



Machine-Level Programming II: Control

18-213/18-613: Introduction to Computer Systems
5th Lecture, January 29, 2024

Announcements

- **Lab 1 due today 11:59 pm ET**
- **Lab 2 (bomblab) released today, due Thurs 2/8/2024**
 - Turns in automatically via Autolab
- **Homework 2 is due Thurs 2/1/2024**
- **Homework 3 released today, due Thurs 2/8/2024**

Today

- **Control: Condition codes** CSAPP 3.6.1 - 3.6.2
- **Conditional branches** CSAPP 3.6.3 - 3.6.6
- **Loops** CSAPP 3.6.7
- **Switch Statements** CSAPP 3.6.8

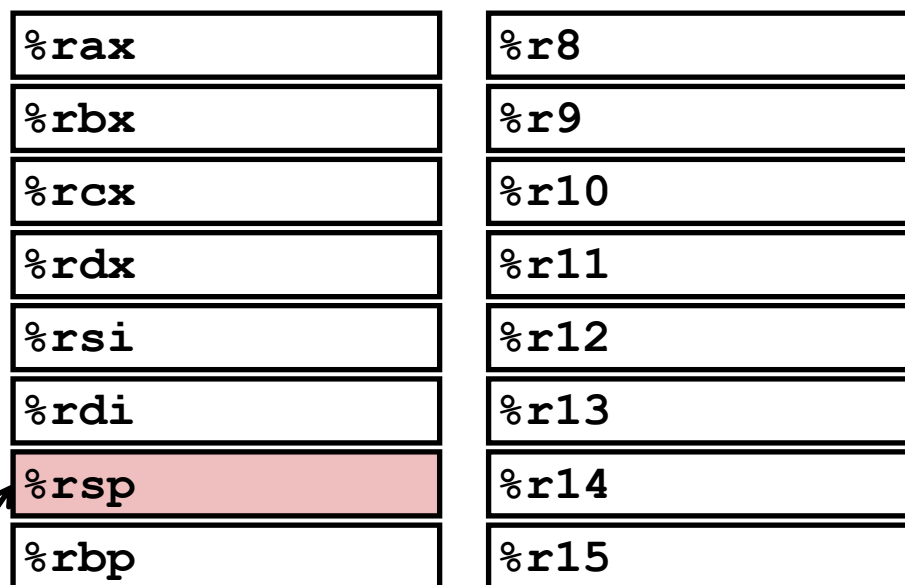
Processor State (x86-64, Partial)

■ Information about currently executing program

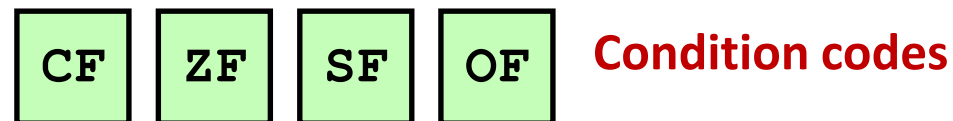
- Temporary data (`%rax`, ...)
- Location of runtime stack (`%rsp`)
- Location of current code control point (`%rip`, ...)
- Status of recent tests (`CF`, `ZF`, `SF`, `OF`)

Current stack top

Registers



`%rip` Instruction pointer



Condition Codes (Implicit Setting)

■ Single bit registers

- **CF** Carry Flag (for unsigned) **SF** Sign Flag (for signed)
- **ZF** Zero Flag **OF** Overflow Flag (for signed)

■ Implicitly set (as side effect) of arithmetic operations

Example: `addq Src, Dest` \leftrightarrow `t = a+b`

CF set if carry/borrow out from most significant bit (unsigned overflow)

ZF set if `t == 0`

SF set if `t < 0` (as signed)

