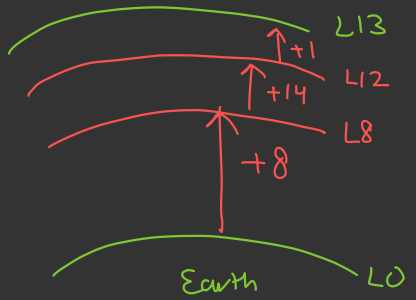
Bitmasking

warm up

There is a enemy at N levels above the surface of the earth. You are a superhero, standing a earth (level 0) and you can take jumps in powers of 2. Min jumps that would be needed to reach the enemy.

1, 2, 4, 8, 16, 32 ---

N = 13



13 = 1 1 0 1

2^3 2^2 2^0

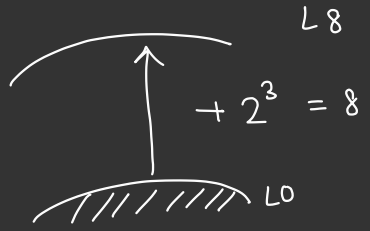
= 8 + 4 + 1

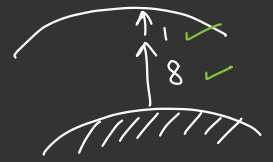
= 13 → Always be the minimum

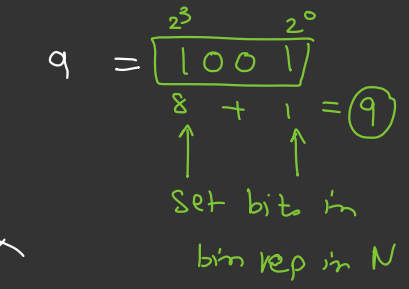
Logic

↓

Count the no of set bits in N (Binary Rep)





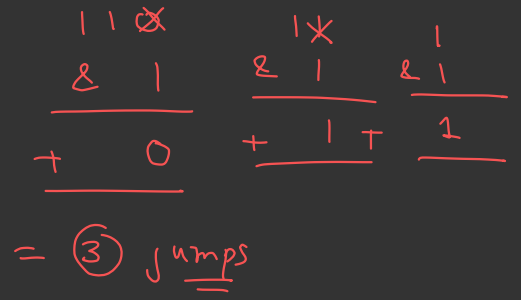


N = 13

1 1 0 ✗

& 1

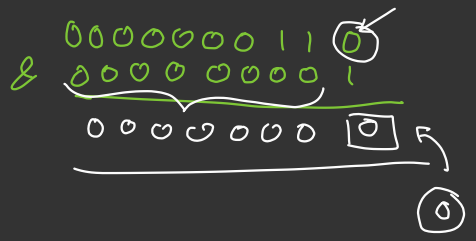
1



N & 1 → gives me the value of last bit in N

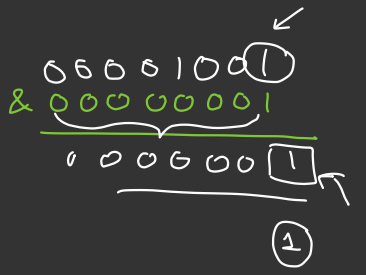
N = 6

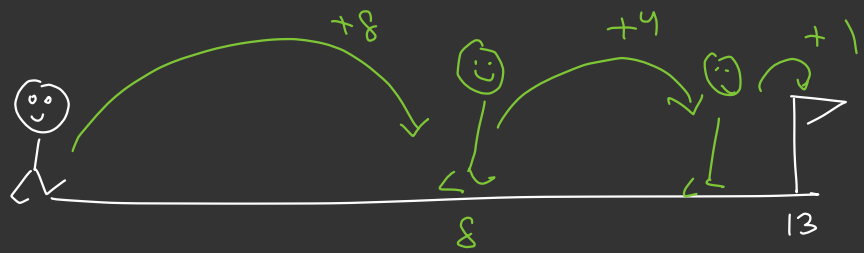
6 & 1 → 0



N = 9

N & 1





Common Operations involving Bitwise Operators

```
int getIthbit(no, i) {
    return (no>>i)&1;
}
```

```
int getIthbit(no, i) {
    mask = 1<<i
    if(no & mask > 0) {
        return 1;
    }
    else {
        return 0;
    }
}
```

