

Decision Making

* It is commonly represented in programming languages using the

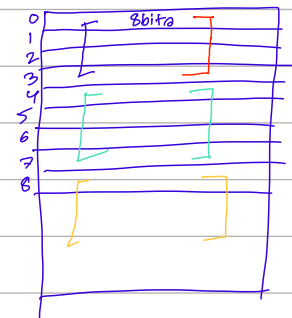
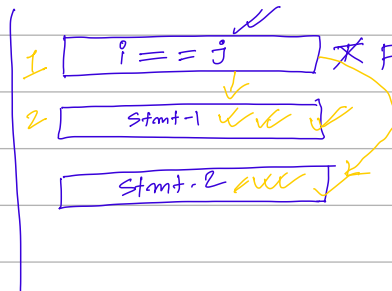
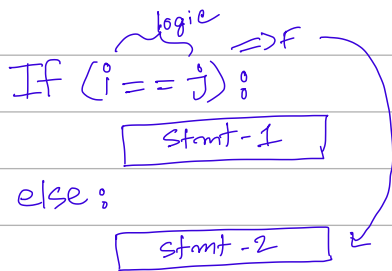
(i) If statement

(ii) goto statements (label)

0 \Rightarrow add $x_{20}, x_{20}, x_{21} \Rightarrow [32 \text{ bits}]$ ✓

4 \Rightarrow sub $x_{21}, x_{21}, x_{10} \Rightarrow [\text{ " }]$ ✓

8 \Rightarrow slli $x_{21}, x_{21}, 4 \Rightarrow [\text{ " }]$



RISC-V includes two decision making instructions.

(if statement with a go to)

```

    graph TD
      A["beq r01, r02, L1"] --> B["Branch if equal"]
      A --> C["label"]
  
```

Explanation: Go to the statement labeled "L1"; if the values in $r01 = r02$

```

    graph TD
      A["bne r01, r02, L1"] --> B["Branch if not equal"]
      A --> C["label"]
  
```

Explanation: Go to the statement labeled "L1"; if the values in $r01 \neq r02$

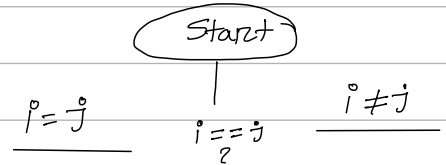
testing a value, based on the test result allows for a transfer of control to a new address in the program

Conditional Branches

Conditional Jumps:

	Instruction	Syntax	operation
=	beq	beq r01, r02, L1	$r01 == r02$
!=	bne	bne r01, r02, L2	$r01 \neq r02$
<	blt	blt r01, r02, L3	$r01 < r02$
>=	bge	bge r01, r02, L4	$r01 \geq r02$

Flow Chart:



Given Code

If $(i == j)$:

$f = g + h$

else: / If $(i != j)$:

$f = g - h$

Exit

If $(i == j)$:

$f = g + h$

Beq X_{22}, X_{23} If \rightarrow False

Beq X_0, X_0 , Exit

If:

Add X_{10}, X_{20}, X_{21}

Exit:

BNE X_{22}, X_{23} , Exit

Add X_{10}, X_{20}, X_{21}

Exit:

RISC-V assembly code:

$(i \neq j)$

$i \neq j \Rightarrow$ False

(unconditional Branch)

bne X_{22}, X_{23} , Else

add X_{10}, X_{20}, X_{21}

Beq X_0, X_0 , Exit

Else:

Sub X_{10}, X_{20}, X_{21}

Exit:

$f = X_{10}$

$g = X_{20}$

$h = X_{21}$

$i = X_{22}$

$j = X_{23}$

LOOP

while (save [i] == k)
 ↳ Loop Break

$a = a + 1$ ✓
 $i = i + 1$ ✓

$i = X_{22}$ -
 $k = X_{24}$ -
 $a = X_{23}$ -
 Save $\Rightarrow X_{25}$
 Base \rightarrow

offset

Save $\begin{bmatrix} 5 & 5 & 5 & 3 & \dots \end{bmatrix}$

Save [0]

Loop:

$ld\ X_0, [X_{25}] - 1$
 $BNE\ X_0, X_{24}, Exit - 2$
 $Addi\ X_{23}, X_{23}, 1 - 3$
 $Addi\ X_{22}, X_{22}, 1 - 4$
 $Beq\ X_0, X_0, Loop$

i / X ₂₂	k / X ₂₄	a / X ₂₃
0	5	0
1		1

Exit:

Save [2] \Rightarrow index X(8)
 index X 8

Base: 0000

Save = $\begin{bmatrix} 5 & 5 & 5 & 3 & \dots \end{bmatrix}$
 0 1 2 3 ...

offset LOOP:

$Slli\ X_{10}, X_{22}, 3$ offset
 $Add\ (X_{10}), X_{10}, X_{25}$ offset + Base 1
 $ld\ X_0, [X_{10}]$
 $BNE\ X_0, X_{24}, Exit - 2$
 $Addi\ X_{23}, X_{23}, 1 - 3$
 $Addi\ X_{22}, X_{22}, 1 - 4$
 $Beq\ X_0, X_0, Loop$

Exit:

i	i / X ₂₂	k / X ₂₄	a / X ₂₃	X ₁₀	X ₀
0	0	5	0	0	5
1	1		1	000 0	5
2				8	
				000 8	