Assembly Language: Part 2

Goals of this Lecture

Help you learn:

- Intermediate aspects of IA-32 assembly language…
- Control flow with signed integers
- Control flow with unsigned integers
- Arrays
- Structures

Agenda

Flattened C code

Control flow with signed integers

Control flow with unsigned integers

Arrays

Structures

Flattened C Code

Problem

- Translating from C to assembly language is difficult when the C code contains **nested** statements

Solution

- **Flatten** the C code to eliminate all nesting

Flattened C Code

C

```
if (expr)
{   statement1;
    …
    statementN;
}
```

```
if (expr)
{   statementT1;
    …
    statementTN;
}
else
{   statementF1;
    …
    statementFN;
}
```

Flattened C

```
    if (! expr) goto endif1;
        statement1;
        …
        statementN;
endif1:
```

```
    if (! expr) goto else1;
        statement1;
        …
        statementN;
        goto endif1;
else1:
        statementF1;
        …
        statementFN;
endif1:
```

Flattened C Code

C

```
while (expr)
{   statement1;
    …
    statementN;
}
```

```
for (expr1; expr2; expr3}
{   statement1;
    …
    statementN;
}
```

Flattened C

```
loop1:
   if (! expr) goto endloop1;
      statement1;
      …
      statementN;
      goto loop1;
endloop1:
```

```
   expr1;
loop1:
   if (! expr2) goto endloop1;
   statement1;
   …
   statementN;
   expr3;
   goto loop1;
endloop1:
```

See Bryant & O'Hallaron book for faster patterns

Agenda

Flattened C code

Control flow with signed integers

Control flow with unsigned integers

Arrays

Structures

`if` Example

C

```
int i;
…
if (i < 0)
   i = -i;
```

Flattened C

```
int i;
…
   if (i >= 0) goto endif1;
   i = -i;
endif1:
```

`if` Example

Flattened C

```
int i;
…
   if (i >= 0) goto endif1;
   i = -i;
endif1:
```

Assem Lang

```
    .section ".bss"
i:  .skip 4
…
    .section ".text"
…
    cmpl $0, i
    jge  endif1
    negl i
endif1:
```

Note:

`cmp` instruction (counterintuitive operand order)

Sets CC bits in EFLAGS register

`jge` instruction (conditional jump)

Examines CC bits in EFLAGS register

`if…else` Example

C

```
int i;
int j;
int smaller;
…
if (i < j)
   smaller = i;
else
   smaller = j;
```

Flattened C

```
int i;
int j;
int smaller;
…
   if (i >= j) goto else1;
   smaller = i;
   goto endif1;
else1:
   smaller = j;
endif1:
```

`if…else` Example

Flattened C

```
int i;
int j;
int smaller;
…
   if (i >= j) goto else1;
   smaller = i;
   goto endif1;
else1:
   smaller = j;
endif1:
```

Assem Lang

```
    .section ".bss"
i:          .skip 4
j:          .skip 4
smaller:    .skip 4
…
    .section ".text"
…
   movl i, %eax
   cmpl j, %eax
   jge  else1
   movl i, %eax
   movl %eax, smaller
   jmp endif1
else1:
   movl j, %eax
   movl %eax, smaller
endif1:
```

Note:
`jmp` instruction
(unconditional jump)

`while` Example

C

```
int fact;
int n;
…
fact = 1;
while (n > 1)
{ fact *= n;
  n--;
}
```

Flattened C

```
int fact;
int n;
…
   fact = 1;
loop1:
   if (n <= 1) goto endloop1;
   fact *= n;
   n--;
   goto loop1;
endloop1:
```

`while` Example

Flattened C

```
int fact;
int n;
…
   fact = 1;
loop1:
   if (n <= 1) goto endloop1;
   fact *= n;
   n--;
   goto loop1;
endloop1:
```

Assem Lang

```
    .section ".bss"
fact: .skip 4
n:    .skip 4
…
    .section ".text"
…
   movl $1, fact
loop1:
   cmpl $1, n
   jle  endloop1
   movl fact, %eax
   imull n
   movl %eax, fact
   decl n
   jmp loop1
endloop1:
```

Note:

`jle` instruction (conditional jump)

`imul` instruction

`for` Example

C

```
int power = 1;
int base;
int exp;
int i;
…
for (i = 0; i < exp; i++)
  power *= base;
```

Flattened C

```
int power = 1;
int base;
int exp;
int i;
…
   i = 0;
loop1:
   if (i >= exp) goto
  endloop1;
   power *= base;
   i++;
   goto loop1;
endloop1:
```

for Example

Flattened C

```
int power = 1;
int base;
int exp;
int i;
…
   i = 0;
loop1:
   if (i >= exp) goto
  endloop1;
   power *= base;
   i++;
   goto loop1;
endloop1:
```

Assem Lang

```
    .section ".data"
power: .long 1
    .section ".bss"
base:  .skip 4
exp:   .skip 4
i:     .skip 4
…
    .section ".text"
…
   movl $0, i
loop1:
   movl i, %eax
   cmpl exp, %eax
   jge  endloop1
   movl power, %eax
   imull base
   movl %eax, power
   incl i
   jmp loop1
endloop1:
```

Control Flow with Signed Integers

Comparing signed integers

```
cmp{l,w,b} srcIRM, destRM     Compare dest with src
```

- Sets CC bits in the EFLAGS register
- Beware: operands are in counterintuitive order
- Beware: many other instructions set CC bits
  - Conditional jump should **immediately** follow `cmp`

Control Flow with Signed Integers

Unconditional jump

```
jmp label  Jump to label
```

Conditional jumps after comparing signed integers

```
je  label  Jump to label if equal
jne label  Jump to label if not equal
jl  label  Jump to label if less
jle label  Jump to label if less or equal
jg  label  Jump to label if greater
jge label  Jump to label if greater or equal
```

- Examine CC bits in EFLAGS register

Agenda

Flattened C

Control flow with signed integers

Control flow with unsigned integers

Arrays

Structures

Signed vs. Unsigned Integers

In C

- Integers are signed or unsigned
- Compiler generates assem lang instructions accordingly

In assembly language

- Integers are neither signed nor unsigned
- Distinction is in the instructions used to manipulate them

Distinction matters for

- Multiplication and division
- Control flow

Handling Unsigned Integers

Multiplication and division

- Signed integers: **`imul`**, **`idiv`**
- Unsigned integers: **`mul`**, **`div`**

