

Machine-Level Programming II: Control

15-213/15-503: Introduction to Computer Systems
4th Lecture, May 20, 2025

Instructors:

Brian Railing

Today

- **Review of a few tricky bits from last time**
- Basics of control flow
- Condition codes
- Conditional operations
- Loops
- If we have time: switch statements

Reminder: Machine Instructions

```
*dest = t;
```

```
movq %rax, (%rbx)
```

```
0x40059e:  48 89 03
```

■ C

- Store value **t** where designated by **dest**

■ Assembly

- Move 8-byte value to memory
 - Quad words in x86-64 parlance
- Operands:
 - t:** Register **%rax**
 - dest:** Register **%rbx**
 - *dest:** Memory **M[%rbx]**

■ Machine

- 3 bytes at address **0x40059e**
- Compact representation of the assembly instruction
- (Relatively) easy for hardware to interpret

Reminder: Machine Instructions

```
*dest = t;
```

```
movq %rax, (%rbx)
```

0x40059e: 48 89 03

0100	1	0	0	0	10001011	00	000	011
REX	W	R	X	B	MOV r->x	Mod	R	M

■ C

- Store value `t` where designated by `dest`

■ Assembly

- Move 8-byte value to memory
 - Quad words in x86-64 parlance
- Operands:
 - `t`: Register `%rax`
 - `dest`: Register `%rbx`
 - `*dest`: Memory `M[%rbx]`

■ Machine

- 3 bytes at address `0x40059e`
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Reminder: Address Modes

■ Most General Form

$D(Rb, Ri, S) \quad \text{Mem}[\text{Reg}[Rb] + S * \text{Reg}[Ri] + D]$

- D: Constant “displacement” 1, 2, or 4 bytes
- Rb: Base register: Any of 16 integer registers
- Ri: Index register: Any, except for `%rsp`
- S: Scale: 1, 2, 4, or 8 (*why these numbers?*)

■ Special Cases

$(Rb, Ri) \quad \text{Mem}[\text{Reg}[Rb] + \text{Reg}[Ri]]$

$D(Rb, Ri) \quad \text{Mem}[\text{Reg}[Rb] + \text{Reg}[Ri] + D]$

$(Rb, Ri, S) \quad \text{Mem}[\text{Reg}[Rb] + S * \text{Reg}[Ri]]$

Memory operands and LEA

- In most instructions, a memory operand accesses memory

Assembly	C equivalent
<code>mov 6(%rbx,%rdi,8), %ax</code>	<code>ax = *(rbx + rdi*8 + 6)</code>
<code>add 6(%rbx,%rdi,8), %ax</code>	<code>ax += *(rbx + rdi*8 + 6)</code>
<code>xor %ax, 6(%rbx,%rdi,8)</code>	<code>*(rbx + rdi*8 + 6) ^= ax</code>

- LEA is special: it *doesn't* access memory

Assembly	C equivalent
<code>lea 6(%rbx,%rdi,8), %rax</code>	<code>rax = rbx + rdi*8 + 6</code>

Why use LEA?

■ CPU designers' intended use: calculate a pointer to an object

- An array element, perhaps
- For instance, to pass just one array element to another function

Assembly

```
lea (%rbx,%rdi,8), %rax
```

C equivalent

```
rax = &rbx[rdi]
```

■ Compiler authors like to use it for ordinary arithmetic

- It can do complex calculations in one instruction
- It's one of the only three-operand instructions the x86 has
- It doesn't touch the condition codes (we'll come back to this)

Assembly

```
lea (%rbx,%rbx,2), %rax
```

C equivalent

```
rax = rbx * 3
```

Which numbers are pointers?

