CS 240
Foundations of Computer Systems

WELLESLEY

x86 Control Flow

(**Part A**, Part B)
Condition codes, comparisons, and tests
[Un]Conditional jumps and conditional moves
Translating if-else, loops, and switch statements

https://cs.wellesley.edu/~cs240/

Conditionals and Control Flow

Two key pieces

1. Comparisons and tests: check conditions
2. Transfer control: choose next instruction

Familiar C constructs

- `if else`
- `while`
- `do while`
- `for`
- `break`
- `continue`

Processor Control-Flow State

Condition codes (a.k.a. *flags*)
1-bit registers hold flags set by last ALU operation

`ZF`	Zero Flag	result == 0
`SF`	Sign Flag	result < 0
`CF`	Carry Flag	carry-out/unsigned overflow
`OF`	Overflow Flag	two's complement overflow

`%rip` **Instruction pointer**
(a.k.a. *program counter*)
register holds address of next instruction to execute

1. Compare and test: conditions

`cmpq b,a` computes `a - b`, sets flags, discards result

Which flags indicate that `a < b` *? (signed? unsigned?)*

`testq b,a` computes `a & b`, sets flags, discards result

Common pattern:

`testq %rax, %rax`
What do `ZF` *and* `SF` *indicate?*

(Aside) Saving conditions as Boolean values

`setg`: set if greater
stores byte:
`0x01` if `~(SF^OF)&~ZF`
`0x00` otherwise

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

```
gt:
  cmpq %rsi,%rdi     # compare: x – y
  setg %al           # al = x > y
  movzbq %al,%rax    # zero rest of %rax
  retq
```

Zero-extend from Byte (8 bits) to Quadword (64 bits)

%rax	%eax	%ah	%al

set__ comes in same flavors as j__ (next slide)

2. Jump: choose next instruction

Jump/branch to different part of code by setting `%rip`.

	j__	Condition	Description
Unconditional jump	jmp	1	**Unconditional**
Conditional jumps	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)

Jump for control flow

Jump immediately follows comparison/test.
Together, they make a decision:
"**if** `%rcx == %rax` **then jump** to `label`."

```
       cmpq %rax,%rcx
       je label
       …
       …        ← Executed only if %rax ≠ %rcx
       …
label: addq %rdx,%rax
```

Label
Name for address of following item.

Interpreting Conditional Jumps

It is easier to read conditional jumps in x86-64 by comparing b against a instead of looking at condition codes.

		cmp a,b	test a,b
je	"Equal"	b == a	b&a == 0
jne	"Not equal"	b != a	b&a != 0
js	"Sign" (negative)	b-a < 0	b&a < 0
jns	(non-negative)	b-a >= 0	b&a >= 0
jg	"Greater"	b > a	b&a > 0
jge	"Greater or equal"	b >= a	b&a >= 0
jl	"Less"	b < a	b&a < 0
jle	"Less or equal"	b <= a	b&a <= 0
ja	"Above" (unsigned >)	b > a	b&a > 0U
jb	"Below" (unsigned <)	b < a	b&a < 0U

```
cmpq 5, (p)
je:  *p == 5
jne: *p != 5
jg:  *p >  5
jl:  *p <  5
```

```
testq a, a
je:  a == 0
jne: a != 0
jg:  a >  0
jl:  a <  0
```


Conditional <u>branch</u> example

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

```
absdiff:
   cmpq   %rsi, %rdi
   jle    .L7
   subq   %rsi, %rdi
   movq   %rdi, %rax
.L8:
   retq
.L7:
   subq   %rdi, %rsi
   movq   %rsi, %rax
   jmp    .L8
```

Labels
Name for address of following item.

How did the compiler create this?

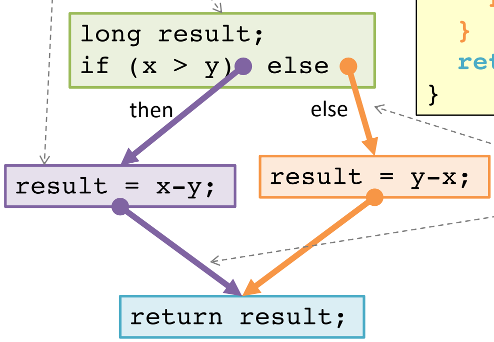
Control-Flow Graph

Code flowchart/directed graph.

