x86 Control Flow

(**Part A**, Part B)

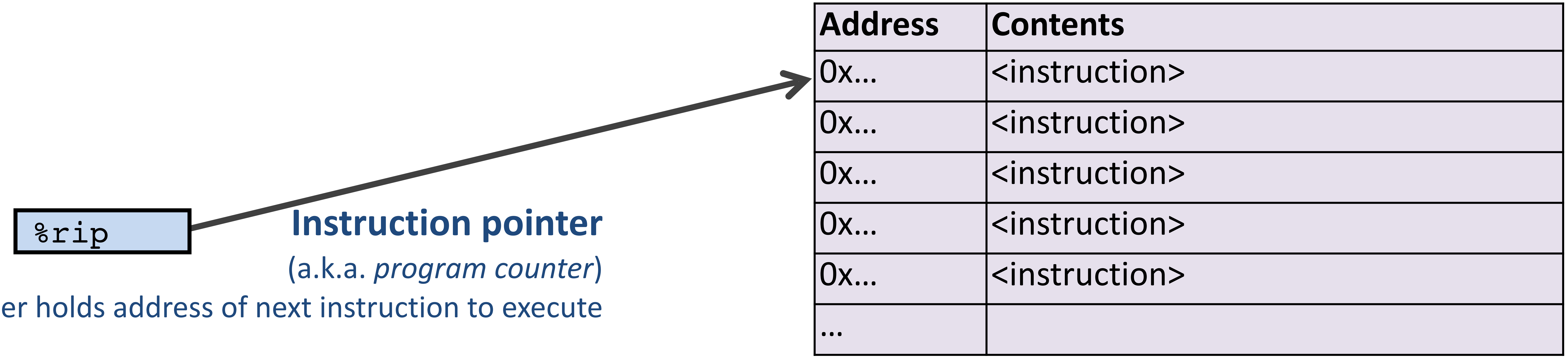
Condition codes, comparisons, and tests

[Un]Conditional jumps and conditional moves

Translating if-else, loops, and switch statements

Motivation

Recall: instruction memory is a flat list (with the program counter as index)!



`%rip`

Instruction pointer

(a.k.a. *program counter*)

register holds address of next instruction to execute

Address	**Contents**
0x…	<instruction>
0x…	<instruction>
0x…	<instruction>
0x…	<instruction>
0x…	<instruction>
…	

We don’t get to keep

`if/while/for/break/continue`

Conditionals and Control Flow

Two **key pieces**

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

To implement 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?*

2. Transfer control: choose next instruction

Different **jump/branch instructions** to different part of code by setting `%rip`.

Unconditional jump: `jmp`

Conditional jumps: `je` … `jb`

j___	**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)

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
       …
       …
       …
label: addq %rdx,%rax
```

Executed only if
`%rax ≠ %rcx`

Label

Name for address of following item.

Interpreting Conditional Jumps

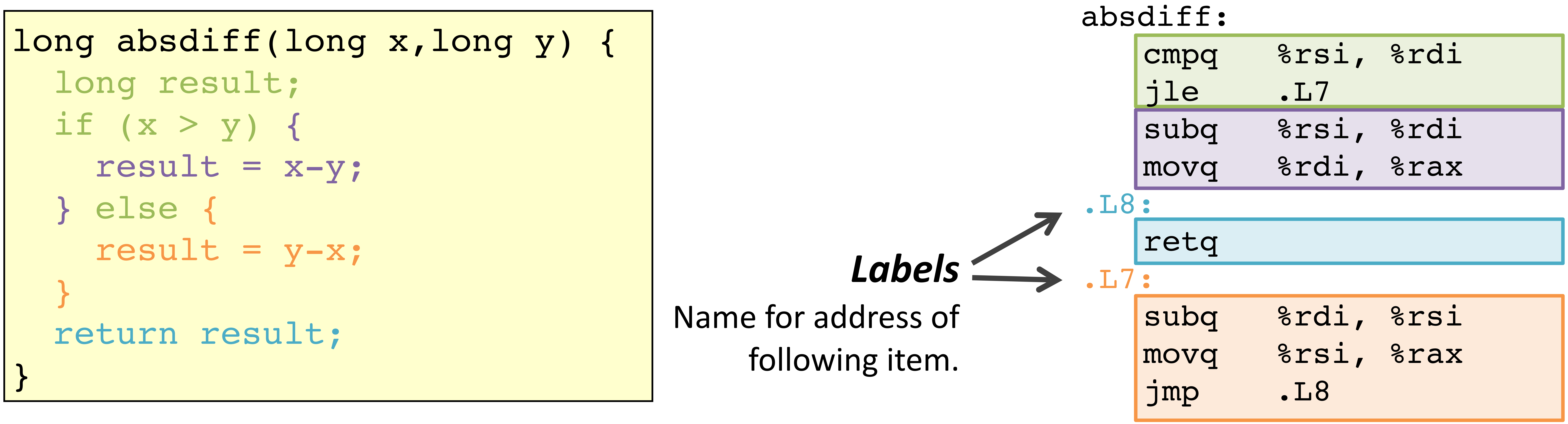
It is easier to read conditional jumps in x86-64 by comparing b against a instead of looking at condition codes.

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

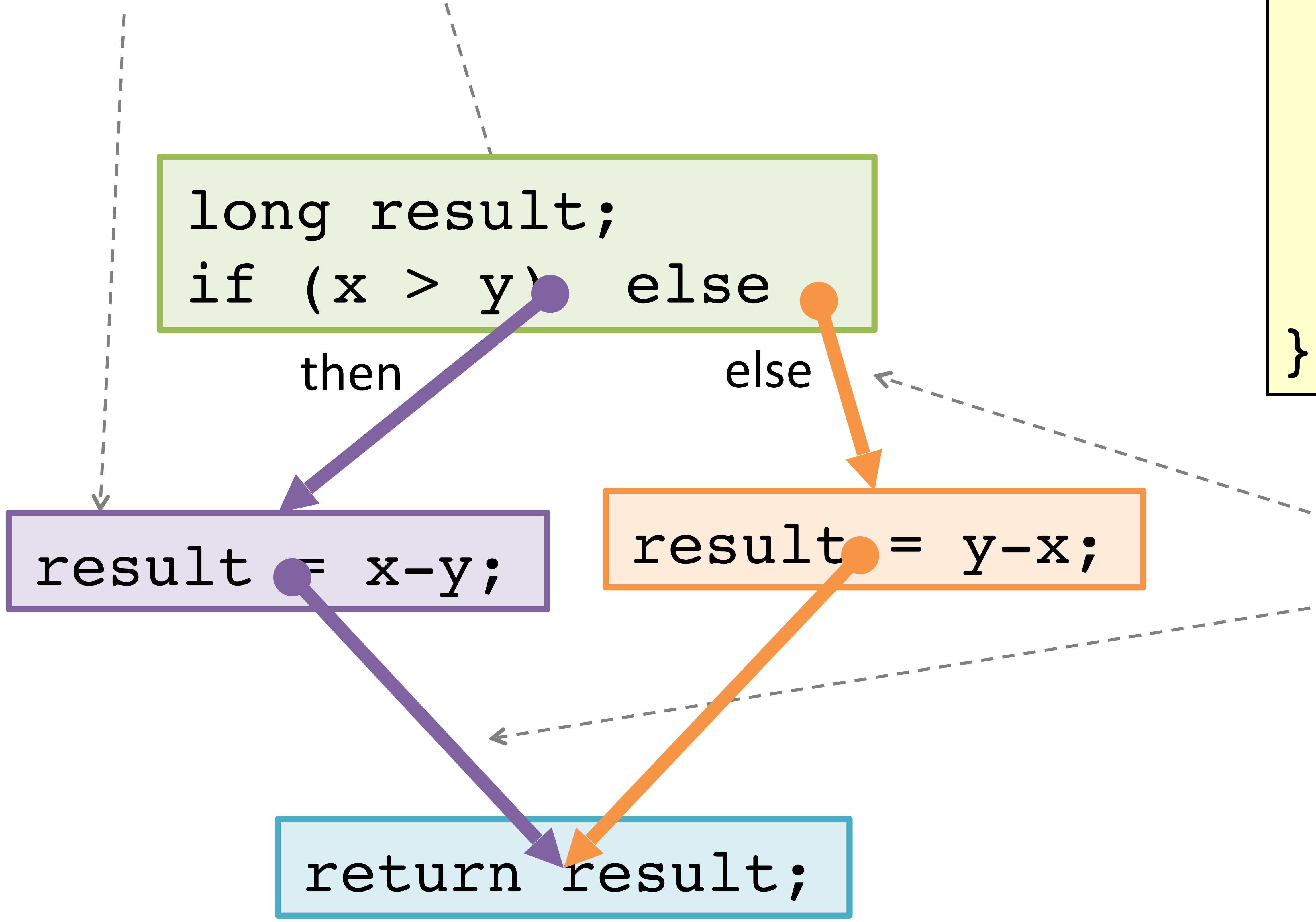
Code flowchart/directed graph.

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.