- They aren't labeled
- You have to figure it out from context

(gdb) info registers

rax	0x40057d	4195709
rbx	0x0	0
rcx	0x4005e0	4195808
rdx	0x7fffffffdc28	140737488346152
rsi	0x7fffffffdc18	140737488346136
rdi	0x1	1
rbp	0x0	0x0
rsp	0x7fffffffdb38	0x7fffffffdb38
r8	0x7ffff7dd5e80	140737351868032
r9	0x0	0
r10	0x7fffffff7c0	140737488345024
r11	0x7ffff7a2f460	140737348039776
r12	0x400490	4195472
r13	0x7fffffffdc10	140737488346128
r14	0x0	0
r15	0x0	0
rip	0x40057d	0x40057d

Which numbers are pointers?

- They aren't labeled
- You have to figure it out from context
- **%rsp** and **%rip** always hold pointers

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rip	0x40057d	0x40057d

Which numbers are pointers?

- They aren't labeled
- You have to figure it out from context
- **%rsp** and **%rip** always hold pointers
 - Register values that are “close” to %rsp or %rip are *probably* also pointers

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Which numbers are pointers?

- If a register is being *used* as a pointer...

Dump of assembler code for function main:

```
=> 0x40057d <+0>:  sub    $0x8,%rsp
      0x400581 <+4>:  mov     (%rsi),%rsi
      0x400584 <+7>:  mov     $0x400670,%edi
      0x400589 <+12>: mov     $0x0,%eax
      0x40058e <+17>: call    0x400460
```

Which numbers are pointers?

■ If a register is being *used* as a pointer...

- `mov (%rsi), %rsi`
- ...Then its value is *expected* to be a pointer.
 - There might be a bug that makes its value incorrect.

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Which numbers are pointers?

■ If a register is being *used* as a pointer...

- `mov (%rsi), %rsi`
- ...Then its value is *expected* to be a pointer.
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```

■ Not as obvious with complicated address “modes”

- `(%rsi, %rbx)` – *One* of these is a pointer, we don’t know which.
- `(%rsi, %rbx, 2)` – `%rsi` is a pointer, `%rbx` isn’t (why?)
- `0x400570(, %rbx, 2)` – `0x400570` is a pointer, `%rbx` isn’t (why?)
- `lea (anything), %rax` – (anything) *may or may not* be a pointer

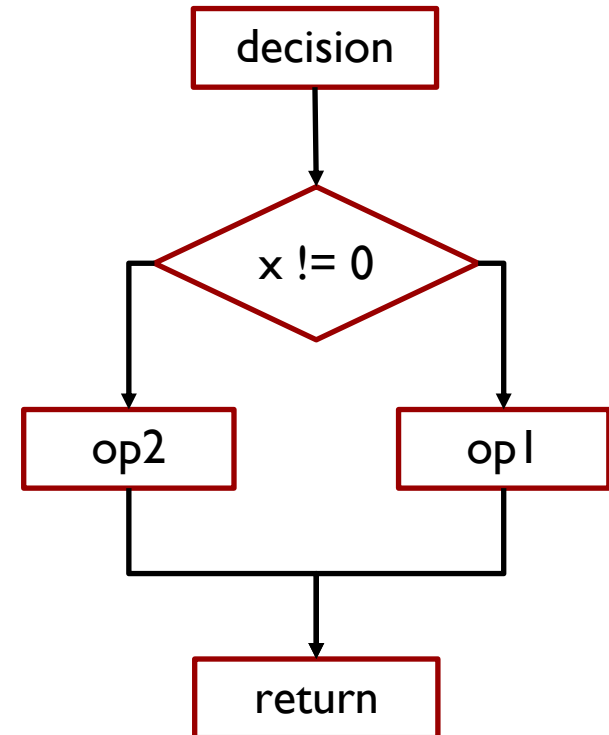
Today

- Review of a few tricky bits from yesterday
- **Basics of control flow**
- **Condition codes**
- Conditional operations
- Loops
- If we have time: switch statements

Control flow

```
extern void op1(void);  
extern void op2(void);
```

```
void decision(int x) {  
    if (x) {  
        op1();  
    } else {  
        op2();  
    }  
}
```



Control flow in assembly language

```
extern void op1(void);
extern void op2(void);

void decision(int x) {
    if (x) {
        op1();
    } else {
        op2();
    }
}
```

```
decision:
    subq    $8, %rsp
    testl   %edi, %edi
    je      .L2
    call    op1
    jmp     .L1
.L2:
    call    op2
.L1:
    addq    $8, %rsp
    ret
```



It's all done with
GOTO!

