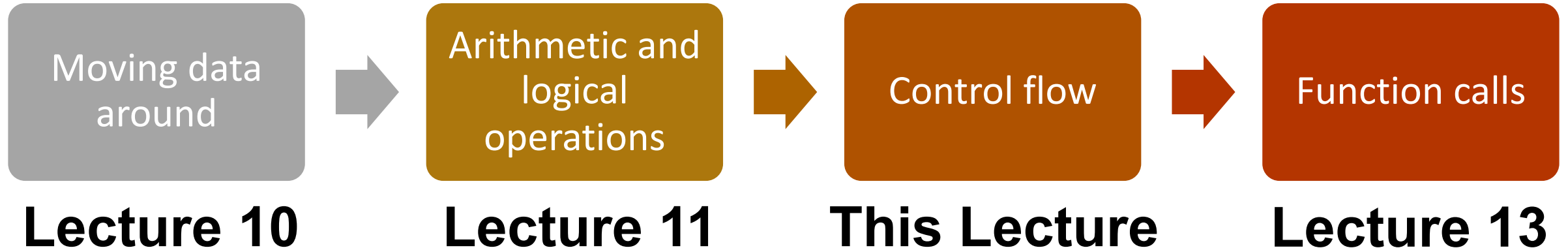


# **CS107, Lecture 12**

## **Assembly: Control Flow**

Reading: B&O 3.6

# Learning Assembly



**Reference Sheet:** [cs107.stanford.edu/resources/x86-64-reference.pdf](https://cs107.stanford.edu/resources/x86-64-reference.pdf)  
See more guides on Resources page of course website!

# Learning Goals

- Learn about how assembly stores comparison and operation results in condition codes
- Understand how assembly implements loops and control flow

# Lecture Plan

- Assembly Execution and %rip 5
- Control Flow Mechanics 27
  - Condition Codes
  - Assembly Instructions
- If statements 46
- Loops
  - While loops 53
  - For loops 66
- Other Instructions That Depend On Condition Codes 72
- Live Session Slides 80

# Lecture Plan

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# Executing Instructions

What does it mean for a program  
to execute?

# Executing Instructions

So far:

- Program values can be stored in memory or registers.
- Assembly instructions read/write values back and forth between registers (on the CPU) and memory.
- Assembly instructions are also stored in memory.


Today:

- **Who controls the instructions?**  
How do we know what to do now or next?

Answer:

- The **program counter (PC)**, %rip.

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55



# Register Responsibilities

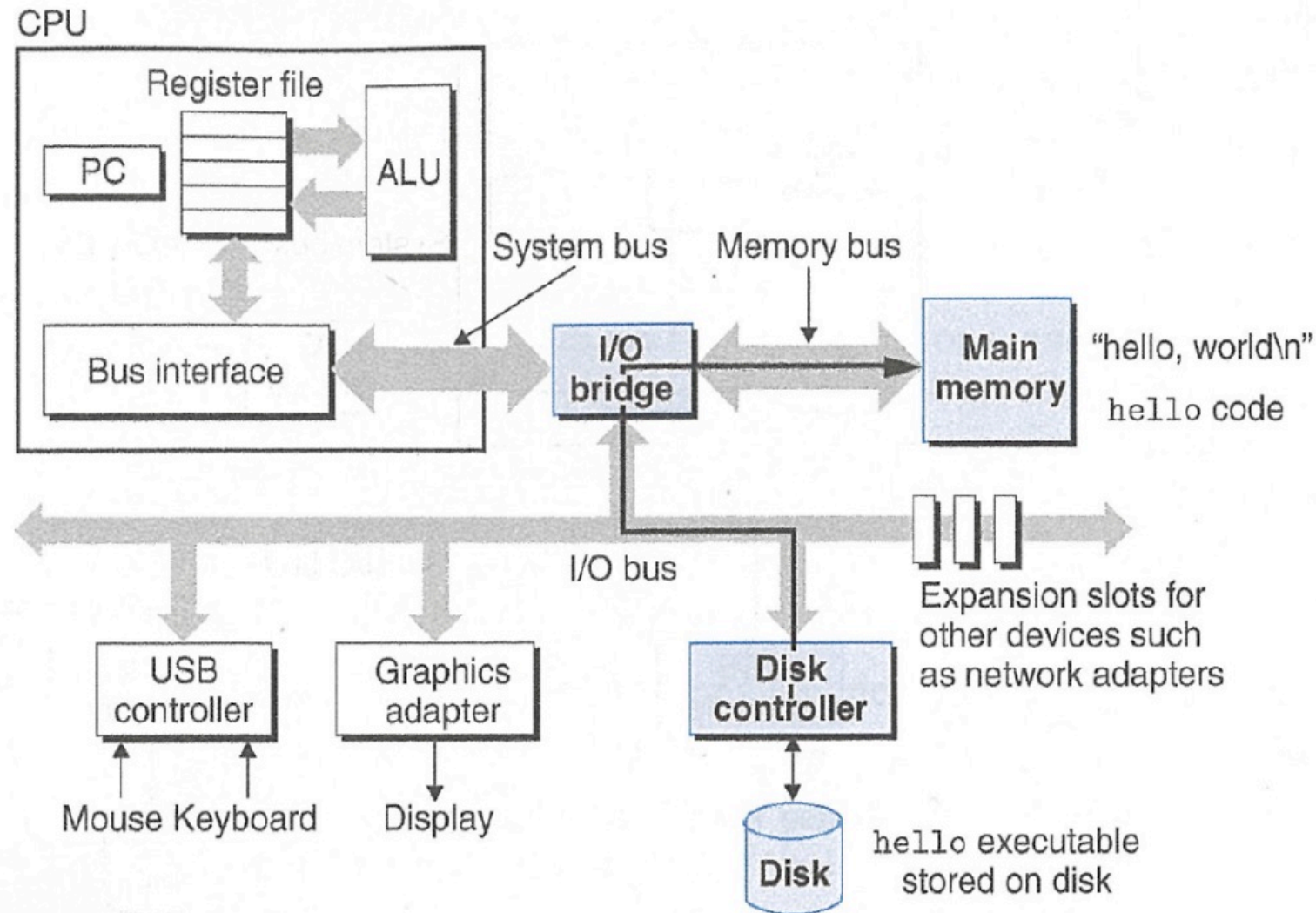
Some registers take on special responsibilities during program execution.

