Machine Program: Control

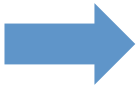
Jinyang Li

based on Tiger Wang's slides

Simple binary puzzle

Suppose %rdi contains variable a

```
addl    $1024, (%rdi)
ret
```

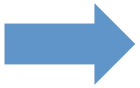


```
void add_simple(??? a)
{
        ???
}
```

Simple binary puzzle

Suppose %rdi contains variable a

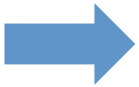
```
addl    $1024, (%rdi)
ret
```



```
void add_simple(int* a)
{
    *a = *a + 1024
}
```

How is control flow realized?

???



```
void add_control(int* a) {

  if (*a > 2048) {
    *a = *a - 1024;
  } else {
    *a = *a + 1024;
  }
}
```

Control flow relies on EFLAGS register

PC: Program counter

- Store memory address of next instruction
- Also called “RIP” in x86_64

IR: instruction register

- Store the fetched instruction

General purpose registers:

- Store operands and pointers used by program

Program status and control register:

- Status of the program being executed
- All called “**EFLAGS**” in x86_64

EFLAGS register: ZF

Status flags

- ZF (Zero Flag):
  - Set if the result of instruction is zero; cleared otherwise.

```
{
  unsigned long b = 2;
  unsigned long c = b  - 2;
}
```

EFLAGS register: SF

Status flags

- SF (Sign Flag):
  - Set equal to the most-significant bit of the result, which is the sign bit of a signed integer. (0 indicates a positive value and 1 indicates a negative value.)

```
{
  long b = 2;
  long c = b  - 10;
}
```

EFLAGS register: CF

Status flags

- CF (Carry Flag):
  - This flag indicates an overflow condition for unsigned-integer arithmetic.

```
{
  unsigned long a = 0xffffffffffffffff;
  unsigned long b = 2;
  unsigned long c = a  + b;
}
```

1. Adding two numbers causes carry from the most significant bit
2. Subtracting one number from the other causes borrow from the most significant bit, 0x0...1 – 0x0...2

EFLAGS register: OF

Status flags

- OF (Overflow Flag):
  - This flag indicates an overflow condition for signed-integer (two's complement) arithmetic.

```
{
  long b = 0x8000000000000000;
  long c = b  - 2;
}
```

1. a>0 && b>0 → a+b < 0, or a<0 && b <0 → a+b >= 0
2. a>=0&&b<0 → a-b < 0, or a<0 && b> 0 → a-b > 0

CF and OF are different flags

CPU is not aware of signed or unsigned

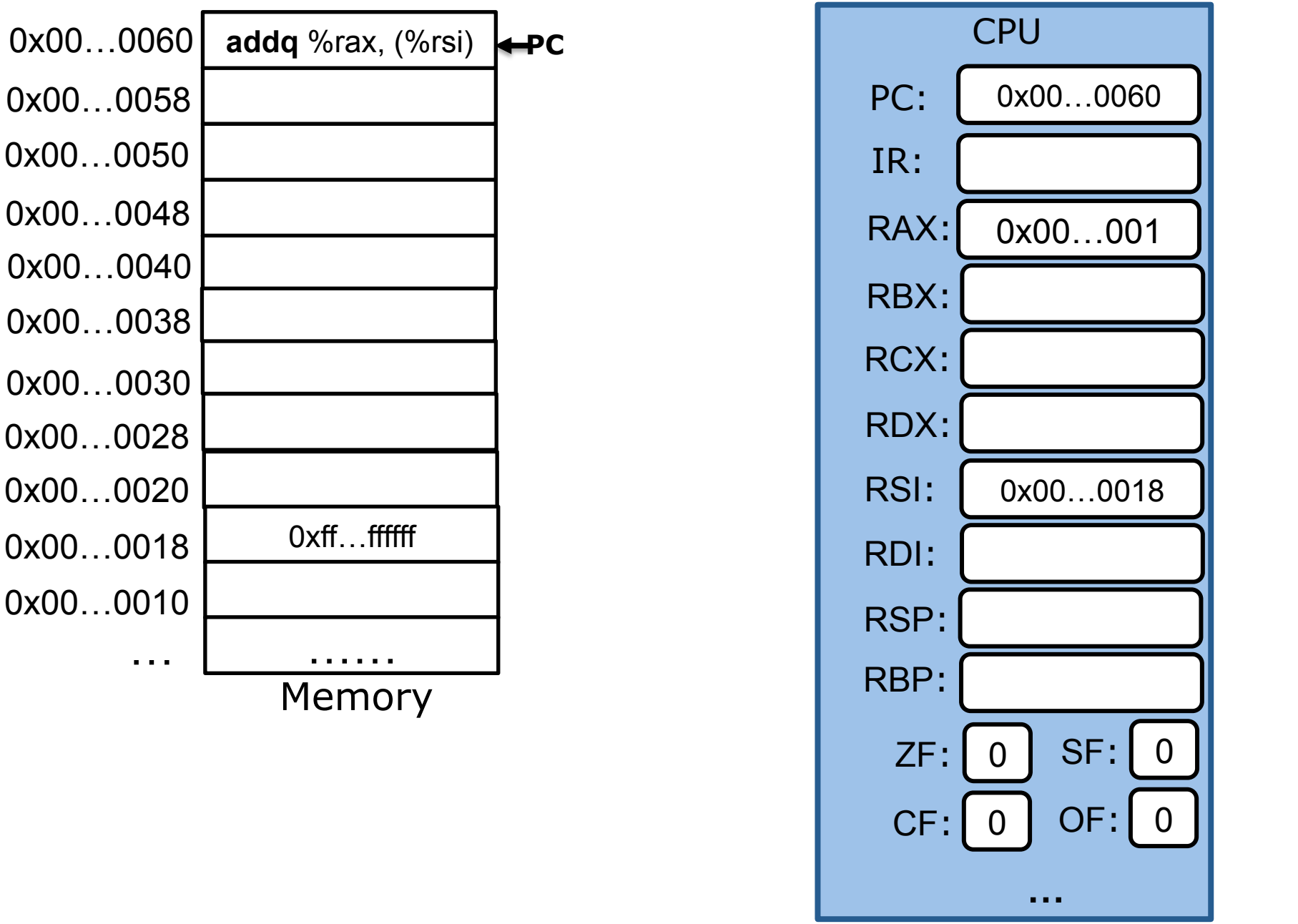
- CPU sets OF and CF flags by examining carry/ borrow and MSB (sign bit).
- It's up to programmer/compiler to check the right flag

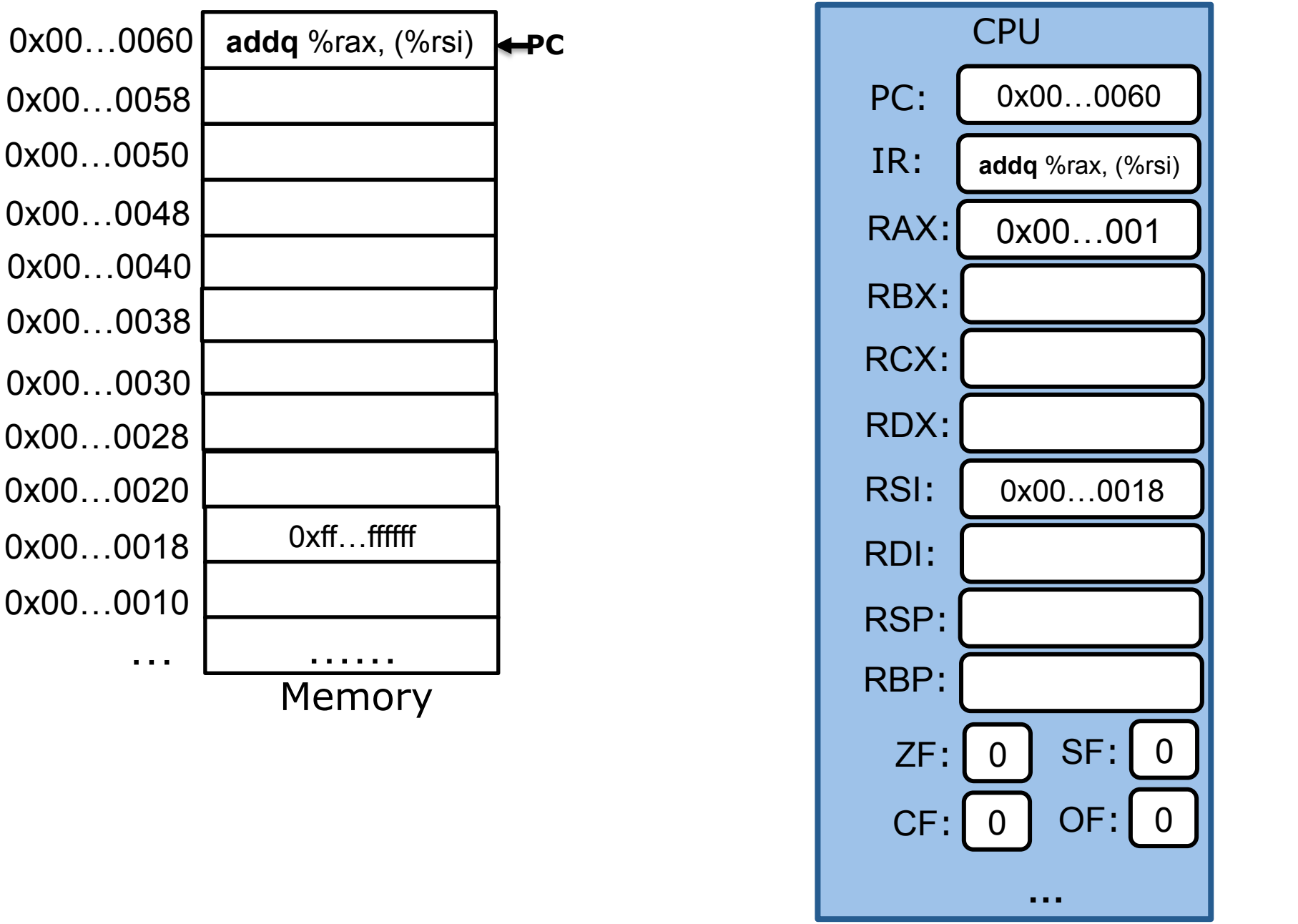
Status flags summary

flag	status
ZF (Zero Flag)	set if the result is zero.
SF (Sign Flag)	set if the result is negative.
CF (Carry Flag)	An overflow condition for unsigned-integer arithmetic
OF (Overflow Flag)	An overflow condition for signed-integer arithmetic

Set by arithmetic instructions, e.g. add, inc, and, sal

Not set by **`lea, mov`**


0x00…0060
addq %rax, (%rsi)
PC
0x00…0058
0x00…0050
0x00…0048
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0xff…ffffff
0x00…0010
…
……
Memory
CPU
PC:
0x00…0060
IR:
RAX:
0x00…001
RBX:
RCX:
RDX:
RSI:
0x00…0018
RDI:
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…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Memory
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PC:
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RAX:
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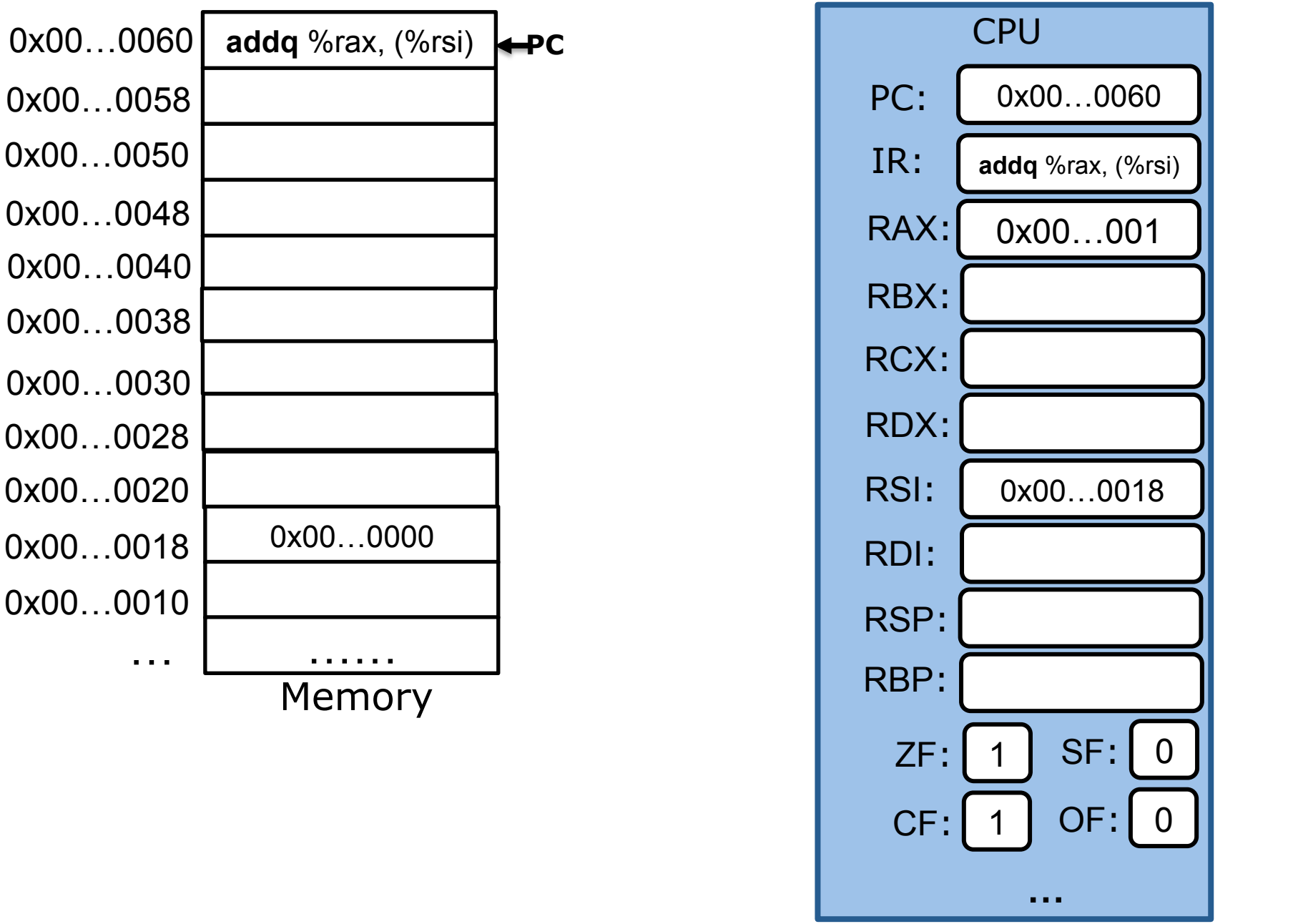
0x00…0018
RDI:
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…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0x00…0050
0x00…0048
0x00…0040
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0x00…0028
0x00…0020
0x00…0018
0x00…0000
0x00…0010
…
……
Memory
CPU
PC:
0x00…0060
IR:
addq %rax, (%rsi)
RAX:
0x00…001
RBX:
RCX:
RDX:
RSI:
0x00…0018
RDI:
RSP:
RBP:
ZF:
1
SF:
0
CF:
1
OF:
0
…

Exercises

src	dest	operation	ZF	SF	CF	OF
0xffffffff	0x1	addl				
0xffffffff						
0xffffffff						
0xffffffff						

Exercises

src	dest	operation	ZF	SF	CF	OF
0xffffffff	0x1	addl	1	0	1	0
0xffffffff	0x80000000	addl				
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0xffffffff						

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src	dest	operation	ZF	SF	CF	OF
0xffffffff	0x1	addl	1	0	1	0
0xffffffff	0x80000000	addl	0	0	1	1
0xffffffff	0x80000000	subl				
0xffffffff						

Exercises

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0xffffffff	0x1	addl	1	0	1	0
0xffffffff	0x80000000	addl	0	0	1	1
0xffffffff	0x80000000	subl	0	1	1	0
0xffffffff	0x1	subl				

Exercises

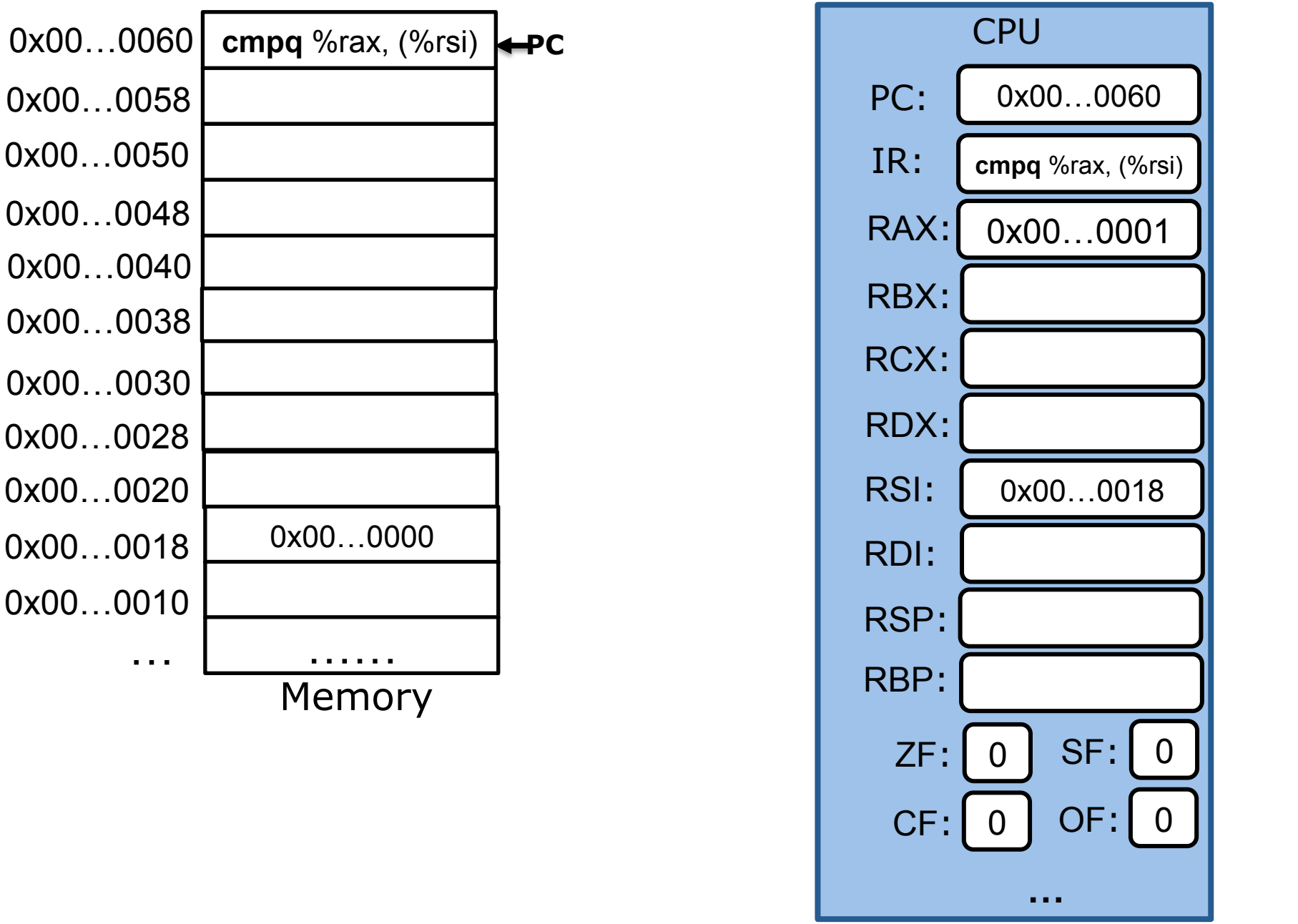
src	dest	operation	ZF	SF	CF	OF
0xffffffff	0x1	addl	1	0	1	0
0xffffffff	0x80000000	addl	0	0	1	1
0xffffffff	0x80000000	subl	0	1	1	0
0xffffffff	0x1	subl	0	0	1	0

Compare two numbers

`cmpq a, b` ← dest

- Like `subq a, b`, except destination unchanged
- Set CF, ZF, SF and OF appropriately

flag	status
ZF (Zero Flag)	set if a == b
SF (Sign Flag)	set if b – a < 0
CF (Carry Flag)	set if carry from MSB
OF (Overflow Flag)	Set if overflow


0x00…0060
cmpq %rax, (%rsi)
PC
0x00…0058
0x00…0050
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0x00…0040
0x00…0038
0x00…0030
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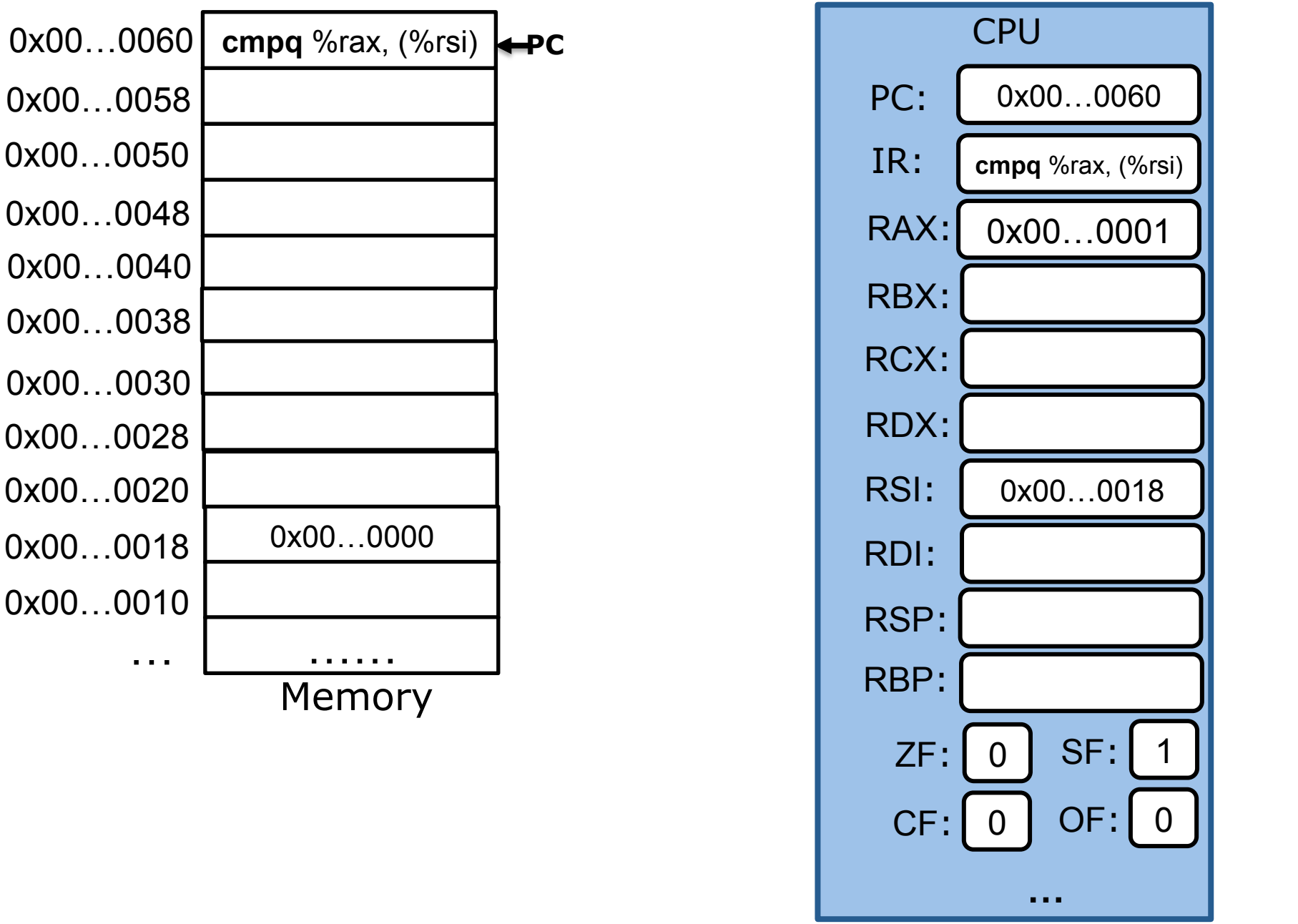
0x00…0020
0x00…0018
0x00…0000
0x00…0010
…
……
Memory
CPU
PC:
0x00…0060
IR:
cmpq %rax, (%rsi)
RAX:
0x00…0001
RBX:
RCX:
RDX:
RSI:
0x00…0018
RDI:
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…


0x00…0060
cmpq %rax, (%rsi)
PC
0x00…0058
0x00…0050
0x00…0048
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
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Memory
CPU
PC:
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RAX:
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RDX:
RSI:
0x00…0018
RDI:
RSP:
RBP:
ZF:
0
SF:
1
CF:
0
OF:
0
…

Exercises

```
cmpq $0x10, %rax
```

%rax	ZF	SF	CF	OF
0x10				
0x20				
0x0				
0x8000000000000000				

Exercises

```
cmpq $0x10, %rax
```

%rax	ZF	SF	CF	OF
0x10	1	0	0`	0
0x20				
0x0				
0x8000000000000000				

Exercises

```
cmpq $0x10, %rax
```

%rax	ZF	SF	CF	OF
0x10	1	0	0`	0
0x20	0	0	0	0
0x0				
0x8000000000000000				

Exercises

```
cmpq $0x10, %rax
```

%rax	ZF	SF	CF	OF
0x10	1	0	0`	0
0x20	0	0	0	0
0x0	0	1	1	0
0x8000000000000000				

Exercises

```
cmpq $0x10, %rax
```

%rax	ZF	SF	CF	OF
0x10	1	0	0`	0
0x20	0	0	0	0
0x0	0	1	1	0
0x8000000000000000	0	0	0	1

Test: logical compare

`testq a, b`

- Like `andq a, b`, except destination unchanged
- Set ZF, SF appropriately

flag	status
ZF (Zero Flag)	set if (a & b) == 0
SF (Sign Flag)	set if (a & b) < 0

Questions

testq %rax, %rax

- When is ZF set?
- When is SF set?

Questions

testq %rax, %rax

- When is ZF set? 0x0
- When is SF set? val(%rax) < 0

Read status flags

`setX` `dest`

- set dest to 0 or 1 depending on the status flag (CF, SF, OF and ZF) in the EFLAGS register.
- dest is either a (1-byte) register or a byte in memory.
- The condition code suffix (X) indicates the condition being tested for.

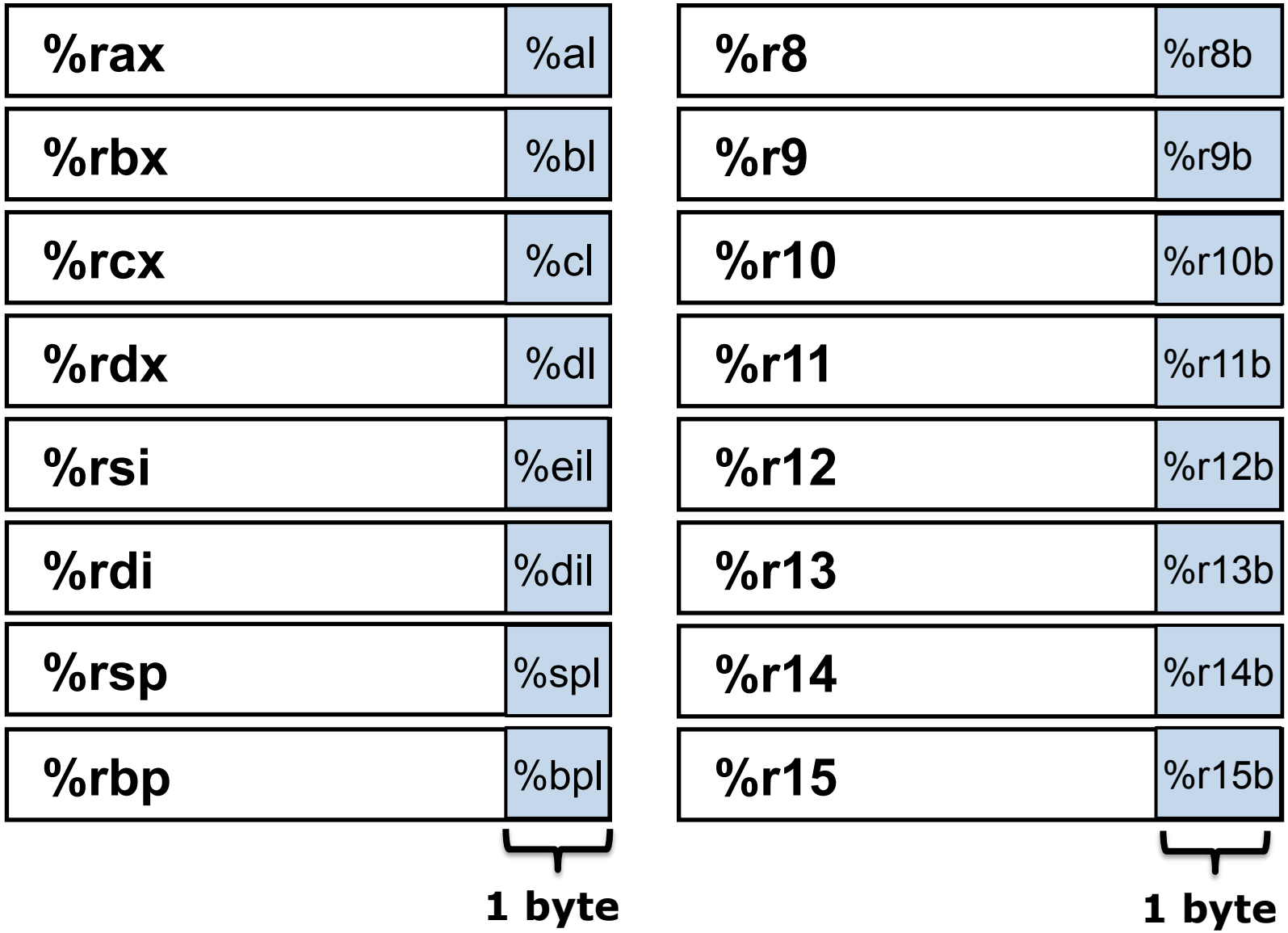
setcc dest

```
cmpq a, b
setX c
```

setX	Condition	Description
sete	ZF	Equal / Zero
setne	~ZF	Not Equal / Not Zero
sets	SF	Negative
setns	~SF	Nonnegative
setg	~(SF^OF)&~ZF	Greater (Signed)
setge	~(SF^OF)	Greater or Equal (Signed)
setl	(SF^OF)	Less (Signed)
setle	(SF^OF)|ZF	Less or Equal (Signed)
seta	~CF&~ZF	Above (unsigned)
setb	CF	Below (unsigned)

Dest is greater than source (aka b is greater than a)

1 byte register

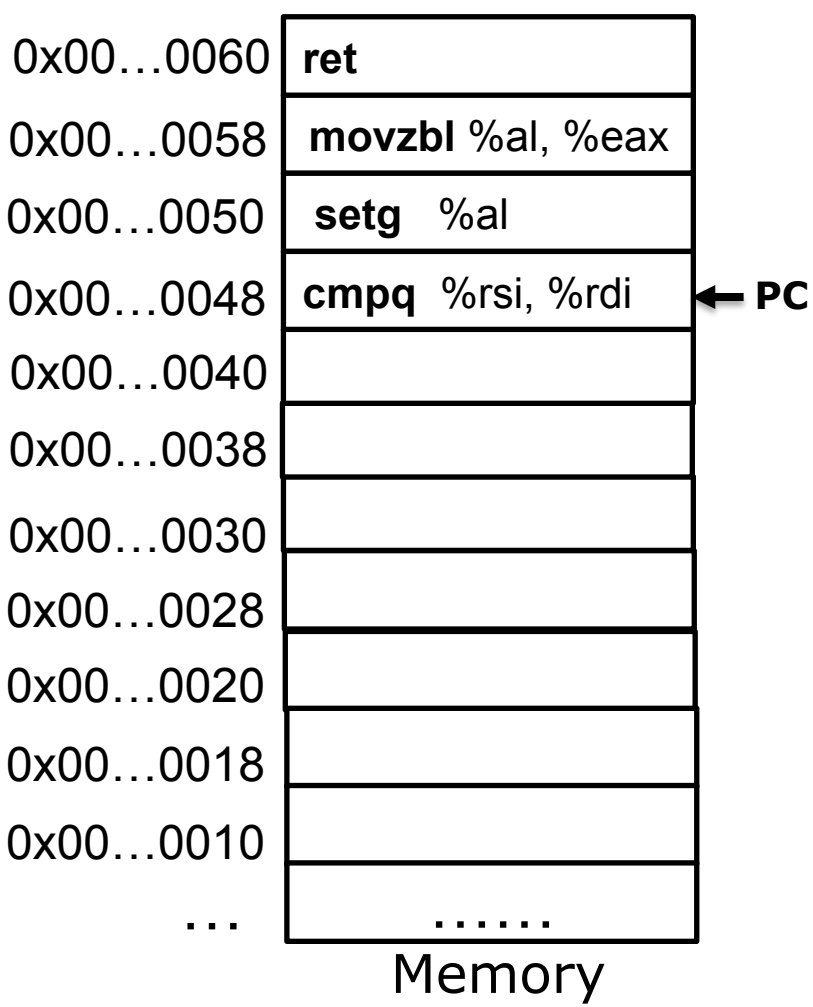


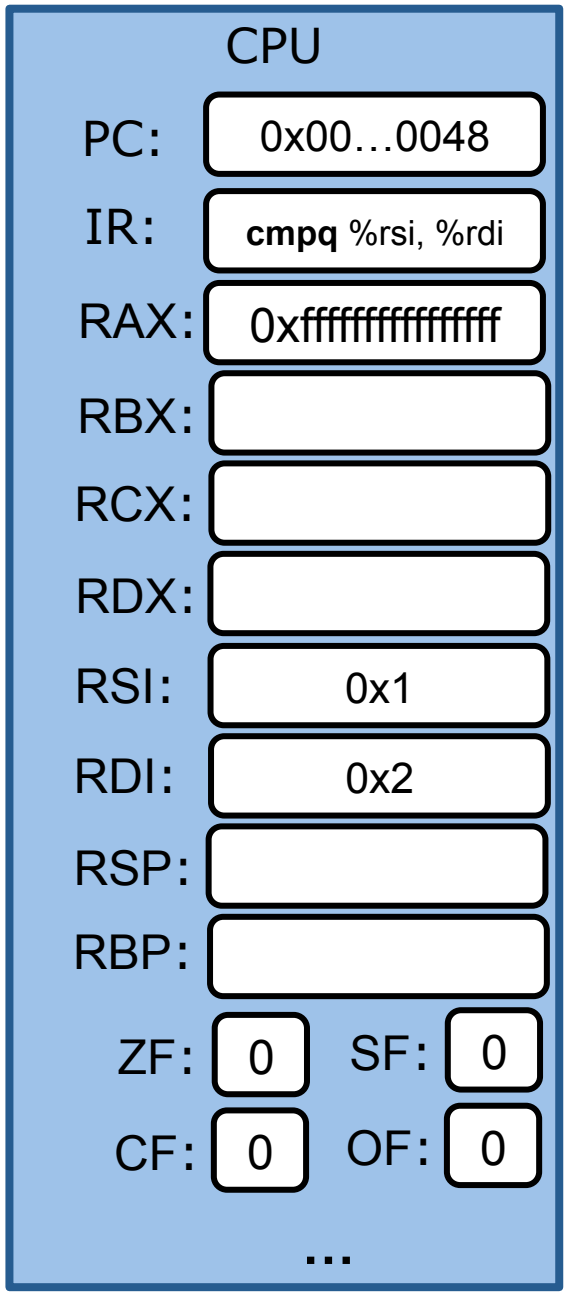
Example

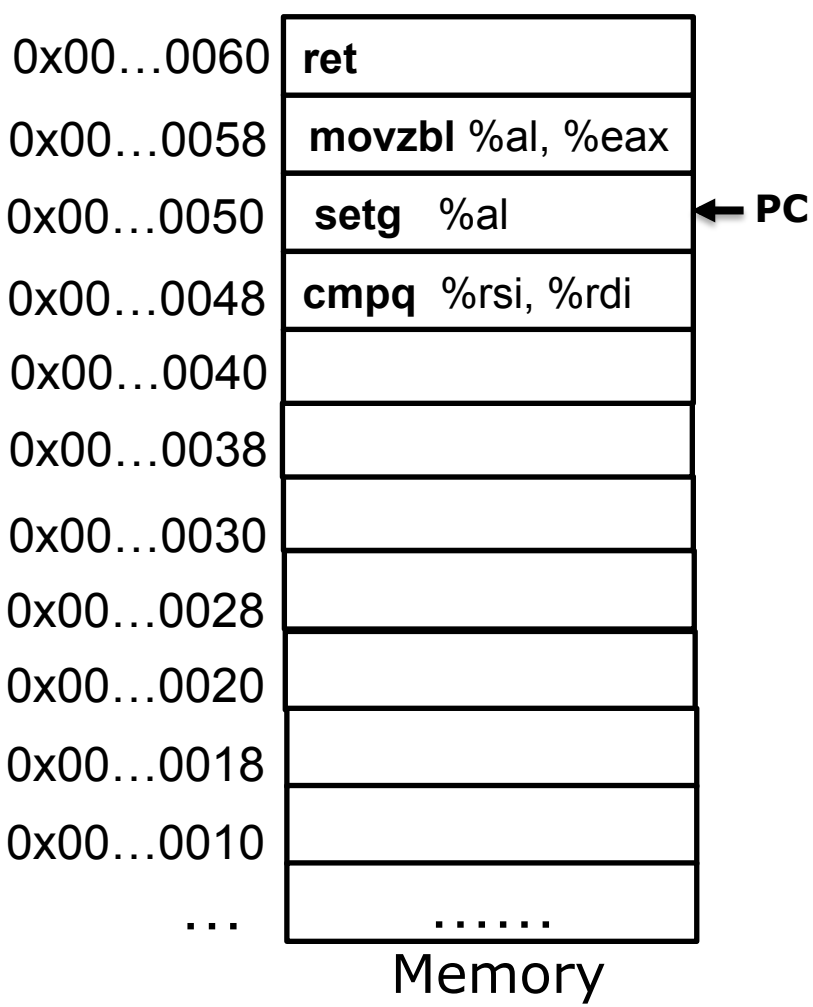
```
int gt (long x, long y)
{
  return x > y;
}
```

Register	Use(s)
%rdi	Argument **x**
%rsi	Argument **y**
%eax	Return value

```
cmpq   %rsi, %rdi    # cmpq y x
setg   %al           # set when >
movzbl %al, %eax     # zero rest of %eax
ret
```


0x00…0060
ret
0x00…0058
movzbl %al, %eax
0x00…0050
setg %al
0x00…0048
cmpq %rsi, %rdi
PC
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0048
IR:
cmpq %rsi, %rdi
RAX:
0xffffffffffffffff
RBX:
RCX:
RDX:
RSI:
0x1
RDI:
0x2
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…


