

15-213

“The course that gives CMU its Zip!”

Machine-Level Programming II: Control Flow Sept. 12, 2002

Topics

- **Condition Codes**
 - **Setting**
 - **Testing**
- **Control Flow**
 - **If-then-else**
 - **Varieties of Loops**
 - **Switch Statements**

Condition Codes

Single Bit Registers

CF Carry Flag

SF Sign Flag

ZF Zero Flag

OF Overflow Flag

Implicitly Set By Arithmetic Operations

`addl Src, Dest`

C analog: $t = a + b$

- CF set if carry out from most significant bit

 - Used to detect unsigned overflow

- ZF set if $t == 0$

- SF set if $t < 0$

- OF set if two's complement overflow

 - $(a > 0 \ \&\& \ b > 0 \ \&\& \ t < 0) \ || \ (a < 0 \ \&\& \ b < 0 \ \&\& \ t \geq 0)$

Not Set by `leal` instruction

Setting Condition Codes (cont.)

Explicit Setting by Compare Instruction

`cmp1 Src2,Src1`

- `cmp1 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`
- OF set if two's complement overflow

`(a>0 && b<0 && (a-b)<0) || (a<0 && b>0 && (a-b)>0)`

Setting Condition Codes (cont.)

Explicit Setting by Test instruction

`testl Src2,Src1`

- Sets condition codes based on value of *Src1* & *Src2*
 - Useful to have one of the operands be a mask
- `testl b,a` like computing `a&b` without setting destination
- ZF set when `a&b == 0`
- SF set when `a&b < 0`

Reading Condition Codes

SetX Instructions

- Set single byte based on combinations of condition codes

SetXCondition	Description	seteZFEqual / Zero	setne~ZFNot Equ

Reading Condition Codes (Cont.)

SetX Instructions

- Set single byte based on combinations of condition codes
- One of 8 addressable byte registers
 - Embedded within first 4 integer registers
 - Does not alter remaining 3 bytes
 - Typically use `movzbl` to finish job

```
int gt (int x, int y)
{
    return x > y;
}
```

Body

```
movl 12(%ebp),%eax # eax = y
cmpl %eax,8(%ebp) # Compare x : y
setg %al          # al = x > y
movzbl %al,%eax  # Zero rest of %eax
```

%eax	%ah	%al
%edx	%dh	%dl
%ecx	%ch	%cl
%ebx	%bh	%bl
%esi		
%edi		
%esp		
%ebp		

Note
inverted
ordering!

Jumping

jX Instructions

- Jump to different part of code depending on condition codes

jX	Condition	Description	jmp1	Unconditional	je	ZF	Equal / Zero	jne

Conditional Branch Example

```
int max(int x, int y)
{
    if (x > y)
        return x;
    else
        return y;
}
```

`_max:`

```
    pushl %ebp
    movl  %esp,%ebp
```

} Set Up

```
    movl  8(%ebp),%edx
    movl  12(%ebp),%eax
    cmpl  %eax,%edx
    jle  L9
    movl  %edx,%eax
```

} Body

`L9:`

```
    movl  %ebp,%esp
    popl  %ebp
    ret
```

} Finish

Conditional Branch Example (Cont.)

```
int goto_max(int x, int y)
{
    int rval = y;
    int ok = (x <= y);
    if (ok)
        goto done;
    rval = x;
done:
    return rval;
}
```

- C allows “goto” as means of transferring control
 - Closer to machine-level programming style
- Generally considered bad coding style

```
    movl 8(%ebp),%edx    # edx = x
    movl 12(%ebp),%eax   # eax = y
    cmpl %eax,%edx      # x : y
    jle L9              # if <= goto L9
    movl %edx,%eax      # eax = x } Skipped when x ≤ y
L9:                    # Done:
```

“Do-While” Loop Example

C Code

```
int fact_do
(int x)
{
    int result = 1;
    do {
        result *= x;
        x = x-1;
    } while (x > 1);
    return result;
}
```

Goto Version

```
int fact_goto(int x)
{
    int result = 1;
loop:
    result *= x;
    x = x-1;
    if (x > 1)
        goto loop;
    return result;
}
```

- Use backward branch to continue looping
- Only take branch when “while” condition holds

“Do-While” Loop Compilation

Goto Version

```
int fact_goto
(int x)
{
    int result = 1;
loop:
    result *= x;
    x = x-1;
    if (x > 1)
        goto loop;
    return result;
}
```