Control flow

- Signed integers: **`cmp`** + {**`je`**, **`jne`**, **`jl`**, **`jle`**, **`jg`**, **`jge`**}
- ~~Unsigned integers: "unsigned **`cmp`**" + {**`je`**, **`jne`**, **`jl`**, **`jle`**, **`jg`**, **`jge`**}~~
- Unsigned integers: **`cmp`** + {**`je`**, **`jne`**, **`jb`**, **`jbe`**, **`ja`**, **`jae`**}

`while` Example

C

```
unsigned int fact;
unsigned int n;
…
fact = 1;
while (n > 1)
{ fact *= n;
  n--;
}
```

Flattened C

```
unsigned int fact;
unsigned int n;
…
   fact = 1;
loop1:
   if (n <= 1) goto endloop1;
   fact *= n;
   n--;
   goto loop1;
endloop1:
```

while Example

Flattened C

```
unsigned int fact;
unsigned int n;
…
   fact = 1;
loop1:
   if (n <= 1) goto endloop1;
   fact *= n;
   n--;
   goto loop1;
endloop1:
```

Assem Lang

```
 .section ".bss"
fact: .skip 4
n:    .skip 4
…
   .section ".text"
…
   movl $1, fact
loop1:
   cmpl $1, n
   jbe  endloop1
   movl fact, %eax
   mull n
   movl %eax, fact
   decl n
   jmp loop1
endloop1:
```

Note:

`jbe` instruction (instead of `jle`)

`mull` instruction (instead of `imull`)

`for` Example

C

```
unsigned int power = 1;
unsigned int base;
unsigned int exp;
unsigned int i;
…
for (i = 0; i < exp; i++)
  power *= base;
```

Flattened C

```
unsigned int power = 1;
unsigned int base;
unsigned int exp;
unsigned int i;
…
   i = 0;
loop1:
   if (i >= exp) goto
  endloop1;
   power *= base;
   i++;
   goto loop1;
endloop1:
```

`for` Example

Flattened C

```
unsigned int power = 1;
unsigned int base;
unsigned int exp;
unsigned int i;
…
   i = 0;
loop1:
   if (i >= exp) goto
  endloop1;
   power *= base;
   i++;
   goto loop1;
endloop1:
```

Assem Lang

```
  .section ".data"
power: .long 1
    .section ".bss"
base:  .skip 4
exp:   .skip 4
i:     .skip 4
…
    .section ".text”
…
   movl $0, i
loop1:
   movl i, %eax
   cmpl exp, %eax
   jae  endloop1
   movl power, %eax
   mull base
   movl %eax, power
   incl i
   jmp loop1
endloop1:
```

Note:

`jae` instruction (instead of `jge`)

`mull` instruction (instead of `imull`)

Control Flow with Unsigned Integers

Comparing unsigned integers

- Same as comparing signed integers

Conditional jumps after comparing unsigned integers

```
je  label  Jump to label if equal
jne label  Jump to label if not equal
jb  label  Jump to label if below
jbe label  Jump to label if below or equal
ja  label  Jump to label if above
jae label  Jump to label if above or equal
```

- Examine CC bits in EFLAGS register

Agenda

Flattened C

Control flow with signed integers

Control flow with unsigned integers

Arrays

Structures

Arrays: Indirect Addressing

C

```
int a[100];
int i;
int n;
…
i = 3;
…
n = a[i]
…
```

Assem Lang

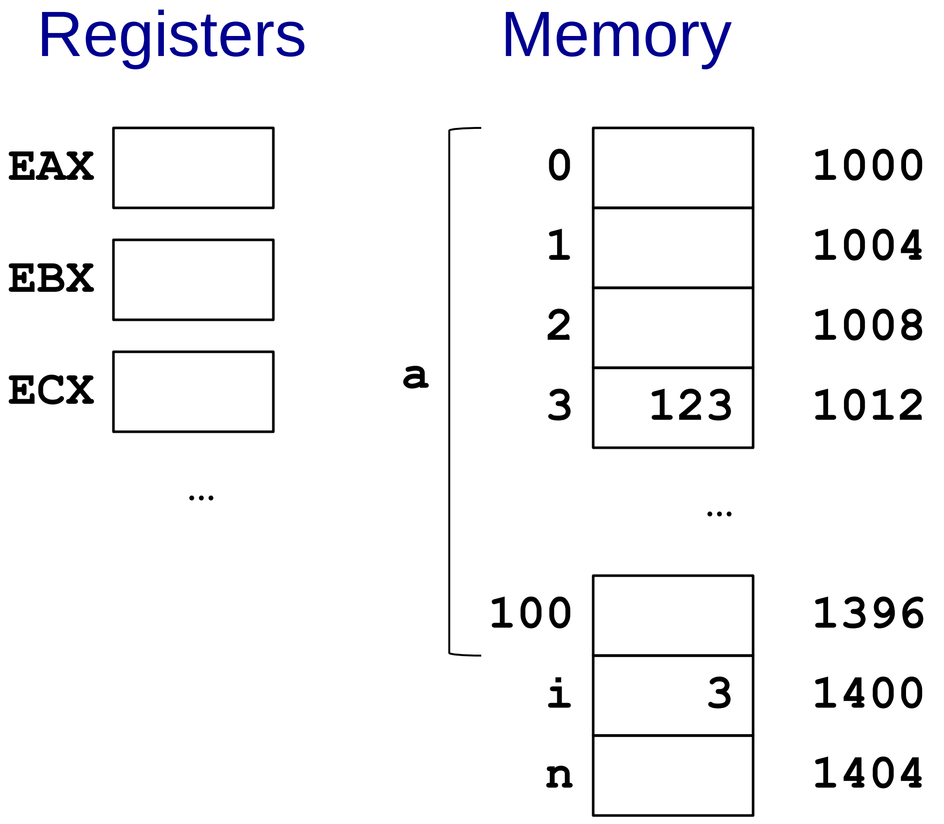
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```

