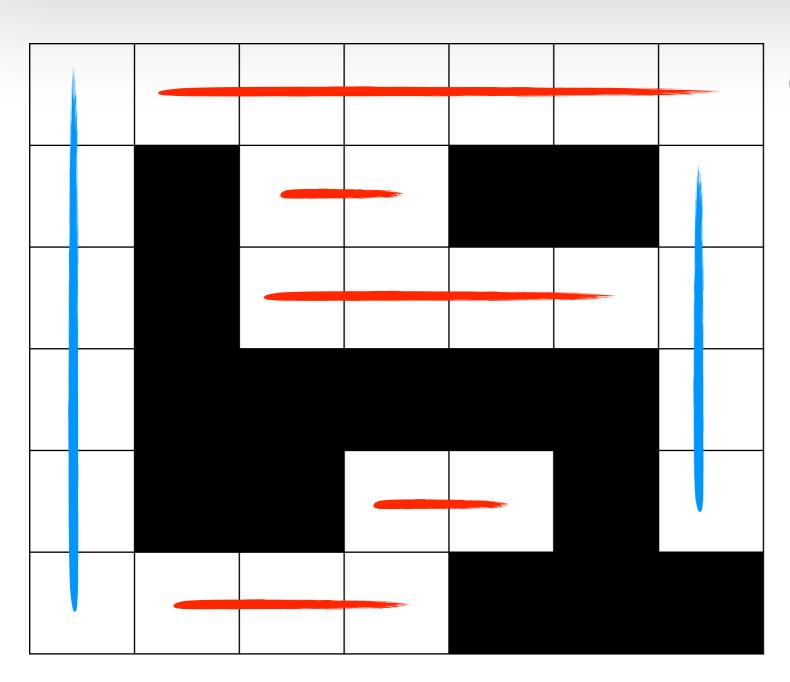


Encode each cell as covered or not covered



Encode each cell as covered or not covered

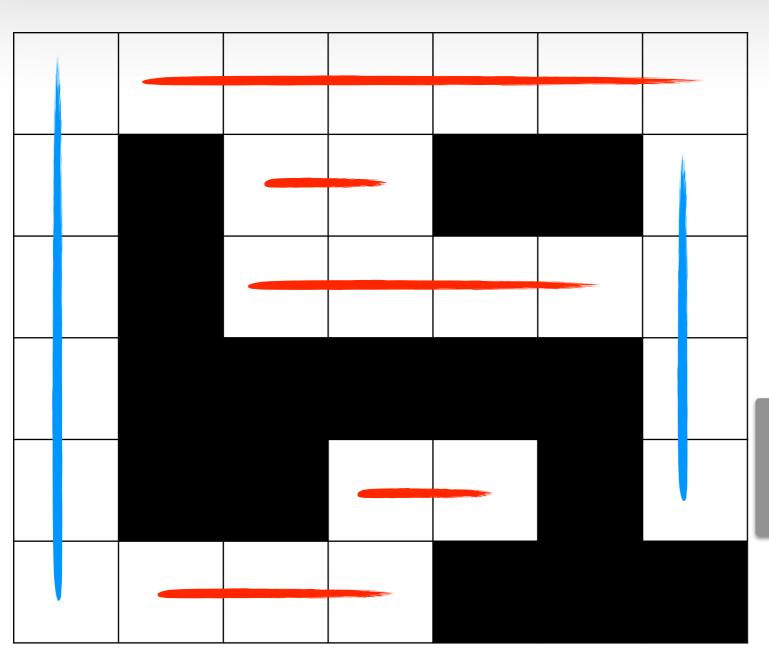
using bitmask dp



Encode each cell as covered or not covered

using bitmask dp

$$2^{10^2} = 2^{100}$$



Encode each cell as covered or not covered

using bitmask dp

$$2^{10^2} = 2^{100}$$

the complete state is too much information to remember