Registers

`%edx` `x`

`%eax` `result`

Assembly

```
_fact_goto:
    pushl %ebp                # Setup
    movl %esp,%ebp          # Setup
    movl $1,%eax            # eax = 1
    movl 8(%ebp),%edx       # edx = x

L11:
    imull %edx,%eax         # result *= x
    decl %edx               # x--
    cmpl $1,%edx           # Compare x : 1
    jg L11                  # if > goto loop

    movl %ebp,%esp         # Finish
    popl %ebp              # Finish
    ret                    # Finish
```

General “Do-While” Translation

C Code

```
do  
  Body  
while (Test);
```

Goto Version

```
loop:  
  Body  
  if (Test)  
    goto loop
```

- *Body* can be any C statement
 - Typically compound statement:

```
{  
  Statement1;  
  Statement2;  
  ...  
  Statementn;  
}
```

- *Test* is expression returning integer
 - = 0 interpreted as false
 - ≠0 interpreted as true

“While” Loop Example #1

C Code

```
int fact_while
(int x)
{
    int result = 1;
    while (x > 1) {
        result *= x;
        x = x-1;
    };
    return result;
}
```

First Goto Version

```
int fact_while_goto
(int x)
{
    int result = 1;
loop:
    if (!(x > 1))
        goto done;
    result *= x;
    x = x-1;
    goto loop;
done:
    return result;
}
```

- Is this code equivalent to the do-while version?
- Must jump out of loop if test fails

Actual “While” Loop Translation

C Code

```
int fact_while(int x)
{
    int result = 1;
    while (x > 1) {
        result *= x;
        x = x-1;
    };
    return result;
}
```

- Uses same inner loop as do-while version
- Guards loop entry with extra test

Second Goto Version

```
int fact_while_goto2
(int x)
{
    int result = 1;
    if (!(x > 1))
        goto done;
loop:
    result *= x;
    x = x-1;
    if (x > 1)
        goto loop;
done:
    return result;
}
```

General “While” Translation

C Code

```
while (Test)  
  Body
```



Do-While Version

```
if (!Test)  
  goto done;  
do  
  Body  
  while(Test) ;  
done:
```



Goto Version

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

“For” Loop Example

```
/* Compute x raised to nonnegative power p */
int ipwr_for(int x, unsigned p) {
int result;
    for (result = 1; p != 0; p = p>>1) {
        if (p & 0x1)
            result *= x;
        x = x*x;
    }
    return result;
}
```

Algorithm

- Exploit property that $p = p_0 + 2p_1 + 4p_2 + \dots + 2^{n-1}p_{n-1}$
- Gives: $x^p = z_0 \cdot z_1^2 \cdot (z_2^2)^2 \cdot \dots \cdot \underbrace{(\dots((z_{n-1}^2)^2)\dots)^2}_{n-1 \text{ times}}$
 - $z_i = 1$ when $p_i = 0$
 - $z_i = x$ when $p_i = 1$
- Complexity $O(\log p)$

Example

$$\begin{aligned} 3^{10} &= 3^2 * 3^8 \\ &= 3^2 * ((3^2)^2)^2 \end{aligned}$$

ipwr Computation

```
/* Compute x raised to nonnegative power p */
int ipwr_for(int x, unsigned p) {
int result;
    for (result = 1; p != 0; p = p>>1) {
        if (p & 0x1)
            result *= x;
        x = x*x;
    }
    return result;
}
```

result	x ^p	

“For” Loop Example

```
int result;
for (result = 1;
     p != 0;
     p = p>>1) {
    if (p & 0x1)
        result *= x;
    x = x*x;
}
```

General Form

```
for (Init; Test; Update)
    Body
```

Init

```
result = 1
```

Test

```
p != 0
```

Update

```
p = p >> 1
```

Body

```
{
    if (p & 0x1)
        result *= x;
    x = x*x;
}
```

“For” → “While”

For Version

```
for (Init; Test; Update )  
  Body
```

While Version

```
Init;  
while (Test) {  
  Body  
  Update ;  
}
```

Do-While Version

```
Init;  
if (!Test)  
  goto done;  
do {  
  Body  
  Update ;  
} while (Test)  
done:
```

Goto Version

```
Init;  
if (!Test)  
  goto done;  
loop:  
  Body  
  Update ;  
  if (Test)  
    goto loop;  
done:
```

