Lecture 07
Control Instructions

CS213 – Intro to Computer Systems

Branden Ghena – Spring 2021

Slides adapted from:
St-Amour, Hardavellas, Bustamente (Northwestern), Bryant, O'Hallaron (CMU), Garcia, Weaver (UC Berkeley)

Northwestern

Administrivia

- Exam details will be posted later today
  - Class time next week Thursday (4/29)
  - Content is through **today’s material**

  - I have already emailed you if you are at an alternate time

- I will have a practice exam, but…
  - It’s going to be one professor St-Amour’s old exams
  - Very similar, but not exactly the same as my exam style

Today’s Goals

- Understand converting C control flow statements to assembly
  - If, If-else, While, For, etc.

- Discuss multiple ways to represent code
  - Often an efficiency tradeoff

Outline

- **Branching (If/Else)**
- Loops (Do While, While, For)
- Conditional Move

What can instructions do?

- Move data: ✓
- Arithmetic: ✓
- **Transfer control**
    - Instead of executing next instruction, go somewhere else

```
if (x > y)
    result = x-y;
else
    result = y-x;
```

```
while (x > y)
    result = x-y;
return result;
```

- Sometimes we want to go from the red code to the green code
- But the blue code is what's next!
- Need to transfer control! Execute an instruction that is not the next one
- And ***conditionally***, too! (i.e., based on a condition)

Conditional operations in (x86-64) assembly

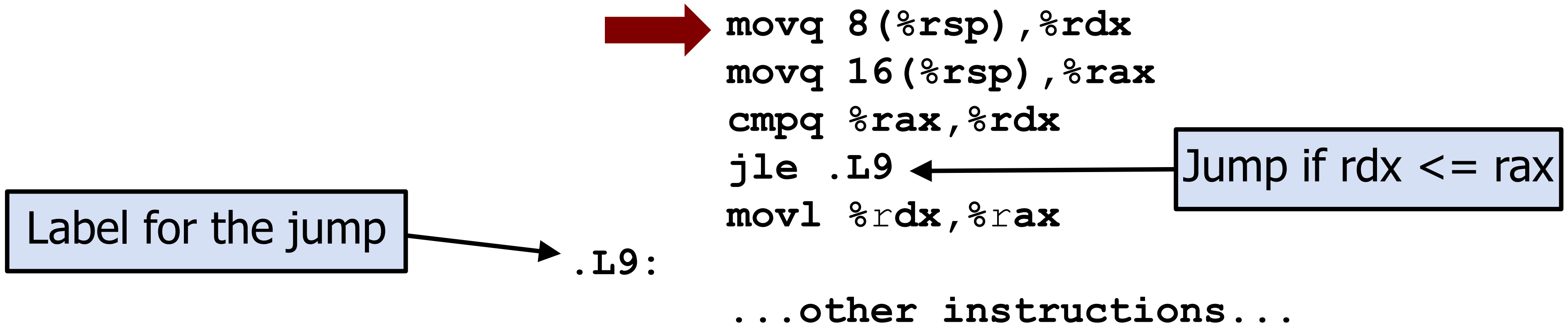
- First, an instruction sets condition codes
  - Implicitly: any arithmetic (not **`lea`**)
  - Explicitly: **`cmp`**, **`test`**
- Second, another instruction observes condition codes
  - And does one thing or another depending on what it sees

- In the second category, we saw the `setX` instructions
  - **`set{e, ne, s, …} D`** evaluates condition, writes 0 or 1 to **`D`**

SetX	Condition	Description
`sete`	**`ZF`**	**Equal / Zero**
`setne`	**`~ZF`**	**Not Equal / Not Zero**
`setg`	**`~(SF^OF)&~ZF`**	**Greater (Signed)**
`setge`	**`~(SF^OF)`**	**Greater or Equal (Signed)**
...	...	...

Breaking with sequential execution

- "Normal" execution follows instructions in listed (sequential) order
- To move to a different location – jump
    - Jump to different part of code depending on condition codes
    - Destination of a jump – label: particular address at which we find code
    - Label addresses are determined when generating the object code



```
        movq 8(%rsp),%rdx
        movq 16(%rsp),%rax
        cmpq %rax,%rdx
        jle .L9
        movl %rdx,%rax
.L9:
        ...other instructions...
```

Jumping

- `jX` Instructions
  - Jump to different part of code depending on condition codes
  - **`jmp`** has two options
    - **Direct**: to a label
    - **Indirect**: based on a register
    - Direct is the most common

jX	Condition	Description
`jmp`	`1`	Unconditional
`je`	`ZF`	Equal / Zero
`jne`	`~ZF`	Not Equal / Not Zero
`js`	`SF`	Negative
`jns`	`~SF`	Nonnegative
`jg`	`~(SF^OF)&~ZF`	Greater (Signed)
`jge`	`~(SF^OF)`	Greater or Equal (Signed)
`jl`	`(SF^OF)`	Less (Signed)
`jle`	`(SF^OF)|ZF`	Less or Equal (Signed)
`ja`	`~CF&~ZF`	Above (unsigned)
`jae`	`~CF`	Above or Equal (unsigned)
`jb`	`CF`	Below (unsigned)
`...`	`...`	…

Key idea: building C constructs with assembly

- Jump will let us build the flow control statements in C
  - If, While, For, Switch, etc.

- But the translation isn't always obvious
  - Might switch ordering, or negate the logical condition
  - Maintains the same result when it runs, but easier for assembly

- Steps
  1. Transform C into something simpler (closer to assembly)
  2. Transform simpler C into assembly

Goto in C

- C allows **`goto`** as means of transferring control
  - Closer to machine-level programming style

  - Place labels wherever you want in code
  - Goto “jumps” to the referenced label

- Generally considered bad programming style
  - Makes it really difficult to understand what code is doing

```
   int i = 0;
start:
   if (i >= 3){ goto end; }
   ++i;
   printf(“Hello ”);
   goto start;
end:
   printf(“World!\n”);
```

Prints:

```
“Hello Hello Hello World!\n”
```

Conditional Branch Example

```
long absdiff(long x, long y)
{
  long result;
  if (x > y)
    result = x-y;
  else
    result = y-x;
  return result;
}
```

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) { goto Else; }
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

- Translate an if statement into a "simpler" goto statement
  - Closer to machine code

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq    %rsi, %rdi   # x:y
   jle     .L2
   movq    %rdi, %rax
   subq    %rsi, %rax
   jmp     .L3
.L2:       # x <= y
   movq    %rsi, %rax
   subq    %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq    %rsi, %rdi   # x:y
   jle     .L2
   movq    %rdi, %rax
   subq    %rsi, %rax
   jmp     .L3
.L2:       # x <= y
   movq    %rsi, %rax
   subq    %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq     %rsi, %rdi   # x:y
   jle      .L2
   movq     %rdi, %rax
   subq     %rsi, %rax
   jmp      .L3
.L2:                # x <= y
   movq     %rsi, %rax
   subq     %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq    %rsi, %rdi   # x:y
   jle     .L2
   movq    %rdi, %rax
   subq    %rsi, %rax
   jmp     .L3
.L2:       # x <= y
   movq    %rsi, %rax
   subq    %rdi, %rax
.L3:
   ret
```

Register	Use(s)
%rdi	Argument x
%rsi	Argument y
%rax	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq    %rsi, %rdi   # x:y
   jle     .L2
   movq    %rdi, %rax
   subq    %rsi, %rax
   jmp     .L3
.L2:               # x <= y
   movq    %rsi, %rax
   subq    %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq    %rsi, %rdi   # x:y
   jle     .L2
   movq    %rdi, %rax
   subq    %rsi, %rax
   jmp     .L3
.L2:       # x <= y
   movq    %rsi, %rax
   subq    %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

Conditional Branch Example

Goto Version

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) {goto Else;}
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

Asm Version

