CS107 Lecture 4
Bits and Bytes; Bitwise Operators

reading:

Bryant & O’Hallaron, Ch. 2.1
How can a computer represent integer numbers?

Why is answering this question important?

• Helps us understand the limitations of computer arithmetic (last time)
• Shows us how to more efficiently perform arithmetic (today)
• Shows us how we can encode data more compactly and efficiently (today)

assign1: implement 3 programs that manipulate binary representations to (1) work around the limitations of arithmetic with addition, (2) simulate an evolving colony of cells, and (3) print Unicode text to the terminal.
Today, we’ll learn about a new set of operators to manipulate bits. For example:

```java
int x = 2;
// NEW: shift all bits X places to the left or right
x = x << 1; // now x is 4!

// NEW: check if the least significant bit is a 0
if (x & 1 == 0) {...
```

This is useful because we can perform some arithmetic more efficiently, and also store data more compactly in individual bits.
Learning Goals

- Learn about the bitwise C operators and how to use them to manipulate bits
- Understand when to use one bitwise operator vs. another in your program
- Get practice with writing programs that manipulate binary representations
Lecture Plan

- Recap and continuing: Integer Representations
- Bitwise Operators
- Bitmasks
Lecture Plan

• Recap and continuing: Integer Representations
  • Bitwise Operators
  • Bitmasks
All data, including integer variables, are ultimately stored in memory in binary:

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

- Unsigned numbers store the direct binary representation of its value
- Signed numbers use **two’s complement** to store its positive/negative/0 value
- Overflow occurs when we exceed the the minimum or maximum value of the bit representation – it can cause some funky bugs!
Base 10 vs. Binary vs. Hex

• Let’s take a byte (8 bits):

  165
  \(0b10100101\)
  0xa5

  Base-10: Human-readable, but cannot easily interpret on/off bits

  Base-2: Yes, computers use this, but not human-readable

  Base-16: Easy to convert to Base-2, More “portable” as a human-readable format
  (fun fact: a half-byte is called a nibble or nybble)
Overflow occurs because we don’t have enough bits to store a value.
E.g. if we have `unsigned short x = 65535` and add 2, we get 1!

\[
\begin{align*}
1111 & \quad 1111 & \quad 1111 & \quad 1111 \\
0000 & \quad 0000 & \quad 0000 & \quad 0010 \\
\hline + & \quad 1 & \quad 0000 & \quad 0000 & \quad 0000 & \quad 0001 \\
\end{align*}
\]
Overflow

4-bit unsigned integer representation

4-bit two's complement signed integer representation
In C, there are various constants that represent these minimum and maximum values: `INT_MIN`, `INT_MAX`, `UINT_MAX`, `LONG_MIN`, `LONG_MAX`, `ULONG_MAX`, ...
If we want to **reduce** the bit size of a number, C **truncates** the representation and discards the *more significant bits*.

```c
int x = 53191;
short sx = x;  // -12345!
```

```plaintext
x = 0000 0000 0000 0000 1100 1111 1100 0111
sx = 1100 1111 1100 0111
```
If we want to **reduce** the bit size of a number, C **truncates** the representation and discards the *more significant bits*.

```c
int x = -3;
short sx = x; // still -3
```

```
x = 1111 1111 1111 1111 1111 1111 1111 1101
sx = 1111 1111 1111 1101
```
Expanding Bit Representations

Sometimes, we want to carry over a value to a larger variable (e.g. make an `int` and set it equal to a `short`).

- For **unsigned** values, C adds *leading zeros* to the representation (“zero extension”)
- For **signed** values, C *repeats the sign of the value* for new digits (“sign extension”)
Expanding Bit Representation

If we want to **expand** the bit size of an **unsigned** number, C adds **leading zeros**.

```c
unsigned short s = 4;
unsigned int i = s;  // still 4

s = 0000 0000 0000 0100
i = 0000 0000 0000 0000 0000 0000 0000 0100
```
Expanding Bit Representation

If we want to expand the bit size of an signed number, C adds repeats the sign.

```c
short s = -4;
int i = s; // still -4

s = 1111 1111 1111 1100
i = 1111 1111 1111 1111 1111 1111 1111 1100
```
If we want to expand the bit size of an signed number, C adds repeats the sign.

```
short s = 4;
int i = s; // still 4
```

```
s = 0000 0000 0000 0100
i = 0000 0000 0000 0000 0000 0000 0000 0100
```
Casting

You can cast something to another type (treat as other type temporarily) by putting that type in parentheses in front of the value:

```c
short s = -12345;
...(unsigned short)s...
```

Casting between variable types can cause tricky issues; the bits remain the same but are interpreted differently.

