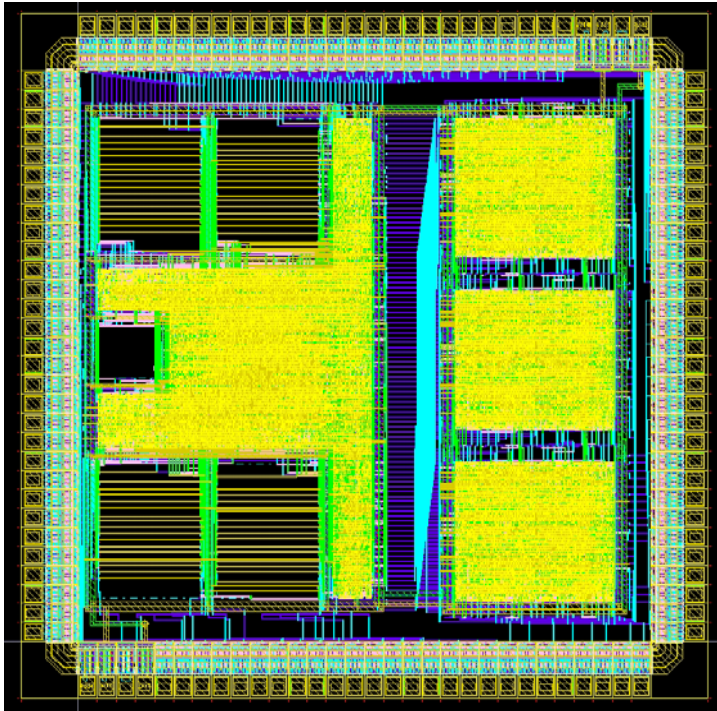




Digital Systems and Microprocessor Design (H7068)



9.2. Jumps and loops

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Content

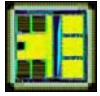
- Loops with unconditional jumps
- Conditional jumps
- Conditional loops
- C-style loops to assembler



Loop with unconditional jump

- **Unconditional** jumps: changes the value of PC to destination
 - jmp dst
- To do forever a task
 - Polling-based event loop
 - sensing-actuation loop
- Example:
 - Read sensors
 - Compute motor speed
 - Set motor speed





Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
->	00	mov ra, 3h	0	0	0	0
	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



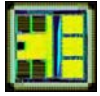
Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	3	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



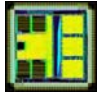
Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	2	0	0	0
	02	sub ra, 1h				
->	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	2	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



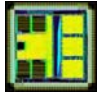
Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	1	0	0	0
	02	sub ra, 1h				
->	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	1	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	0	0	0	0
	02	sub ra, 1h				
->	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	0	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	FF	0	0	0
	02	sub ra, 1h				
->	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	FF	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	FE	0	0	0
	02	sub ra, 1h				
->	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	FE	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				



Loop with unconditional jump

PC	Adr	Instr	RA	RB	RC	RD
	00	mov ra, 3h	FE	0	0	0
->	02	sub ra, 1h				
	04	jmp 2h				
	06	???				

This line is never executed!

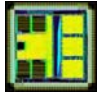


Conditional jumps

- **Conditional** jumps: changes the value of PC if a condition is met.
- Condition is **tested by checking the flags** (carry, zero).
- Flags are set by a **prior comparison**

- **JA: jump if above**
 - Jumps if Zero=0 and Carry=0
- **JB: jump if below**
 - Jumps if Zero=0 and Carry=1
- **JE: jump if equal**
 - Jumps if Zero=1

- And the **opposite: JNA, JNB, JNE** (not above, not below, not equal)



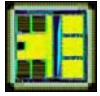
Loop with conditional jump (jne)

- Loop with variable from startvalue to 0 (inclusive)



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
->	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	
	00	mov ra, 3h					
->	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
	08	???					



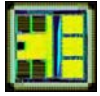
Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	
	00	mov ra, 3h					
	02	sub ra, 1h					
->	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	
	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
->	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	
	00	mov ra, 3h					
->	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	sub ra, 1h					
->	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
->	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
->	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
	00	mov ra, 3h					
	02	sub ra, 1h					
->	04	cmp ra, 0h					
	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	Z
	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
->	06	jne 02					
	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	Z
	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
->	08	???					



Loop with conditional jump (jne)

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	Z
	00	mov ra, 3h					
	02	sub ra, 1h					
	04	cmp ra, 0h					
	06	jne 02					
->	08	???					

