CS429: Computer Organization and Architecture
Instruction Set Architecture III

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We can now generate programs that execute linear sequences of instructions
- Access registers and storage
- Perform computations

But what about loops, conditions, etc.?

Need ISA support for:
- comparing and testing data values
- directing program control
  - jump to some instruction that isn’t just the next one in sequence
  - Do so based on some condition that has been tested.
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)

### Registers

<table>
<thead>
<tr>
<th>%rax</th>
<th>%r8</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rbx</td>
<td>%r9</td>
</tr>
<tr>
<td>%rcx</td>
<td>%r10</td>
</tr>
<tr>
<td>%rdx</td>
<td>%r11</td>
</tr>
<tr>
<td>%rsi</td>
<td>%r12</td>
</tr>
<tr>
<td>%rdi</td>
<td>%r13</td>
</tr>
<tr>
<td>%rsp</td>
<td>%r14</td>
</tr>
<tr>
<td>%rbp</td>
<td>%r15</td>
</tr>
</tbody>
</table>

- Instruction pointer (%rip)

- Condition codes
  
<table>
<thead>
<tr>
<th>CF</th>
<th>ZF</th>
<th>SF</th>
<th>OF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
In general, you shouldn’t use `%rip` as a general purpose register.

However, the compiler may generate *PC-relative addressing*.

```
jmp 0x10(%rip)
```

The effective address for a PC-relative instruction address is the offset parameter added to the address of the *next instruction*. This offset is signed to allow reference to code both before and after the instruction.

**Can you guess why the compiler might generate such code?**
Condition Codes (Implicit Setting)

Single bit registers
- CF: carry flag (for unsigned)
- ZF: zero flag
- SF: sign flag (for signed)
- OF: overflow flag (for signed)

Implicitly set by arithmetic operations
E.g., addq Src, Dest
C analog: \( t = a + b; \)

- CF set if carry 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 overflow:
  \( (a>0 \land b>0 \land t<0) \lor (a<0 \land b<0 \land t \geq 0) \)
- Condition codes not set by leal instruction.
Explicitly set by Compare instruction
\texttt{cmpq} \texttt{Src2, Src1}

- \texttt{cmpq} \texttt{b, a} is like computing \texttt{a} \texttt{–} \texttt{b} without setting destination.
- CF set if carry out from most significant bit; used for unsigned computations.
- ZF set if \texttt{a} \texttt{==} \texttt{b}
- SF set if \texttt{(a−b)} < \texttt{0}
- OF set if two’s complement (signed) overflow:
  \((a>0 \ &\& \ b>0 \ &\& \ (a-b)<0) \ || \ (a<0 \ &\& \ b<0 \ &\& \ (a-b)>=0)\)
Explicitly set by Test instruction

testq Src2, Src1

- Sets condition codes based on value of (Src1 & Src2).
- Often useful to have one of the operands be a mask.
- testq b, a is like computing a&b, without setting a destination.
  - ZF set iff \((a \& b) = 0\)
  - SF set iff \((a \& b) < 0\)
  - CF and OF are set to 0.

How could you use testq to jump if the value in \%rbx is even?
**SetX Instructions:** Set low order bytes of destination to 0 or 1, based on combinations of condition codes.

Does not alter remaining 7 bytes.

<table>
<thead>
<tr>
<th>SetX</th>
<th>Condition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sete</td>
<td>ZF</td>
<td>Equal / Zero</td>
</tr>
<tr>
<td>setne</td>
<td>~ZF</td>
<td>Not equal / not zero</td>
</tr>
<tr>
<td>sets</td>
<td>SF</td>
<td>Negative</td>
</tr>
<tr>
<td>setns</td>
<td>~SF</td>
<td>Nonnegative</td>
</tr>
<tr>
<td>setg</td>
<td>~(SF^OF)&amp;~ZF</td>
<td>Greater (signed)</td>
</tr>
<tr>
<td>setge</td>
<td>~(SF^OF)</td>
<td>Greater or equal (signed)</td>
</tr>
<tr>
<td>setl</td>
<td>(SF^OF)</td>
<td>Less (signed)</td>
</tr>
<tr>
<td>settle</td>
<td>(SF^OF)</td>
<td>ZF</td>
</tr>
<tr>
<td>seta</td>
<td>~CF&amp;~ZF</td>
<td>Above (unsigned)</td>
</tr>
<tr>
<td>setb</td>
<td>CF</td>
<td>Below (unsigned)</td>
</tr>
</tbody>
</table>
### x86-64 Registers: Least Significant Byte