```
absdiff:
   cmpq     %rsi, %rdi   # x:y
   jle      .L2
   movq     %rdi, %rax
   subq     %rsi, %rax
   jmp      .L3
.L2:        # x <= y
   movq     %rsi, %rax
   subq     %rdi, %rax
.L3:
   ret
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

General “if-then-else” translation

C Code

```
if (test-expr)
   then-statement
else
   else-statement
```

Goto Version

```
   ntest = !(test-expr);
   if (ntest){
      goto Else;
   }
   then-statement;
   goto done;
Else:
   else-statement;
done:
```

- *test-expr* is an expression returning integer
    - = 0 interpreted as false, ≠0 interpreted as true
- Only one of the two statements is executed
    - i.e. only one of the two *branches* of code
- That’s one translation; there are others
    - E.g., flipping the order of the blocks instead of flipping the test
- Conditional expressions (`x ? y : z`) can use the same translation

If statement - bigger example

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  cmp %rsi, %rdi
  jle elif          # !(a > b)
  movq $1, %rax
  jmp end
elif:
  cmp %rsi, %rdi
  jge else          # !(a < b)
  movq $-1, %rax
  jmp end
else:
  movq $0, %rax
end:
  ret               # returns %rax
```

If statement - bigger example

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  cmp %rsi, %rdi
  jle elif            # !(a > b)
  movq $1, %rax
  jmp end
elif:
  cmp %rsi, %rdi
  jge else            # !(a < b)
  movq $-1, %rax
  jmp end
else:
  movq $0, %rax
end:
  ret                 # returns %rax
```

If statement - bigger example

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  cmp %rsi, %rdi
  jle elif             # !(a > b)
  movq $1, %rax
  jmp end
elif:
  cmp %rsi, %rdi
  jge else             # !(a < b)
  movq $-1, %rax
  jmp end
else:
  movq $0, %rax
end:
  ret                  # returns %rax
```

If statement - bigger example

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  cmp %rsi, %rdi
  jle elif           # !(a > b)
  movq $1, %rax
  jmp end
elif:
  cmp %rsi, %rdi
  jge else           # !(a < b)
  movq $-1, %rax
  jmp end
else:
  movq $0, %rax
end:
  ret                # returns %rax
```

If statement - bigger example

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  cmp %rsi, %rdi
  jle elif          # !(a > b)
  movq $1, %rax
  jmp end
elif:
  ~~cmp %rsi, %rdi~~  # unnecessary
  jge else          # !(a < b)
  movq $-1, %rax
  jmp end
else:
  movq $0, %rax
end:
  ret               # returns %rax
```

Break + Optimization (O1)

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
  long c;
  if (a > b) {
    c = 1;
  } else if (a < b) {
    c = -1;
  } else {
    c = 0;
  }
  return c;
}
```

```
  movq $1, %rax
  cmp %rsi, %rdi
  jg end
  setl %al
  movzbq %al, %rax
  neg %rax
end:
  ret                 # returns %rax
```

What is the yellow code block doing above?

Break + Optimization (O1)

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
   long c;
   if (a > b) {
      c = 1;
   } else if (a < b) {
      c = -1;
   } else {
      c = 0;
   }
   return c;
}
```

```
  movq $1, %rax
  cmp %rsi, %rdi
  jg end
  setl %al
  movzbq %al, %rax
  neg %rax
end:
  ret                 # returns %rax
```

else if and else together

What is the yellow code block doing above?
Generates 0 (not less) or -1 (less)

Outline

- Branching (If/Else)
- **Loops (Do While, While, For)**
- Conditional Move

Loops

- C provides different looping constructs
  - **`while`**, **`do … while`**, **`for`**
- No corresponding instruction in machine code
- Most compilers
  - Transform general loops into **`do … while`**

```
do
   body-statement
   while (test-expr);
```

  - Then compile them into machine code

“Do-While” Loop Compilation

- Running example: count number of 1s in x (“popcount”)
  - We’ll write it with different kinds of loops
  - What the body of the loop does is not our focus; we’ll just ignore it
- Use conditional branch to either continue looping or to exit loop

C Code

```
long pcount_do
  (unsigned long x)
{
  long result = 0;
  do {
    result += x & 0x1;
    x >>= 1;
  } while (x);
  return result;
}
```

Goto Version

```
long pcount_goto
  (unsigned long x)
{
  long result = 0;
 loop:
  result += x & 0x1;
  x >>= 1;
  if (x) {goto loop;}
  return result;
}
```

“Do-While” assembly translation

Register	Use(s)
`%rdi`	Argument x
`%rax`	result

Goto Version

```
long pcount_goto
  (unsigned long x) {
  long result = 0;
 loop:
  result += x & 0x1;
  x >>= 1;
  if (x) {goto loop;}
  return result;
}
```

```
    movq    $0,%rax      #  result = 0
.L2:                     # loop:
    movq    %rdi,%rdx
    andq    $1,%rdx      #  t = x & 0x1
    addq    %rdx,%rax    #  result += t
    shrq    %rdi         #  x >>= 1
    jne     .L2          #  if (x) goto loop
    rep; ret
```

“Do-While” assembly translation

Register	Use(s)
`%rdi`	Argument x
`%rax`	result

Goto Version

```
long pcount_goto
  (unsigned long x) {
  long result = 0;
 loop:
  result += x & 0x1;
  x >>= 1;
  if (x) {goto loop;}
  return result;
}
```

```
    movq    $0,%rax      #  result = 0
.L2:                     # loop:
    movq    %rdi,%rdx
    andq    $1,%rdx      #  t = x & 0x1
    addq    %rdx,%rax    #  result += t
    shrq    %rdi         #  x >>= 1
    jne     .L2          #  if (x) goto loop
    rep; ret
```

- `rep` instruction repeats string operations following it **What?!!**

"Do-While" assembly translation

Register	Use(s)
`%rdi`	Argument x
`%rax`	result

Goto Version

```
long pcount_goto
  (unsigned long x) {
  long result = 0;
 loop:
  result += x & 0x1;
  x >>= 1;
  if (x) {goto loop;}
  return result;
}
```

```
    movq    $0,%rax       #  result = 0
.L2:                      # loop:
    movq    %rdi,%rdx
    andq    $1,%rdx       #  t = x & 0x1
    addq    %rdx,%rax     #  result += t
    shrq    %rdi          #  x >>= 1
    jne     .L2           #  if (x) goto loop
    rep; ret
```

- `rep` instruction repeats string operations following it **What?!!**
- `rep; ret` uses `rep` as a no-op (a.k.a nop, an operation that does nothing)
  - Example of a compiler optimization that you might run into in real assembly code
  - AMD recommends this to speed up execution when there is a jump before a return
  - See CE361 and CE452 for more details (Computer Architecture courses)

General "Do-While" Translation

- Body: {
  Statement$_1$;
  Statement$_2$;
  …
  Statement$_n$;
  }

C Code

