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:

Condition Code	Set to 1 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 unsigned 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 signed 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	iff	equal)	ZF
jne	(jump	iff	not equal)	~ZF
jb	(jump	iff	below)	CF
jae	(jump	iff	above or equal)	~CF
jbe	(jump	iff	below or equal)	CF ZF
jа	(jump	iff	above)	~(CF ZF)

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

Comparison	Subtraction	Resulting Condition Codes	Execution of jb
12 and 6	$ \begin{array}{c cccc} 01100 & 12 \\ -00110 & -6 \\ \hline 00110 & 6 \end{array} $	CF = 0 (unsigned diff was correct)	CF == 0 So don't jump
6 and 12	$ \begin{array}{c cccc} 00110 & 6 \\ -01100 & -12 \\ \hline & & \\ \hline & & \\ 11010 & 26 \end{array} $	CF = 1 (unsigned diff was incorrect)	CF == 1 So jump

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 -00110 -6	SF = 0 (diff was positive) OF = 0 (signed diff was correct)	(SF ^ OF) == 0 So don't jump
	00110 6		
-6 and -12	11010 -6 -1010012 	SF = 0 (diff was positive) OF = 0 (signed diff was correct)	(SF ^ OF) == 0 So don't jump
	00110 6		
6 and 12	00110 6 -01100 -12	SF = 1 (diff was negative) OF = 0 (signed diff was correct)	(SF ^ OF) == 1 So jump
	11010 -6		
-12 and -6	10100 -12 -110106	SF = 1 (diff was negative) OF = 0 (signed diff was correct)	(SF ^ OF) == 1 So jump
	11010 -6		
-12 and 6	$ \begin{array}{cccc} 10100 & -12 \\ -00110 & -6 \\ \hline & & \\ 01110 & 14 \end{array} $	SF = 0 (diff was positive) OF = 1 (signed diff was incorrect)	(SF ^ OF) == 1 So jump
-6 and 12	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	<pre>SF = 0 (diff was positive) OF = 1 (signed diff was incorrect)</pre>	(SF ^ OF) == 1 So jump
6 and -12	00110 6 -1010012 	<pre>SF = 1 (diff was negative) OF = 1 (signed diff was incorrect)</pre>	(SF ^ OF) == 0 So don't jump
12 and -6	01100 12 -110106 	<pre>SF = 1 (diff was negative) OF = 1 (signed diff was incorrect)</pre>	(SF ^ OF) == 0 So don't jump

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