“For” Loop Compilation

Goto Version

```
Init;  
if (!Test)  
    goto done;  
loop:  
    Body  
    Update ;  
    if (Test)  
        goto loop;  
done:
```



```
result = 1;  
if (p == 0)  
    goto done;  
loop:  
    if (p & 0x1)  
        result *= x;  
    x = x*x;  
    p = p >> 1;  
    if (p != 0)  
        goto loop;  
done:
```

Init

```
result = 1
```

Test

```
p != 0
```

Update

```
p = p >> 1
```

Body

```
{  
    if (p & 0x1)  
        result *= x;  
    x = x*x;  
}
```

Switch Statements

Implementation Options

```
typedef enum
{ADD, MULT, MINUS, DIV, MOD, BAD}
  op_type;

char unparse_symbol(op_type op)
{
  switch (op) {
  case ADD :
    return '+';
  case MULT:
    return '*';
  case MINUS:
    return '-';
  case DIV:
    return '/';
  case MOD:
    return '%';
  case BAD:
    return '?';
  }
}
```

- Series of conditionals
 - Good if few cases
 - Slow if many
- Jump Table
 - Lookup branch target
 - Avoids conditionals
 - Possible when cases are small integer constants
- GCC
 - Picks one based on case structure
- Bug in example code
 - No default given

Jump Table Structure

Switch Form

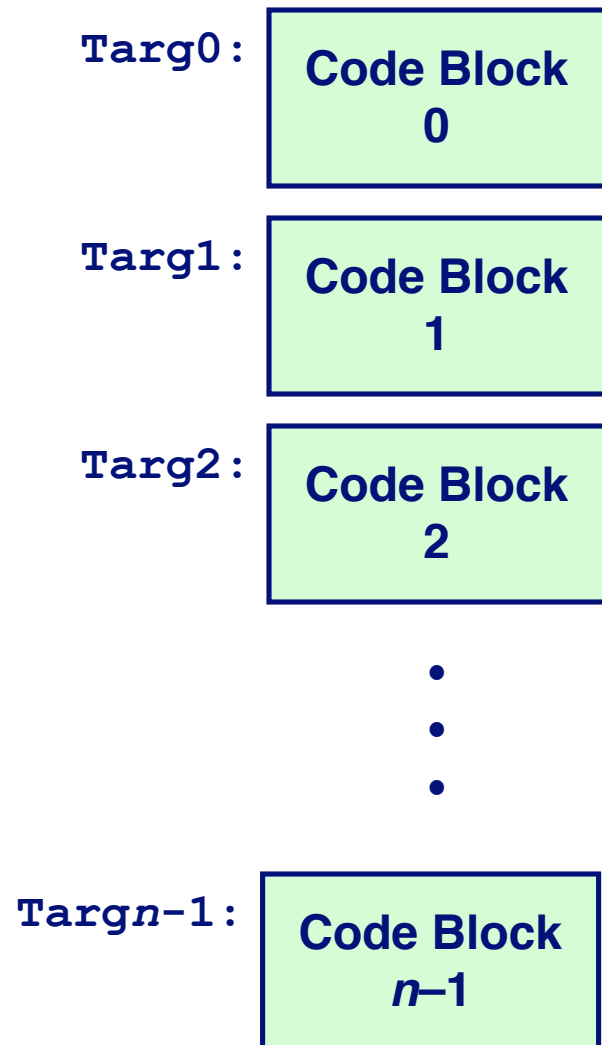
```
switch (op) {  
  case val_0:  
    Block 0  
  case val_1:  
    Block 1  
    . . .  
  case val_n-1:  
    Block n-1  
}
```

Jump Table

jtab:

Targ0
Targ1
Targ2
•
•
•
Targn-1

Jump Targets



Approx. Translation

```
target = JTab[op];  
goto *target;
```

Switch Statement Example

Branching Possibilities

```
typedef enum
  {ADD, MULT, MINUS, DIV, MOD, BAD}
  op_type;

char unparse_symbol(op_type op)
{
  switch (op) {
    . . .
  }
}
```

Enumerated Values

ADD	0
MULT	1
MINUS	2
DIV	3
MOD	4
BAD	5

Setup:

```
unparse_symbol:
  pushl %ebp          # Setup
  movl %esp,%ebp     # Setup
  movl 8(%ebp),%eax   # eax = op
  cmpl $5,%eax       # Compare op : 5
  ja .L49             # If > goto done
  jmp *.L57(,%eax,4)  # goto Table[op]
```

