

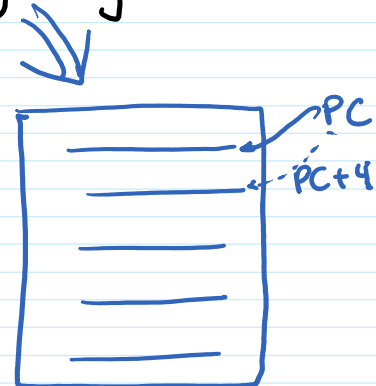
- This section → Control flow instructions
- Branch and link instructions
 - Conditional execution instructions

Control Flow Instructions

- These instructions change the order of instruction execution
 - ↳ Normally flow is sequential execution
 - ↳ PC is incremented by 4 after executing every instruction

- Types of conditional flow instructions:

- ① ↳ unconditional branch
- ② ↳ conditional branch
- ③ ↳ Branch and link
- ④ ↳ conditional execution



- We will look at these instructions one by one:

① Unconditional branch instruction

	B	Target
	...	
	...	
Target	...	

② Conditional branch instruction

	MOV	r2, #0
LOOP	...	
	...	
	ADD	r2, r2, #1
	CMP	r2, #20
	BNE	LOOP
	...	

Conditional Branch instructions:

Conditional Branch instructions:

- BEQ, BNE equal or not equal to
- BPL, PMI Result positive or negative
- BCC, BCS Carry clear or set
- BVC, BVS Overflow clear or set
- BGT, BGE Greater than, greater than or equal to
- BLT, BLE cd

③ Branch and Link Instructions

↳ Used for calling subroutines in ARM

→ The return address is saved in register r14 (link register)

→ To return from the subroutine, we have to jump back to the address stored in r14.

Simple example

```
BL    MYSUB    ; Branch to subroutine
...      ; Return here
...
MYSUB  ...      ; Subroutine starts here
...
MOV    pc, r14 ; Return
```

* Nested subroutine calls cannot be used in this way *

↳ ∴ we must use a software stack to save/restore the return address and registers.

→ Here is an example using nested subroutine calls and return

```

        BL      MYSUB1
        ...

MYSUB1  STMFD    r13!, {r0-r2, r14}
        BL      MYSUB2
        ...
        LDMFD    r13!, {r0-r2, pc}

MYSUB2  ...
        ...
        MOV     pc, r14

```

* With the above, nested subroutine calls can be used.

④ Conditional Execution

- a unique feature of the ARM instruction set
- all instructions can be made conditional
 - ↳ ie will get executed only when a specified condition is true.
- Helps remove many short instructions
 - ↳ improves performance and code density.
- Example

if (r2 != 10) r5 = r5 + 10 - r3

```

CMP     r2, #10
BEQ     SKIP
ADD     r5, r5, r2
SUB     r5, r5, r3
SKIP ...

```

Conventional Approach

```

CMP     r2, #10
ADDNE   r5, r5, r2
SUBNE   r5, r5, r3

```

ARM Approach

- Various instruction postfix are supported for conditional execution

Postfix	Condition	Postfix	Condition
CS	Carry set	CC	Carry clear
EQ	Equal (zero set)	NE	Not equal (zero clear)
VS	Overflow set	VC	Overflow clear
GT	Greater than	LT	Less than
GE	Greater than or equal	LE	Less than or equal
PL	Plus (positive)	MI	Minus (negative)
HI	Higher than	LO	Lower than (i.e. CC)
HS	Higher or same (i.e. CS)	LS	Lower or same

Another example:

`if ((r1 == r3) && (r5 == r6)) r7 = r7 + 10`

```

CMP    r1, r3
BNE    SKIP
CMP    r5, r6
BNE    SKIP
ADD    r7, r7, #10
SKIP ...

```

```

CMP    r1, r3
CMPEQ  r5, r6
ADDEQ  r7, r7, #10

```

Supervisor Calls

- The **software Interrupt Instruction (SWI)** is used to enter Supervisor Mode, usually to request a particular supervisor function.
- The CPSR is saved into the Supervisory Mode SPSR and execution branches to the SWI vector.
- The SWI handler reads the opcode to extract the SWI function number.