0x00…0060
ret
0x00…0058
movzbl %al, %eax
0x00…0050
setg %al
PC
0x00…0048
cmpq %rsi, %rdi
0x00…0040
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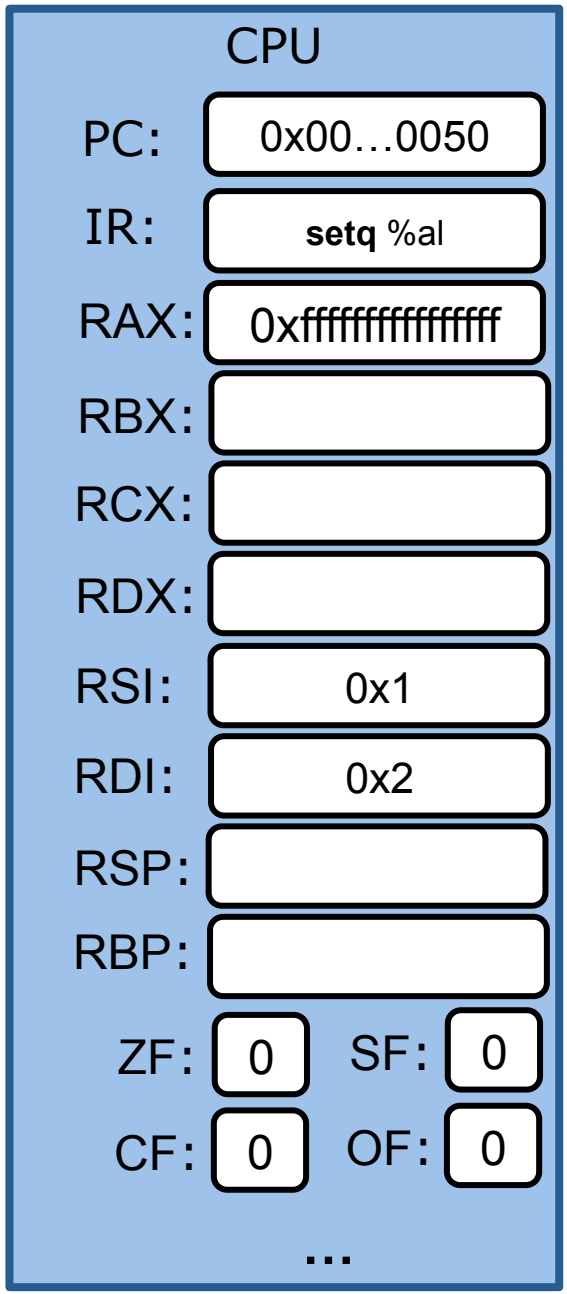
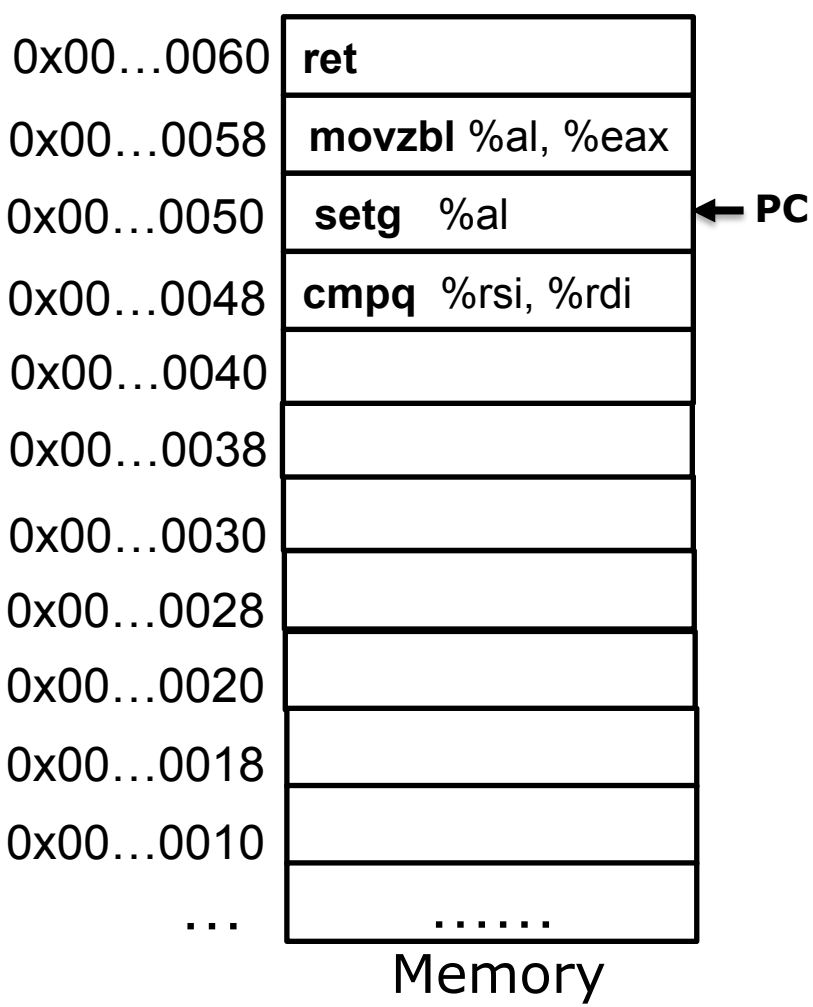
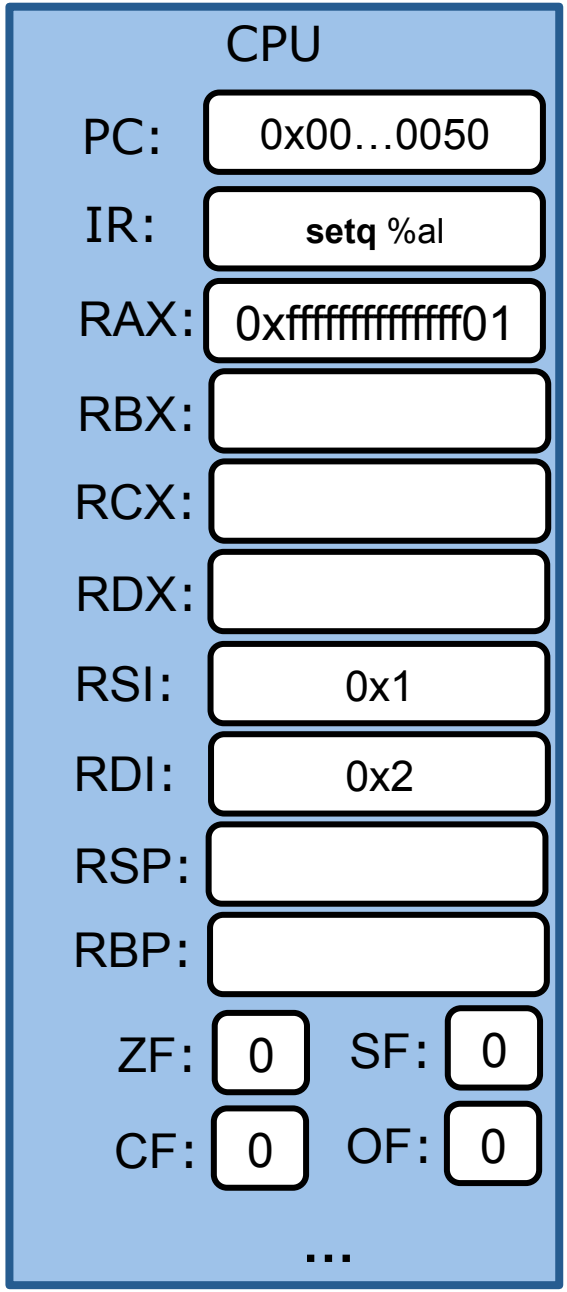
…
……
Memory

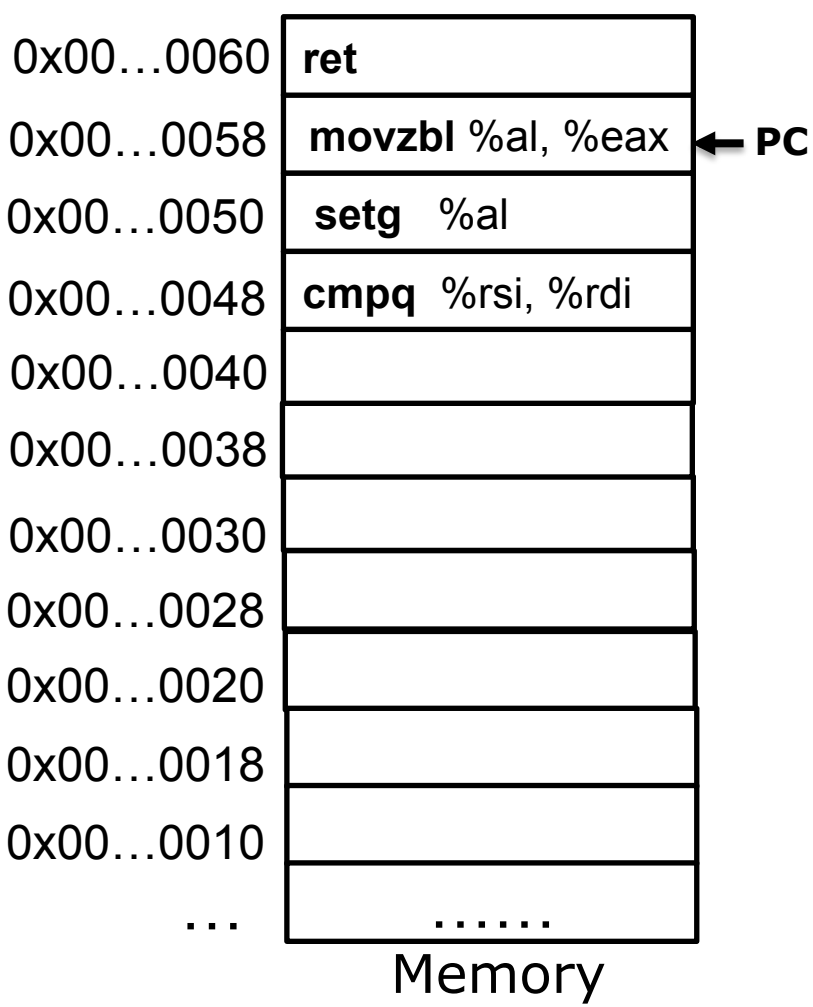

CPU
PC:
0x00…0050
IR:
setq %al
RAX:
0xffffffffffffffff
RBX:
RCX:
RDX:
RSI:
0x1
RDI:
0x2
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…

setg	~(SF^OF)&~ZF


0x00…0060
ret
0x00…0058
movzbl %al, %eax
0x00…0050
setg %al
PC
0x00…0048
cmpq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0050
IR:
setq %al
RAX:
0xffffffffffffff01
RBX:
RCX:
RDX:
RSI:
0x1
RDI:
0x2
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…

setg	~(SF^OF)&~ZF


0x00…0060
ret
0x00…0058
movzbl %al, %eax
PC
0x00…0050
setg %al
0x00…0048
cmpq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
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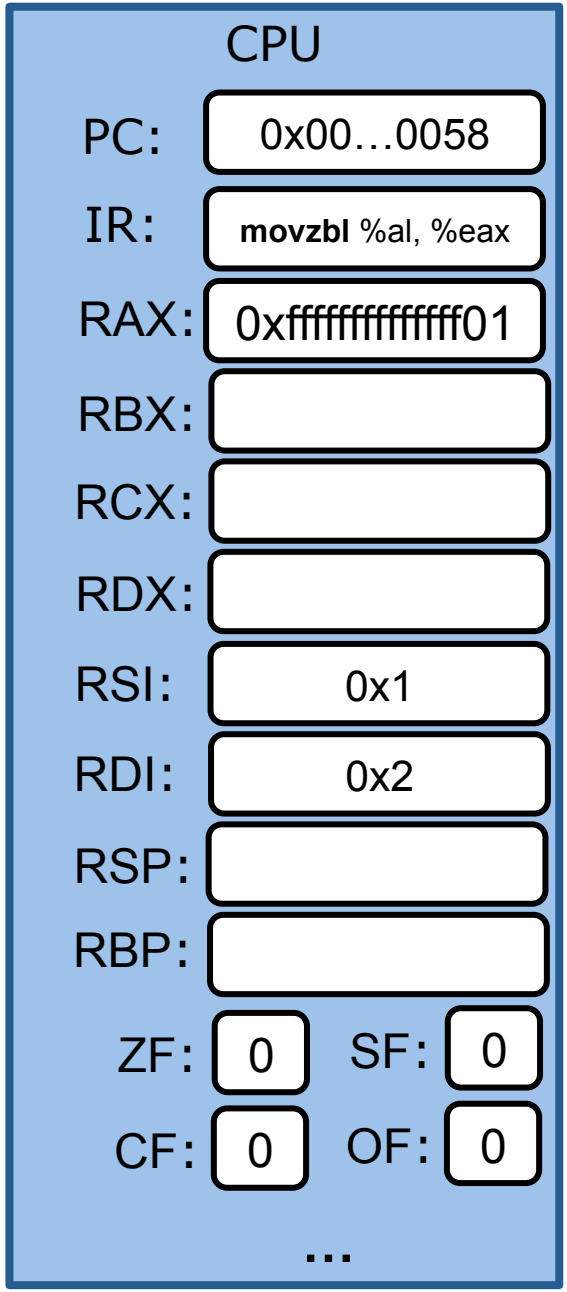
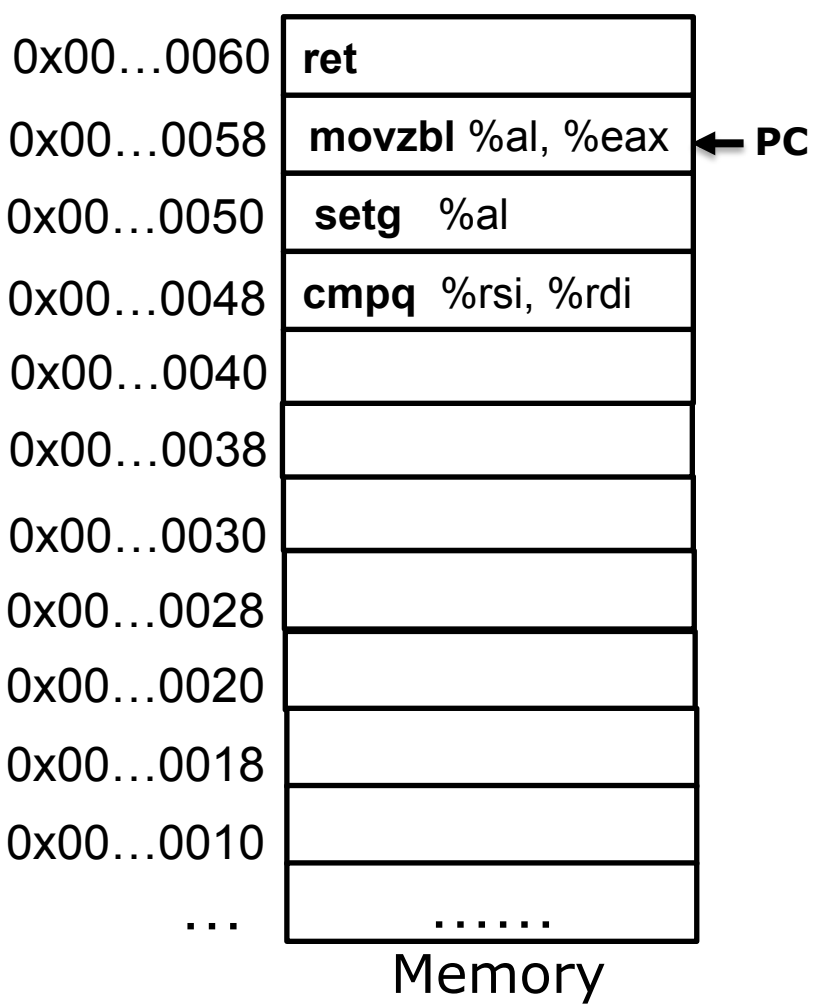
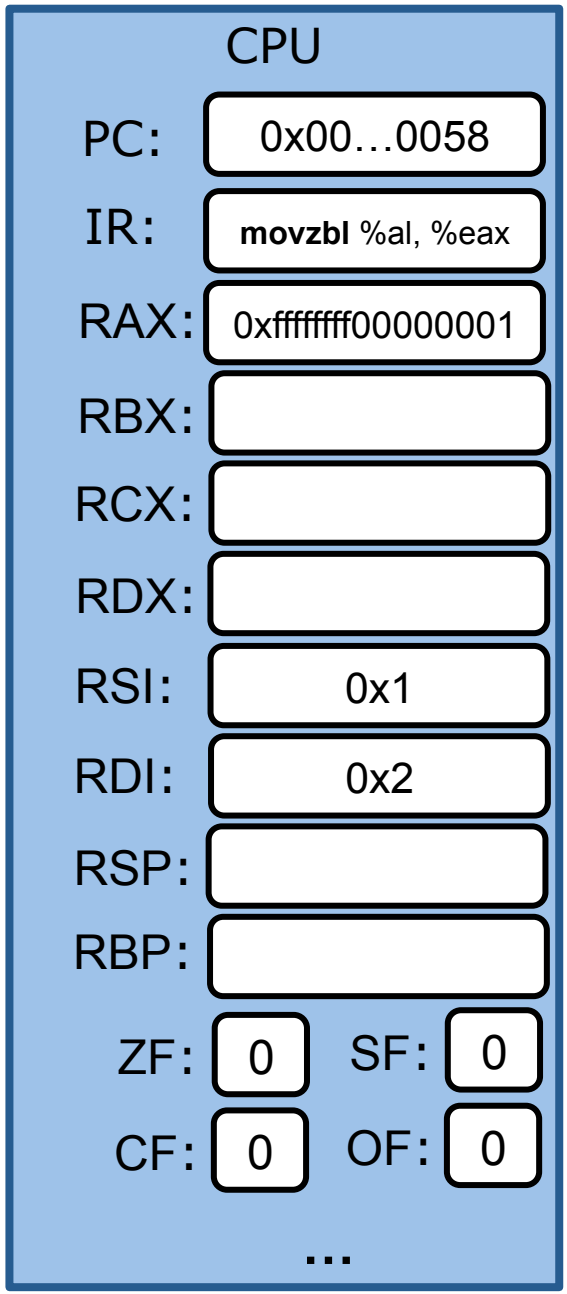
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0058
IR:
movzbl %al, %eax
RAX:
0xffffffffffffff01
RBX:
RCX:
RDX:
RSI:
0x1
RDI:
0x2
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…


0x00…0060
ret
0x00…0058
movzbl %al, %eax
PC
0x00…0050
setg %al
0x00…0048
cmpq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory

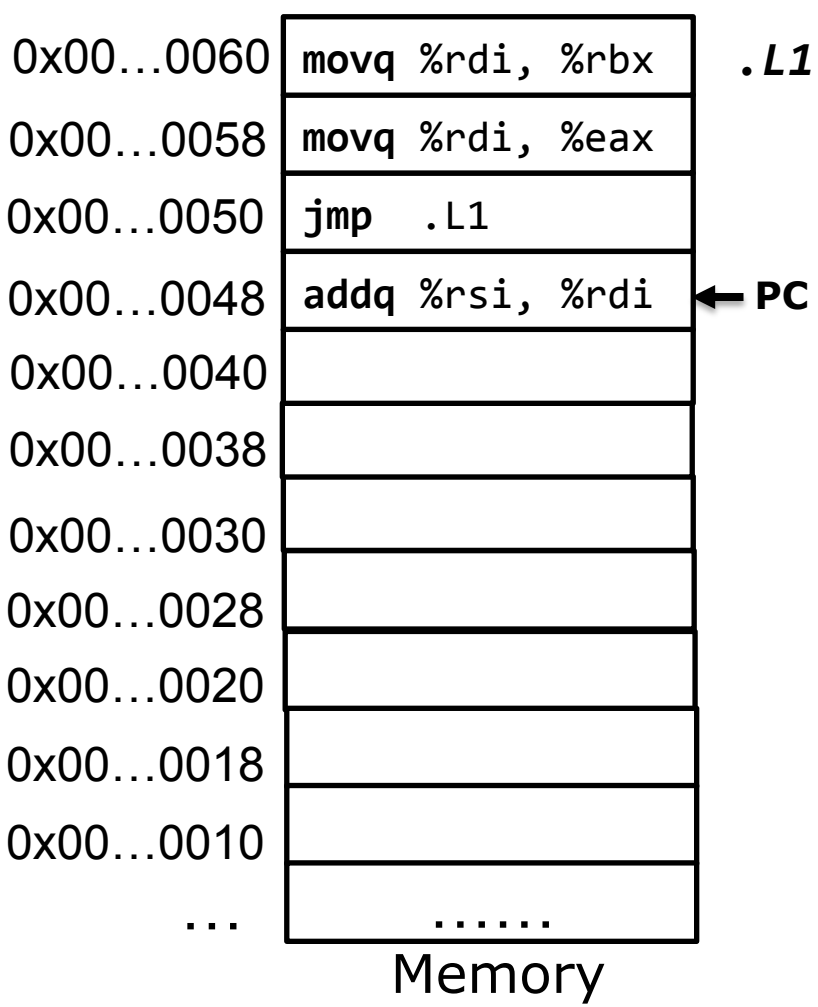

CPU
PC:
0x00…0058
IR:
movzbl %al, %eax
RAX:
0xffffffff00000001
RBX:
RCX:
RDX:
RSI:
0x1
RDI:
0x2
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…

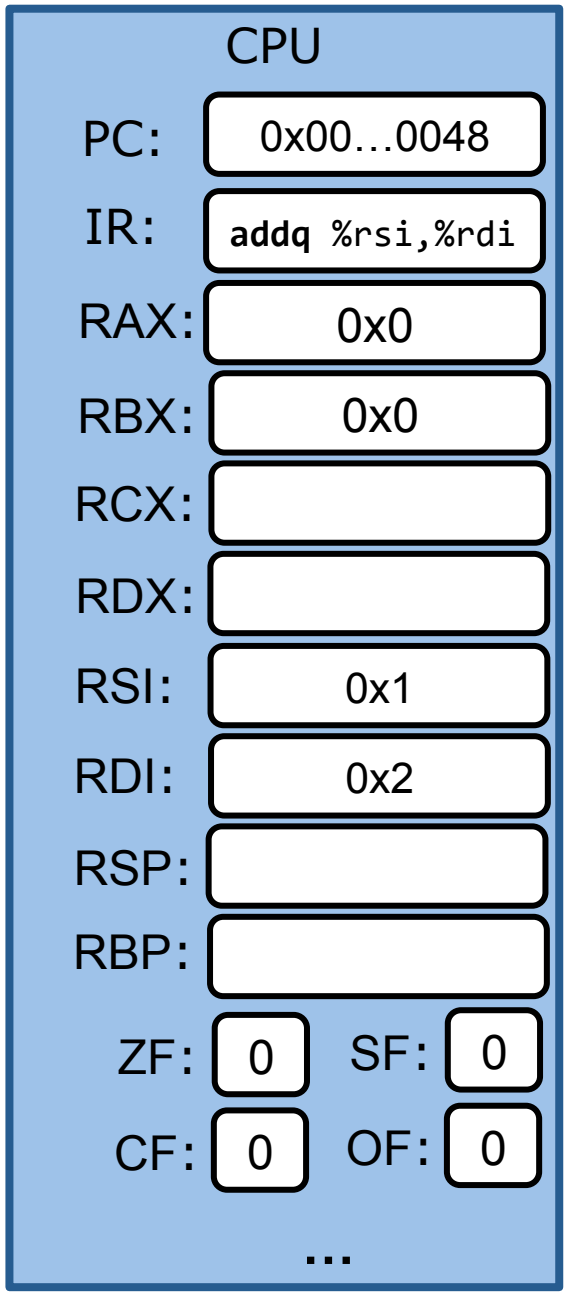
Jump instruction

`jmp label`

- Transfer control to a different point in the instruction stream.
  - By changing the value of PC
- Label specifies the address to jumped to
- jmp is like ***goto***

```
foo:
  addq %rsi, %rdi
  jmp  .L1
  movq %rdi, %eax
.L1
  movq %rdi, %rbx
```


0x00…0060
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
0x00…0048
addq %rsi, %rdi
PC
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory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RAX:
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RSI:
0x1
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0x2
RSP:
RBP:
ZF:
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SF:
0
CF:
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OF:
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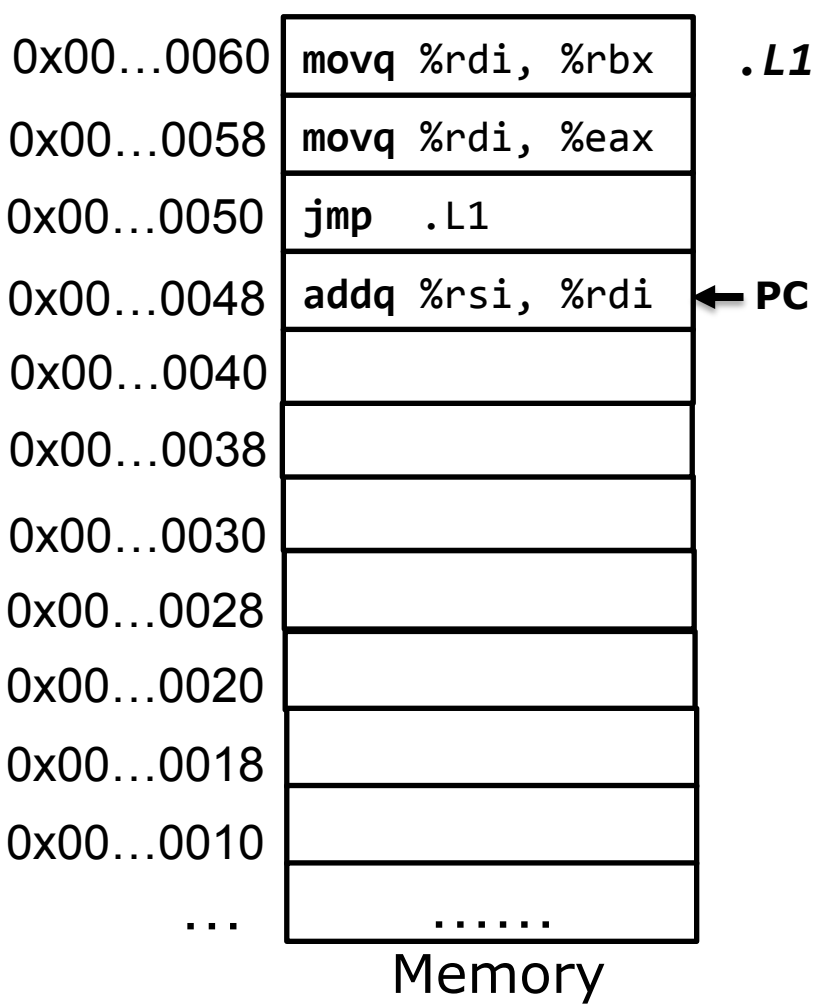
…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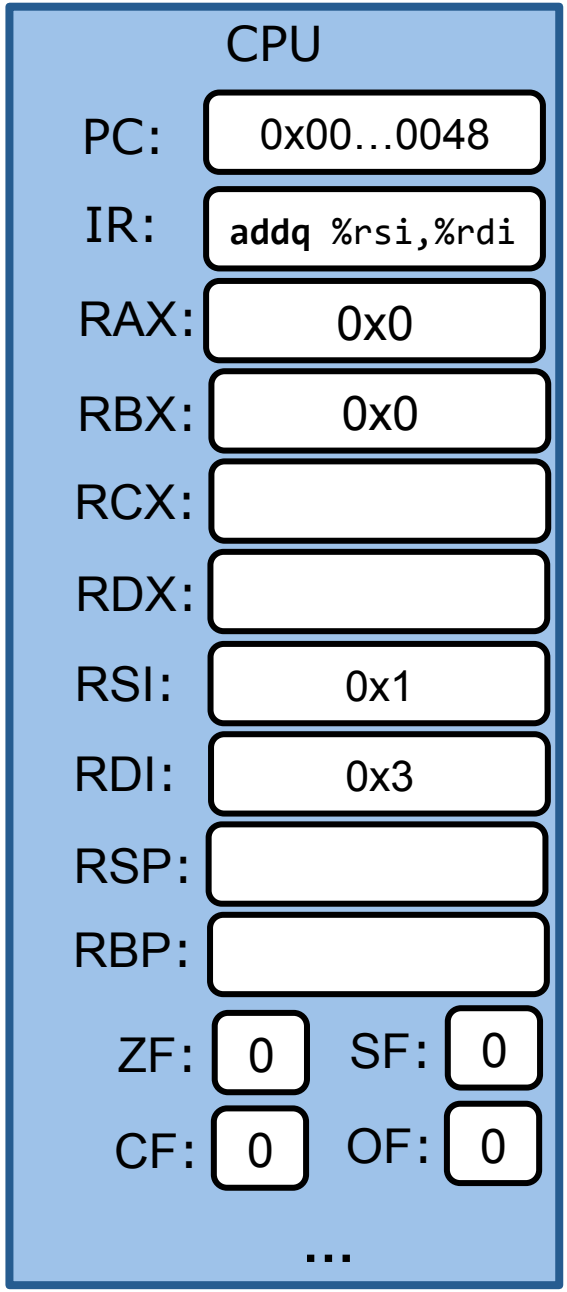
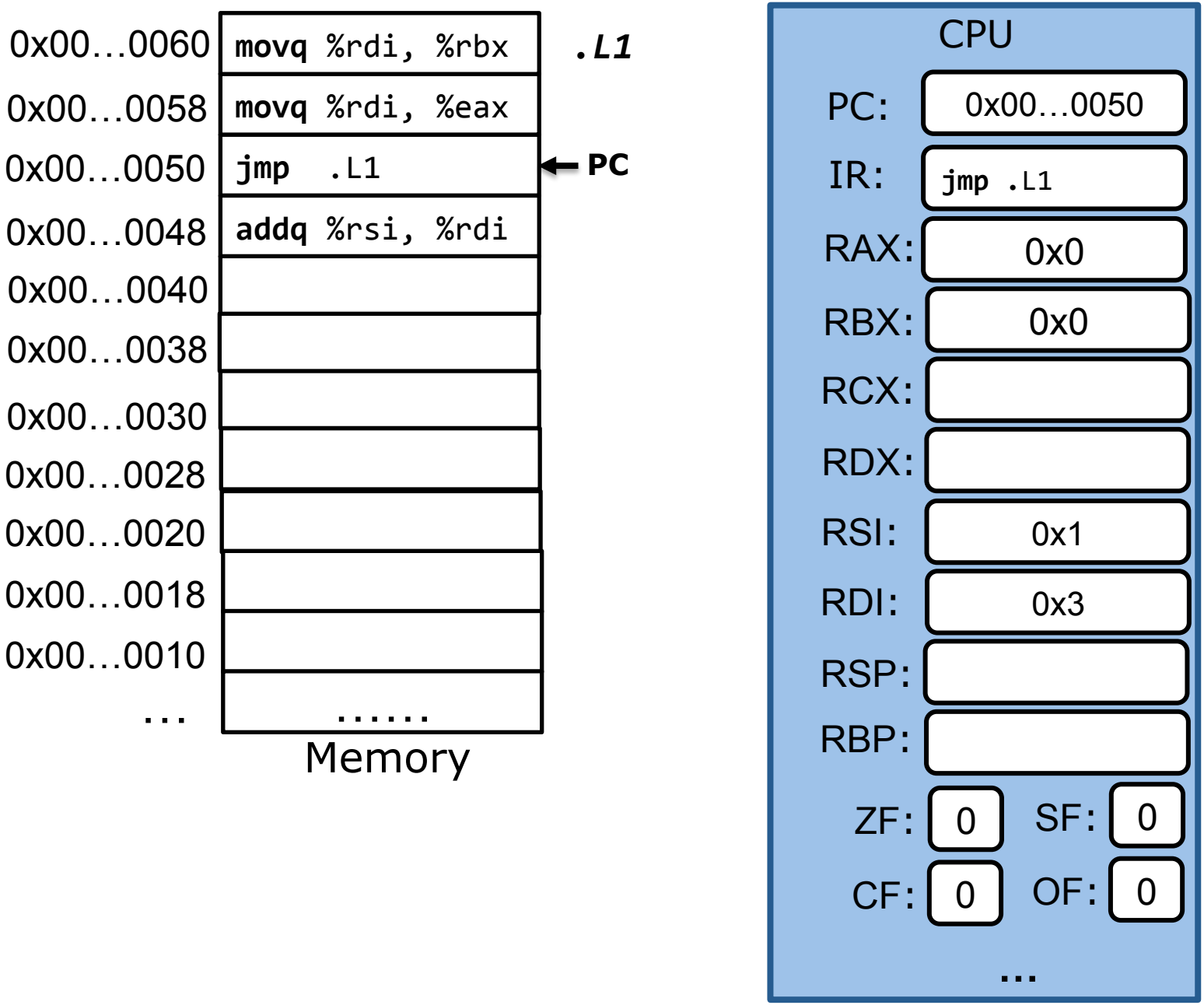
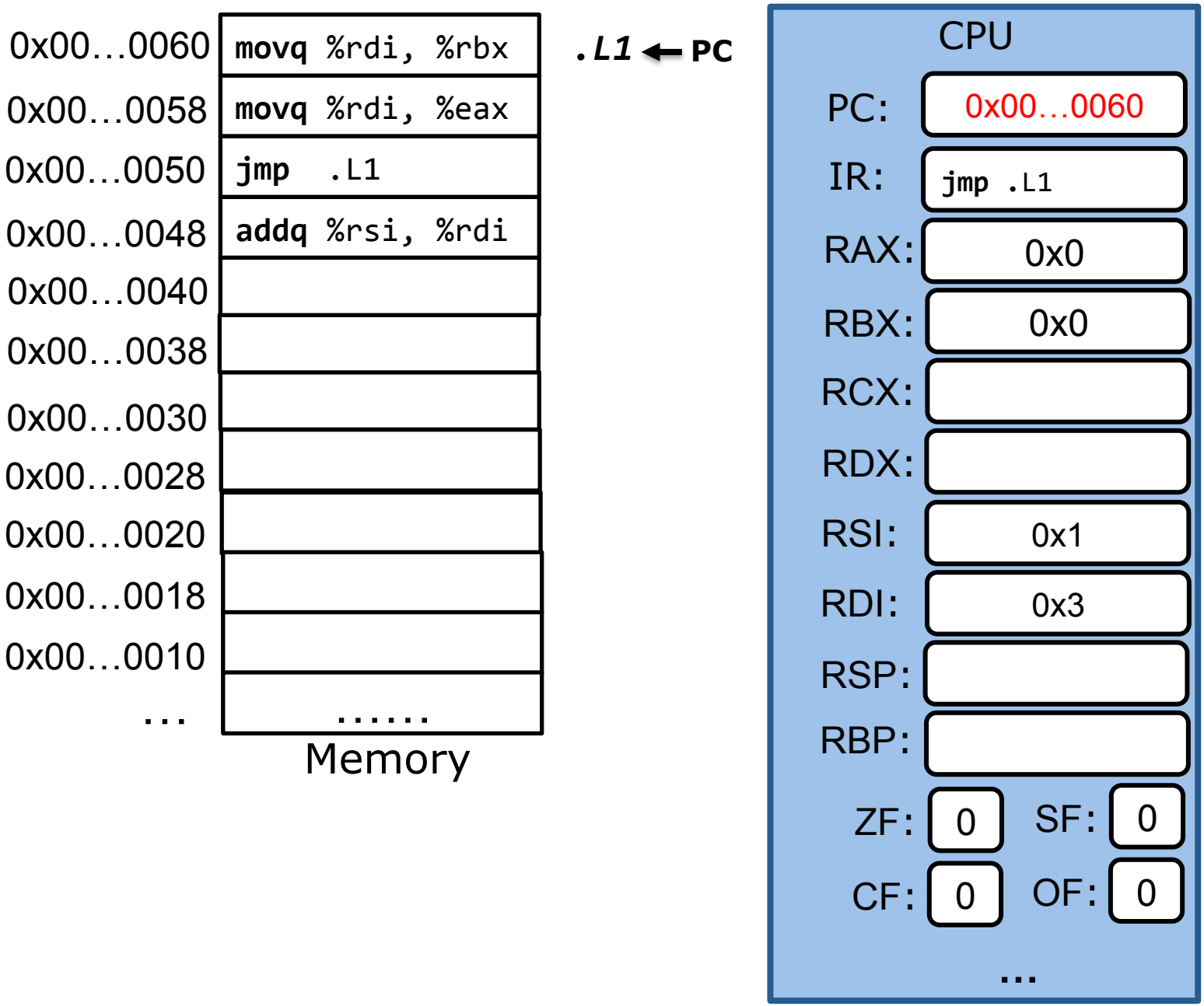
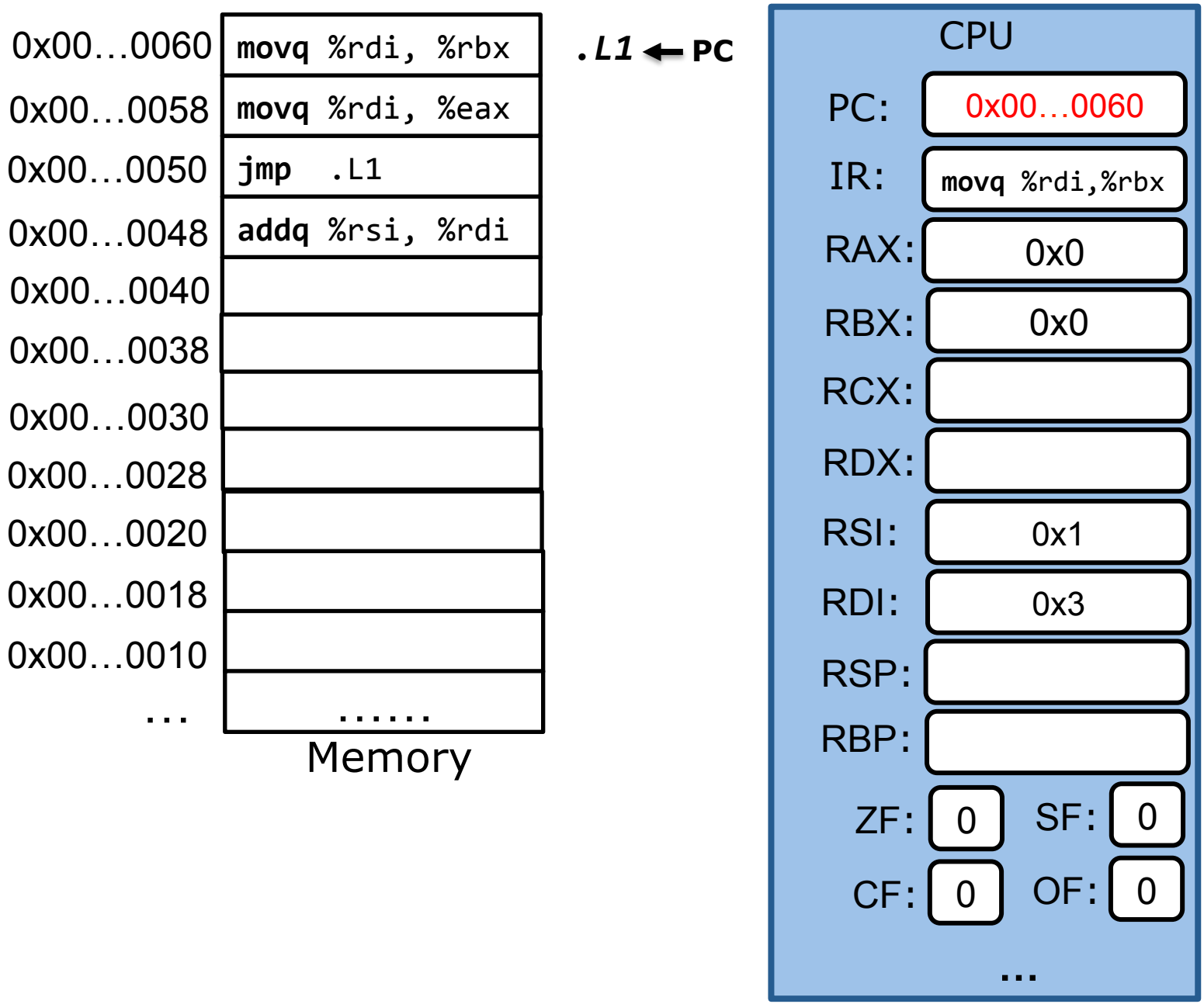
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
0x00…0048
addq %rsi, %rdi
PC
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0048
IR:
addq %rsi,%rdi
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x3
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…


0x00…0060
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
PC
0x00…0048
addq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
… ……
Memory
CPU
PC: 0x00…0050
IR: jmp .L1
RAX: 0x0
RBX: 0x0
RCX:
RDX:
RSI: 0x1
RDI: 0x3
RSP:
RBP:
ZF: 0
SF: 0
CF: 0
OF: 0
…


0x00…0060
movq %rdi, %rbx
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
0x00…0048
addq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
… ……
Memory
.L1 ← PC
CPU
PC: 0x00…0060
IR: jmp .L1
RAX: 0x0
RBX: 0x0
RCX:
RDX:
RSI: 0x1
RDI: 0x3
RSP:
RBP:
ZF: 0
SF: 0
CF: 0
OF: 0
…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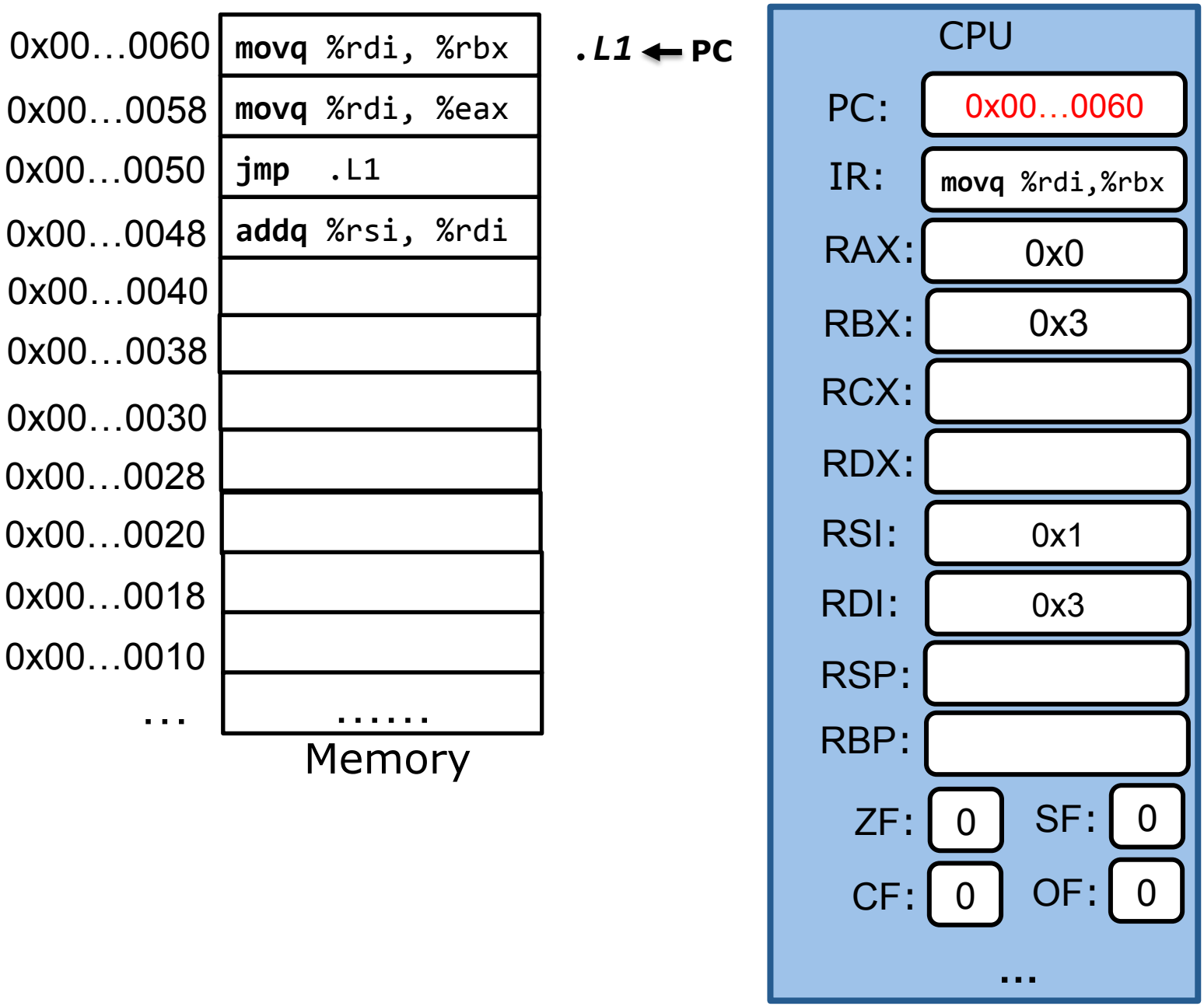
movq %rdi, %rbx
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
0x00…0048
addq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
.L1 ← PC
CPU
PC:
0x00…0060
IR:
movq %rdi,%rbx
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x3
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…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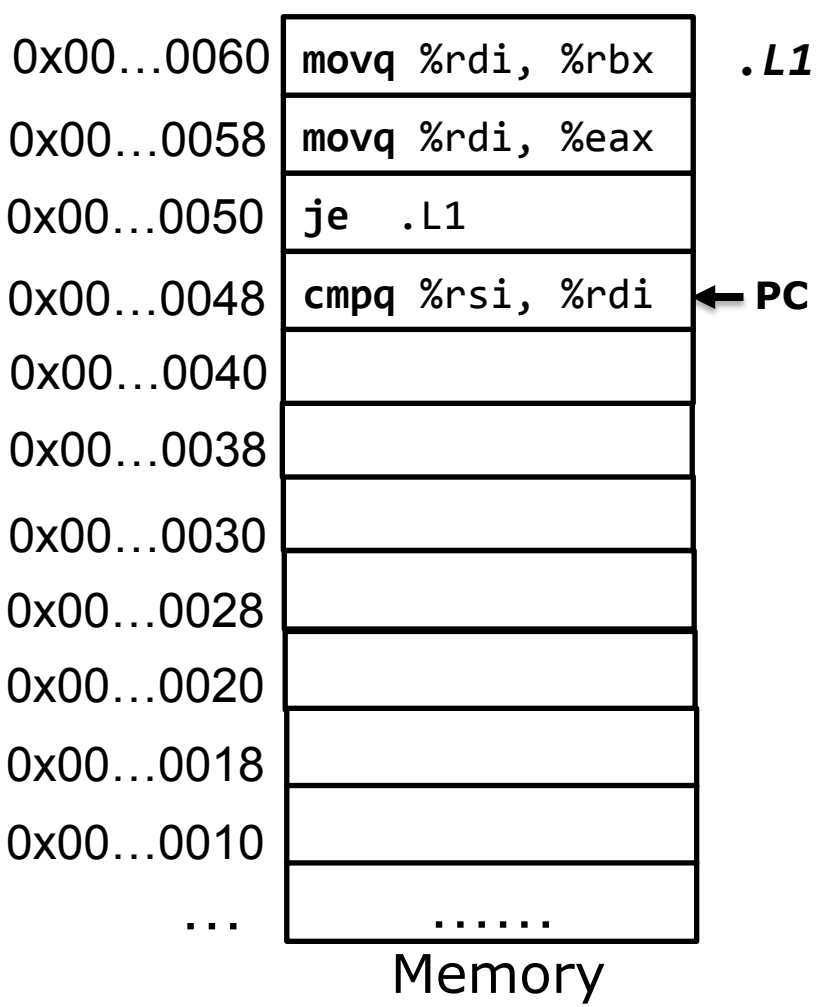
movq %rdi, %rbx
0x00…0058
movq %rdi, %eax
0x00…0050
jmp .L1
0x00…0048
addq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
.L1 ← PC
CPU
PC:
0x00…0060
IR:
movq %rdi,%rbx
RAX:
0x0
RBX:
0x3
RCX:
RDX:
RSI:
0x1
RDI:
0x3
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…