```
do
  Body
  while (Test);
```

Goto Version

```
loop:
  Body
  if (Test) {
    goto loop
  }
```

- Test returns integer
  - = 0 interpreted as false
  - ≠ 0 interpreted as true

General "While" Translation #1

- "Jump-to-middle" translation
- Simplest compiler translation

While version

```
while (Test) {
   Body
}
```

Goto Version

```
  goto test;
loop:
  Body
test:
  if (Test){
    goto loop;
  }
done:
```

While Loop Example #1

C Code

```
long pcount_while
  (unsigned long x)
{
  long result = 0;
  while (x) {
    result += x & 0x1;
    x >>= 1;
  }
  return result;
}
```

Jump to Middle

```
long pcount_goto_jtm
  (unsigned long x)
{
  long result = 0;
  goto test;
 loop:
  result += x & 0x1;
  x >>= 1;
 test:
  if(x) {goto loop;}
  return result;
}
```

- Initial goto starts loop at test

Comparing while to do-while

While with goto **(jump to middle)**

```
long pcount_while_goto_jtm
   (unsigned long x)
{
   long result = 0;
   goto test;
 loop:
   result += x & 0x1;
   x >>= 1;
 test:
   if(x) {goto loop;}
   return result;
}
```

Do While with goto

```
long pcount_dowhile_goto
   (unsigned long x)
{
   long result = 0;

 loop:
   result += x & 0x1;
   x >>= 1;

   if (x) {goto loop;}
   return result;
}
```

General “While” Translation #2

- “Do-while” conversion
- More optimized compiler translation

While version

```
while (Test)
  Body
```

Do-While Version

```
  if (!Test)
    goto done;
  do
    Body
    while(Test);
done:
```

Goto Version

```
  if (!Test)
    goto done;
loop:
  Body
  if (Test)
    goto loop;
done:
```

"While" Loop Example #2

C Code

```
long pcount_while
  (unsigned long x)
{
  long result = 0;
  while (x) {
    result += x & 0x1;
    x >>= 1;
  }
  return result;
}
```

Goto Version

```
long pcount_goto_dw
  (unsigned long x)
{
  long result = 0;
  if (!x) {goto done;}
 loop:
  result += x & 0x1;
  x >>= 1;
  if(x) {goto loop;}
 done:
  return result;
}
```

- Initial conditional guards entrance to loop

Comparing jump-to-middle and guarded-do-while

While with goto **(jump to middle)**

```
long pcount_while_goto_jtm
   (unsigned long x)
{
   long result = 0;
   goto test;
  loop:
   result += x & 0x1;
   x >>= 1;
  test:
   if(x) {goto loop;}

   return result;
}
```

While with goto **(guarded do-while)**

```
long pcount_goto_dw
   (unsigned long x)
{
   long result = 0;
   if (!x) {goto done;}
  loop:
   result += x & 0x1;
   x >>= 1;

   if(x) {goto loop;}
  done:
   return result;
}
```

"For" Loop Form

General Form

```
for (Init; Test; Update )

      Body
```

```
#define WSIZE 8*sizeof(int)
long pcount_for
  (unsigned long x)
{
  size_t i;
  long result = 0;
  for (i = 0; i < WSIZE; i++)
  {
    unsigned bit = (x >> i) & 0x1;
    result += bit;
  }
  return result;
}
```

Init

```
i = 0
```

Test

```
i < WSIZE
```

Update

```
i++
```

Body

```
{
  unsigned bit = (x >> i) & 0x1;
  result += bit;
}
```

"For"→ "While" → "Do-While" → "Goto"

For Version

```
for (Init; Test; Update )

    Body
```

While Version

```
Init;
while (Test ) {
    Body
    Update ;
}
```

Do-While Version

```
  Init;
  if (!Test)
    goto done;
  do {
    Body
    Update ;
  } while (Test)
done:
```

Goto Version

```
  Init;
  if (!Test)
    goto done;
loop:
  Body
  Update ;
  if (Test)
    goto loop;
done:
```

"For" Loop Conversion Example

C Code

```
#define WSIZE 8*sizeof(int)
long pcount_for(unsigned x)
{
  size_t i;
  long result = 0;
  for (i = 0; i < WSIZE; i++) {
    unsigned bit =
       (x >> i) & 0x1;
    result += bit;
  }
  return result;
}
```

Goto Version

```
#define WSIZE 8*sizeof(int)
long pcount_for_gt(unsigned x)
{
  size_t i;
  long result = 0;
  i = 0;                      Init
  ~~if (!(i < WSIZE))~~       ! Test
    ~~goto done;~~
 loop:
  {                           Body
    unsigned bit =
       (x >> i) & 0x1;
    result += bit;
  }
  i++;                        Update
  if (i < WSIZE)              Test
    goto loop;
 done:
  return result;
}
```

- Initial test can be optimized away! (0 always < WSIZE)

Assembly to loop + Break

What does this function do?

```
my_function:      # %rdi is argument1
  mov $0, %rax
  mov $0, %rbx
  test %rdi, %rdi
  jle end
loop:
  add %rbx, %rax
  add $1, %rbx
  cmp %rdi, %rbx
  jne loop
end:
  ret             # returns %rax
```

Assembly to loop

```
my_function:          # %rdi is argument1
  mov $0, %rax        # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end             # skip loop
loop:
  add %rbx, %rax
  add $1, %rbx
  cmp %rdi, %rbx
  jne loop
end:
  ret                 # returns %rax
```

Assembly to loop

```
my_function:          # %rdi is argument1
  mov $0, %rax        # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end             # skip loop
loop:
  add %rbx, %rax
  add $1, %rbx
  cmp %rdi, %rbx
  jne loop
end:
  ret                 # returns %rax
```

Assembly to loop

```
my_function:          # %rdi is argument1
  mov $0, %rax        # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end             # skip loop
loop:
  add %rbx, %rax      # %rax += %rbx
  add $1, %rbx        # %rbx += 1
  cmp %rdi, %rbx
  jne loop
end:
  ret                 # returns %rax
```

Assembly to loop

```
my_function:         # %rdi is argument1
  mov $0, %rax       # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end            # skip loop
loop:
  add %rbx, %rax     # %rax += %rbx
  add $1, %rbx       # %rbx += 1
  cmp %rdi, %rbx
  jne loop           # while %rbx != %rdi
end:
  ret                # returns %rax
```

Assembly to loop

```c
long my_function(long rdi) {
  long rax = 0;
  long rbx = 0;

  while (rbx != rdi) {
    rax += rbx;
    rbx += 1;
  }

  return rax;
}
```

```
my_function:        # %rdi is argument1
  mov $0, %rax      # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end           # skip loop
loop:
  add %rbx, %rax    # %rax += %rbx
  add $1, %rbx      # %rbx += 1
  cmp %rdi, %rbx
  jne loop          # while %rbx != %rdi
end:
  ret               # returns %rax
```

Assembly to loop