OF set if two's-complement (signed) overflow

`(a>0 && b>0 && t<0) || (a<0 && b<0 && t>=0)`

■ Not set by `lea` instruction

ZF set when

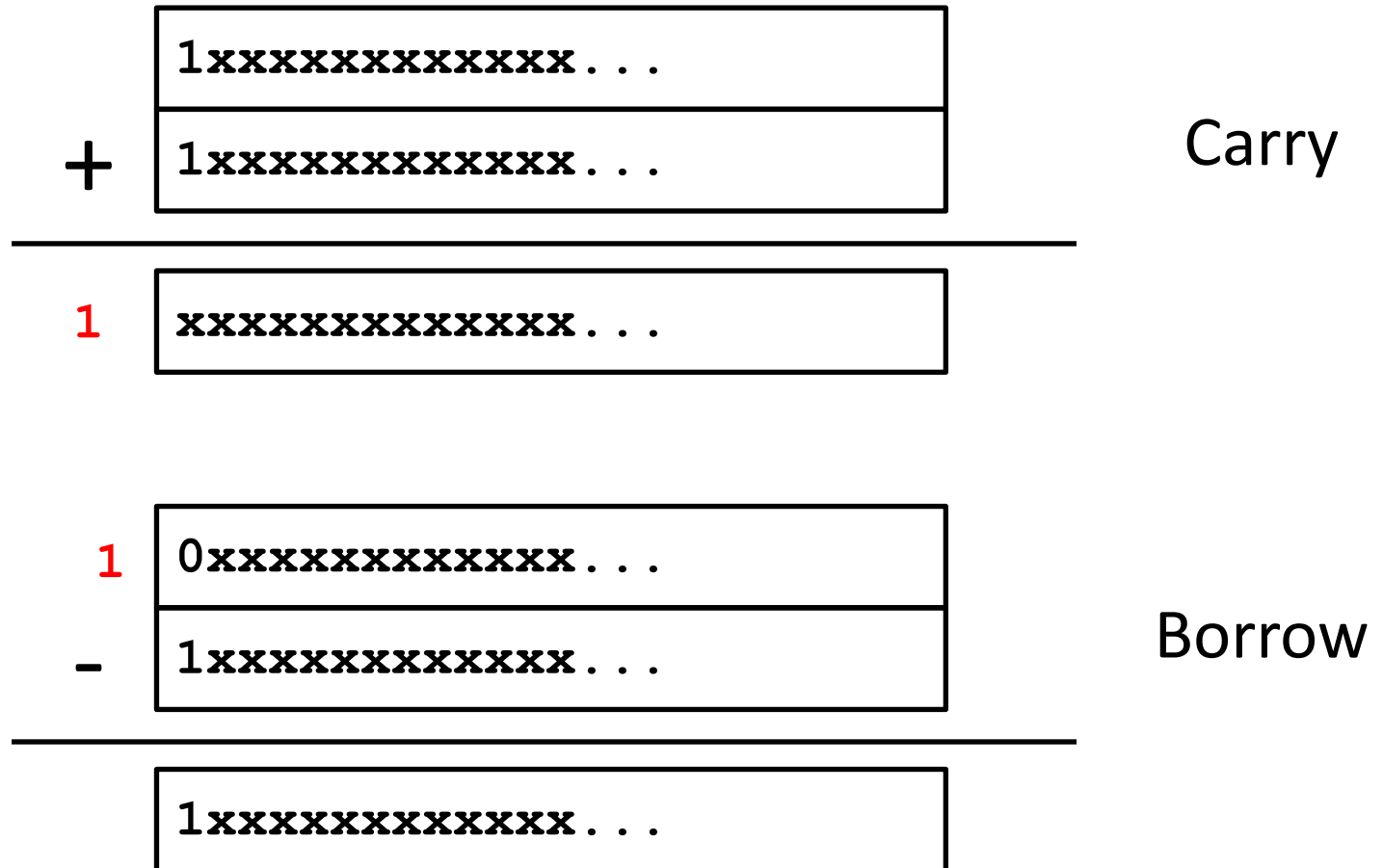
000000000000...000000000000

SF set when

$$\begin{array}{r} \boxed{\text{yxxxxxxxxxxxxxxxxx} \dots} \\ + \boxed{\text{yxxxxxxxxxxxxxxxxx} \dots} \\ \hline \boxed{\text{1xxxxxxxxxxxxxxxxx} \dots} \end{array}$$

