

University of Illinois at Urbana-Champaign
Dept. of Electrical and Computer Engineering

ECE 120: Introduction to Computing

Manipulating Bits in C

We Can Compute Many Boolean Values Simultaneously

Let's do an example with bitwise operators.

In this example,

- we calculate all rows
- of a truth table for function **F(A,B,C)**
- using a single assignment.

To accomplish this task,

- we use one bit of variables **A**, **B**, **C**, and **F**
- for each row of the truth table.

Use Unsigned Data Types for Bit Operations

When working with bits, we
use unsigned data types.

This choice is particularly important

- when shifts are necessary,
- but it's a good habit **for all bit operations.**

Our function has three input variables,

- so we need eight bits
- to represent the eight rows
of the truth table.

Assign Truth Table Row Values to Input Bits

We first declare the three input variables:*

```
uint8_t A = 0xF0; /* A is 11110000 */
uint8_t B = 0xCC; /* B is 11001100 */
uint8_t C = 0xAA; /* C is 10101010 */
```

Notice that each triple of bits (vertically)

- forms a unique combination of input values
- from **111 for bit 7** down to **000 for bit 0**.

*A `uint8_t` is the same as an `unsigned char`
(**8-bit unsigned**), but see the notes for details.

Compute All Values of $F(A,B,C)$ Using One Assignment

We also declare two other variables:

```
uint8_t F; /* the function F */
int32_t i; /* truth table row
           iteration variable */
```

Let's say that $F(A,B,C) = (A+B)(A'+C')$

We can calculate

- all possible values of F
- with one statement using bitwise operators:

```
F = ((A | B) & ((~A) | (~C)));
```

Pitfall: Using Larger Data Types

What happens if we instead use, for example, `uint32_t` for A , B , C , and F ?

If our initializations are the same, all higher bits of A , B , and C are 0.

So those bits of F correspond to $F(0,0,0)$.

Do not assume that those bits are 0!

Instead, **use another bitwise AND to mask the higher bits out** (force them to 0) before using F .

We Print One Row at a Time

Now we can **print the header** for our truth table.

```
printf ("A B C | F\n");
printf ("-----+---\n");
```

To print the rows, we use **a single printf per row**:

```
for (i = 0; 8 > i; i = i + 1) {
    /* printf goes here */
}
```

The `printf` Merely Extracts Bits of F

The input variables

- are extracted from the loop index i , and
- $F(A,B,C)$ is the i^{th} bit of F .

```
printf ("%c %c %c | %c\n",
        '0' + (0 != (i & 4)), /* A */
        '0' + (0 != (i & 2)), /* B */
        '0' + (0 != (i & 1)), /* C */
        '0' + (0 != (F & (1 << i))));
```