N = 13

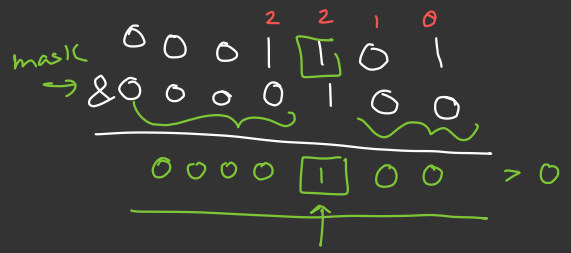
i=3 i=2 i=1 i=0

1 1 0 0

&0 0 1

1

(i=2) i^{th} bit

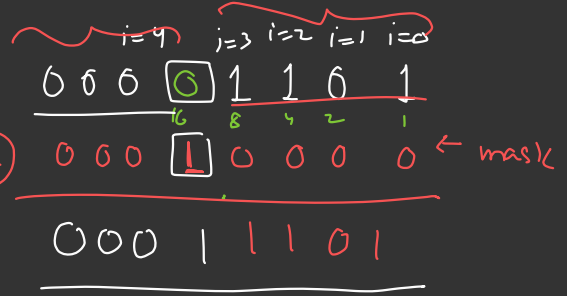


Set I^{th} Bit (N , i) {

mask = 1<<i

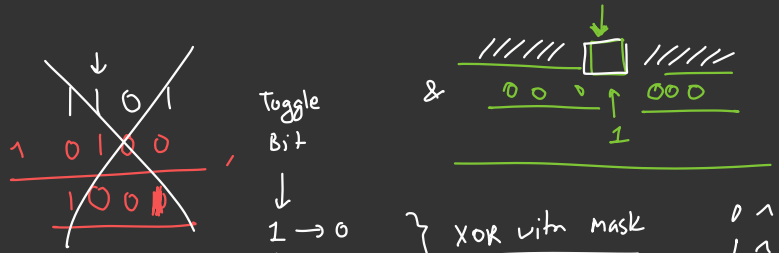
return NO | mask

3



& → clearing bit & 0

| → setting bits | 1



} XOR with mask

0 ^ 1 = 1

1 ^ 1 = 0

13+16 ⇒ 29

N + (1<< i)

Toggle I^{th} Bit (N, i) {

mask = 1<<i ;

return N ^ mask

3

ToDo:

Update I^{th} Bit (N, i, v) {

Step-1 [mask = ~(1<<i);
N = N & mask;]

Step-2 N = N | (v<<i)] v==0 → No change

return N;

}

3

update (13, 2, 0)

update (13, 1, 1)

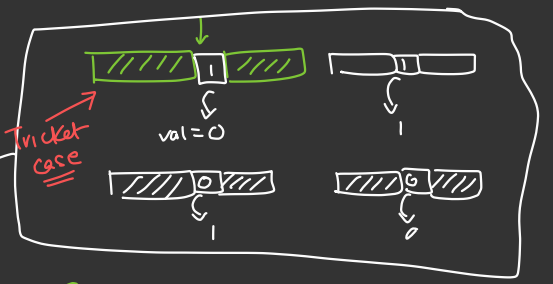
clearBit(N, i) {

3

1<<i

10000 → 00000

v → 0 or 1



if N==1

1 3 2 1 0

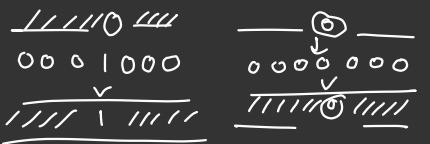
1 1 0 1 → 1001 = 9

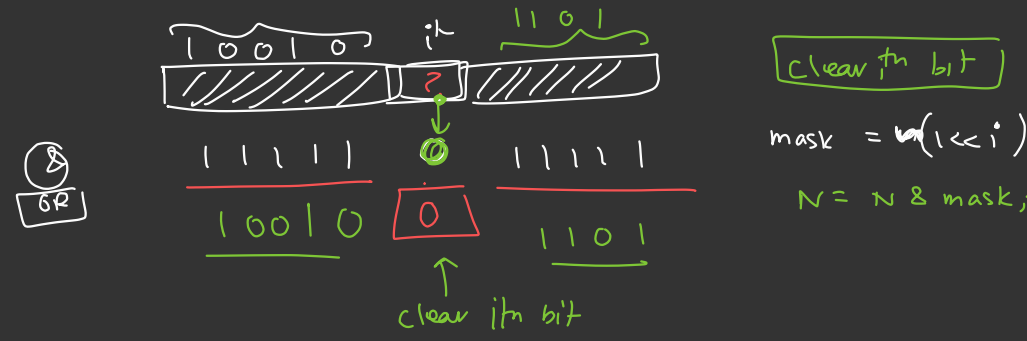
1 1 0 1 → 1111 ⇒ 15

Step-1 make i^{th} bit as 0 (Clear i^{th} Bit)

Step-2 Set the val at loc i.