- `%rax` stores the return value
- `%rdi` stores the first parameter to a function
- `%rsi` stores the second parameter to a function
- `%rdx` stores the third parameter to a function
- **`%rip`** stores the address of the next instruction to execute
- `%rsp` stores the address of the current top of the stack

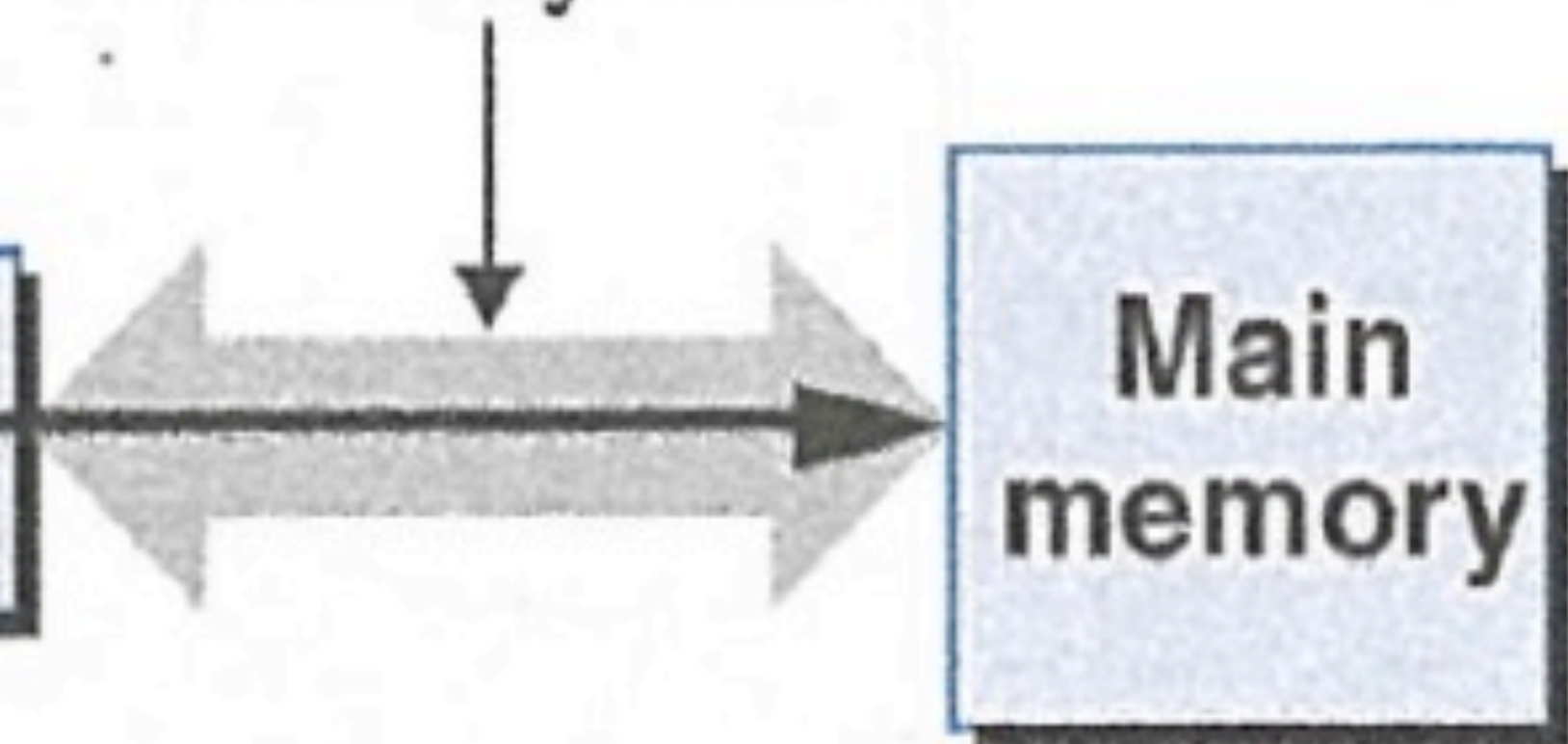
See the x86-64 Guide and Reference Sheet on the Resources webpage for more!



# Instructions Are Just Bytes!

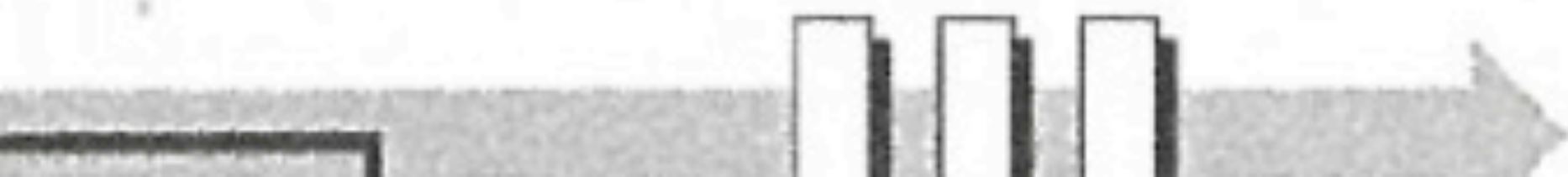


Memory bus

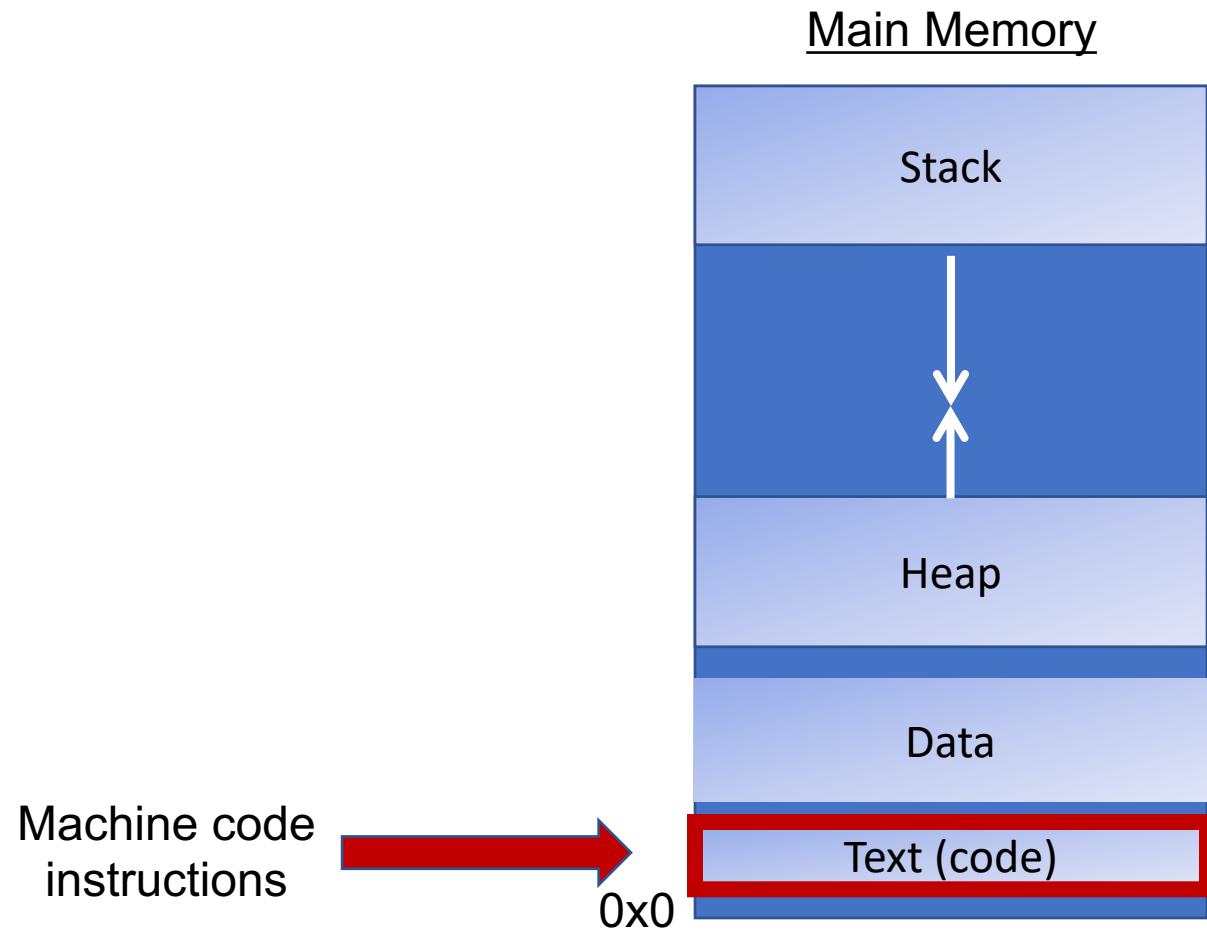


"hello, world\n"