For signed arithmetic, this reports when result is a negative number

CF set when

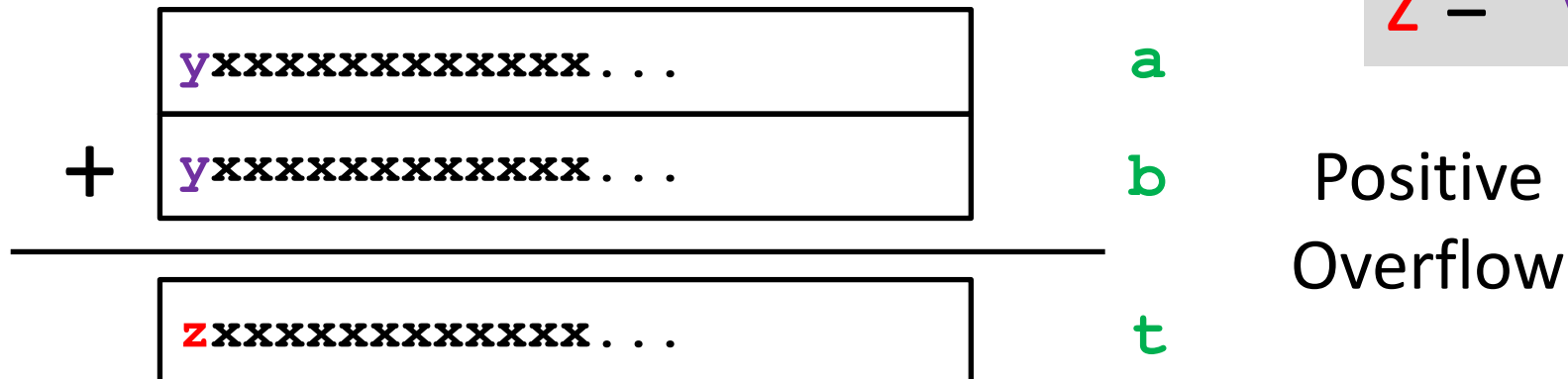


For unsigned arithmetic, this reports overflow

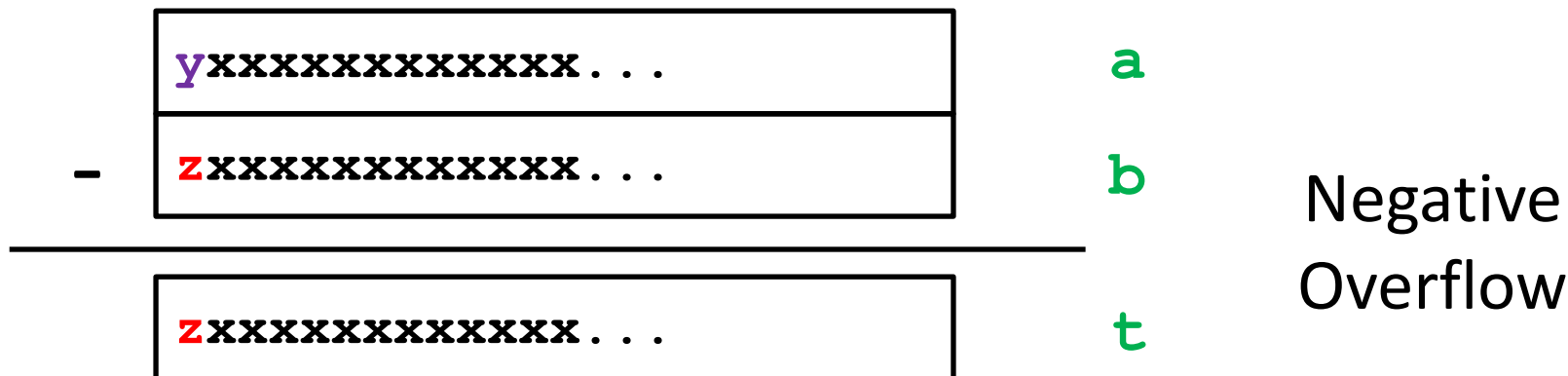
For signed arithmetic, this reports overflow

OF set when

$$z = \sim y$$



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



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

Condition Codes (Explicit Setting: Compare)

■ Explicit Setting by Compare Instruction

- `cmpq Src2, Src1`
- `cmpq b, a` like computing `a-b` without setting destination

- **CF set** if carry/borrow out from most significant bit
(used for unsigned comparisons)
- **ZF set** if `a == b`
- **SF set** if `(a-b) < 0` (as signed)
- **OF set** if two's-complement (signed) overflow
`(a>0 && b<0 && (a-b)<0) || (a<0 && b>0 && (a-b)>0)`

Condition Codes (Explicit Setting: **Test**)

■ Explicit Setting by Test instruction

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

Very often:

```
testq %rax, %rax
```

Condition Codes (Explicit Reading: **Set**)

■ Explicit Reading by Set Instructions

- **setX** *Dest*: Set low-order byte of destination *Dest* to 0 or 1 based on combinations of condition codes
- Does not alter remaining 7 bytes of *Dest*

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)

Explicit Reading Condition Codes (Cont.)

■ SetX Instructions:

- Set single byte based on combination of condition codes

■ One of addressable byte registers

- Does not alter remaining bytes
- Typically use `movzbl` to finish job
 - 32-bit instructions also set upper 32 bits to 0

```
int lt (long x, long y)
{
    return x < y;
}
```

```
cmpq    %rsi, %rdi    # Compare x:y
setl    %al           # Set when <
movzbl  %al, %eax     # Zero rest of %rax
ret
```

Register	Use(s)
<code>%rdi</code>	Argument x
<code>%rsi</code>	Argument y
<code>%rax</code>	Return value

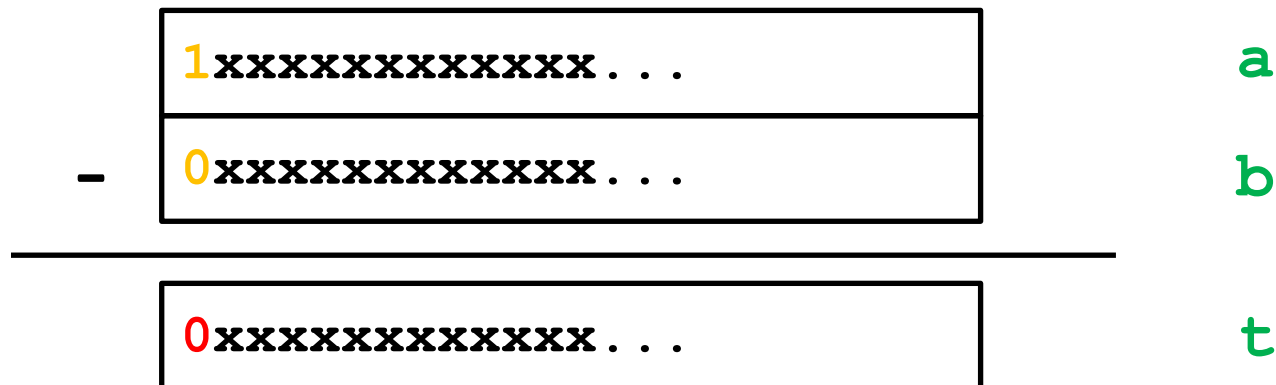
Example: setl (Signed <)