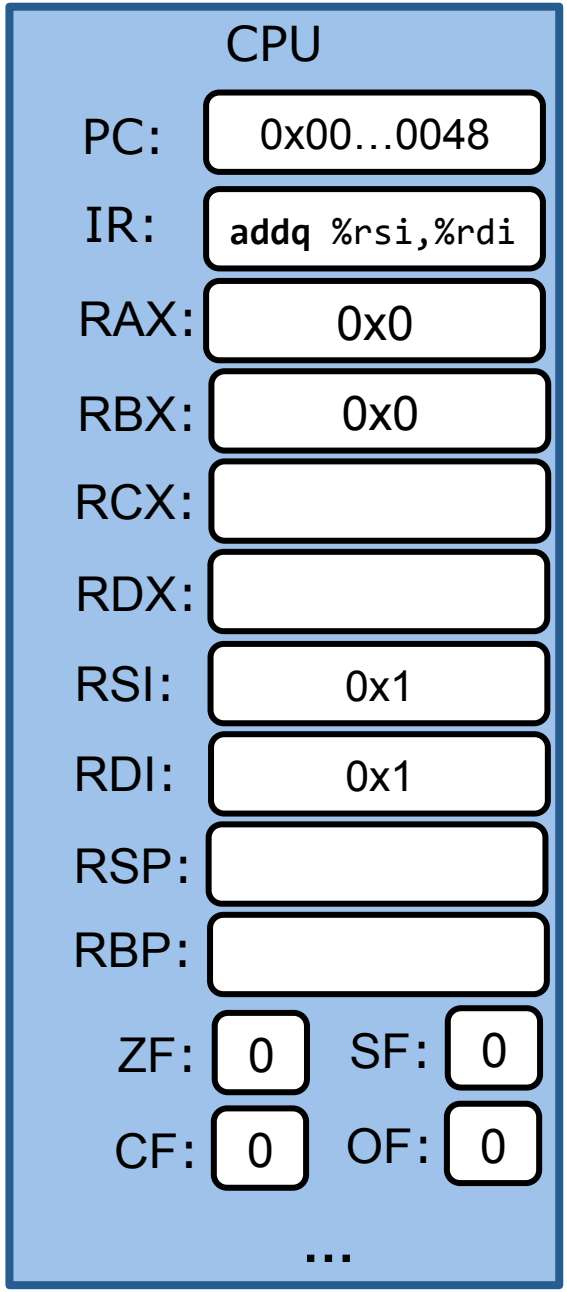
Jump instruction

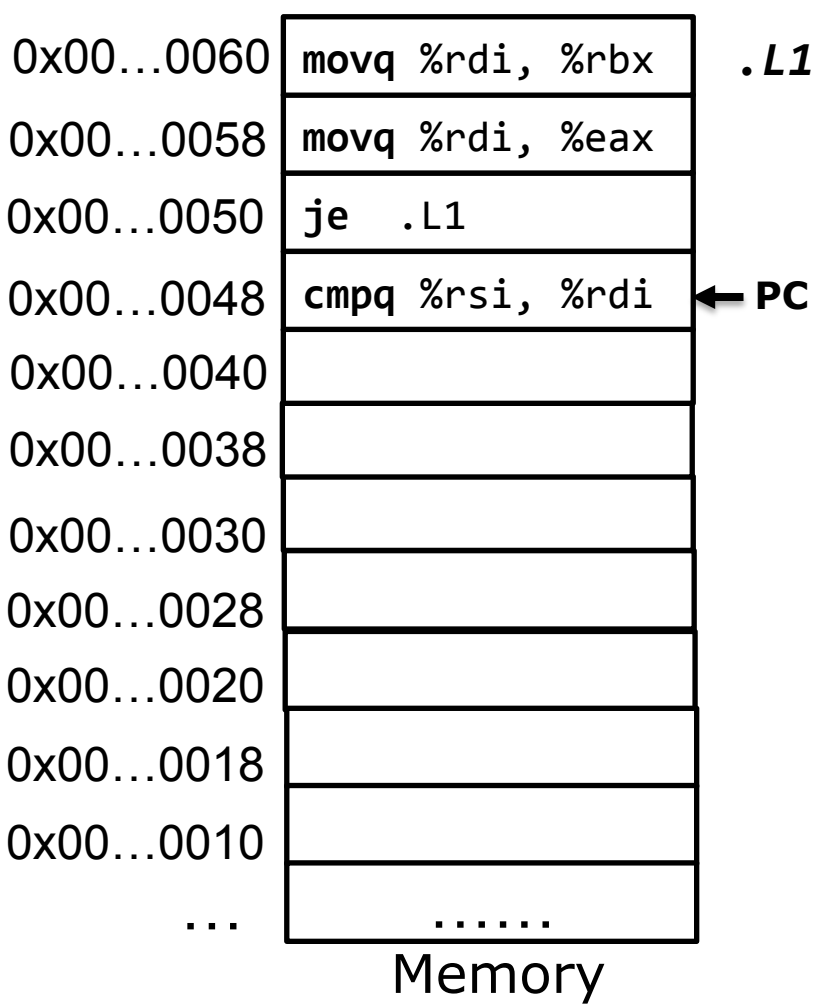
`jX label`

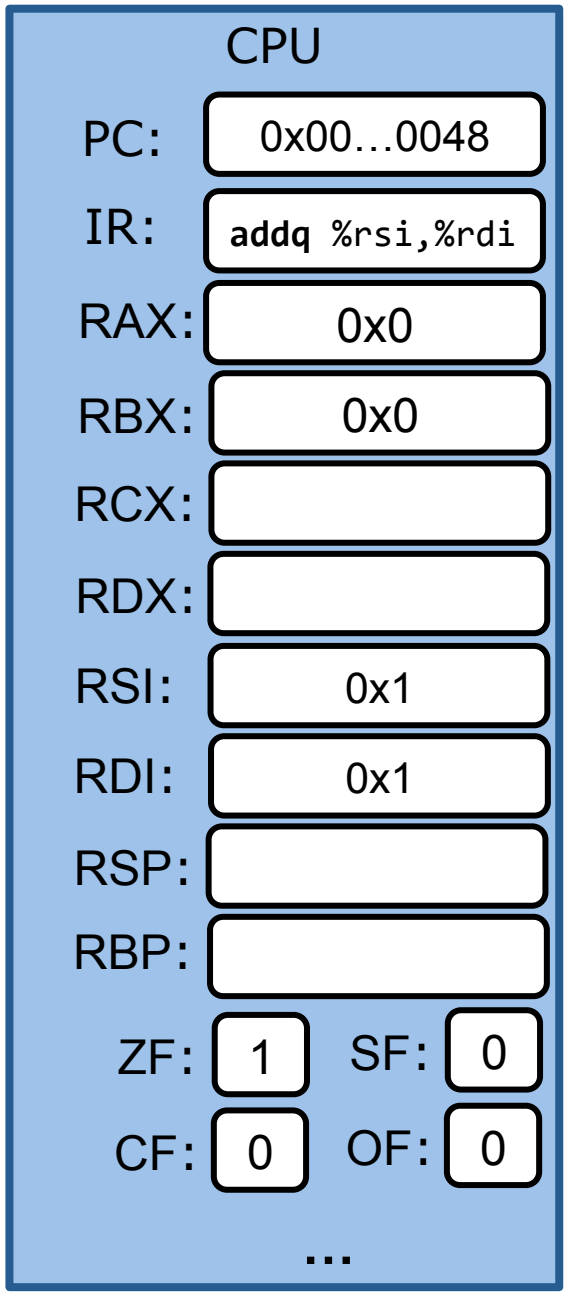
– If condition **X** is met, jump to the label

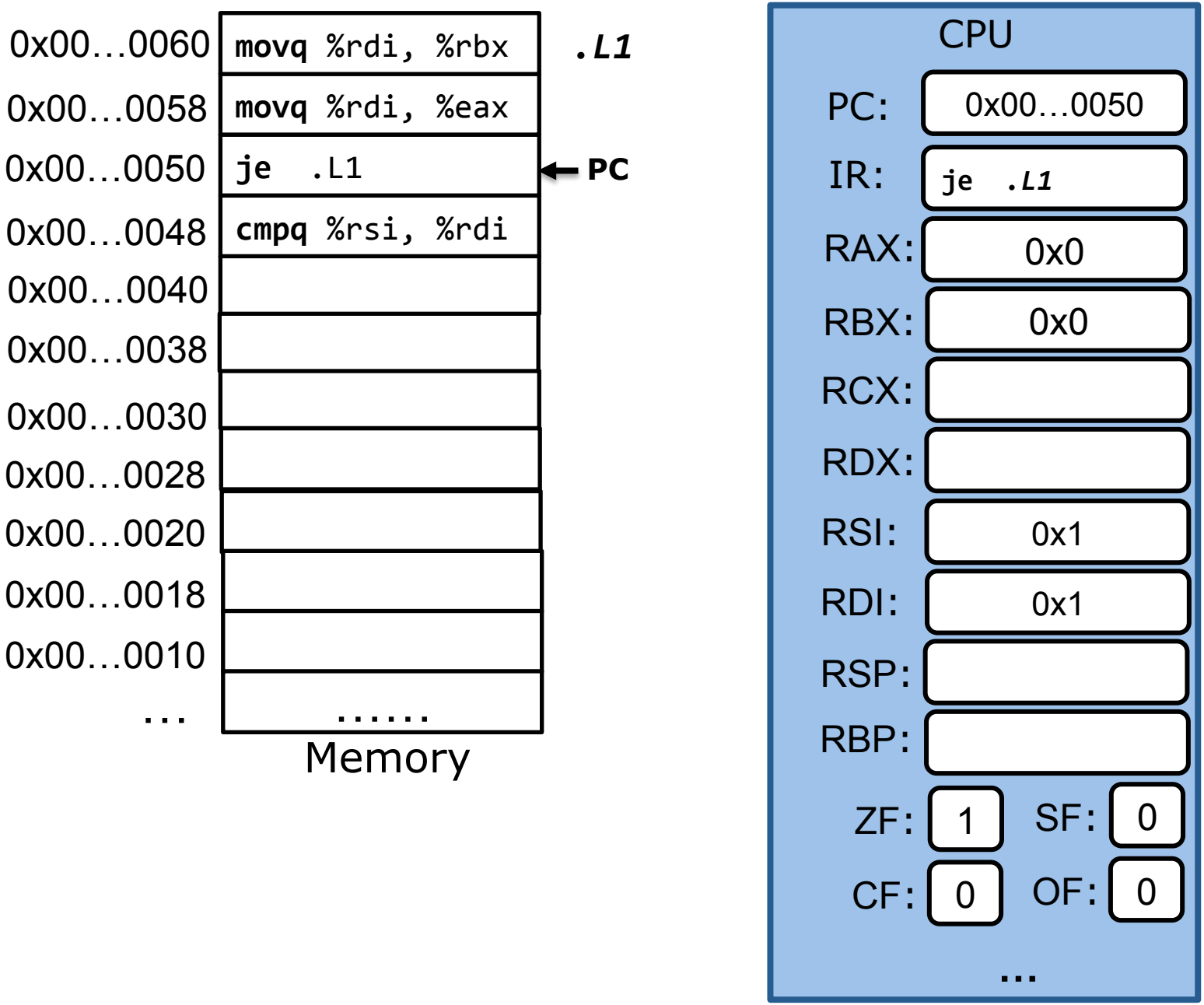
jX	Condition	Description
`je`	`ZF`	Equal / Zero
`jne`	`~ZF`	Not Equal / Not Zero
`js`	`SF`	Negative
`jns`	`~SF`	Nonnegative
`jg`	`~(SF^OF)&~ZF`	Greater (Signed)
`jge`	`~(SF^OF)`	Greater or Equal (Signed)
`jl`	`(SF^OF)`	Less (Signed)
`jle`	`(SF^OF)|ZF`	Less or Equal (Signed)
`ja`	`~CF&~ZF`	Above (unsigned)
`jb`	`CF`	Below (unsigned)


0x00…0060
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
je .L1
0x00…0048
cmpq %rsi, %rdi
PC
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0048
IR:
addq %rsi,%rdi
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x1
RSP:
RBP:
ZF:
0
SF:
0
CF:
0
OF:
0
…


0x00…0060
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
je .L1
0x00…0048
cmpq %rsi, %rdi
PC
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory


CPU
PC:
0x00…0048
IR:
addq %rsi,%rdi
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x1
RSP:
RBP:
ZF:
1
SF:
0
CF:
0
OF:
0
…


0x00…0060
movq %rdi, %rbx
.L1
0x00…0058
movq %rdi, %eax
0x00…0050
je .L1
PC
0x00…0048
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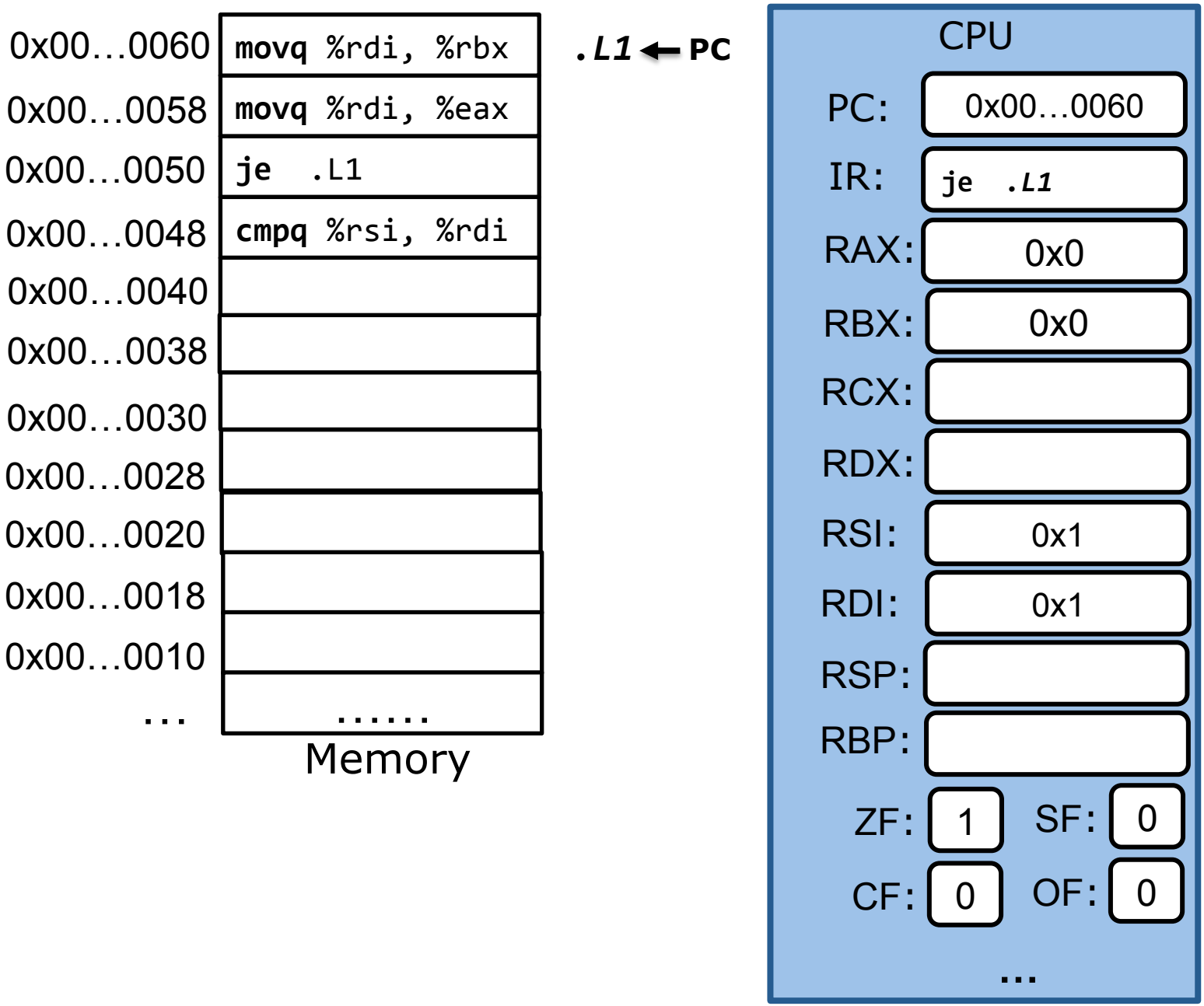
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
CPU
PC:
0x00…0050
IR:
je .L1
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x1
RSP:
RBP:
ZF:
1
SF:
0
CF:
0
OF:
0
…


0x00…0060
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movq %rdi, %eax
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0x00…0048
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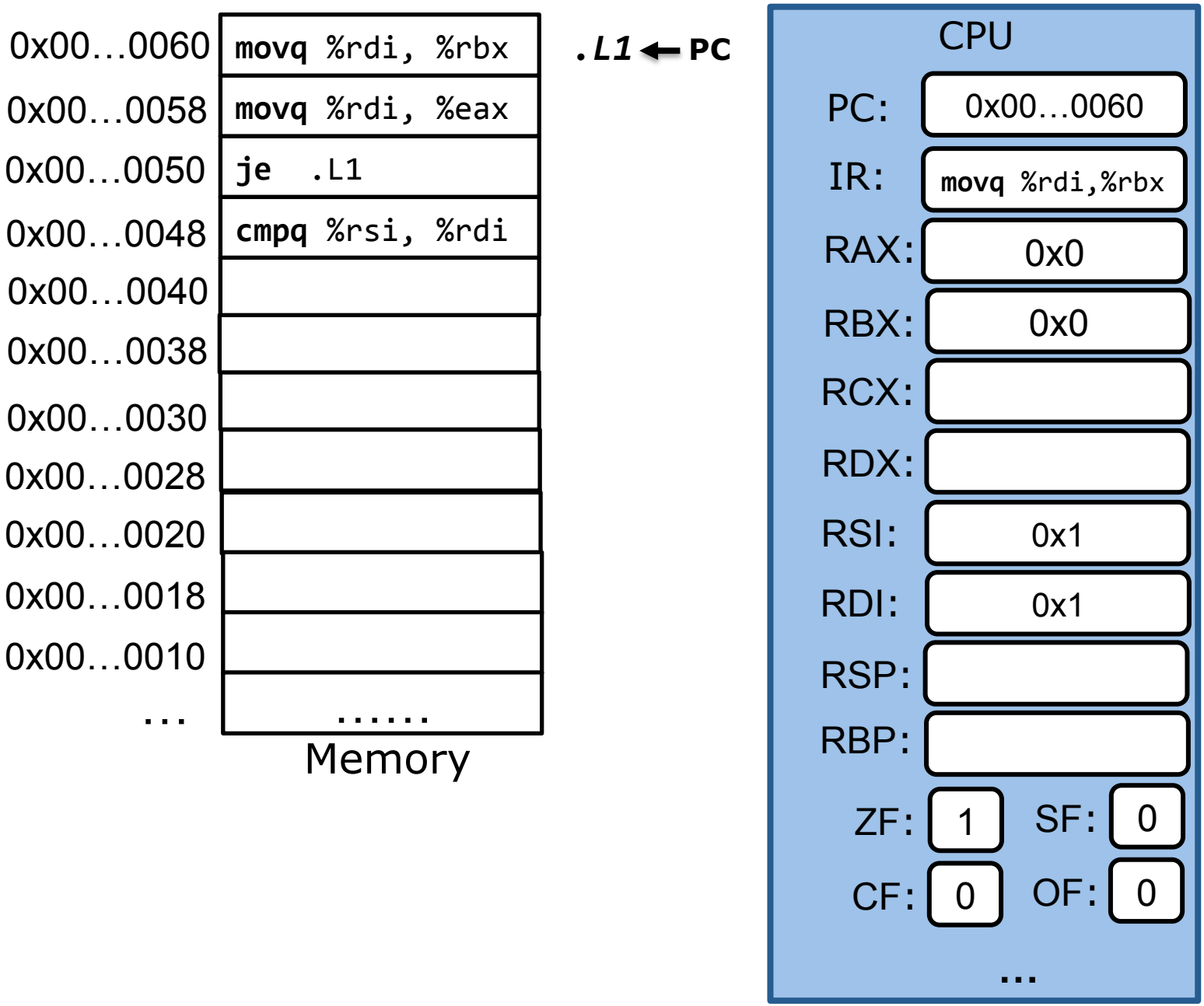
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
.L1 ← PC
CPU
PC: 0x00…0060
IR: je .L1
RAX: 0x0
RBX: 0x0
RCX:
RDX:
RSI: 0x1
RDI: 0x1
RSP:
RBP:
ZF: 1
SF: 0
CF: 0
OF: 0
…


0x00…0060
movq %rdi, %rbx
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je .L1
0x00…0048
cmpq %rsi, %rdi
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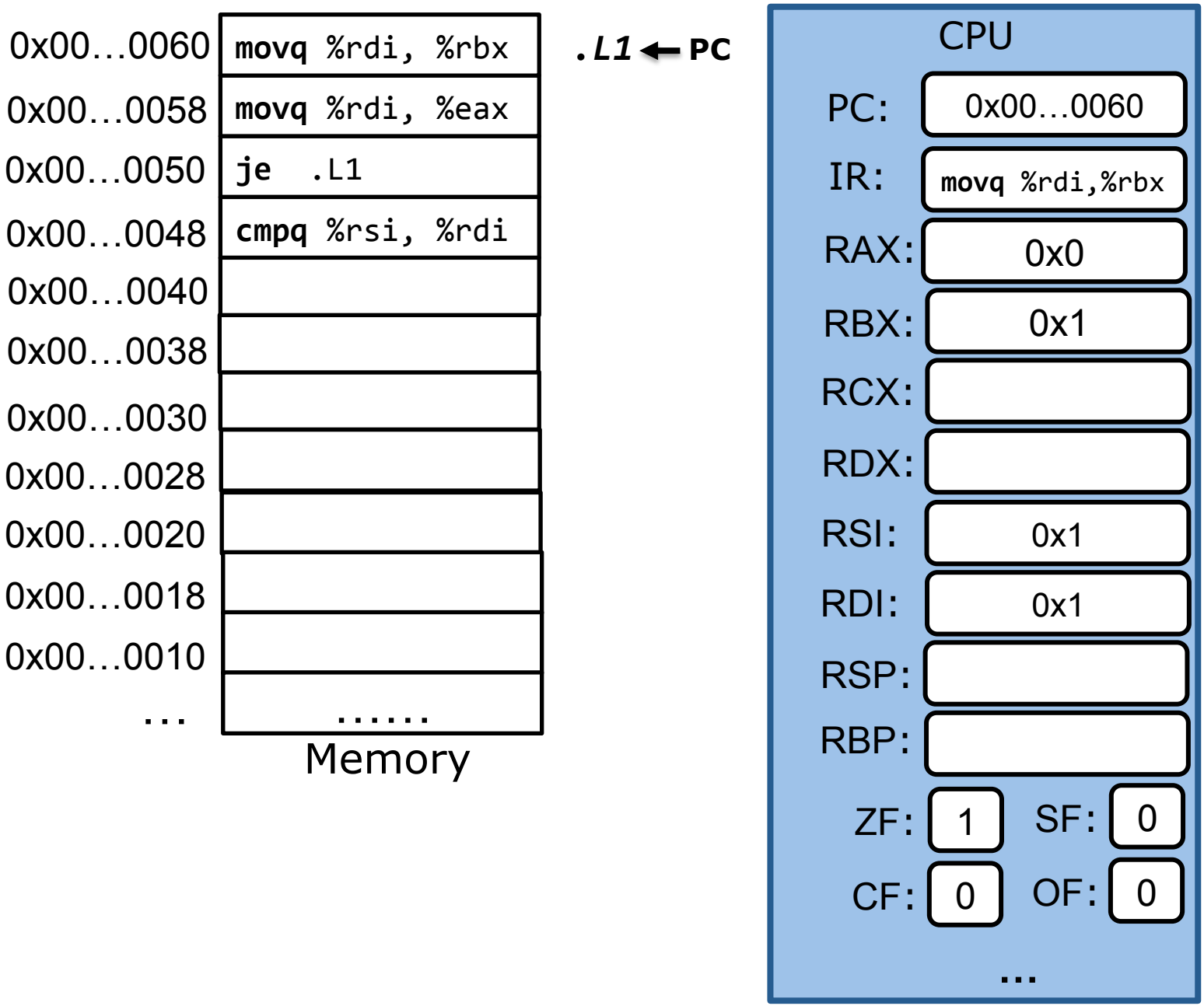
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
.L1 ← PC
CPU
PC:
0x00…0060
IR:
movq %rdi,%rbx
RAX:
0x0
RBX:
0x0
RCX:
RDX:
RSI:
0x1
RDI:
0x1
RSP:
RBP:
ZF:
1
SF:
0
CF:
0
OF:
0
…


0x00…0060
movq %rdi, %rbx
0x00…0058
movq %rdi, %eax
0x00…0050
je .L1
0x00…0048
cmpq %rsi, %rdi
0x00…0040
0x00…0038
0x00…0030
0x00…0028
0x00…0020
0x00…0018
0x00…0010
…
……
Memory
.L1 ← PC
CPU
PC: 0x00…0060
IR: movq %rdi,%rbx
RAX: 0x0
RBX: 0x1
RCX:
RDX:
RSI: 0x1
RDI: 0x1
RSP:
RBP:
ZF: 1
SF: 0
CF: 0
OF: 0
…

Conditional Branch Example

- `gcc –Og –S compare.c`

```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

Register	Use(s)
%rdi	Argument **x**
%rsi	Argument **y**
%rax	Return value

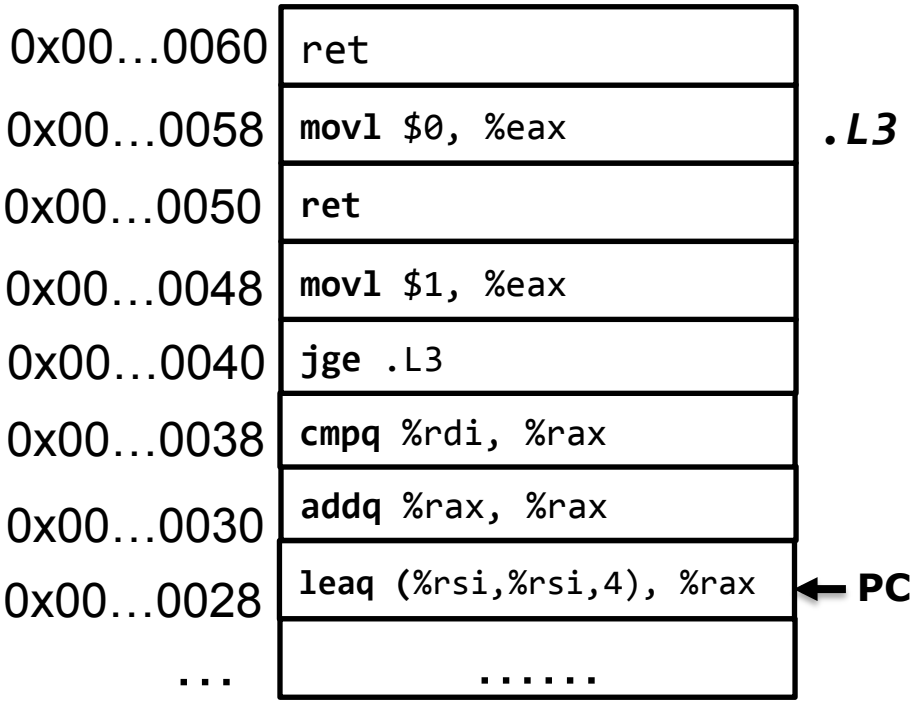
Conditional Branch Example

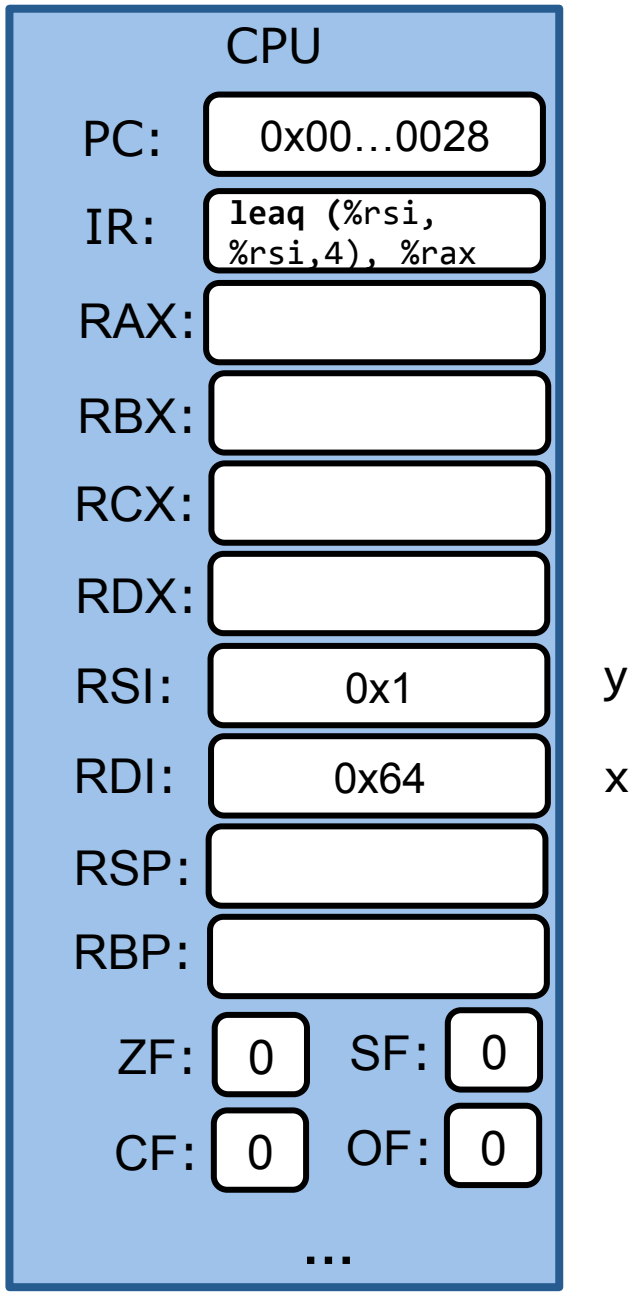
- `gcc –Og –S compare.c`

```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

```
compare:
    leaq    (%rsi,%rsi,4), %rax
    addq    %rax, %rax
    cmpq    %rdi, %rax
    jge     .L3
    movl    $1, %eax
    ret
.L3:
    movl    $0, %eax
    ret
```

