CS107 Lecture 3

Bits and Bytes; Bitwise Operators

reading:

Bryant & O'Hallaron, Ch. 2.1

Bits and Bytes So Far

- all data is ultimately stored in memory in binary
- When we declare an integer variable, under the hood it is stored in binary

```
int x = 5;    // really 0b0…0101 in memory!
```

- Until now, we only manipulate our integer variables in base 10 (e.g. increment, decrement, set, etc.)
- Today, we will learn about how to manipulate the underlying binary representation!
- This is useful for: more efficient arithmetic, more efficient storing of data, etc.

Lecture Plan

- Bitwise Operators
- Bitmasks
- **Demo 1:** Courses
- **Demo 2:** Practice and Powers of 2
- Bit Shift Operators
- **Demo 3:** Color Wheel

Aside: ASCII

- ASCII is an encoding from common characters (letters, symbols, etc.) to bit representations (chars).
  - E.g. 'A’ is 0x41
- Neat property: all uppercase letters, and all lowercase letters, are sequentially represented!
  - E.g. 'B’ is 0x42

Lecture Plan

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Now that we understand binary representations, how can we manipulate them at the bit level?

Bitwise Operators

- You're already familiar with many operators in C:
  - **Arithmetic operators:** +, -, *, /, %
  - **Comparison operators:** ==, !=, <, >, <=, >=
  - **Logical Operators**: &&, ||, !
- Today, we're introducing a new category of operators: **bitwise operators:**
  - &, |, ~, ^, <<, >>

And (&)

AND is a binary operator. The AND of 2 bits is 1 if both bits are 1, and 0 otherwise.

```
output = a & b;
```

a	b	output
0	0	0
0	1	0
1	0	0
1	1	1

& with 1 to let a bit through, & with 0 to zero out a bit

Or (|)

OR is a binary operator. The OR of 2 bits is 1 if either (or both) bits is 1.

```
output = a | b;
```

a	b	output
0	0	0
0	1	1
1	0	1
1	1	1

| with 1 to turn on a bit, | with 0 to let a bit go through

Not (~)

NOT is a unary operator. The NOT of a bit is 1 if the bit is 0, or 1 otherwise.

```
output = ~a;
```

a	output
0	1
1	0

Exclusive Or (^)

Exclusive Or (XOR) is a binary operator. The XOR of 2 bits is 1 if *exactly* one of the bits is 1, or 0 otherwise.

```
output = a ^ b;
```

a	b	output
0	0	0
0	1	1
1	0	1
1	1	0

^ with 1 to flip a bit, ^ with 0 to let a bit go through

Operators on Multiple Bits

- When these operators are applied to numbers (multiple bits), the operator is applied to the corresponding bits in each number. For example:

AND	OR	XOR	NOT

`  0110`
`& 1100`
`  ----`
`  0100`
	`  0110`
	`| 1100`
	`  ----`
	`  1110`
		`  0110`
		`^ 1100`
		`  ----`
		`  1010`
			`~ 1100`
			`  ----`
			`  0011`

Note: these are different from the logical operators AND (&&), OR (||) and NOT (!).

Operators on Multiple Bits

- When these operators are applied to numbers (multiple bits), the operator is applied to the corresponding bits in each number. For example:

AND

```
  0110
& 1100
  ----
  0100
```

OR

```
  0110
| 1100
  ----
  1110
```

XOR

```
  0110
^ 1100
  ----
  1010
```

NOT

```
~ 1100
  ----
  0011
```

This is different from logical AND (&&). The logical AND returns true if both are nonzero, or false otherwise. With &&, this would be 6 && 12, which would evaluate to **true** (1).

Operators on Multiple Bits

- When these operators are applied to numbers (multiple bits), the operator is applied to the corresponding bits in each number. For example:

AND

```
  0110
& 1100
  ----
  0100
```

OR

```
  0110
| 1100
  ----
  1110
```

XOR

```
  0110
^ 1100
  ----
  1010
```

NOT

```
~ 1100
  ----
  0011
```

This is different from logical OR (||). The logical OR returns true if either are nonzero, or false otherwise. With ||, this would be 6 || 12, which would evaluate to **true** (1).

Operators on Multiple Bits

- When these operators are applied to numbers (multiple bits), the operator is applied to the corresponding bits in each number. For example:

AND
```
  0110
& 1100
  ----
  0100
```

OR
```
  0110
| 1100
  ----
  1110
```

XOR
```
  0110
^ 1100
  ----
  1010
```

NOT
```
~ 1100
  ----
  0011
```

This is different from logical NOT (!). The logical NOT returns true if this is zero, and false otherwise. With !, this would be !12, which would evaluate to **false** (0).