```
long my_function(long rdi) {
  long rax = 0;
  long rbx = 0;

  while (rbx != rdi) {
    rax += rbx;
    rbx += 1;
  }

  return rax;
}
```

```
long my_function(long max) {
    long result = 0;
    for (int i=0; i<max; i++){
        result += i;
    }

    return result;
}
```

```
my_function:          # %rdi is argument1
  mov $0, %rax        # clear variables
  mov $0, %rbx
  test %rdi, %rdi
  jle end             # skip loop
loop:
  add %rbx, %rax      # %rax += %rbx
  add $1, %rbx        # %rbx += 1
  cmp %rdi, %rbx
  jne loop            # while %rbx != %rdi
end:
  ret                 # returns %rax
```

Outline

- Branching (If/Else)
- Loops (Do While, While, For)
- **Conditional Move**

The Problem with Conditional Jumps

- Conditional jumps = conditional *transfer of control*
    - i.e., forget what you thought you were going to do, do this other thing instead

- Modern processors like to do work “ahead of time”
    - Keywords: ***pipelining, branch prediction, speculative execution***
    - Transfer of control may mean throwing that work away
        - That’s inefficient

- Solution: conditional *moves*
    - We still get to do something conditionally
    - But no transfer of control necessary
    - “Ahead of time” work can always be kept

Conditional Moves

`cmovX`	**Description**
`cmove S, D`	equal / Zero
`cmovne S, D`	not equal / Not zero
`comvs S, D`	negative
`cmovns S, D`	nonnegative
`comvg S, D`	greater (Signed)
`cmovge S, D`	greater or equal (Signed)
`cmovl S, D`	less (Signed)
`cmovle S, D`	less or equal (Signed)
`cmova S, D`	above (Unsigned)
`cmovae S, D`	above or equal (Unsigned)
`cmovb S, D`	below (Unsigned)
`cmovbe S, D`	below or equal (Unsigned)

D ← S only if test condition is true

Conditional Move Example

```
long absdiff(long x, long y)
{
  long res;
  if (x > y)
    res = x-y;
  else
    res = y-x;
  return res;
}
```

Register	Use(s)
`%rdi`	Argument x
`%rsi`	Argument y
`%rax`	Return value

```
absdiff:
   movq    %rdi, %rax  # x
   subq    %rsi, %rax  # res = x-y
   movq    %rsi, %rdx
   subq    %rdi, %rdx  # alt = y-x
   cmpq    %rsi, %rdi  # x:y
   cmovle  %rdx, %rax  # if <=, res = alt
   ret
```

Look Ma, no branching!

Must compute both results, though, which is not always possible or desirable...

Bad Cases for Conditional Move

Expensive Computations

```
val = Test(x) ? Hard1(x) : Hard2(x);
```

- Both values get computed
- Only makes sense when computations are very simple

Risky Computations

```
val = p ? *p : 0;
```

- A `cmov` requires that both values get computed
- Could trigger a fault (compiler must use jumps instead)

Computations with side effects

```
val = x > 0 ? x++ : x--;
```

- Both values get computed
- Needs use extra temporary registers to hold intermediate results

If, else if, else – optimized (O3)

a→%rdi, b→%rsi, c→%rax

```
long test(long a, long b){
   long c;
   if (a > b) {
      c = 1;
   } else if (a < b) {
      c = -1;
   } else {
      c = 0;
   }
   return c;
}
```

```
movq $0, %rax     # clear reg
cmp %rsi, %rdi
movq $1, %rdx
setl %al
neg %rax
cmp %rsi, %rdi
cmovg %rdx, %rax
ret               # returns %rax
```

else if and else together

select output

Outline

- Branching (If/Else)
- Loops (Do While, While, For)
- Conditional Move

- Bonus Slides
    - Switch Statements and Jump Tables

Switch statements

- A multi-way branching capability based on the value of an integer
- Useful when many possible outcomes
- Switch cases
  - Fall through cases:
    - Here 1
  - Missing cases:
    - Here 3, 4, 5, 6
  - Multiple case labels:
    - Here 7 & 8
- Easier to read C code and more efficient implementation with jump tables

```
long switch_fun
 (long x, long y, long z, long w) {
  switch(x) {
  case 0:
        w += y;
        break;
  case 1:
        w -= y;
        /* FALL THROUGH */
  case 2:
        w += z;
        break;
  /* MISSING CASES */
  case 7:
  case 8: /* MULTIPLE CASES */
        w -= z;
        break;
  default:
        w = 2;
        break;
  }
  w += 5;
  return w;
}
```

Target code blocks

```
case 0:
     w += y;
     break;
case 1:
     w -= y;
     /* FALL THROUGH */
case 2:
     w += z;
     break;
case 7:
case 8: /* MULTIPLE CASES */
     w -= z;
     break;
default:
     w = 2;
     break;
```

One code block per case!

```
.L7:                         # case 0
   addq     %rsi, %rcx
   jmp      .L2              # break

.L6:                         # case 1
   subq     %rsi, %rcx
   # FALL THROUGH
.L5:                         # case 2
   addq     %rdx, %rcx
   jmp      .L2              # break

.L3:                         # cases 7 and 8
   subq     %rdx, %rcx
   jmp      .L2              # break

.L8:                         # default
   movl     $2, %ecx
   jmp      .L2              # break

