CS 261
Fall 2021

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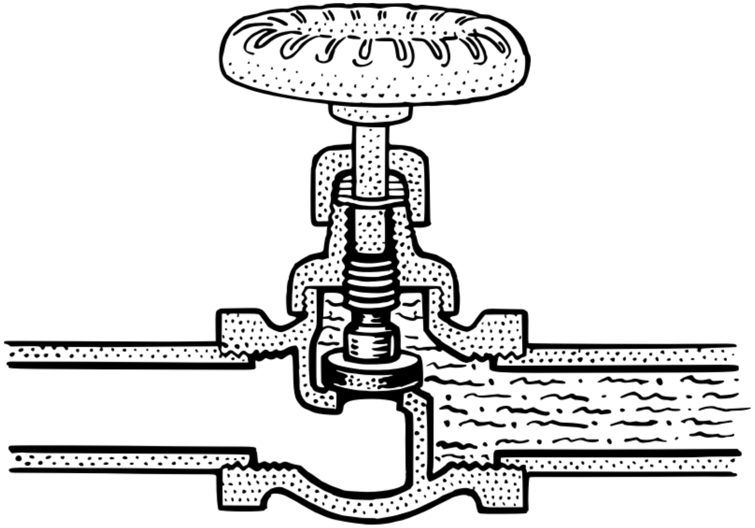

x86-64 Control Flow

Topics

- Control flow
- Condition codes
- Jumps and conditional moves
- “Goto code”
- Loops
- Translating from C to x86-64

Motivation

- We cannot translate the following C function to assembly, using only data movement and arithmetic operations
  - Fundamental requirement: ability to control the flow of program execution (i.e., decision-making)
  - Necessary for translating structured code

```
int min (int x, int y)
{
    if (x < y) {
        return x;
    } else {
        return y;
    }
}
```

Control flow

- The program counter (PC) tracks the address of the next instruction to be executed
  - To change the PC in assembly, use a jump instruction
    - Often the jump will be relative to the current PC value
  - In assembly, the target of a jump is usually a label, which is converted to a code address by the assembler
    - Labels are written using colon notation (e.g., "`L1:`")
  - However, unconditional jumps aren't sufficient for decision-making
    - In fact, the compiler can just re-arrange code to avoid them

```
    movl $2, %eax
    jmp L1
    movl $3, %eax      # never executed!
L1:
    movl $4, %eax
```

Conditional jumps

- Conditional jumps only jump under certain conditions
- In machine/assembly code, conditional jumps are often encoded using a **pair** of instructions
  - The **first** sets the condition codes of the CPU
    - On x86-64, the FLAGS register
    - Arithmetic/logical instructions do this as a side effect
    - Special-purpose instructions `cmp` and `test`
  - The **second** jumps base on the value of the condition codes
    - On x86-64, many variants: “jump-if-equal”, “jump-if-less-than”, etc.

```
cmpl %eax, %ecx        # means “compare %ecx with %eax”
jle pos1               # means “jump-if-less-than-or-equal”
```

Condition codes

- x86-64: special `%flags` register stores bits for these condition codes:
  - **CF** (carry): last operation resulted in a carry out **or borrow in**
    - (e.g, overflow for unsigned arithmetic)
  - **ZF** (zero): last operation resulted in a zero
  - **SF** (sign): last operation resulted in a negative value
  - **OF** (overflow): last operation caused a two's complement overflow (negative or positive)

- As well as a few we won't use:
  - **PF** (parity): last operation resulted in an even number of 1 bits in the eight least significant bits
  - **AF** (adjust): last operation resulted in a carry out for the four least significant bits
  - **IF** (interrupt): CPU will handle interrupts

- Use `$eflags` to reference this register in GDB
  - E.g., "`print $eflags`" or "`display $eflags`"

Condition codes

- In **addition**, the carry flag is set if an addition requires a carry out of the most significant (leftmost) bit
  - Basically, it's the "extra bit" necessary to represent the result
  - E.g., `1001 + 0001 = 1010` (CF=0)
  - E.g., `1111 + 0001 = 0000` (CF=1)

- In **subtraction**, the carry (borrow) flag is set if a subtraction requires a borrow into the most significant (leftmost) bit
  - E.g., `1000 - 0001 = 0111` (CF=0)
  - E.g., `0000 - 0001 = 1111` (CF=1)

Condition codes

- Special `cmp` and `test` instructions
  - `cmp` compares two values (computes arg_2 - arg_1)
    - **NOTE REVERSED ORDERING** – also, the result is not saved
    - Type-agnostic: all flags are set, but not all are relevant!
    - Does not change either operand
  - `test` checks for non-zero values (computes arg_2 & arg_1)
    - Often, the arguments are the same (or one is a bit mask)
    - Always sets carry and overflow flags to zero
    - Does not change either operand

```
cmpl %eax, %ecx          # means "compare %ecx with %eax"

testl $0xFF, %edx        # means "check low-order 8 bits of %edx"
```

Question

- Suppose %rax = 5 and %rbx = 10. Which flag(s) will be set after the following instruction?

```
cmpq %rax, %rbx    # computes %rbx - %rax
```

  - A) CF
  - B) ZF
  - C) SF
  - D) None

Question

- Suppose %rax = 5 and %rbx = 10. Which flag(s) will be set after the following instruction?