OF set if
 $(a > 0 \ \&\& \ b < 0 \ \&\& \ (a - b) < 0)$
 $|| \ (a < 0 \ \&\& \ b > 0 \ \&\& \ (a - b) > 0)$

■ Condition: SF^OF

SF	OF	SF ^ OF	Implication
0	0	0	No overflow, so SF implies not <
1	0	1	No overflow, so SF implies a < b
0	1	1	Overflow, so SF implies negative overflow, i.e. a < b
1	1	0	Overflow, so SF implies positive overflow, i.e. not <

negative overflow case



x86-64 Integer Registers

%rax	%al
%rbx	%bl
%rcx	%cl
%rdx	%dl
%rsi	%sil
%rdi	%dil
%rsp	%spl
%rbp	%bpl

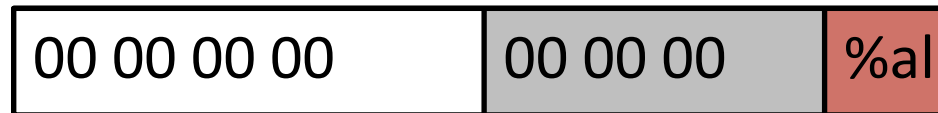
%r8	%r8b
%r9	%r9b
%r10	%r10b
%r11	%r11b
%r12	%r12b
%r13	%r13b
%r14	%r14b
%r15	%r15b

- Can reference low-order byte

An x86-64 quirk to watch out for

Most instructions with a 32-bit destination
zero the upper 32 bits of the register!

```
movzbl %al, %eax
```



Zapped to 0

Zero extended from %al

Today

- Control: Condition codes
- **Conditional branches**
- Loops
- Switch Statements

Jumping

■ jX Instructions

- Jump to different part of code depending on condition codes
- Implicit reading of condition codes

jX	Condition	Description
jmp	1	Unconditional
je	ZF	Equal / Zero
jne	$\sim ZF$	Not Equal / Not Zero
js	SF	Negative
jns	$\sim SF$	Nonnegative
jg	$\sim (SF \wedge OF) \ \& \ \sim ZF$	Greater (signed)
jge	$\sim (SF \wedge OF)$	Greater or Equal (signed)
jl	$SF \wedge OF$	Less (signed)
jle	$(SF \wedge OF) \ \ ZF$	Less or Equal (signed)
ja	$\sim CF \ \& \ \sim ZF$	Above (unsigned)
jb	CF	Below (unsigned)

Conditional Branch Example (Old Style)

■ Generation

```
shark> gcc -Og -S -fno-if-conversion control.c
```

Get to this shortly

```
long absdiff
(long x, long y)
{
    long result;
    if (x > y)
        result = x-y;
    else
        result = y-x;
    return result;
}
```

```
absdiff:
    cmpq    %rsi, %rdi    # x:y, x-y
    jle     .L4
    movq    %rdi, %rax
    subq    %rsi, %rax
    ret
.L4:      # x <= y
    movq    %rsi, %rax
    subq    %rdi, %rax
    ret
```

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

Expressing with Goto Code

- C allows goto statement
- Jump to position designated by label

```
long absdiff
(long x, long y)
{
    long result;
    if (x > y)
        result = x-y;
    else
        result = y-x;
    return result;
}
```

```
long absdiff_j
(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) goto Else;
    result = x-y;
    goto Done;
Else:
    result = y-x;
Done:
    return result;
}
```

if-conversion

General Conditional Expression Translation (Using Branches)

C Code

```
val = Test ? Then_Expr : Else_Expr;
```

```
val = x > y ? x - y : y - x;
```

Goto Version

```
ntest = !Test;  
if (ntest) goto Else;  
val = Then_Expr;  
goto Done;  
Else:  
    val = Else_Expr;  
Done:  
    . . .
```

- Create separate code regions for then & else expressions
- Execute appropriate one

Using Conditional Moves

■ Conditional Move Instructions

- Instruction supports:
if (Test) Dest \leftarrow Src
- Supported in post-1995 x86 processors
- GCC tries to use them
 - But, only when known to be safe

■ Why?

- Branches are very disruptive to instruction flow through pipelines
- Conditional moves do not require control transfer

C Code

```
val = Test  
    ? Then_Expr  
    : Else_Expr;
```

Goto Version

```
result = Then_Expr;  
eval = Else_Expr;  
nt = !Test;  
if (nt) result = eval;  
return result;
```

Conditional Move Example

```

long absdiff
(long x, long y)
{
    long result;
    if (x > y)
        result = x-y;
    else
        result = y-x;
    return result;
}

```

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

absdiff:

```

movq    %rdi, %rax    # x
subq    %rsi, %rax    # result = x-y
movq    %rsi, %rdx
subq    %rdi, %rdx    # eval = y-x
cmpq    %rsi, %rdi    # x:y
cmovle  %rdx, %rax    # if <=, result = eval
ret

```

When is
this bad?