.L2:
   ...
```

`%rdi`	Argument x
`%rsi`	Argument y
`%rdx`	Argument z
`%rcx`	Argument w
`%rax`	Return value

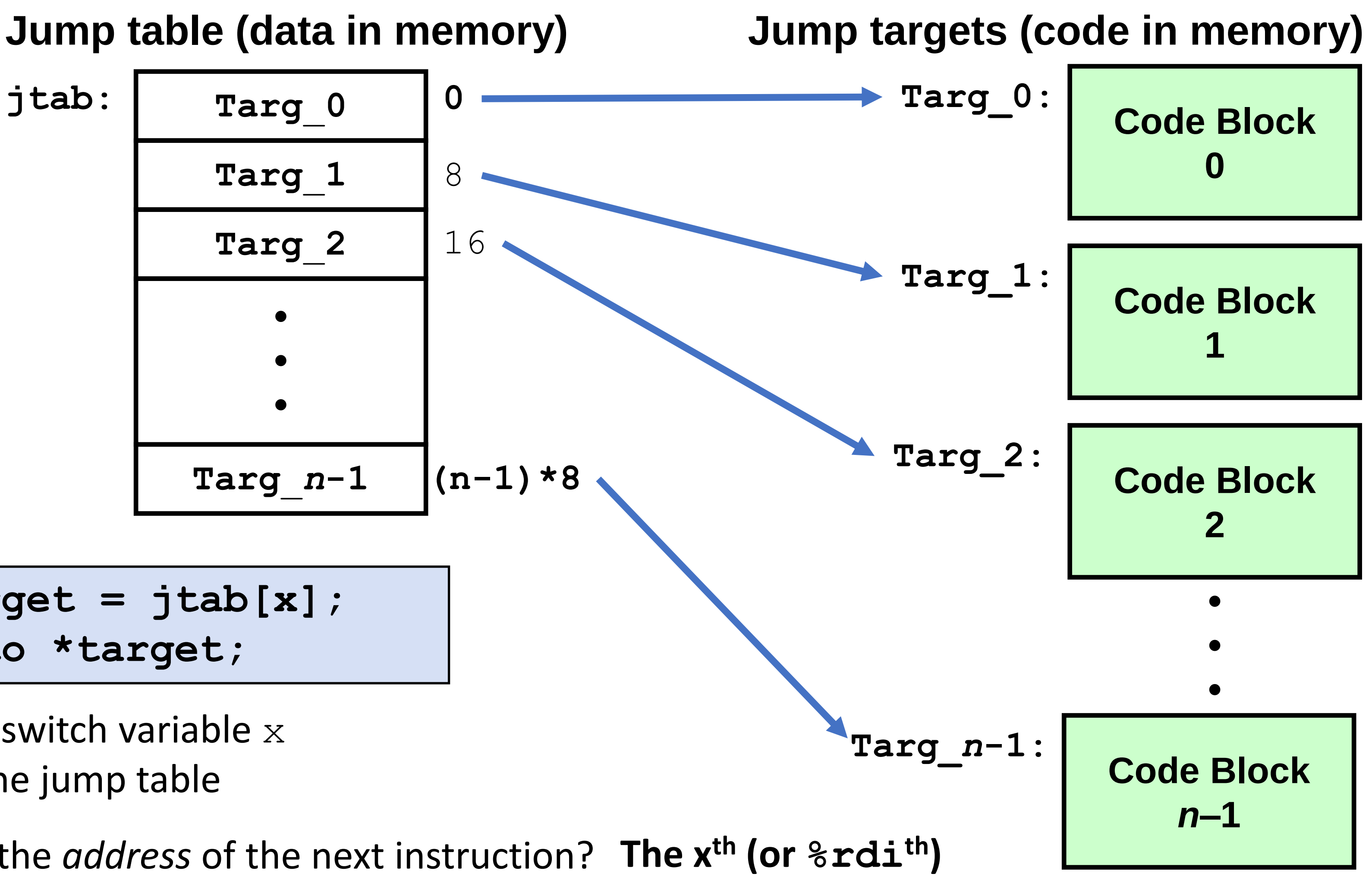
`break` becomes a jump to after the **`switch`** (**`.L2`**)!

Jump tables

- Definition: An array where entry *i* is the address of the code segment to run when the switch variable equals *i*

Switch statement

```
switch(x) {
  case 0:
     Block 0
  case 1:
     Block 1
     • • •
  case n-1:
     Block n–1
}
```



Approx. translation:

```
target = jtab[x];
goto *target;
```

- Register `%rdi` holds the switch variable `x`
- `jtab` is the address of the jump table

Q1: which *table entry* holds the *address* of the next instruction? **The xth (or `%rdi`th)**

Q2: what is the memory address *of that entry*? **`jtab + %rdi*8`**

Q3: what is the address *of the next instruction* to execute? **M[`jtab + %rdi*8`]**

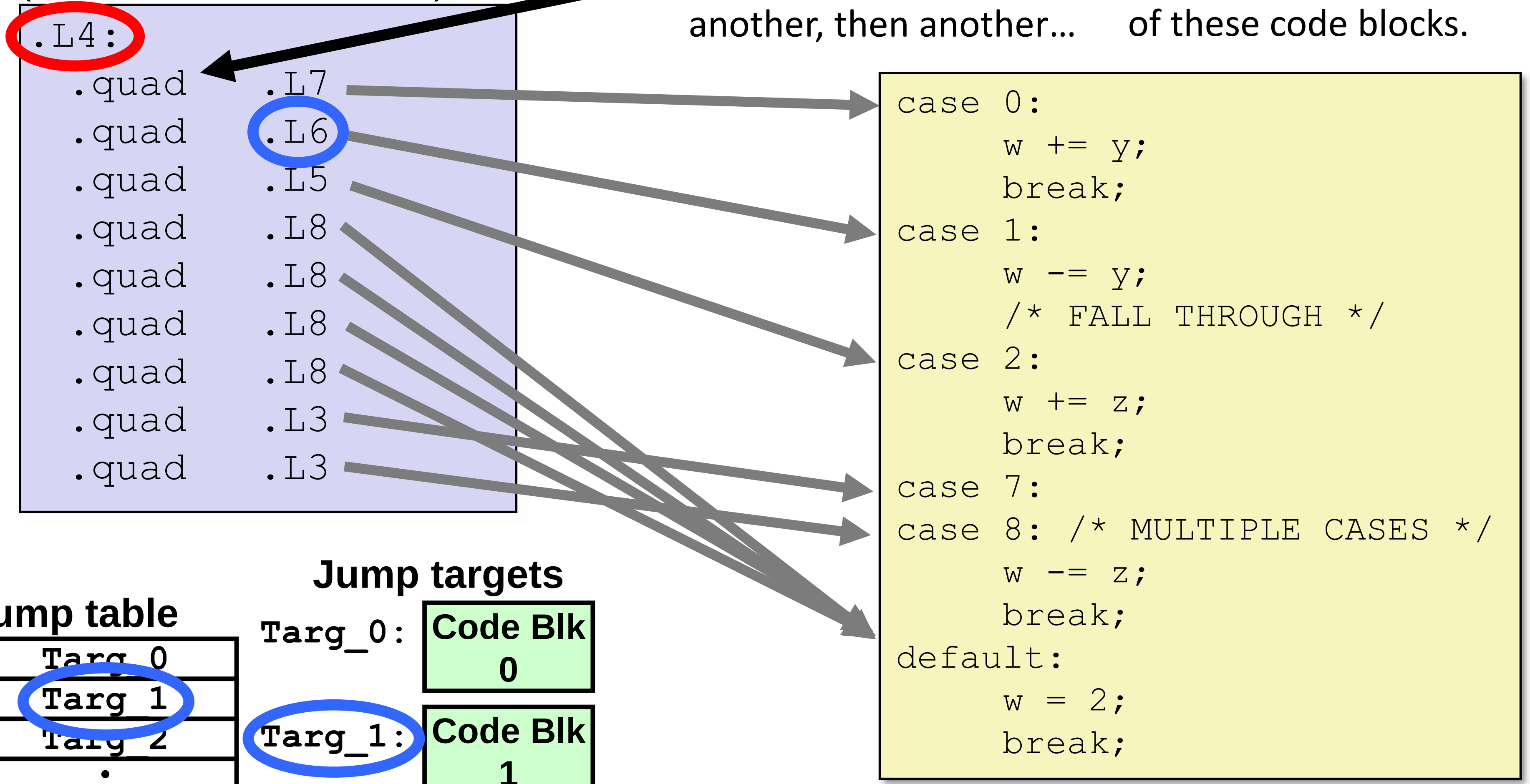
Jump table for our example

Jump table

(addresses of code blocks)

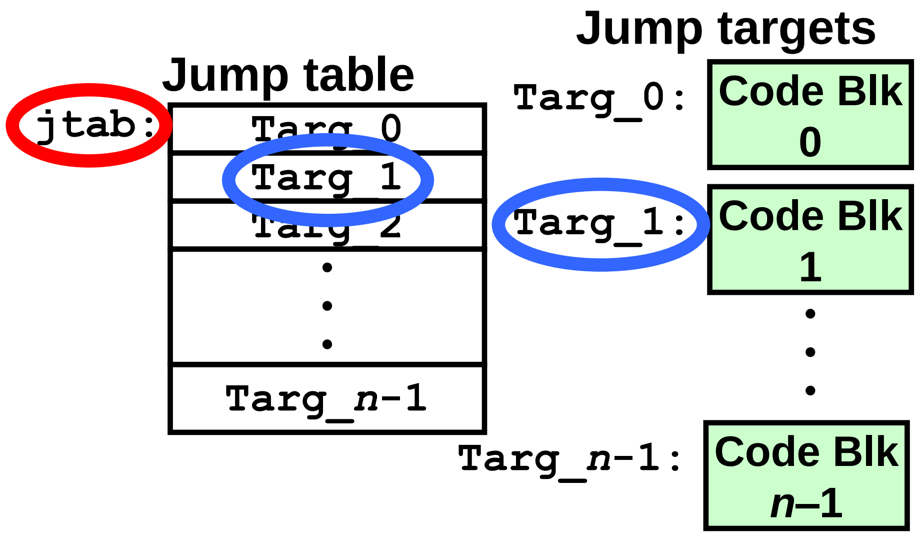
At address .L4, store a quad word of data, then another, then another…

These quad words are the addresses of each of these code blocks.