Here, s is -12345, but casted it is 53191! (1100 1111 1100 0111 in binary)
Casting

You can store the result as well:

```c
short s = -12345;
unsigned short us = (unsigned short)s; // 53191!
```

You can also use the `U` suffix after a number literal to treat it as unsigned:

```c
-12345U
```
Casting

4-bit two's complement signed integer representation

4-bit unsigned integer representation
Comparisons Between Different Types

Be careful when comparing signed and unsigned integers. C will implicitly cast the signed argument to unsigned, and then performs the operation assuming both numbers are non-negative.

```c
int x = -1;    // 1111 1111 1111 1111 1111 1111 1111 1111
unsigned int y = 0;
if (x < y) { ... // will be false!!
```

Note: when doing <, >, <=, >= comparison between different size types, it will promote to the larger type.
sizeof takes a variable type (or a variable itself) as a parameter and returns the size of that type, in bytes.
Lecture Plan

• Recap and continuing: Integer Representations
• Bitwise Operators
• Bitmasks
• 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 is a binary operator. The AND of 2 bits is 1 if both bits are 1, and 0 otherwise.

\[
\text{output} = a \& b;
\]

<table>
<thead>
<tr>
<th>a</th>
<th>b</th>
<th>output</th>
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<tbody>
<tr>
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& with 1 to let a bit through, & with 0 to zero out a bit
OR is a binary operator. The OR of 2 bits is 1 if either (or both) bits is 1.

\[
\text{output} = a \mid b;
\]

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| 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.

\[
\text{output} = \sim a;
\]

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</table>
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.

\[
\text{output} = a \text{ ^ } b;
\]

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</tbody>
</table>

^ 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:

\[
\begin{array}{c}
\text{AND} \\
\begin{array}{c}
0110 \\
\& \\
1100 \\
\hline
0100
\end{array}
\end{array}
\]

\[
\begin{array}{c}
\text{OR} \\
\begin{array}{c}
0110 \\
| \\
1100 \\
\hline
1110
\end{array}
\end{array}
\]

\[
\begin{array}{c}
\text{XOR} \\
\begin{array}{c}
0110 \\
^ \\
1100 \\
\hline
1010
\end{array}
\end{array}
\]

\[
\begin{array}{c}
\text{NOT} \\
\begin{array}{c}
\sim \\
1100 \\
\hline
0011
\end{array}
\end{array}
\]
Bit Operators

int x = 6;     // 0000 ... 0110
int y = 5;     // 0000 ... 0101

// 4
int anded = x & y;  // 0000 ... 0100

// 7
int ored = x | y;   // 0000 ... 0111

// -7
int notX = ~x;      // 1111 ... 1111 1111 1001

int xored = x ^ y;  // what would this give us?
If \( x = 6 \) (0110) and \( y = 5 \) (0101), what would \( x \wedge y \) be?
If $x = 6 (0110)$ and $y = 5 (0101)$, what would $x \land y$ be?

- 0: 0%
- 1: 0%
- 2: 0%
- 3: 0%
- 4: 0%
If \( x = 6 \) (0110) and \( y = 5 \) (0101), what would \( x \land y \) be?
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:

<table>
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<tr>
<th>AND</th>
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<th>XOR</th>
<th>NOT</th>
</tr>
</thead>
<tbody>
<tr>
<td>0110 &amp; 1100 ---- 0100</td>
<td>0110</td>
<td>0110 ^ 1100 ---- 1010</td>
<td>~ 1100 ---- 0011</td>
</tr>
</tbody>
</table>

Note: these are different from the logical operators AND (&&), OR (||) and NOT (!).
int x = 4;  // 0000 ... 0100
int y = 5;  // 0000 ... 0101

// This is checking if x and y are both nonzero
if (x && y) { ...