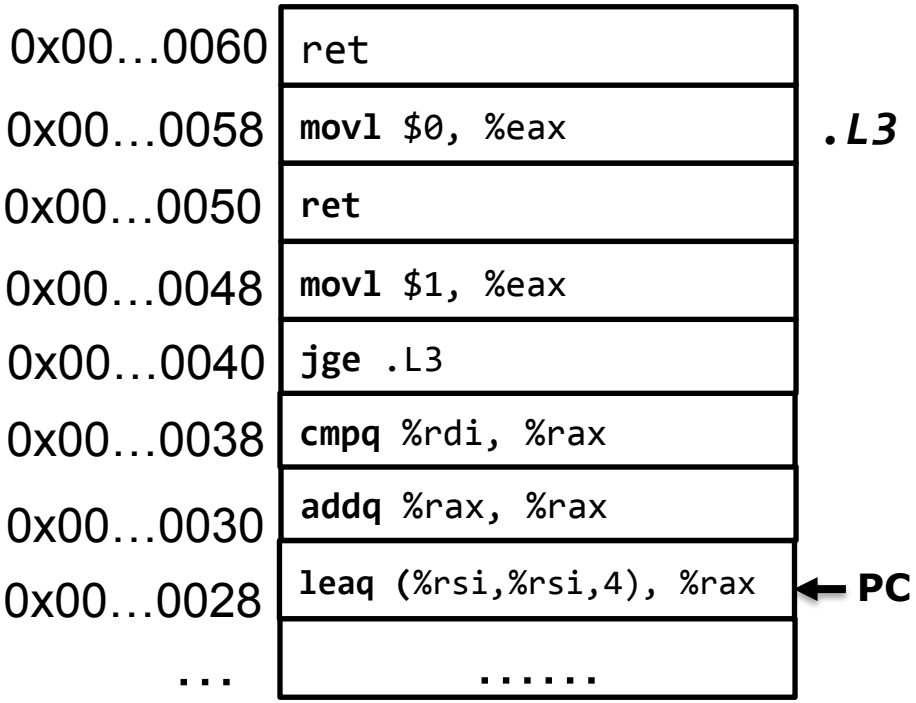
Register	Use(s)
%rdi	Argument **x**
%rsi	Argument **y**
%rax	Return value






```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

x: 100
y: 1
```




```
long compare(long x, long y)
{
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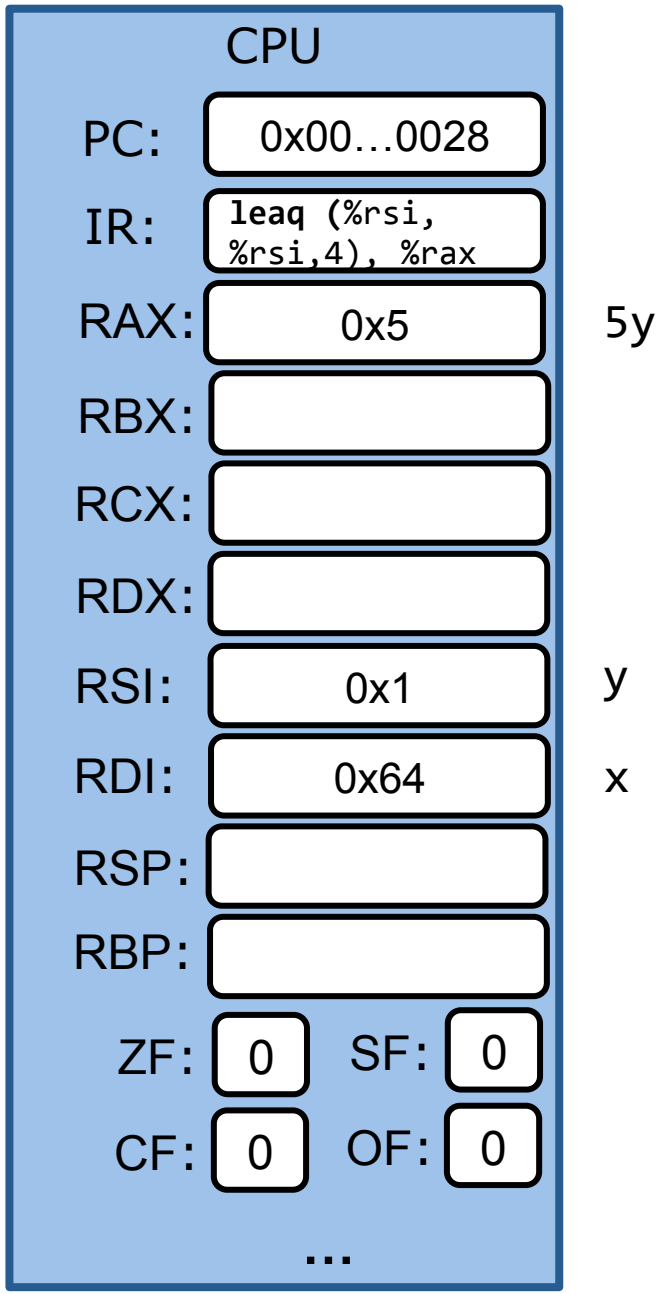
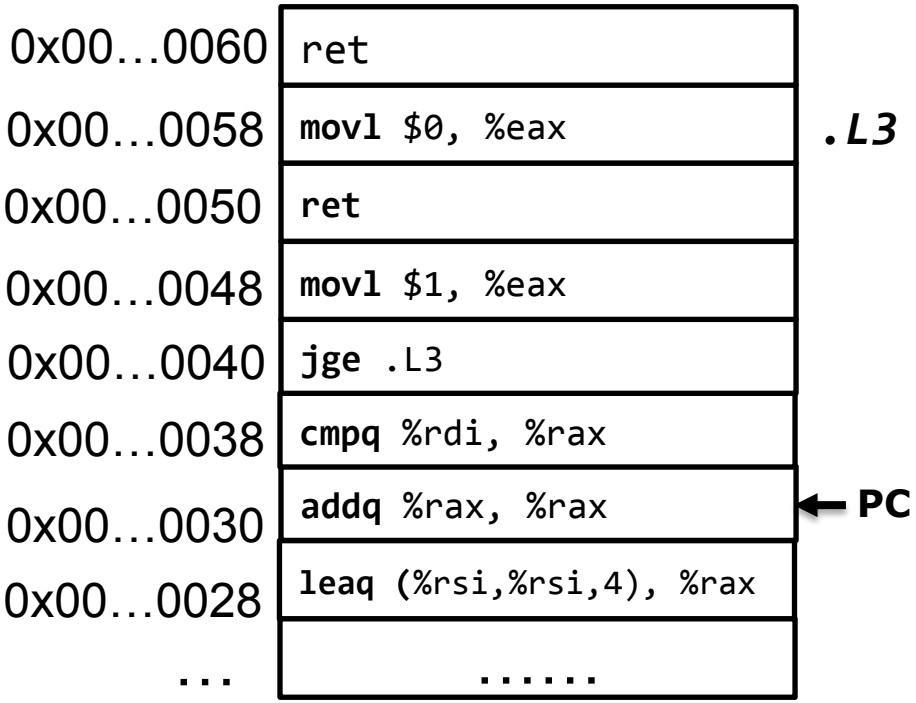
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

x: 100
y: 1
```






```
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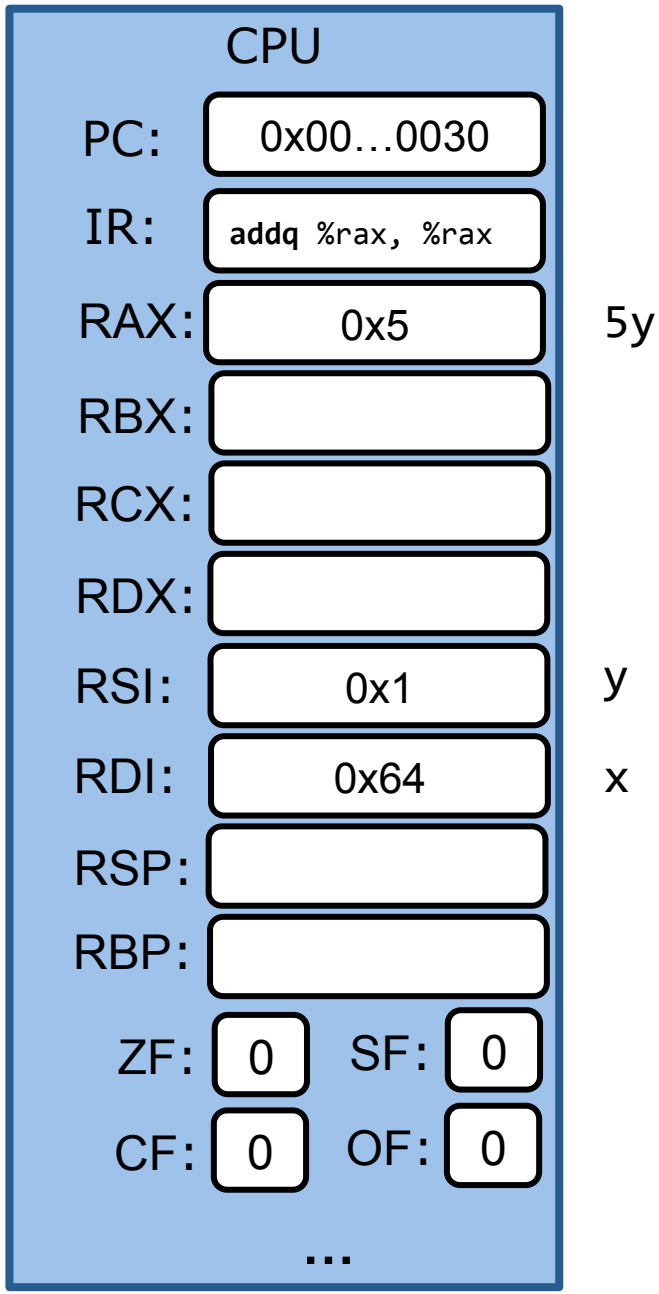
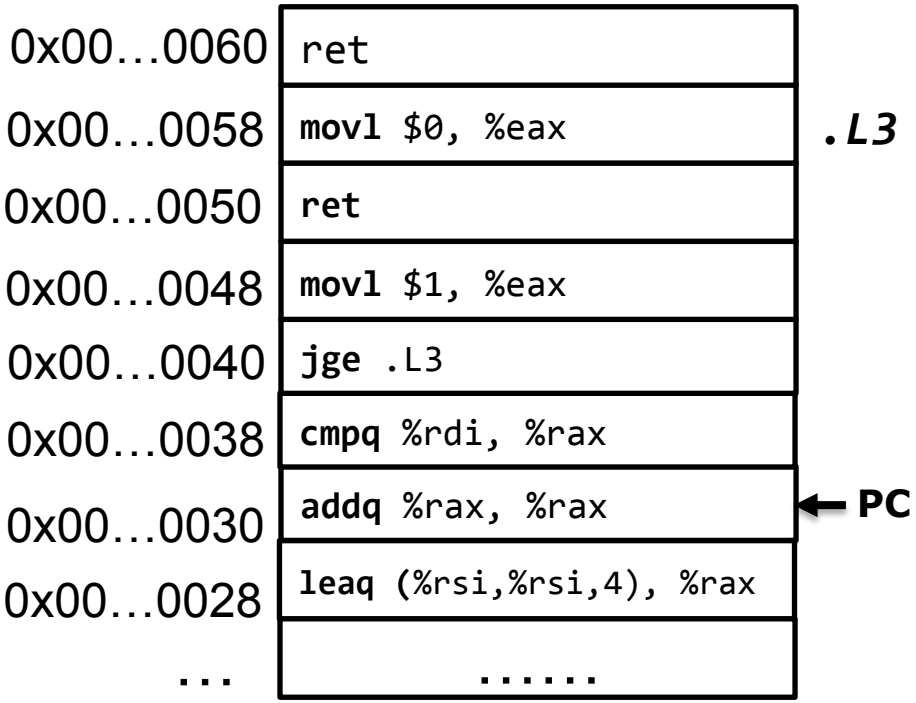
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

x: 100
y: 1
```






```
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    result = 1;
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    result = 0;
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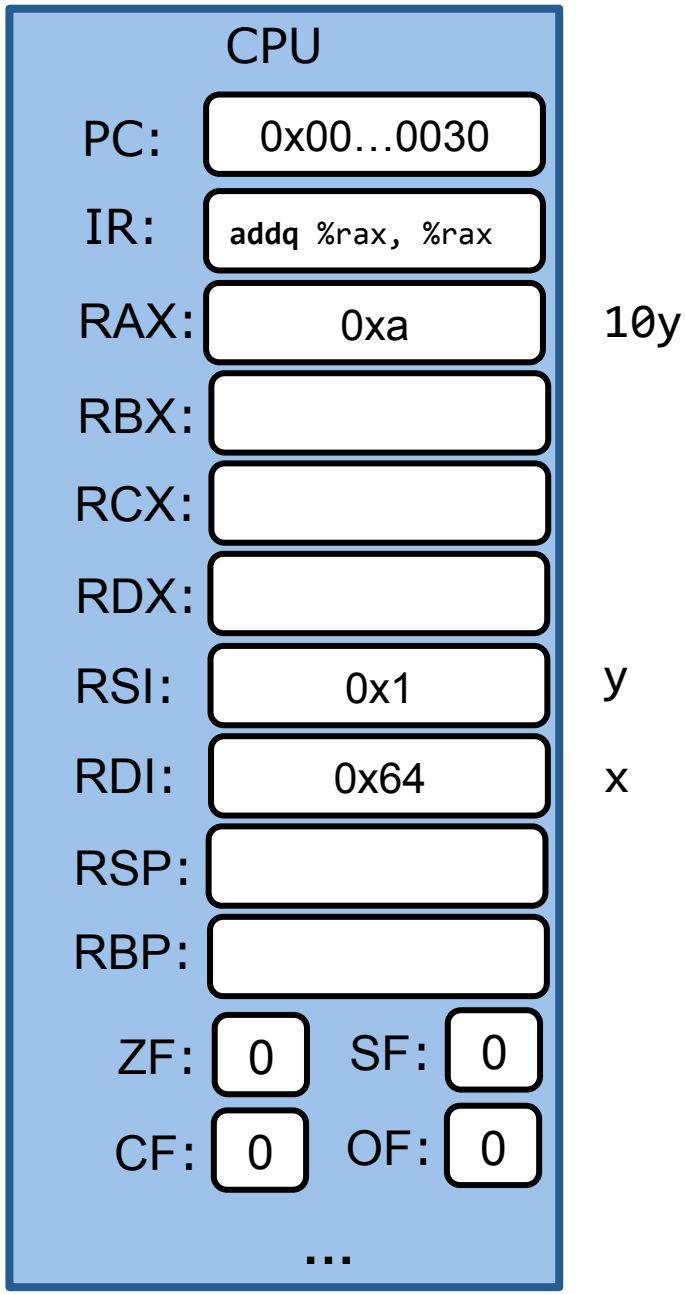
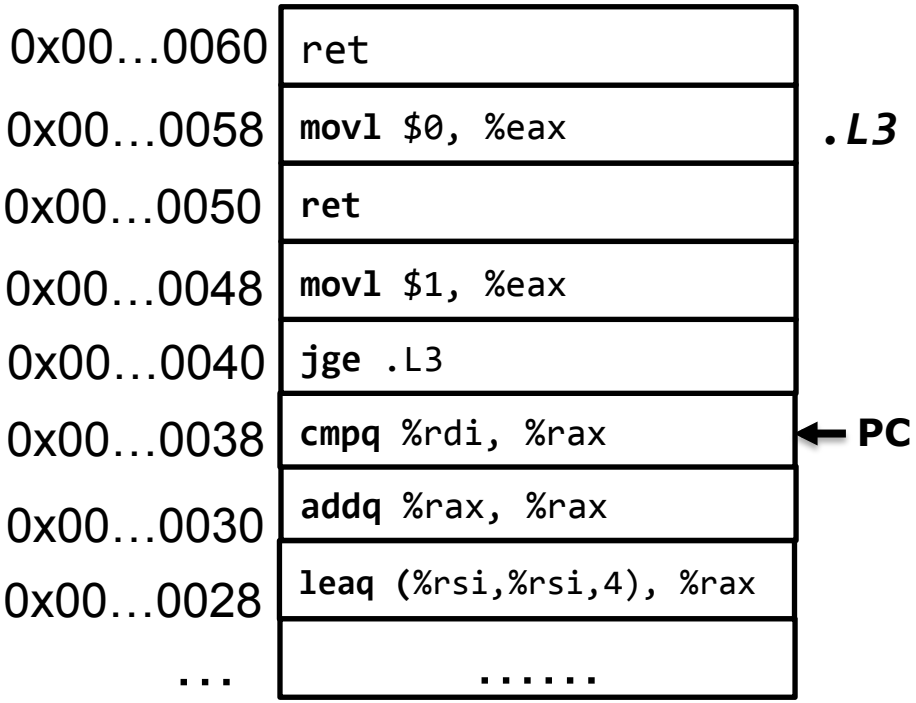
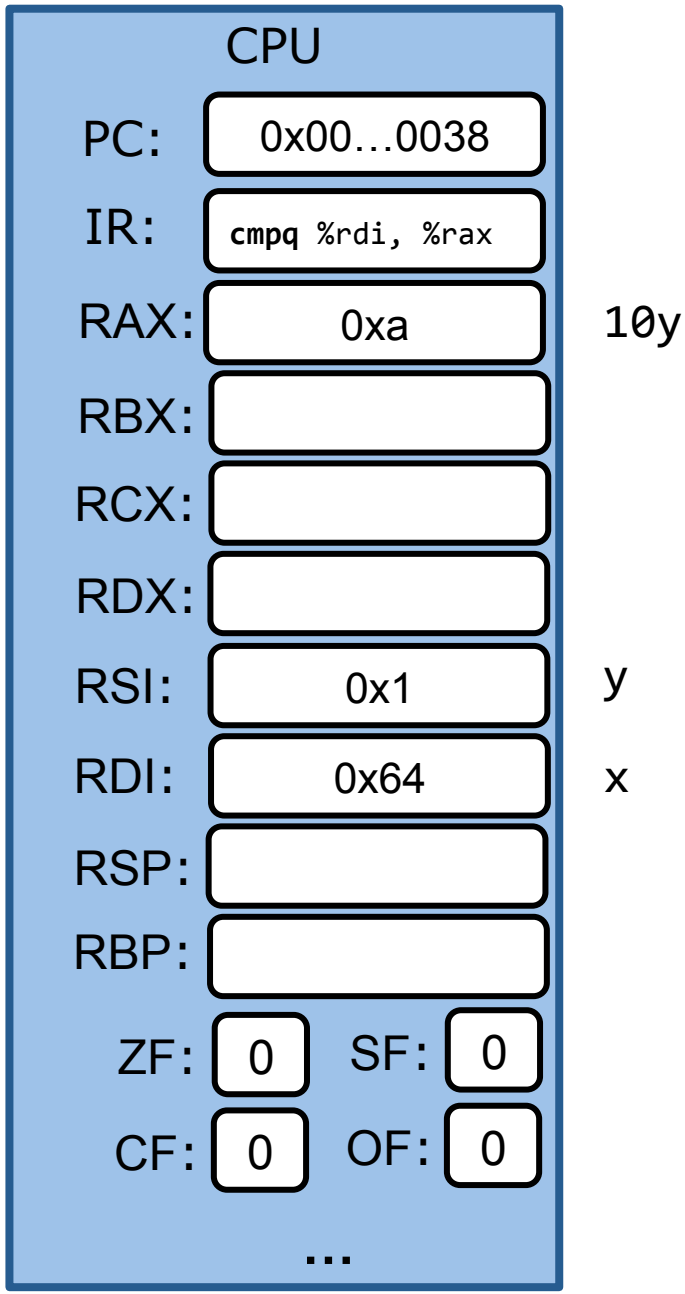
}

x: 100
y: 1
```

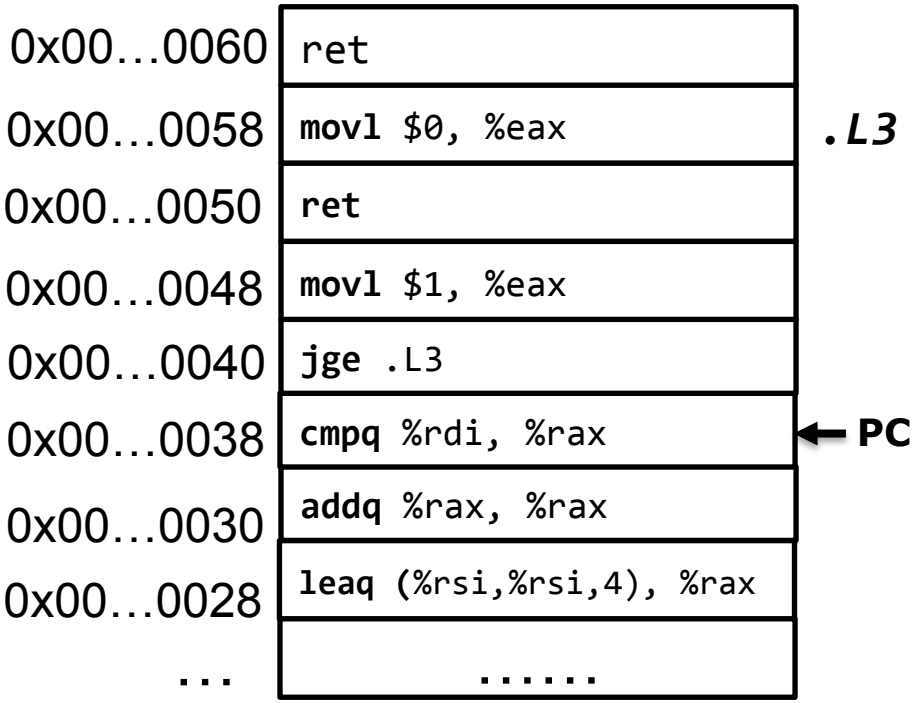






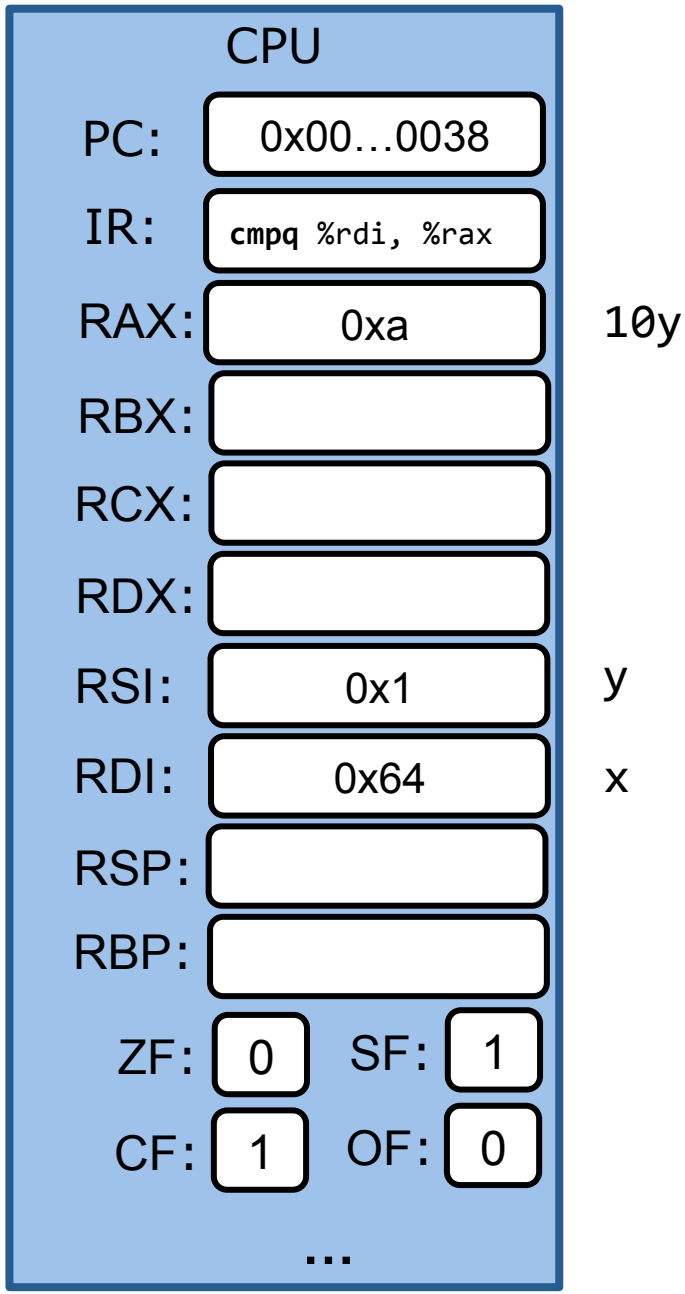

```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

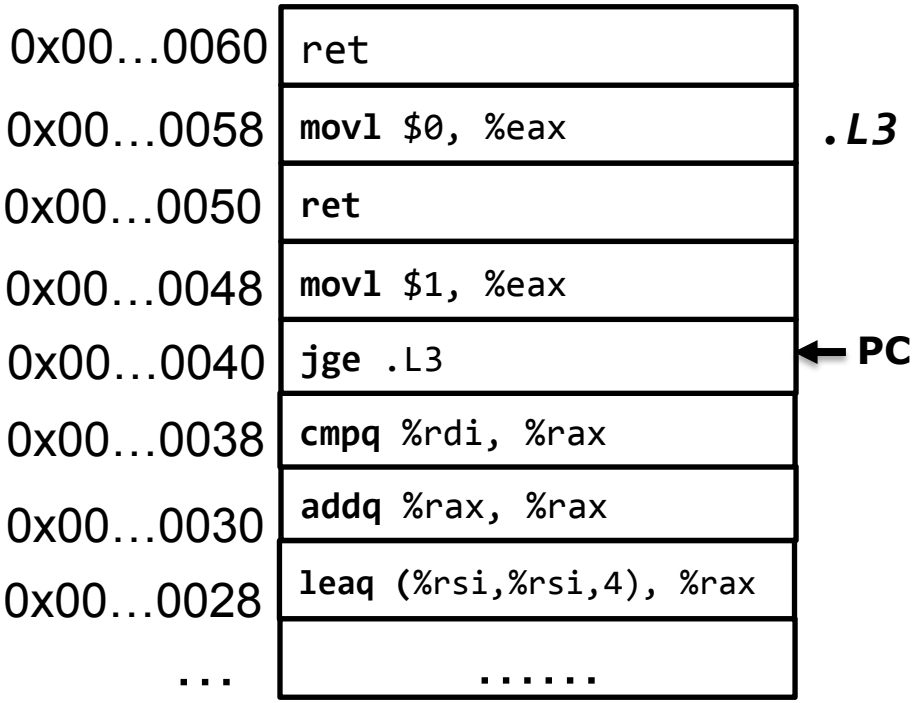
x: 100
y: 1
```

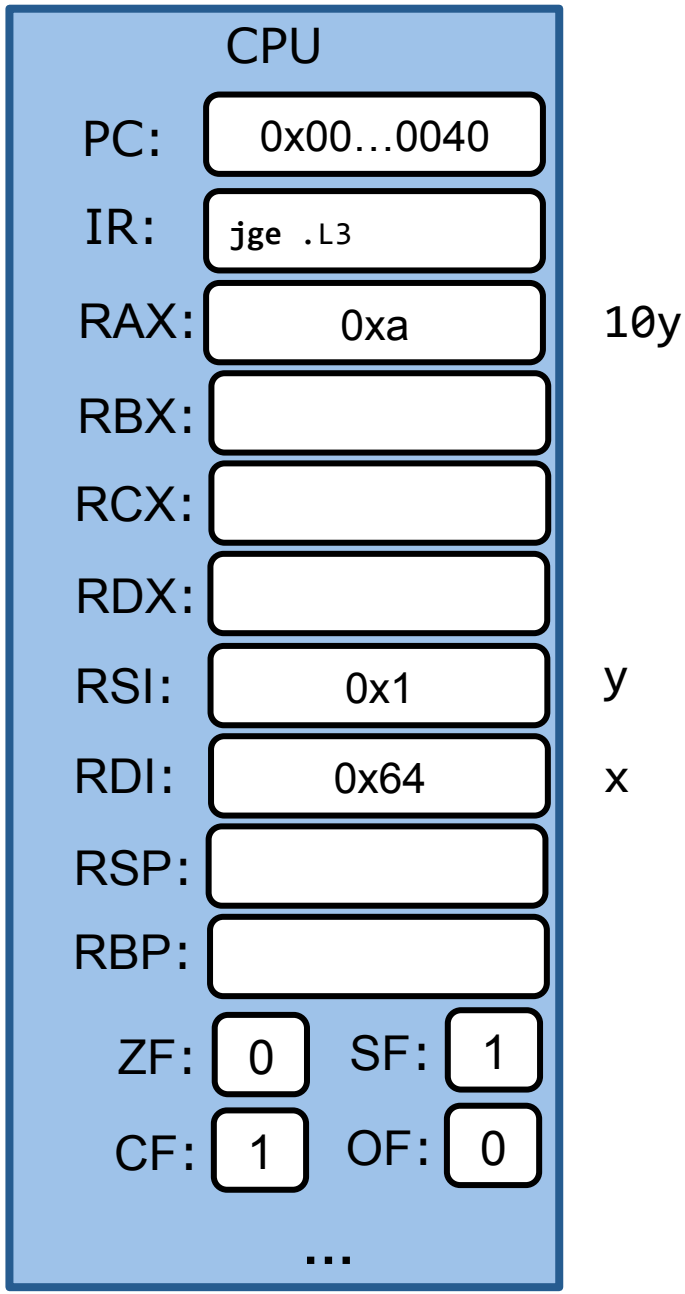



```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

x: 100
y: 1
```



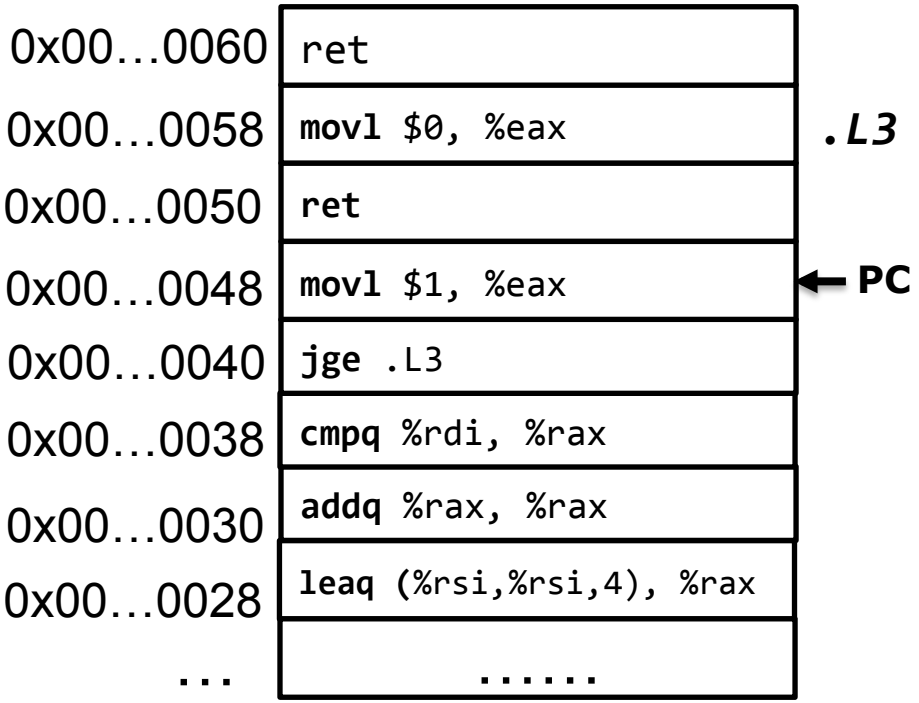


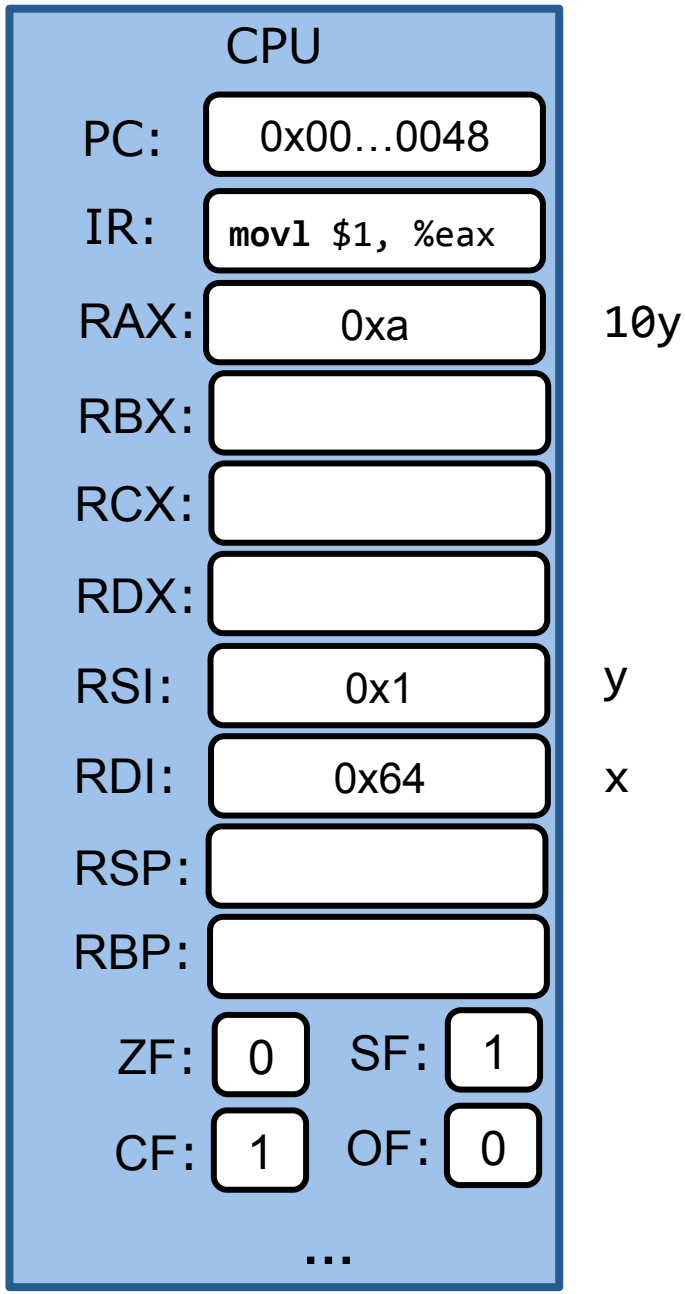



```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 100
y: 1

jge	~(SF^OF)

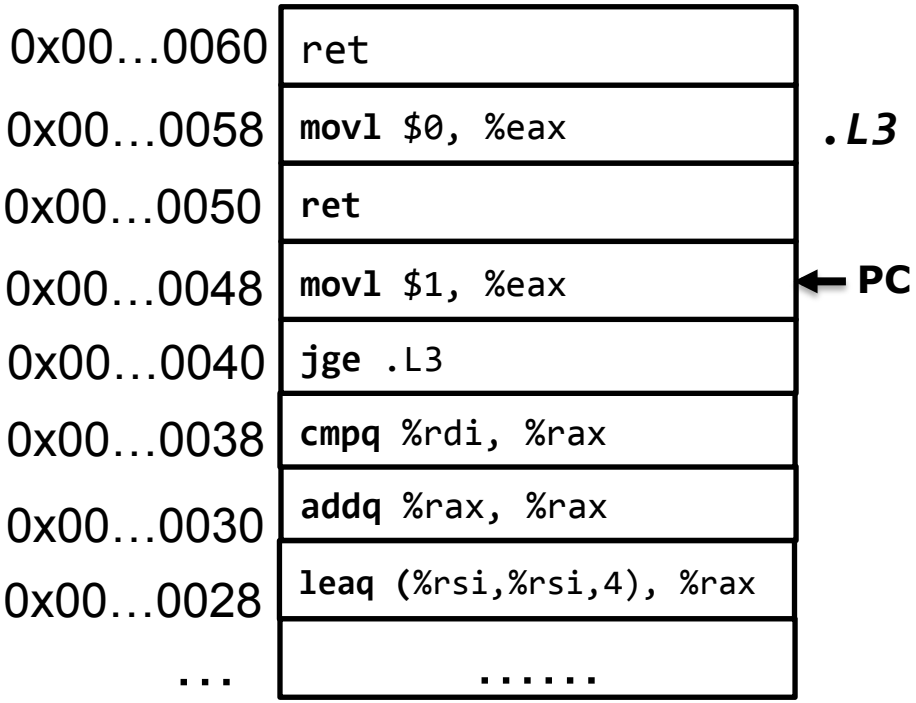


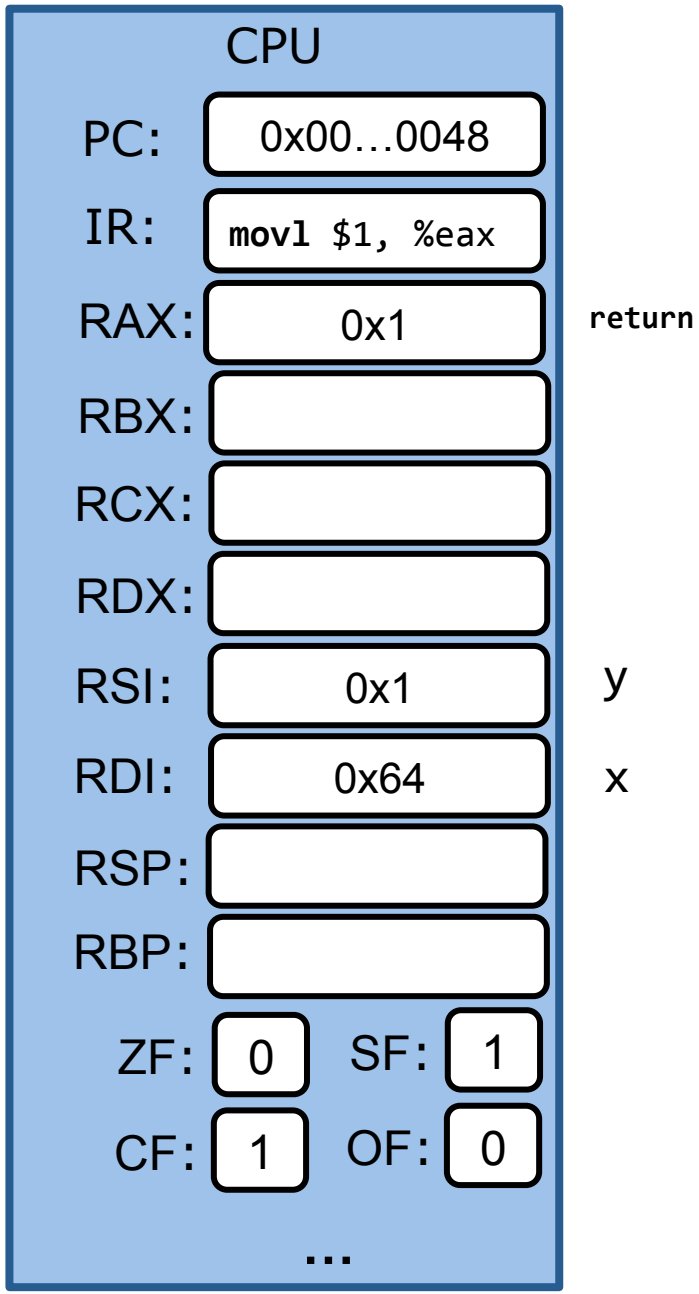



```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 100
y: 1

jge	~(SF^OF)

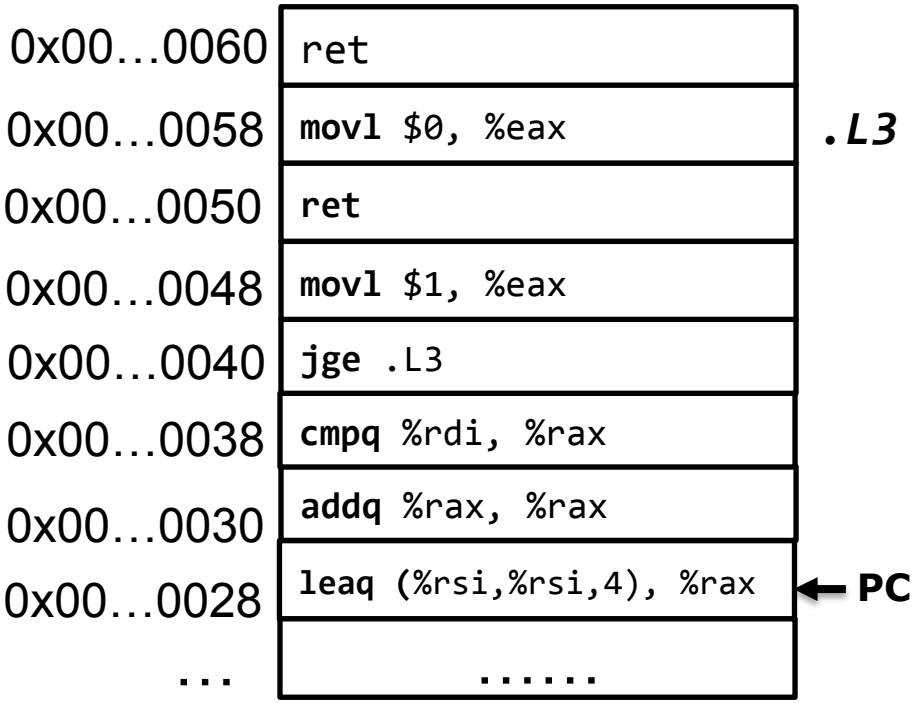


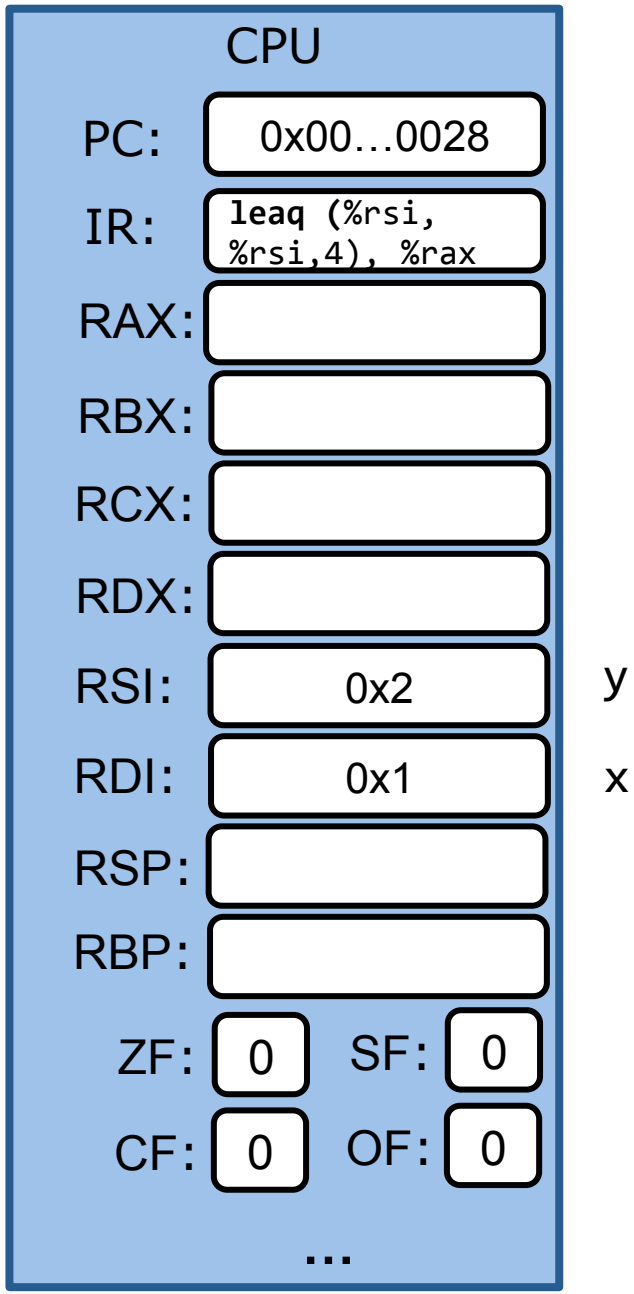



```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 100
y: 1

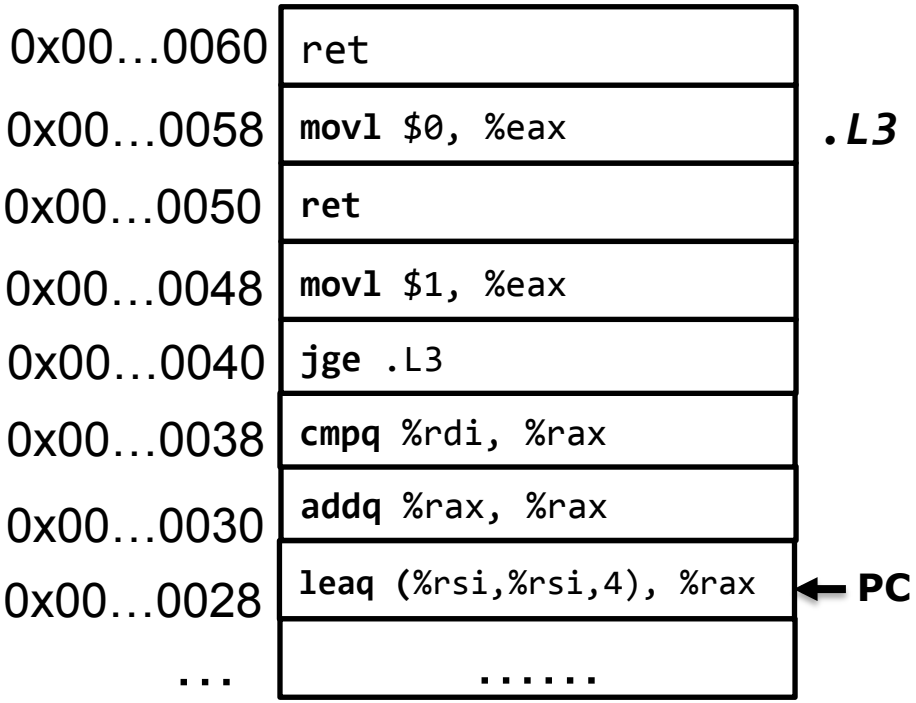
jge	~(SF^OF)

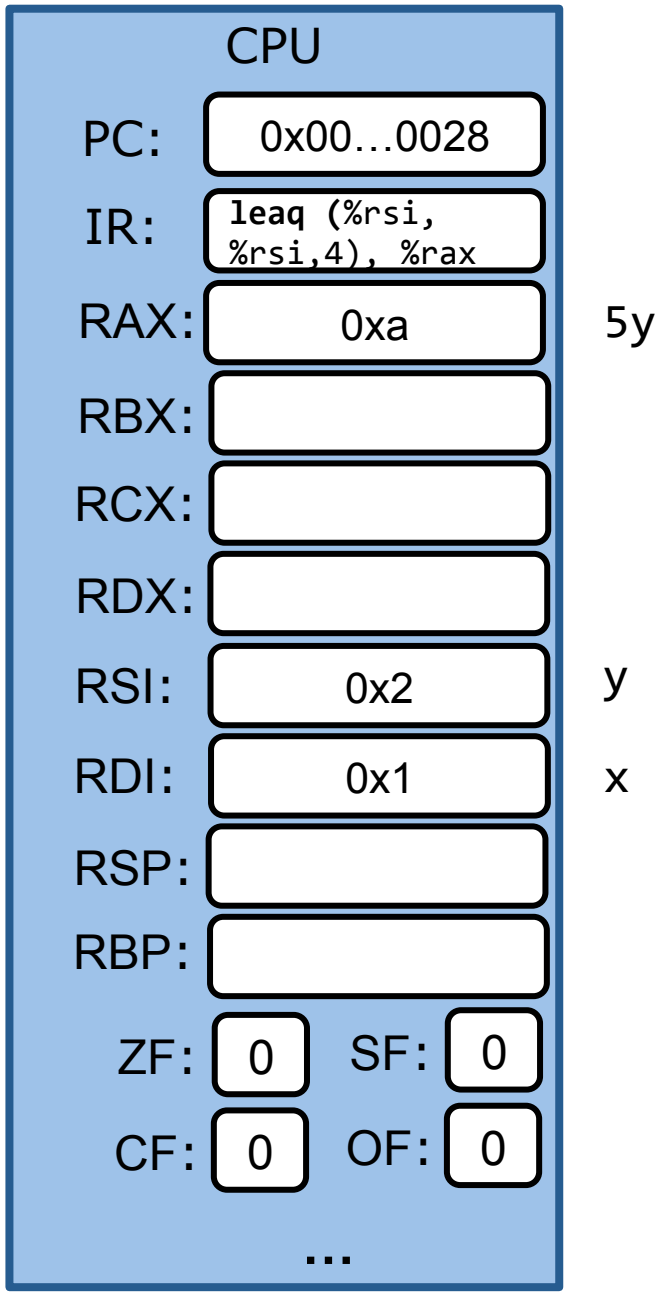





