# Princeton University COS 217: Introduction to Programming Systems IA-32 Condition Codes

#### **Condition Codes**

Bits in the EFLAGS register

cmpl src, dest

Performs the subtraction *dest - src*, and sets the condition codes depending upon the difference:

<b>Condition Code</b>	Set When		
ZF (zero flag)	Mathematically: The difference was 0.		
	Physically: All bits of the difference were 0.		
SF (sign flag)	Mathematically: The difference was negative.		
	Physically: The most significant bit of the difference was 1.		
CF (carry flag)	Mathematically: The difference was incorrect when we view the		
	operands and difference as <b>unsigned</b> integers.		
	Physically: A borrow occurred into the most significant bit.		
OF (overflow flag)	Mathematically: The difference was incorrect when we view the		
	operands and difference as <b>signed</b> integers.		
	Physically: The borrow into the most significant bit differed from		
	the borrow out of the most significant bit.		

## **Conditional Control Transfer Instructions** (Used After Comparing Unsigned Numbers)

Instruction			Jump if and only if
jе	(jump if	ff equal)	ZF
jne	(jump if	ff not equal)	~ZF
jb	(jump if	ff below)	CF
jae	(jump if	ff above or equal)	~CF
jbe	(jump if	ff below or equal)	CF   ZF
jа	(jump if	ff above)	~(CF   ZF)

### Examples (assuming a 5-bit computer for simplicity):

Comparison	Subtraction	<b>Resulting Condition Codes</b>	Execution of jb
12 and 6	01100 12 -00110 -6 	CF = 0 (unsigned diff was correct)	CF == 0 So don't jump
6 and 12	00110 6 00110 6 -01100 -12 	CF = 1 (unsigned diff was incorrect)	CF == 1 So jump
	11010 26		

## **Conditional Control Transfer Instructions** (Used After Comparing Signed Numbers)

Instruction			Jump if and only if	
jе	(jump i	ff equal)	ZF	
jne	(jump i	ff not equal)	~ZF	
jl	(jump i	ff less than)	SF ^ OF	
jge	(jump i	ff greater than or equal)	~(SF ^ OF)	
jle	(jump i	ff less than or equal)	(SF ^ OF)   ZF	
jg	(jump i	ff greater than)	~((SF ^ OF)   ZF)	

#### Examples (assuming a 5-bit computer for simplicity):

Comparison	Subtraction	Resulting Condition Codes	Execution of jl
12 and 6	01100 12	SF = 0 (diff was positive)	(SF ^ OF) == 0
	-00110 -6	OF = 0 (signed diff was correct)	So don't jump
	00110 6		
-6 and -12	11010 -6	SF = 0 (diff was positive)	(SF ^ OF) == 0
0 4114 12	-1010012	OF = 0 (signed diff was correct)	So don't jump
			3 1
	00110 6		
6 and 12	00110 6	SF = 1 (diff was negative)	(SF ^ OF) == 1
	-01100 -12	OF = 0 (signed diff was correct)	So jump
	11010 -6		
-12 and -6	10100 -12	SF = 1 (diff was negative)	(SF ^ OF) == 1
	-110106	OF = 0 (signed diff was correct)	So jump
10 16	11010 -6		(2- ) 2-)
-12 and 6	10100 -12 -00110 -6	<pre>SF = 0 (diff was positive) OF = 1 (signed diff was incorrect)</pre>	(SF ^ OF) == 1 So jump
	-00110 -0	or - 1 (signed dill was incollect)	30 Julip
	01110 14		
-6 and 12	11010 -6	SF = 0 (diff was positive)	(SF ^ OF) == 1
	-01100 -12	OF = 1 (signed diff was incorrect)	So jump
	01110 14		
6 and -12	01110 14 00110 6	SF = 1 (diff was negative)	(SF ^ OF) == 0
0 and -12	-1010012	OF = 1 (signed diff was incorrect)	So don't jump
		or i (bighed dill was incollect)	So don e jump
	10010 -14		
12 and -6	01100 12	SF = 1 (diff was negative)	(SF ^ OF) == 0
	-110106	OF = 1 (signed diff was incorrect)	So don't jump
	10010 -14		
	10010 -14		

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