N | v<<i

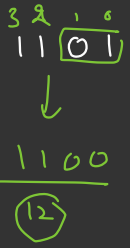




Challenge Given a No, clear last I bits ?

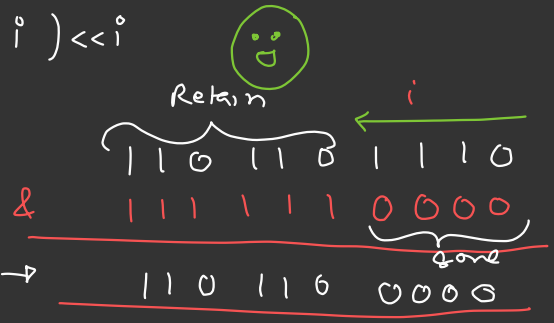
N = 13

i = 2



guest $(N >> i) << i$

Another way



mask = $(-1 << i)$

N = N & mask

-1 = 11111111 (-1)

-1<<i = 1111111100000

2's Compliment

↓

Flip all bits + 1

=> 00000000 + 1 = 100000001

Clear Bits In Range (N, i, j){

a = -1 << (j+1) ,

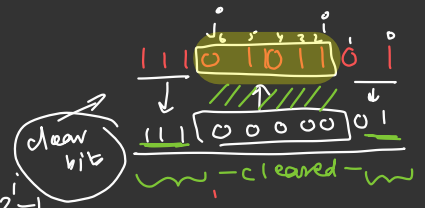
b = (1<<i) -1 ; // $2^i - 1$

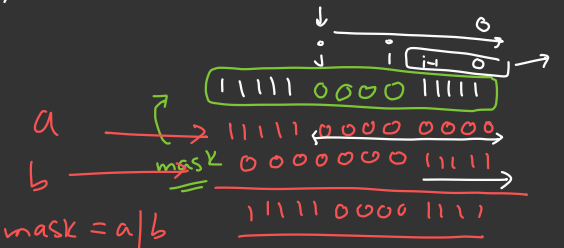
mask = a|b;

n = n & mask;

return n,

}





1<<i => 2^i

1 → 01

2 → 10

3 → 11

4 → 100

5 → 101

6 → 110

7 → 111

8 → 1000

⋮

15 → 1111

16 → 10000

⋮

31 = 16 + 8 + 4 + 2 + 1 → 11111

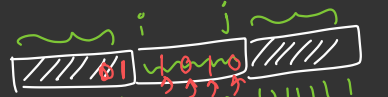
$2^2 - 1 = 3 = 11$

$2^3 - 1 = 111$

$2^4 - 1 = 1111$

$2^5 - 1$

N & mask →



111111 0000 111111

---01 0000

& 1 → Retain Bit

& 0 → Clear Bit

$2^4 - 1 \Rightarrow 16 - 1 \Rightarrow 15$

K << 4 − 1

= 10000 − 1

= 01111

$2^K - 1 \Rightarrow$ K → 0000 1111

Q

Given 2N + 2 Numbers where every no is coming twice except 2 unique NO

find out the unique NO's (Bitwise)

