

GCC	LLVM	JIT	Meaning
movzbl 0x8(%eax,%edx,1),%ebp	movl -0x14(%ebp), %esi	movzbl %ds:(%edx,%eax,1), %edi	move the string1 character (at index i) to a register (either %ebp, %esi or %edi)
	movzbl 0x8(%edx,%esi), %esi		
movzbl 0x8(%eax,%ebx,1),%ecx	movl -0x18(%ebp), %edi	movzbl %ds:(%esi,%eax,1), %ecx	move the string2 character (at index i) to a register (either %ecx, %edi or %ecx)
	movzbl 0x8(%edx,%edi), %edi		
cmp %ecx,%ebp	subl %edi, %esi	subl %ecx, %edi	compare these 2 characters. If they are different, jump after the loop
jne 6e8	jne 0x1f660	jnz 0x00001900	
add \$0x1,%eax	incl %edx	addl \$0x00000001, %eax	increment the index i
cmp %eax,%edi	cmpl %ebx, %edx	cmpl %eax, %ebx	check if i is not off bounds. If it is still in bounds, jump at the start of the loop
jne 610	jl 0x1f644	jnz 0x000018b5	