```
long result;
if (x > y)  else
```

```
result = x-y;
```

```
result = y-x;
```

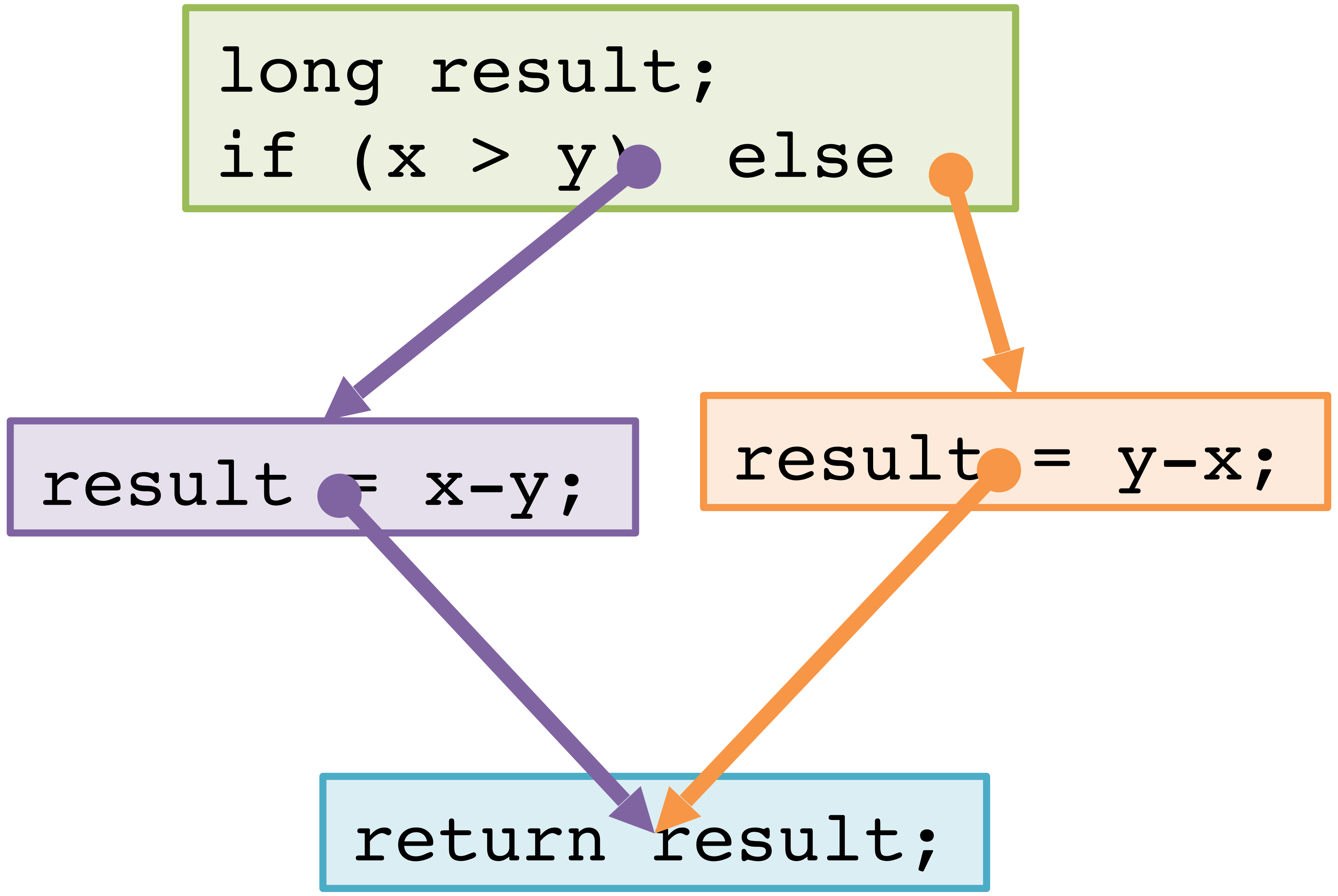
```
return result;
```

Edges = ***Control Flow***:

Which basic block executes next (under what condition).

Control-Flow Graph

How do we represent this non-flat structure in a single instruction memory?



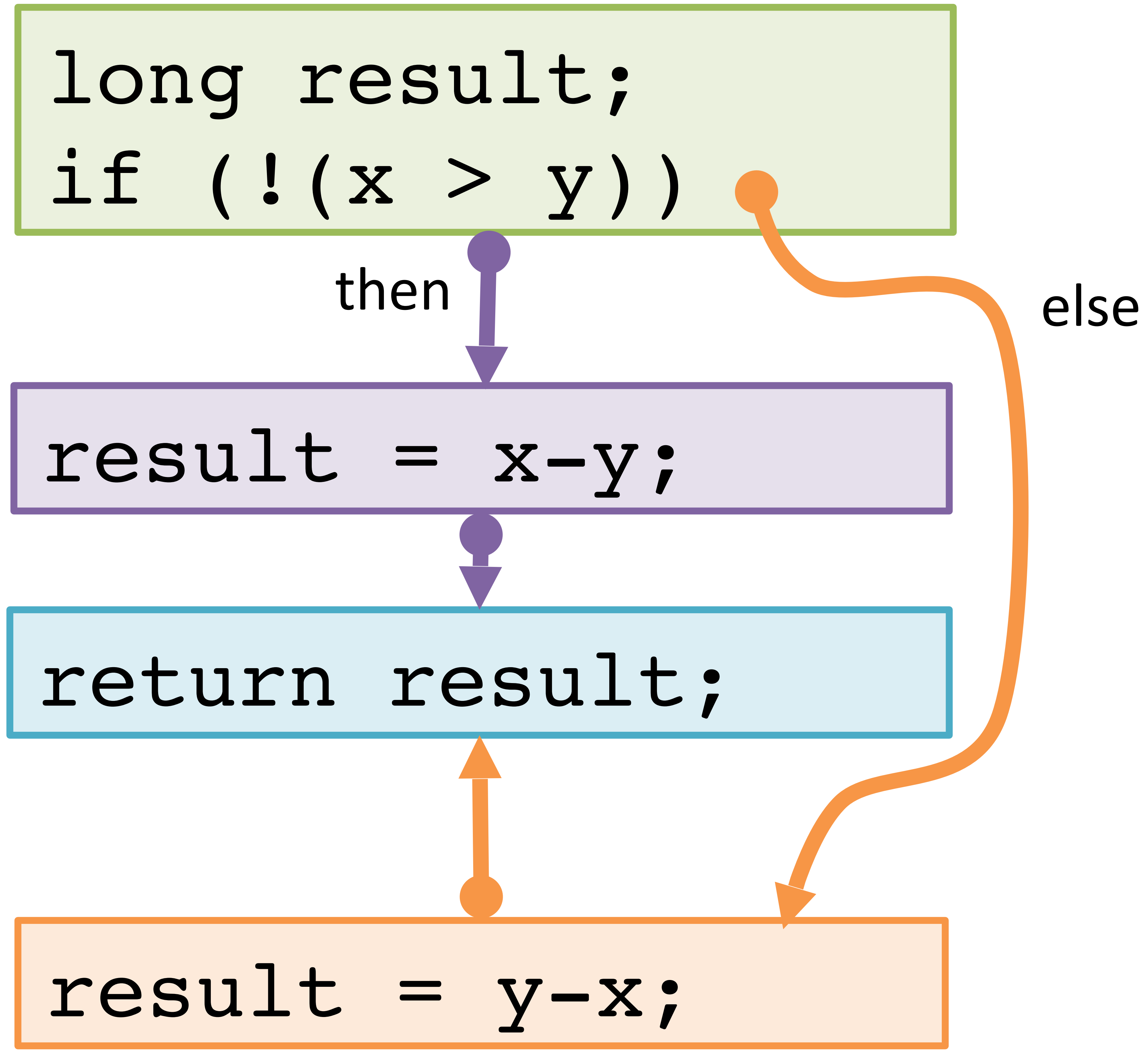
```
long result;
if (x > y)  else
```