hello code



# Instructions Are Just Bytes!

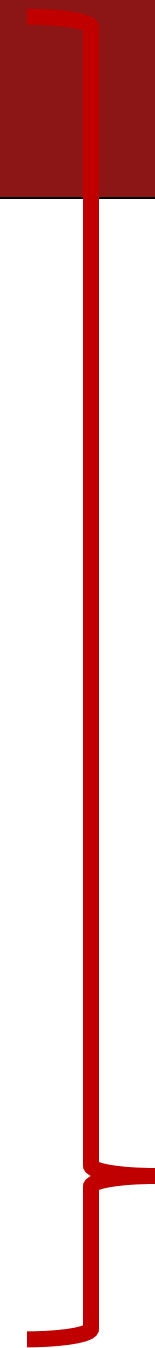


# %ori

00000000004004ed <loop>:

```
4004ed: 55          push  %rbp
4004ee: 48 89 e5    mov   %rsp,%rbp
4004f1: c7 45 fc 00 00 00 00  movl  $0x0,-0x4(%rbp)
4004f8: 83 45 fc 01  addl  $0x1,-0x4(%rbp)
4004fc: eb fa      jmp   4004f8 <loop+0xb>
```

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55



## Main Memory



# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

The **program counter** (PC), known as %rip in x86-64, stores the address in memory of the *next instruction* to be executed.

0x4004ed

%rip

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

The **program counter** (PC), known as %rip in x86-64, stores the address in memory of the *next instruction* to be executed.

0x4004ee

%rip

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

→ 4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

The **program counter** (PC), known as %rip in x86-64, stores the address in memory of the **next instruction** to be executed.

0x4004f1

%rip

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>



The **program counter** (PC), known as %rip in x86-64, stores the address in memory of the **next instruction** to be executed.

0x4004f8

%rip

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55



# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

0x4004fc

%rip

The **program counter** (PC), known as %rip in x86-64, stores the address in memory of the **next instruction** to be executed.

# %rip

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

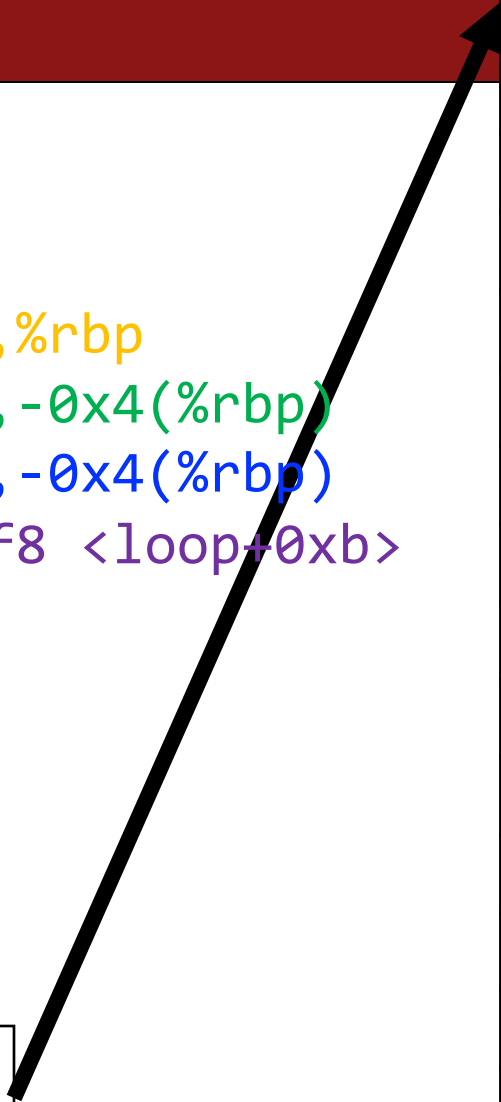


Special hardware sets the program counter to the next instruction:

%rip += size of bytes of current instruction

0x4004fc

%rip



4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

# Going In Circles

- How can we use this representation of execution to represent e.g. a **loop**?
- **Key Idea:** we can "interfere" with `%rip` and set it back to an earlier instruction!

# Jump!

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

0x4004fc

%rip

The **jmp** instruction is an **unconditional jump** that sets the program counter to the **jump target** (the operand).

# Jump!

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

The **jmp** instruction is an **unconditional jump** that sets the program counter to the **jump target** (the operand).

0x4004fc

%rip

# Jump!

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

0x4004fc

%rip

The **jmp** instruction is an **unconditional jump** that sets the program counter to the **jump target** (the operand).

# Jump!

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>



The **jmp** instruction is an **unconditional jump** that sets the program counter to the **jump target** (the operand).

0x4004fc

%rip

4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55

# Jump!

00000000004004ed <loop>:

4004ed: 55

4004ee: 48 89 e5

4004f1: c7 45 fc 00 00 00 00

4004f8: 83 45 fc 01

4004fc: eb fa

push %rbp

mov %rsp,%rbp

movl \$0x0,-0x4(%rbp)

addl \$0x1,-0x4(%rbp)

jmp 4004f8 <loop+0xb>

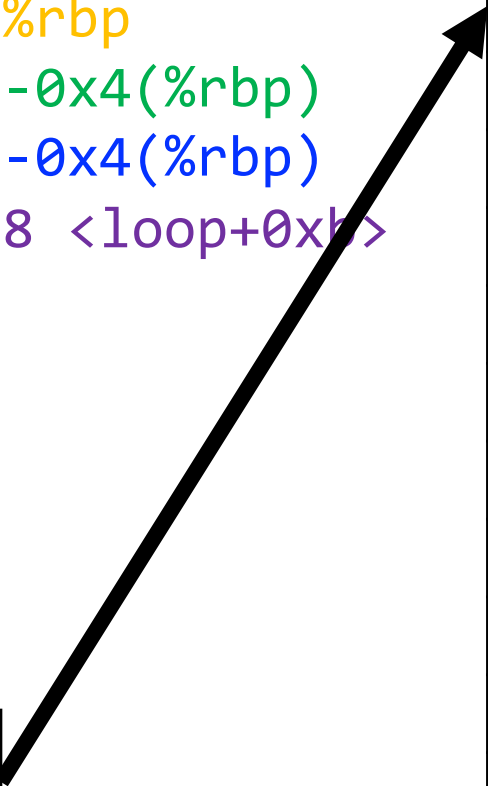


This assembly represents an infinite loop in C!

```
while (true) {...}
```

0x4004fc

%rip



4004fd	fa
4004fc	eb
4004fb	01
4004fa	fc
4004f9	45
4004f8	83
4004f7	00
4004f6	00
4004f5	00
4004f4	00
4004f3	fc
4004f2	45
4004f1	c7
4004f0	e5
4004ef	89
4004ee	48
4004ed	55



# jmp

The **jmp** instruction jumps to another instruction in the assembly code (“Unconditional Jump”).