One step at a time…

Arrays: Indirect Addressing

Assem Lang

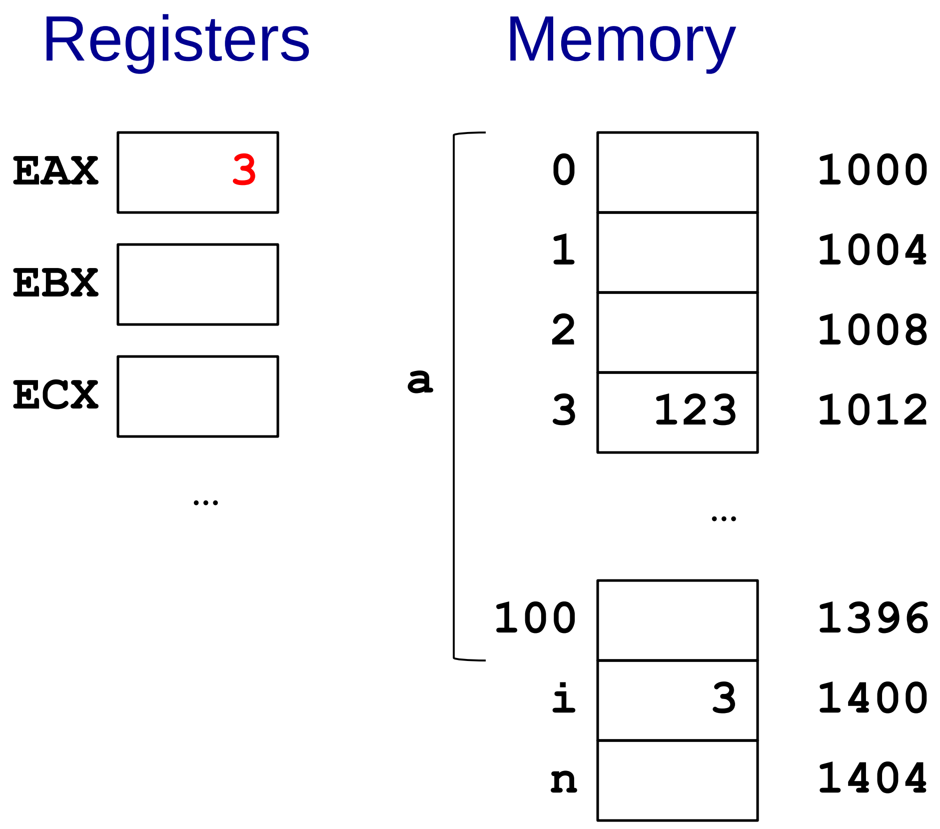
```
   .section ".bss"
a: .skip 400
i: .skip 4
n: .skip 4
   …
   .section ".text"
   …
   movl $3, i
   …
   movl i, %eax
   sall $2, %eax
   addl $a, %eax
   movl (%eax), %ecx
   movl %ecx, n
   …
```



Arrays: Indirect Addressing

Assem Lang

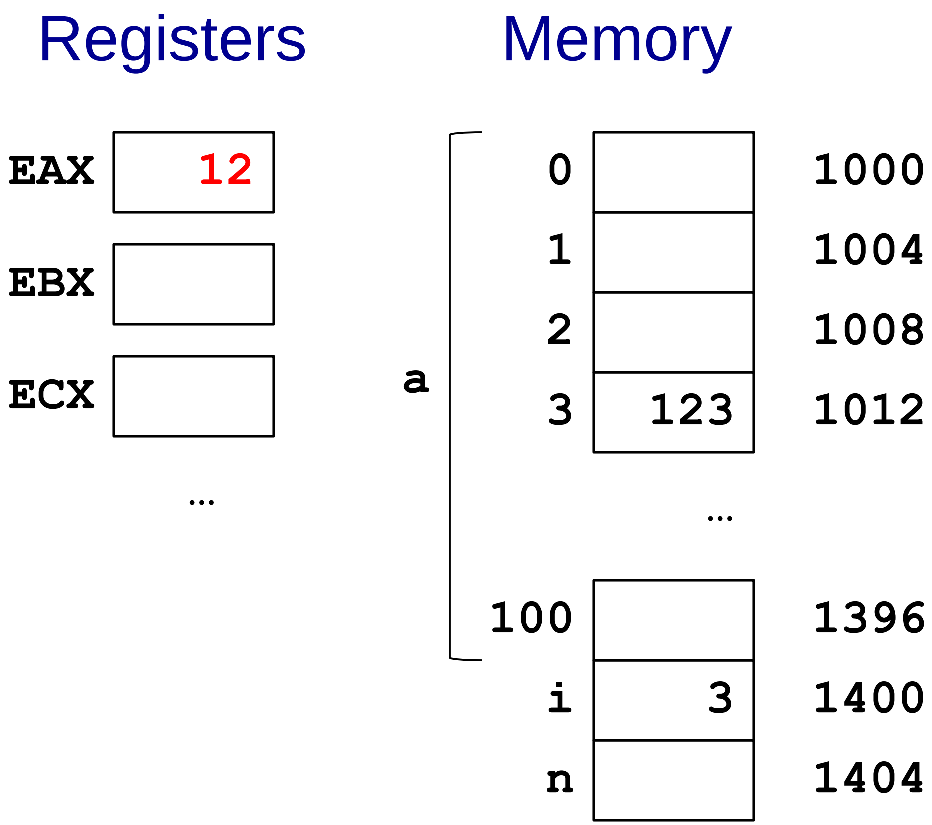
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Indirect Addressing

Assem Lang

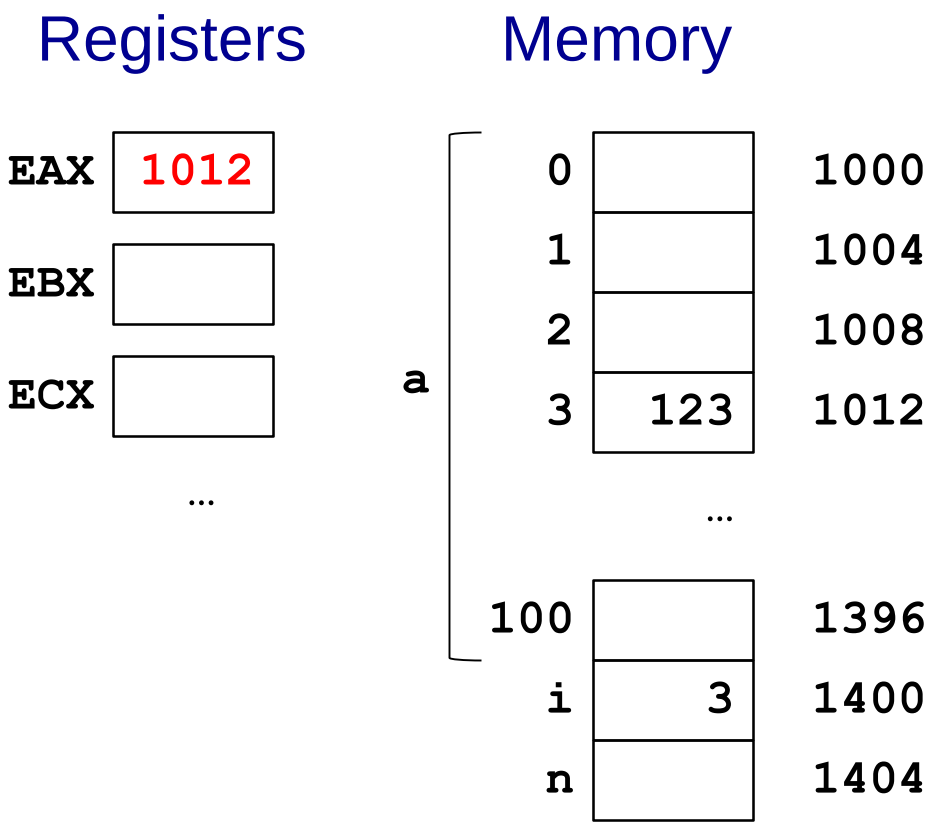
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Indirect Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```



