Bit String Flicking

ICT Officers- Based on Mihir Patel's Lecture January 2018

1 Introduction

Bit flicking, as the name implies is moving around bits given a set of commands.

2 Commands

- NOT: Takes in 1 bit, flips 1 to 0 and vice-versa
- AND: Takes in 2 bits, if both are 1 then output is 1
- OR: Takes in 2 bits, if either one is 1 then output is 1
- \bullet XOR: Takes in 2 bits, if either is 1 then output is 1 but if both are 1 or 0 then output is 0
- (L/R)SHIFT: moves the bits a specific amount in a direction (left or right) and fills in new spaces with 0
 - LSHIFT-1 11011 = 10110
 - LSHIFT-3 11100 = 00000
 - RSHIFT-2 11111 = 00111
- (L/R)CIRC: cycles the bits a specific amount in a direction (left or right)
 - LCIRC-3 11100 = 00111
 - RCIRC-2 00101 = 01001
 - RCIRC-4 11110 = 11101
- Order of Operations: NOT, SHIFT / CIRC, AND, XOR, OR

3 Variable Problems

Often, you will be given a situation where a bit is given as a variable and you must solve for what it can be. You should treat this as an algebra question and simplify to solve for a specific side. The easiest way to think about it is to treat the variable as a set of bits (X = abcde). Often, any bit will be possible for a specific location so a star can be used or all solutions can be written.

- LSHIFT-3 11001 = RCIRC-3 X
 - 1. LSHIFT-3 11001 = RCIRC-3 abcde
 - 2. 01000 = RCIRC-3 abcde
 - 3. 01000 = cdeab
 - 4. Therefore, all are 0 except d and X = 00010 (put back in original order)
- 11000 = (LSHIFT-2 X) AND (11110)
 - 1. 11000 = (LSHIFT-2 abcde) AND 11110
 - 2. 11000 = cde00 AND 11110
 - 3. 11000 = cde00
 - 4. Therefore, c = d = 1 and e = 0 so X = **110

4 Practice

- 1. X = (RCIRC-2 11100) XOR (LSHIFT-1 10110)
- 2. RCIRC-3 (00111 AND 11100 OR 11011 XOR (NOT 11100))
- 3. LSHIFT-1 (RCIRC-2 (11100 AND LSHIFT-2(11000) OR 11111)) = RCIRC-2 ((LSHIFT-1 X) OR 00000 AND 11111)
- 4. LCIRC-3 (abcde OR 10101) = RCIRC-4 (LCIRC-3 (RCIRC-31 10101))