Processor State (x86-64, Partial)

■ Information about currently executing program

- Temporary data
(`%rax`, ...)
- Location of runtime stack
(`%rsp`)
- Location of current code control point
(`%rip`, ...)
- Status of recent tests
(`CF`, `ZF`, `SF`, `OF`)

Current stack top

Registers

<code>%rax</code>	<code>%r8</code>
<code>%rbx</code>	<code>%r9</code>
<code>%rcx</code>	<code>%r10</code>
<code>%rdx</code>	<code>%r11</code>
<code>%rsi</code>	<code>%r12</code>
<code>%rdi</code>	<code>%r13</code>
<code>%rsp</code>	<code>%r14</code>
<code>%rbp</code>	<code>%r15</code>

`%rip`

Instruction pointer

`CF`

`ZF`

`SF`

`OF`

Condition codes

Condition Codes (Implicit Setting)

■ Single bit registers

- **CF** Carry Flag (for unsigned) **SF** Sign Flag (for signed)
- **ZF** Zero Flag **OF** Overflow Flag (for signed)
- **GDB prints these as one “eflags” register**
 eflags **0x246** [**PF** **ZF** **IF**] *Z set, CSO clear*

■ Implicitly set (as side effect) of arithmetic operations

Example: `addq Src, Dest` $\leftrightarrow$ `t = a+b`

CF set if carry out from most significant bit (unsigned overflow)

ZF set if `t == 0`

SF set if `t < 0` (as signed)

OF set if two's-complement (signed) overflow

`(a>0 && b>0 && t<0) || (a<0 && b<0 && t>=0)`

■ Not set by `leaq` instruction

Compare Instruction

■ `cmp a, b`

- Computes $b - a$ (just like `sub`)
- Sets condition codes based on result, but...
- **Does not change b**
- Used for `if (a < b) { ... }`
whenever $b - a$ isn't needed for anything else

Test Instruction

■ `test a, b`

- Computes $b \& a$ (just like **and**)
- Sets condition codes (only SF and ZF) based on result, but...
- **Does not change b**
- Most common use: `test %rX, %rX`
to compare `%rX` to zero
- Second most common use: `test %rX, %rY`
tests if any of the 1-bits in `%rY` are also 1 in `%rX` (or vice versa)

Today

- Review of a few tricky bits from yesterday
- Basics of control flow
- Condition codes
- **Conditional operations**
- Loops
- If we have time: switch statements

Jumping

■ jX Instructions

- Jump to different part of code depending on condition codes
- jmp – unconditional
- Z
 - ZERO
- GE
 - Greater than or equal

Jumping

■ jX Instructions

- Jump to different part of code depending on condition codes

jX	Condition	Description
jmp	1	Unconditional
je	ZF	Equal / Zero
jne	$\sim ZF$	Not Equal / Not Zero
js	SF	Negative
jns	$\sim SF$	Nonnegative
jg	$\sim (SF \wedge OF) \ \& \ \sim ZF$	Greater (Signed)
jge	$\sim (SF \wedge OF)$	Greater or Equal (Signed)
jl	$(SF \wedge OF)$	Less (Signed)
jle	$(SF \wedge OF) \ \ ZF$	Less or Equal (Signed)
ja	$\sim CF \ \& \ \sim ZF$	Above (unsigned)
jb	CF	Below (unsigned)

Reading / “Moving” Condition Codes

■ setX Instructions

- Set low-order byte of destination to 0 or 1 based on *combinations* of condition codes
- Does not alter remaining 7 bytes

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)

x86-64 Integer Registers

%rax	%al
%rbx	%bl
%rcx	%cl
%rdx	%dl
%rsi	%sil
%rdi	%di
%rsp	%spl
%rbp	%bpl

%r8	%r8b
%r9	%r9b
%r10	%r10b
%r11	%r11b
%r12	%r12b
%r13	%r13b
%r14	%r14b
%r15	%r15b

- setX argument is always a low byte (%al, %r8b, etc.)