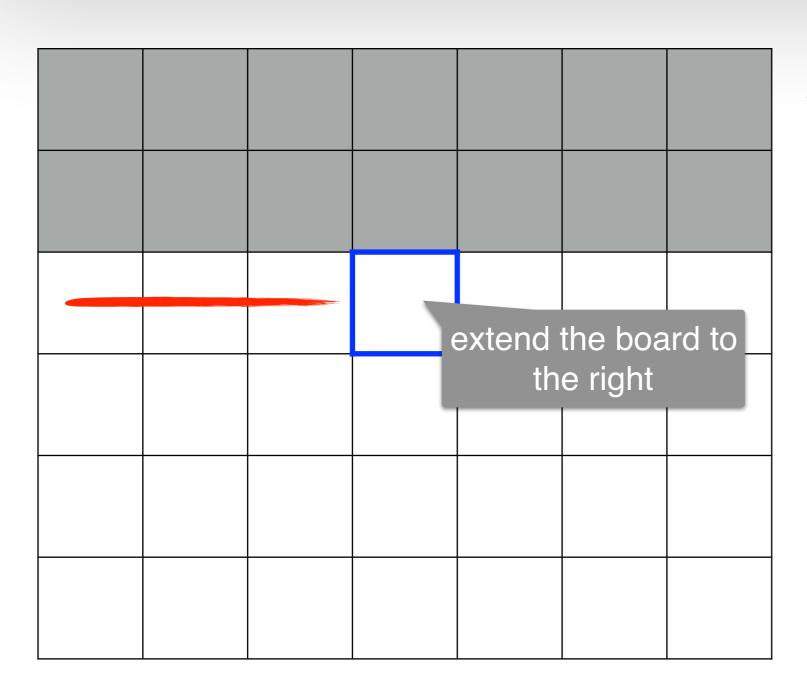
USE SWEEP SEARCH



1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42

explore cells in row major order

- 1. cover the board
- 2. use least amount of boards



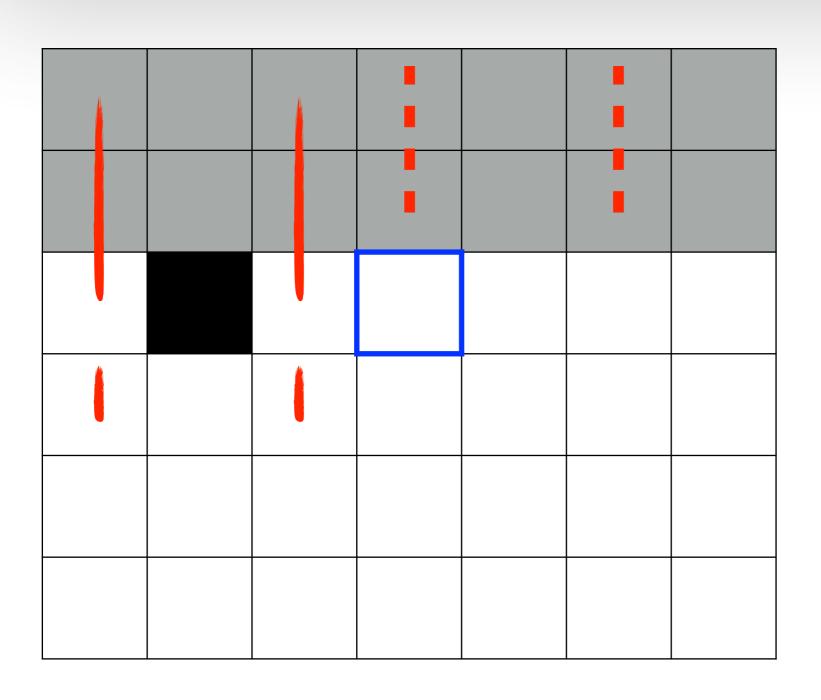
Mask

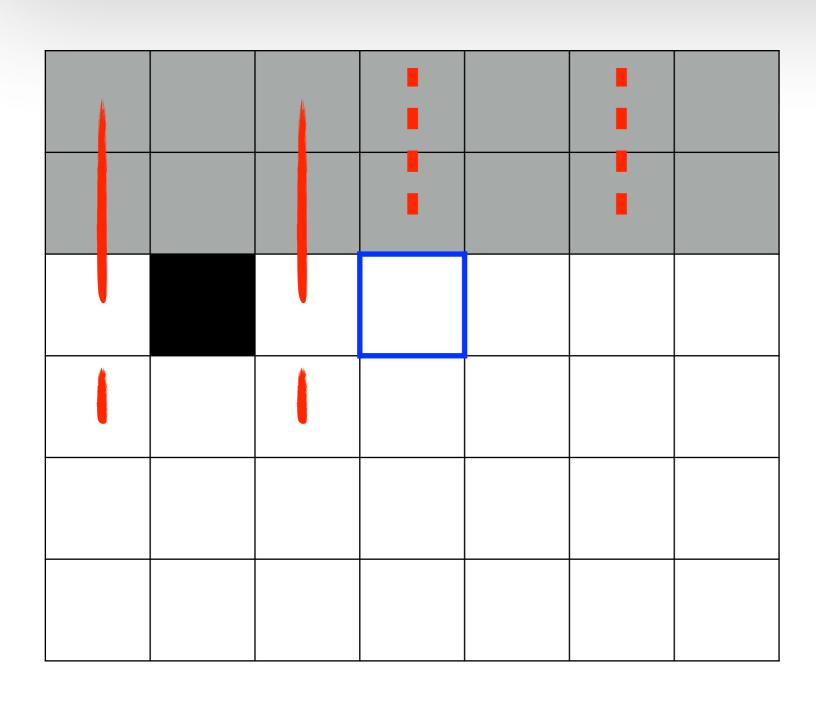
1 := horizontal board

0 := no board

i.e., vertical board behind (have a 0)