Bad Cases for Conditional Move

Expensive Computations

```
val = Test(x) ? Hard1(x) : Hard2(x);
```

- Both values get computed
- Only makes sense when computations are very simple

Bad Performance

Risky Computations

```
val = p ? *p : 0;
```

- Both values get computed
- May have undesirable effects

Unsafe

Computations with side effects

```
val = x > 0 ? x*=7 : x+=3;
```

- Both values get computed
- Must be side-effect free

Illegal

Exercise

`cmpq b, a` like computing $a - b$ w/o setting `dest`

- **CF set** if carry/borrow out from most significant bit (used for unsigned comparisons)
- **ZF set** if $a == b$
- **SF set** if $(a - b) < 0$ (as signed)
- **OF set** if two's-complement (signed) overflow

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<code>sets</code>	SF	Negative
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<code>setg</code>	$\sim (SF \wedge OF) \ \& \ \sim ZF$	Greater (signed)
<code>setge</code>	$\sim (SF \wedge OF)$	Greater or Equal (signed)
<code>setl</code>	$SF \wedge OF$	Less (signed)
<code>setle</code>	$(SF \wedge OF) \ \ ZF$	Less or Equal (signed)
<code>seta</code>	$\sim CF \ \& \ \sim ZF$	Above (unsigned)
<code>setb</code>	CF	Below (unsigned)

```

xorq   %rax, %rax
subq   $1, %rax
cmpq   $2, %rax
setl   %al
movzbl %al, %eax

```

<code>%rax</code>	SF	CF	OF	ZF

Note: `setl` and `movzbl` do not modify condition codes

Exercise

`cmpq b, a` like computing $a-b$ w/o setting dest

- **CF set** if carry/borrow out from most significant bit (used for unsigned comparisons)
- **ZF set** if $a == b$
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SetX	Condition	Description
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<code>setl</code>	$SF \wedge OF$	Less (signed)
<code>setle</code>	$(SF \wedge OF) \ \ ZF$	Less or Equal (signed)
<code>seta</code>	$\sim CF \ \& \ \sim ZF$	Above (unsigned)
<code>setb</code>	CF	Below (unsigned)

```

xorq   %rax, %rax
subq   $1, %rax
cmpq   $2, %rax
setl   %al
movzbl %al, %eax

```

%rax	SF	CF	OF	ZF
0x0000 0000 0000 0000	0	0	0	1
0xFFFF FFFF FFFF FFFF	1	1	0	0
0xFFFF FFFF FFFF FFFF	1	0	0	0
0xFFFF FFFF FFFF FF01	1	0	0	0
0x0000 0000 0000 0001	1	0	0	0

Note: `setl` and `movzbl` do not modify condition codes

Today

- Control: Condition codes
- Conditional branches
- **Loops**
- Switch Statements

“Do-While” Loop Example

C Code

```
long pcount_do
(unsigned long x) {
    long result = 0;
    do {
        result += x & 0x1;
        x >>= 1;
    } while (x);
    return result;
}
```

Goto Version

```
long pcount_goto
(unsigned long x) {
    long result = 0;
loop:
    result += x & 0x1;
    x >>= 1;
    if(x) goto loop;
    return result;
}
```

- Count number of 1's in argument x (“popcount”)
- Use conditional branch to either continue looping or to exit loop

“Do-While” Loop Compilation

```

long pcount_goto
(unsigned long x) {
    long result = 0;
loop:
    result += x & 0x1;
    x >>= 1;
    if(x) goto loop;
    return result;
}

```

Register	Use(s)
%rdi	Argument x
%rax	result

```

        movl    $0, %eax    # result = 0
.L2:                                # loop:
        movq   %rdi, %rdx
        andl   $1, %edx    # t = x & 0x1
        addq  %rdx, %rax   # result += t
        shrq  %rdi        # x >>= 1
        jne   .L2         # if(x) goto loop
        rep; ret

```

Quiz Time!

Canvas Quiz: Day 5 - Machine Control

General “Do-While” Translation

C Code

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

Goto Version

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

■ **Body:** {
 Statement₁;
 Statement₂;
 ...
 Statement_n;
}

General “While” Translation #1

- “Jump-to-middle” translation
- Used with -Og

While version

```
while (Test)  
    Body
```



Goto Version

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

While Loop Example

C Code

```
long pcount_while
(unsigned long x) {
    long result = 0;
    while (x) {
        result += x & 0x1;
        x >>= 1;
    }
    return result;
}
```

Jump to Middle

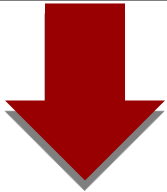
```
long pcount_goto_jtm
(unsigned long x) {
    long result = 0;
    goto test;
loop:
    result += x & 0x1;
    x >>= 1;
test:
    if(x) goto loop;
    return result;
}
```

