# 15-213

*"The course that gives CMU its Zip!"*

# Machine-Level Programming II: Control Flow
# Jan. 28, 2002

**Topics**

- Condition Codes
  - Setting
  - Testing
- Control Flow
  - If-then-else
  - Varieties of Loops
  - Switch Statements



## Condition Codes

**Single Bit Registers**

| | | | |
|---|---|---|---|
| CF | Carry Flag | SF | Sign Flag |
| ZF | Zero Flag | OF | Overflow Flag |

**Implicitly Set By Arithmetic Operations**

`addl` *Src*,*Dest*

C analog: `t = a + b`

- CF set if carry out from most significant bit
  - Used to detect unsigned overflow
- ZF set if `t == 0`
- SF set if `t < 0`
- OF set if two's complement overflow
  `(a>0 && b>0 && t<0) || (a<0 && b<0 && t>=0)`

***Not*** **Set by `leal` instruction**



## Setting Condition Codes (cont.)

**Explicit Setting by Compare Instruction**

`cmpl` *Src2*,*Src1*

- `cmpl b,a` like computing `a-b` without setting destination
- CF set if carry out from most significant bit
  - Used for unsigned comparisons
- ZF set if `a == b`
- SF set if `(a-b) < 0`
- OF set if two's complement overflow
  `(a>0 && b<0 && (a-b)<0) || (a<0 && b>0 && (a-b)>0)`



## Setting Condition Codes (cont.)

**Explicit Setting by Test instruction**

`testl` *Src2*,*Src1*

- Sets condition codes based on value of *Src1* & *Src2*
  - Useful to have one of the operands be a mask
- `testl b,a` like computing `a&b` without setting destination
- ZF set when `a&b == 0`
- SF set when `a&b < 0`

# Reading Condition Codes

### SetX Instructions

- Set single byte based on combinations of condition codes

| SetX | Condition | Description |
|---|---|---|
| sete | ZF | Equal / Zero |
| setne | ~ZF | Not Equal / Not Zero |
| sets | SF | Negative |
| setns | ~SF | Nonnegative |
| setg | ~(SF^OF)&~ZF | Greater (Signed) |
| setge | ~(SF^OF) | Greater or Equal (Signed) |
| setl | (SF^OF) | Less (Signed) |
| setle | (SF^OF)\|ZF | Less or Equal (Signed) |
| seta | ~CF&~ZF | Above (unsigned) |
| setb | CF | Below (unsigned) |



# Reading Condition Codes (Cont.)

### SetX Instructions

- Set single byte based on combinations of condition codes
- One of 8 addressable byte registers
  - Embedded within first 4 integer registers
  - Does not alter remaining 3 bytes
  - Typically use `movzbl` to finish job

| | | |
|---|---|---|
| %eax | %ah | %al |
| %edx | %dh | %dl |
| %ecx | %ch | %cl |
| %ebx | %bh | %bl |
| %esi | | |
| %edi | | |
| %esp | | |
| %ebp | | |

```
int gt (int x, int y)
{
  return x > y;
}
```

Body

```
movl 12(%ebp),%eax  # eax = y
cmpl %eax,8(%ebp)   # Compare x : y
setg %al            # al = x > y
movzbl %al,%eax     # Zero rest of %eax
```

Note inverted ordering!



# Jumping

### jX Instructions

- Jump to different part of code depending on condition codes

| 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) |
| jb | CF | Below (unsigned) |



# Conditional Branch Example

```
int max(int x, int y)
{
  if (x > y)
    return x;
  else
    return y;
}
```

```
_max:
        pushl %ebp          } Set
        movl %esp,%ebp      } Up
        movl 8(%ebp),%edx   }
        movl 12(%ebp),%eax  }
        cmpl %eax,%edx      } Body
        jle L9              }
        movl %edx,%eax      }
L9:
        movl %ebp,%esp      }
        popl %ebp           } Finish
        ret                 }
```