Lecture Plan

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Bit Vectors and Sets

- We can use bit vectors (ordered collections of bits) to represent finite sets, and perform functions such as union, intersection, and complement.
- **Example:** we can represent current courses taken using a **char**.

0	0	1	0	0	0	1	1
CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A

Bit Vectors and Sets

0	0	1	0	0	0	1	1
CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A

- How do we find the union of two sets of courses taken? Use OR:

```
   00100011
|  01100001
   --------
   01100011
```

Bit Vectors and Sets

0	0	1	0	0	0	1	1
CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A

- How do we find the intersection of two sets of courses taken? Use AND:

```
  00100011
& 01100001
  --------
  00100001
```

Bit Masking

- We will frequently want to manipulate or isolate out specific bits in a larger collection of bits. A **bitmask** is a constructed bit pattern that we can use, along with bit operators, to do this.
- **Example:** how do we update our bit vector to indicate we've taken CS107?

CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A
0	0	1	0	0	0	1	1

```
  00100011
| 00001000
  --------
  00101011
```

Bit Masking

```
#define CS106A 0x1    /* 0000 0001 */
#define CS106B 0x2    /* 0000 0010 */
#define CS106X 0x4    /* 0000 0100 */
#define CS107  0x8    /* 0000 1000 */
#define CS110  0x10   /* 0001 0000 */
#define CS103  0x20   /* 0010 0000 */
#define CS109  0x40   /* 0100 0000 */
#define CS161  0x80   /* 1000 0000 */

char myClasses = ...;
myClasses = myClasses | CS107;   // Add CS107
```

Bit Masking

```
#define CS106A 0x1    /* 0000 0001 */
#define CS106B 0x2    /* 0000 0010 */
#define CS106X 0x4    /* 0000 0100 */
#define CS107  0x8    /* 0000 1000 */
#define CS110  0x10   /* 0001 0000 */
#define CS103  0x20   /* 0010 0000 */
#define CS109  0x40   /* 0100 0000 */
#define CS161  0x80   /* 1000 0000 */

char myClasses = ...;
myClasses |= CS107;     // Add CS107
```

Bit Masking

- **Example:** how do we update our bit vector to indicate we've *not* taken CS103?

CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A
0	0	1	0	0	0	1	1

```
  00100011
& 11011111
  --------
  00000011
```

```
char myClasses = ...;
myClasses = myClasses & ~CS103;  // Remove CS103
```

Bit Masking

- **Example:** how do we update our bit vector to indicate we've *not* taken CS103?

CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A
0	0	1	0	0	0	1	1

```
  00100011
& 11011111
  --------
  0000011
```

```
char myClasses = ...;
myClasses &= ~CS103;    // Remove CS103
```

Bit Masking

- **Example:** how do we check if we've taken CS106B?

0	0	1	0	0	0	1	1
CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A

```
  00100011
& 00000010
  --------
  00000010
```

```
char myClasses = ...;
if (myClasses & CS106B) {...
    // taken CS106B!
```

Bit Masking

- **Example:** how do we check if we've *not* taken CS107?

0	0	1	0	0	0	1	1
CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A

```
  00100011
& 00001000
  --------
  00000000
```

```
char myClasses = ...;
if (!(myClasses & CS107)) {...
    // not taken CS107!
```

Bit Masking

- **Example:** how do we check if we've *not* taken CS107?

CS161	CS109	CS103	CS110	CS107	CS106X	CS106B	CS106A
0	0	1	0	0	0	1	1

```
  00100011     00000000
& 00001000   ^ 00001000
  --------     --------
  00000000     00001000
```

```
char myClasses = ...;
if ((myClasses & CS107) ^ CS107) {...
    // not taken CS107!
```

Bitwise Operator Tricks

- | with 1 is useful for turning select bits on
- & with 0 is useful for turning select bits off
- | is useful for taking the union of bits
- & is useful for taking the intersection of bits
- ^ is useful for flipping select bits
- ~ is useful for flipping all bits

Demo: Bitmasks and GDB

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Bit Masking

- Bit masking is also useful for integer representations as well. For instance, we might want to check the value of the most-significant bit, or just one of the middle bytes.

- **Example:** If I have a 32-bit integer **`j`**, what operation should I perform if I want to get *just the lowest byte* in **`j`**?

```
int j = ...;
int k = j & 0xff;        // mask to get just lowest byte
```

Practice: Bit Masking

- **Practice 1:** write an expression that, given a 32-bit integer j, sets its least-significant byte to all 1s, but preserves all other bytes.

- **Practice 2:** write an expression that, given a 32-bit integer j, flips ("complements") all but the least-significant byte, and preserves all other bytes.