```
result = x-y;
```

```
result = y-x;
```

```
return result;
```

Choose a linear order of basic blocks.



```
long result;
if (!(x > y))
```

then

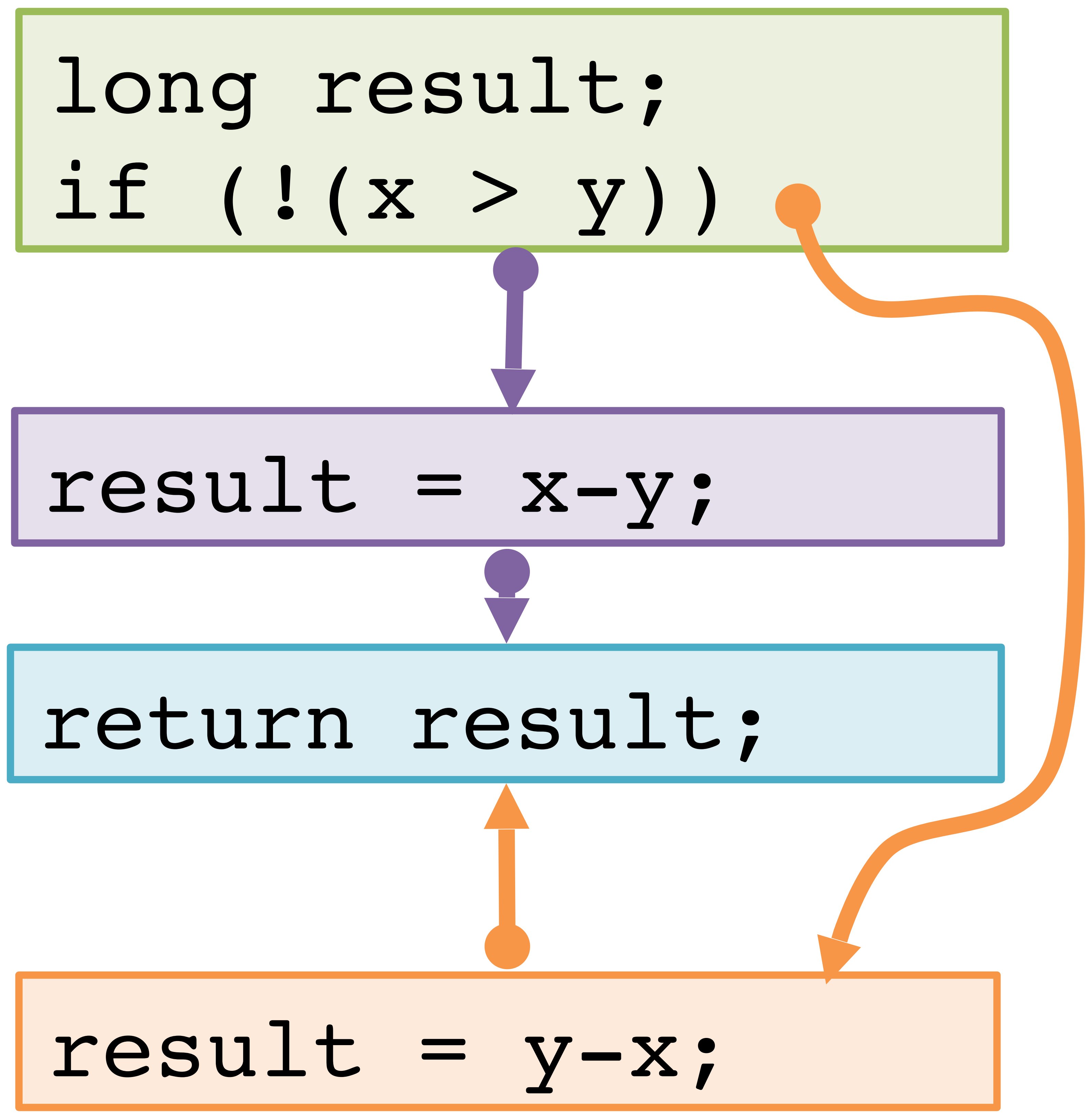
else

```
result = x-y;
```

```
return result;
```

```
result = y-x;
```

Translate basic blocks with jumps + labels



```
long result;
if (!(x > y))
```

```
result = x-y;
```

```
return result;
```

```
result = y-x;
```

```
    cmpq    %rsi, %rdi
    jle     Else

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

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	2
%rdi	~~5~~ 2
%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	2
%rdi	~~5~~ 2
%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

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	3
%rdi	4
%rsi	~~7~~ 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