**jmp Label**            **(Direct Jump)**  
**jmp \*Operand**       **(Indirect Jump)**

The destination can be hardcoded into the instruction (direct jump):

```
jmp 404f8 <loop+0xb> # jump to instruction at 0x404f8
```

The destination can also be one of the usual operand forms (indirect jump):

```
jmp *%rax            # jump to instruction at address in %rax
```

# “Interfering” with %rip

## 1. How do we repeat instructions in a loop?

`jmp [target]`

- A 1-step unconditional jump (always jump when we execute this instruction)

What if we want a **conditional jump**?

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# Control

- In C, we have control flow statements like **if**, **else**, **while**, **for**, etc. to write programs that are more expressive than just one instruction following another.
- This is *conditional execution of statements*: executing statements if one condition is true, executing other statements if one condition is false, etc.
- How is this represented in assembly?

# Control

```
if (x > y) {  
    // a  
}  
else {  
    // b  
}
```

In Assembly:

1. Calculate the condition result
2. Based on the result, go to a or b

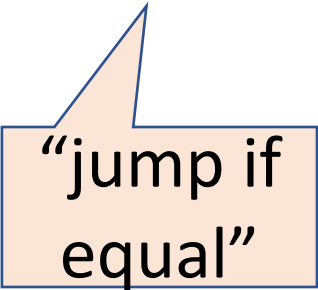
# Control

- In assembly, it takes more than one instruction to do these two steps.
- Most often: 1 instruction to calculate the condition, 1 to conditionally jump

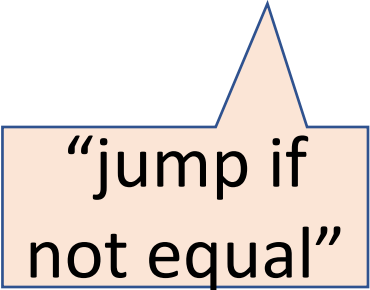
Common Pattern:

1. **cmp S1, S2** // compare two values

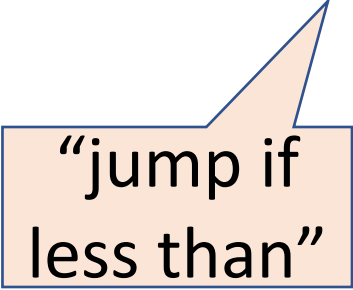
2. **je [target]** or **jne [target]** or **jl [target]** or ... // conditionally jump



“jump if  
equal”



“jump if  
not equal”



“jump if  
less than”

# Conditional Jumps

There are also variants of **jmp** that jump only if certain conditions are true (“Conditional Jump”). The jump location for these must be hardcoded into the instruction.

Instruction	Synonym	Set Condition
<code>je Label</code>	<code>jz</code>	Equal / zero
<code>jne Label</code>	<code>jnz</code>	Not equal / not zero
<code>js Label</code>		Negative
<code>jns Label</code>		Nonnegative
<code>jg Label</code>	<code>jnl</code>	Greater (signed >)
<code>jge Label</code>	<code>jnl</code>	Greater or equal (signed >=)
<code>jl Label</code>	<code>jnge</code>	Less (signed <)
<code>jle Label</code>	<code>jng</code>	Less or equal (signed <=)
<code>ja Label</code>	<code>jnbe</code>	Above (unsigned >)
<code>jae Label</code>	<code>jnb</code>	Above or equal (unsigned >=)
<code>jb Label</code>	<code>jnae</code>	Below (unsigned <)
<code>jbe Label</code>	<code>jna</code>	Below or equal (unsigned <=)

# Control

Read `cmp S1,S2` as “compare S2 to S1”:

```
// Jump if %edi > 2  
cmp $2, %edi  
jg [target]
```

```
// Jump if %edi != 3  
cmp $3, %edi  
jne [target]
```

```
// Jump if %edi == 4  
cmp $4, %edi  
je [target]
```

```
// Jump if %edi <= 1  
cmp $1, %edi  
jle [target]
```



# Control

Read `cmp S1,S2` as “compare *S2* to *S1*”:

```
// Jump if %edi > 2  
cmp $2, %edi  
jg [target]
```

```
// Jump if %edi == 4  
cmp $4, %edi  
je [target]
```

```
// Jump if %edi != 3  
cmp $3, %edi  
jne [target]
```

```
// Jump if %edi <= 1
```

Wait a minute – how does the jump instruction know anything about the compared values in the earlier instruction?

# Control

- The CPU has special registers called *condition codes* that are like “global variables”. They *automatically* keep track of information about the most recent arithmetic or logical operation.
  - **cmp** compares via calculation (subtraction) and info is stored in the condition codes
  - conditional jump instructions look at these condition codes to know whether to jump
- What exactly are the condition codes? How do they store this information?

# Condition Codes

Alongside normal registers, the CPU also has single-bit *condition code* registers. They store the results of the most recent arithmetic or logical operation.

Most common condition codes:

- **CF:** Carry flag. The most recent operation generated a carry out of the most significant bit. Used to detect overflow for unsigned operations.
- **ZF:** Zero flag. The most recent operation yielded zero.
- **SF:** Sign flag. The most recent operation yielded a negative value.
- **OF:** Overflow flag. The most recent operation caused a two's-complement overflow-either negative or positive.

# Condition Codes

Alongside normal registers, the CPU also has single-bit *condition code* registers. They store the results of the most recent arithmetic or logical operation.

*Example: if we calculate  $t = a + b$ , condition codes are set according to:*

- **CF:** Carry flag (Unsigned Overflow).  $(\text{unsigned})\ t < (\text{unsigned})\ a$
- **ZF:** Zero flag (Zero).  $(t == 0)$
- **SF:** Sign flag (Negative).  $(t < 0)$
- **OF:** Overflow flag (Signed Overflow).  $(a < 0 == b < 0) \ \&\& \ (t < 0 \neq a < 0)$

# Setting Condition Codes

The **cmp** instruction is like the subtraction instruction, but it does not store the result anywhere. It just sets condition codes. (**Note** the operand order!)