- Compare to do-while version of function
- Initial goto starts loop at test

General “While” Translation #2

While version

```
while (Test)  
  Body
```



Do-While Version

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



Goto Version

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

- “Do-while” conversion
- Used with `-O1`

While Loop Example #2

C Code

```
long pcount_while
(unsigned long x) {
    long result = 0;
    while (x) {
        result += x & 0x1;
        x >>= 1;
    }
    return result;
}
```

Do-While Version

```
long pcount_goto_dw
(unsigned long x) {
    long result = 0;
    if (!x) goto done;
loop:
    result += x & 0x1;
    x >>= 1;
    if(x) goto loop;
done:
    return result;
}
```

- Initial conditional guards entrance to loop
- Compare to do-while version of function
 - Removes jump to middle. **When is this good or bad?**

“For” Loop Form

General Form

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

```
#define WSIZE 8*sizeof(int)
long pcount_for
(unsigned long x)
{
    size_t i;
    long result = 0;
    for (i = 0; i < WSIZE; i++)
    {
        unsigned bit =
            (x >> i) & 0x1;
        result += bit;
    }
    return result;
}
```

Init

```
i = 0
```

Test

```
i < WSIZE
```

Update

```
i++
```

Body

```
{
    unsigned bit =
        (x >> i) & 0x1;
    result += bit;
}
```

“For” Loop → Do-While Loop

For version

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

- Initial test can often be optimized away – **why?**

Do-While Version

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

Goto Version

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

Today

- Control: Condition codes
- Conditional branches
- Loops
- **Switch Statements**

```
long my_switch
(long x, long y, long z)
{
    long w = 1;
    switch(x) {
    case 1:
        w = y*z;
        break;
    case 2:
        w = y/z;
        /* Fall Through */
    case 3:
        w += z;
        break;
    case 5:
    case 6:
        w -= z;
        break;
    default:
        w = 2;
    }
    return w;
}
```

Switch Statement Example

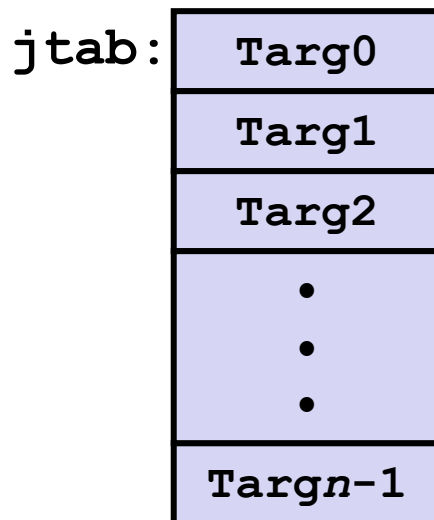
- **Multiple case labels**
 - Here: 5 & 6
- **Fall through cases**
 - Here: 2
- **Missing cases**
 - Here: 4

Jump Table Structure

Switch Form

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

Jump Table



Jump Targets

Targ0:

Code Block 0

Targ1:

Code Block 1

Targ2:

Code Block 2

•
•
•

Targn-1:

Code Block n-1

Translation (Extended C)

```
goto *JTab[x];
```

Switch Statement Example

```

long my_switch
(long x, long y, long z)
{
    long w = 1;
    switch(x) {
    case 1:
.L3:      w = y*z;
          break;
    case 2:
.L5:      w = y/z;
          /* Fall Through */
    case 3:
.L9:      w += z;
          break;
    case 5:
    case 6:
.L7:      w -= z;
          break;
    default:
.L8:      w = 2;
    }
    return w;
}

```

```

my_switch:
    cmpq    $6, %rdi    # x:6
    ja     .L8        # if x > 6 jump
                          # to default
    jmp    *.L4(, %rdi, 8)

```

```

.section    .rodata
    .align 8
.L4:
    .quad   .L8      # x = 0
    .quad   .L3      # x = 1
    .quad   .L5      # x = 2
    .quad   .L9      # x = 3
    .quad   .L8      # x = 4
    .quad   .L7      # x = 5
    .quad   .L7      # x = 6

```

Assembly Setup Explanation

■ Table Structure

- Each target requires 8 bytes
- Base address at `.L4`

■ Jumping

- **Direct:** `jmp .L8`
- Jump target is denoted by label `.L8`
- **Indirect:** `jmp *.L4(, %rdi, 8)`
- Start of jump table: `.L4`
- Must scale by factor of 8 (addresses are 8 bytes)
- Fetch target from effective Address `.L4 + x*8`
 - Only for $0 \leq x \leq 6$

Jump table

```
.section .rodata
.align 8
.L4:
    .quad .L8 # x = 0
    .quad .L3 # x = 1
    .quad .L5 # x = 2
    .quad .L9 # x = 3
    .quad .L8 # x = 4
    .quad .L7 # x = 5
    .quad .L7 # x = 6
```

Code Blocks (x == 1)

```

switch(x) {
case 1:      // .L3
    w = y*z;
    break;
    . . .
}

