

# Computer Architecture (CS-211) Recitation-7

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## **Topics**

- Condition codes
- Loops
- Functions

<sup>\*</sup> Some materials are collected and compiled from previous year's CS 211 lectures and TAs



#### **Explicit Setting by Compare Instruction**

- cmpq src2, src1
- cmpq b, a like computing a-b without setting destination
- CF set if carry out from most significant bit (used for unsigned comparisons)
- ZF set if a==b
- SF set if (a-b)<0</li>
- OF set if two's-complement (signed) overflow (a>0 && b<0 && (a-b)<0) || (a<0 && b>0 && (a-b)>0)



#### Implicit set by arithmetic operations

- addp src, dest > t=a+b
- CF set if carry out from most significant bit (unsigned overflow)
- ZF set if t=0
- SF set if t<0
- OF set if two's-complement (signed) overflow
   (a>0 && b>0 && t<0) || (a<0 && b<0 && t>0)



#### **Explicit Setting by test Instruction**

- testq src2, src1
- testq b, a like computing a&b without setting destination
- Sets condition codes based on value of src1&src2
- ZF set if a&b==0
- SF set if a&b<0</li>



jX instructions: jump to different part of code depending on condition codes

jΧ	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)



#### Conditional Branch Example

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

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

Register	Use(s)
%rdi	Argument <b>x</b>
%rsi	Argument <b>y</b>
%rax	Return value



#### Do-While Loop Example

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



#### General "While" Translation

```
While version
while (Test)
Body
```

```
goto test;
loop:
   Body
test:
   if (Test)
     goto loop;
done:
```



Function: Procedure Control Flow

- Use stack to support function call and return
- Procedure call: call label
- Push return address on stack
- Jump to label
- Return address:
- Address of the next instruction right after call
- Procedure return: ret
- Pop address from stack
- Jump to address



#### Control Flow Example

```
void multstore(long x,
    long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

```
long mult2
  (long a, long b)
{
  long s = a * b;
  return s;
}
```

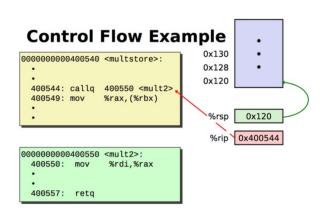
```
000000000400550 <mult2>:

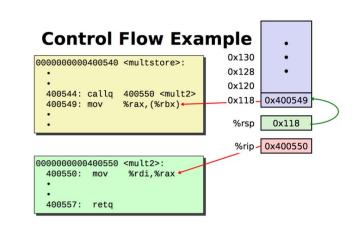
mov %rdi,%rax # a

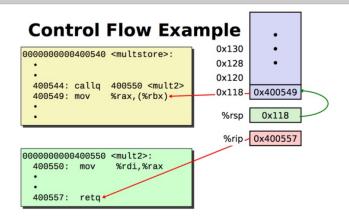
imul %rsi,%rax # a * b

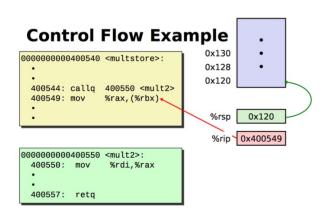
retq # Return
```













Q&A

### Thanks!