```
.L4:
    .quad   .L7
    .quad   .L6
    .quad   .L5
    .quad   .L8
    .quad   .L8
    .quad   .L8
    .quad   .L8
    .quad   .L3
    .quad   .L3
```

```
case 0:
     w += y;
     break;
case 1:
     w -= y;
     /* FALL THROUGH */
case 2:
     w += z;
     break;
case 7:
case 8: /* MULTIPLE CASES */
     w -= z;
     break;
default:
     w = 2;
     break;
```



Putting it all Together

Jump table
(addresses of code blocks)

```
long switch_fun (...)
{
   switch(x) {
     // cases 0,1,2,7,8
     //   and default
   }
   w += 5;
   return w;
}
```

`%rdi`	Argument x
`%rsi`	Argument y
`%rdx`	Argument z
`%rcx`	Argument w
`%rax`	Return value

```
.L4:
  .quad    .L7 # x=0
  .quad    .L6 # x=1
  .quad    .L5 # x=2
  .quad    .L8 # x=3
  .quad    .L8 # x=4
  .quad    .L8 # x=5
  .quad    .L8 # x=6
  .quad    .L3 # x=7
  .quad    .L3 # x=8
```

```
switch_fun:
    cmpq    $8, %rdi         # compare x to 8
    ja      .L8              # above 8 (outside table!) -> default
    jmp     *.L4(,%rdi,8)    # goto *Jtab[x], a.k.a M[.L4 + x*8]
                             # * means an indirect jump (like derference)
```

Indirect jump: look up address in memory; jump there

Full assembly code for our example

```c
long switch_fun
 (long x, long y, long z, long w) {
  switch(x) {
  case 0:
        w += y;
        break;
  case 1:
        w -= y;
        /* FALL THROUGH */
  case 2:
        w += z;
        break;
  /* MISSING CASES */
  case 7:
  case 8: /* MULTIPLE CASES */
        w -= z;
        break;
  default:
        w = 2;
        break;
  }
  w += 5;
  return w;
}
```

```
switch_fun:
   cmpq    $8, %rdi
   ja      .L8
   jmp     *.L4(,%rdi,8)
.L4:
   .quad   .L7
   .quad   .L6
   .quad   .L5
   .quad   .L8
   .quad   .L8
   .quad   .L8
   .quad   .L8
   .quad   .L3
   .quad   .L3
.L7:
   addq    %rsi, %rcx
   jmp     .L2
```

```
.L6:
   subq    %rsi, %rcx
   # FALL THROUGH
.L5:
   addq    %rdx, %rcx
   jmp     .L2
.L3:
   subq    %rdx, %rcx
   jmp     .L2
.L8:
   movl    $2, %ecx
   jmp     .L2
.L2:
   leaq    5(%rcx), %rax
   ret
```

Another Jump Table Example: starting with assembly

- QUIZ: find the address of the jump table and code blocks
  - **`linux> objdump -d prog`**
  - The jump table starts at address `0x400668`
  - The **`default`** code block is at address `0x40055c`

```
0000000000400528 <switch_eg>:
 400528:   48 89 d1                 mov    %rdx,%rcx
 40052b:   48 83 ff 06              cmp    $0x6,%rdi
 40052f:   77 2b                    ja     40055c <switch_eg+0x34>
 400531:   ff 24 fd 68 06 40 00     jmpq   *0x400668(,%rdi,8)
```

Note: these are hex values (memory addresses for instructions)
objdump does not put 0x in front of instruction addresses when it disassembles

How would you find the address of the other code blocks?

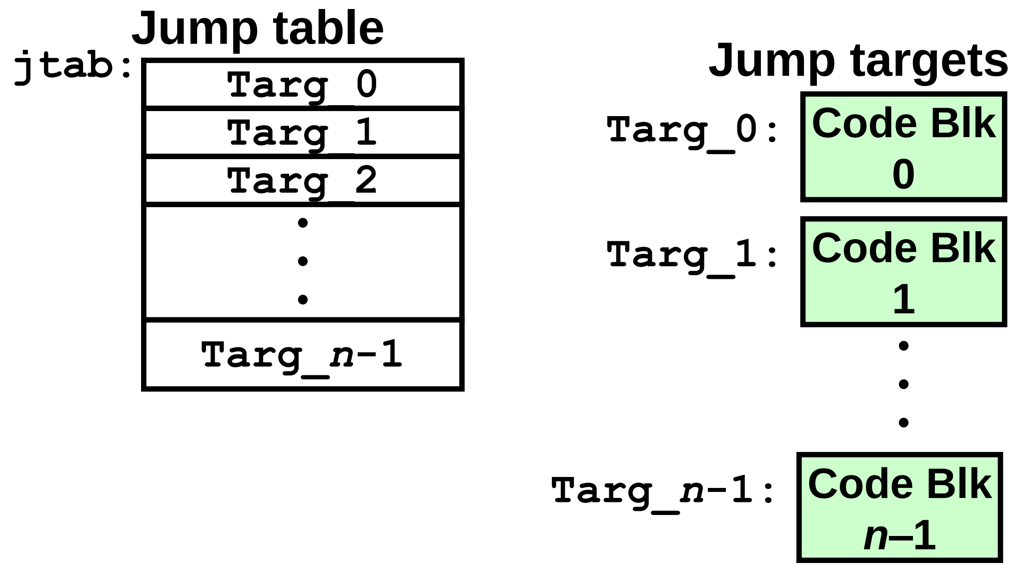
Object code: Jump Table

- Jump table
  - Doesn't show up in disassembled code
  - Can inspect using GDB: examine data starting at address **`0x400668`**