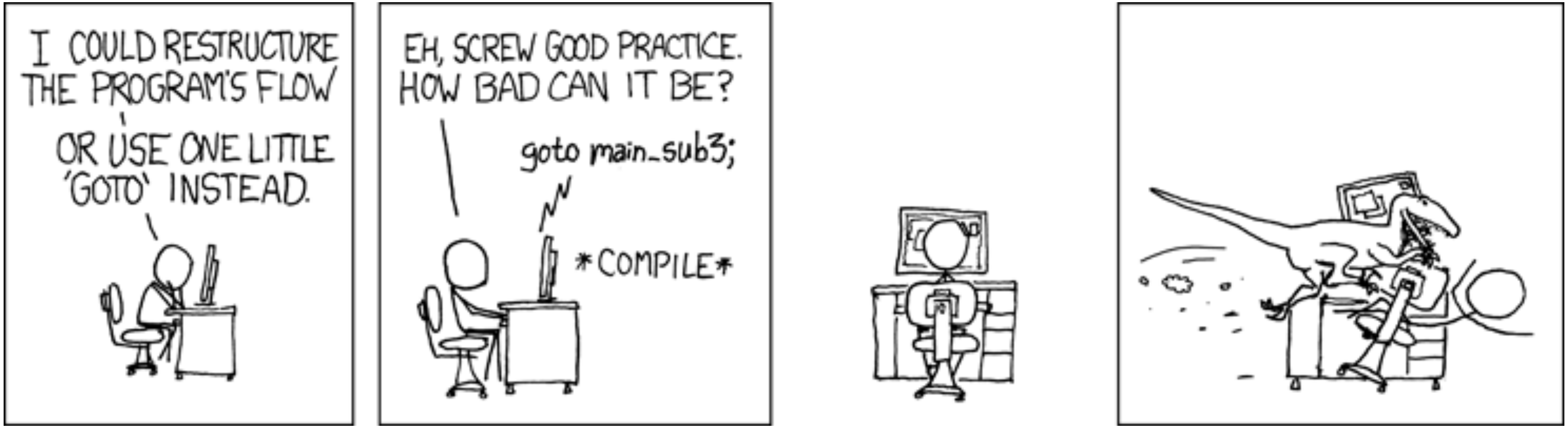
`%rax`	3
`%rdi`	4
`%rsi`	~~7~~ 3

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;
}
```

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;
}
```

```
wacky:
```

Recall:

- `x` is available in `%rdi`
- `y` is available in `%rsi`
- `result` should be in `%rax` for return

Instructions to use:

`movq, addq, cmpq, jle or jg`

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;
}
```

Recall:

- `x` is available in `%rdi`
- `y` is available in `%rsi`
- `result` should be 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) - `leaq`

ex

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

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

  movq %rdi, %rax

 End:
  retq

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

Recall:

- `x` is available in `%rdi`
- `y` is available in `%rsi`
- `result` should be in `%rax` for return

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**)

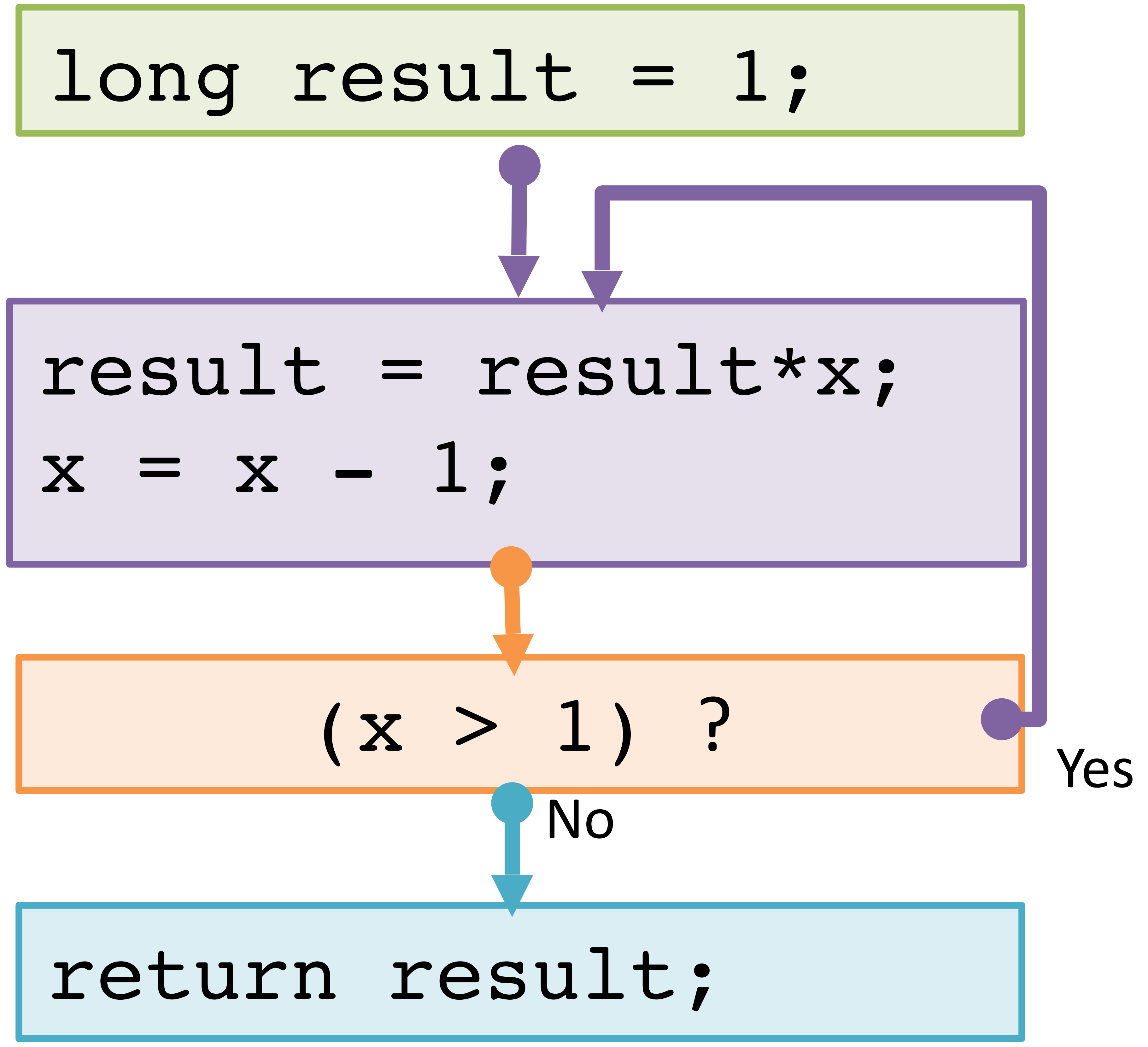
Condition codes, comparisons, and tests

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

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

do while loop

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



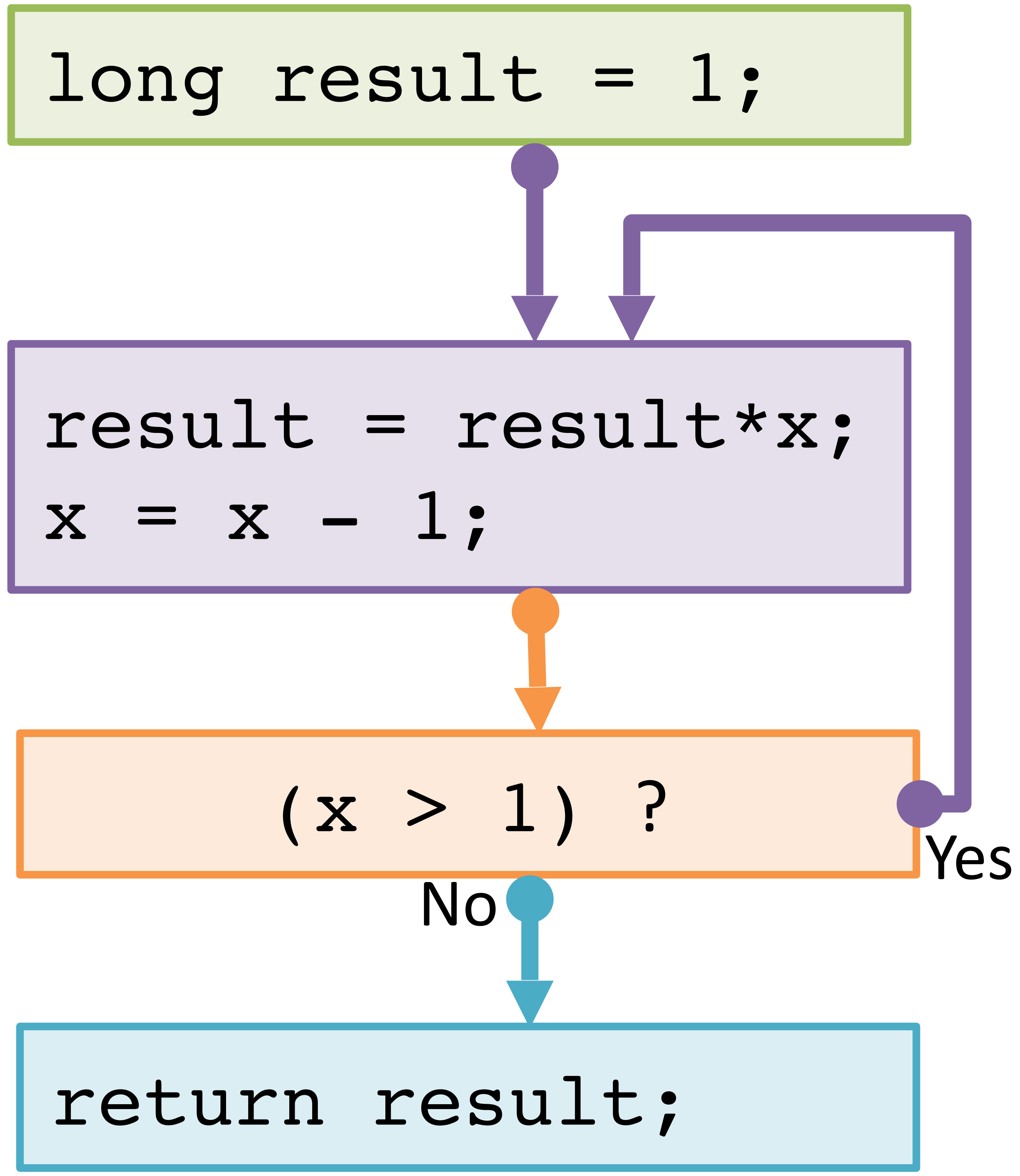
```
long result = 1;
```