```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

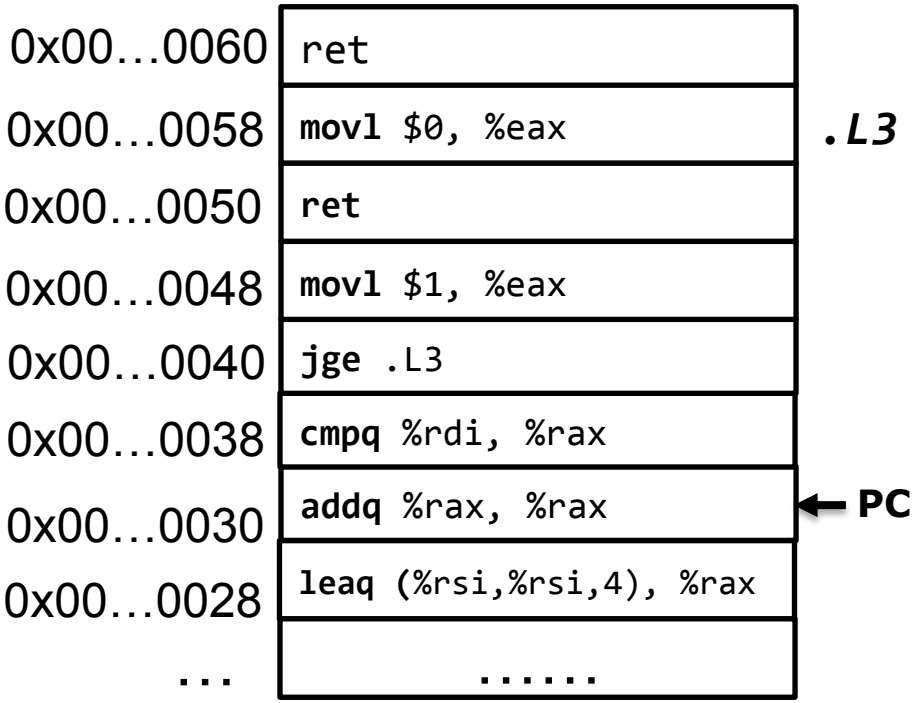
x: 1
y: 2
```





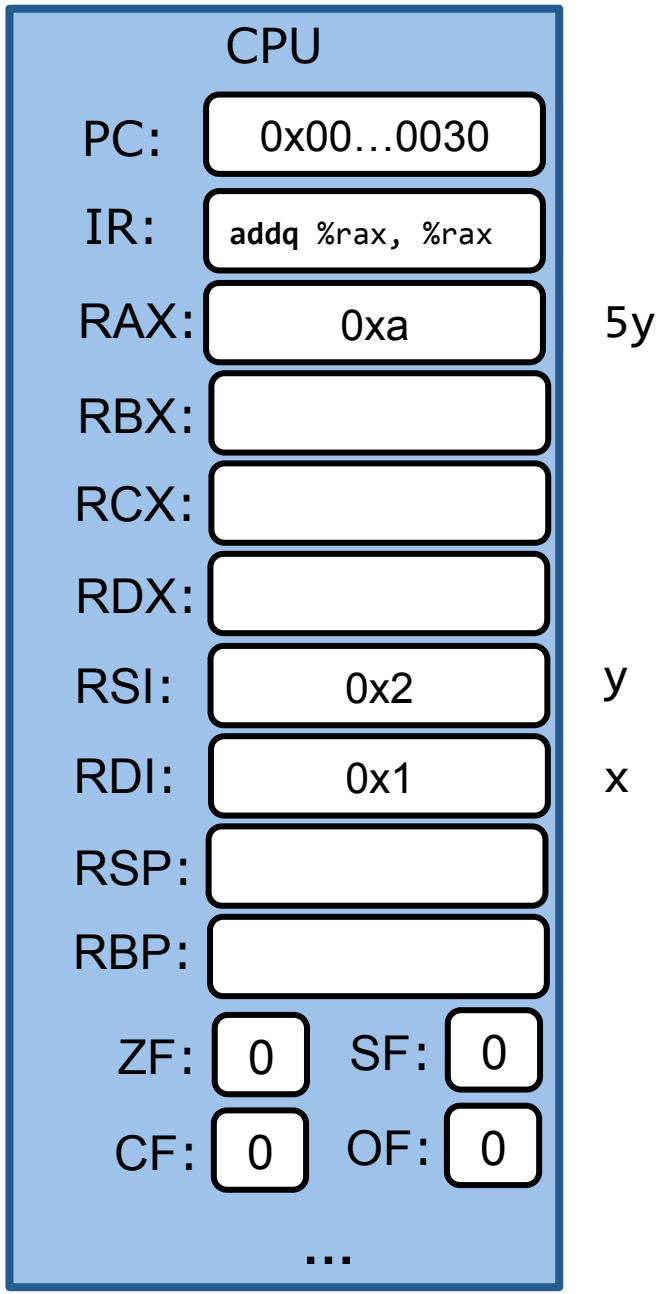

```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}

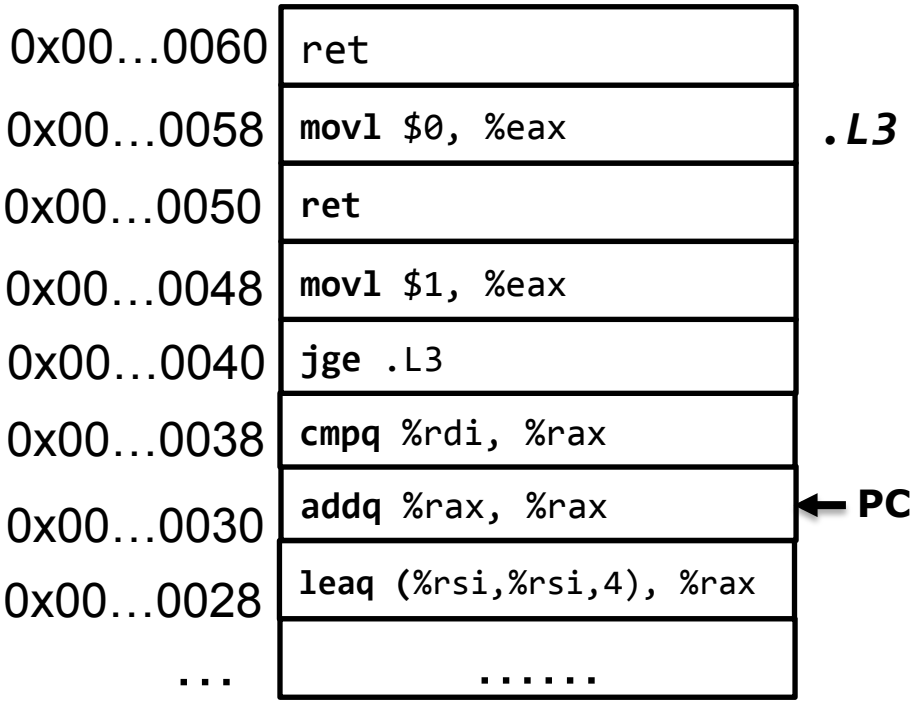
x: 1
y: 2
```




```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 1
y: 2



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{
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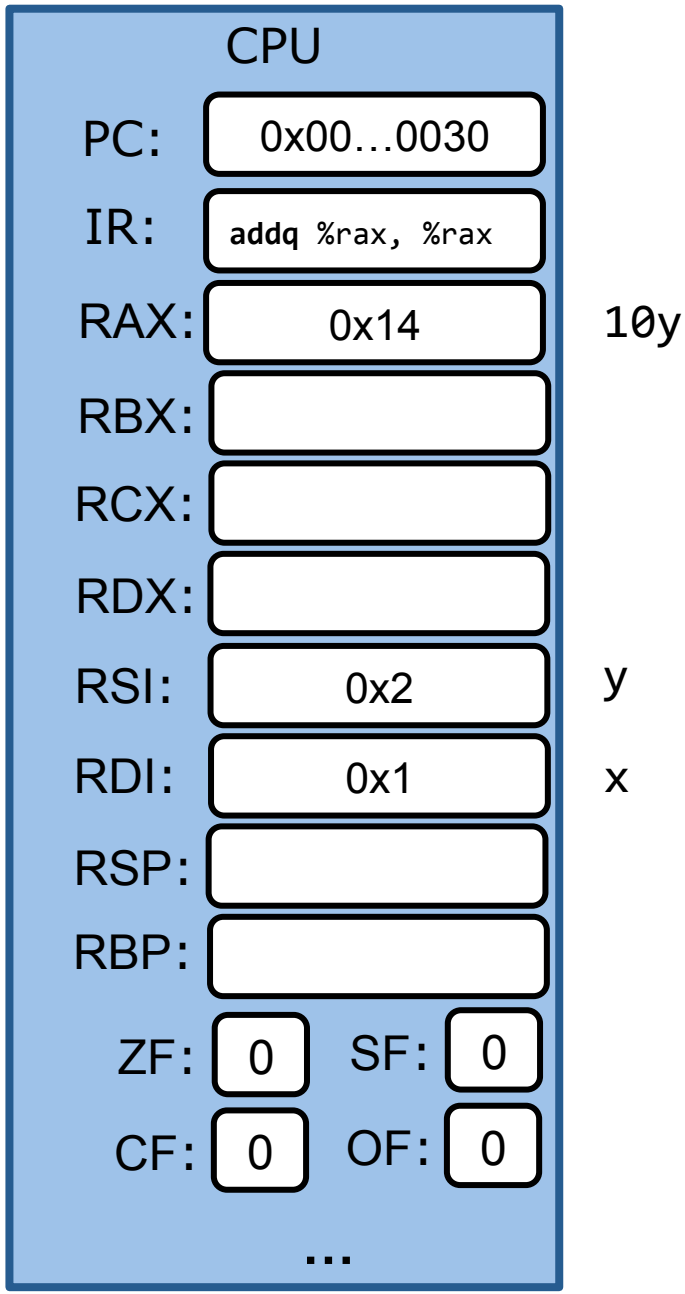
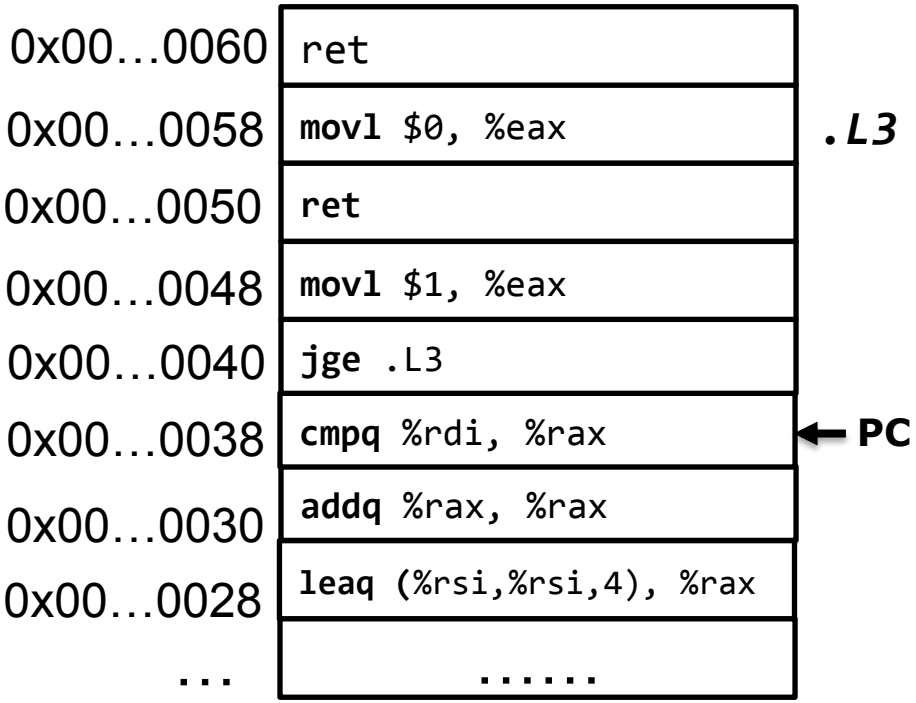
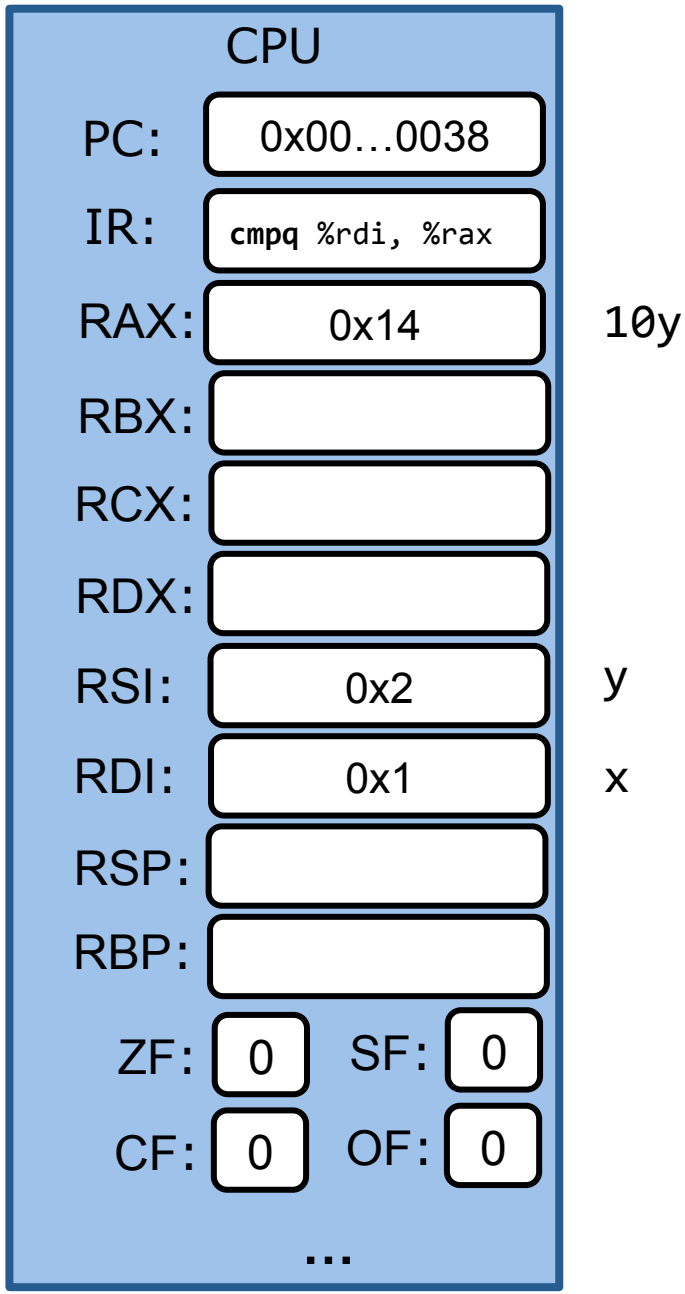
  else
    result = 0;
  return result;
}
```

x: 1
y: 2





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long compare(long x, long y)
{
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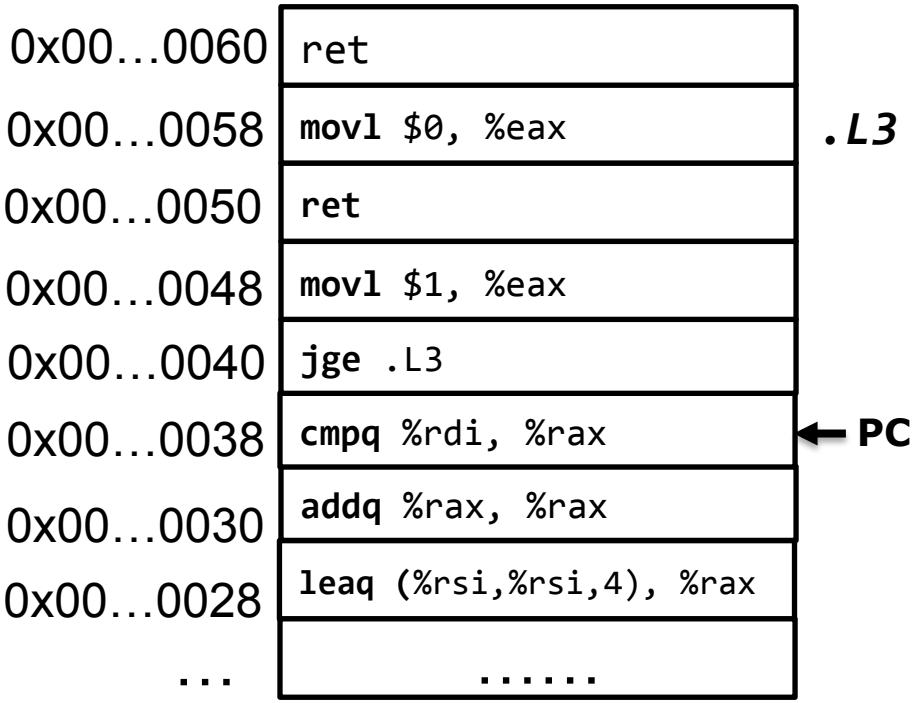
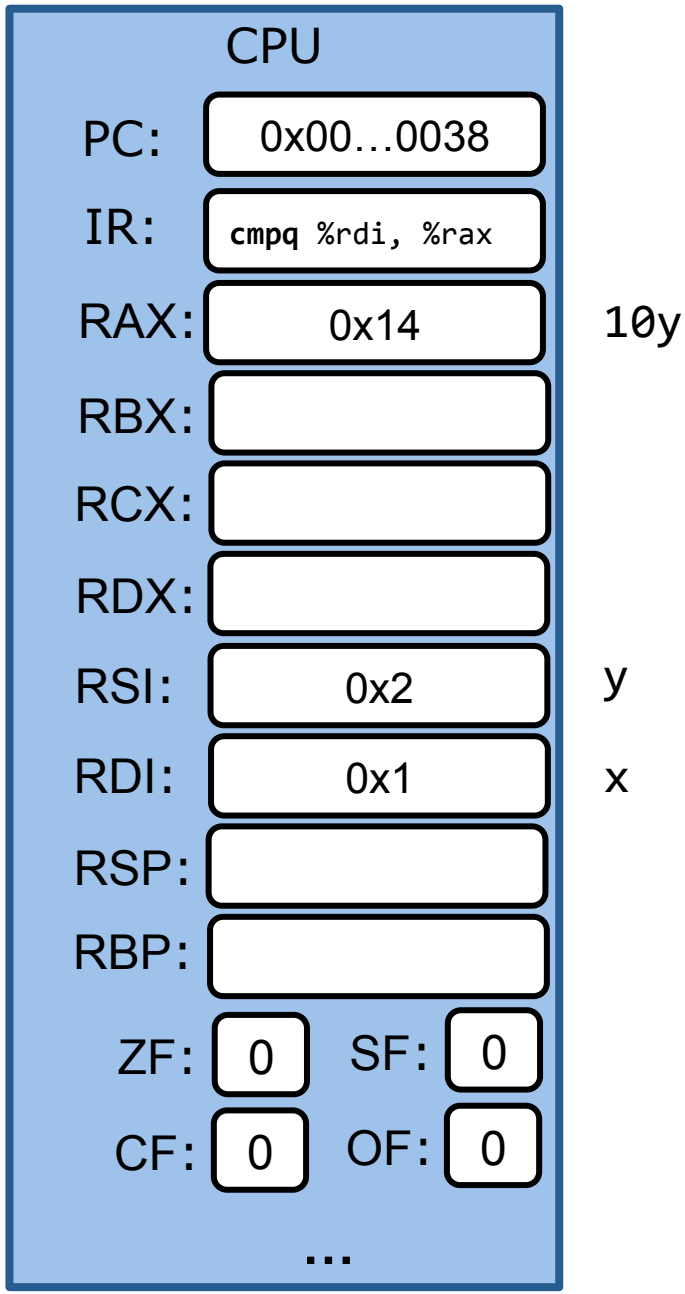
    result = 1;
  else
    result = 0;
  return result;
}

x: 1
y: 2
```



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x: 1
y: 2
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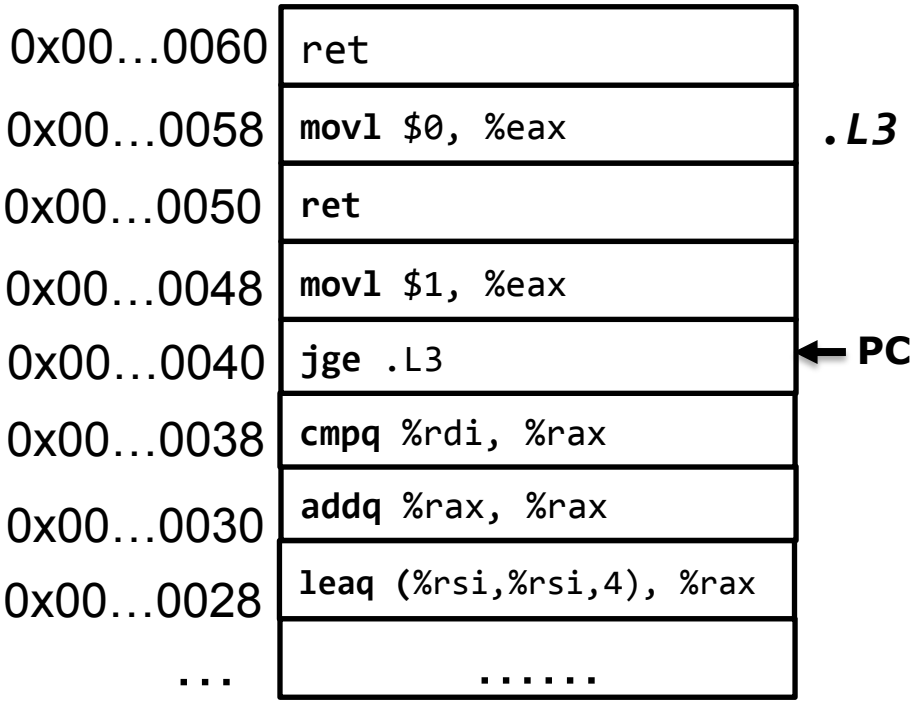
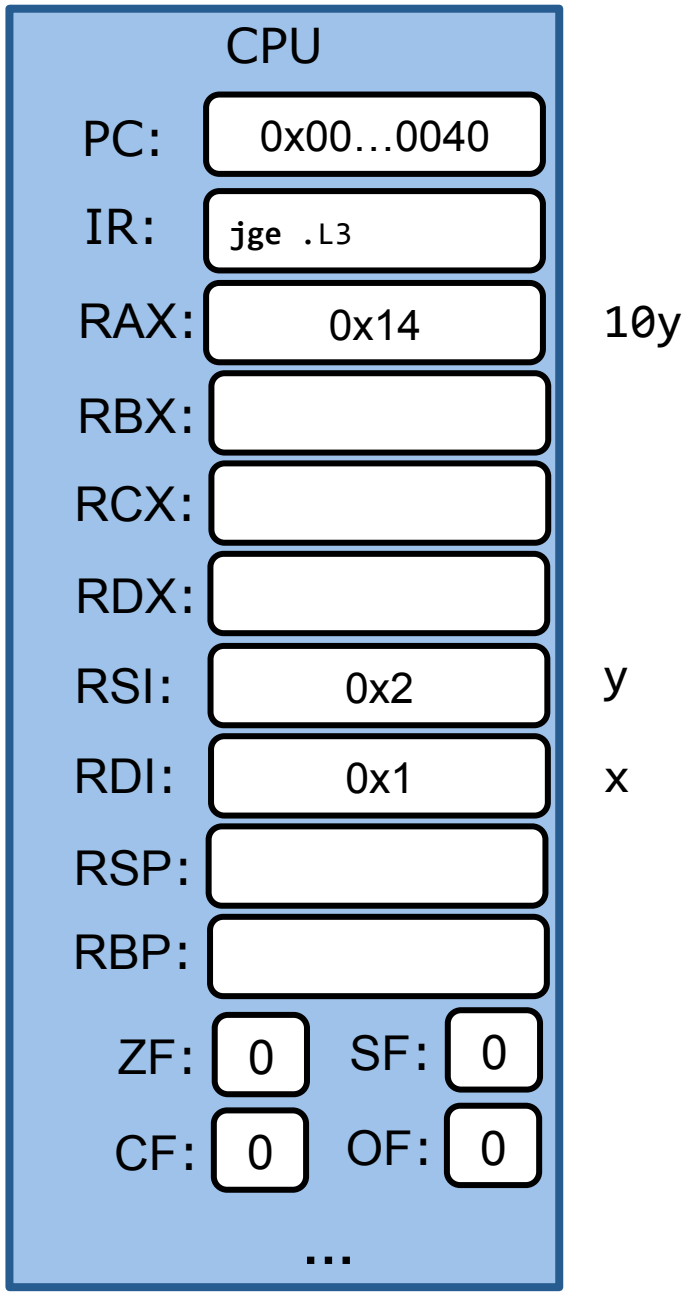
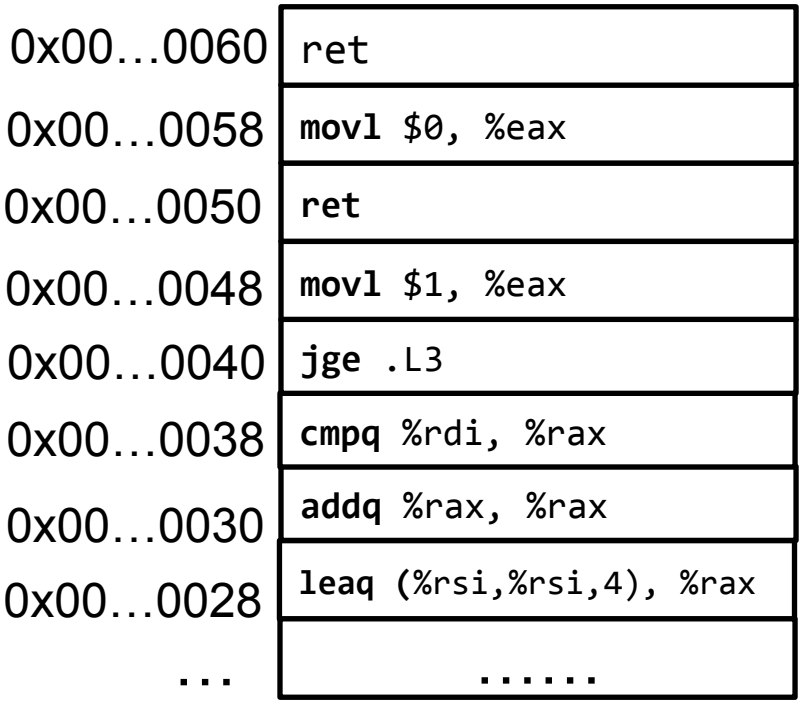


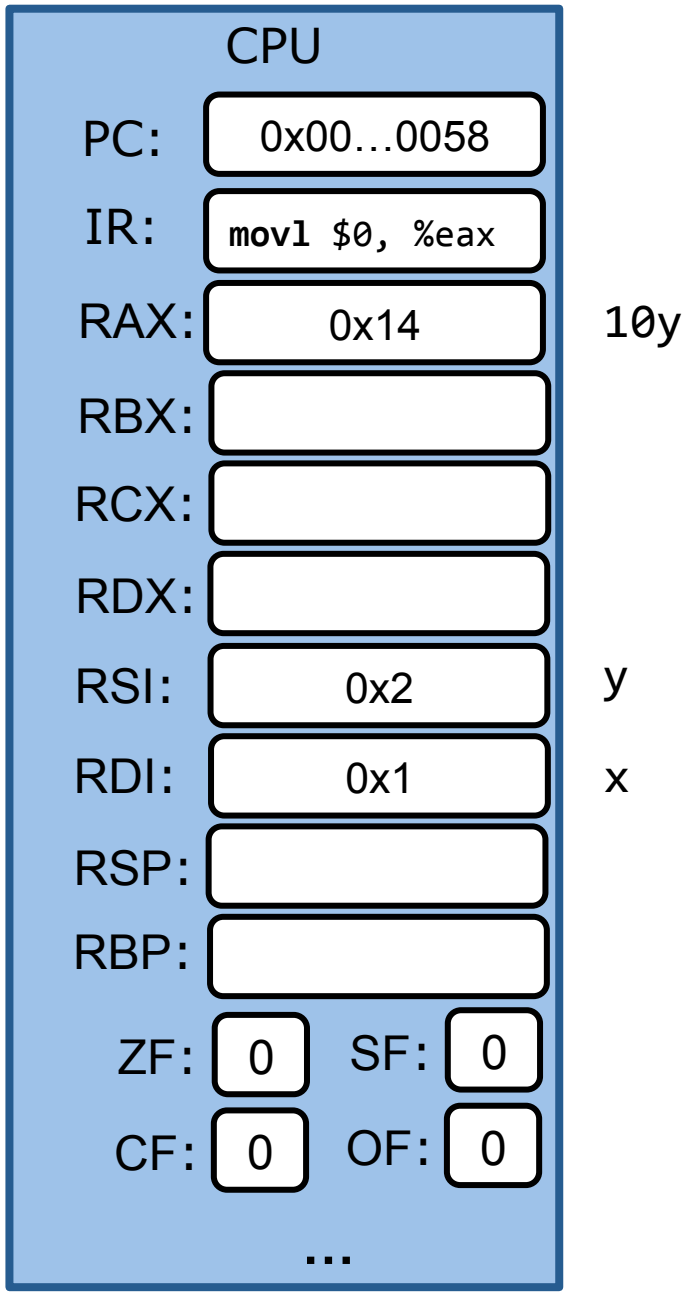



```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 1
y: 2

jge	~(SF^OF)



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{
  long result;
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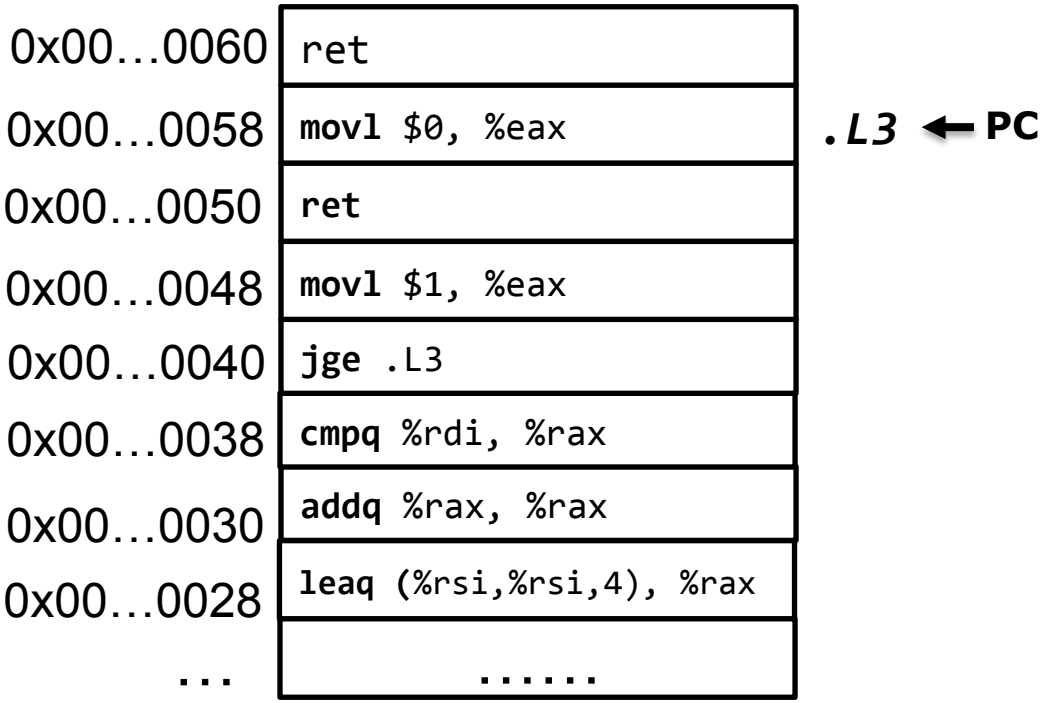
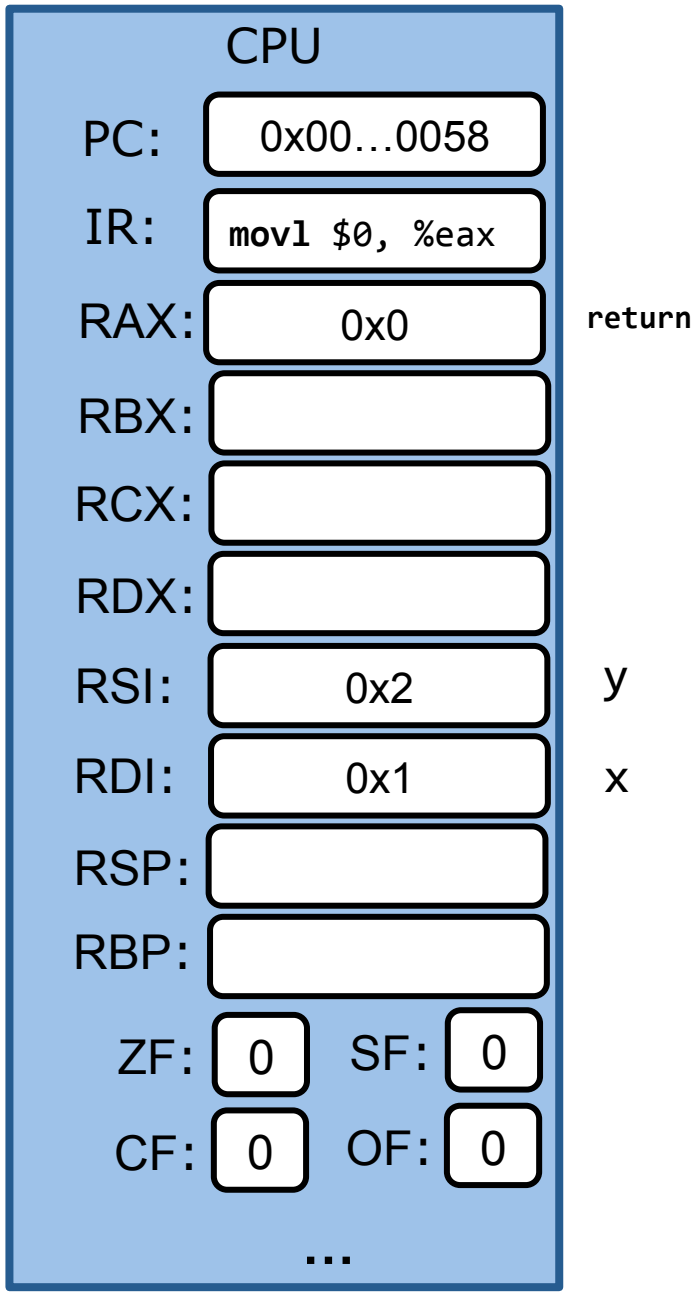
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 1
y: 2

jge	~(SF^OF)






```
long compare(long x, long y)
{
  long result;
  if (x > 10*y)
    result = 1;
  else
    result = 0;
  return result;
}
```

x: 1
y: 2

jge	~(SF^OF)

"While" Translation example

`gcc –Og –S *.c`

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

Register	Use(s)
`%rdi`	Argument **`x`**
`%rax`	Return value

"While" Translation example

```
gcc –Og –S *.c
```

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

```
count:
    movq $0, %rax
    jmp .L2
.L3:
    shrq %rdi
    addq $1, %rax
.L2:
    testq %rdi, %rdi
    jne .L3
    ret
```

Register	Use(s)
%rdi	Argument **x**
%rax	Return value

shrq: logical right shift

"While" Translation example

```
gcc –Og –S *.c
```

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

```
count:
    movq $0, %rax          long cnt = 0;
    jmp .L2
.L3:
    shrq %rdi
    addq $1, %rax
.L2:
    testq %rdi, %rdi
    jne .L3
    ret
```

Register	Use(s)
%rdi	Argument **x**
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shrq: logical right shift

"While" Translation example

gcc –Og –S *.c

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

```
count:
    movq $0, %rax          long cnt = 0;
    jmp .L2                goto .L2
.L3:
    shrq %rdi
    addq $1, %rax
.L2:
    testq %rdi, %rdi
    jne .L3
    ret
```

Register	Use(s)
%rdi	Argument **x**
%rax	Return value

shrq: logical right shift

"While" Translation example

gcc –Og –S *.c

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

```
count:
    movq $0, %rax
    jmp .L2
.L3:
    shrq %rdi
    addq $1, %rax
.L2:
    testq %rdi, %rdi
    jne .L3
    ret
```

```
long cnt = 0;
goto .L2

.L2:
if x != 0
  goto .L3

return cnt
```

Register	Use(s)
%rdi	Argument x
%rax	Return value

shrq: logical right shift

"While" Translation example

gcc –Og –S *.c

```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
    x = x >> 1;
    cnt++;
   }
   return cnt;
}
```

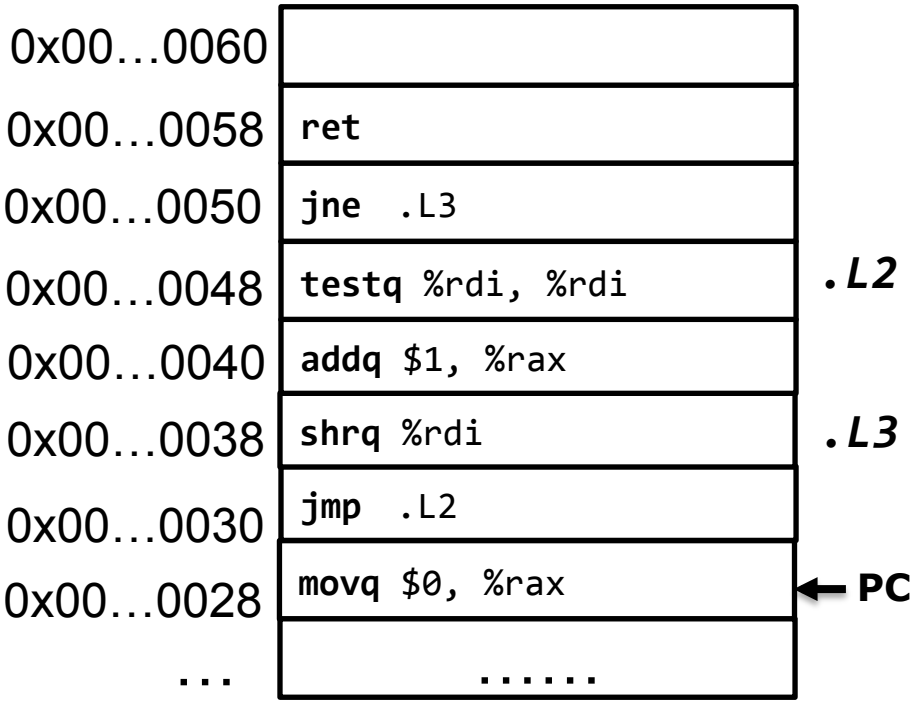
```
count:
    movq $0, %rax
    jmp .L2
.L3:
    shrq %rdi
    addq $1, %rax
.L2:
    testq %rdi, %rdi
    jne .L3
    ret
```

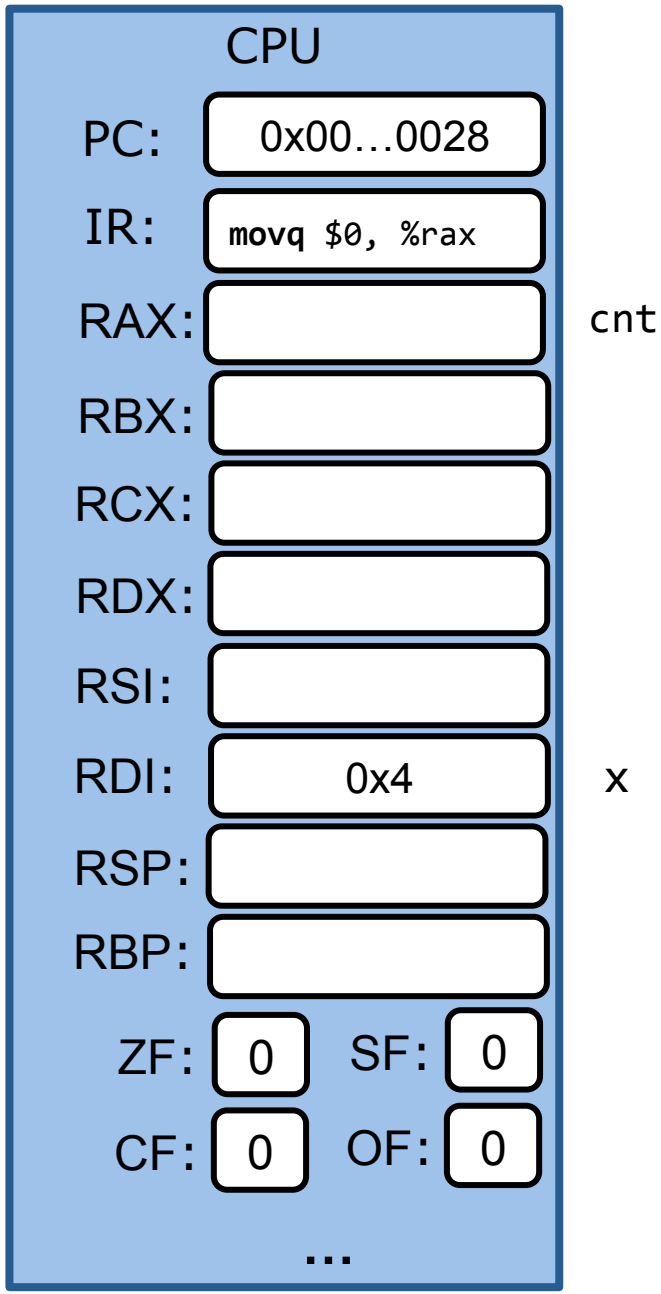
```
long cnt = 0;
goto .L2
.L3:
x = x >> 1
cnt = cnt + 1
.L2:
if x != 0
  goto .L3

return cnt
```

Register	Use(s)
%rdi	Argument **x**
%rax	Return value

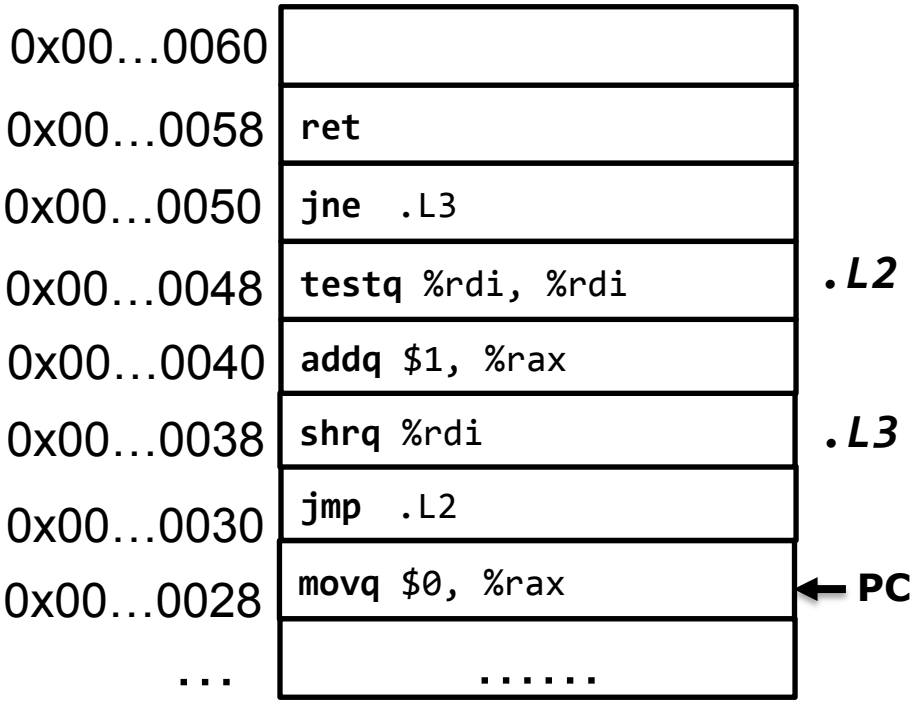
shrq: logical right shift

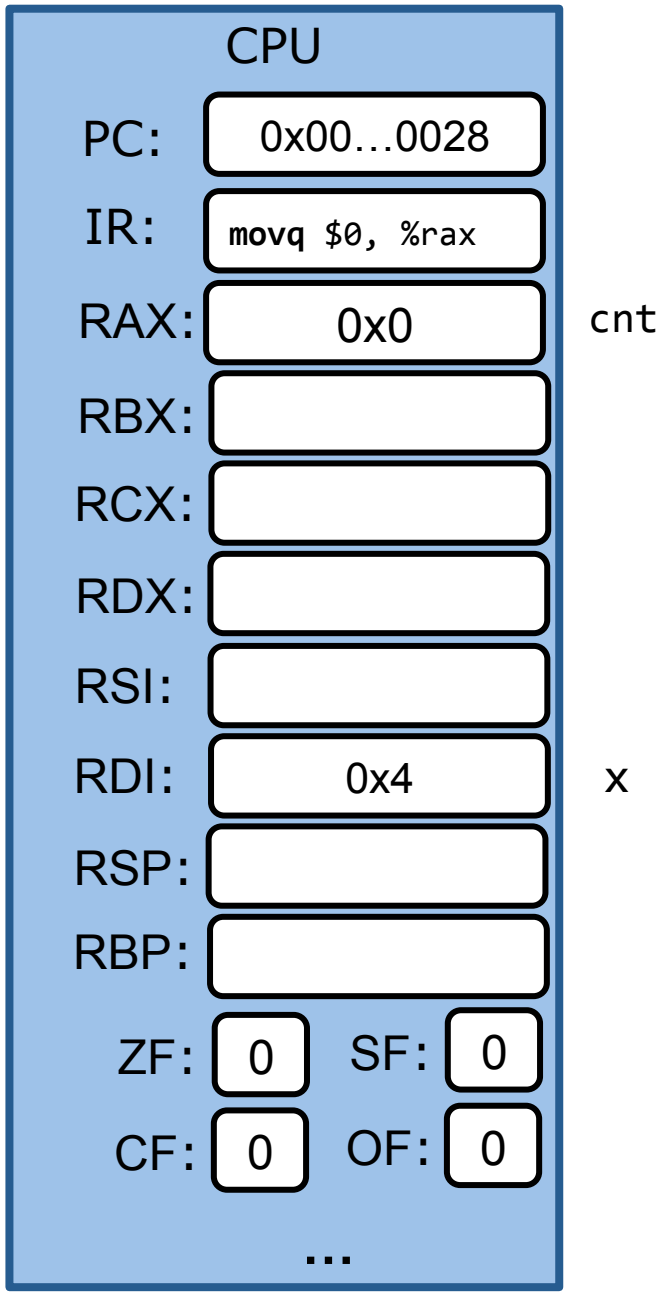