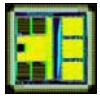
Program continues execution





C to assembler loops

- In C the syntax for a for loop is:
- `for(<initialization>; <condition>; <update>) {code}`
- Example: `for(i=3; i != 0; i--)` {...}
 - i will take the value: 3, 2, 1.
- Can be easily translated to assembler



C to assembler loops: alternative 1

- for(<initialization>;<condition>; <update>) {code}

`initialization`

`test:`

`test condition`

`if condition then jump to loopcode`

`jump to endofloop`

`loopcode:`

`code`

`update`

`jump to test`

`endofloop:`

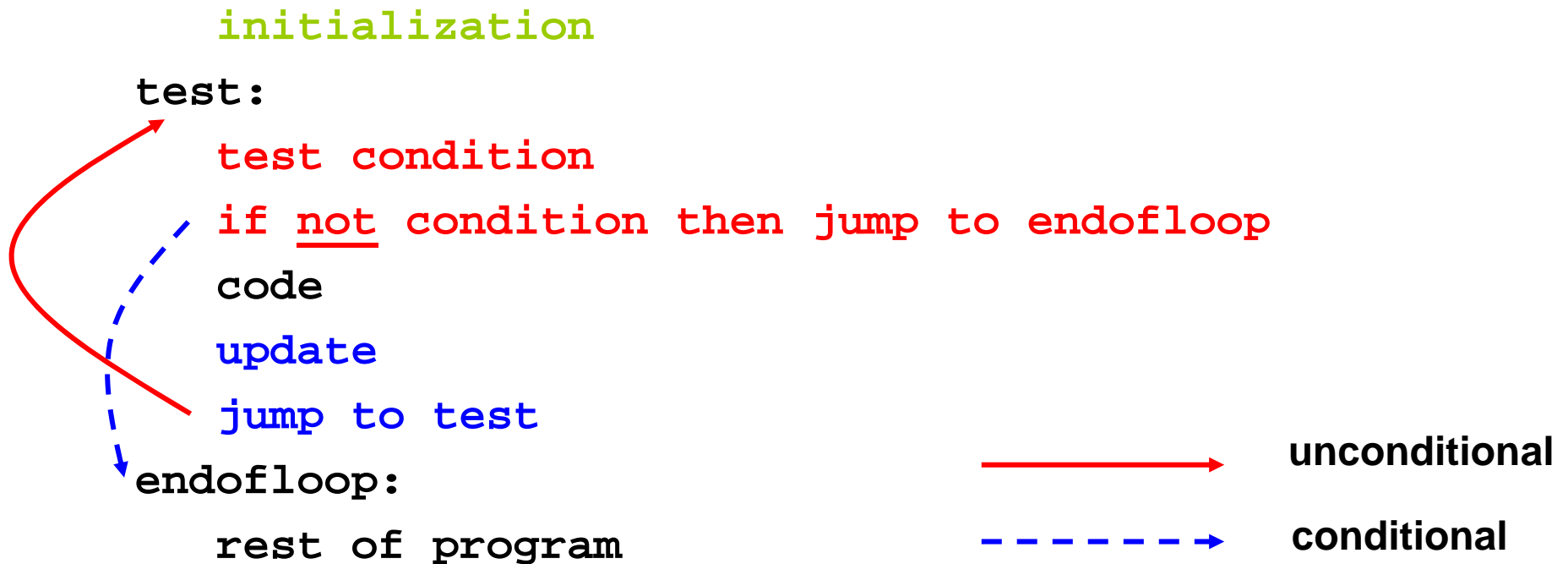
`rest of program`

—————→ unconditional
- - - - -→ conditional



C to assembler loops: alternative 2

- for(<initialization>;<condition>; <update>) {code}



This requires to **negate the condition!**
Processors usually provide **conditional jumps if condition** (je,ja,jb)
and **conditional jumps if not condition** (jne,jna,jnb)



C to assembler loops

- With **alternative 1** the conditional jump is to a **nearby address** (instruction skip)
- **Alternative 2** leads to more **compact code**
- Some processors have "**relative jumps**" that allow to change PC by an offset
 - On Intel/AMD x86 the "short relative jump" allows to offset PC by up to -128 to +127 bytes
- What happens on x86 if the loop code is longer than 127 bytes?
 - Alternative 2 cannot be used with short relative jump!
 - Alternative 1 must be used

Programming influenced by processor architecture!