# Conditional Branch Example (Cont.)

```
int goto_max(int x, int y)
{
  int rval = y;
  int ok = (x <= y);
  if (ok)
    goto done;
  rval = x;
done:
  return rval;
}
```

- C allows "goto" as means of transferring control
  - Closer to machine-level programming style
- Generally considered bad coding style

```
    movl 8(%ebp),%edx   # edx = x
    movl 12(%ebp),%eax  # eax = y
    cmpl %eax,%edx      # x : y
    jle L9              # if <= goto L9
    movl %edx,%eax      # eax = x   } Skipped when x ≤ y
L9:                 # Done:
```



# "Do-While" Loop Example

**C Code**

```
int fact_do
  (int x)
{
  int result = 1;
  do {
    result *= x;
    x = x-1;
  } while (x > 1);
  return result;
}
```

**Goto Version**

```
int fact_goto(int x)
{
  int result = 1;
loop:
  result *= x;
  x = x-1;
  if (x > 1)
    goto loop;
  return result;
}
```

- Use backward branch to continue looping
- Only take branch when "while" condition holds



# "Do-While" Loop Compilation

**Goto Version**

```
int fact_goto
  (int x)
{
  int result = 1;
loop:
  result *= x;
  x = x-1;
  if (x > 1)
    goto loop;
  return result;
}
```

**Registers**

%edx x

%eax result

**Assembly**

```
_fact_goto:
   pushl %ebp          # Setup
   movl %esp,%ebp      # Setup
   movl $1,%eax        # eax = 1
   movl 8(%ebp),%edx   # edx = x

L11:
   imull %edx,%eax     # result *= x
   decl %edx           # x--
   cmpl $1,%edx        # Compare x : 1
   jg L11              # if > goto loop

   movl %ebp,%esp      # Finish
   popl %ebp           # Finish
   ret                 # Finish
```



# General "Do-While" Translation

**C Code**

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

**Goto Version**

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

- *Body* can be any C statement
  - Typically compound statement:

```
{
  Statement1;
  Statement2;
    ...
  Statementn;
}
```

- *Test* is expression returning integer
  - = 0 interpreted as false
  - ≠0 interpreted as true

## "While" Loop Example #1

**C Code**

```
int fact_while
  (int x)
{
  int result = 1;
  while (x > 1) {
    result *= x;
    x = x-1;
  };
  return result;
}
```

**First Goto Version**

```
int fact_while_goto
  (int x)
{
  int result = 1;
loop:
  if (!(x > 1))
    goto done;
  result *= x;
  x = x-1;
  goto loop;
done:
  return result;
}
```

- Is this code equivalent to the do-while version?
- Must jump out of loop if test fails



## Actual "While" Loop Translation

**C Code**

```
int fact_while(int x)
{
  int result = 1;
  while (x > 1) {
    result *= x;
    x = x-1;
  };
  return result;
}
```

**Second Goto Version**

```
int fact_while_goto2
  (int x)
{
  int result = 1;
  if (!(x > 1))
    goto done;
loop:
  result *= x;
  x = x-1;
  if (x > 1)
    goto loop;
done:
  return result;
}
```

- Uses same inner loop as do-while version
- Guards loop entry with extra test



## General "While" Translation

**C Code**

```
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:
```



## "For" Loop Example

```
/* Compute x raised to nonnegative power p */
int ipwr_for(int x, unsigned p) {
int result;
  for (result = 1; p != 0; p = p>>1) {
    if (p & 0x1)
      result *= x;
    x = x*x;
  }
  return result;
}
```

**Algorithm**

- **Exploit property that** $p = p_0 + 2p_1 + 4p_2 + \ldots 2^{n-1}p_{n-1}$
- **Gives:** $x^p = z_0 \cdot z_1^{\,2} \cdot (z_2^{\,2})^2 \cdot \ldots \cdot \underbrace{(\ldots((z_{n-1}^{\,2})^2)\ldots)^2}_{n-1 \text{ times}}$
  - $z_i = 1$ when $p_i = 0$
  - $z_i = x$ when $p_i = 1$
- **Complexity O(log $p$)**