Reading Condition Codes (Cont.)

■ SetX Instructions:

- Set single byte based on combination of condition codes

■ One of addressable byte registers

- Does not alter remaining bytes
- Typically use **movzbl** to finish job
 - 32-bit instructions also set upper 32 bits to 0

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

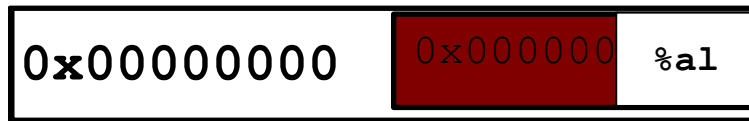
```
cmpq    %rsi, %rdi    # Compare x:y
setg    %al           # Set when >
movzbl  %al, %eax     # Zero rest of %rax
ret
```

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

Reading Condition Codes (Cont.)

Beware weirdness `movzbl` (and others)

```
movzbl %al, %eax
```



Zapped to all
0's

Use(s)

Argument **x**

Argument **y**

Return value

```
cmpq    %rsi, %rdi    # Compare x:y
setg    %al           # Set when >
movzbl  %al, %eax     # Zero rest of %rax
ret
```

movXYZ – Moving to larger bit widths

■ **mov** with three suffixes will move to larger bit widths

- **X** – {s,z}
 - Sign extend
 - Zero extend
- **Y** – source bit width
- **Z** – destination bit width

■ **movzbl %al, %eax**

- **z** – zero
- **b** – source is 1 byte
- **l** – destination is 4 bytes

Activity Time!

<https://www.cs.cmu.edu/~213/activities/machine-control.pdf>

Do parts 1 through 3 (q1-3)
Part 4 is also available

Conditional Branch Example (Old Style)

■ Generation

shark> gcc -Og -S **-fno-if-conversion** cont

I'll get to this shortly.

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

```
absdiff:
    cmpq    %rsi, %rdi    # x:y
    jle     .L4
    movq    %rdi, %rax
    subq    %rsi, %rax
    ret
.L4:       # x <= y
    movq    %rsi, %rax
    subq    %rdi, %rax
    ret
```

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

Expressing with Goto Code

- C allows goto statement
- Jump to position designated by label

```
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;
}
```

General Conditional Expression Translation (Using Branches)

C Code

```
val = Test ? Then_Expr : Else_Expr;
```

```
val = x > y ? x - y : y - x;
```

Goto Version

```
    ntest = !Test;  
    if (ntest) goto  
Else;  
    val = Then_Expr;  
    goto Done;  
Else:  
    val = Else_Expr;  
Done:  
    . . .
```

- Create separate code regions for then & else expressions
- Execute appropriate one

Using Conditional Moves

■ Conditional Move Instructions

- Instruction supports:
if (Test) Dest $\leftarrow$ Src
- Supported in post-1995 x86 processors
- GCC tries to use them
 - But, only when known to be safe

■ Why?

- Branches are very disruptive to instruction flow through pipelines
- Conditional moves do not require control transfer

C Code

```
val = Test  
    ? Then_Expr  
    : Else_Expr;
```

Goto Version

```
result = Then_Expr;  
eval = Else_Expr;  
nt = !Test;  
if (nt) result = eval;  
return result;
```

Conditional Move Example

```

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

```

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

absdiff:

```

movq    %rdi, %rax    # x
subq    %rsi, %rax    # result = x-y
movq    %rsi, %rdx
subq    %rdi, %rdx    # eval = y-x
cmpq    %rsi, %rdi    # x:y
cmovle  %rdx, %rax    # if <=, result = eval
ret

```

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

Bad Performance

Risky Computations

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

- Both values get computed
- May have undesirable effects

Unsafe

Computations with side effects

```
val = x > 0 ? x*=7 : x+=3 ;
```

- Both values get computed
- Must be side-effect free

Illegal

Today

- Review of a few tricky bits from yesterday
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- Condition codes
- Conditional operations
- **Loops**
- If we have time: switch statements

Loops

- What are the parts of a loop?