Assembly Setup Explanation

Symbolic Labels

- Labels of form `.LXX` translated into addresses by assembler

Table Structure

- Each target requires 4 bytes
- Base address at `.L57`

Jumping

```
jmp .L49
```

- Jump target is denoted by label `.L49`

```
jmp *.L57(,%eax,4)
```

- Start of jump table denoted by label `.L57`
- Register `%eax` holds `op`
- Must scale by factor of 4 to get offset into table
- Fetch target from effective Address `.L57 + op*4`

Jump Table

Table Contents

```
.section .rodata
    .align 4
.L57:
    .long .L51 #Op = 0
    .long .L52 #Op = 1
    .long .L53 #Op = 2
    .long .L54 #Op = 3
    .long .L55 #Op = 4
    .long .L56 #Op = 5
```

Enumerated Values

ADD	0
MULT	1
MINUS	2
DIV	3
MOD	4
BAD	5

Targets & Completion

```
.L51:
    movl $43,%eax # '+'
    jmp .L49
.L52:
    movl $42,%eax # '*'
    jmp .L49
.L53:
    movl $45,%eax # '-'
    jmp .L49
.L54:
    movl $47,%eax # '/'
    jmp .L49
.L55:
    movl $37,%eax # '%'
    jmp .L49
.L56:
    movl $63,%eax # '?'
    # Fall Through to .L49
```

Switch Statement Completion

```
.L49:                                # Done:
    movl %ebp,%esp                    # Finish
    popl %ebp                         # Finish
    ret                               # Finish
```

Puzzle

- What value returned when `op` is invalid?

Answer

- Register `%eax` set to `op` at beginning of procedure
- This becomes the returned value

Advantage of Jump Table

- Can do k -way branch in $O(1)$ operations

Object Code

Setup

- Label `.L49` becomes address `0x804875c`
- Label `.L57` becomes address `0x8048bc0`

```
08048718 <unparse_symbol>:  
8048718: 55                pushl   %ebp  
8048719: 89 e5            movl   %esp, %ebp  
804871b: 8b 45 08         movl   0x8(%ebp), %eax  
804871e: 83 f8 05         cmpl   $0x5, %eax  
8048721: 77 39            ja     804875c <unparse_symbol+0x44>  
8048723: ff 24 85 c0 8b  jmp   *0x8048bc0(, %eax, 4)
```

Object Code (cont.)

Jump Table

- Doesn't show up in disassembled code
- Can inspect using GDB

`gdb code-examples`

`(gdb) x/6xw 0x8048bc0`

- Examine 6 hexadecimal format "words" (4-bytes each)
- Use command "help x" to get format documentation

`0x8048bc0 <_fini+32>:`

`0x08048730`

`0x08048737`

`0x08048740`

`0x08048747`

`0x08048750`

`0x08048757`

Extracting Jump Table from Binary

Jump Table Stored in Read Only Data Segment (.rodata)

- Various fixed values needed by your code

Can examine with objdump

```
objdump code-examples -s --section=.rodata
```

- Show everything in indicated segment.

Hard to read

- Jump table entries shown with reversed byte ordering

```
Contents of section .rodata:
```

```
8048bc0 30870408 37870408 40870408 47870408 0...7...@...G...
8048bd0 50870408 57870408 46616374 28256429 P...W...Fact(%d)
8048be0 203d2025 6c640a00 43686172 203d2025 = %ld..Char = %
...
```