**Example**

$3^{10} = 3^2 * 3^8$

$= 3^2 * ((3^2)^2)^2$

## ipwr Computation

```
/* Compute x raised to nonnegative power p */
int ipwr_for(int x, unsigned p) {
int result;
  for (result = 1; p != 0; p = p>>1) {
    if (p & 0x1)
      result *= x;
    x = x*x;
  }
  return result;
}
```

| result | x | p |
|---|---|---|
| 1 | 3 | 10 |
| 1 | 9 | 5 |
| 9 | 81 | 2 |
| 9 | 6561 | 1 |
| 59049 | 43046721 | 0 |



## "For" Loop Example

```
int result;
for (result = 1;
     p != 0;
     p = p>>1) {
  if (p & 0x1)
    result *= x;
  x = x*x;
}
```

**General Form**

```
for (Init; Test; Update )
    Body
```

***Init***

```
result = 1
```

***Test***

```
p != 0
```

***Update***

```
p = p >> 1
```

***Body***

```
{
  if (p & 0x1)
    result *= x;
  x = x*x;
}
```



## "For"→ "While"

**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 Compilation

**Goto Version**

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

```
  result = 1;
  if (p == 0)
    goto done;
loop:
  if (p & 0x1)
    result *= x;
  x = x*x;
  p = p >> 1;
  if (p != 0)
    goto loop;
done:
```

***Init***

```
result = 1
```

***Test***

```
p != 0
```

***Update***

```
p = p >> 1
```

***Body***

```
{
  if (p & 0x1)
    result *= x;
  x = x*x;
}
```

```
typedef enum
 {ADD, MULT, MINUS, DIV, MOD, BAD}
    op_type;

char unparse_symbol(op_type op)
{
  switch (op) {
  case ADD :
    return '+';
  case MULT:
    return '*';
  case MINUS:
    return '-';
  case DIV:
    return '/';
  case MOD:
    return '%';
  case BAD:
    return '?';
  }
}
```

# Switch Statements

## Implementation Options

- Series of conditionals
  - Good if few cases
  - Slow if many
- Jump Table
  - Lookup branch target
  - Avoids conditionals
  - Possible when cases are small integer constants
- GCC
  - Picks one based on case structure
- Usually should also specify "default:" case



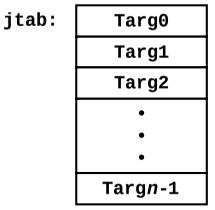


# Jump Table Structure

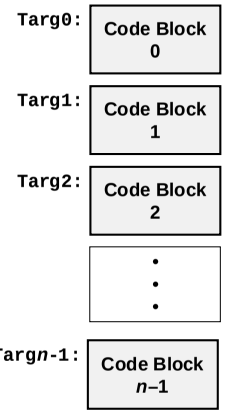
## Switch Form

```
switch(op) {
  case val_0:
    Block 0
  case val_1:
    Block 1
    • • •
  case val_n-1:
    Block n–1
}
```

## Jump Table




## Jump Targets




## Approx. Translation

```
target = JTab[op];
goto *target;
```





# Switch Statement Example

## Branching Possibilities

```
typedef enum
  {ADD, MULT, MINUS, DIV, MOD, BAD}
    op_type;

char unparse_symbol(op_type op)
{
  switch (op) {
    • • •
  }
}
```

## Enumerated Values

```
ADD   0
MULT  1
MINUS 2
DIV   3
MOD   4
BAD   5
```

**Setup:**

```
unparse_symbol:
   pushl %ebp          # Setup
   movl %esp,%ebp      # Setup
   movl 8(%ebp),%eax   # eax = op
   cmpl $5,%eax        # Compare op : 5
   ja .L49             # If > goto done
   jmp *.L57(,%eax,4) # goto Table[op]
```