“Do-While” Loop Example

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;
}
```

- Count number of 1's in argument *x* (“popcount”)
- Use conditional branch to either continue looping or to exit loop

“Do-While” Loop Compilation

Goto Version

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

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

```

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

General “Do-While” Translation

C Code

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

Goto Version

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

■ **Body:** {
 Statement₁;
 Statement₂;
 ...
 Statement_n;
}

General “While” Translation #1

- “Jump-to-middle” translation
- Used with -Og

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;
}
```

- Compare to do-while version of function
- Initial goto starts loop at test

General “While” Translation #2

While version

```
while (Test)  
    Body
```



Do-While Version

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



- “Do-while” conversion
- Used with -O1

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;
}
```

Do-While 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;
}
```

- Compare to do-while version of function
- Initial conditional guards entrance to loop

"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” Loop → While Loop

For Version

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



While Version

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

For-While Conversion

Init

```
i = 0
```

Test

```
i < WSIZE
```

Update

```
i++
```

Body

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

```
long pcount_for_while  
(unsigned long x)  
{  
    size_t i;  
    long result = 0;  
    i = 0;  
    while (i < WSIZE)  
    {  
        unsigned bit =  
            (x >> i) & 0x1;  
        result += bit;  
        i++;  
    }  
    return result;  
}
```

“For” Loop Do-While Conversion

C Code

Goto Version

```
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;
}
```

```
long pcount_for_goto_dw
(unsigned long x) {
    size_t i;
    long result = 0;
    i = 0;
    if (!(i < WSIZE)) Ini
    goto done; + !Test
loop:
{
    unsigned bit =
        (x >> i) & 0x1; Body
    result += bit;
}
i++; Update
if (i < WSIZE) Test
    goto loop;
done:
    return result;
}
```

■ Initial test can be optimized away

Activity Time!

Do part 6 now, then stop.

Also, take a quiz:

<https://canvas.cmu.edu/courses/47415/quizzes/143256>

Today

- Review of a few tricky bits from yesterday
- Basics of control flow
- Condition codes
- Conditional operations
- Loops
- **If we have time: switch statements**

```
long switch_eg
(long x, long y, long z)
{
    long w = 1;
    switch(x) {
    case 1:
        w = y*z;
        break;
    case 2:
        w = y/z;
        /* Fall Through */
    case 3:
        w += z;
        break;
    case 5:
    case 6:
        w -= z;
        break;
    default:
        w = 2;
    }
    return w;
}
```

Switch Statement Example

■ Multiple case labels

- Here: 5 & 6

■ Fall through cases

- Here: 2

■ Missing cases

- Here: 4

Jump Table Structure

Switch Form

```
switch(x) {
  case val_0:
    Block 0
  case val_1:
    Block 1
    . . .
  case val_n-1:
    Block n-1
}
```

Jump Table

jtab:

Targ0
Targ1
Targ2
•
•
•
Targn-1

Jump Targets

Targ0:

Code Block
0

Targ1:

Code Block
1

Targ2:

Code Block
2

•
•
•

Targn-1:

Code Block
n-1

Translation (Extended C)

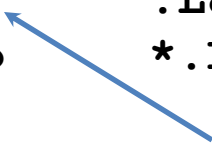
```
goto *JTab[x];
```

Switch Statement Example

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

Setup:

```
switch_eg:
    movq    %rdx, %rcx
    cmpq    $6, %rdi    # x:6
    ja      .L8
    jmp     *.L4(, %rdi, 8)
```



**What range of values
takes default?**

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

Note that **w not
initialized here**

Switch Statement Example

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

Jump table