// This is checking if the result of x & y is nonzero
if (x & y) { ...

• **Recap and continuing**: Integer Representations
• Bitwise Operators
• **Bitmasks**
• **Demo**: Bitmasks and GDB
• More practice
We will frequently want to manipulate or isolate out specific bits in a larger collection of bits.

**Motivating Example:** Bit vectors
Instead of using arrays of e.g., Booleans in our programs, sometimes it’s beneficial to store that information in bits instead – more compact.

- **Example:** we can represent current courses taken using a `char` and manipulate its contents using bit operators.

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<table>
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<tr>
<th>CS161</th>
<th>CS109</th>
<th>CS103</th>
<th>CS111</th>
<th>CS107</th>
<th>CS107E</th>
<th>CS106B</th>
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<td>0</td>
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</table>
Bit Masking

#define CS106A 0x1  /* 0000 0001 */
#define CS106B 0x2  /* 0000 0010 */
#define CS107E 0x4  /* 0000 0100 */
#define CS107  0x8  /* 0000 1000 */
#define CS111  0x10 /* 0001 0000 */
#define CS103  0x20 /* 0010 0000 */
#define CS109  0x40 /* 0100 0000 */
#define CS161  0x80 /* 1000 0000 */

// Bit pattern: 0000 1011
unsigned char myClasses = CS106A | CS106B | CS107;
• How do we find the union of two sets of courses taken? Use OR:

\[
\begin{array}{cccccccccc}
\text{CS161} & \text{CS109} & \text{CS103} & \text{CS111} & \text{CS107} & \text{CS107E} & \text{CS106B} & \text{CS106A} \\
0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 \\
\end{array}
\]

\[
\begin{align*}
00100011 \\
| 01100001 \\
\hline
01100011
\end{align*}
\]
# Bit Masking

```c
#define CS106A 0x1 /* 0000 0001 */
#define CS106B 0x2 /* 0000 0010 */
#define CS107E 0x4 /* 0000 0100 */
#define CS107  0x8 /* 0000 1000 */
#define CS111  0x10 /* 0001 0000 */
#define CS103  0x20 /* 0010 0000 */
#define CS109  0x40 /* 0100 0000 */
#define CS161  0x80 /* 1000 0000 */

unsigned char myClasses = CS106A | CS106B | CS107;
unsigned char otherClasses = CS106A | CS106B | CS103;

// 0010 1011
unsigned char either = myClasses | otherClasses;
```
• How do we find the intersection of two sets of courses taken? Use AND:

\[
\begin{array}{cccccccc}
0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \\
\end{array}
\]

\[
\begin{align*}
\text{CS161} & \quad \text{CS109} & \quad \text{CS103} & \quad \text{CS111} & \quad \text{CS107} & \quad \text{CS107E} & \quad \text{CS106B} & \quad \text{CS106A} \\
00100011 & \quad 01100001 & \quad \text{00100001} \\
\end{align*}
\]
**Bit Masking**

**Example:** how do we update our bit vector to indicate we’ve taken CS107?

```
   0   0   1   0   0   0   0   1   1
CS161 CS109 CS103 CS111 CS107 CS107E CS106B CS106A
```

```
00100011
| 00001000
---- ----
00101011
```
Bit Masking

**Example:** how do we update our bit vector to indicate we’ve taken CS107?

A bitmask is a constructed bit pattern that we can use, along with bit operators, to manipulate a value.

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<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

00100011

<table>
<thead>
<tr>
<th>00001000</th>
</tr>
</thead>
</table>

---

00101011
Bit Masking

#define CS106A 0x1 /* 0000 0001 */
#define CS106B 0x2 /* 0000 0010 */
#define CS107E 0x4 /* 0000 0100 */
#define CS107  0x8 /* 0000 1000 */
#define CS111  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 CS107E 0x4 /* 0000 0100 */
#define CS107  0x8 /* 0000 1000 */
#define CS111  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?