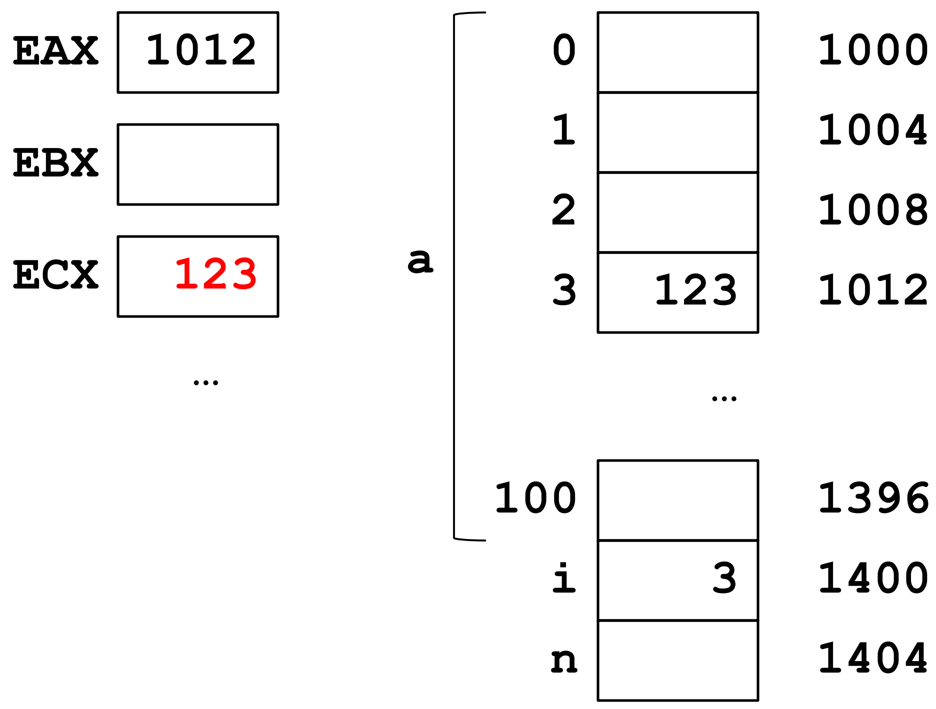
Arrays: Indirect Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```

Registers

Memory



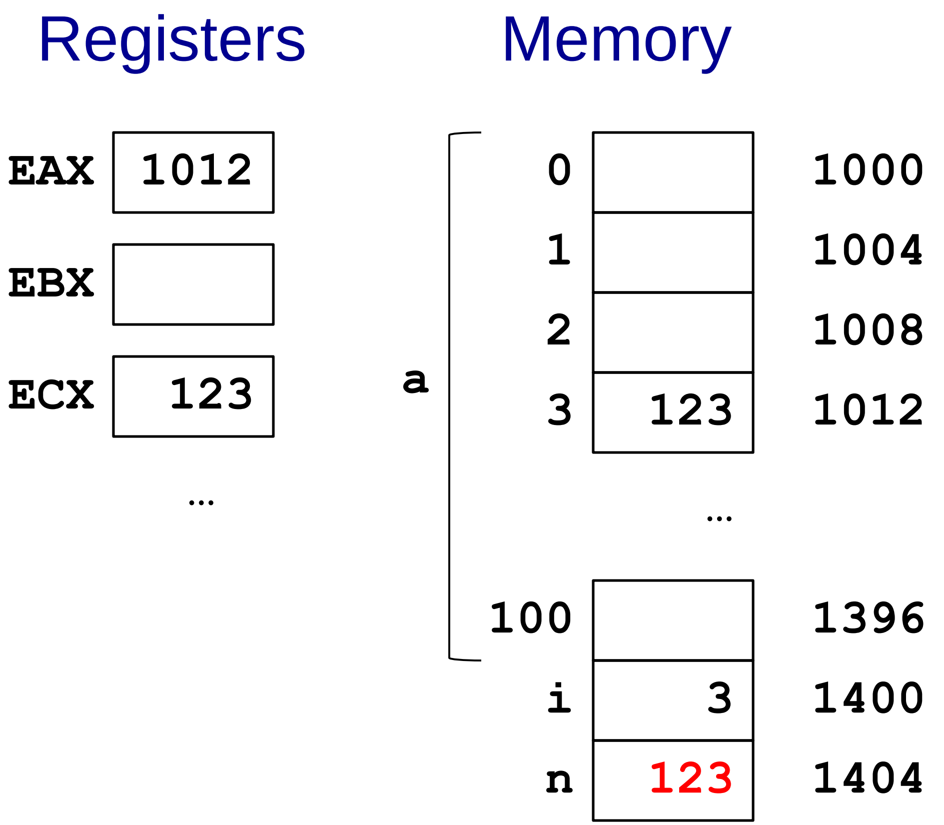
Note:

Indirect addressing

Arrays: Indirect Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    addl $a, %eax
    movl (%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Base+Disp Addressing