```
.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
```

Setup:

```
switch_eg:
    movq    %rdx, %rcx
    cmpq    $6, %rdi      # x:6
    ja      .L8            # Use default
    jmp     *.L4(, %rdi, 8) # goto *JTab[x]
```

*Indirect
jump*



Assembly Setup Explanation

■ Table Structure

- Each target requires 8 bytes
- Base address at `.L4`

■ Jumping

- **Direct:** `jmp .L8`
- Jump target is denoted by label `.L8`
- **Indirect:** `jmp *.L4(, %rdi, 8)`
- Start of jump table: `.L4`
- Must scale by factor of 8 (addresses are 8 bytes)
- Fetch target from effective Address `.L4 + x*8`
 - Only for $0 \leq x \leq 6$

Jump table

```
.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
```

Jump Table

Jump table

```
.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
```

```
switch(x) {
case 1:      // .L3
    w = y*z;
    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;
}
```

Code Blocks (x == 1)

```
switch(x) {
case 1:      // .L3
    w = y*z;
    break;
    . . .
}
```

```
.L3:
    movq    %rsi, %rax    # y
    imulq   %rdx, %rax    # y*z
    ret
```

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

Handling Fall-Through

```
long w = 1;  
.  
.  
.  
switch(x) {  
.  
.  
.  
case 2:   
    w = y/z;  
    /* Fall Through */  
case 3:  
    w += z;  
    break;  
.  
.  
.  
}
```

case 2:
 w = y/z;
 goto merge;

case 3:
 w = 1;
merge:
 w += z;

Code Blocks (x == 2, x == 3)

```

long w = 1;
. . .
switch(x) {
. . .
case 2:
    w = y/z;
    /* Fall Through */
case 3:
    w += z;
    break;
. . .
}

```

```

.L5:                                # Case 2
    movq    %rsi, %rax
    cqto
    idivq   %rcx                    # y/z
    jmp     .L6                     # goto merge
.L9:                                # Case 3
    movl    $1, %eax               # w = 1
.L6:                                # merge:
    addq    %rcx, %rax             # w += z
    ret

```

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

Code Blocks (x == 5, x == 6, default)

```
switch(x) {
    . . .
    case 5:  // .L7
    case 6:  // .L7
        w -= z;
        break;
    default: // .L8
        w = 2;
}
```

```
.L7:                                # Case 5,6
    movl    $1, %eax                # w = 1
    subq    %rdx, %rax              # w -= z
    ret
.L8:                                # Default:
    movl    $2, %eax                # 2
    ret
```

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

Finding Jump Table in Binary

```

00000000004005e0 <switch_eg>:
4005e0:    48 89 d1                mov     %rdx,%rcx
4005e3:    48 83 ff 06            cmp     $0x6,%rdi
4005e7:    77 2b                  ja      400614 <switch_eg+0x34>
4005e9:    ff 24 fd f0 07 40 00   jmpq    *0x4007f0(,%rdi,8)
4005f0:    48 89 f0                mov     %rsi,%rax
4005f3:    48 0f af c2            imul    %rdx,%rax
4005f7:    c3                     retq
4005f8:    48 89 f0                mov     %rsi,%rax
4005fb:    48 99                  cqto
4005fd:    48 f7 f9                idiv    %rcx
400600:    eb 05                  jmp     400607 <switch_eg+0x27>
400602:    b8 01 00 00 00        mov     $0x1,%eax
400607:    48 01 c8                add     %rcx,%rax
40060a:    c3                     retq
40060b:    b8 01 00 00 00        mov     $0x1,%eax
400610:    48 29 d0                sub     %rdx,%rax
400613:    c3                     retq
400614:    b8 02 00 00 00        mov     $0x2,%eax
400619:    c3                     retq

```

Finding Jump Table in Binary (cont.)