Introduced by Fran Allen, et al.
Won the 2006 Turing Award
for her work on compilers.

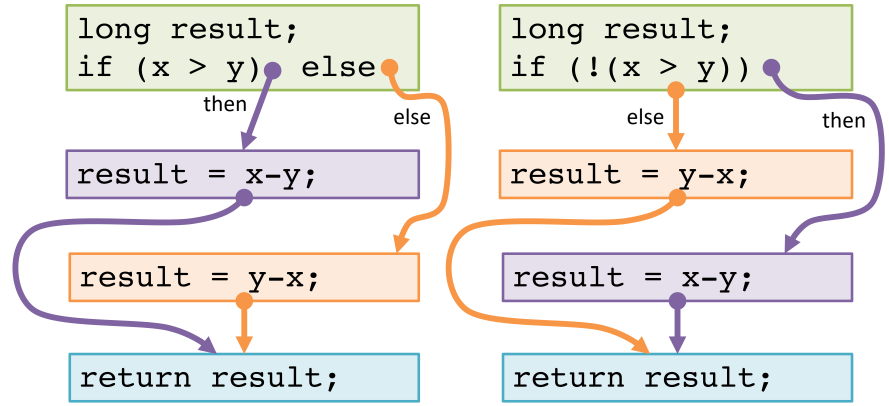
```
long absdiff(long x, long y){
  long result;
  if (x > y) {
    result = x-y;
  } else {
    result = y-x;
  }
  return result;
}
```

Nodes = ***Basic Blocks***:
Straight-line code always executed together in order.

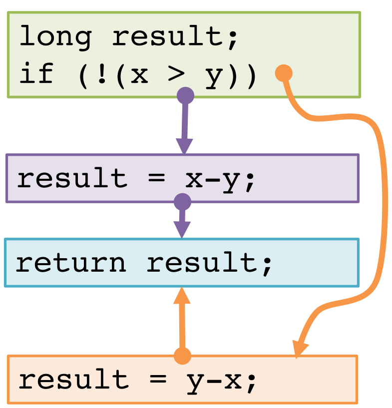


Edges = ***Control Flow***:
Which basic block executes next (under what condition).

Choose a linear order of basic blocks.

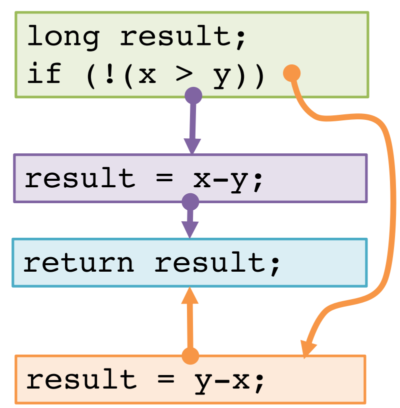


Choose a linear order of basic blocks.



Why might the compiler choose this basic block order instead of another valid order?

Translate basic blocks with jumps + labels




```
    cmpq   %rsi, %rdi
    jle    Else

    subq   %rsi, %rdi
    movq   %rdi, %rax
End:
    retq
Else:
    subq   %rdi, %rsi
    movq   %rsi, %rax
    jmp End
```

Why might the compiler choose this basic block order instead of another valid order?

Execute absdiff

ex

```
cmpq    %rsi, %rdi
jle     Else
subq    %rsi, %rdi
movq    %rdi, %rax
End:
  retq
Else:
  subq    %rdi, %rsi
  movq    %rsi, %rax
  jmp End
```

Registers

%rax	
%rdi	5
%rsi	3

Execute absdiff

ex

```
cmpq    %rsi, %rdi
jle     Else
subq    %rsi, %rdi
movq    %rdi, %rax
End:
  retq
Else:
  subq    %rdi, %rsi
  movq    %rsi, %rax
  jmp End
```

Registers

%rax	
%rdi	4
%rsi	7

Note: CSAPP shows translation with **goto**

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

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


Note: CSAPP shows translation with **goto**

```
long goto_ad(long x, long y){
  long result;
  if (x <= y) goto Else;
  result = x-y;
End:
  return result;
Else:
  result = y-x;
  goto End;
}
```

```
absdiff:
  cmpq    %rsi, %rdi
  jle     Else
  subq    %rsi, %rdi
  movq    %rdi, %rax
End:
  retq
Else:
  subq    %rdi, %rsi
  movq    %rsi, %rax
  jmp End
```

Close to assembly code.

