
Subject: Optimized bit setting/clearing

Posted by [Oblivion](#) on Tue, 23 Jun 2020 08:44:14 GMT

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Hi,

I've been testing these bithacks on godbolt.org with various compilers and settings.

It seems that conditional bit setting and clearing can be easily optimized (around ~15% in some cases).

Code:

```
int flags = 0;
```

```
enum Flags {  
    FLAG_1 = 0x01,  
    FLAG_2 = 0x02,  
};
```

```
void Set1(bool b) { flags = (flags & ~FLAG_1) | (-b & FLAG_1); }
```

```
void Set2(bool b) { if(b) flags |= FLAG_2; else flags &= ~FLAG_2; }
```

Disassembly (CLANG 10.0. Compilation flags: -O3 -ffunction-sections -fdata-sections):

```
Set1(bool):                                # @Set1(bool)
```

```
    mov     eax, dword ptr [rip + flags]  
    and     eax, -2  
    or      eax, edi  
    mov     dword ptr [rip + flags], eax  
    ret
```

```
Set2(bool):                                # @Set2(bool)
```

```
    mov     eax, dword ptr [rip + flags]  
    mov     ecx, eax  
    and     ecx, -3  
    or      eax, 2  
    test    edi, edi  
    cmovbe  eax, ecx  
    mov     dword ptr [rip + flags], eax  
    ret
```

```
flags:
```

```
    .long   0                                # 0x0
```

The resulting assembly code is either smaller and faster in most cases on all compilers or it is equal on some.

Best regards,