```
gdb prog
(gdb) x/7xg 0x400668
```

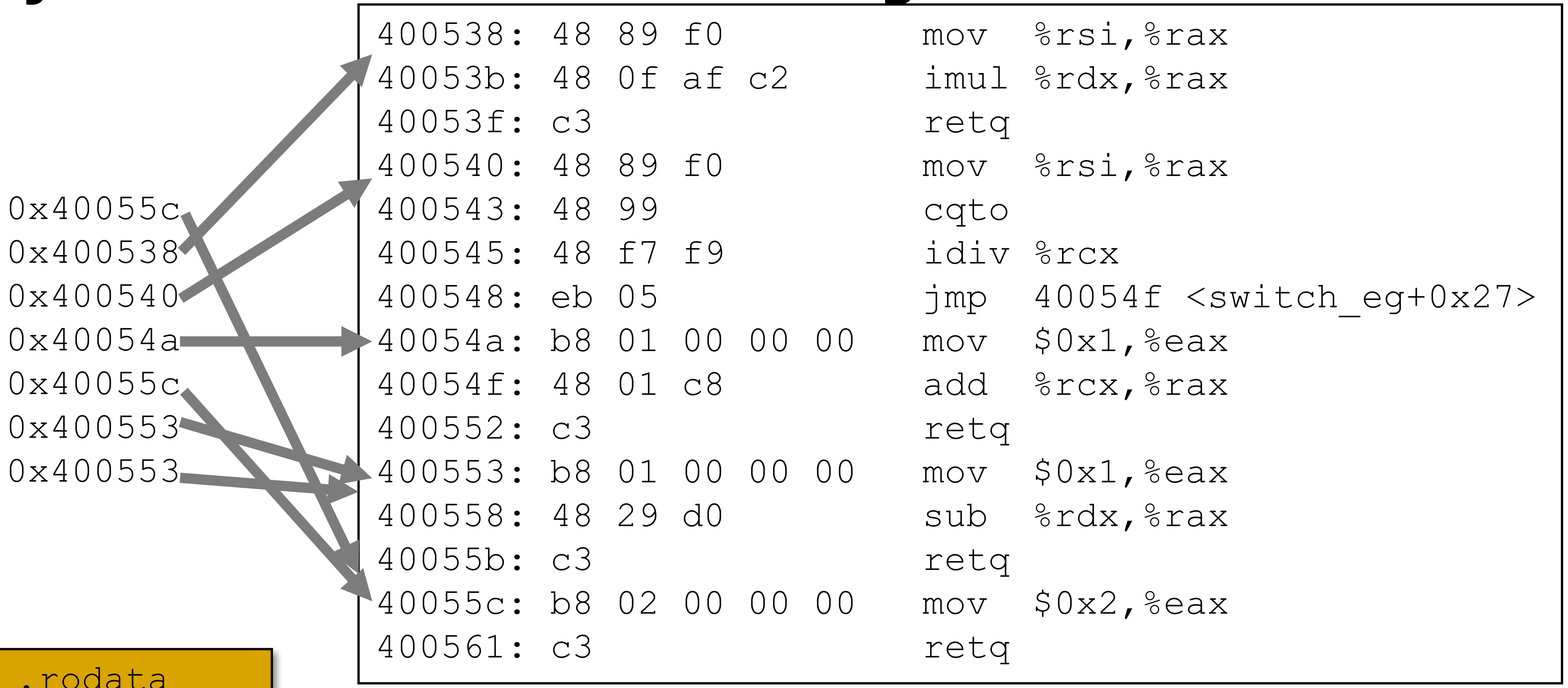
  - E***x***amine ***7*** he***x***adecimal format "***g***iant words" (8-bytes each)
  - Use command "**`help x`**" to get format documentation

```
0x400668:
    0x000000000040055c
    0x0000000000400538
    0x0000000000400540
    0x000000000040054a
    0x000000000040055c
    0x0000000000400553
    0x0000000000400553
```



How can you see the code for each one of the target code blocks?

Object code: Disassemble targets



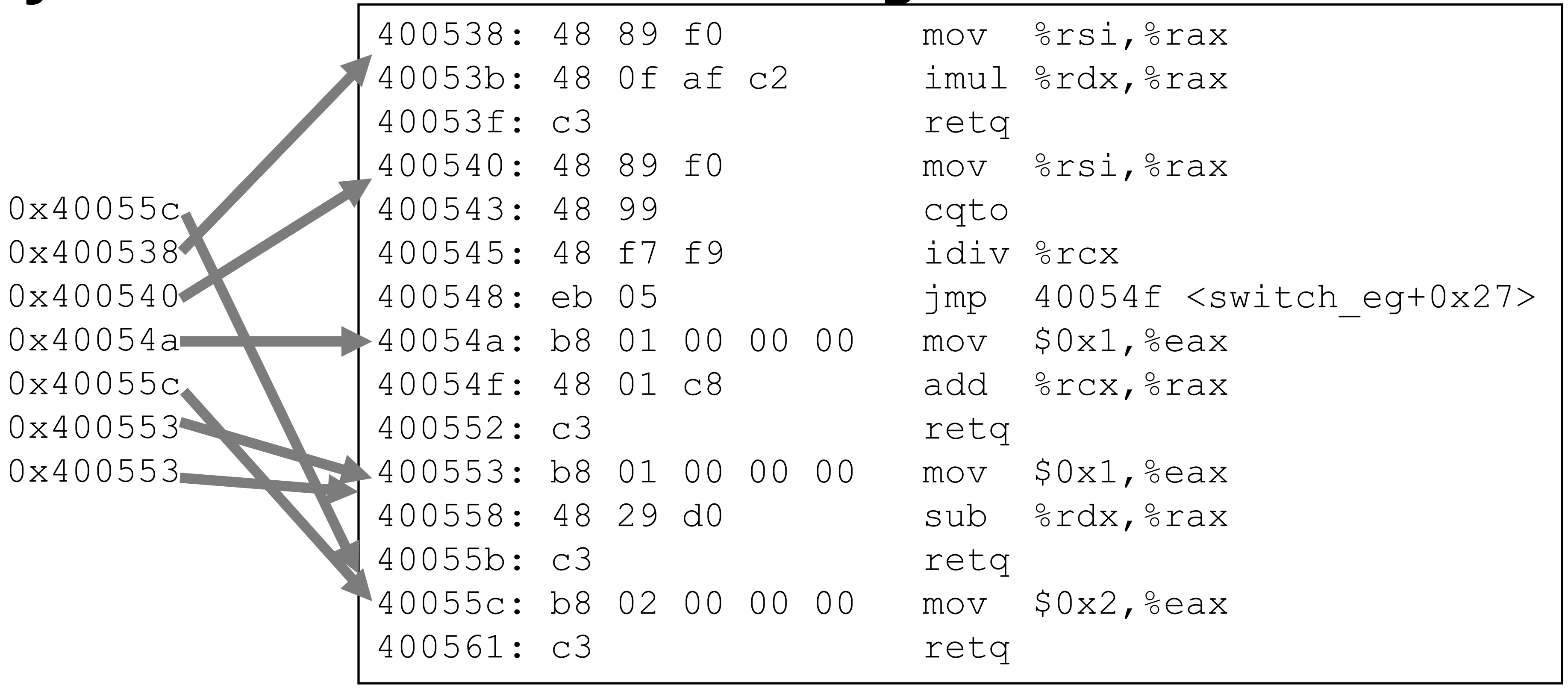
```
0x40055c
0x400538
0x400540
0x40054a
0x40055c
0x400553
0x400553
```

