The tadpole operators explained

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<u>Last time</u>,¹ I introduced <u>the tadpole operators</u>. As you have probably figured out by now, it was a joke. There are no new tadpole operators.

But the sample code works. What's going on?

The tadpole operators are pseudo-operators, like <u>the goes to operator</u> or <u>the sproing</u> <u>operator</u>: They take advantage of existing language features, and come with a creative story.

Start with the identity for two's complement negation

-x = -x + 1

then move the -x to the right hand side and the -x to the left hand side:

 $- \sim x = x + 1$

If that was too fast for you, we can do it a different way: start with the identity for two's complement negation

-x = -x + 1

subtract 1 from both sides

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-x - 1 = -x
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and finally, negate both sides

x + 1 = -x

To get the decrement tadpole operator, start with

-x = -x + 1

and substitute x = -y:

-(-y) = ~-y + 1

subtract 1 from both sides and simplify -(-y) to y.

y - 1 = ~-y

Update: <u>Justin Olbrantz (Quantam)</u> and <u>Ben Voigt</u> provide a simpler derivation, starting with the identity for two's complement negation.

-x = ~x + 1		
	Rearrange terms	~x = -x - 1
Let x = ~y		Let $x = -y$
-~y = ~(~y) + 1		~-y = -(-y) - 1
-~y = y + 1		~-y = y - 1

¹Why didn't I post it on April 1st? Well, for one thing, April 1st is overcrowded. Second, it would have interfered with the run-up to the //build conference. And third, yesterday was a holiday in the United States, and I tend to schedule lighter fare on holidays.

²This means that they don't work on a machine that does not use two's complement, or one which checks overflow. Still, maybe they'll be useful if you're entering the <u>IOCCC</u> or some other contest which values minimal code size or obfuscation (or both).

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