15 Min Break

2, 5, 7, 7, 9, 5, 3, 2

once

9, 3

Welcome back

XOR = 2 ^ 5 ^ 7 ^ 7 ^ 9 ^ 5 ^ 3 ^ 2

res = 9 ^ 3 // 10

will atleast one set bit → find out the index of any set bit

a 1 1 0 1

b ^ 1 0 1 1

0 1 1 0

Any set Bit

→ must be present only in one of the no's

1001

0011

TRICK

1 0 1 0 ←

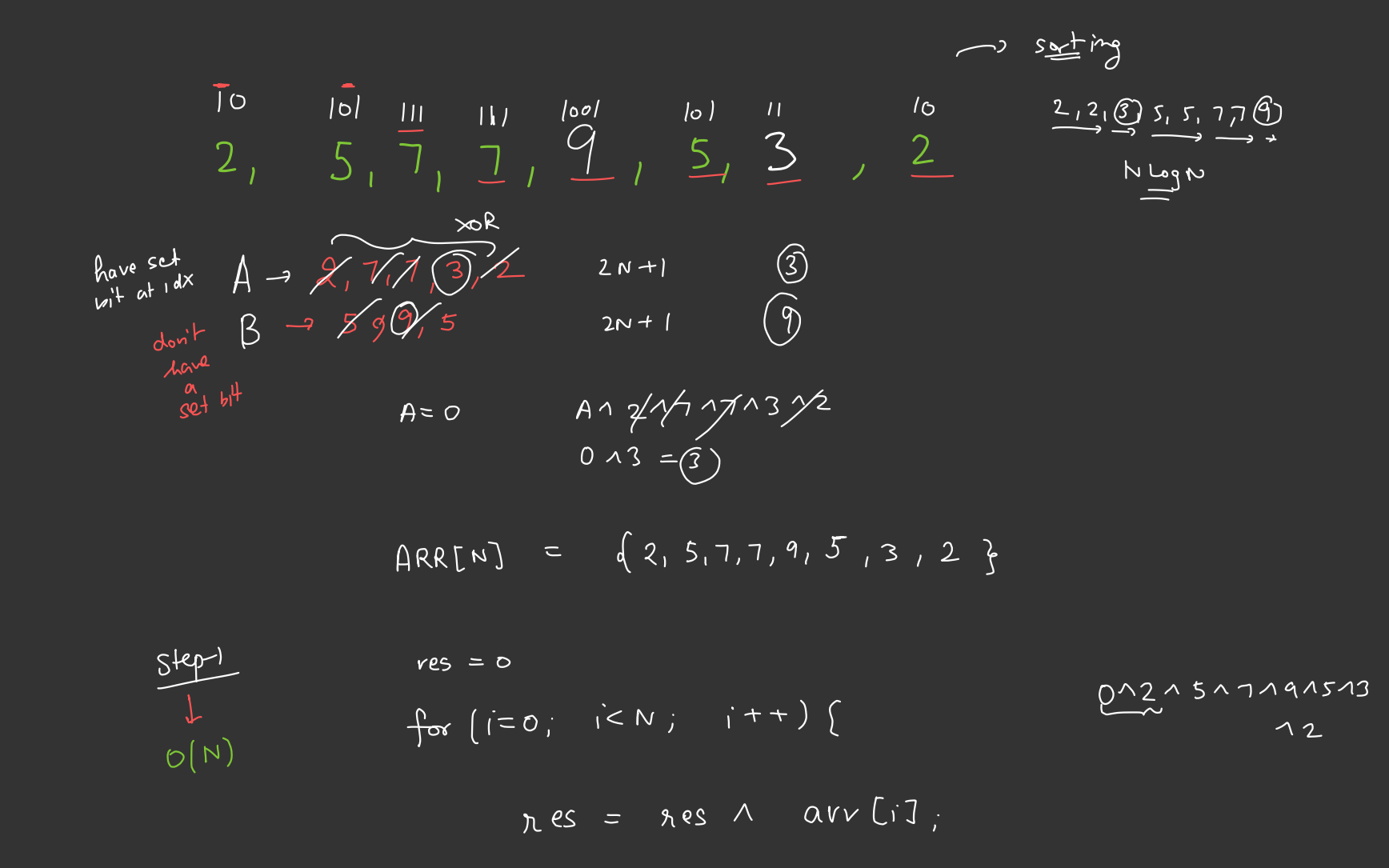
8 4 2 1

= 10

i=3 i=2 i=1 i=0

1 0 1 0

idx


→ sorting
10 101 111 1111 1001 101 11 10
2, 5, 7, 7, 9, 5, 3, 2
2, 2, 3 → 5, 5, 7, 7, 9 →
N Log N
have set bit at idx
XOR
A → 2, 7, 7, 3, 2
B → 5, 9, 5
don't have a set bit
2N+1 → 3
2N+1 → 9
A = 0
A ^ 2 ^ 7 ^ 7 ^ 3 ^ 2
0 ^ 3 = 3
ARR[N] = { 2, 5, 7, 7, 9, 5, 3, 2 }
Step-1
↓
O(N)
res = 0
for (i=0; i<N; i++) {
res = res ^ arr[i];
0^2^5^7^9^5^3^2