`CMP S1, S2`

`S2 - S1`

Instruction	Description
<code>cmpb</code>	Compare byte
<code>cmpw</code>	Compare word
<code>cmp<sub>l</sub></code>	Compare double word
<code>cmp<sub>q</sub></code>	Compare quad word

# Control

Read **cmp S1,S2** as “compare S2 to S1”. It calculates  $S2 - S1$  and updates the condition codes with the result.

```
// Jump if %edi > 2
// calculates %edi - 2
cmp $2, %edi
jg [target]
```

```
// Jump if %edi != 3
// calculates %edi - 3
cmp $3, %edi
jne [target]
```

```
// Jump if %edi == 4
// calculates %edi - 4
cmp $4, %edi
je [target]
```

```
// Jump if %edi <= 1
// calculates %edi - 1
cmp $1, %edi
jle [target]
```

# Conditional Jumps

Conditional jumps can look at subsets of the condition codes in order to check their condition of interest.

Instruction	Synonym	Set Condition
<i>je Label</i>	<i>jz</i>	Equal / zero (ZF = 1)
<i>jne Label</i>	<i>jnz</i>	Not equal / not zero (ZF = 0)
<i>js Label</i>		Negative (SF = 1)
<i>jns Label</i>		Nonnegative (SF = 0)
<i>jg Label</i>	<i>jnl</i>	Greater (signed >) (ZF = 0 and SF = OF)
<i>jge Label</i>	<i>jnl</i>	Greater or equal (signed >=) (SF = OF)
<i>jl Label</i>	<i>jnge</i>	Less (signed <) (SF != OF)
<i>jle Label</i>	<i>jng</i>	Less or equal (signed <=) (ZF = 1 or SF != OF)
<i>ja Label</i>	<i>jnb</i>	Above (unsigned >) (CF = 0 and ZF = 0)
<i>jae Label</i>	<i>jnb</i>	Above or equal (unsigned >=) (CF = 0)
<i>jb Label</i>	<i>jnae</i>	Below (unsigned <) (CF = 1)
<i>jbe Label</i>	<i>jna</i>	Below or equal (unsigned <=) (CF = 1 or ZF = 1)

# Setting Condition Codes

The **test** instruction is like **cmp**, but for AND. It does not store the & result anywhere. It just sets condition codes.

TEST S1, S2

S2 & S1

Instruction	Description
testb	Test byte
testw	Test word
testl	Test double word
testq	Test quad word

**Cool trick:** if we pass the same value for both operands, we can check the sign of that value using the **Sign Flag** and **Zero Flag** condition codes!



# Condition Codes

- Previously-discussed arithmetic and logical instructions update these flags. **lea** does not (it was intended only for address computations).
- Logical operations (**xor**, etc.) set carry and overflow flags to zero.
- Shift operations set the carry flag to the last bit shifted out and set the overflow flag to zero.
- For more complicated reasons, **inc** and **dec** set the overflow and zero flags, but leave the carry flag unchanged.

# Exercise 1: Conditional jump

`je target`                      `jump if ZF is 1`

Let `%edi` store `0x10`. Will we jump in the following cases?

`%edi`

`0x10`

- ```
1.  cmp $0x10,%edi
    je  40056f
    add $0x1,%edi
```
- ```
2.  test $0x10,%edi
    je  40056f
    add $0x1,%edi
```



# Exercise 1: Conditional jump

`je target`                      `jump if ZF is 1`

Let `%edi` store `0x10`. Will we jump in the following cases?

`%edi`

`0x10`

1. `cmp $0x10,%edi`  
`je 40056f`  
`add $0x1,%edi`

`S2 - S1 == 0, so jump`

2. `test $0x10,%edi`  
`je 40056f`  
`add $0x1,%edi`

`S2 & S1 != 0, so don't jump`

# Exercise 2: Conditional jump

```
00000000004004d6 <if_then>:
```

```
4004d6: 83 ff 06    cmp    $0x6,%edi
```

```
4004d9: 75 03      jne    4004de <if_then+0x8>
```

```
400rdb: 83 c7 01    add    $0x1,%edi
```

```
4004de: 8d 04 3f    lea   (%rdi,%rdi,1),%eax
```

```
4004e1: c3        retq
```

%edi

0x5

1. What is the value of %rip after executing the jne instruction?

- A. 4004d9
- B. 4004db
- C. 4004de
- D. Other

2. What is the value of %eax when we hit the retq instruction?

- A. 4004e1
- B. 0x2
- C. 0xa
- D. 0xc
- E. Other



# Exercise 2: Conditional jump

```
00000000004004d6 <if_then>:
```

```
4004d6: 83 ff 06    cmp    $0x6,%edi
```

```
4004d9: 75 03      jne    4004de <if_then+0x8>
```

```
400rdb: 83 c7 01    add    $0x1,%edi
```

```
4004de: 8d 04 3f    lea   (%rdi,%rdi,1),%eax
```

```
4004e1: c3        retq
```

%edi

0x5

1. What is the value of %rip after executing the jne instruction?

A. 4004d9

B. 4004db

C. 4004de

D. Other

2. What is the value of %eax when we hit the retq instruction?

A. 4004e1

B. 0x2

C. 0xa

D. 0xc

E. Other

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# If Statements

How can we use instructions like **cmp** and *conditional jumps* to implement if statements in assembly?

# Practice: Fill In The Blank

```
int if_then(int param1) { 00000000004004d6 <if_then>:
    if ( _____ ) {    4004d6:    cmp    $0x6,%edi
        _____;      4004d9:    jne    4004de
    }                      4004db:    add    $0x1,%edi
                            4004de:    lea   (%rdi,%rdi,1),%eax
    return _____;    4004e1:    retq
}
```





# Practice: Fill In The Blank

```
int if_then(int param1) { 00000000004004d6 <if_then>:
    if ( param1 == 6 ) {   4004d6:    cmp    $0x6,%edi
        param1++;         4004d9:    jne   4004de
    }                     4004db:    add    $0x1,%edi
                            4004de:    lea   (%rdi,%rdi,1),%eax
    return param1 * 2;    4004e1:    retq
}
```



# Common If-Else Construction

## If-Else In C

```
if (arg > 3) {  
    ret = 10;  
} else {  
    ret = 0;  
}
```

```
ret++;
```

## If-Else In Assembly pseudocode

Test

Jump to else-body if test fails

If-body

Jump to past else-body

Else-body

Past else body

# Practice: Fill in the Blank

## If-Else In C

```
if ( _____ ) {  
    _____;  
} else {  
    _____;  
}  
_____;
```

```
400552 <+0>:  cmp    $0x3,%edi  
400555 <+3>:  jle    0x40055e <if_else+12>  
400557 <+5>:  mov    $0xa,%eax  
40055c <+10>: jmp    0x400563 <if_else+17>  
40055e <+12>: mov    $0x0,%eax  
400563 <+17>: add    $0x1,%eax
```

## If-Else In Assembly pseudocode

Test

Jump to else-body if test fails

If-body

Jump to past else-body

Else-body

Past else body



# Practice: Fill in the Blank

## If-Else In C

```
if ( arg > 3 ) {  
    ret = 10;  
} else {  
    ret = 0;  
}  
ret++;
```

```
400552 <+0>:  cmp    $0x3,%edi  
400555 <+3>:  jle    0x40055e <if_else+12>  
400557 <+5>:  mov    $0xa,%eax  
40055c <+10>: jmp    0x400563 <if_else+17>  
40055e <+12>: mov    $0x0,%eax  
400563 <+17>: add    $0x1,%eax
```

## If-Else In Assembly pseudocode

Test

Jump to else-body if test fails

If-body

Jump to past else-body

Else-body

Past else body

# Lecture Plan

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# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov     $0x0,%eax  
0x0000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x0000000000400577 <+7>:    add     $0x1,%eax  
0x000000000040057a <+10>:   cmp     $0x63,%eax  
0x000000000040057d <+13>:   jle     0x400577 <loop+7>  
0x000000000040057f <+15>:   repz   retq
```

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov    $0x0,%eax  
0x0000000000400575 <+5>:    jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>:    add    $0x1,%eax  
0x000000000040057a <+10>:   cmp    $0x63,%eax  
0x000000000040057d <+13>:   jle    0x400577 <loop+7>  
0x000000000040057f <+15>:   repz  retq
```

Set %eax (i) to 0.