# Assembly Setup Explanation

## Symbolic Labels

- Labels of form **.L*XX*** translated into addresses by assembler

## Table Structure

- Each target requires 4 bytes
- Base address at **.L57**

## Jumping

**jmp .L49**

- Jump target is denoted by label **.L49**

**jmp *.L57(,%eax,4)**

- Start of jump table denoted by label **.L57**
- Register **%eax** holds **op**
- Must scale by factor of 4 to get offset into table
- Fetch target from effective Address **.L57 + op*4**

# Jump Table

### Table Contents

```
.section .rodata
   .align 4
.L57:
  .long .L51 #Op = 0
  .long .L52 #Op = 1
  .long .L53 #Op = 2
  .long .L54 #Op = 3
  .long .L55 #Op = 4
  .long .L56 #Op = 5
```

### Enumerated Values

```
ADD    0
MULT   1
MINUS  2
DIV    3
MOD    4
BAD    5
```

### Targets & Completion

```
.L51:
    movl $43,%eax # '+'
    jmp .L49
.L52:
    movl $42,%eax # '*'
    jmp .L49
.L53:
    movl $45,%eax # '-'
    jmp .L49
.L54:
    movl $47,%eax # '/'
    jmp .L49
.L55:
    movl $37,%eax # '%'
    jmp .L49
.L56:
    movl $63,%eax # '?'
    # Fall Through to .L49
```



# Switch Statement Completion

```
.L49:                   # Done:
    movl %ebp,%esp      # Finish
    popl %ebp           # Finish
    ret                 # Finish
```

### Puzzle

- What value returned when op is invalid?

### Answer

- Register %eax set to op at beginning of procedure
- This becomes the returned value

### Advantage of Jump Table

- Can do *k*-way branch in *O*(1) operations



# Object Code

### Setup

- Label .L49 becomes address 0x804875c
- Label .L57 becomes address 0x8048bc0

```
08048718 <unparse_symbol>:
8048718: 55             pushl  %ebp
8048719: 89 e5          movl   %esp,%ebp
804871b: 8b 45 08       movl   0x8(%ebp),%eax
804871e: 83 f8 05       cmpl   $0x5,%eax
8048721: 77 39          ja     804875c <unparse_symbol+0x44>
8048723: ff 24 85 c0 8b jmp    *0x8048bc0(,%eax,4)
```



# Object Code (cont.)

### Jump Table

- Doesn't show up in disassembled code
- Can inspect using GDB

```
gdb code-examples
(gdb) x/6xw 0x8048bc0
```

- Examine 6 hexadecimal format "words" (4-bytes each)
- Use command "help x" to get format documentation

```
0x8048bc0 <_fini+32>:
  0x08048730
  0x08048737
  0x08048740
  0x08048747
  0x08048750
  0x08048757
```

# Extracting Jump Table from Binary

**Jump Table Stored in Read Only Data Segment (.rodata)**

- Various fixed values needed by your code

**Can examine with objdump**

```
objdump code-examples –s --section=.rodata
```

- Show everything in indicated segment.

**Hard to read**

- Jump table entries shown with reversed byte ordering

```
Contents of section .rodata:
 8048bc0 30870408 37870408 40870408 47870408  0...7...@...G...
 8048bd0 50870408 57870408 46616374 28256429  P...W...Fact(%d)
 8048be0 203d2025 6c640a00 43686172 203d2025   = %ld..Char = %
 …
```