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

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

<table>
<thead>
<tr>
<th>0</th>
<th>0</th>
<th>1</th>
<th>0</th>
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<td>CS106B</td>
<td>CS106A</td>
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</tbody>
</table>

\[
\begin{align*}
&00100011 \\
\&11011111 \\
\hline
&00000011
\end{align*}
\]

```c
char myClasses = ...;
myClasses &= ~CS103;  // Remove CS103
```
Bit Masking

• **Example:** how do we check if we’ve taken CS106B?

<table>
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<tbody>
<tr>
<td>0</td>
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</table>

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

```java
char myClasses = ...;
if (myClasses & CS106B) {
    // taken CS106B!
} else {
    // didn't take CS106B
}
```
Bit Masking

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

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</table>

\[
00100011 \\
& 00001000 \\
---- \\
00000000
\]

```c
char myClasses = ...;
if (!(myClasses & 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
Introducing GDB

Is there a way to step through the execution of a program and print out its values as it’s running? E.g., to view binary representations? **Yes!**
The GDB Debugger

GDB is a command-line debugger, a text-based debugger with similar functionality to other debuggers you may have used, such as in Qt Creator

- It lets you put breakpoints at specific places in your program to pause there
- It lets you step through execution line by line
- It lets you print out values of variables in various ways (including binary)
- It lets you track down where your program crashed
- And much, much more!

GDB is essential to your success in CS107 this quarter! We’ll be building our familiarity with GDB over the course of the quarter.

More next time...
Recap

• Recap and continuing: Integer Representations
• Bitwise Operators
• Bitmasks

Lecture 4 takeaways: We can use bit operators like &, |, ~, etc. to manipulate the binary representation of values. A number is a bit pattern that can be manipulated arithmetically or bitwise at your convenience!
Extra Practice
Hexadecimal and Truncation

For each initialization of x, what will be printed?

i. \( x = 130; \) \( \text{ // } 0x82 \)

ii. \( x = -132; \) \( \text{ // } 0xff7c \)

iii. \( x = 25; \) \( \text{ // } 0x19 \)

short x = ______;
char cx = x;
printf("%d", cx);
Hexadecimal and Truncation

For each initialization of x, what will be printed?

-126 i. x = 130; // 0x82

124 ii. x = -132; // 0xff7c

25 iii. x = 25; // 0x19

short x = ______;
char cx = x;
printf("%d", cx);
Limits and Comparisons

2. Will the following char comparisons evaluate to true or false?
   
i. \(-7 < 4\) \hspace{1cm} \textbf{true} \hspace{1cm} 
   iii. \((\text{char}) 130 > 4\) \hspace{1cm} \textbf{false} 

   ii. \(-7 < 4U\) \hspace{1cm} \textbf{false} \hspace{1cm} iv. \((\text{char}) -132 > 2\) \hspace{1cm} \textbf{true} 

By default, numeric constants in C are signed ints, unless they are suffixed with u (unsigned) or L (long).
Bitwise Warmup

How can we use bitmasks + bitwise operators to...

1. ...turn **on** a particular set of bits?

   0b00001101

   0b00001101

   ____________

   0b00001111

2. ...turn **off** a particular set of bits?

   0b00001101

   0b00001101

   ____________

   0b00001001

3. ...**flip** a particular set of bits?

   0b00001101

   0b00001101

   ____________

   0b00001011
Bitwise Warmup

How can we use bitmasks + bitwise operators to...

1. ...turn on a particular set of bits? **OR**
   
   \[
   \begin{align*}
   0b00001101 & | 0b00000010 \\
   \hline
   0b00001111 &
   \end{align*}
   \]

2. ...turn off a particular set of bits? **AND**
   
   \[
   \begin{align*}
   0b00001101 & \& 0b111111011 \\
   \hline
   0b00001001 &
   \end{align*}
   \]

3. ...flip a particular set of bits? **XOR**
   
   \[
   \begin{align*}
   0b00001101 & ^ 0b000000110 \\
   \hline
   0b00001011 &
   \end{align*}
   \]