```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

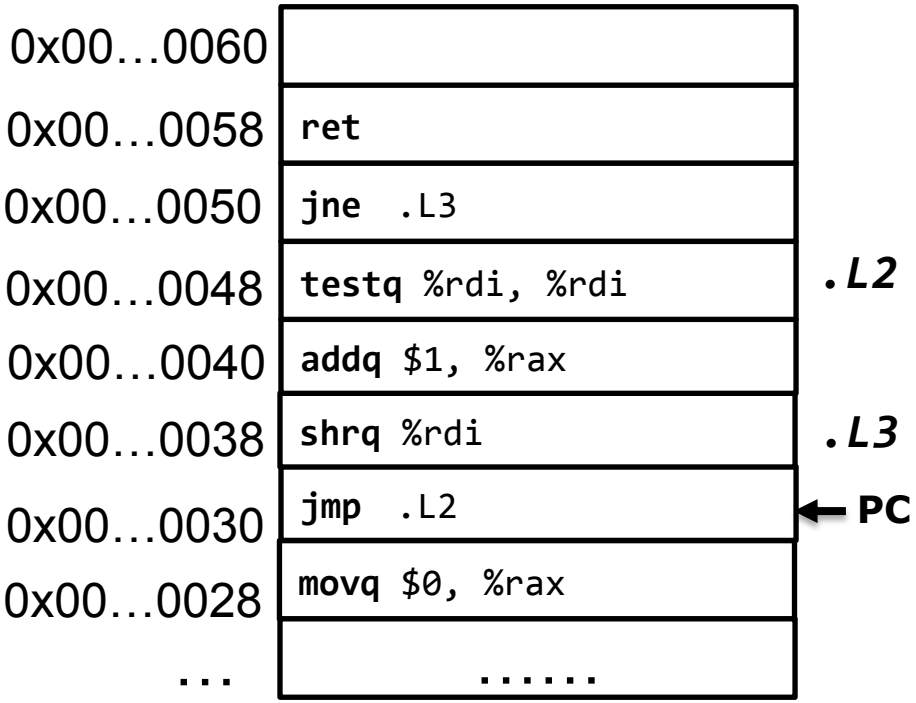
x: 4 $(100)_2$

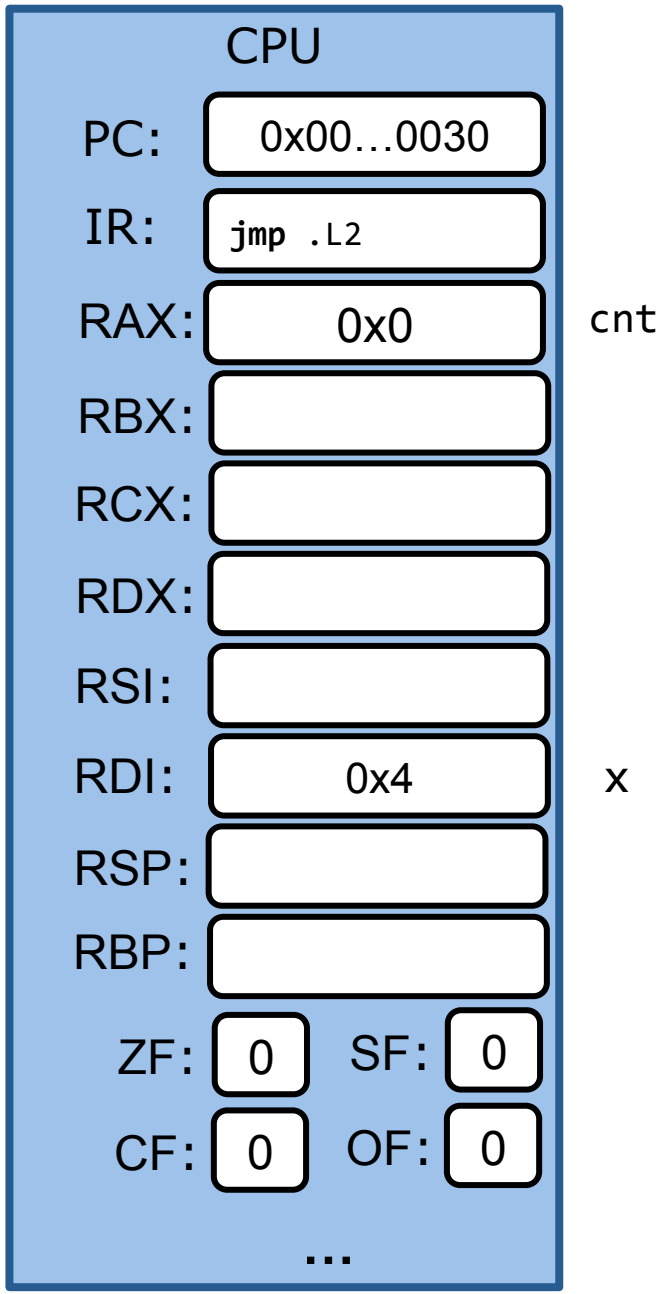





```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$






```
long count(unsigned long x)
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        x = x >> 1;
        cnt++;
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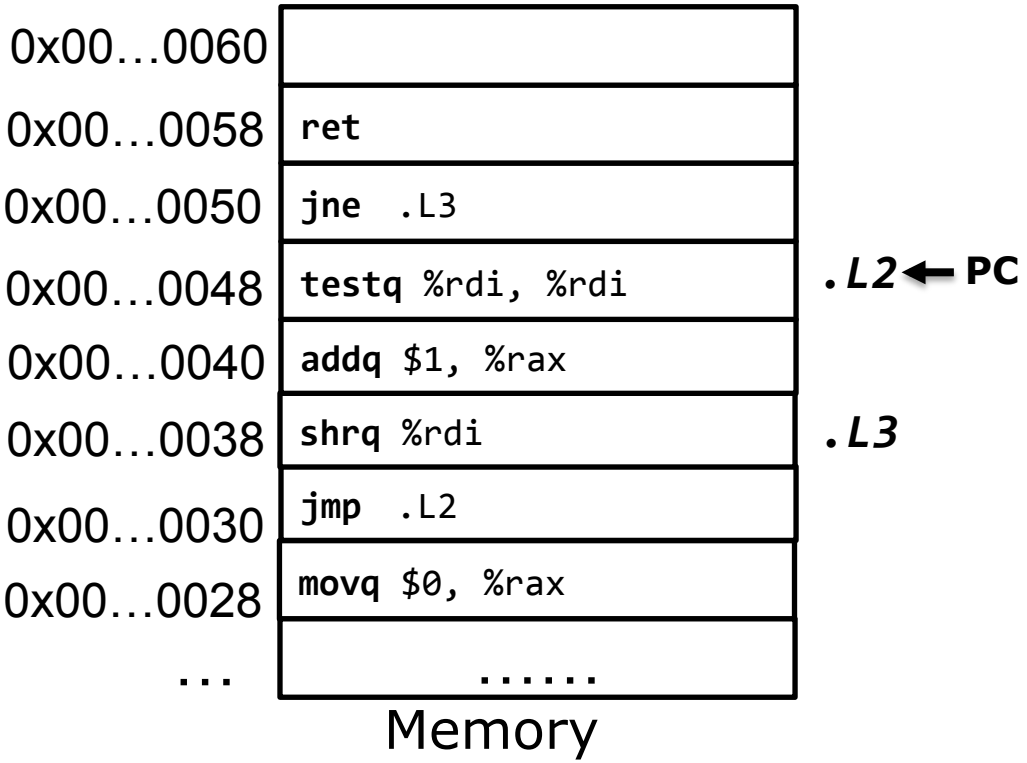
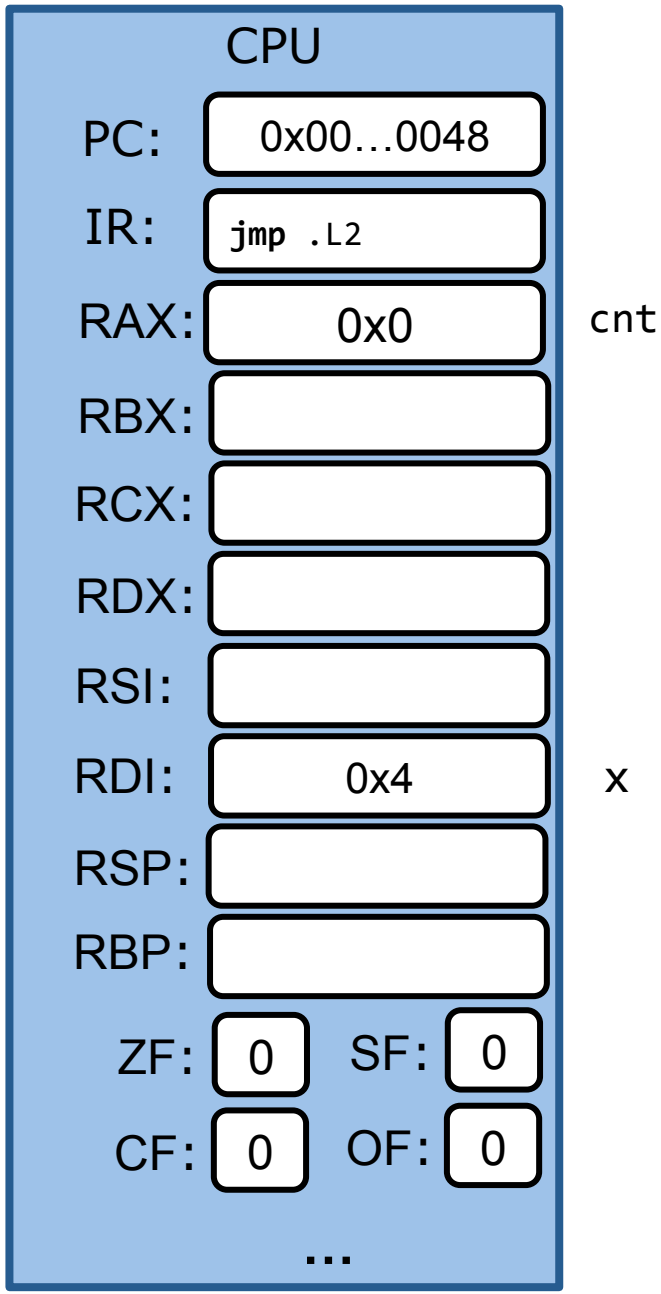
x: 4 $(100)_2$



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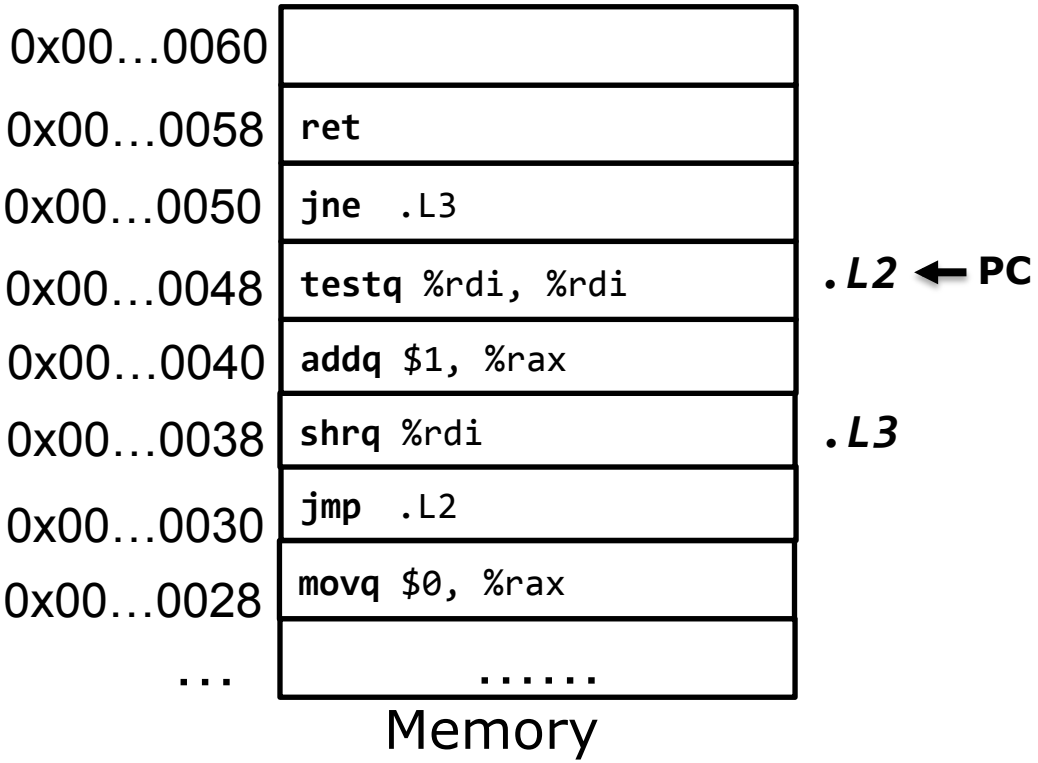
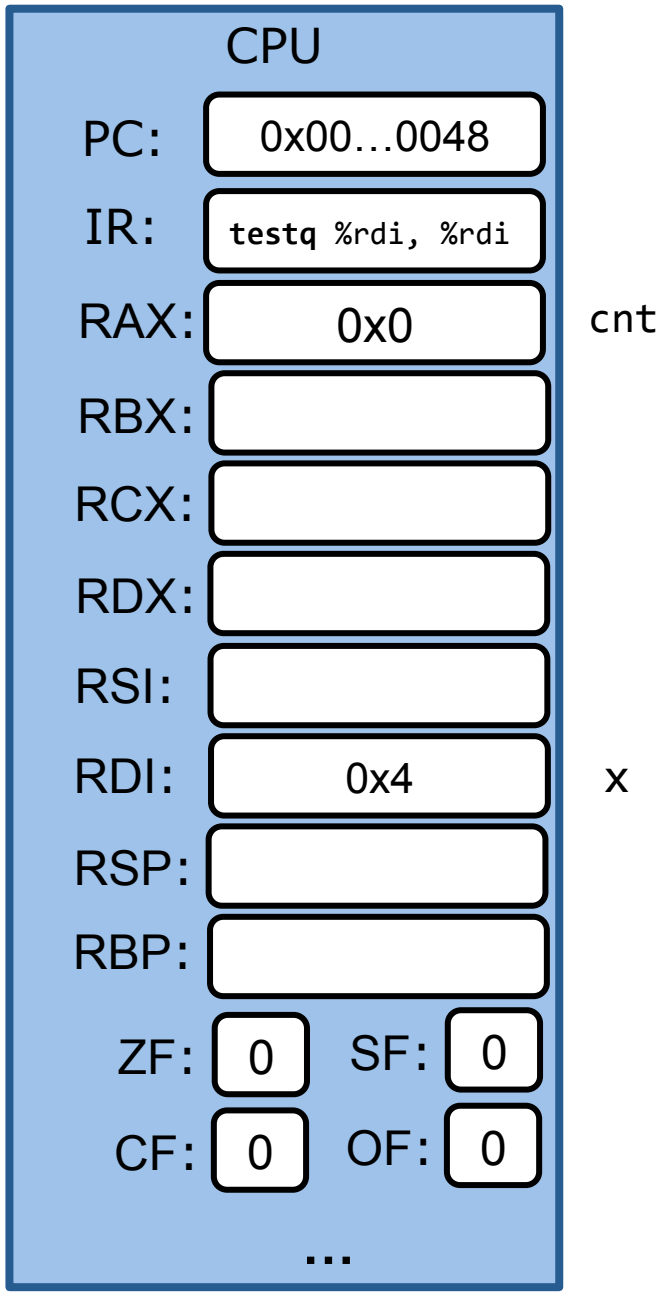
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return log;
}
```

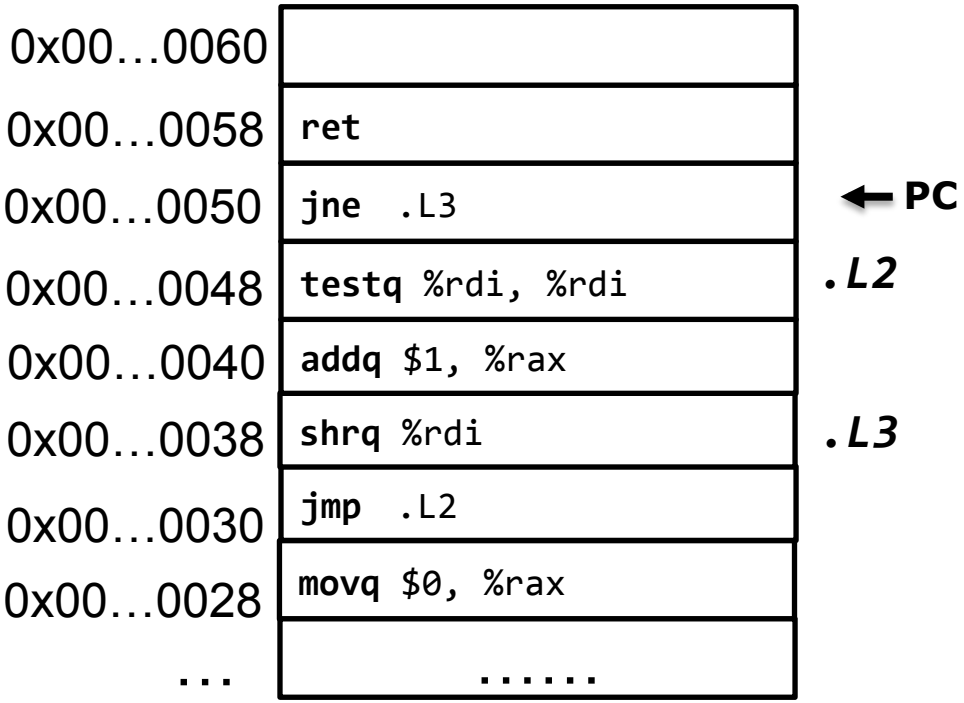
x: 4 $(100)_2$

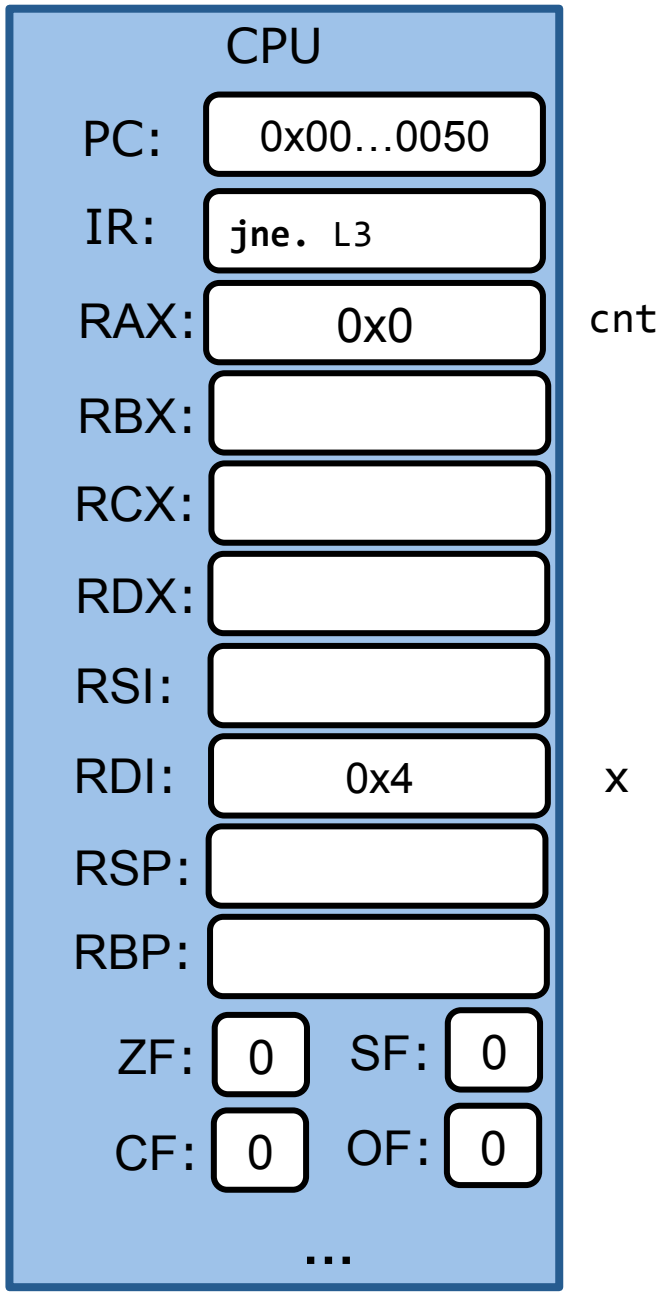





```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

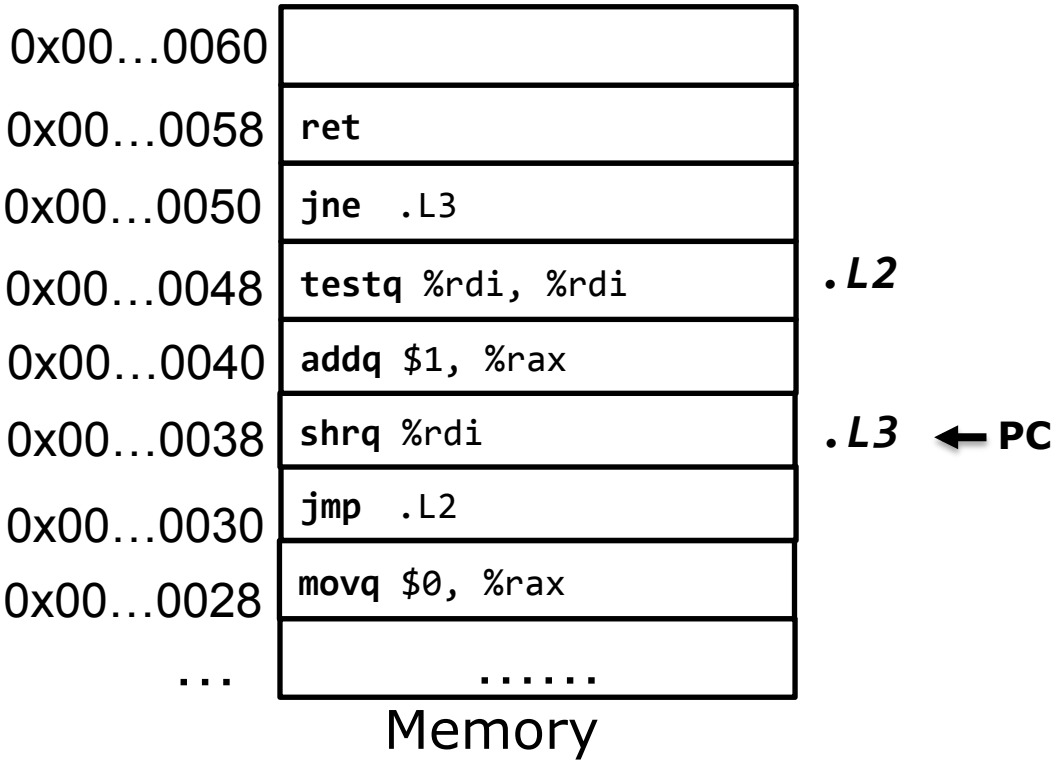


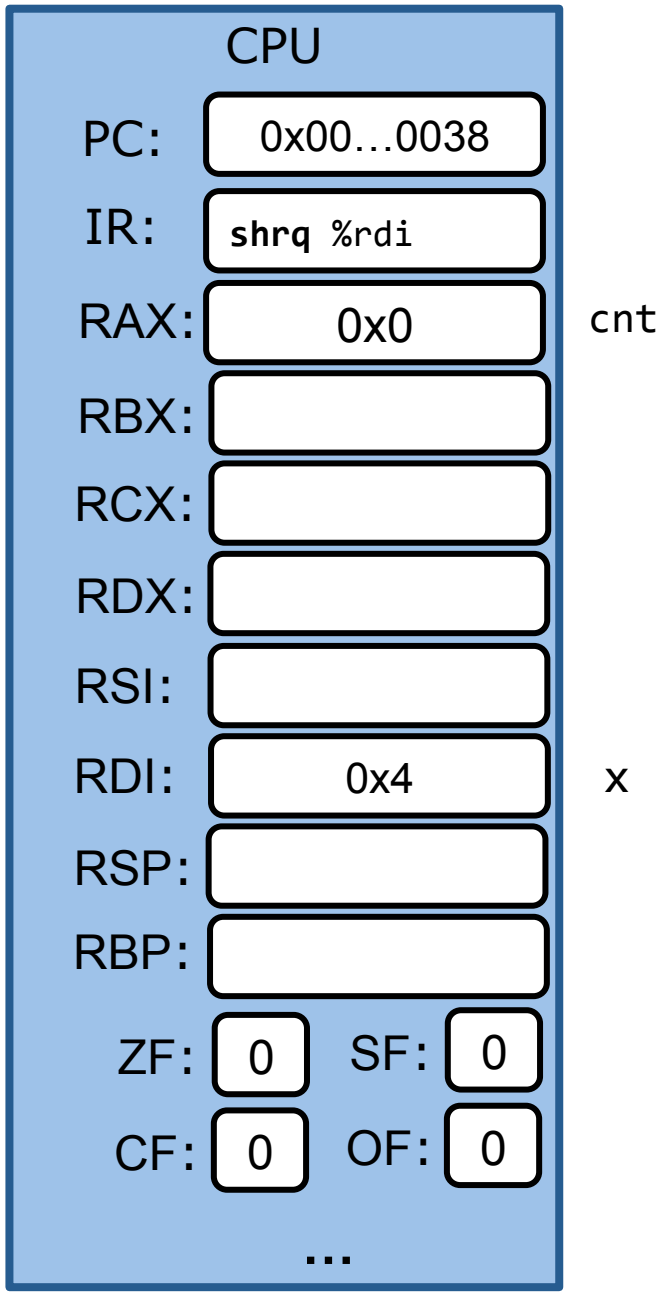



```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

jne	~ZF

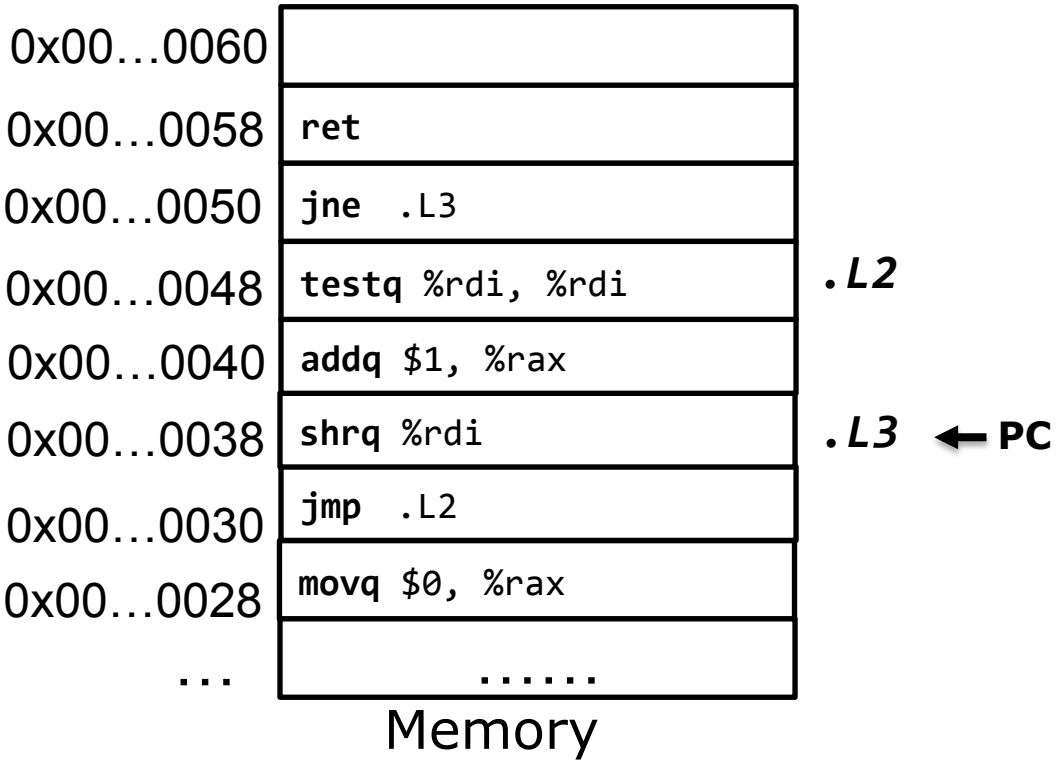


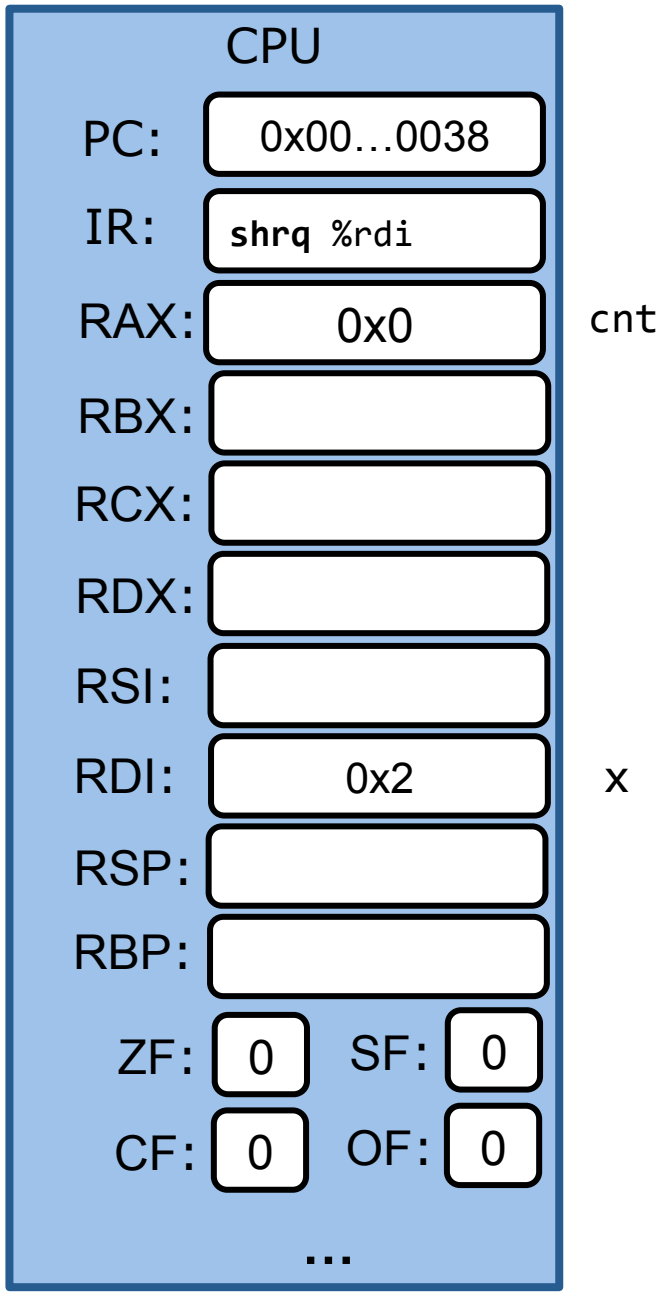



```
long count(unsigned long x)
{
  long cnt = 0;
  while (x != 0) {
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

jne	~ZF



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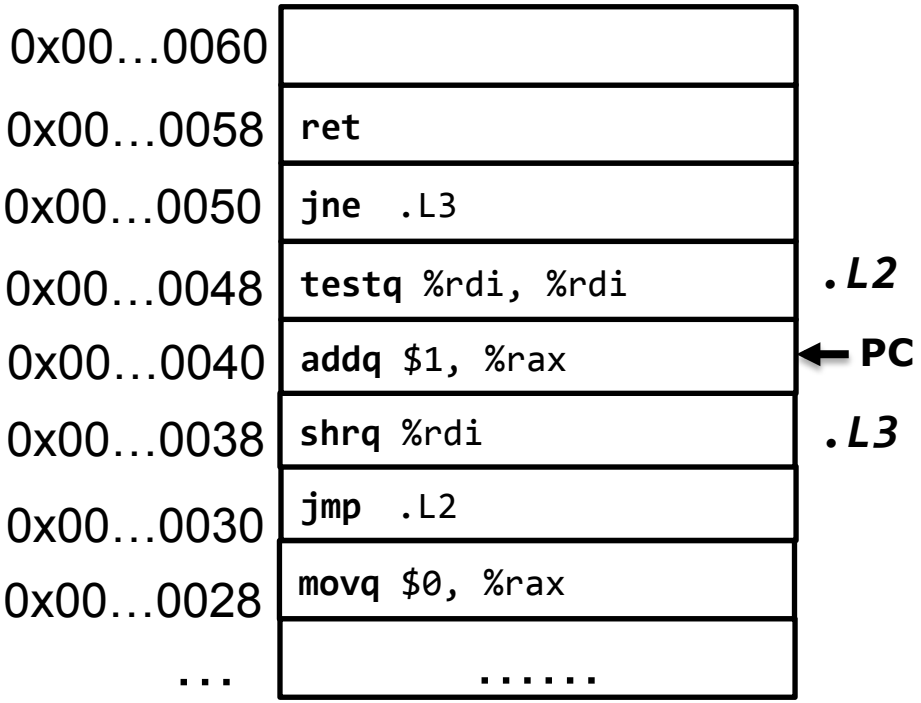
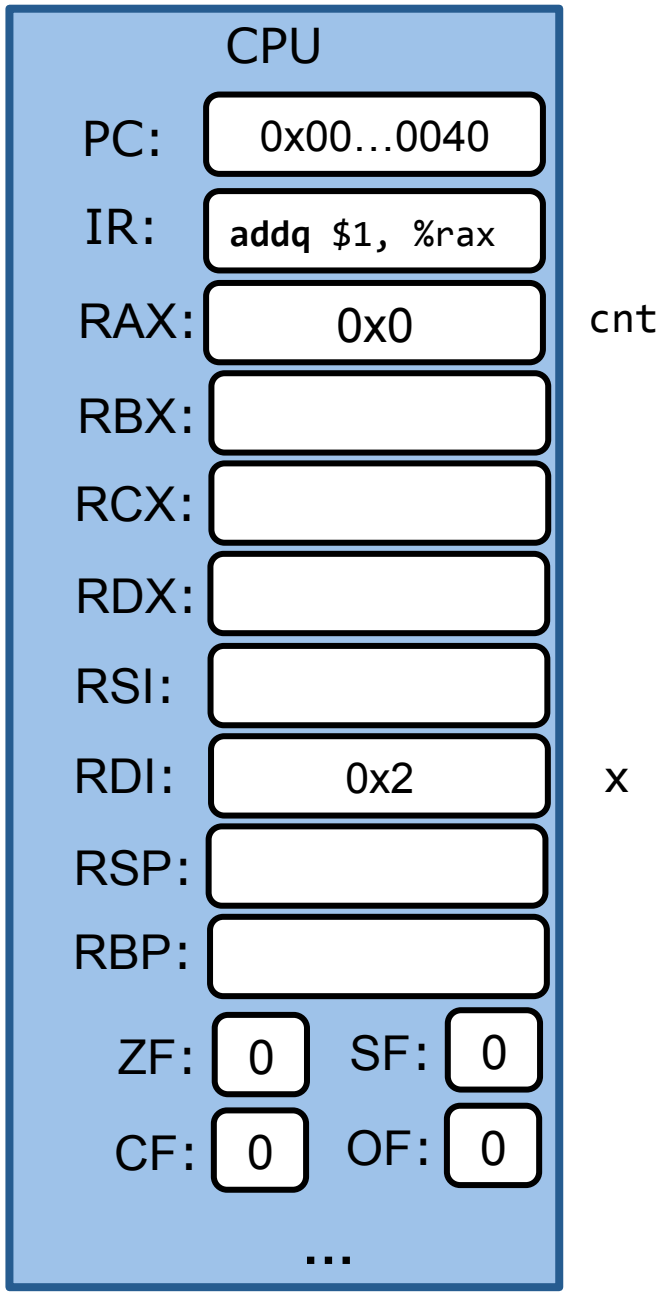
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

jne	~ZF



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        cnt++;
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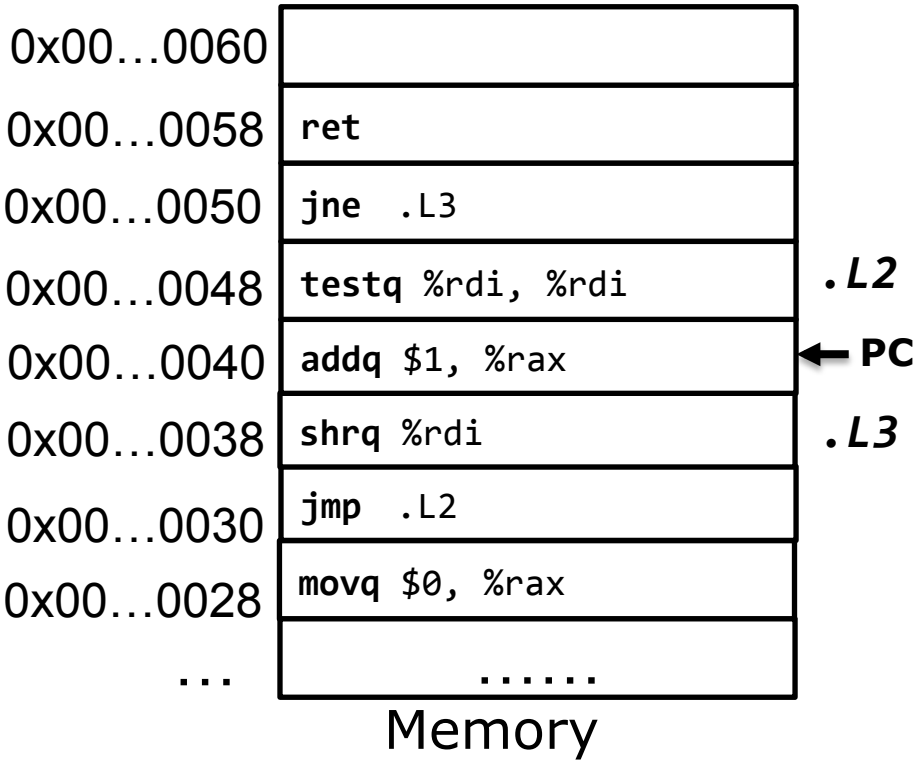
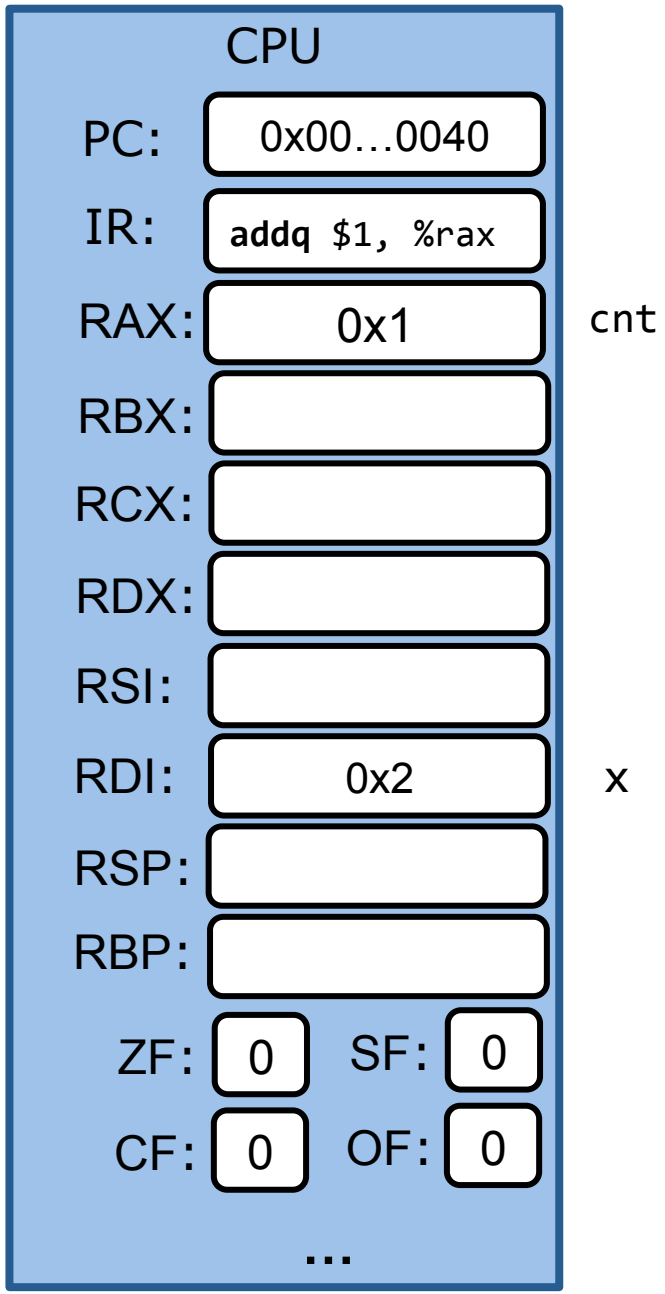
x: 4 $(100)_2$