<u>Floorboard</u>

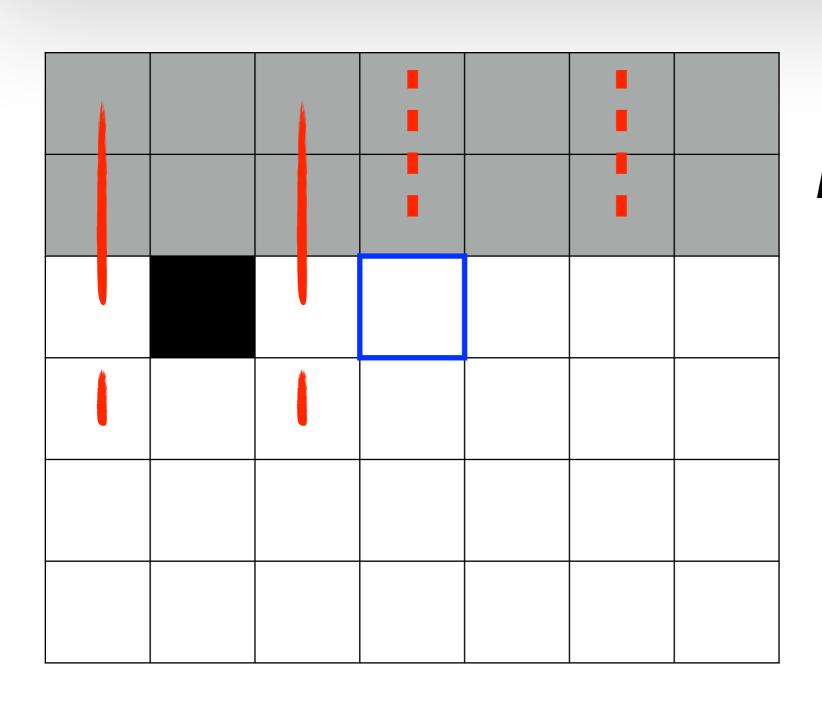




Mask

1 := vertical board

0 := no board



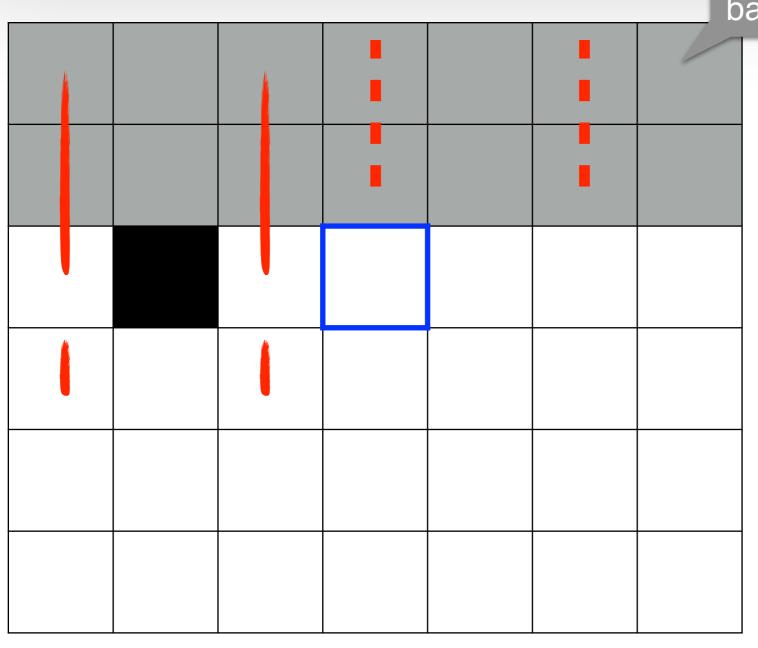
Mask

1 := vertical board

0 := no board

This gives a state space of size 2c

I want to have a column base analysis of the system



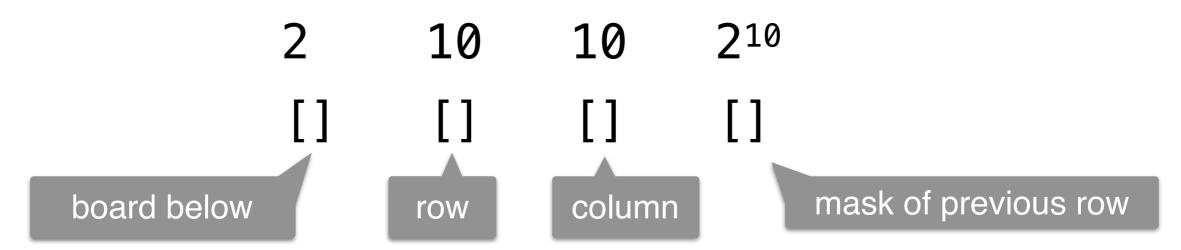
Mask

1 := vertical board

0 := no board

This gives a state space of size 2c

DP state:



Choices:

- 1. start a new board (horizontal or vertical)
- 2. continue a board (horizontal, vertical)

You are given a star shaped stamp +. The black area is covered in ink and the white area is not. When the stamp hits the paper, it leaves a mark for each cell of ink that hits the paper.

For example, ++ can be made with two stampings. Notice the stamp must always remain axis-aligned when hitting the paper. We also require that the stamp be completely contained within the paper. Note a cell of paper stamped once with black ink is indistinguishable from a cell of paper stamped multiple times with black ink. Note also that cells and stamp line up properly, i.e., a cell is either covered completely by the stamp or not covered at all, i.e., the stamp will not cover part of a cell.

Given a black and white image, determine the minimum number of times, if possible, you would need to stamp the paper with the star stamp to end up with the design specified.

Input:

The first input line contains a positive integer, n, indicating the number of images to evaluate. Each image starts with a line containing two integers, r and c, $(1 \le r \le 9, 1 \le c \le 9)$, representing the number of rows and columns, respectively. The next r input lines contains c characters each. The characters are either '.', representing a blank cell of the image and '#', representing a cell of the image covered in ink.

Output:

For each image, output "Image #d: v" where v is the minimum number of stampings required to make the image. Replace v with "impossible" (without quotes) if it is not possible to form the image using the star shaped stamp. Leave a blank line after the output for each test case

```
Sample Input:
5
#
3 3
.#.
###
.#.
3 5
.#.#.
#####
.#.#.
47
.##.#..
######.
.######
```

..#..#.