C

```
int a[100];
int i;
int n;
…
i = 3;
…
n = a[i]
…
```

Assem Lang

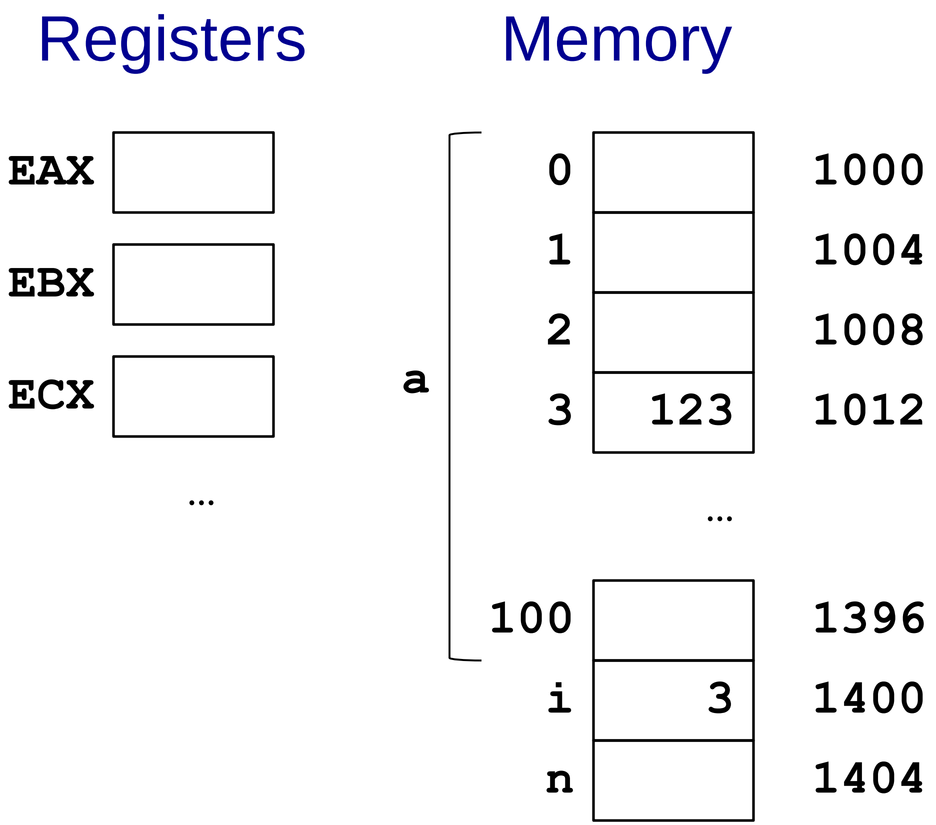
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```

One step at a time…

Arrays: Base+Disp Addressing

Assem Lang

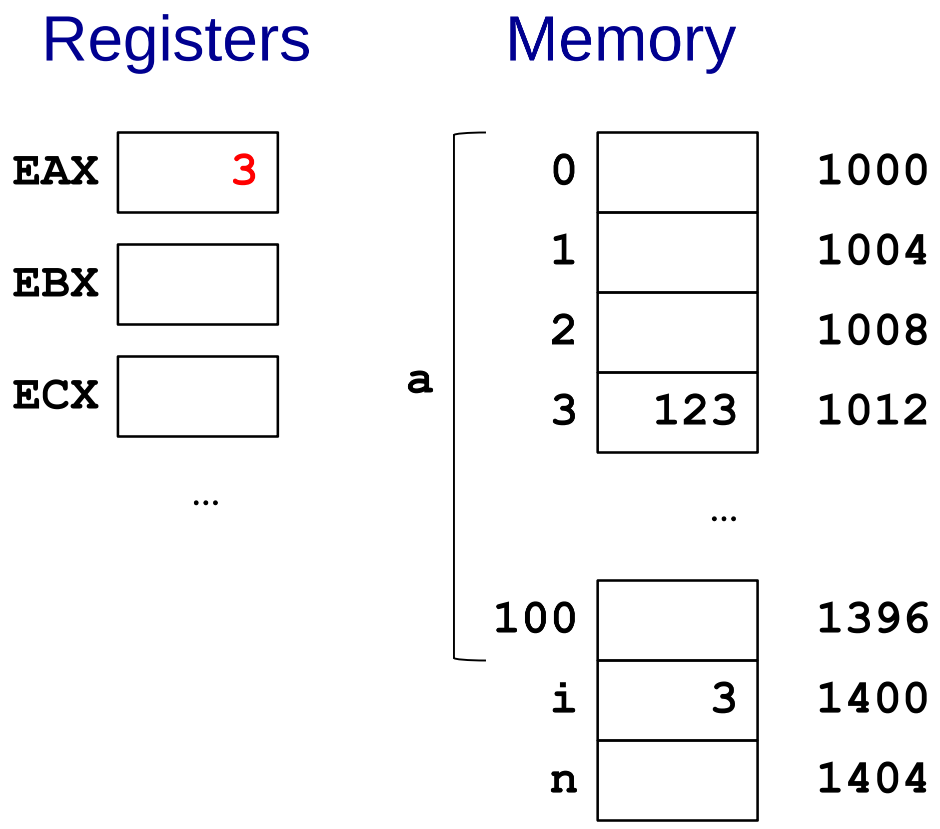
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Base+Disp Addressing

Assem Lang

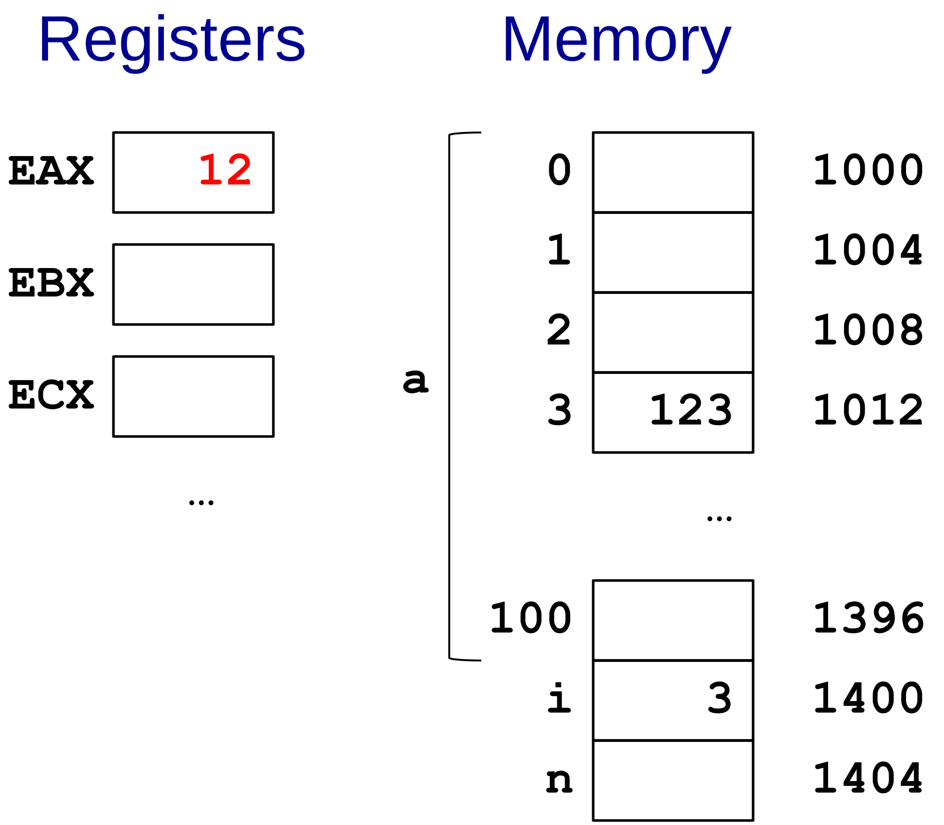
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Base+Disp Addressing