But never use goto in your source code!

http://xkcd.com/292/

Compile if-else

ex

```
long wacky(long x, long y){
  long result;
  if (x + y > 7) {
    result = x;
  } else {
    result = y + 2;
  }
  return result;
}
```

Assume `x` is available in `%rdi`,
`y` is available in `%rsi`.

Place `result` in `%rax` for return.

```
wacky:
```


Compile if-else (solution #1)

ex

```
long wacky(long x, long y){
  long result;
  if (x + y > 7) {
    result = x;
  } else {
    result = y + 2;
  }
  return result;
}
```

Assume `x` is available in `%rdi`,
`y` is available in `%rsi`.

Place `result` in `%rax` for return.

```
wacky:
  movq %rdi, %rdx
  addq %rsi, %rdx
  cmpq $7, %rdx
  jle Else

  movq %rdi, %rax

 End:
  retq

 Else:
  addq $2, %rsi
  movq %rsi, %rax
  jmp End
```


Compile if-else (solution #2)

ex

```
long wacky(long x, long y){
  long result;
  if (x + y > 7) {
    result = x;
  } else {
    result = y + 2;
  }
  return result;
}
```

Assume `x` is available in `%rdi`,
`y` is available in `%rsi`.

Place `result` in `%rax` for return.

```
wacky:
  leaq (%rdi, %rsi), %rdx
  cmpq $7, %rdx
  jle Else

  movq %rdi, %rax

 End:
  retq

 Else:
  leaq 2(%rsi), %rax
  jmp End
```

Encoding jumps: PC-relative addressing

```
0x100      cmpq   %rax, %rbx      0x1000
0x102      je     0x70            0x1002
0x104      …                      0x1004
…          …                      …
0x174      addq   %rax, %rbx      0x1074
```

PC-relative *offsets* support relocatable code.

Absolute branches do not (or it's hard).

x86 Control Flow

(Part A, **Part B**)

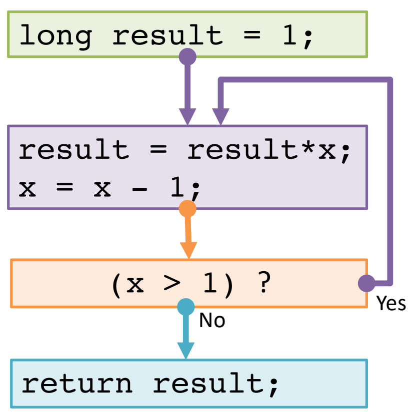
Condition codes, comparisons, and tests

[Un]Conditional jumps and **conditional moves**

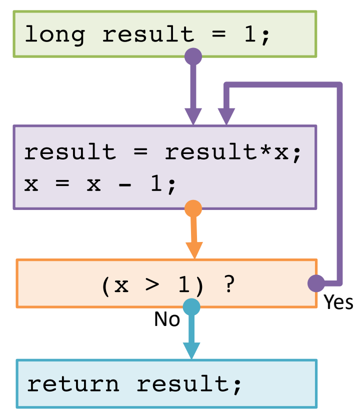
Translating if-else, **loops, and switch statements**

do while loop

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



do while loop



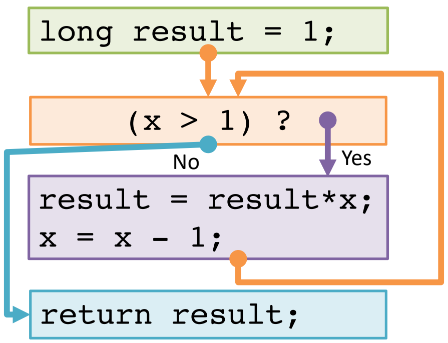

```
fact_do:
  movq $1,%rax
.L11:
  imulq %rdi,%rax
  decq %rdi

  cmpq $1,%rdi
  jg .L11

  retq
```