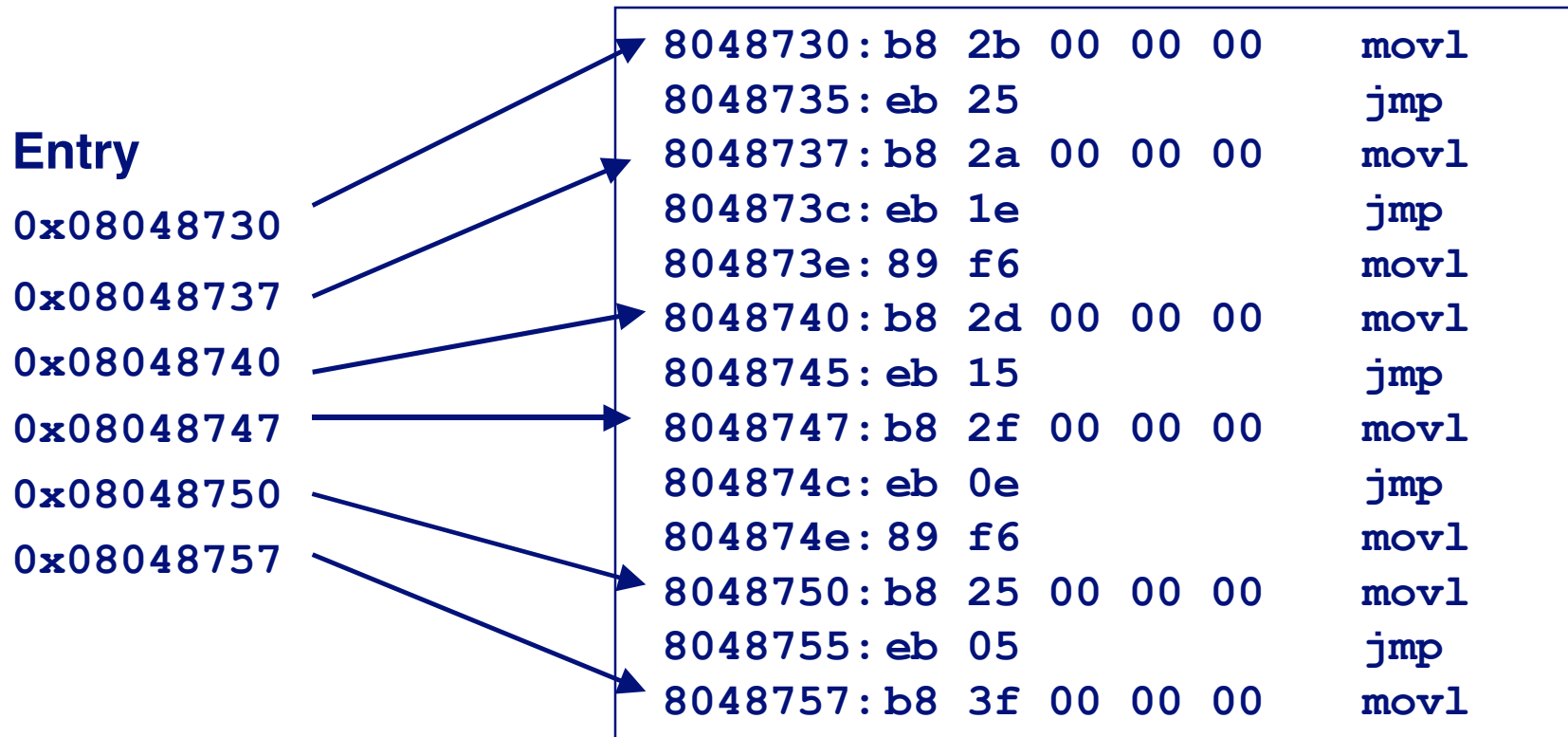
- E.g., 30870408 really means 0x08048730

Disassembled Targets

```
8048730: b8 2b 00 00 00  movl    $0x2b,%eax
8048735: eb 25           jmp     804875c <unparse_symbol+0x44>
8048737: b8 2a 00 00 00  movl    $0x2a,%eax
804873c: eb 1e           jmp     804875c <unparse_symbol+0x44>
804873e: 89 f6           movl    %esi,%esi
8048740: b8 2d 00 00 00  movl    $0x2d,%eax
8048745: eb 15           jmp     804875c <unparse_symbol+0x44>
8048747: b8 2f 00 00 00  movl    $0x2f,%eax
804874c: eb 0e           jmp     804875c <unparse_symbol+0x44>
804874e: 89 f6           movl    %esi,%esi
8048750: b8 25 00 00 00  movl    $0x25,%eax
8048755: eb 05           jmp     804875c <unparse_symbol+0x44>
8048757: b8 3f 00 00 00  movl    $0x3f,%eax
```

- `movl %esi,%esi` does nothing
- Inserted to align instructions for better cache performance

Matching Disassembled Targets



Sparse Switch Example

```
/* Return x/111 if x is multiple
   && <= 999.  -1 otherwise */
int div111(int x)
{
    switch(x) {
    case 0: return 0;
    case 111: return 1;
    case 222: return 2;
    case 333: return 3;
    case 444: return 4;
    case 555: return 5;
    case 666: return 6;
    case 777: return 7;
    case 888: return 8;
    case 999: return 9;
    default: return -1;
    }
}
```