```
result = result*x;
x = x - 1;
```

```
(x > 1) ?
```

```
return result;
```

`do while` loop



```
long result = 1;
```

```
result = result*x;
x = x - 1;
```

```
(x > 1) ?
```

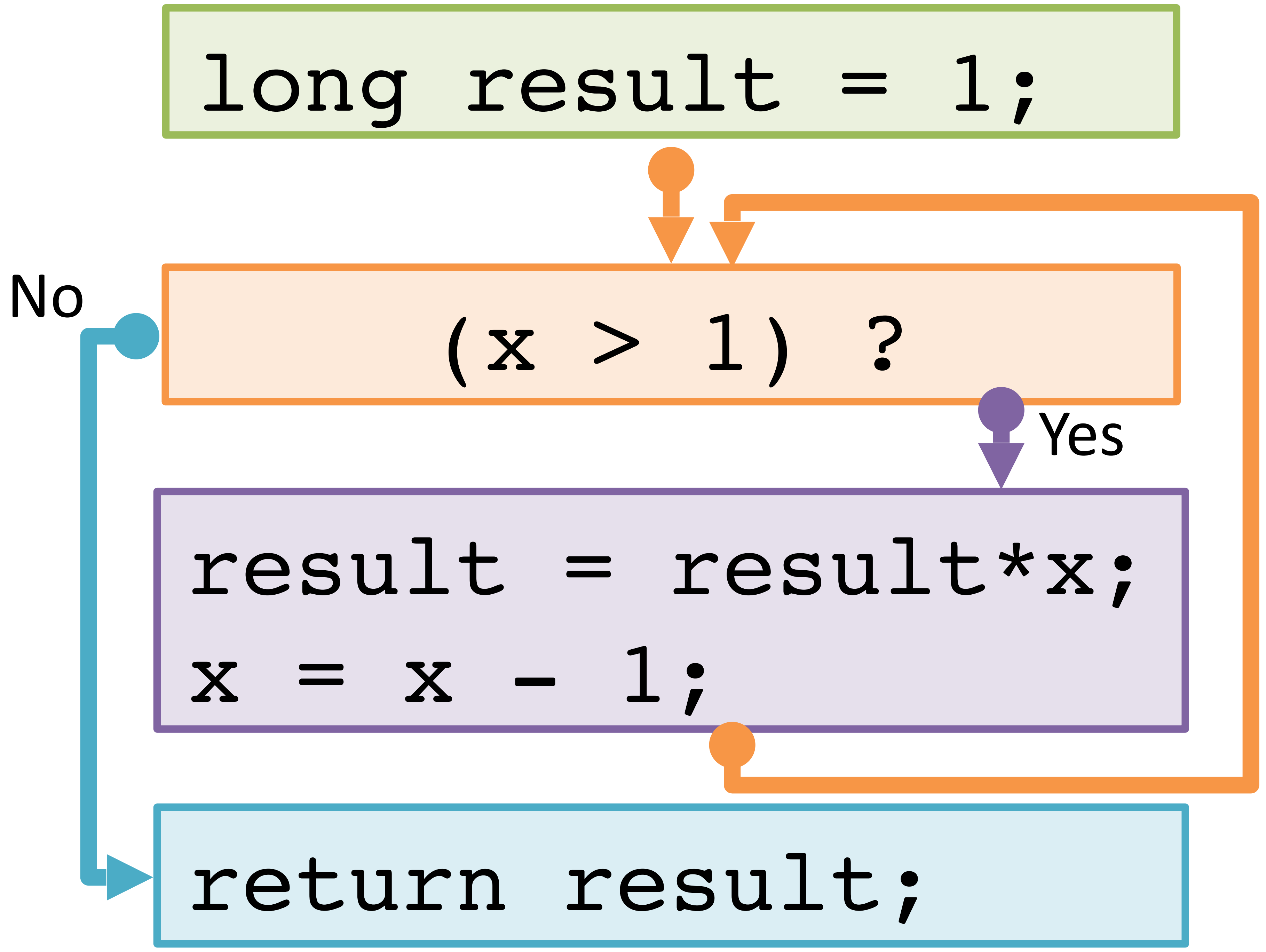
```
return result;
```

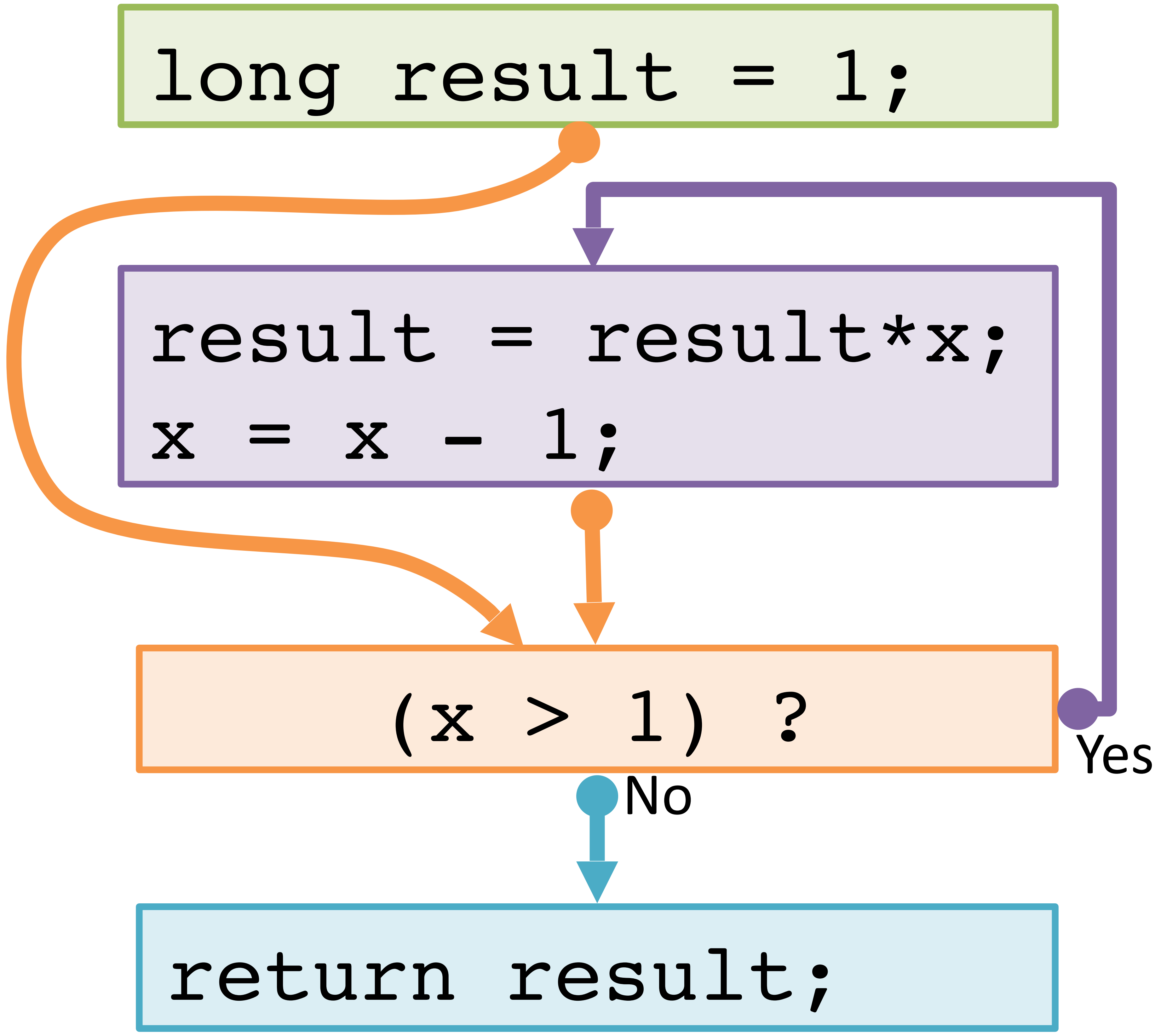
```
fact_do:
  movq $1,%rax

.L11:
  imulq %rdi,%rax
  decq %rdi