```
400538: 48 89 f0              mov   %rsi,%rax
40053b: 48 0f af c2           imul  %rdx,%rax
40053f: c3                    retq
400540: 48 89 f0              mov   %rsi,%rax
400543: 48 99                 cqto
400545: 48 f7 f9              idiv  %rcx
400548: eb 05                 jmp   40054f <switch_eg+0x27>
40054a: b8 01 00 00 00        mov   $0x1,%eax
40054f: 48 01 c8              add   %rcx,%rax
400552: c3                    retq
400553: b8 01 00 00 00        mov   $0x1,%eax
400558: 48 29 d0              sub   %rdx,%rax
40055b: c3                    retq
40055c: b8 02 00 00 00        mov   $0x2,%eax
400561: c3                    retq
```

```
.section   .rodata
  .align 8
.L4:
  .quad    .L8 # x = 0
  .quad    .L3 # x = 1
  .quad    .L5 # x = 2
  .quad    .L9 # x = 3
  .quad    .L8 # x = 4
  .quad    .L7 # x = 5
  .quad    .L7 # x = 6
```

```
linux> gdb prog
(gdb) disassemble 0x400538,0x400562
```

Object code: Disassemble targets



```
0x40055c
0x400538
0x400540
0x40054a
0x40055c
0x400553
0x400553
```

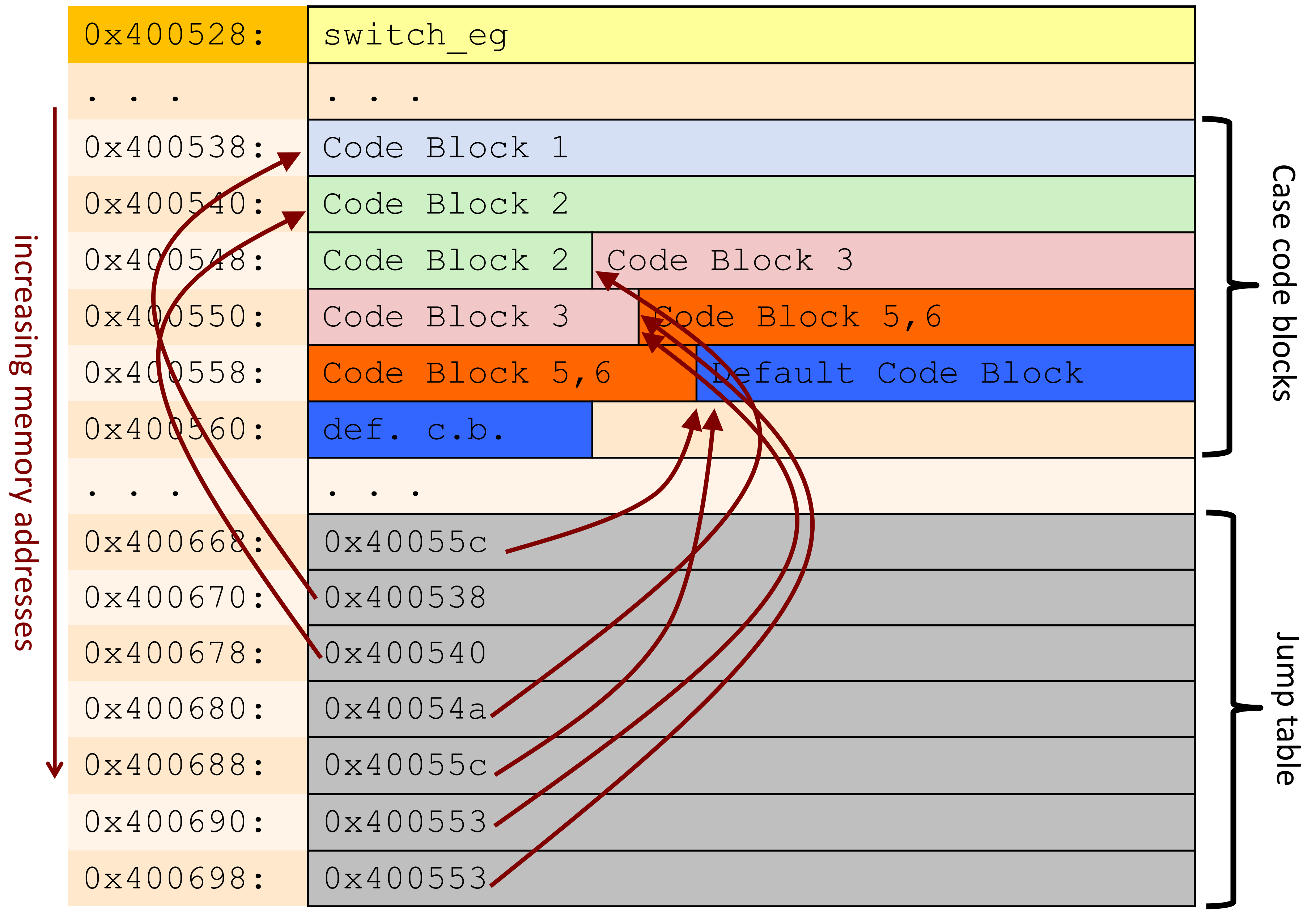
```
400538: 48 89 f0             mov   %rsi,%rax
40053b: 48 0f af c2          imul  %rdx,%rax
40053f: c3                   retq
400540: 48 89 f0             mov   %rsi,%rax
400543: 48 99                cqto
400545: 48 f7 f9             idiv  %rcx
400548: eb 05                jmp   40054f <switch_eg+0x27>
40054a: b8 01 00 00 00       mov   $0x1,%eax
40054f: 48 01 c8             add   %rcx,%rax
400552: c3                   retq
400553: b8 01 00 00 00       mov   $0x1,%eax
400558: 48 29 d0             sub   %rdx,%rax
40055b: c3                   retq
40055c: b8 02 00 00 00       mov   $0x2,%eax
400561: c3                   retq
```

```
long w = 1;
switch(x) {
   case 1:         /* .L3 */
      w = y * x;
      break;
   case 2:         /* .L5 */
      w = y/z;
      /* fall through */
   case 3:         /* .L9 */
      w += z;
      break;
```

```
......

case 5:
   case 6:         /* .L7 */
      w -= z;
      break;
   default:        /* .L8 */
      w = 2;
   }
```

Object code: Memory View


0x400528:
switch_eg
. . .
. . .
0x400538:
Code Block 1
0x400540:
Code Block 2
0x400548:
Code Block 2
Code Block 3
0x400550:
Code Block 3
Code Block 5,6
0x400558:
Code Block 5,6
Default Code Block
0x400560:
def. c.b.
. . .
. . .
0x400668:
0x40055c
0x400670:
0x400538
0x400678:
0x400540
0x400680:
0x40054a
0x400688:
0x40055c
0x400690:
0x400553
0x400698:
0x400553
increasing memory addresses
Case code blocks
Jump table