jne	~ZF



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   }
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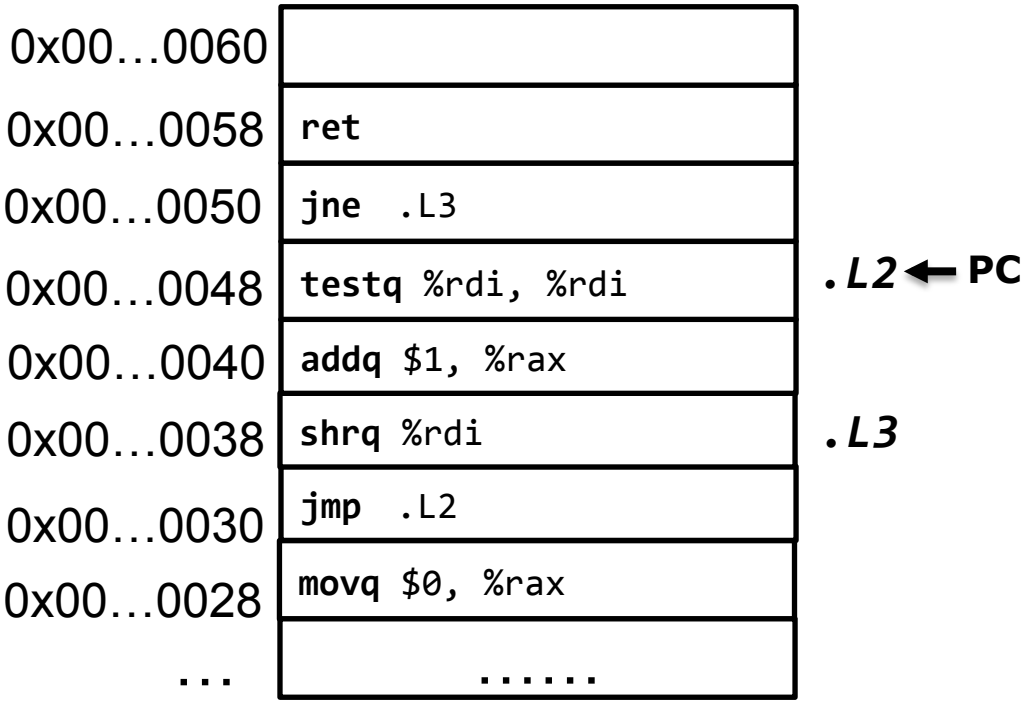
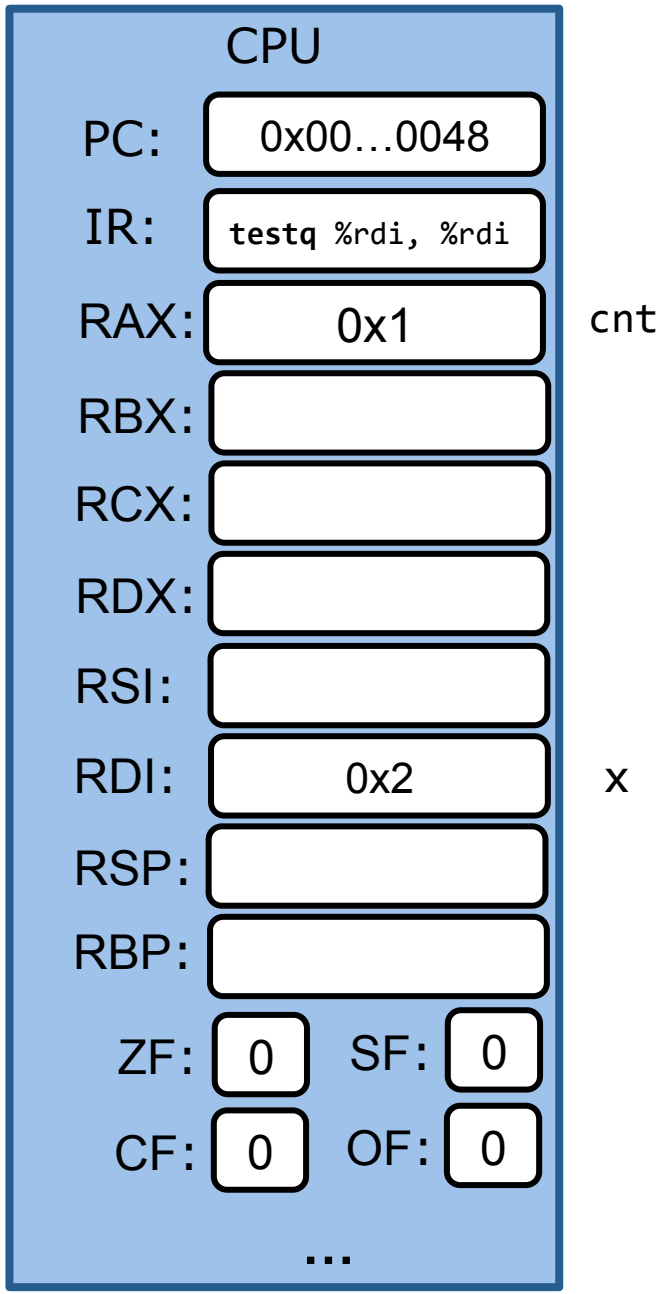
```

x: 4 $(100)_2$

jne	~ZF



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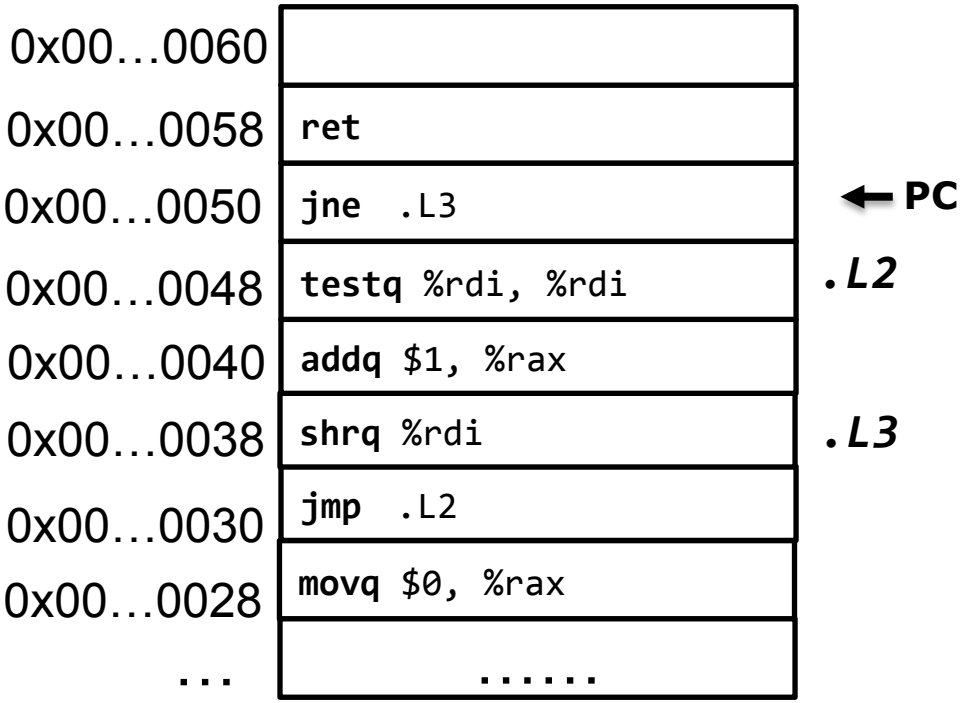
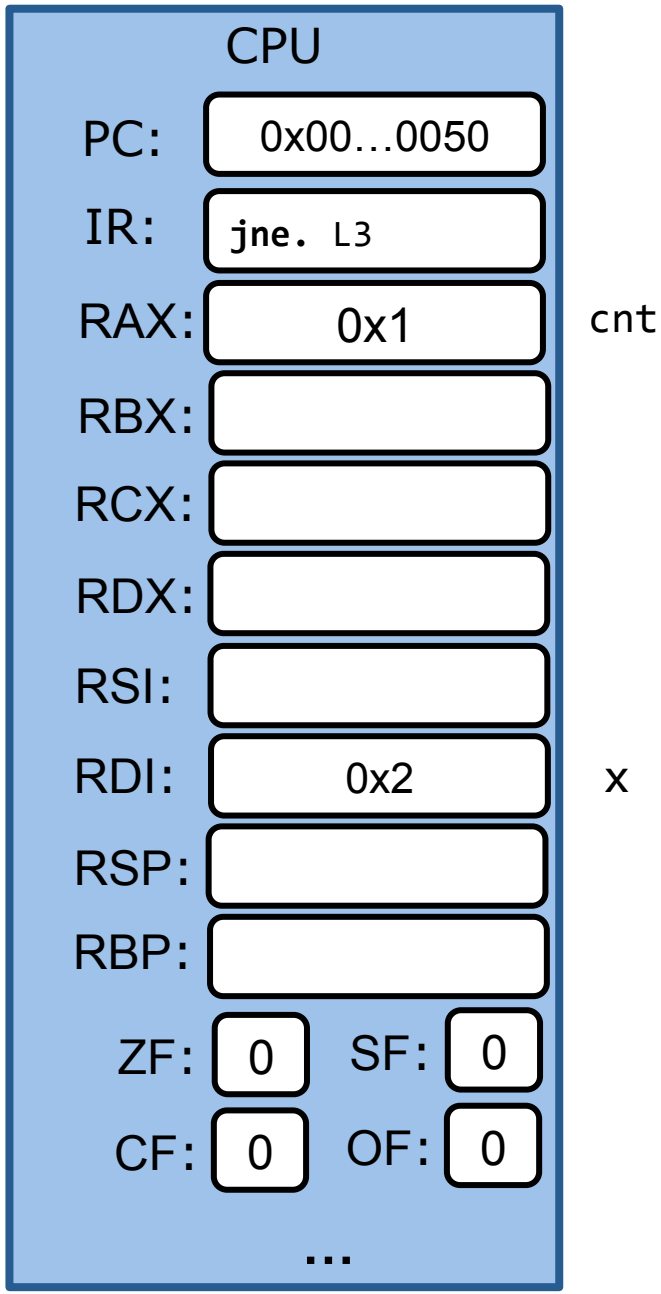
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

jne	~ZF



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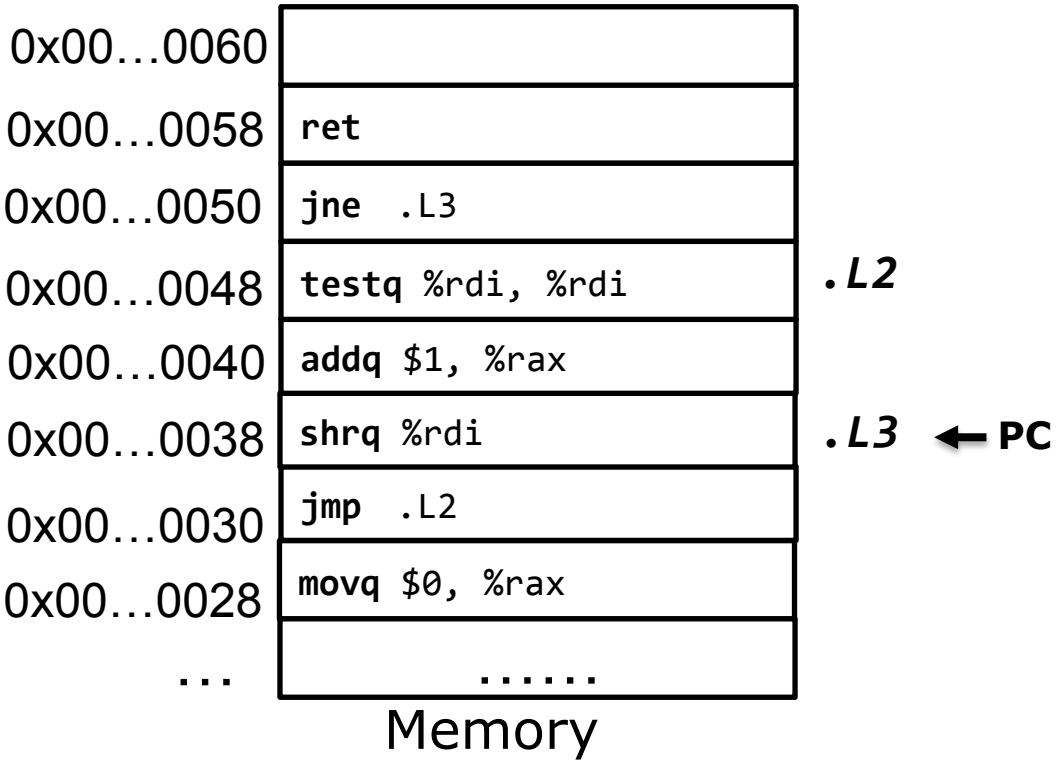
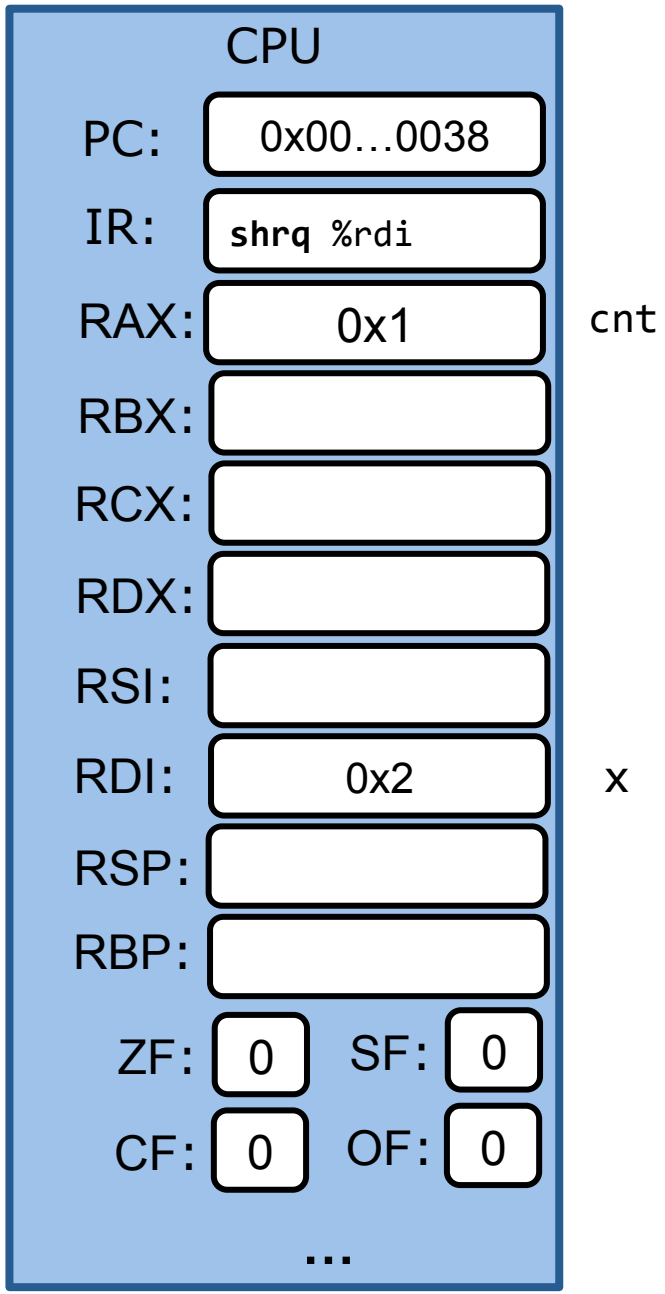
        x = x >> 1;
        cnt++;
   }
   return cnt;
}
```

x: 4 $(100)_2$

jne	~ZF



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   }
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```

x: 4 $(100)_2$

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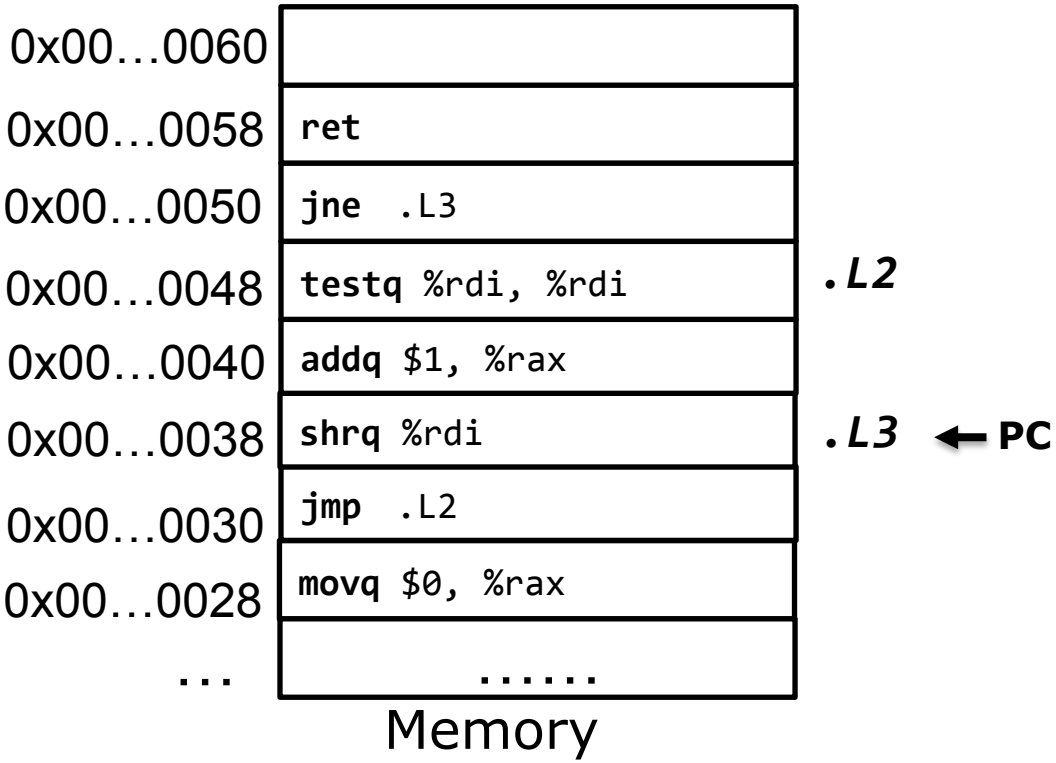

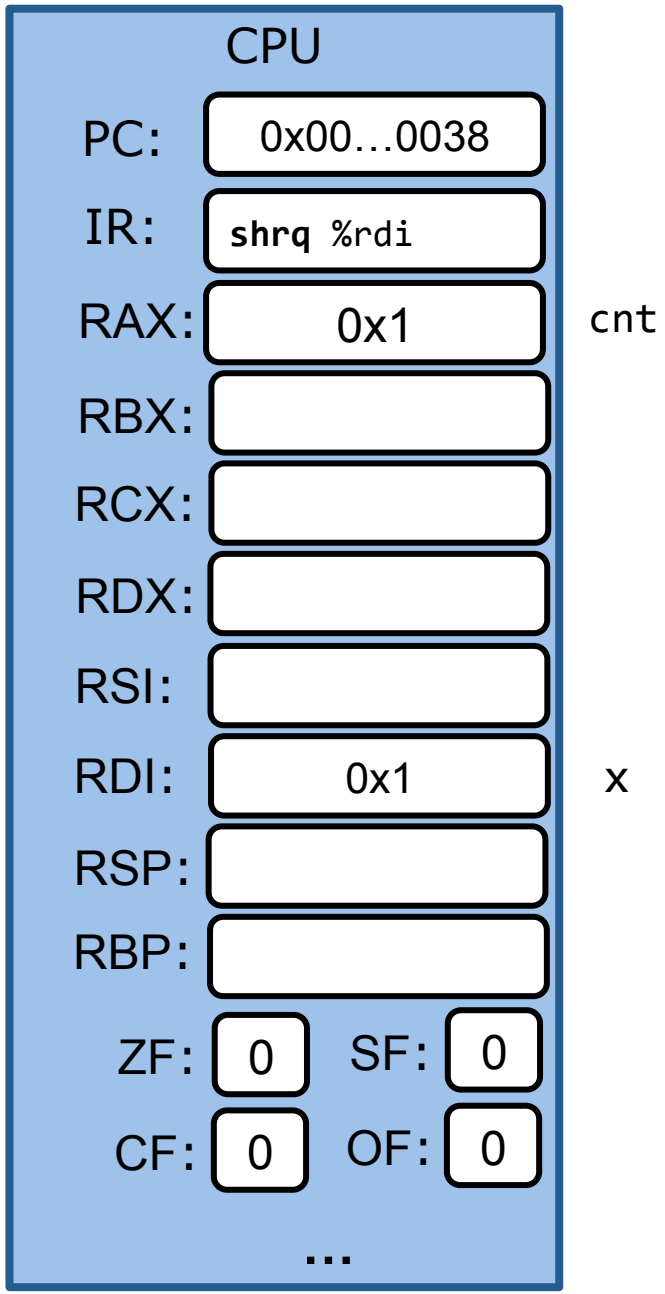


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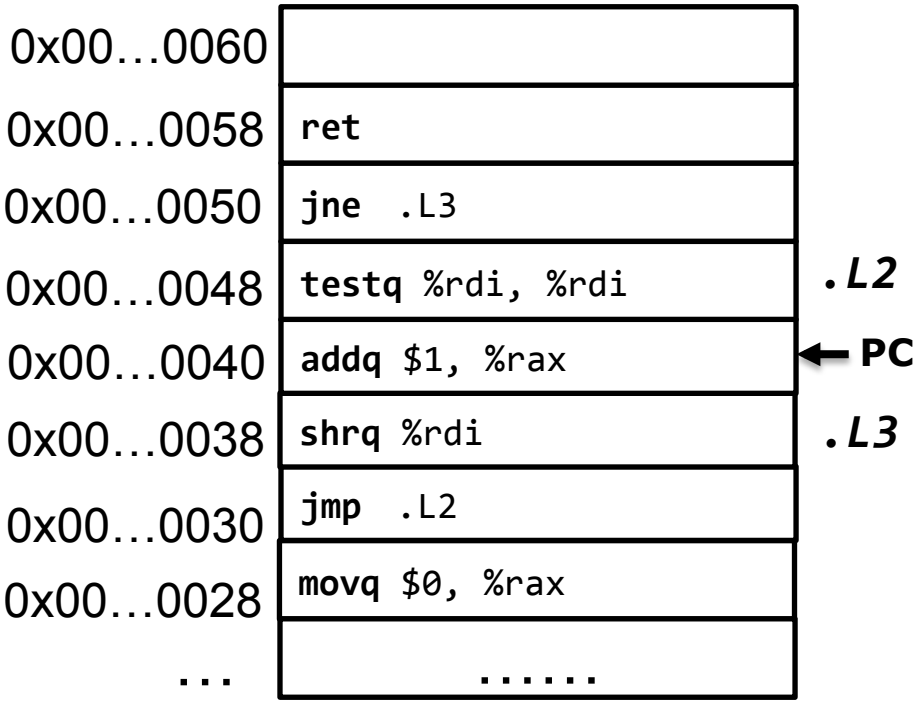

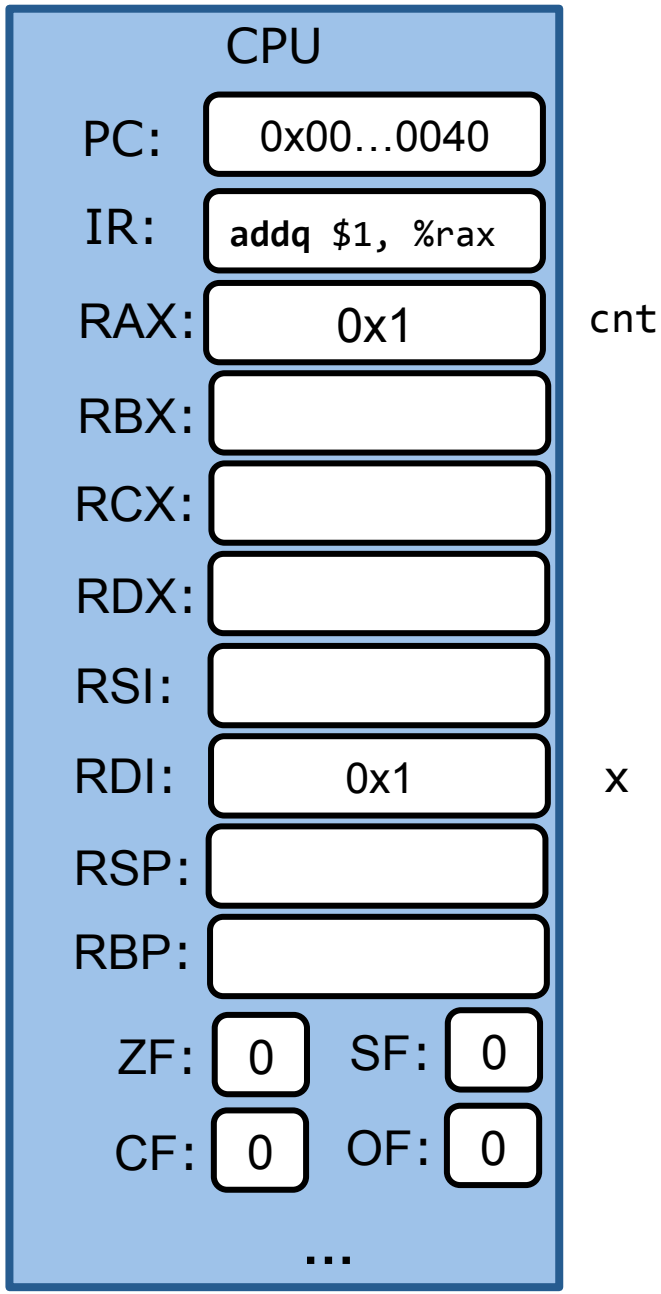


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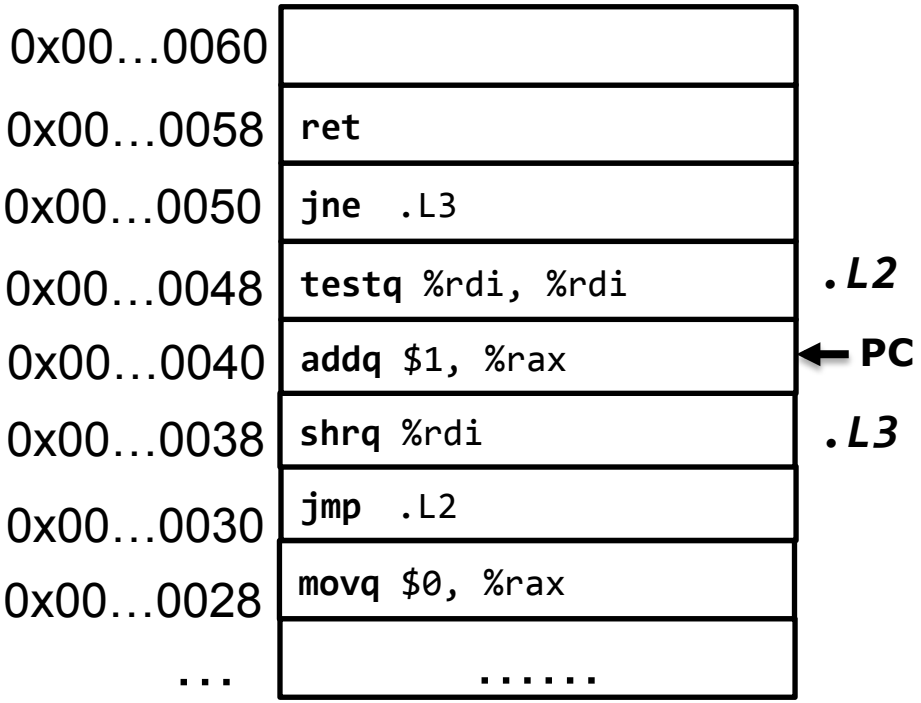

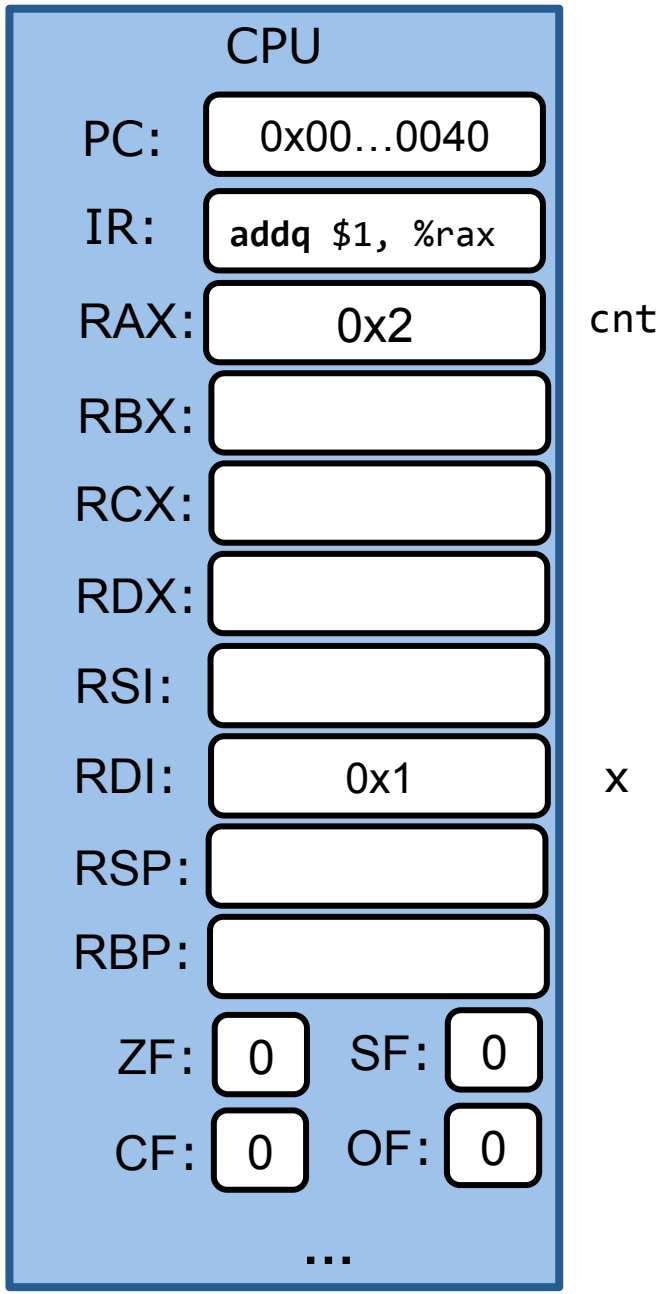


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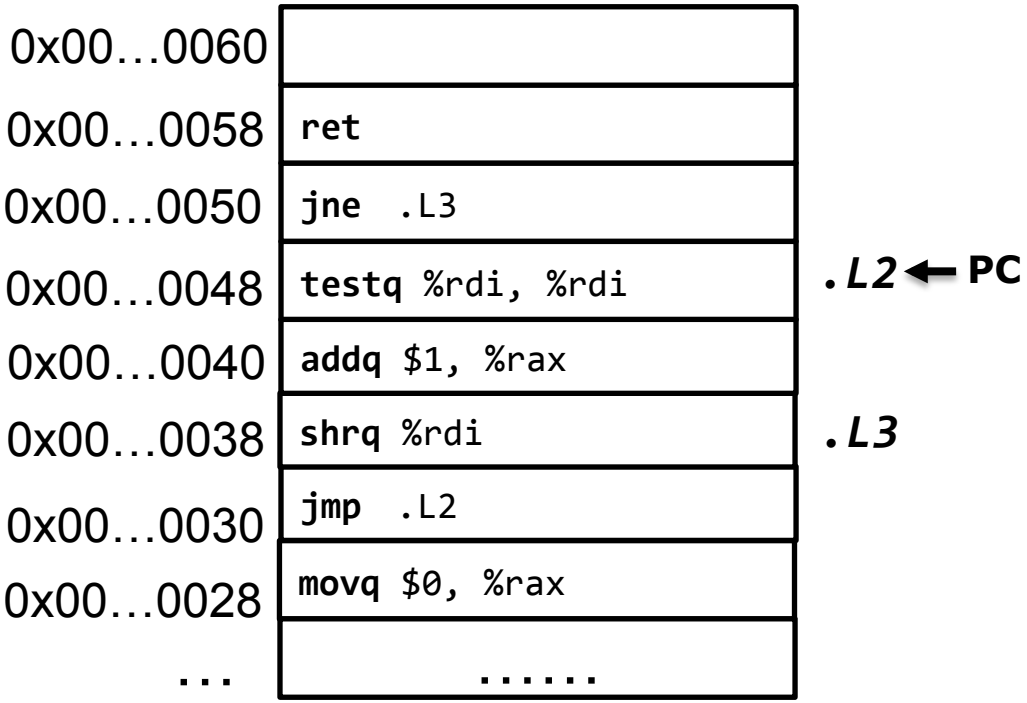

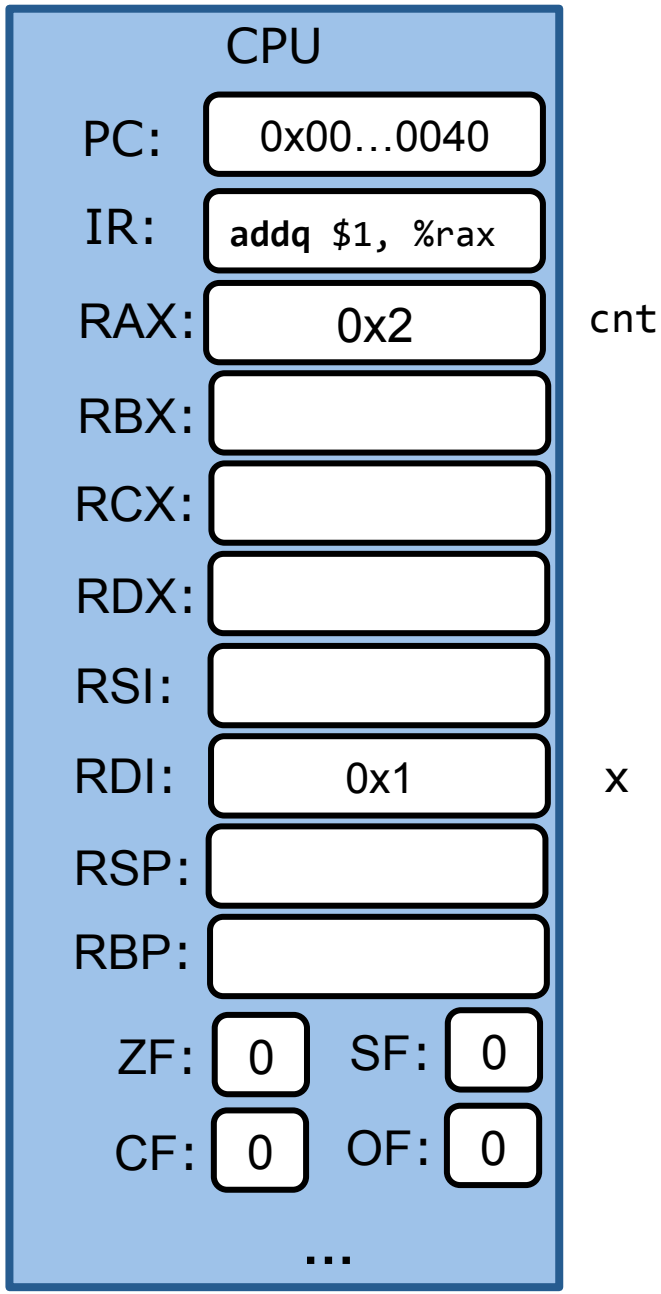


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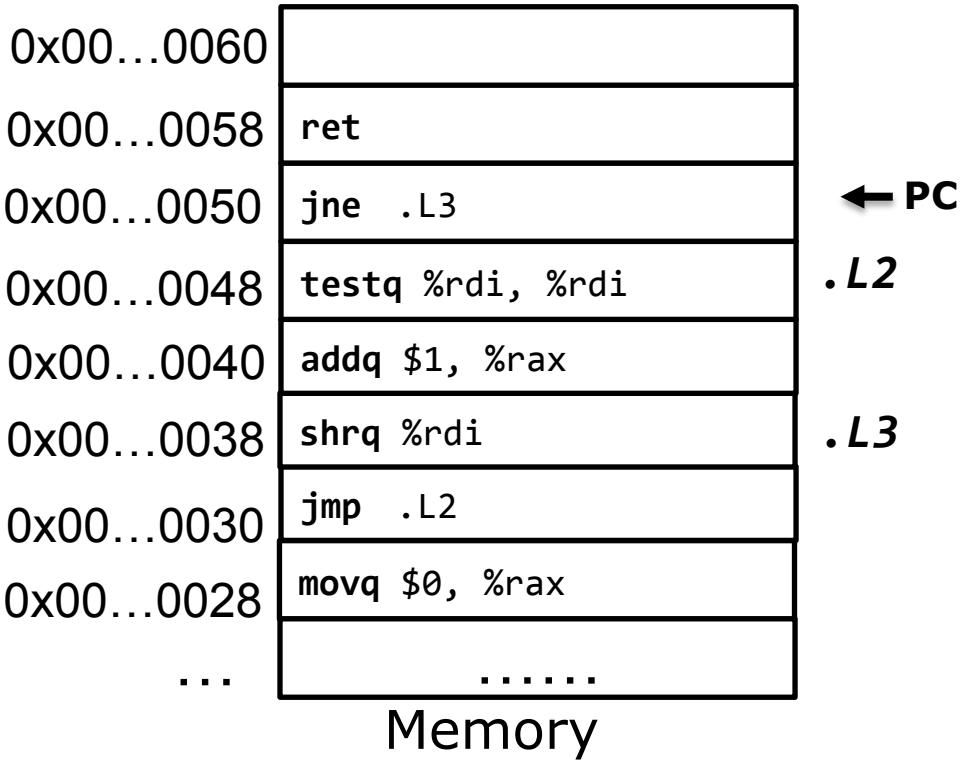