  cmpq $1,%rdi
  jg .L11

  retq
```

Why put the loop condition at the end?

while loop

```
long fact_while(long x){
  // Assume x >= 0
  long result = 1;
  while (x > 1) {
    result = result * x;
    x = x - 1;
  }
  return result;
}
```

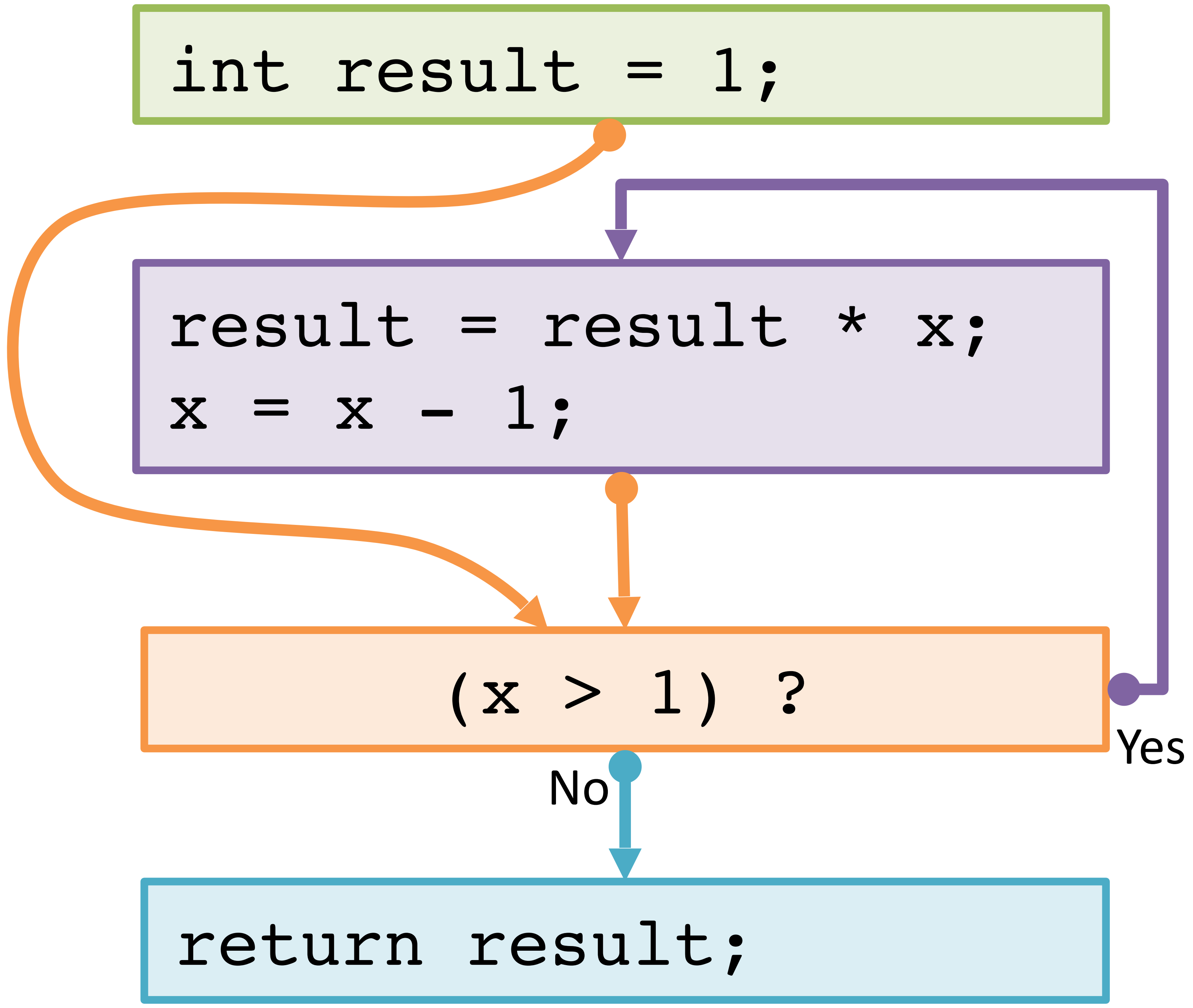




This order is used by GCC for x86-64. Why?

`while` loop