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Question

- Suppose %rax = 5 and %rbx = 10. Which flag(s) will be set after the following instruction?

```
testq %rax, %rbx    # computes %rbx & %rax
```

  - A) CF
  - B) ZF
  - C) SF
  - D) None

Jump instructions

Instruction		Synonym	Jump condition	Description
`jmp`	*Label*		1	Direct jump
`jmp`	**Operand*		1	Indirect jump
`je`	*Label*	`jz`	`ZF`	Equal / zero
`jne`	*Label*	`jnz`	`~ZF`	Not equal / not zero
`js`	*Label*		`SF`	Negative
`jns`	*Label*		`~SF`	Nonnegative
`jg`	*Label*	`jnle`	`~(SF ^ OF) & ~ZF`	Greater (signed >)
`jge`	*Label*	`jnl`	`~(SF ^ OF)`	Greater or equal (signed >=)
`jl`	*Label*	`jnge`	`SF ^ OF`	Less (signed <)
`jle`	*Label*	`jng`	`(SF ^ OF) | ZF`	Less or equal (signed <=)
`ja`	*Label*	`jnbe`	`~CF & ~ZF`	Above (unsigned >)
`jae`	*Label*	`jnb`	`~CF`	Above or equal (unsigned >=)
`jb`	*Label*	`jnae`	`CF`	Below (unsigned <)
`jbe`	*Label*	`jna`	`CF | ZF`	Below or equal (unsigned <=)

Type difference

Figure 3.15 **The jump instructions.** These instructions jump to a labeled destination when the jump condition holds. Some instructions have "synonyms," alternate names for the same machine instruction.

Conditional moves

- Similar to conditional jumps, but they move data if certain condition codes are set
  - Benefit: no branch prediction penalty
    - We'll see how this produces faster code in a few weeks
  - In C code: "`x = ( <cond> ? <tvalue> : <fvalue>)`"

```
  cmpq %rax, %rbx
  jg L01
  movq %rax, %rcx
  jmp L02
L01:
  movq %rbx, %rcx
L02:
```

```
movq   %rax, %rcx
cmpq   %rax, %rbx
cmovg  %rbx, %rcx
```

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→

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cmovg  %rbx, %rcx
```

Example

C code:

```
int min (int x, int y)
{
    if (x < y) {
        return x;
    } else {
        return y;
    }
}
```

x86-64 assembly:
(x in %edi, y in %esi)

```
min:
    cmpl  %esi, %edi
    jge   .L3
    movl  %edi, %eax
    ret
.L3:
    movl  %esi, %eax
    ret
```

Example

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min:        y      x
   cmpl  %esi, %edi
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   movl  %edi, %eax
   ret
.L3:
   movl  %esi, %eax
   ret
```

Textbook's "Goto code"

- Compilers translate block-structured code to linear code using conditional jumps
  - We can simulate conditional jumps in C using the goto statement
    - General template: "**`if`** `(<cond>)` **`goto`** `<label>;`"
    - Syntax for labels is the same in C and assembly (colon notation)
- CS:APP: C "goto code" is code that uses only **`if/goto`** and **`goto`**
  - No blocks (and therefore no "else" blocks or explicit loops)
  - Not a good idea in general!
    - Famous letter by Dijkstra: "Go To Statement Considered Harmful"
  - However, it is useful for pedagogical purposes (closer to assembly)

Example

C code:

```
if (x < y) {
    printf("A");
} else {
    printf("B");
}
printf("C");
```

note inverted condition!

C goto code:

```
    if (x >= y) goto L1;
    printf("A");
    goto L2;
L1:
    printf("B");
L2:
    printf("C");
```

C code:

```
while (x < 5) {
    x = x – 1;
}
```

C goto code:

```
    goto L2;
L1:
    x = x – 1;
L2:
    if (x < 5) goto L1;
```

Loops

- Basic idea: jump back to an earlier label
- Three basic forms:
  - Do-while loops
  - Jump-to-middle loops
  - Guarded-do loops
- Note: we’ll use goto code in C first
  - Just to avoid unnecessary complication
  - If you can translate a loop into goto code, it's then much easier to convert to assembly

Loops

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

```
loop:
  <body-statement>
  if (<test-expr>)
    goto loop;
```

