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Write a C program to find the parity of an unsigned integer

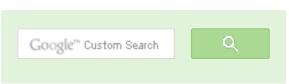
Parity: Parity of a number refers to whether it contains an odd or even number of 1-bits. The number has "odd parity", if it contains odd number of 1-bits and is "even parity" if it contains even number of 1-bits.

Main idea of the below solution is – Loop while n is not 0 and in loop unset one of the set bits and invert parity.

```
Algorithm: getParity(n)
1. Initialize parity = 0
2. Loop while n != 0
      a. Invert parity
             parity = !parity
      b. Unset rightmost set bit
             n = n & (n-1)
3. return parity
Example:
 Initialize: n = 13 (1101)
                             parity = 0
n = 13 \& 12 = 12 (1100)
                           parity = 1
n = 12 \& 11 = 8 (1000) parity = 0
n = 8 \& 7 = 0 \quad (0000)
                         parity = 1
```

Program:

include <stdio.h>





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```
# define bool int
/* Function to get parity of number n. It returns 1
   if n has odd parity, and returns 0 if n has even
   parity */
bool getParity(unsigned int n)
    bool parity = 0;
    while (n)
        parity = !parity;
               = n \& (n - 1);
    return parity;
/* Driver program to test getParity() */
int main()
    unsigned int n = 7;
    printf("Parity of no %d = %s", n,
             (getParity(n)? "odd": "even"));
    getchar();
    return 0;
```

Above solution can be optimized by using lookup table. Please refer to Bit Twiddle Hacks[1st reference] for details.

Time Complexity: The time taken by above algorithm is proportional to the number of bits set. Worst case complexity is O(Logn).

Uses: Parity is used in error detection and cryptography.

References:

http://graphics.stanford.edu/~seander/bithacks.html#ParityNaive - last checked on 30 May 2009.

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Amit Kumar • 4 months ago

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```
void main()
```

```
int value=7,i=1,count=0;
while (i){
if(value & i){ ++count;}
i=i<<1:
printf(" value: %d", count);
```



PingPong • 4 months ago

Hi, I don't understand the definition, which is given blow:

"The number has "odd parity", if it contains odd number of 1-bits and is "even I bits."

And

" It returns 1 if n has odd parity, and returns 0 if n has even parity"

Thus, shouldn't the example above return the result below instead:

Initialize: n = 13 (1101) parity should be 1 because it has 3 1-bits

n= 12 (1100) parity should 0 because it has 2 1-bits

What information am I missing here, please correct me?



dusty • 9 months ago

Another possible solution:





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```
int main()
      int a,n;
      a=0;
      scanf("%d",&n);
      while(n>0)
          if(n&1)
              a=!a;
          n>>=1;
      printf("%d",a);
  }
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Rohan • 9 months ago
How the time complexity is O(log n) .. please explain ...
we are doing n-1 on every iteration..!!! so it should be O(n) right?
Gopi Chan • a year ago
here by getting the value of k odd or even we can say that the number has odc
#include<stdio.h>
#include<math.h>
int parity(int n);.
int main()
```

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int n, m; n=26;

```
m=parity(n);
printf("%d", m);
int parity(int n).
int i, j,k;
k=0;
i=0;
...bila/al-0\
                                                    see more
1 ^ Reply · Share >
Ritesh • a year ago
We can also use the gcc built-in function:
int __builtin_parity (unsigned int x)
Returns the parity of x, i.e. the number of 1-bits in x modulo 2.
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yaser fathi • 3 years ago
thanks for this program I want to C++ code for two-spiral problem and function
trainning
Lokesh • 4 years ago
Another optimized code:
   bool getParity(unsigned int x)
      x = ((x >> 1) \& 0x55555555) + (x \& 0x555555555);
      x = ((x >> 2) \& 0x33333333) + (x \& 0x333333333);
```

```
x = ((x >> 4) \& 0x0F0F0F0F) + (x & 0x0F0F0F0F);
    x = ((x >> 8) + x;
    x = ((x >> 16) + x;
    return (x&0x01);
}
```

Constant running time for any value. Worst Case Complexity O(1)



temp → Lokesh · 3 years ago

Can you please explain what are these hex values? a link to a good so

Thanks



bala → temp · 3 years ago

Unsigned int in the question takes 4 bytes.

0x5555555 - 01010101 01010101 01010101 01010101 0x33333333 - 00110011 00110011 00110011 00110011 0x0F0F0F0F - 00001111 00001111 00001111

What the first 3 steps basically does is that, it calculates the ni bits, 8 bits respectively.

The 4th step is actually not necessary, still it gives the correct a omitted.

If you work out the first 3 steps, you will understand what the 4



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