- Not practical to use jump table
 - Would require 1000 entries
- Obvious translation into if-then-else would have max. of 9 tests

Sparse Switch Code

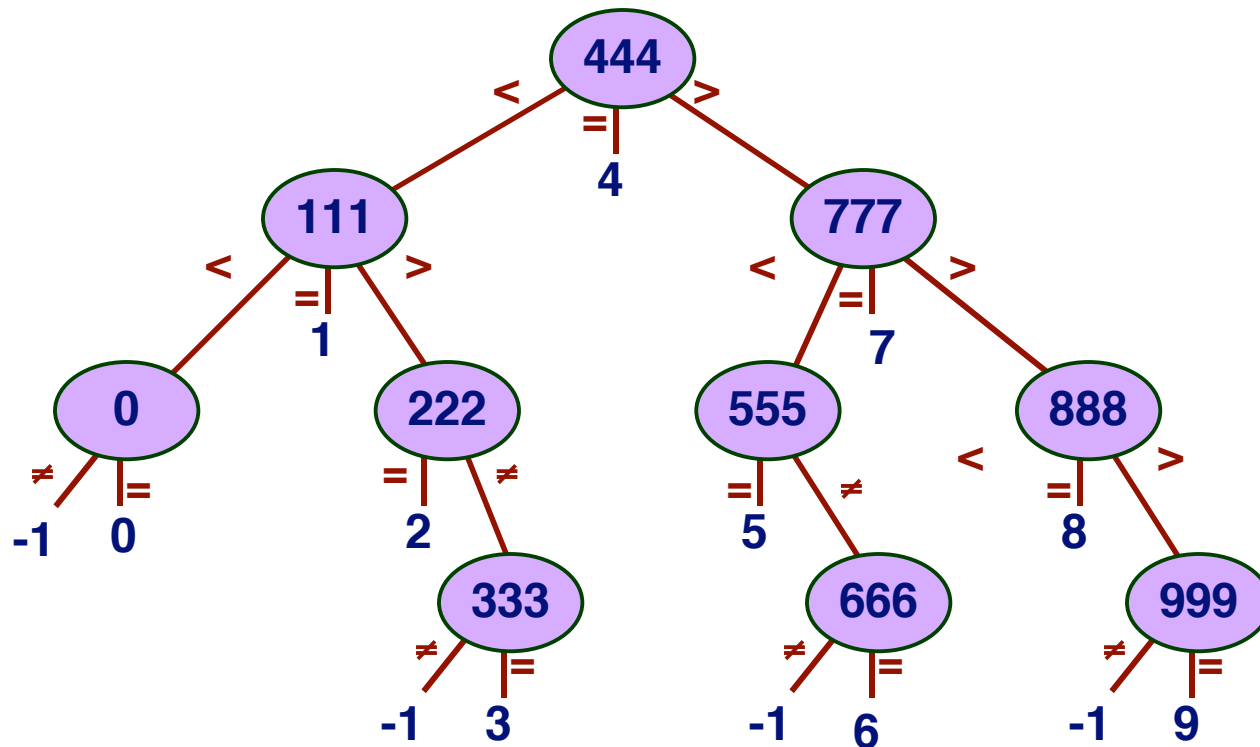
```
movl 8(%ebp),%eax # get x
cmpl $444,%eax   # x:444
je L8
jg L16
cmpl $111,%eax   # x:111
je L5
jg L17
testl %eax,%eax  # x:0
je L4
jmp L14

. . .
```

- Compares x to possible case values
- Jumps different places depending on outcomes

```
. . .
L5:
    movl $1,%eax
    jmp L19
L6:
    movl $2,%eax
    jmp L19
L7:
    movl $3,%eax
    jmp L19
L8:
    movl $4,%eax
    jmp L19
. . .
```

Sparse Switch Code Structure



- Organizes cases as binary tree
- Logarithmic performance

Summarizing

C Control

- if-then-else
- do-while
- while
- switch

Assembler Control

- jump
- Conditional jump

Compiler

- Must generate assembly code to implement more complex control

Standard Techniques

- All loops converted to do-while form
- Large switch statements use jump tables

Conditions in CISC

- CISC machines generally have condition code registers

Conditions in RISC

- Use general registers to store condition information
- Special comparison instructions
- E.g., on Alpha:

```
cmple $16,1,$1
```

- Sets register \$1 to 1 when Register \$16 \leq 1