```
00000000004005e0 <switch_eg>:
. . .
4005e9:      ff 24 fd f0 07 40 00      jmpq    *0x4007f0(,%rdi,8)
. . .
```

```
% gdb switch
(gdb) x /8xg 0x4007f0
0x4007f0:      0x0000000000400614      0x00000000004005f0
0x400800:      0x00000000004005f8      0x0000000000400602
0x400810:      0x0000000000400614      0x000000000040060b
0x400820:      0x000000000040060b      0x2c646c25203d2078
(gdb)
```

Finding Jump Table in Binary (cont.)

```
% gdb switch
(gdb) x /8xg 0x4007f0
0x4007f0:      0x000000000000400614      0x0000000000004005f0
0x400800:      0x0000000000004005f8      0x000000000000400602
0x400810:      0x000000000000400614      0x00000000000040060b
0x400820:      0x00000000000040060b      0x2c646c25203d2078
```

```
. . .
4005f0:      48 89 f0      mov    %rsi,%rax
4005f3:      48 0f af c2   imul   %rdx,%rax
4005f7:      c3           retq
4005f8:      48 89 f0      mov    %rsi,%rax
4005fb:      48 99         cqto
4005fd:      48 f7 f9      idiv   %rcx
400600:      eb 05         jmp    400607 <switch_eg+0x27>
400602:      b8 01 00 00 00 mov    $0x1,%eax
400607:      48 01 c8      add    %rcx,%rax
40060a:      c3           retq
40060b:      b8 01 00 00 00 mov    $0x1,%eax
400610:      48 29 d0      sub    %rdx,%rax
400613:      c3           retq
400614:      b8 02 00 00 00 mov    $0x2,%eax
400619:      c3           retq
```

Jump Tables (alternate version)

- Recently the compiler developers worked out how to make the jump tables smaller
- Instead of addresses, jump tables can contain 4-byte offsets
 - Then $\text{rip} + \text{jump table address} + \text{offset} \Rightarrow \text{location of target}$
- You may wish to review Spring's recitation:
https://www.cs.cmu.edu/afs/cs/academic/class/15213-s25/www/recitations/rec03_slides.pdf

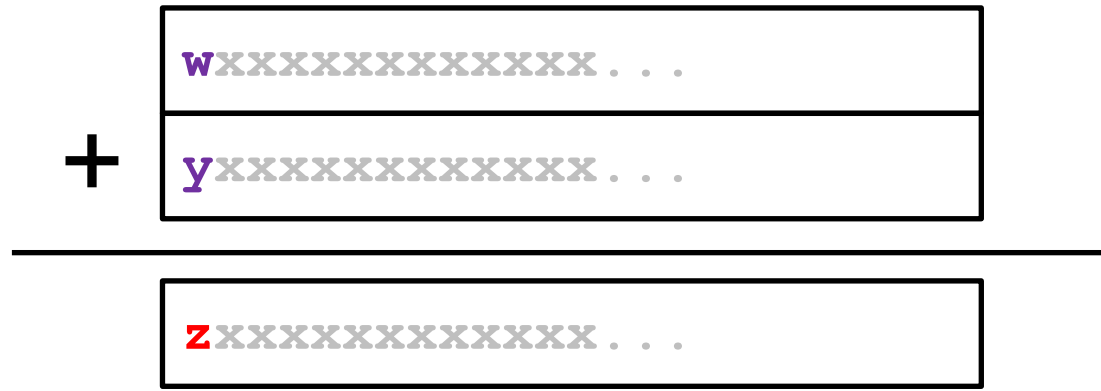
ZF set when

000000000000...000000000000

CF set when

$$\begin{array}{r} \boxed{\begin{array}{l} yxxxxxxxxxxxxxxxxx \dots \\ yxxxxxxxxxxxxxxxxx \dots \end{array}} \\ + \\ \hline 1 \quad \boxed{zxxxxxxxxxxxxxxxxx \dots} \end{array}$$

OF set when



$w == y \ \&\& \ w != z$