Sample Output: Image #1: 0

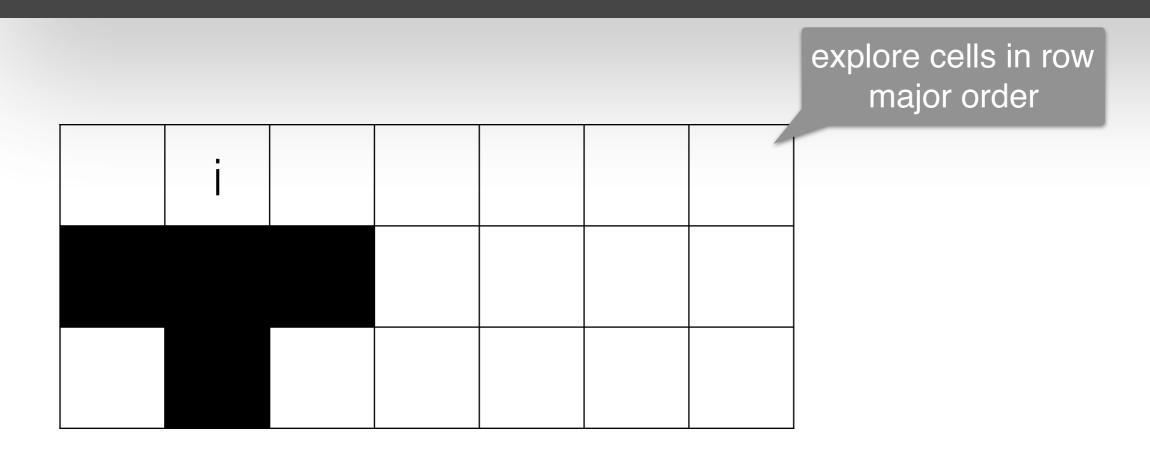
Image #2: impossible

Image #3: 1 Image #4: 2

Image #5: 5

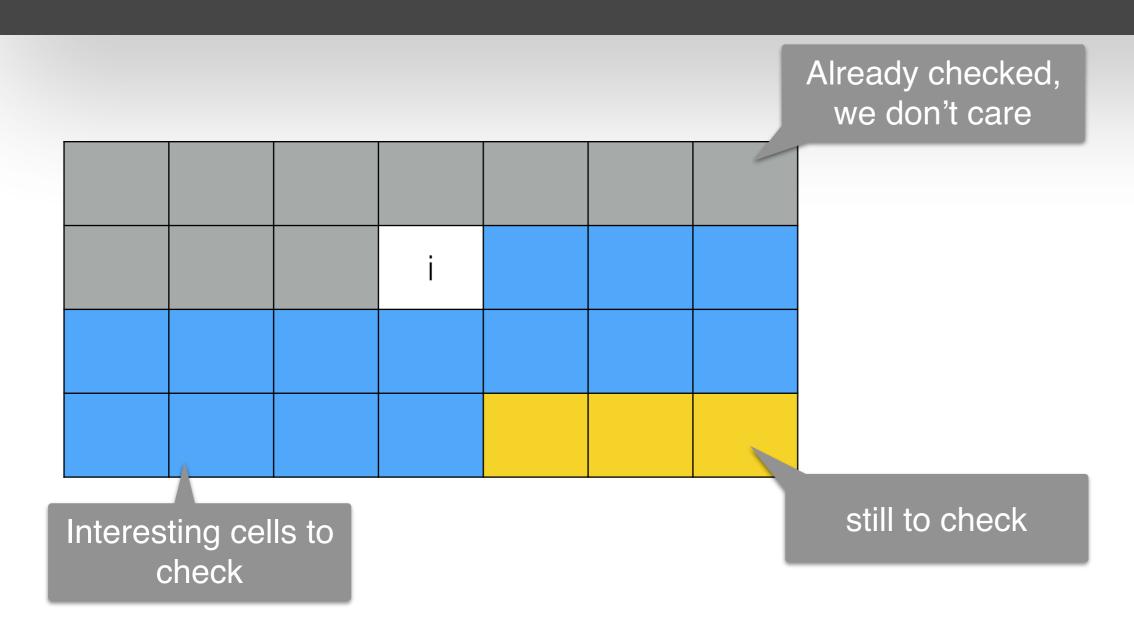
USE SWEEP SEARCH





Keep track of 3 rows \implies 2²⁷ masks

too big, use rolling bitmasks



Keep track of 2 rows \implies 2¹⁸ masks

Mask

1 := cell is marked

0 := not marked (yet)

moving to the next cell is equivalent to a right shift

	i	1	2	ന	4
c-1	С	c+1			
	2c				

putting a stamp is just marking the cells 2^{0} | 2^{c-1} | 2^{c} | 2^{c+1} | 2^{2c}