Assem Lang

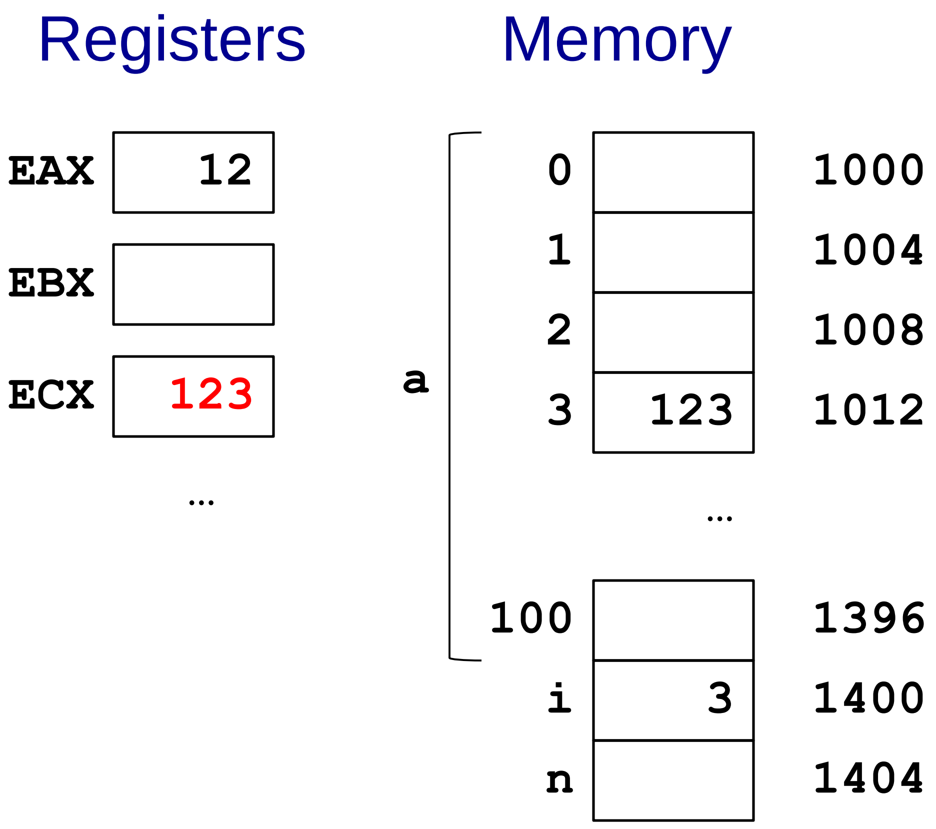
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Base+Disp Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```



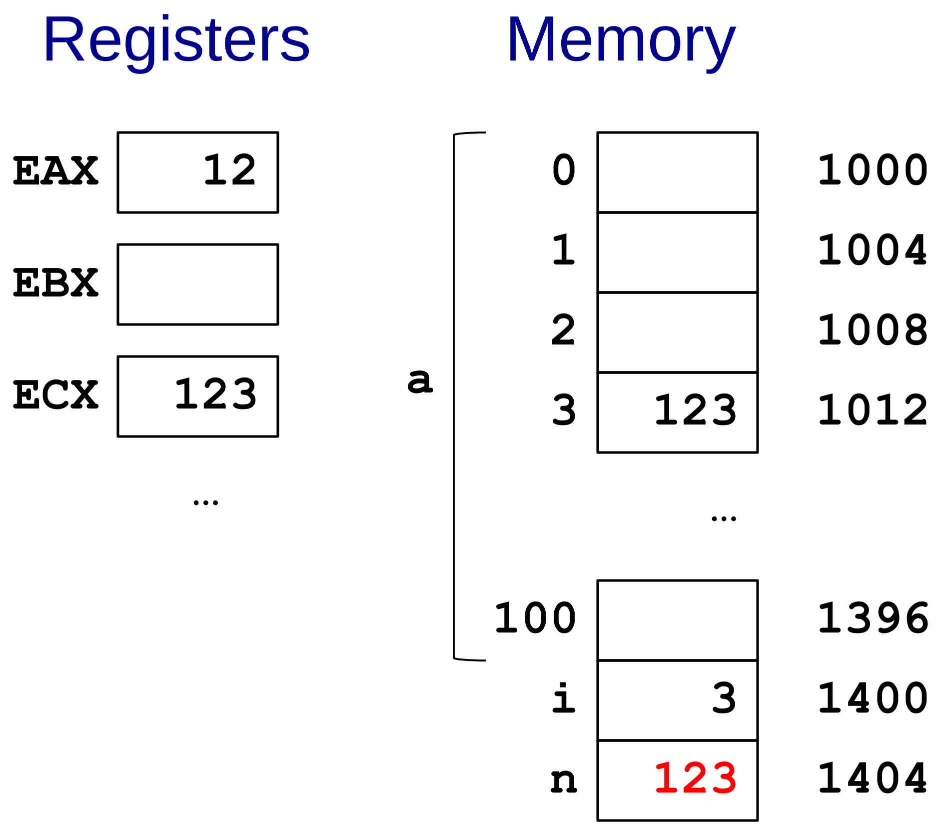
Note:

Base+displacement addressing

Arrays: Base+Disp Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    sall $2, %eax
    movl a(%eax), %ecx
    movl %ecx, n
    …
```



Arrays: Scaled Indexed Addressing

C

