



Bitwise operators (Tricks and tips)

→ even or odd

→ In binary the least significant bit of even numbers is 0 and for odd it is 1

$$x \& 1 == 0 \text{ (even)}$$

$$x \& 1 == 1 \text{ (odd)}$$

→ if it is a power of 2

→ A single bit is high, all other bits are low

→ for $x-1$ the bits after the single high bit will become 1

$$x = 001000$$

$$x-1 = 000111$$

$$x \& x-1 == 0 \text{ (power of 2)}$$

$$x \& x-1 != 0 \text{ (not a power of 2)}$$

→ edge case, doesn't work for '0' it will come out as 0 for $x \& x-1$ but 0 is not a power of 2

→ also include condition for negative numbers

→ playing with k^{th} bit (from the right)

→ To check if k^{th} bit is set or not, we

perform an operation of given number with the number 2^k if it results in 0 then the k^{th} bit is not set, otherwise it is set

$$x \& 1 \ll k == 0 \text{ (not set)}$$

$$x \& 1 \ll k != 0 \text{ (set)}$$

→ $1 \ll k$ means shift the number 1 by k positions

→ $a \ll b$ shift number a to left by b positions

→ To Toggle the k^{th} bit (remaining bits change)

$$x \wedge (1 \ll k)$$

→ set the k^{th} bit (remaining bits change)

$$x | (1 \ll k)$$

→ unset the k^{th} bit (remaining bits change)

$$x \& !(1 \ll k)$$

→ multiply or divide a number by 2^k

$$x/2 \rightarrow x \gg 1$$

$$x \times 2 \rightarrow x \ll 1$$

$$x/4 \rightarrow x \gg 2$$

$$x \times 4 \rightarrow x \ll 2$$

$$x/8 \rightarrow x \gg 3$$

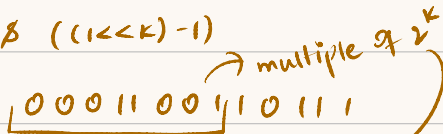
$$x \times 8 \rightarrow x \ll 3$$

$$x/2^k \rightarrow x \gg k$$

$$x \times 2^k \rightarrow x \ll k$$

→ find out $x \cdot 2^k$

$$x \& ((1 \ll k) - 1)$$



for $(1 \ll k)$

100000

for $(1 \ll k) - 1$

011111

→ So, the remaining we get is remainder so,

$$x \& ((1 \ll k) - 1)$$

→ swap two numbers without using temp variable

x	y	operation
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x	y	—
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$x \wedge y$	y	$x = x \wedge y$
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$x \wedge y$	x	$y = (x \wedge y) \wedge y = x$
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y	x	$x = (x \wedge y) \wedge x = y$
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→ Same as, but bit operations take less time

$$\rightarrow x = x + y \quad y = y$$

$$\rightarrow x = x \quad y = x - y$$

$$\rightarrow x = x - y \quad y = y$$

→ no. of set bits in $A = x$

no. of set bits in $B = y$

no. of set bits in $(A \wedge B) = z$

→ z is even if $x + y$ is even

→ z is odd if $x + y$ is odd

→ $A \wedge B = x + y - 2k$, here we subtract $2k$ bits

because if two corresponding bits in

representation are '1' then both get

cancelled and result becomes 0, i.e,

we removed two bits, likewise if

there k no. of 1 bits in the correspo-

nding some positions in the number

we remove $2k$ bits

→ now $x + y - 2k$, is even if $x + y$ is even or it is odd

→ `if (x == A) {`
 `x = B`
 `} else if (x == B) {`
 `x = A`
 `}`

$x = A \wedge B \wedge x$

→ if x is A Then A get cancelled and will result
 in B and vice versa

→ $A + B = (A \wedge B) + 2(A \wedge B)$

$A + B = (A \vee B) + (A \wedge B)$

→ finding no. of set bits in a number x
 (only for C/C++)