Practice: Bit Masking

- **Practice 1:** write an expression that, given a 32-bit integer j, sets its least-significant byte to all 1s, but preserves all other bytes.

```
j | 0xff
```

- **Practice 2:** write an expression that, given a 32-bit integer j, flips ("complements") all but the least-significant byte, and preserves all other bytes.

```
j ^ ~0xff
```

Powers of 2

Without using loops, how can we detect if a binary number is a power of 2? What is special about its binary representation and how can we leverage that?

Demo: Powers of 2

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Left Shift (<<)

The LEFT SHIFT operator shifts a bit pattern a certain number of positions to the left. New lower order bits are filled in with 0s, and bits shifted off the end are lost.

```
x << k;     // evaluates to x shifted to the left by k bits
x <<= k;    // shifts x to the left by k bits
```

8-bit examples:

```
00110111 << 2 results in 11011100
01100011 << 4 results in 00110000
10010101 << 4 results in 01010000
```

Right Shift (>>)

The RIGHT SHIFT operator shifts a bit pattern a certain number of positions to the right. Bits shifted off the end are lost.

```
 x >> k;     // evaluates to x shifted to the right by k bits
x >>= k;     // shifts x to the right by k bits
```

Question: how should we fill in new higher-order bits?

Idea: let's follow left-shift and fill with 0s.

```
short x = 2;  // 0000 0000 0000 0010
x >>= 1;      // 0000 0000 0000 0001
printf("%d\n", x); // 1
```

Right Shift (>>)

The RIGHT SHIFT operator shifts a bit pattern a certain number of positions to the right. Bits shifted off the end are lost.

```
 x >> k;     // evaluates to x shifted to the right by k bit
x >>= k;     // shifts x to the right by k bits
```

Question: how should we fill in new higher-order bits?

Idea: let's follow left-shift and fill with 0s.

```
short x = -2; // 1111 1111 1111 1110
x >>= 1;      // 0111 1111 1111 1111
printf("%d\n", x); // 32767!
```

Right Shift (>>)

The RIGHT SHIFT operator shifts a bit pattern a certain number of positions to the right. Bits shifted off the end are lost.

```
 x >> k;    // evaluates to x shifted to the right by k bit
x >>= k;    // shifts x to the right by k bits
```

Question: how should we fill in new higher-order bits?

Problem: always filling with zeros means we may change the sign bit.

Solution: let's fill with the sign bit!

Right Shift (>>)

The RIGHT SHIFT operator shifts a bit pattern a certain number of positions to the right. Bits shifted off the end are lost.

```
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x >>= k;    // shifts x to the right by k bits
```

Question: how should we fill in new higher-order bits?

Solution: let's fill with the sign bit!

```
short x = 2;   // 0000 0000 0000 0010
x >>= 1;       // 0000 0000 0000 0001
printf("%d\n", x); // 1
```

Right Shift (>>)

The RIGHT SHIFT operator shifts a bit pattern a certain number of positions to the right. Bits shifted off the end are lost.

```
 x >> k;     // evaluates to x shifted to the right by k bit
x >>= k;     // shifts x to the right by k bits
```

Question: how should we fill in new higher-order bits?

Solution: let's fill with the sign bit!

```
short x = -2; // 1111 1111 1111 1110
x >>= 1;      // 1111 1111 1111 1111
printf("%d\n", x); // -1!
```

Right Shift (>>)

There are *two kinds* of right shifts, depending on the value and type you are shifting:

- **Logical Right Shift:** fill new high-order bits with 0s.
- **Arithmetic Right Shift:** fill new high-order bits with the most-significant bit.

Unsigned numbers are right-shifted using **Logical Right Shift**.

Signed numbers are right-shifted using **Arithmetic Right Shift.**

This way, the sign of the number (if applicable) is preserved!

Shift Operation Pitfalls

1. *Technically*, the C standard does not precisely define whether a right shift for signed integers is logical or arithmetic. However, **almost all compilers/machines** use arithmetic, and you can most likely assume this.
2. Operator precedence can be tricky! For example:

   `1<<2 + 3<<4` means **`1 << (2+3) << 4`** because addition and subtraction have higher precedence than shifts! Always use parentheses to be sure:

   `(1<<2) + (3<<4)`

Bit Operator Pitfalls

- The default type of a number literal in your code is an **int**.
- Let's say you want a long with the index-32 bit as 1:

```
long num = 1 << 32;
```

- This doesn't work! 1 is by default an **int**, and you can't shift an int by 32 because it only has 32 bits. You must specify that you want 1 to be a **long**.

```
long num = 1L << 32;
```

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Demo: Color Wheel

Recap

- Bitwise Operators
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Next time: *How can a computer represent and manipulate more complex data like text?*