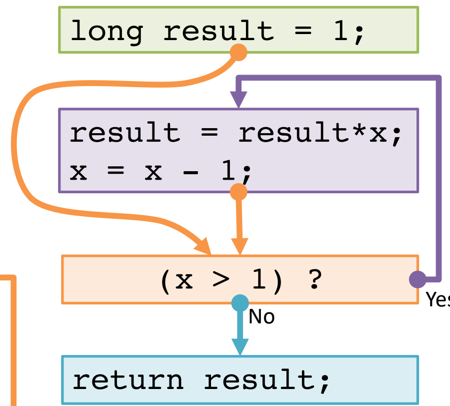
Register	Variable
%rdi	
%rax	

Why put the loop condition at the end?

while loop

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

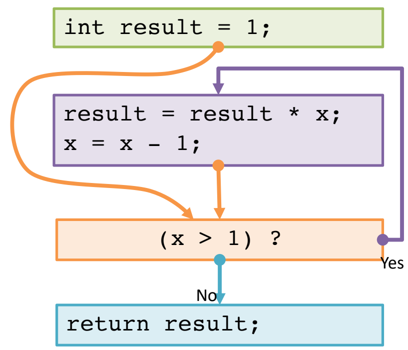




This order is used by GCC for x86-64. Why?

while loop

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

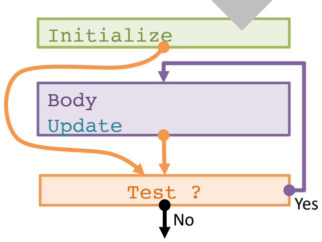



```
fact_while:
  movq $1, %rax
  jmp   .L34
.L35:
  imulq %rdi, %rax
  decq  %rdi
.L34:
  cmpq  $1, %rdi
  jg    .L35

  retq
```

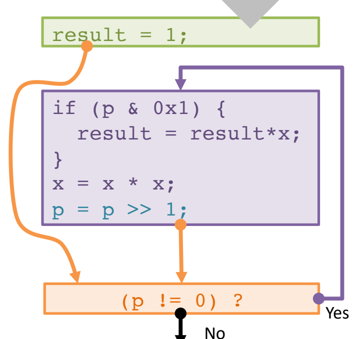

for loop translation

```
for (Initialize; Test; Update ) {
    Body
}
```

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




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



for loop: square-and-multiply

optional

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

$x^m * x^n = x^{m+n}$

0 … 0 1 0 1 1 = 11

$1^{2^{31}} * \ldots * 1^{16} * x^8 * 1^4 * x^2 * x^1 = x^{11}$

$1 = x^0$ $x = x^1$

Algorithm

Exploit bit representation: $p = p_0 + 2p_1 + 2^2p_2 + \ldots 2^{n-1}p_{n-1}$

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 $O(\log p) = O(\text{sizeof}(p))$

Example

$3^{11} = 3^1 * 3^2 * 3^8$

$= 3^1 * 3^2 * ((3^2)^2)^2$

`for` loop: `power` iterations

optional

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

iterations	result	x	p
0	1	3	$11 = 1011_2$
1	3	9	$5 = 101_2$
2	27	81	$2 = 10_2$
3	27	6561	$1 = 1_2$
4	177147	43046721	0_2

(Aside) **Conditional Move**

Why? Branch prediction in pipelined/OoO processors.

`cmov_` src, dest

if (*Test*) *Dest* ← *Src*

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

```
long absdiff(long x, long y) {
  return x>y ? x-y : y-x;
}
```

```
absdiff:
  movq    %rdi, %rax
  subq    %rsi, %rax
  movq    %rsi, %rdx
  subq    %rdi, %rdx
  cmpq    %rsi, %rdi
  cmovle  %rdx, %rax
  ret
```


(Aside) **Bad uses of conditional move**

Expensive Computations

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

Risky Computations

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

Computations with side effects

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


`switch` statement

```
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;
    case 3:
        w += z;
        break;
    case 5:
    case 6:
        w -= z;
        break;
    default:
        w = 2;
    }
    return w;
}
```

Fall through cases

Multiple case labels

Missing cases use default

Lots to manage:
use a *jump table*.

