

Traditional architecture

if

```
load a[i].ptr  
p1,p2 = cmp a[i].ptr !=0  
jump if p2
```

then

```
load r8 = a[i].l  
store b[i] = r8  
jump
```

else

```
load r9 = a[i].r  
store b[i] = r9
```

```
i = i + 1
```

LA-64 architecture

```
load a[i].ptr  
p1,p2 = cmp a[i].ptr !=0
```

<p1> load a[i].l

<p2> load a[i].r

<p1> store b[i]

<p2> store b[i]

```
i = i + 1
```