```
int a[100];
int i;
int n;
…
i = 3;
…
n = a[i]
…
```

Assem Lang

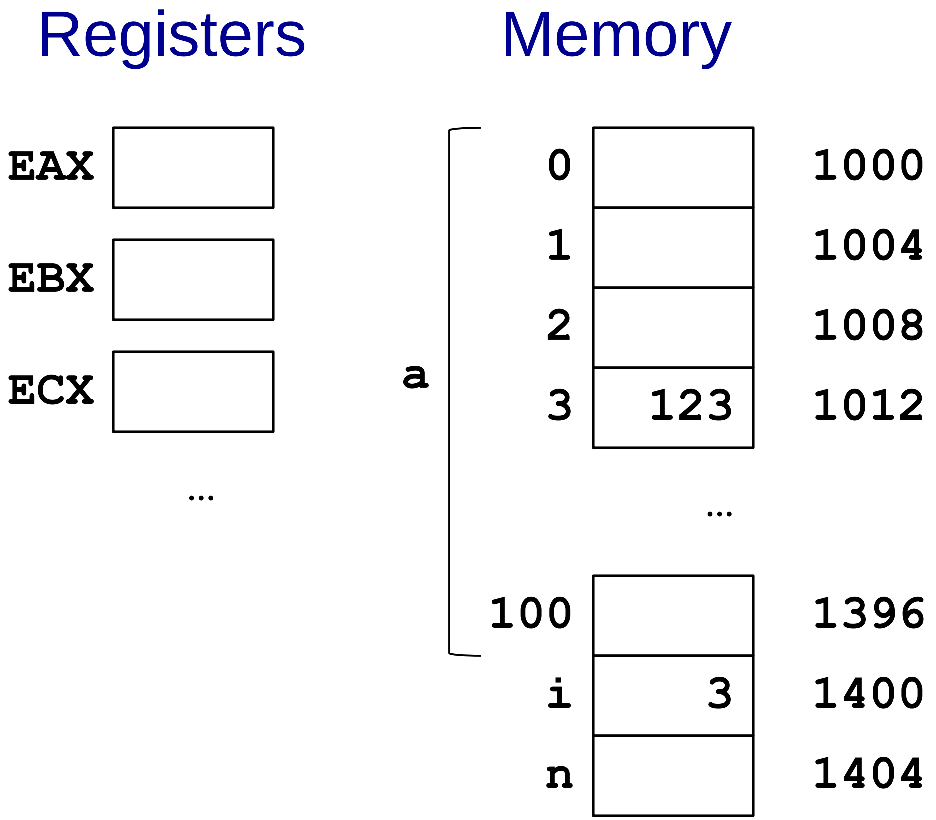
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    movl a(,%eax,4), %ecx
    movl %ecx, n
    …
```

One step at a time…

Arrays: Scaled Indexed Addressing

Assem Lang

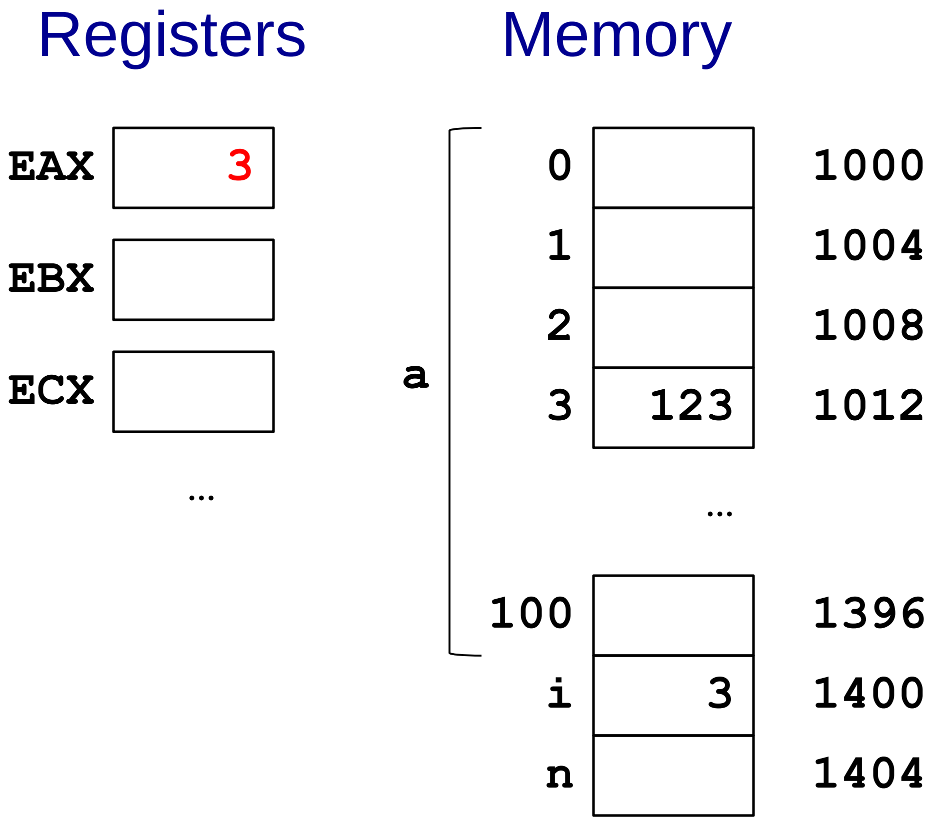
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    movl a(,%eax,4), %ecx
    movl %ecx, n
    …
```



Arrays: Scaled Indexed Addressing

Assem Lang

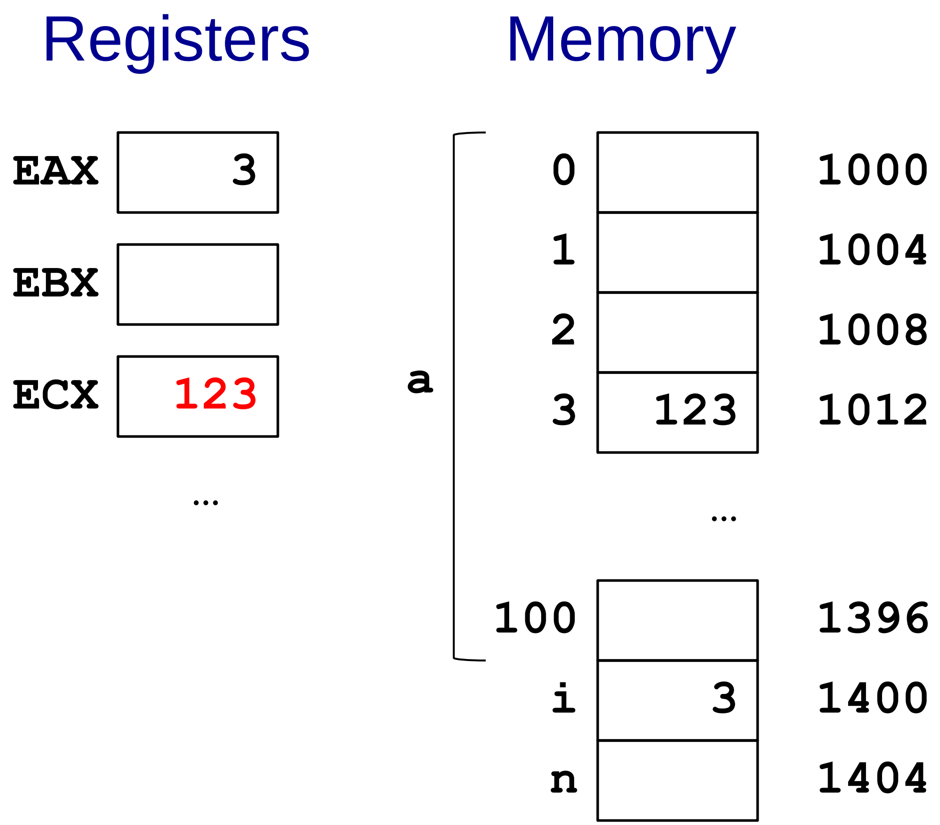
```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    movl a(,%eax,4), %ecx
    movl %ecx, n
    …
```



Arrays: Scaled Indexed Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    movl a(,%eax,4), %ecx
    movl %ecx, n
    …
```