```

```

.L3:
    movq    %rsi, %rax # y
    imulq   %rdx, %rax # y*z
    ret

```

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

Handling Fall-Through

```
long w = 1;
. . .
switch(x) {
. . .
case 2:
    w = y/z;
    /* Fall Through */
case 3:
    w += z;
    break;
. . .
}
```

```
case 2:
    w = y/z;
    goto merge;
```

```
case 3:
    w = 1;
merge:
    w += z;
```

Code Blocks (x == 2, x == 3)

```

long w = 1;
. . .
switch(x) {
. . .
case 2:
    w = y/z;
    /* Fall Through */
case 3:
    w += z;
    break;
. . .
}

```

```

.L5:                                # Case 2
    movq    %rsi, %rax
    cqto                                # sign extend
                                           # rax to rdx:rax
    idivq   %rcx                        # y/z
    jmp     .L6                          # goto merge
.L9:                                # Case 3
    movl    $1, %eax                    # w = 1
.L6:                                # merge:
    addq    %rcx, %rax                  # w += z
    ret

```

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

Code Blocks (x == 5, x == 6, default)

```

switch(x) {
    . . .
    case 5: // .L7
    case 6: // .L7
        w -= z;
        break;
    default: // .L8
        w = 2;
}

```

```

.L7:                # Case 5,6
    movl    $1, %eax  # w = 1
    subq    %rdx, %rax # w -= z
    ret
.L8:                # Default:
    movl    $2, %eax  # 2
    ret

```


Register	Use(s)
<code>%rdi</code>	Argument <code>x</code>
<code>%rsi</code>	Argument <code>y</code>
<code>%rdx</code>	Argument <code>z</code>
<code>%rax</code>	Return value

Switch Statement Example

```
long my_switch(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

Setup

```
my_switch:
    movq    %rdx, %rcx
    cmpq    $6, %rdi    # x:6
    ja     .L8
    jmp     *.L4(, %rdi, 8)
```



What range of values
takes default?

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

Note that **w** not
initialized here

Switch Statement Example

```
long my_switch(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

Setup

```
my_switch:
    movq    %rdx, %rcx
    cmpq    $6, %rdi    # x:6
    ja     .L8          # use default
    jmp     *.L4(, %rdi, 8) # goto *Jtab[x]
```

*Indirect
jump*



Jump table

```
.section .rodata
    .align 8
.L4:
    .quad  .L8    # x = 0
    .quad  .L3    # x = 1
    .quad  .L5    # x = 2
    .quad  .L9    # x = 3
    .quad  .L8    # x = 4
    .quad  .L7    # x = 5
    .quad  .L7    # x = 6
```

Jump Table

Jump table

```
.section .rodata
.align 8
.L4:
.quad .L8 # x = 0
.quad .L3 # x = 1
.quad .L5 # x = 2
.quad .L9 # x = 3
.quad .L8 # x = 4
.quad .L7 # x = 5
.quad .L7 # x = 6
```

```
switch(x) {
case 1:      // .L3
    w = y*z;
    break;
case 2:      // .L5
    w = y/z;
    /* Fall Through */
case 3:      // .L9
    w += z;
    break;
case 5:
case 6:      // .L7
    w -= z;
    break;
default:    // .L8
    w = 2;
}
```

Finding Jump Table in Binary

```

00000000004005e0 <switch_eg>:
4005e0:    48 89 d1                mov     %rdx,%rcx
4005e3:    48 83 ff 06            cmp     $0x6,%rdi
4005e7:    77 2b                  ja     400614 <switch_eg+0x34>
4005e9:    ff 24 fd f0 07 40 00   jmpq   *0x4007f0(,%rdi,8)
4005f0:    48 89 f0                mov     %rsi,%rax
4005f3:    48 0f af c2            imul   %rdx,%rax
4005f7:    c3                     retq
4005f8:    48 89 f0                mov     %rsi,%rax
4005fb:    48 99                  cqto
4005fd:    48 f7 f9                idiv   %rcx
400600:    eb 05                  jmp     400607 <switch_eg+0x27>
400602:    b8 01 00 00 00        mov     $0x1,%eax
400607:    48 01 c8                add     %rcx,%rax
40060a:    c3                     retq
40060b:    b8 01 00 00 00        mov     $0x1,%eax
400610:    48 29 d0                sub     %rdx,%rax
400613:    c3                     retq
400614:    b8 02 00 00 00        mov     $0x2,%eax
400619:    c3                     retq

```

Finding Jump Table in Binary (cont.)

```

00000000004005e0 <switch_eg>:
. . .
4005e9:      ff 24 fd f0 07 40 00      jmpq   *0x4007f0(,%rdi,8)
. . .