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov    $0x0,%eax  
0x0000000000400575 <+5>:    jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>:    add    $0x1,%eax  
0x000000000040057a <+10>:   cmp    $0x63,%eax  
0x000000000040057d <+13>:   jle    0x400577 <loop+7>  
0x000000000040057f <+15>:   repz  retq
```

Jump to another instruction.



# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov     $0x0,%eax  
0x0000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x0000000000400577 <+7>:    add     $0x1,%eax  
0x000000000040057a <+10>:   cmp     $0x63,%eax  
0x000000000040057d <+13>:   jle     0x400577 <loop+7>  
0x000000000040057f <+15>:   repz   retq
```

Compare %eax (i) to 0x63 (99) by calculating %eax – 0x63. This is  $0 - 99 = -99$ , so it sets the Sign Flag to 1.

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov     $0x0,%eax  
0x0000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x0000000000400577 <+7>:    add     $0x1,%eax  
0x000000000040057a <+10>:   cmp     $0x63,%eax  
0x000000000040057d <+13>:   jle     0x400577 <loop+7>  
0x000000000040057f <+15>:   repz   retq
```

**jle** means “jump if less than or equal”. This jumps if `%eax <= 0x63`. The flags indicate this is true, so we jump.

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov    $0x0,%eax  
0x0000000000400575 <+5>:    jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>:    add    $0x1,%eax  
0x000000000040057a <+10>:   cmp    $0x63,%eax  
0x000000000040057d <+13>:   jle    0x400577 <loop+7>  
0x000000000040057f <+15>:   repz  retq
```

Add 1 to %eax (i).

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov    $0x0,%eax  
0x0000000000400575 <+5>:    jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>:    add    $0x1,%eax  
0x000000000040057a <+10>:   cmp    $0x63,%eax  
0x000000000040057d <+13>:   jle    0x400577 <loop+7>  
0x000000000040057f <+15>:   repz  retq
```

Compare %eax (i) to 0x63 (99) by calculating %eax – 0x63. This is  $1 - 99 = -98$ , so it sets the Sign Flag to 1.

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov     $0x0,%eax  
0x0000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x0000000000400577 <+7>:    add     $0x1,%eax  
0x000000000040057a <+10>:   cmp     $0x63,%eax  
0x000000000040057d <+13>:   jle     0x400577 <loop+7>  
0x000000000040057f <+15>:   repz   retq
```

**jle** means “jump if less than or equal”. This jumps if `%eax <= 0x63`. The flags indicate this is true, so we jump.

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov     $0x0,%eax  
0x0000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x0000000000400577 <+7>:    add     $0x1,%eax  
0x000000000040057a <+10>:   cmp     $0x63,%eax  
0x000000000040057d <+13>:   jle     0x400577 <loop+7>  
0x000000000040057f <+15>:   repz   retq
```

We continue in this pattern until we do not make this conditional jump. When will that be?

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x000000000400570 <+0>:    mov     $0x0,%eax  
0x000000000400575 <+5>:    jmp     0x40057a <loop+10>  
0x000000000400577 <+7>:    add     $0x1,%eax  
0x00000000040057a <+10>:   cmp     $0x63,%eax  
0x00000000040057d <+13>:   jle     0x400577 <loop+7>  
0x00000000040057f <+15>:   repz   retq
```

We will stop looping when this comparison says that  $\%eax - 0x63 > 0!$

# Loops and Control Flow

```
void loop() {  
    int i = 0;  
    while (i < 100) {  
        i++;  
    }  
}
```

```
0x0000000000400570 <+0>:    mov    $0x0,%eax  
0x0000000000400575 <+5>:    jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>:    add    $0x1,%eax  
0x000000000040057a <+10>:   cmp    $0x63,%eax  
0x000000000040057d <+13>:   jle    0x400577 <loop+7>  
0x000000000040057f <+15>:   repz  retq
```

Then, we return from the function.



# Common While Loop Construction

C

```
while (test) {  
    body  
}
```

Assembly

Jump to test

Body

Test

Jump to body if success

## From Previous Slide:

```
0x0000000000400570 <+0>: mov    $0x0,%eax  
0x0000000000400575 <+5>: jmp    0x40057a <loop+10>  
0x0000000000400577 <+7>: add    $0x1,%eax  
0x000000000040057a <+10>: cmp    $0x63,%eax  
0x000000000040057d <+13>: jle    0x400577 <loop+7>  
0x000000000040057f <+15>: repz  retq
```

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# Common For Loop Construction

## C For loop

```
for (init; test; update) {  
    body  
}
```

## C Equivalent While Loop

```
init  
while(test) {  
    body  
    update  
}
```

## Assembly pseudocode



**Init**

Jump to test

**Body**



**Update**

**Test**

**Jump to body if success**

For loops and while loops are treated (essentially) the same when compiled down to assembly.

# Back to Our First Assembly

```
int sum_array(int arr[], int nelems) {  
    int sum = 0;  
    for (int i = 0; i < nelems; i++) {  
        sum += arr[i];  
    }  
    return sum;  
}
```

```
00000000004005b6 <sum_array>:  
4005b6:      mov     $0x0,%edx  
4005bb<+5>:  mov     $0x0,%eax  
4005c0<+10>: jmp     4005cb <sum_array+21>  
4005c2<+12>: movslq %edx,%rcx  
4005c5<+15>: add     (%rdi,%rcx,4),%eax  
4005c8<+18>: add     $0x1,%edx  
4005cb<+21>: cmp     %esi,%edx  
4005cd<+23>: jl     4005c2 <sum_array+12>  
4005cf<+25>: repz   retq
```

1. Which register is C code's sum?
2. Which register is C code's i?
3. Which assembly instruction is C code's `sum += arr[i]`?
4. What are the `cmp` and `jl` instructions doing?  
(`jl`: jump less; signed <)



# Demo: GDB and Assembly



sum\_array.c

# `gdb tips`



`layout split` (ctrl-x a: exit,  
ctrl-l: resize)

`info reg`

`p $eax`

`p $eflags`

`b *0x400546`

`b *0x400550 if $eax > 98`

`ni`

`si`

View C, assembly, and gdb (lab5)

Print all registers

Print register value

Print all condition codes currently set

Set breakpoint at assembly instruction

Set **conditional breakpoint**

Next assembly instruction

Step into assembly instruction (will step into function calls)