Higher level languages (e.g. C) and compilers allow to select the right assembler construct to optimize the code



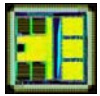
C to assembler loops

- `for(i=3; i != 0; i--) {....}`
- Alternative 2



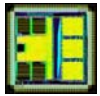
```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
->	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	
	00	mov ra, 3h					
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	04	je 0eh					
	06	...					
	08	...					
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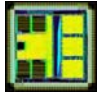
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for(i=3; i != 0; i--) {.....}
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			3	0	0	0	
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```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	
	00	mov ra, 3h					
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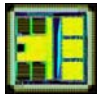
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	06	...					
	08	...					
->	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
->	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	
	00	mov ra, 3h					
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	08	...					
	0A	sub ra, 1h					
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	0E	???					



```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
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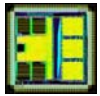
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for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
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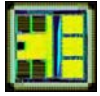
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```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
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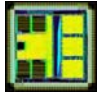
```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
->	0C	jmp 02					
	0E	???					



for(i=3; i != 0; i--) {...}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
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	08	...					
	0A	sub ra, 1h					
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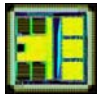
```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	cmp ra, 0h					
->	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
->	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
->	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
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PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
	00	mov ra, 3h					
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	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
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```
for(i=3; i != 0; i--) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
	00	mov ra, 3h					
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	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	Z
	00	mov ra, 3h					
	02	cmp ra, 0h					
->	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
	0E	???					



```
for(i=3; i != 0; i--) {...}
```

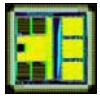
PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	Z
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
->	0E	???					



for(i=3; i != 0; i--) {...}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	Z
	00	mov ra, 3h					
	02	cmp ra, 0h					
	04	je 0eh					
	06	...					
	08	...					
	0A	sub ra, 1h					
	0C	jmp 02					
->	0E	???					

Program continues execution



C to assembler loops

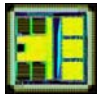
- `for(i=3; i != 0; i--) {....}`
- Alternative 1

```
-> 00  mov  ra, 3h
    02  cmp  ra, 0h
    04  jne  08h
    06  jmp  0E
    08  ...
    0A  sub  ra, 1h
    0C  jmp  02
    0E  ???
```




C to assembler loops

- `for(i=0; i < 3; i++) {....}`
 - i takes the values: 0, 1, 2
- Alternative 1



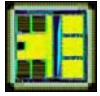
for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
->	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	
	00	mov ra, 0h					
->	02	cmp ra, 3h					
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	0A	add ra, 1h					
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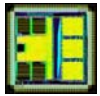
```
for(i=0; i < 3; i++) {.....}
```

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
->	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



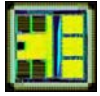
for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
->	08	...					
	0A	add ra, 1h					
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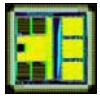
for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			0	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
->	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
->	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

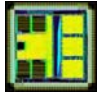
PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0	0	0	C
	00	mov ra, 0h					
->	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			1	0		0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
->	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	inc ra, 1h					
	0C	inc ra, 02					
	0E	??					

fast forward some steps...



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			2	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
->	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



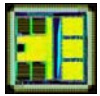
for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	C
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
->	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	C
	00	mov ra, 0h					
->	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	Z
	00	mov ra, 0h					
	02	cmp ra, 3h					
->	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



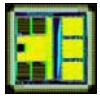
for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	Z
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
->	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	Z
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
->	0E	???					



for(i=0; i < 3; i++) {.....}

PC	Adr	Instr	RA	RB	RC	RD	FLAGS
			3	0	0	0	Z
	00	mov ra, 0h					
	02	cmp ra, 3h					
	04	jb 08h					
	06	jmp 0E					
	08	...					
	0A	add ra, 1h					
	0C	jmp 02					
->	0E	???					

Program continues execution



Summary

- Basic loop constructs can be realized in assembler
- Pay attention to the desired range of values of the variables and where the test is placed!
- The "C to assembler" examples generalize to more complex tests!
 - `for(i=0; (i<100) && (obstacle1==0); i++) {....}`
 - Use boolean logic to combine multiple simple tests together
 - Or test individual parts and have several conditional jumps
- Knowledge sufficient to complete the coursework assignment involving programming