Do-while loop

```
while (<test-expr>)
    <body-statement>
```

```
  goto test;
loop:
  <body-statement>
test:
  if (<test-expr>)
    goto loop
```

Jump-to-middle loop

```
  if (!<test-expr>)
    goto done
loop:
  <body-statement>
  if (<test-expr>)
    goto loop
done:
```

Guarded-do loop

Loops

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

```
loop:
  <body-statement>
  if (<test-expr>)
    goto loop;
```

Do-while loop

```
while (<test-expr>)
    <body-statement>
```

```
  goto test;
loop:
  <body-statement>
test:
  if (<test-expr>)
    goto loop
```

Jump-to-middle loop

```
  if (!<test-expr>)
    goto done
loop:
  <body-statement>
  if (<test-expr>)
    goto loop
done:
```

Guarded-do loop

Loops

```
for (<init-expr>; <test-expr>; <update-expr>)
    <body-statement>
```

```
  goto test;
loop:
  <body-statement>
test:
  if (<test-expr>)
    goto loop
```

Jump-to-middle loop

```
  if (!<test-expr>)
    goto done
loop:
  <body-statement>
  if (<test-expr>)
    goto loop
done:
```

Guarded-do loop

Loops

```
for (<init-expr>; <test-expr>; <update-expr>)
    <body-statement>
```

```
  <init-expr>
  goto test;
loop:
  <body-statement>
  <update-expr>
test:
  if (<test-expr>)
    goto loop
```

Jump-to-middle loop

```
  <init-expr>
  if (!<test-expr>)
    goto done;
loop:
  <body-statement>
  <update-expr>
  if (<test-expr>)
    goto loop
done:
```

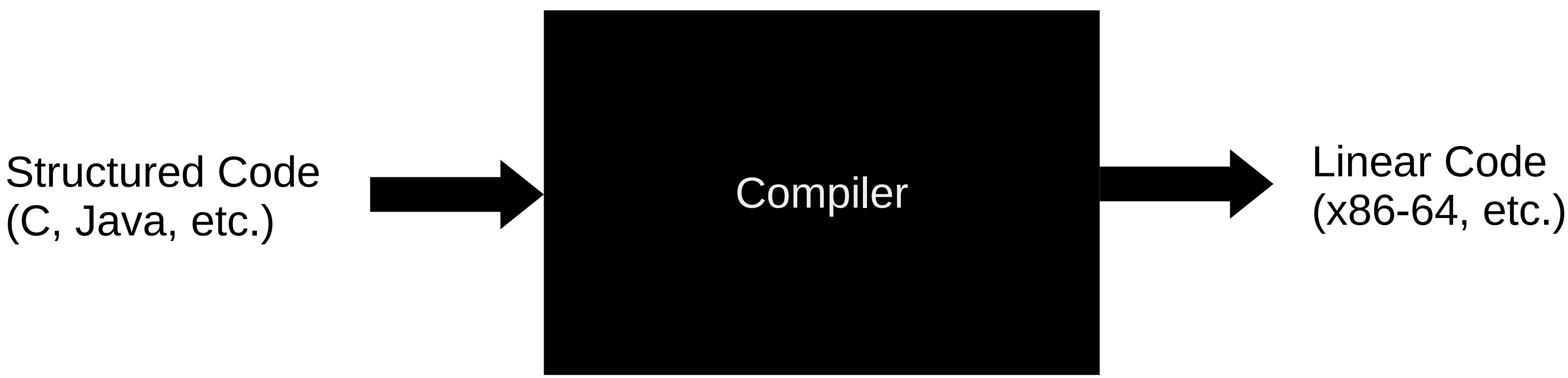
Guarded-do loop

Question

- T/F: We can **always** translate a program from structured code (with if/then and loops) to linear/goto code.

Related coursework

- We can **always** (and automatically!) translate from structured code to linear/goto code
  - This is what a compiler does!
  - If you're interested in learning more about how this works, plan to take CS 432 as your systems elective



Exercise

- Convert the following C function into x86-64 assembly:

```
int sum = 0;
int x = 1;
while (x < 10) {
    sum = sum + x;
    x = x + 1;
}
```

Hint: Use jump-to-middle for the while loop

Exercise

- Convert the following C function into x86-64 assembly:

```
int sum = 0;
int x = 1;
while (x < 10) {
    sum = sum + x;
    x = x + 1;
}
```

Hint: Use jump-to-middle for the while loop

```
        movl    $0, %eax        # sum = 0
        movl    $1, %edx        # x = 1
        jmp     test            # goto test
loop:
        addl    %edx, %eax      # sum = sum + x
        addl    $1, %edx        # x = x + 1
test:
        cmpl    $10, %edx       # if (x < 10)
        jl      loop            #   goto loop
```