```

```

% gdb switch
(gdb) x /8xg 0x4007f0
0x4007f0:      0x0000000000400614      0x00000000004005f0
0x400800:      0x00000000004005f8      0x0000000000400602
0x400810:      0x0000000000400614      0x000000000040060b
0x400820:      0x000000000040060b      0x2c646c25203d2078
(gdb)

```

Finding Jump Table in Binary (cont.)

```
% gdb switch
(gdb) x /8xg 0x4007f0
0x4007f0:      0x000000000000400614      0x0000000000004005f0
0x400800:      0x0000000000004005f8      0x000000000000400602
0x400810:      0x000000000000400614      0x00000000000040060b
0x400820:      0x00000000000040060b      0x2c646c25203d2078
```

```
. . .
4005f0:      48 89 f0          mov    %rsi,%rax
4005f3:      48 0f af c2      imul  %rdx,%rax
4005f7:      c3              retq
4005f8:      48 89 f0          mov    %rsi,%rax
4005fb:      48 99           cqto
4005fd:      48 f7 f9         idiv  %rcx
400600:      eb 05           jmp   400607 <switch_eg+0x27>
400602:      b8 01 00 00 00  mov   $0x1,%eax
400607:      48 01 c8         add   %rcx,%rax
40060a:      c3              retq
40060b:      b8 01 00 00 00  mov   $0x1,%eax
400610:      48 29 d0         sub   %rdx,%rax
400613:      c3              retq
400614:      b8 02 00 00 00  mov   $0x2,%eax
400619:      c3              retq
```

Switch Statements on the Shark Machines

- **Nuance: It is desirable for addresses to be relative rather than absolute.**
 - Since offsets can be smaller than whole addresses, the code takes up less memory
 - Relative vs absolute addresses also make it easier to link code by making it “position independent”. We’ll talk more about that later.
 - **To this end, x86-64 has an addressing mode which provides hardware support for managing addresses relative to the %rip.**
- **Nuance: Loads and stores with 64-bit displacement are available only via %eax.**
 - Why? Its all wires! (See Prof. Nace in 18-240 for details!)

Switch Statements on the Shark Machines

- **To make things work nicely with the constraints on the prior page:**
 - Rather than keeping absolute addresses, the jump table address is kept relative to the `%rip`.
 - The address of the target code is placed into the `%rax`, because only that register can contain a 64-bit target address

Switch Statements on the Shark Machines

- The code that does the jumping looks like this:

```
# Handle the cases too small or too large for the switch
# Negative cases look large to ja and offsets can be used
# to shift the smallest case to 0.
0x00000000004017e9 <+41>:    cmp     $0xc,%esi
0x00000000004017ec <+44>:    ja     0x401818 <foo+88>

# Get a pointer to the jump table
# %rip points to next addr, so %rdx becomes 0x498018 (jump table)
0x00000000004017ee <+46>:    lea   0x96823(%rip),%rdx

# Get offset from %rsi-th index of jump table
0x00000000004017f5 <+53>:    movslq (%rdx,%rsi,4),%rax

# Add that offset to the address of the jump table
0x00000000004017f9 <+57>:    add   %rdx,%rax

# Jump to that address, ultimately an offset from %rip
0x00000000004017fc <+60>:    jmp   *%rax
```


Switch Statements on the Shark Machines

- The jump table contains offsets relative to the start of the jump table

```
(gdb) x/20dw 0x498008
```

```
0x498018:      -616376 -616448 -616448 -616448
0x498028:      -616472 -616448 -616461 -616448
0x498038:      -616392 -616448 -616416 -616448
0x498048:      -616416 0          0          0
```

```
(gdb) x/20xw 0x498008
```

```
0x498008:      0x74636e75      0x206e6f69      0x216f6f66      0x00000000
0x498018:      0xffff69848     0xffff69800     0xffff69800     0xffff69800
0x498028:      0xffff697e8     0xffff69800     0xffff697f3     0xffff69800
0x498038:      0xffff69838     0xffff69800     0xffff69820     0xffff69800
0x498048:      0xffff69820     0x00000000     0x00000000     0x00000000
```

Switch Statements on the Shark Machines

- Ultimately, the target address is equal to the `%rip` + the offset to the start of jump table, plus an offset (possibly negative) from the start of the jump table to the target code.
 - This target address is computed, placed into the `%rax`, and jumped to

```
# Get a pointer to the jump table
# %rip points to next addr, so %rdx becomes 0x498018 (jump table)
0x00000000004017ee <+46>:    lea    0x96823(%rip),%rdx

# Get offset from %rsi-th index of jump table
0x00000000004017f5 <+53>:    movslq (%rdx,%rsi,4),%rax

# Add that offset to the address of the jump table
0x00000000004017f9 <+57>:    add    %rdx,%rax

# Jump to that address, ultimately an offset from %rip
0x00000000004017fc <+60>:    jmp    *%rax
```

Summarizing

■ C Control

- if-then-else
- do-while
- while, for
- switch

■ Assembler Control

- Conditional jump
- Conditional move
- Indirect jump (via jump tables)
- Compiler generates code sequence to implement more complex control

■ Standard Techniques

- Loops converted to do-while or jump-to-middle form
- Large switch statements use jump tables
- Sparse switch statements may use decision trees (if-elseif-elseif-else)

Summary

■ Today

- Control: Condition codes
- Conditional branches & conditional moves
- Loops
- Switch statements

■ Next Time

- Stack
- Call / return
- Procedure call discipline