



# Computer Systems Architecture

## *Homework 1*

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# What Are **NZCV** Flags?

Flag	Name	Meaning
<b>N</b>	Negative	Set to 1 if the result is negative (sign bit = 1)
<b>Z</b>	Zero	Set to 1 if the result equals zero
<b>C</b>	Carry	Set to 1 if the operation produced a carry
<b>V</b>	Overflow	Set to 1 if a signed overflow occurred

*These flags are stored in PSR*



# Signed vs Unsigned Comparisons

## Unsigned Arithmetic

Represent positive values only.

The Carry (C) flag is used to detect comparison outcomes.

## Signed Arithmetic

MSB is the sign bit

Signed comparisons use N (Negative) and V (Overflow) flags.

# Understanding NZCV Flags and Signed Conditional Codes

GE	Signed greater than or equal	$\overline{N \oplus V}$
LT	Signed less than	$N \oplus V$
GT	Signed greater than	$\overline{Z}(\overline{N \oplus V})$
LE	Signed less than or equal	$Z \text{ OR } (N \oplus V)$

# GE

## (Greater or Equal)

$$GE = \overline{(N \oplus V)}$$

*Example 1 True Case*

A = 9 (0000 1001)

B = 4 (0000 0100)

A - B = +5 (0000 0101)

Flags: N=0, Z=0, V=0  $\Rightarrow N \oplus V=0$   
GE=1

*Example 1 True Case*

A = -6 (1111 1010)

B = -7 (1111 1001)

A - B = +1 (0000 0001)

Flags: N=0, Z=0, V=0  
GE=1

*Example 1 False Case*

A = -9 (1111 0111)

B = -2 (1111 1110)

A - B = -7 (1111 1001)



Flags: N=1, Z=0, V=0  $\Rightarrow N \oplus V=1$   
GE=0



# GE

## code sample

```
1  .global _start
2  _start:
3      MOV r0, #9
4      MOV r1, #4
5      CMP r0, r1
6      MOVGE r2, #1
7      MOVLT r2, #0
8      B .
9  |
```



# LT (Less Than)

$$LT = N \oplus V$$

*Example 1 True Case*

$A = 3$  (00000011)

$B = 5$  (00000101)

$A - B = -2$  (1111 1110)

Flags:  $N=1$ ,  $V=0$

$LT=1$

*Example 1 True Case*

$A = -120$  (1000 1000)

$B = +100$  (0110 0100)

$-120 - 100 = -220$

(out of 8-bit range)

result looks +36 (0010 0100)

$N=0$  but  $V=1$

$N \oplus V = 1 \Rightarrow LT=1$

*Example 1 False Case*

$A = 7$  (00000111)

$B = 3$  (00000011)

$7 - 3 = 4$  (00000100)

$N=0$ ,  $V=0$



$LT=0$



LT

# code sample

```
1  .global _start
2  _start:
3      MOV r0, #3
4      MOV r1, #5
5      CMP r0, r1
6      MOVLT r2, #1
7      MOVGE r2, #0
8
9      B .
10
11
```





# GT

## (Greater Than)

$$GT = \overline{Z} \cdot \overline{(N \oplus V)}$$

*Example 1 True Case*

$A = 7$  (00000111)

$B = 3$  (00000011)

$A - B = +4$  (00000100)

Flags:  $Z=0$ ,  $N=0$ ,  $V=0$

$GT=1$

*Example 1 True Case*

$A = -3$  (11111101)

$B = -8$  (11111000)

$A - B = +5$  (00000101)

$Z=0$ ,  $N=0$ ,  $V=0$

$GT=1$

*Example 1 False Case*

$A = 5$  (00000101)

$B = 5$  (00000101)

$5 - 5 = 0$  (00000000)

$Z=1$

$GT=0$

# GT

## code sample

```
Compile and Load (F5)  Language: ARMv7  untitled.s [chang  
1  .global _start  
2  _start:  
3      MOV r0, #7  
4      MOV r1, #3  
5      CMP r0, r1  
6      MOVGT r2, #1  
7      MOVLE r2, #0  
8  
9      B .
```

# LE

## (Less or Equal)

$$LE = Z \text{ OR } (N \oplus V)$$

*Example 1 True Case*

$A = 3$  (00000011)

$B = 5$  (00000101)

$A - B = -2$  (11111110)

$N=1, V=0$

$N \oplus V = 1 \Rightarrow LE=1$

*Example 1 True Case*

$A = 7$  (00000111)

$B = 7$  (00000111)

$A - B = 0$  (00000000)

$Z=1 \Rightarrow LE=1$

*Example 1 False Case*

$A = 8$  (00001000)

$B = 5$  (00000101)

$A - B = +3$  (00000011)

$Z=0, N=0, V=0$

$LE=0$

LE

# code sample

```
Compile and Load (F5)  Language: ARMv7  untitled.s [ch
1  .global _start
2  _start:
3      MOV r0, #3
4      MOV r1, #5
5
6      CMP r0, r1
7
8      MOVLE r2, #1
9      MOVGT r2, #0
10
11      B .
12
```

***“Mastering the meaning of NZCV flags means mastering how the processor decides logic. Every conditional branch in your code is built on these bits.”***



The background is white and decorated with various hand-drawn doodles in blue and purple ink. At the top, there are several loops and swirls. On the right side, there are some vertical lines and a small star-like shape. At the bottom, there are more loops, a wavy line, and some small 'v' shapes. The text 'Thank you very much!' is centered in a bold, orange, sans-serif font.

**Thank you  
very much!**