# **gdb tips**



`p/x $rdi`

Print register value in hex

`p/t $rsi`

Print register value in binary

`x $rdi`

Examine the byte stored at this address

`x/4bx $rdi`

Examine 4 bytes starting at this address

`x/4wx $rdi`

Examine 4 ints starting at this address

# Lecture Plan

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# Condition Code-Dependent Instructions

There are three common instruction types that use condition codes:

- **jmp** instructions conditionally jump to a different next instruction
- **set** instructions conditionally set a byte to 0 or 1
- new versions of **mov** instructions conditionally move data

# set: Read condition codes

**set** instructions conditionally set a byte to 0 or 1.

- Reads current state of flags
- Destination is a single-byte register (e.g., %al) or single-byte memory location
- Does not perturb other bytes of register
- Typically followed by movzbl to zero those bytes

```
int small(int x) {  
    return x < 16;  
}
```

```
cmp $0xf,%edi  
setle %al  
movzbl %al, %eax  
retq
```

# set: Read condition codes

Instruction	Synonym	Set Condition (1 if true, 0 if false)
sete D	setz	Equal / zero
setne D	setnz	Not equal / not zero
sets D		Negative
setns D		Nonnegative
setg D	setnle	Greater (signed >)
setge D	setnl	Greater or equal (signed >=)
setl D	setnge	Less (signed <)
setle D	setng	Less or equal (signed <=)
seta D	setnbe	Above (unsigned >)
setae D	setnb	Above or equal (unsigned >=)
setb D	setnae	Below (unsigned <)
setbe D	setna	Below or equal (unsigned <=)

# `cmov`: Conditional move

`cmovx src, dst` conditionally moves data in `src` to data in `dst`.

- Mov `src` to `dst` if condition `x` holds; no change otherwise
- `src` is memory address/register, `dst` is register
- May be more efficient than branch (i.e., jump)
- Often seen with C ternary operator: `result = test ? then: else;`

```
int max(int x, int y) {  
    return x > y ? x : y;  
}
```

```
cmp    %edi,%esi  
mov    %edi, %eax  
cmovge %esi, %eax  
retq
```

# cmov: Conditional move

Instruction	Synonym	Move Condition
cmovz S,R	cmovz	Equal / zero (ZF = 1)
cmovne S,R	cmovnz	Not equal / not zero (ZF = 0)
cmovs S,R		Negative (SF = 1)
cmovns S,R		Nonnegative (SF = 0)
cmovg S,R	cmovnl	Greater (signed >) (SF = 0 and SF = OF)
cmovge S,R	cmovnl	Greater or equal (signed >=) (SF = OF)
cmovl S,R	cmovnge	Less (signed <) (SF != OF)
cmovle S,R	cmovng	Less or equal (signed <=) (ZF = 1 or SF != OF)
cmova S,R	cmovnbe	Above (unsigned >) (CF = 0 and ZF = 0)
cmovae S,R	cmovnb	Above or equal (unsigned >=) (CF = 0)
cmovb S,R	cmovnae	Below (unsigned <) (CF = 1)
cmovbe S,R	cmovna	Below or equal (unsigned <=) (CF = 1 or ZF = 1)

# Last Lab: Conditional Move

```
int signed_division(int x) {  
    return x / 4;  
}
```

---

signed\_division:

```
leal 3(%rdi), %eax
```

Put  $x + 3$  into %eax

```
testl %edi, %edi
```

Check the sign of x

```
cmovns %edi, %eax
```

If x is positive, put x into %eax

```
sarl $2, %eax
```

Divide %eax by 4

```
ret
```

# Recap

- Assembly Execution and %rip
- Control Flow Mechanics
  - Condition Codes
  - Assembly Instructions
- If statements
- Loops
  - While loops
  - For loops
- Other Instructions That Depend On Condition Codes

**Next time:** Function calls in assembly

# Live Session Slides

Post any questions you have to the lecture thread on the discussion forum for today's lecture!

Assembly reference sheet: <http://cs107.stanford.edu/resources/x86-64-reference.pdf>



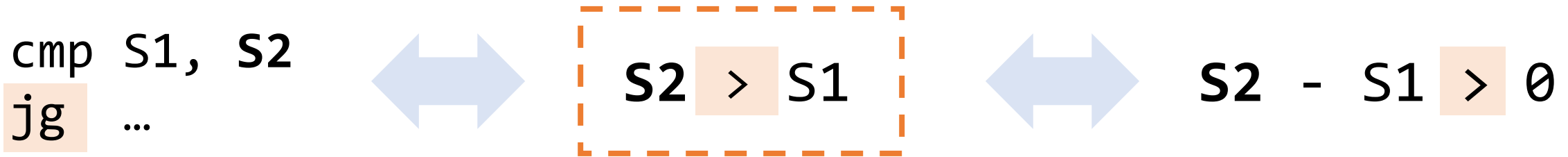
# Plan For Today

- **10 minutes:** general review
- **5 minutes:** post questions or comments on Ed for what we should discuss
- **15 minutes:** open Q&A
- **25 minutes:** extra practice

**Lecture 12 takeaway: We represent control flow in assembly by storing information in condition codes and having instructions that act differently depending on the condition code values. Loops and conditionals commonly use cmp or test along with jumps to conditionally skip over or repeat assembly instructions.**

# ★ How to remember cmp/jmp

- CMP S1, S2 is  $S2 - S1$  (just sets condition codes). **But generally:**



- Much less important to remember exact condition codes
  - Yes, they fully explain conditional jmp...
  - ...but more important to know how to translate assembly back into C
  - If you're interested, B&O p. 206 has details

Instruction	Synonym	Jump condition	Description
<code>jmp Label</code>		1	Direct jump
<code>jmp *Operand</code>		1	Indirect jump
<code>je Label</code>	<code>jz</code>	ZF	Equal / zero
<code>jne Label</code>	<code>jnz</code>	$\sim$ ZF	Not equal / not zero
<code>js Label</code>		SF	Negative
<code>jns Label</code>		$\sim$ SF	Nonnegative
<code>jg Label</code>	<code>jnl</code>	$\sim$ (SF ^ OF) & $\sim$ ZF	Greater (signed >)
<code>jge Label</code>	<code>jnl</code>	$\sim$ (SF ^ OF)	Greater or equal (signed >=)
<code>jl Label</code>	<code>jnge</code>	SF ^ OF	Less (signed <)
<code>jle Label</code>	<code>jng</code>	(SF ^ OF)   ZF	Less or equal (signed <=)
<code>ja Label</code>	<code>jnb</code>	$\sim$ CF & $\sim$ ZF	Above (unsigned >)
<code>jae Label</code>	<code>jnb</code>	$\sim$ CF	Above or equal (unsigned >=)
<code>jb Label</code>	<code>jnae</code>	CF	Below (unsigned <)
<code>jbe Label</code>	<code>jna</code>	CF   ZF	Below or equal (unsigned <=)

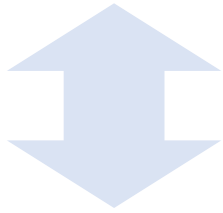
**Figure 3.15** The jump instructions. These instructions jump to a labeled destination when the jump condition holds. Some instructions have "synonyms," alternate names for the same machine instruction.