```
long fact_while(long x){
  // Assume x >= 0
  long result = 1;
  while (x > 1) {
    result = result * x;
    x = x - 1;
  }
  return result;
}
```



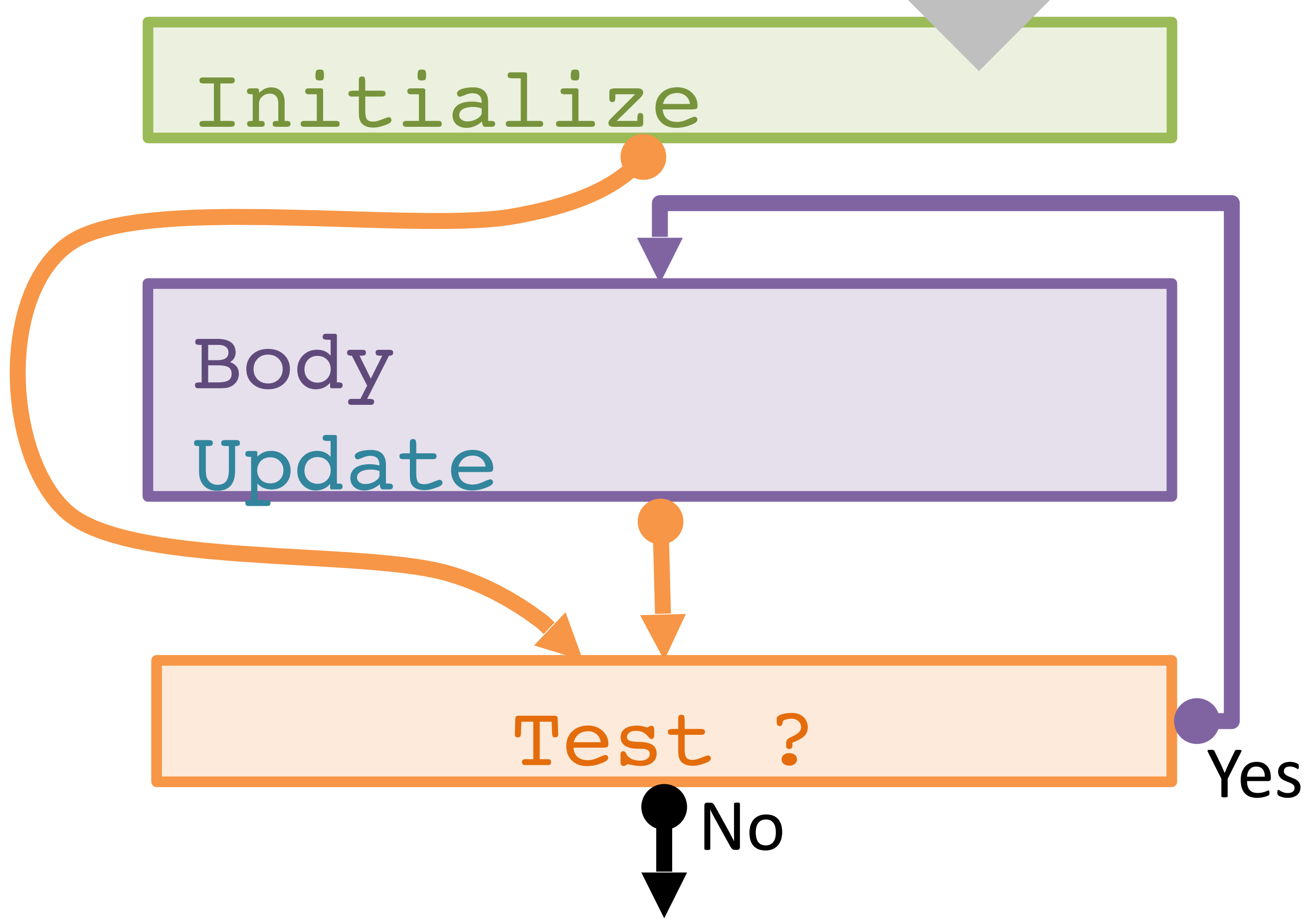
```
fact_while:
  movq $1, %rax
  jmp    .L34

.L35:
  imulq %rdi, %rax
  decq   %rdi

.L34:
  cmpq   $1, %rdi
  jg     .L35

  retq
```

`for` loop translation

`for` loops are *syntactic sugar* for while loops: we can just translate `for` to `while`

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

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



Initialize

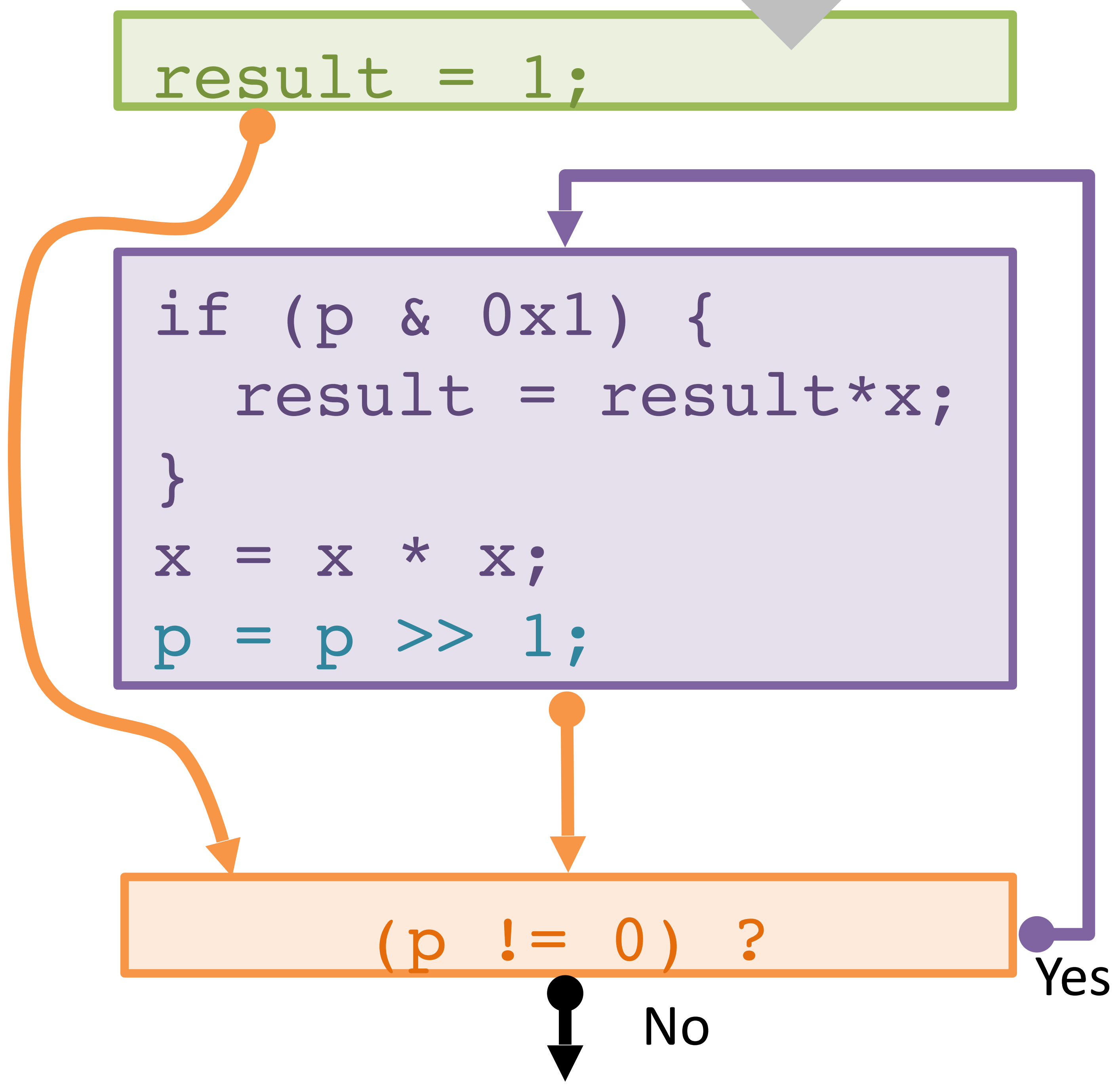
Body
Update

Test ?

Yes

No

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



result = 1;

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

(p != 0) ?

Yes

No

`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;
}
```

