
Subject: Bit Twiddling Hacks

Posted by [Novo](#) on Thu, 25 Nov 2010 15:33:02 GMT

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<http://graphics.stanford.edu/~seander/bithacks.html>

This is a quite interesting collection of small optimized functions by Sean Eron Anderson.

Subject: Re: Bit Twiddling Hacks

Posted by [dolik.rce](#) on Thu, 25 Nov 2010 17:30:54 GMT

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Novo wrote on Thu, 25 November 2010 16:33<http://graphics.stanford.edu/~seander/bithacks.html>

This is a quite interesting collection of small optimized functions by Sean Eron Anderson.
Quite interesting reading Thanks.

Subject: Re: Bit Twiddling Hacks

Posted by [Didier](#) on Thu, 25 Nov 2010 20:44:58 GMT

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Very interesting tricks when you want high data throughput and want to avoid branching !
Thank's

Subject: Re: Bit Twiddling Hacks

Posted by [Mindtraveller](#) on Sat, 04 Dec 2010 15:35:01 GMT

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May be it will be good idea to include these functions to U++. Some of them are great.

Subject: Re: Bit Twiddling Hacks

Posted by [mr_ped](#) on Mon, 06 Dec 2010 08:00:46 GMT

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sent an improvement for the last one couple of days ago and no answer yet... :/

(oh, I mean, I really did love to read trough them, I even learned couple of new tricks, otherwise I wouldn't dare to work on any improvement, so this is the way how I say I like something... I send improvement, hehehe)

My version of NextBitPermutation if you are curious:

```
unsigned int t = (v | (v - 1)) + 1;
```

```
w = t | ((v^t) >> (__builtin_ctz(v) + 2));
```