- E.g., **30870408 really means 0x08048730**



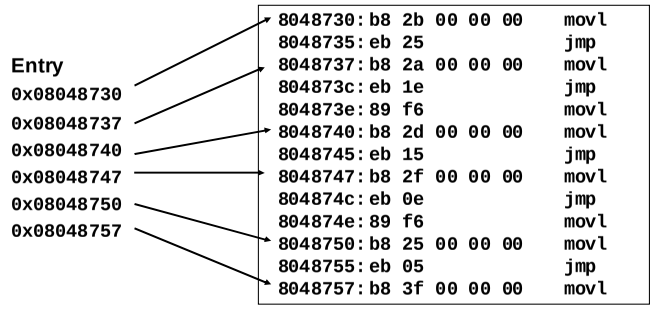
# Disassembled Targets

```
8048730:b8 2b 00 00 00   movl   $0x2b,%eax
8048735:eb 25            jmp    804875c <unparse_symbol+0x44>
8048737:b8 2a 00 00 00   movl   $0x2a,%eax
804873c:eb 1e            jmp    804875c <unparse_symbol+0x44>
804873e:89 f6            movl   %esi,%esi
8048740:b8 2d 00 00 00   movl   $0x2d,%eax
8048745:eb 15            jmp    804875c <unparse_symbol+0x44>
8048747:b8 2f 00 00 00   movl   $0x2f,%eax
804874c:eb 0e            jmp    804875c <unparse_symbol+0x44>
804874e:89 f6            movl   %esi,%esi
8048750:b8 25 00 00 00   movl   $0x25,%eax
8048755:eb 05            jmp    804875c <unparse_symbol+0x44>
8048757:b8 3f 00 00 00   movl   $0x3f,%eax
```

- `movl %esi,%esi` does nothing
- Inserted to align instructions for better cache performance



# Matching Disassembled Targets






# Sparse Switch Example

```
/* Return x/111 if x is multiple
   && <= 999.  -1 otherwise */
int div111(int x)
{
  switch(x) {
  case   0: return 0;
  case 111: return 1;
  case 222: return 2;
  case 333: return 3;
  case 444: return 4;
  case 555: return 5;
  case 666: return 6;
  case 777: return 7;
  case 888: return 8;
  case 999: return 9;
  default: return -1;
  }
}
```

- Not practical to use jump table
  - Would require 1000 entries
- Obvious translation into if-then-else would have max. of 9 tests

## Sparse Switch Code

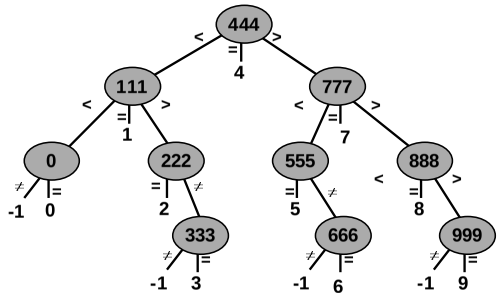
```
    movl 8(%ebp),%eax  # get x
    cmpl $444,%eax     # x:444
    je L8
    jg L16
    cmpl $111,%eax     # x:111
    je L5
    jg L17
    testl %eax,%eax    # x:0
    je L4
    jmp L14

    . . .
```

- Compares x to possible case values
- Jumps different places depending on outcomes

```
    . . .
L5:
    movl $1,%eax
    jmp L19
L6:
    movl $2,%eax
    jmp L19
L7:
    movl $3,%eax
    jmp L19
L8:
    movl $4,%eax
    jmp L19
    . . .
```



## Sparse Switch Code Structure




- Organizes cases as binary tree
- Logarithmic performance



## Summarizing

**C Control**
- if-then-else
- do-while
- while
- switch

**Assembler Control**
- jump
- Conditional jump

**Compiler**
- Must generate assembly code to implement more complex control

**Standard Techniques**
- All loops converted to do-while form
- Large switch statements use jump tables

**Conditions in CISC**
- CISC machines generally have condition code registers

**Conditions in RISC**
- Use general registers to store condition information
- Special comparison instructions
- E.g., on Alpha:

  `cmple $16,1,$1`
  - Sets register $1 to 1 when Register $16 <= 1