# ★ Remember test exists

- TEST S1, S2 is S2 & S1

```
test %edi, %edi
```

```
jns ...
```



%edi & %edi is nonnegative

%edi is nonnegative

Instruction	Synonym	Jump condition	Description
jmp <i>Label</i>		1	Direct jump
jmp <i>*Operand</i>		1	Indirect jump
je <i>Label</i>	jz	ZF	Equal / zero
jne <i>Label</i>	jnz	~ZF	Not equal / not zero
js <i>Label</i>		SF	Negative
jns <i>Label</i>		~SF	Nonnegative
jg <i>Label</i>	jnle	~(SF ^ OF) & ~ZF	Greater (signed >)
jge <i>Label</i>	jnl	~(SF ^ OF)	Greater or equal (signed >=)
j1 <i>Label</i>	jnge	SF ^ OF	Less (signed <)
jle <i>Label</i>	jng	(SF ^ OF)   ZF	Less or equal (signed <=)
ja <i>Label</i>	jnbe	~CF & ~ZF	Above (unsigned >)
jae <i>Label</i>	jnb	~CF	Above or equal (unsigned >=)
jb <i>Label</i>	jnae	CF	Below (unsigned <)
jbe <i>Label</i>	jna	CF   ZF	Below or equal (unsigned <=)

**Figure 3.15** The jump instructions. These instructions jump to a labeled destination when the jump condition holds. Some instructions have “synonyms,” alternate names for the same machine instruction.

# Plan For Today

- **10 minutes:** general review
- **5 minutes:** post questions or comments on Ed for what we should discuss
- **15 minutes:** open Q&A
- **25 minutes:** extra practice

**Lecture 12 takeaway: We represent control flow in assembly by storing information in condition codes and having instructions that act differently depending on the condition code values. Loops and conditionals commonly use cmp or test along with jumps to conditionally skip over or repeat assembly instructions.**

# Practice: Fill in the blanks

```
long loop(long a, long b) {  
    long result = ___(1)___;  
    while (___(2)___) {  
        result = ___(3)___;  
        a = ___(4)___;  
    }  
    return result;  
}
```

```
<+0>:    mov    $0x1,%eax  
<+5>:    cmp    %rsi,%rdi  
<+8>:    jge   0x1151 <loop+24>  
<+10>:   lea   (%rdi,%rsi,1),%rdx  
<+14>:   imul %rdx,%rax  
<+18>:   add   $0x1,%rdi  
<+22>:   jmp   0x113e <loop+5>  
<+24>:   retq
```

## Common while loop construction:

Jump to test

Body

Test

Jump to body if success

## Another while loop construction:

Test

Jump past loop if fails

Body

Jump to test



# Practice: Fill in the blanks

```
long loop(long a, long b) {  
    long result = ___(1)___;  
    while (___(2)___) {  
        result = ___(3)___;  
        a = ___(4)___;  
    }  
    return result;  
}
```

```
<+0>:    mov    $0x1,%eax  
<+5>:    cmp    %rsi,%rdi  
<+8>:    jge    0x1151 <loop+24>  
<+10>:   lea   (%rdi,%rsi,1),%rdx  
<+14>:   imul  %rdx,%rax  
<+18>:   add   $0x1,%rdi  
<+22>:   jmp   0x113e <loop+5>  
<+24>:   retq
```

## Another while loop construction:

Test

Jump past loop if fails

Body

Jump to test



# Practice: Fill in the blanks

```
long loop(long a, long b) {  
    long result = _____;  
    while (_____) {  
        result = _____;  
        a = _____;  
    }  
    return result;  
}
```

```
<+0>:    mov    $0x1,%eax  
  
<+5>:    cmp    %rsi,%rdi  
<+8>:    jge   0x1151 <loop+24>  
  
<+10>:   lea   (%rdi,%rsi,1),%rdx  
<+14>:   imul  %rdx,%rax  
<+18>:   add   $0x1,%rdi  
  
<+22>:   jmp   0x113e <loop+5>  
  
<+24>:   retq
```

# Practice: Fill in the blanks

```
long loop(long a, long b) {  
    long result = 1;  
    while (a < b) {  
        result = result*(a+b);  
        a = a + 1;  
    }  
    return result;  
}
```

```
<+0>:    mov    $0x1,%eax  
  
<+5>:    cmp    %rsi,%rdi  
<+8>:    jge   0x1151 <loop+24>  
  
<+10>:   lea   (%rdi,%rsi,1),%rdx  
<+14>:   imul  %rdx,%rax  
<+18>:   add   $0x1,%rdi  
  
<+22>:   jmp   0x113e <loop+5>  
  
<+24>:   retq
```



# test practice: What's the C code?

```
0x400546 <test_func> test %edi,%edi
0x400548 <test_func+2> jns 0x400550 <test_func+10>
0x40054a <test_func+4> mov $0xfed,%eax
0x40054f <test_func+9> retq
0x400550 <test_func+10> mov $0xaabbccdd,%eax
0x400555 <test_func+15> retq
```



# test practice: What's the C code?

```
0x400546 <test_func>    test    %edi,%edi
0x400548 <test_func+2>    jns    0x400550 <test_func+10>
0x40054a <test_func+4>    mov    $0xfeed,%eax
0x40054f <test_func+9>    retq
0x400550 <test_func+10>   mov    $0xaabbccdd,%eax
0x400555 <test_func+15>   retq
```

```
int test_func(int x) {
    if (x < 0) {
        return 0xfeed;
    }
    return 0xaabbccdd;
}
```

(or anything  
like this)

# Practice: "Escape Room"

```
<escape_room+0>    lea    (%rdi,%rdi,1),%eax
<escape_room+3>    cmp    $0x5,%eax
<escape_room+6>    jg     0x114c <escape_room+19>
<escape_room+8>    cmp    $0x1,%edi
<escape_room+11>   je     0x1152 <escape_room+25>
<escape_room+13>   mov    $0x0,%eax
<escape_room+18>   retq
<escape_room+19>   mov    $0x1,%eax
<escape_room+24>   retq
<escape_room+25>   mov    $0x1,%eax
<escape_room+30>   retq
```

What must be passed to the escapeRoom function such that it returns true (1) and not false (0)?

You don't have to reverse-engineer C code exactly!

***Just figure out the big picture!***

# Practice: "Escape Room"

```
<escape_room+0>    lea    (%rdi,%rdi,1),%eax
<escape_room+3>    cmp    $0x5,%eax
<escape_room+6>    jg     0x114c <escape_room+19>
<escape_room+8>    cmp    $0x1,%edi
<escape_room+11>   je     0x1152 <escape_room+25>
<escape_room+13>   mov    $0x0,%eax
<escape_room+18>   retq
<escape_room+19>   mov    $0x1,%eax
<escape_room+24>   retq
<escape_room+25>   mov    $0x1,%eax
<escape_room+30>   retq
```

What must be passed to the escapeRoom function such that it returns true (1) and not false (0)?

**First param > 2 or == 1.**