<table>
<thead>
<tr>
<th>%rax</th>
<th>%al</th>
<th>%r8</th>
<th>%r8b</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rbx</td>
<td>%bl</td>
<td>%r9</td>
<td>%r9b</td>
</tr>
<tr>
<td>%rcx</td>
<td>%cl</td>
<td>%r10</td>
<td>%r10b</td>
</tr>
<tr>
<td>%rdx</td>
<td>%dl</td>
<td>%r11</td>
<td>%r11b</td>
</tr>
<tr>
<td>%rsi</td>
<td>%sil</td>
<td>%r12</td>
<td>%r12b</td>
</tr>
<tr>
<td>%rdi</td>
<td>%dil</td>
<td>%r13</td>
<td>%r13b</td>
</tr>
<tr>
<td>%rsp</td>
<td>%spl</td>
<td>%r14</td>
<td>%r14b</td>
</tr>
<tr>
<td>%rbp</td>
<td>%bpl</td>
<td>%r15</td>
<td>%r15b</td>
</tr>
</tbody>
</table>

Can reference the low-order byte.
SetX instructions

- Set single byte based on combinations of conditions codes.

**Argument is one of addressable byte registers.**

- does not alter remaining bytes;
- typically use movzbl to finish the job (will also zero 4 high order bytes).

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

<table>
<thead>
<tr>
<th>Register</th>
<th>Use(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>

- cmpq %rsi, %rdi  # compare x:y
- setg %al        # Set if >
- movzbl %al, %eax # Zero rest of %rax
- retq
**jX Instructions:** Jump to different parts of the code depending on condition codes.

<table>
<thead>
<tr>
<th>jX</th>
<th>Condition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>jmp</td>
<td>1</td>
<td>Unconditional</td>
</tr>
<tr>
<td>je</td>
<td>ZF</td>
<td>Equal / Zero</td>
</tr>
<tr>
<td>jne</td>
<td>~ZF</td>
<td>Not equal / not zero</td>
</tr>
<tr>
<td>js</td>
<td>SF</td>
<td>Negative</td>
</tr>
<tr>
<td>jns</td>
<td>~SF</td>
<td>Nonnegative</td>
</tr>
<tr>
<td>jg</td>
<td>~(SF^OF)&amp;~ZF</td>
<td>Greater (signed)</td>
</tr>
<tr>
<td>jge</td>
<td>~(SF^OF)</td>
<td>Greater or equal (signed)</td>
</tr>
<tr>
<td>jl</td>
<td>(SF^OF)</td>
<td>Less (signed)</td>
</tr>
<tr>
<td>jle</td>
<td>(SF^OF)</td>
<td>ZF</td>
</tr>
<tr>
<td>ja</td>
<td>~CF&amp;~ZF</td>
<td>Above (unsigned)</td>
</tr>
<tr>
<td>jb</td>
<td>CF</td>
<td>Below (unsigned)</td>
</tr>
</tbody>
</table>
Conditional Branch Example (Old Style)

Generation: gcc -Og -fno-if-conversion control.c

```c
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
    jle .L4
    movq %rdi, %rax
    subq %rsi, %rax
    retq

.L4:    # x <= y
    movq %rsi, %rax
    subq %rdi, %rax
    retq
```

<table>
<thead>
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<th>Register</th>
<th>Use(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>
C allows “goto” as a means of transferring control.
Jump to position designated by label.
Generally considered bad coding style in high level language.

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

```c
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;
}
```
**General Condition Expression Translation**

**C Code:**

```c
val = Test ? Then.Expr : Else.Expr;
```

**Example:**

```c
val = x>y ? x−y : y−x;
```

**Goto Version:**

```c
ntest = !Test
if (ntest) goto Else;
val = Then.Expr;
goto Done;
Else:
val = Else.Expr;
Done:
...
```

- Create separate code regions for then and else expressions.
- Execute the appropriate one.
Conditional Move Instructions

- Refer to generically as “cmovXX”
- Based on values of condition codes
- Conditionally copy value from source to destination.
- Can be used to eliminate conditional jump.
## Conditional Move Instructions