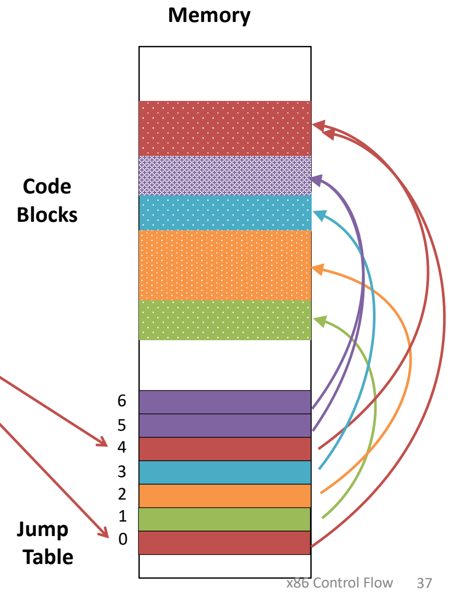
switch jump table structure

C code:

```
switch(x) {
  case 1: <some code>
          break;
  case 2: <some code>
  case 3: <some code>
          break;
  case 5:
  case 6: <some code>
          break;
  default: <some code>
}
```

Translation sketch:

```
if (0 <= x && x <= 6)
  addr = jumptable[x];
  goto addr;
else
  goto default;
```



switch jump table assembly declaration

*read-only **data***
(not instructions)

8-byte alignment

```
.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
```

"quad" = q suffix = 8-byte value

```
switch(x) {
case 1:      // .L3
    w = y * z;
    break;
case 2:      // .L5
    w = y - z;
case 3:      // .L9
    w += z;
    break;
case 5:
case 6:      // .L7
    w -= z;
    break;
default:     // .L8
    w = 2;
}
```


switch case dispatch

```
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
```

Jump if above *(unsigned, but…)*

```
switch_eg:
  movl   $1, %eax
  cmpq   $6, %rdi
  ja     .L8
  jmp    *.L4(,%rdi,8)
```

indirect jump

switch cases

Reg.	Use
%rdi	x
%rsi	y
%rdx	z
%rax	w

```
switch(x) {
case 1:      // .L3
    w = y * z;
    break;
case 2:      // .L5
    w = y - z;
case 3:      // .L9
    w += z;
    break;
case 5:      // .L7
case 6:      // .L7
    w -= z;
    break;
default:     // .L8
    w = 2;
}
return w;
```

```
.L3:  movq   %rsi, %rax
      imulq  %rdx, %rax
      retq
.L5:  movq   %rsi, %rax
      subq   %rdx, %rax
.L9:
      addq   %rdx, %rax
      retq
.L7:
      subq   %rdx, %rax
      retq
.L8:
      movl   $2, %eax
      retq
```

"inlined"

Fall-through.

Aside: `movl` is used because 2 is a small positive value that fits in 32 bits. High order bits of `%rax` get set to zero automatically. It takes *fewer bytes* to encode a literal `movl` vs a `movq`.

`switch` machine code

Assembly Code

```
switch_eg:
  . . .
  cmpq   $6, %rdi
  ja     .L8
  jmp    *.L4(,%rdi,8)
```

Disassembled Object Code

```
00000000004004f6 <switch_eg>:
  . . .
  4004fd:  77 2b                   ja 40052a <switch_eg+0x34>
  4004ff:  ff 24 fd d0 05 40 00    jmpq *0x4005d0(,%rdi,8)
```

Inspect jump table contents using GDB.

Examine contents as 7 addresses

Address of code for case 0

Address of code for case 1

```
(gdb) x/7a 0x4005d0
0x4005d0:  0x40052a <switch_eg+52>    0x400506 <switch_eg+16>
0x4005e0:  0x40050e <switch_eg+24>    0x400518 <switch_eg+34>
0x4005f0:  0x40052a <switch_eg+52>    0x400521 <switch_eg+43>
0x400600:  0x400521 <switch_eg+43>
```

Address of code for case 6

Would you implement this with a jump table?

```
switch(x) {
  case 0:      <some code>
               break;
  case 10:     <some code>
               break;
  case 52000:  <some code>
               break;
  default:     <some code>
               break;
}
```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