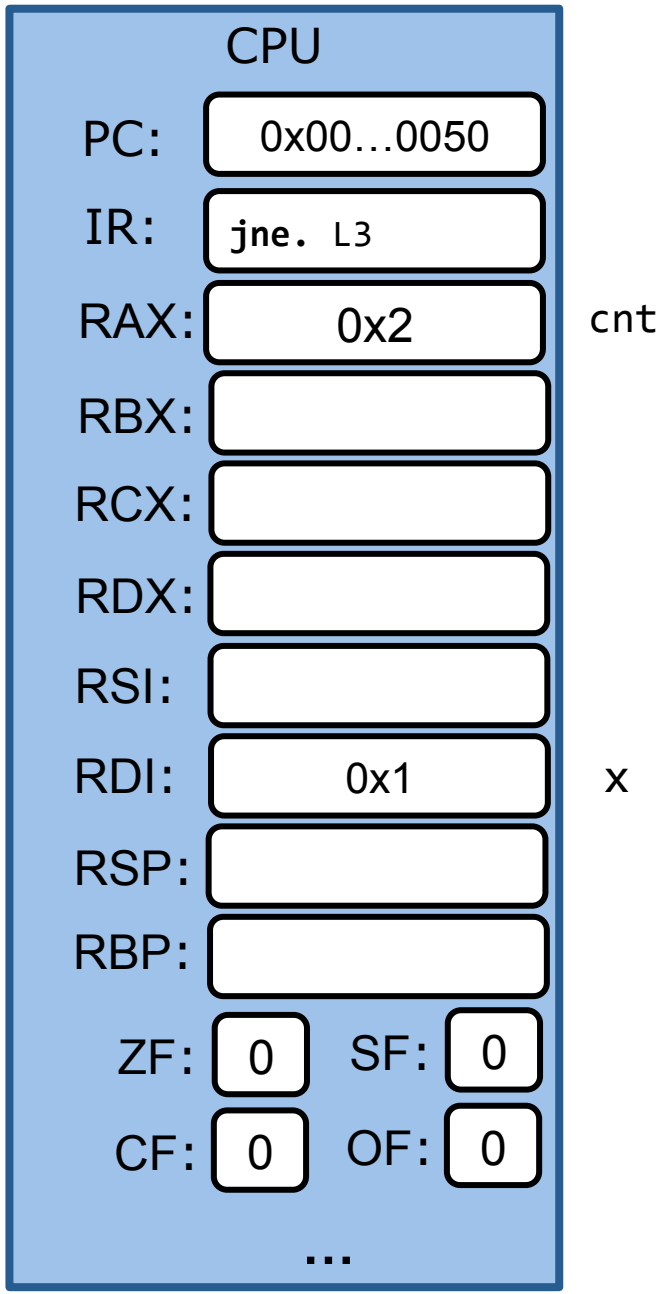


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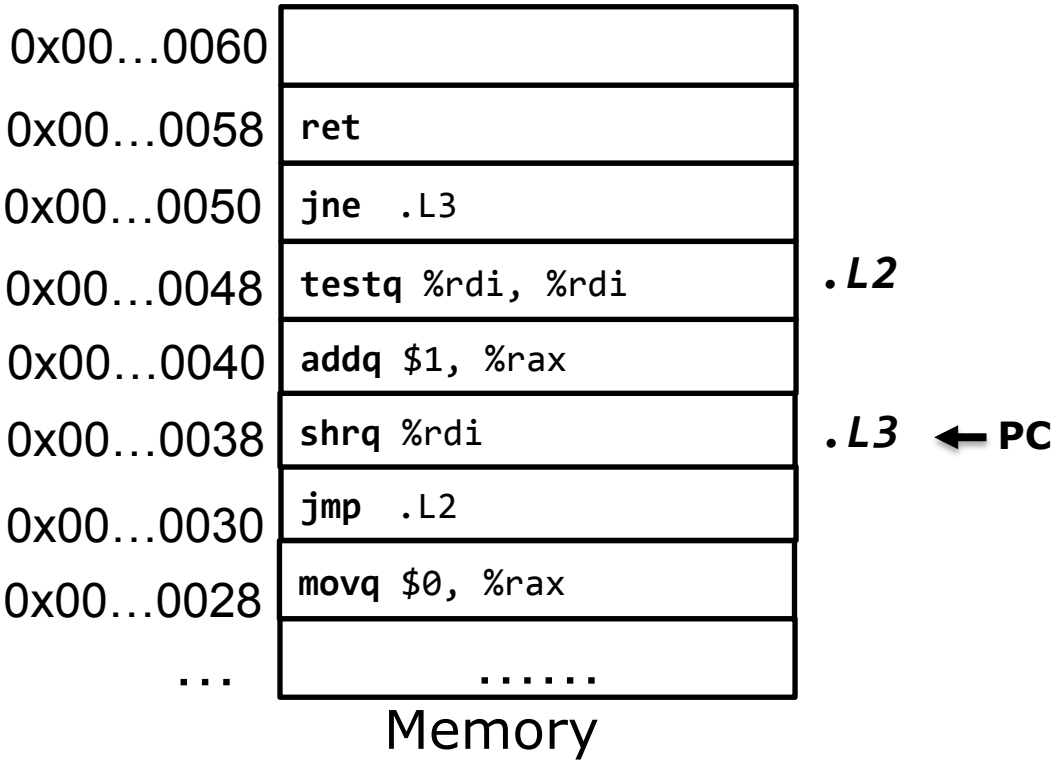

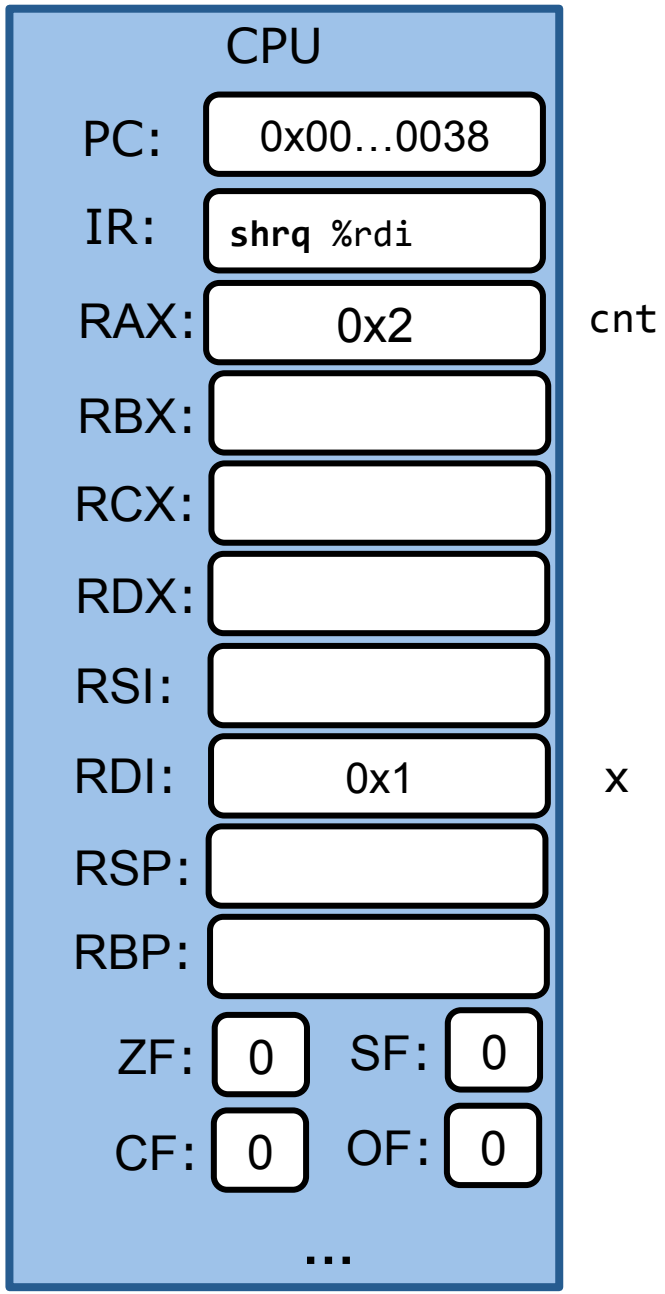


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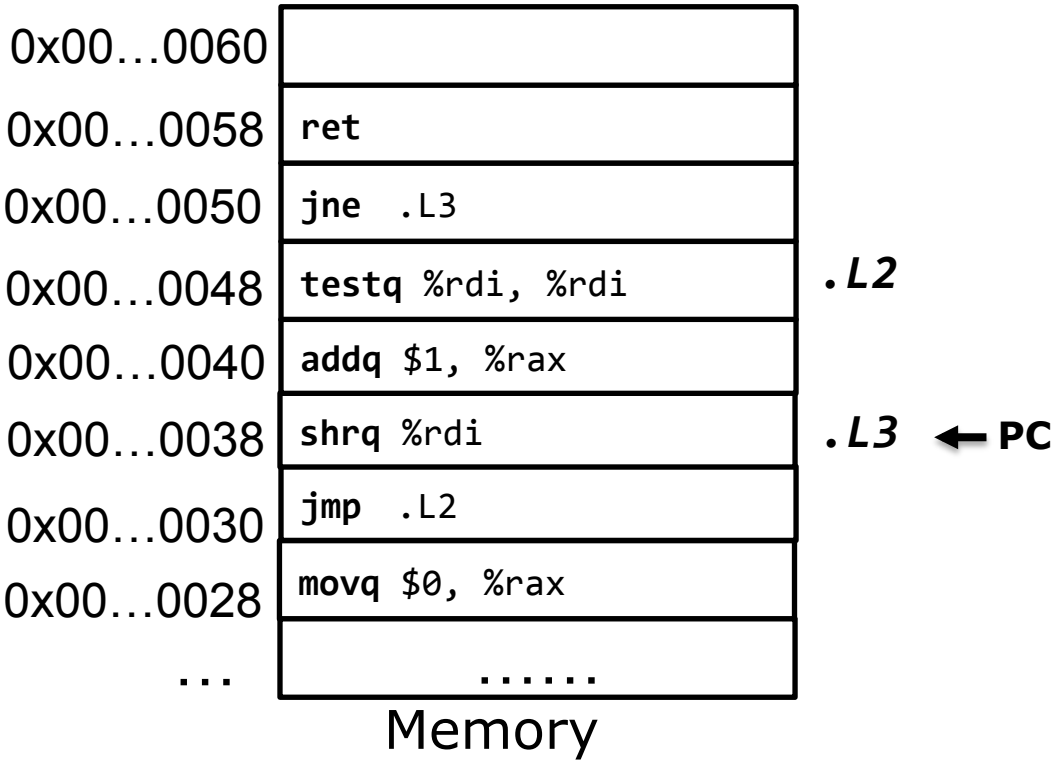

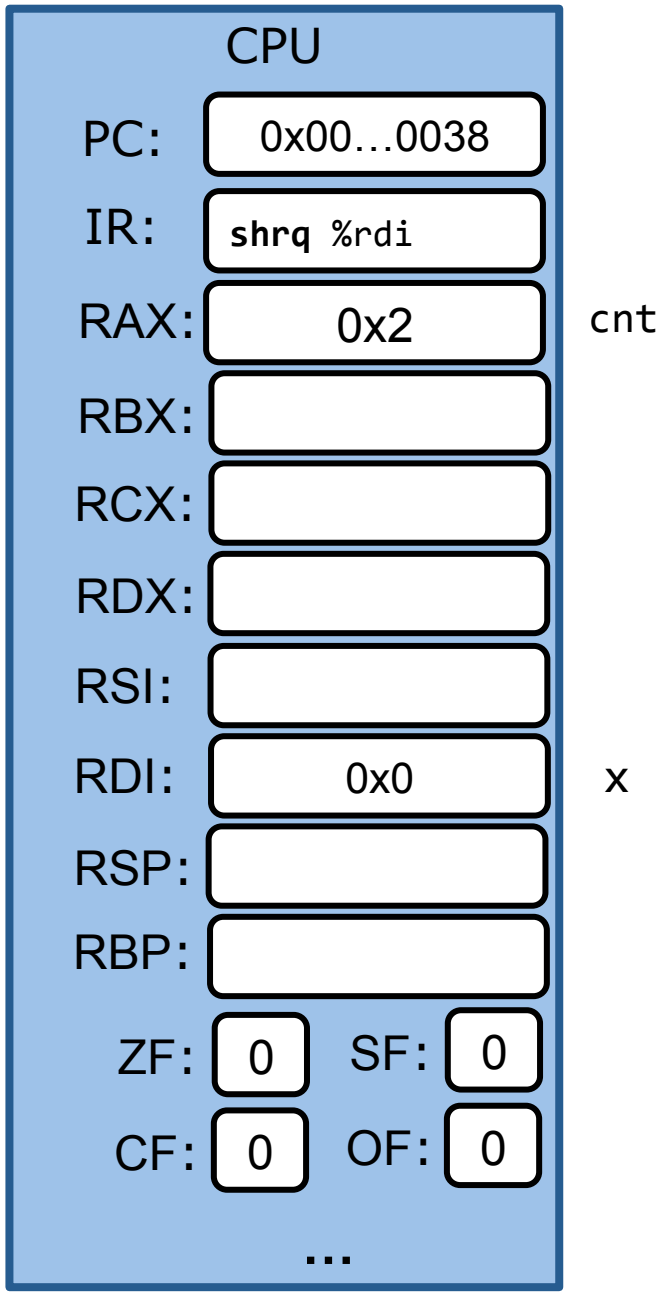


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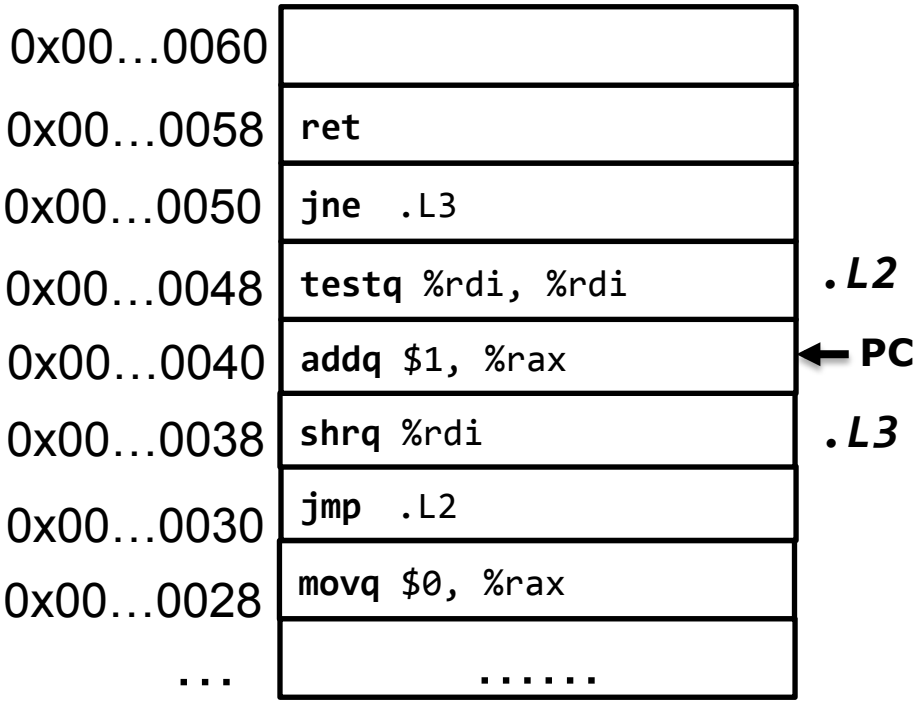

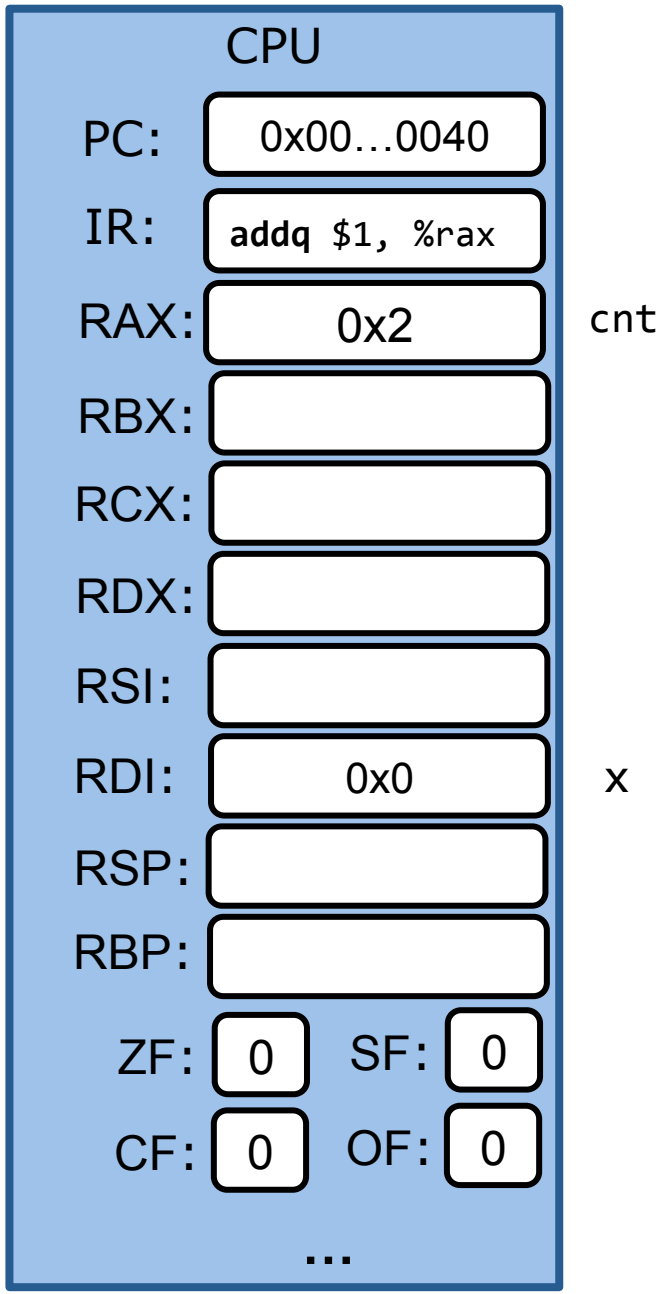


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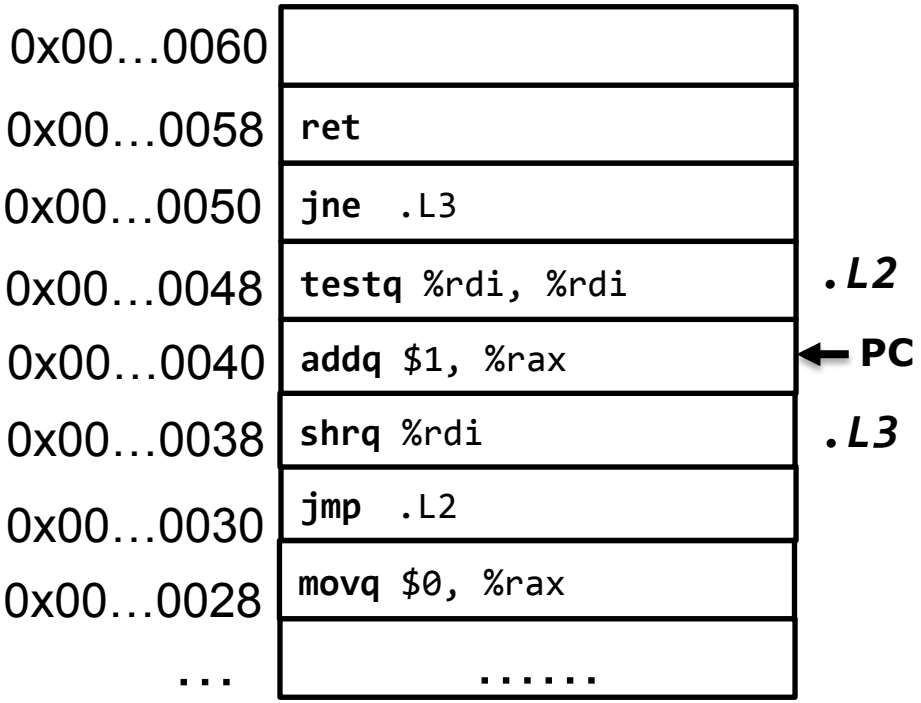

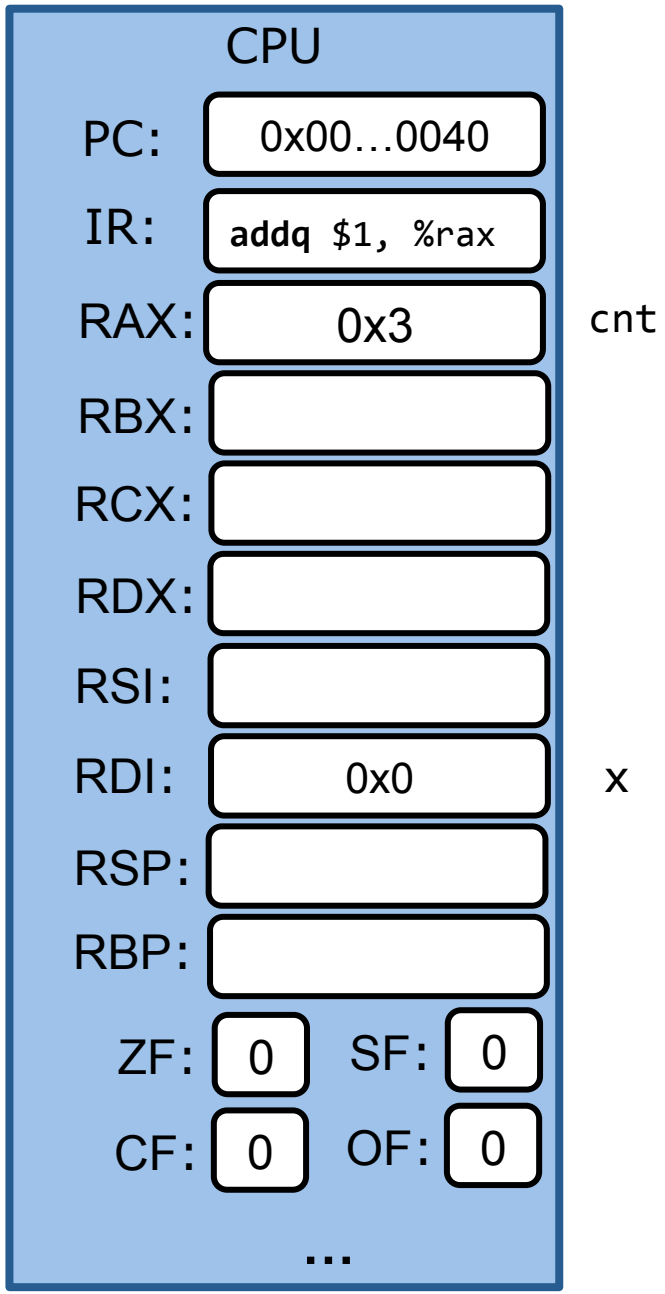


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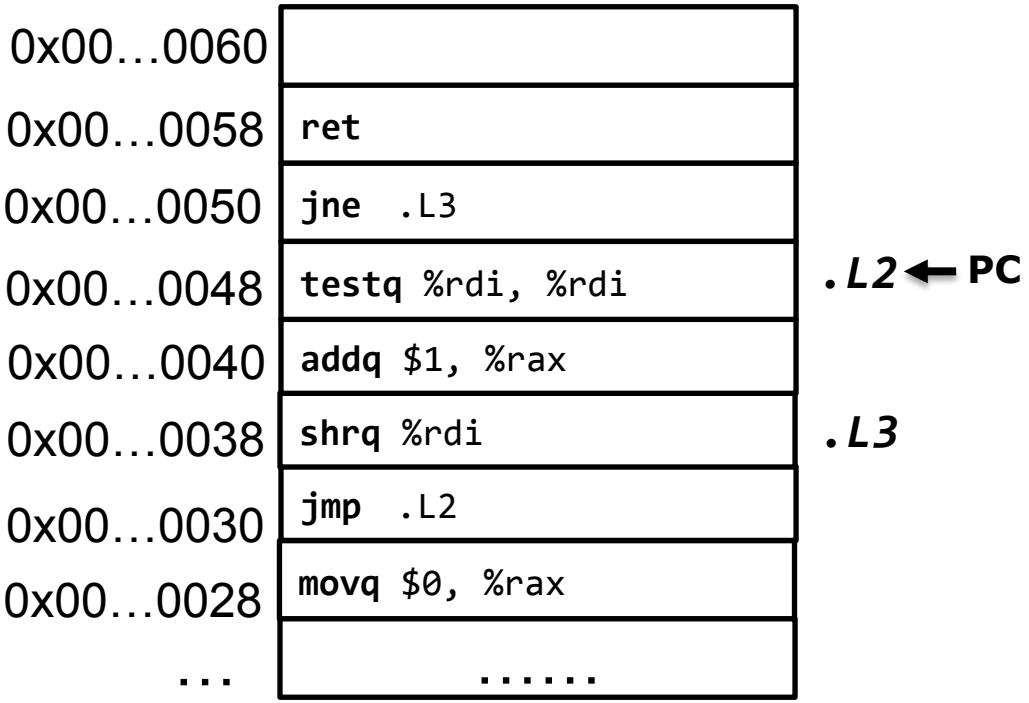

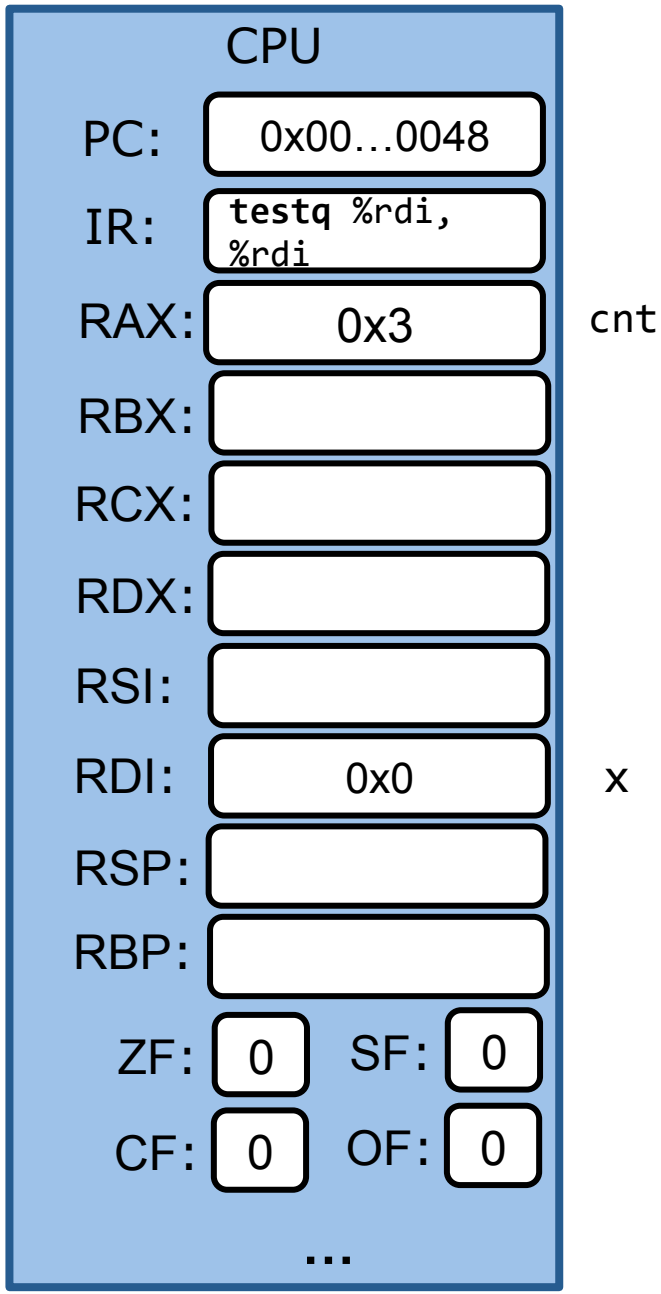


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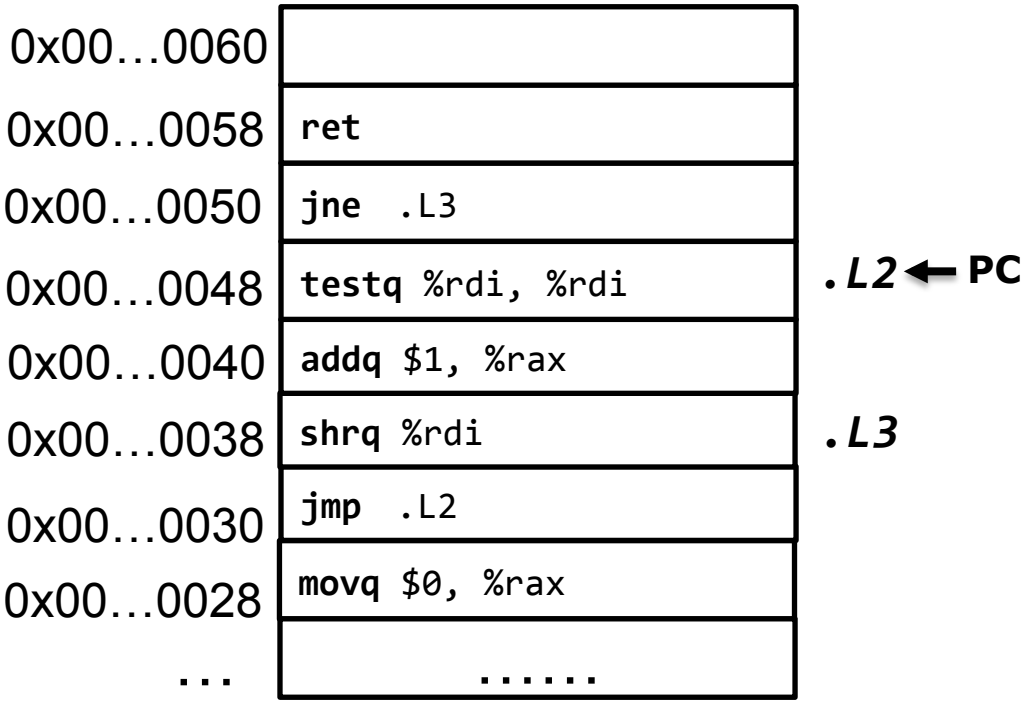

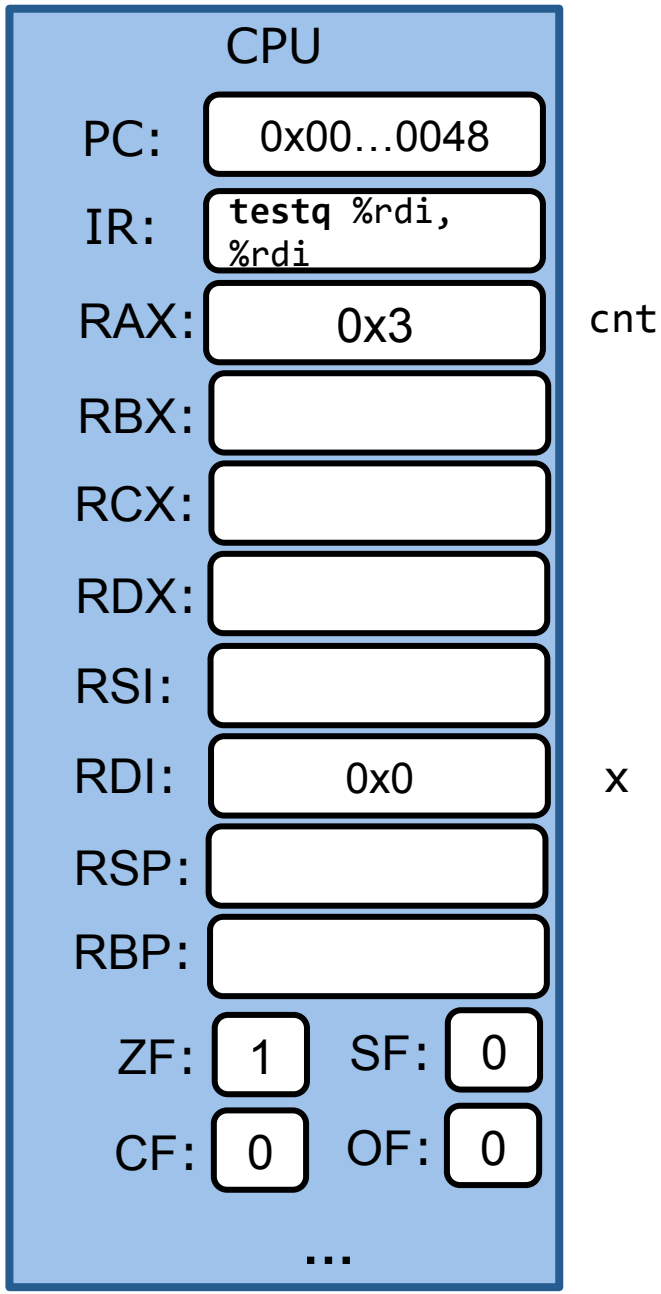


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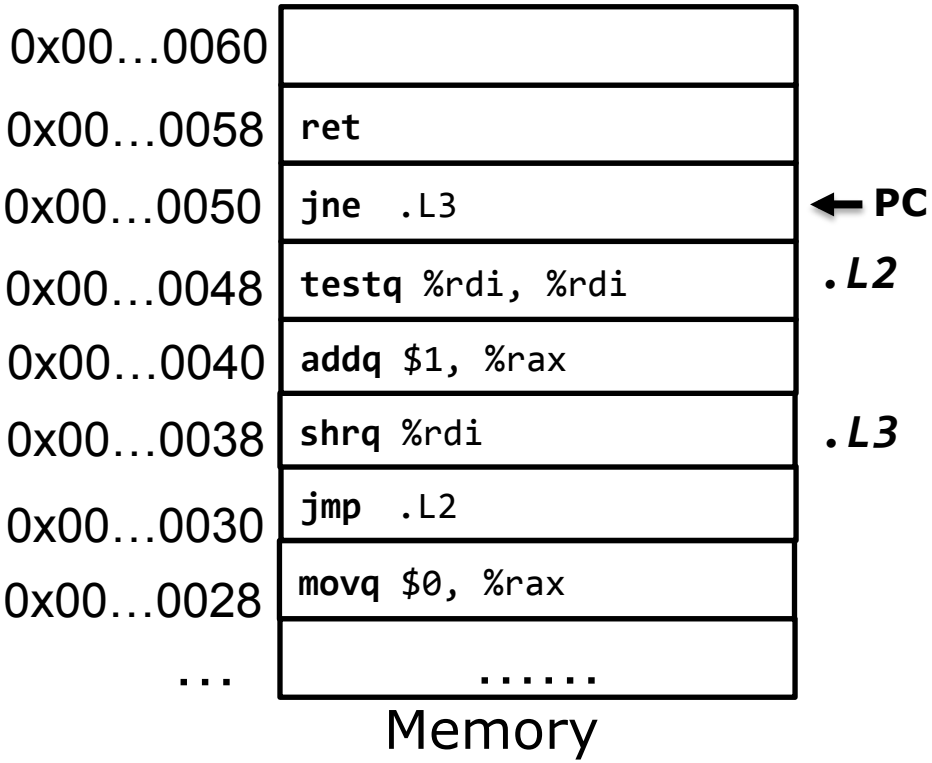

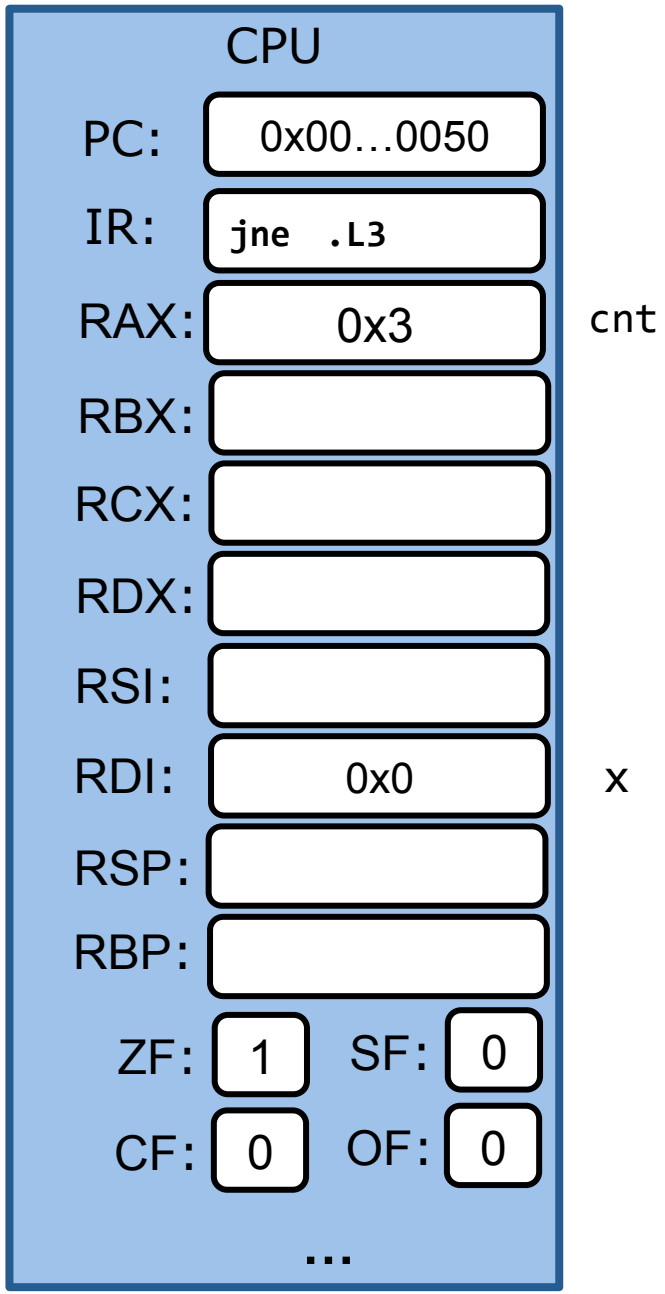


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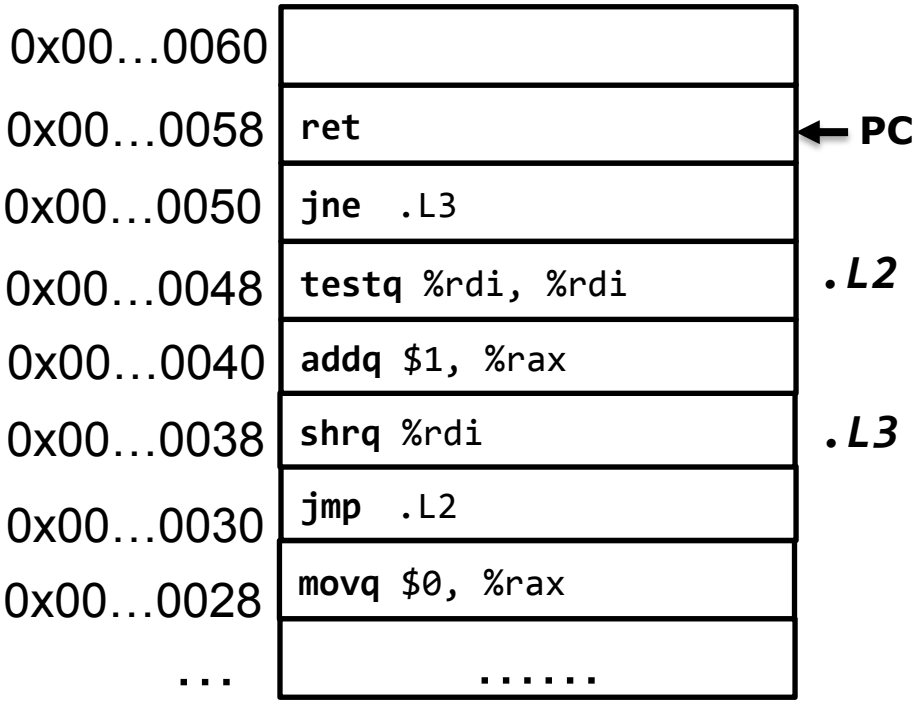

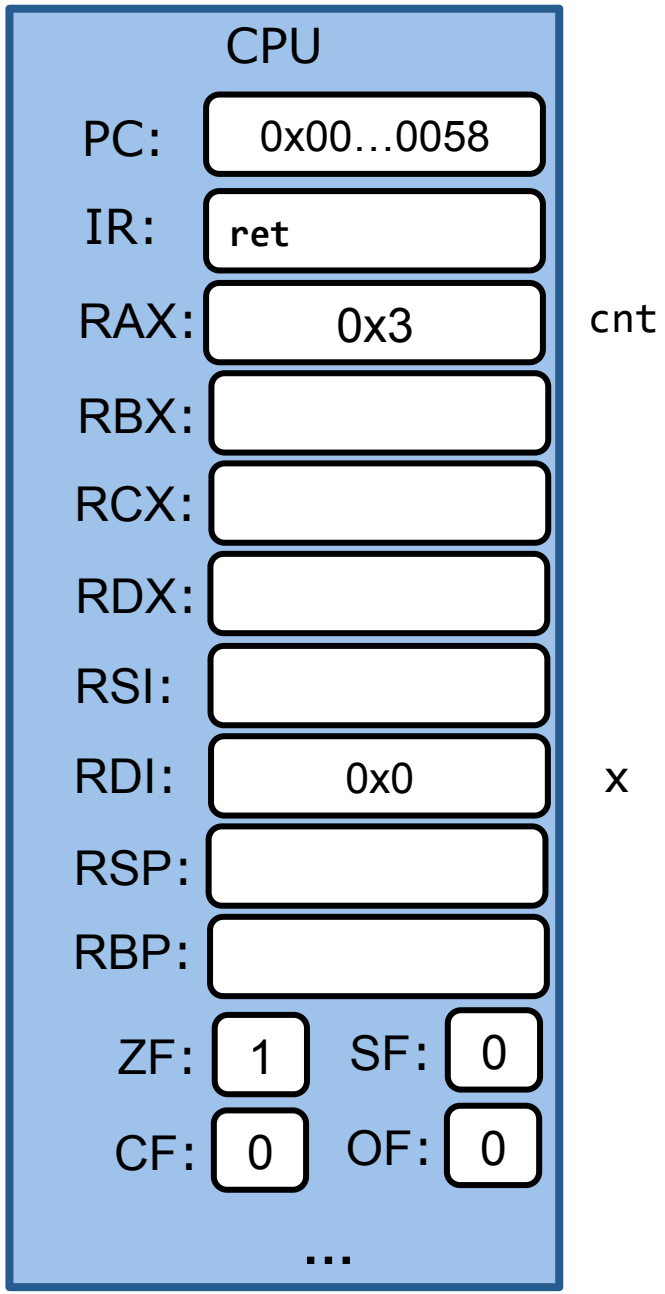


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"For" Loop translation

For Version

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

While Version

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

"Loop" Translation example

- `gcc –Og –S *.c`

```
int sum(int n)
{
  int sum = 0;
  for (int i=0; i<n; i++){
    sum += i;
  }
  return sum;
}
```

```
sum:
    movl $0, %edx
    movl $0, %eax
    jmp .L5
.L6:
    addl %edx, %eax
    addl $1, %edx
.L5:
    cmpl %edi, %edx
    jl  .L6
    ret
```

Register	Use(s)
%edi	n
%eax	sum
%edx	i

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    addl %edx, %eax        sum = sum + i
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    cmpl %edi, %edx     if i < n
    jl  .L6               goto L6;
    ret                 return;
```