<table>
<thead>
<tr>
<th>Inst.</th>
<th>Synonym</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cmove</td>
<td>cmovz</td>
<td>Equal / zero</td>
</tr>
<tr>
<td>cmovne</td>
<td>cmovnz</td>
<td>Not equal / not zero</td>
</tr>
<tr>
<td>cmovs</td>
<td></td>
<td>Negative</td>
</tr>
<tr>
<td>cmovns</td>
<td></td>
<td>Not negative</td>
</tr>
<tr>
<td>cmovg</td>
<td>cmovnle</td>
<td>Greater (signed)</td>
</tr>
<tr>
<td>cmovge</td>
<td>cmovnl</td>
<td>Greater or equal (signed)</td>
</tr>
<tr>
<td>cmovl</td>
<td>cmovnge</td>
<td>Less (signed)</td>
</tr>
<tr>
<td>cmovle</td>
<td>cmovng</td>
<td>Less or equal (signed)</td>
</tr>
<tr>
<td>cmova</td>
<td>cmovnbe</td>
<td>Above (unsigned)</td>
</tr>
<tr>
<td>cmovae</td>
<td>cmovnb</td>
<td>Above or equal (unsigned)</td>
</tr>
<tr>
<td>cmovb</td>
<td>cmovnae</td>
<td>Below (unsigned)</td>
</tr>
<tr>
<td>cmovbe</td>
<td>cmovna</td>
<td>Below or equal (unsigned)</td>
</tr>
</tbody>
</table>
Using Conditional Moves

Conditional Move Instructions

- Instruction supports:
  
  ```
  if (Test) Dest ← Src
  ```

- Supported in post-1995 x86 processors

- GCC tries to use them, but only when safe

Why?

- Branches are very disruptive to instruction flow through pipelines.

- Conditional moves do not require control transfer.

C Code

```c
val = Test
  ? Then_EXPR
  : Else_EXPR
```

Goto Version

```c
result = Then_EXPR;
 eval = Else_EXPR;
nt = !Test;
if (nt) result = eval;
return result;
```
**Conditional Move Example**

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

### Register Use(s)

<table>
<thead>
<tr>
<th>Register</th>
<th>Use(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>

**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
- `retq`
Bad Cases for Conditional Move

Expensive Computations:

\[ \text{val} = \text{Test}(x) \ ? \ \text{Hard1}(x) : \ \text{Hard2}(x); \]

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

Risky Computations:

\[ \text{val} = p \ ? \ *p : 0; \]

- Both values get computed
- May have undesirable side effects.

Computations with Side Effects:

\[ \text{val} = x > 0 \ ? \ x *= 7 : x += 3; \]

- Both values get computed
- Must be side effect free
A common compilation strategy is to take a C construct and rewrite it into a semantically equivalent C version that is closer to assembly.

C Code:

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

Goto Version:

```c
long pcount_goto( unsigned long x ) {
    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

Goto Version:

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

<table>
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<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>

```
movl $0, %eax # result = 0
.L2:
movq %rdi, %rdx
andl $1, %edx # t = x & 0x1
addq %rdx, %rax # result += t
shrq $1, %rdi # x >>= 1
jne .L2 # if (x) goto loop
retq
```
General Do-While Translation

C Code:

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

Goto Version:

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

- Body can be any C statement, typically is a compound statement.
- Test is an expression returning an integer.
  - If it evaluates to 0, that’s interpreted as false.
  - If it evaluates to anything but 0, that’s interpreted as true.
“Jump-to-middle” translation

Used with -0g

While version

```
while (Test)
  Body
```

Goto version

```
goto test;
loop:
  Body
test:
  if (Test)
    goto loop;
done:
```
While Loop Example #1

**C Code**

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

**Jump to Middle**

```c
long pcound_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
C Code

```
while (Test)
    Body
```

which is equivalent to:

**Do-While Version**

```
if (!Test)
    goto done;

done:
```

which gets compiled as if it were:

**Goto Version**

```
if (!Test)
    goto done;

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

Are all three versions semantically equivalent?
C Code

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

Do-While version

```c
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;
}
```

- Compare to do-while version of function
- Initial conditional guards entrance to loop
For Loop Form

General Form

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

Init

```
i = 0
```

Test

```
i < WSIZE
```

Update

```
i++
```

Body

```
#define WSIZE 8*sizeof(long)
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;
}
```
For Loop to While Loop

For version

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

translates to:

While version