0—32

// res = 913 = (10)

Step-2 find out pos of set bit.

temp = res,

pos = 0

max 32 times

while((temp&1) == 0){

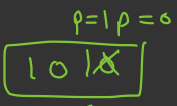
pos = pos+1

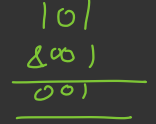
temp = temp>>1 ;

}

O(1)

res → // 10





// pos → (1) → only 1 of the uniq have a set bit,

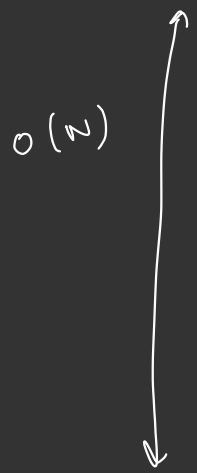
Step-3 Based upon idx divide no's into 2 Sets

int A = 0 ^ 2 ^ 1 ^ 5 ^ 1 ^ 2 → 3

int B = 0 ^ 5 ^ 9 ^ 5

A → 3

B → 9




```
for( i=0 ,   i<n ;   i++ ){
    if( getIthBit(arr(i), pos) == 1) {
        → A = A^ arr(i);
    }
}
```

B = res ^ A

res = ~~UN1~~ ^ UN2 ^ ~~UN1~~

print(A, B)

overall time → O(N)
Space → O(1)

Best Soln

n의 2

N = 12

pos = 0

while ((N&1) == 0) {
  pos = pos + 1
  N = N >> 1
}

N&1 → 1 Stop

& 0 0 0

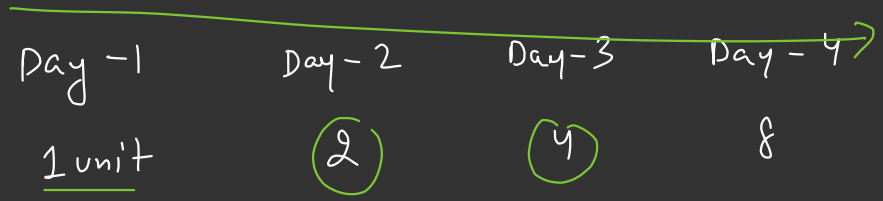
0 0 0

pos=2 pos=1 pos=1

1 1 0 0

print(pos); // 2

pos=2



Break & make

+ Practice

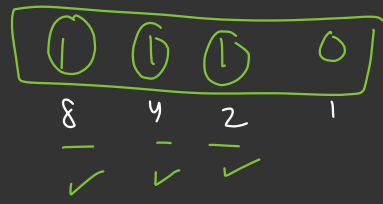
A = 14 units

3 Days

Count set Bits

Power of (2)

8 + 4 + 2



6 Reverse bit of 32 bit unsigned int A

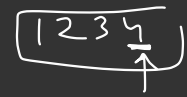
+ve

C++/ C#

Java

DIY

```
while(N>0){
    bit = N&1
    ans = ans<<1 + bit
    N = N>>1
}
```



ans = 0<<1 + 1

= 01<<1 + 1

= 010 + 1

= 011

0110

```
if( (int)(n&1)==1){
```

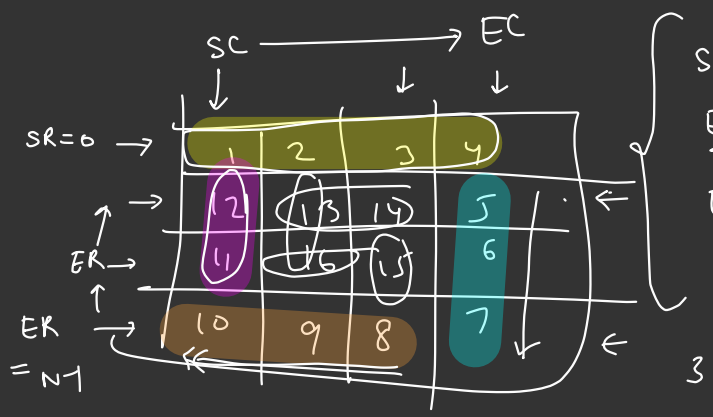
int

long

DIY

```
while( ____ ){
```

Doubts



SR=0 SC — EC

EC = SR — ER

ER = EC — SC

SC = ER — SR

SR++

EC--

ER--

SC++

4 Wop