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

0 … 0 1 0 1 1 = 11

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

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

Algorithm

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

Gives: $x^p = z_0 \cdot z_1^{\ 2} \cdot (z_2^{\ 2})^{\ 2} \cdot \ \ldots\ \cdot \underbrace{(\ldots((z_{n-1}^{\ 2})^{\ 2})\ldots)^{\ 2}}_{n\text{–}1 \text{ times}}$

$z_i = 1$ 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;
}
```

iteration	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	430467	0_2

(Aside) **Conditional Move**

`cmov_ src, dest`

if (***Test***) ***Dest*** ← ***Src***

```
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
```

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

Why? Branch prediction in pipelined/OoO processors.

(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.**

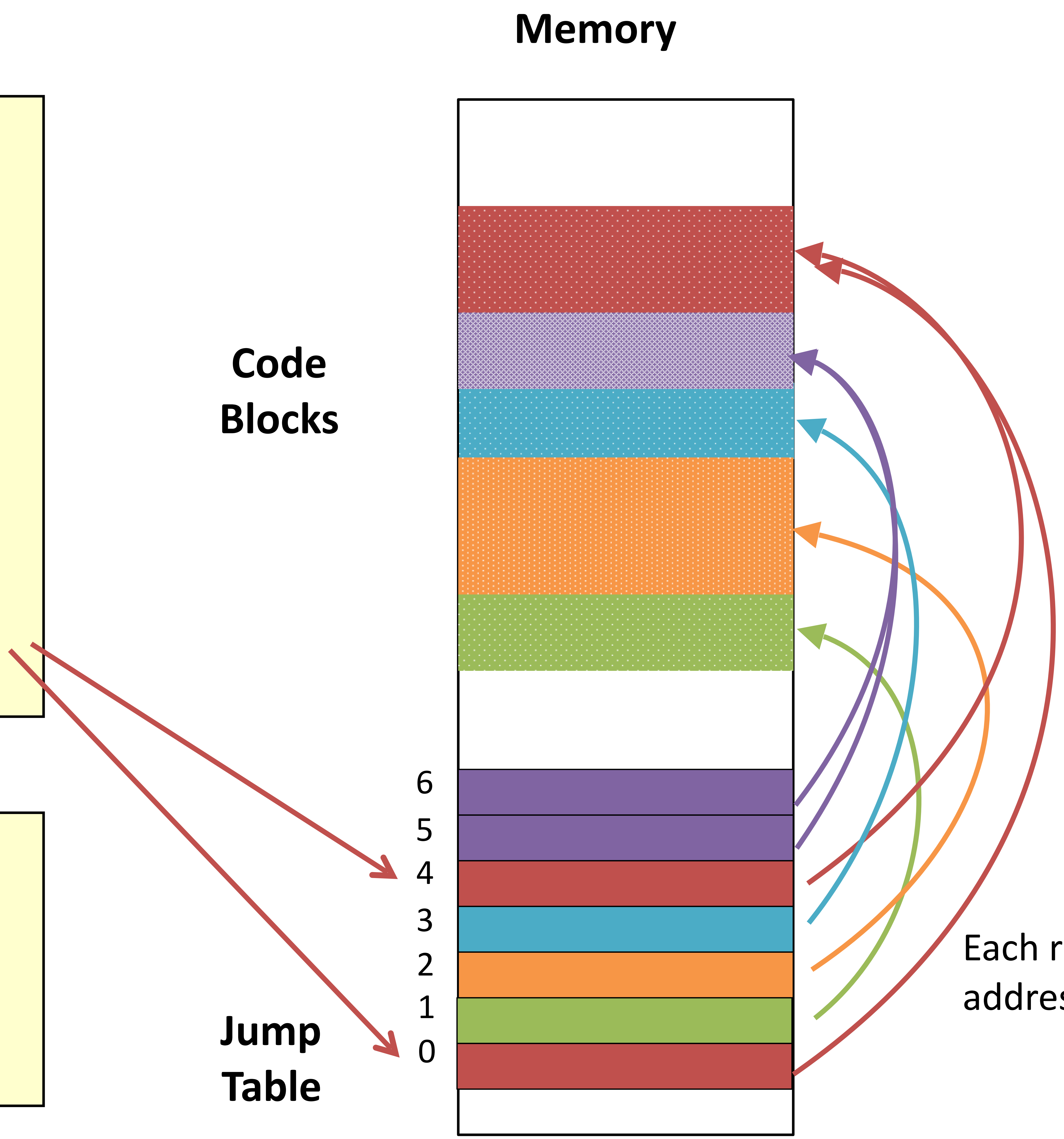
`switch` jump table structure

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;
```



Each row in the jump table is the address of the code for that case

`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 if above *(unsigned, but…)*

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

indirect jump

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 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    ←————————— “inlined" return
.L5:  movq    %rsi, %rax
      subq    %rdx, %rax
.L9:          ←————————— Fall-through
      addq    %rdx, %rax
      retq

.L7:
      subq  %rdx, %rax
      retq
.L8:
      movl  $2, %eax
      retq
```

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)
```

When looking as disassembled code: an indirect jump like this is a sign it's a jump table encoding a switch

Inspect jump table contents using GDB.

E**x**amine contents as **7** **a**ddresses

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?

ex

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