```latex
Init;
while (Test) {
  Body;
  Update;
}
```
For-While Conversion Example

Init

\[ i = 0 \]

Test

\[ i < \text{FSIZE} \]

Update

\[ i++ \]

Body

\[
\begin{align*}
\text{unsigned} \quad \text{bit} &= (x >> i) \& 0x1; \\
\text{result} &= \text{result} + \text{bit}; \\
\end{align*}
\]

\begin{verbatim}
long pcount_for_while (unsigned long x)
{
    size_t i;
    long result = 0;
    i = 0;
    while (i < WSIZE)
    {
        unsigned bit =
            (x >> i) & 0x1;
        result += bit;
        i++;
    }
    return result;
}
\end{verbatim}
C Code: Goto version

```c
long pcount_for_goto_dw
    (unsigned long x) {
    size_t i;
    long result = 0;
    i = 0;
    if (! (i < WSIZE))  # drop
go to done;  # drop
    loop:
    {
        unsigned bit =
            (x >> i) & 0x1;
        result += bit;
    }
    i++;
    if (i < WSIZE)
        goto loop;
    done:
    return result;
}
```

Note that the initial test is not needed. Why?
Switch Statement Example

```c
long switch_eq (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;
}
```

- Multiple case labels (e.g., 5, 6)
- Fall through cases (e.g., 2)
- Missing cases (e.g., 4)
Jump Table Structure

Switch Form

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

Translation (Extended C)

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

Jump Table

<table>
<thead>
<tr>
<th>JTab</th>
<th>Targ0</th>
<th>Targ1</th>
<th>Targ2</th>
<th>\ldots</th>
<th>Targn-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Targ0</td>
<td>Code</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
</tr>
<tr>
<td>Targ1</td>
<td>Code</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
</tr>
<tr>
<td>Targ2</td>
<td>Code</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
</tr>
<tr>
<td>\ldots</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>Targn-1</td>
<td>Code</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
<td>Block</td>
</tr>
</tbody>
</table>

Jump Targets

- Targ0: Code Block 0
- Targ1: Code Block 1
- Targ2: Code Block 2
- \ldots
- Targn-1: Code Block n-1
long switch_eq( long x, long y, long z )
{
    long w = 1;
    switch(x) {
        ...
    }
    return w;
}

Setup:

<table>
<thead>
<tr>
<th>Register</th>
<th>Use(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rdx</td>
<td>Argument z</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>

Note that \( w \) is not initialized here.
Switch Statement Example

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

Jump table

```assembly
.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
```

Setup:

```
switch_eq:
    movq %rdx, %rcx
    cmpq $6, %rdi      # x:6
    ja .L8             # use default
    jmp *.L4(, %rdi, 8) # goto *JTAB[x], # indirect jump
```
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), but only for $0 \leq x \leq 6$

```
.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:

```
.long switch_eq
(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;
}
```

```
.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;
        ...
}

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

<table>
<thead>
<tr>
<th>Register</th>
<th>Use(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>%rdi</td>
<td>Argument x</td>
</tr>
<tr>
<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rdx</td>
<td>Argument z</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>
long w = 1;
...
switch (x) {
    ...
case 2:
    w = y/z;
    /* Fall Through */
case 3:
    w += z;
    break;
    ...
}
Code Blocks (\(x == 2, x == 3\))

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

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

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<td>%rdi</td>
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<td>%rsi</td>
<td>Argument y</td>
</tr>
<tr>
<td>%rdx</td>
<td>Argument z</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>
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
    retq

.L8: # default
    movl $2, %eax # 2

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<td>%rdi</td>
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<tr>
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<td>Argument y</td>
</tr>
<tr>
<td>%rdx</td>
<td>Argument z</td>
</tr>
<tr>
<td>%rax</td>
<td>return value</td>
</tr>
</tbody>
</table>
Suppose you have a set of switch labels that are “sparse” (widely separated).

In this case, it doesn’t make sense to use a jump table.

- If there are only a few labels, simply use a nested if structure.
- If there are many, build a balanced binary search tree.

The compiler decides the appropriate thresholds for what’s “sparse,” what are “a few,” etc.

```c
switch(x) {
    case 0:
        Block 0
    case 620:
        Block 620
    ...
    case 1040:
        Block 1040
}
```
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