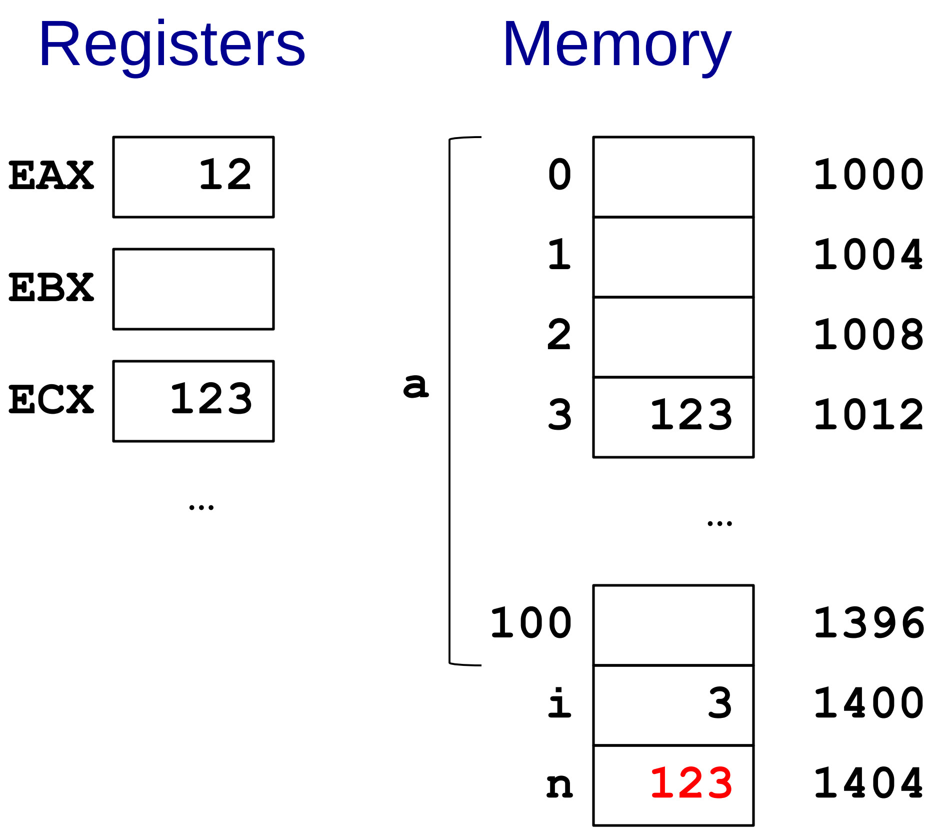
Note:

Scaled indexed addressing

Arrays: Scaled Indexed Addressing

Assem Lang

```
    .section ".bss"
a:  .skip 400
i:  .skip 4
n:  .skip 4
    …
    .section ".text"
    …
    movl $3, i
    …
    movl i, %eax
    movl a(,%eax,4), %ecx
    movl %ecx, n
    …
```



Generalization: Memory Operands

Full form of memory operands:

`displacement(base,index,scale)`

- **`displacement`** is an integer or a label (default = 0)
- **`base`** is a register
- **`index`** is a register
- **`scale`** is 1, 2, 4, or 8 (default = 1)

Meaning

- Compute the sum
  (displacement) + (contents of base) + ((contents of index) * (scale))
- Consider the sum to be an address
- Load from (or store to) that address

Note:

- All other forms are subsets of the full form…

Generalization: Memory Operands

Valid subsets:

- **Direct addressing**
  - `displacement`
- **Indirect addressing**
  - `(base)`
- **Base+displacement addressing**
  - `displacement(base)`
- **Indexed addressing**
  - `(base, index)`
  - `displacement(base,index)`
- **Scaled indexed addressing**
  - `(,index, scale)`
  - `displacement(,index,scale)`
  - `(base,index,scale)`
  - `displacement(base,index,scale)`

Operand Examples

Immediate operands

- **`$5`** => use the number 5 (i.e. the number that is available immediately within the instruction)
- **`$i`** => use the address denoted by i (i.e. the address that is available immediately within the instruction)

Register operands

- **`%eax`** => read from (or write to) register EAX

Memory operands: **direct addressing**

- **`5`** => load from (or store to) memory at address 5 (silly; seg fault)
- **`i`** => load from (or store to) memory at the address denoted by i

Memory operands: **indirect addressing**

- **`(%eax)`** => consider the contents of EAX to be an address; load from (or store to) that address

Operand Examples

Memory operands: **base+displacement addressing**

- **`5(%eax)`** => compute the sum (5) + (contents of EAX); consider the sum to be an address; load from (or store to) that address
- **`i(%eax)`** => compute the sum (address denoted by i) + (contents of EAX); consider the sum to be an address; load from (or store to) that address

Memory operands: **indexed addressing**

- **`5(%eax,%ecx)`** => compute the sum (5) + (contents of EAX) + (contents of ECX); consider the sum to be an address; load from (or store to) that address
- **`i(%eax,%ecx)`** => compute the sum (address denoted by i) + (contents of EAX) + (contents of ECX); consider the sum to be an address; load from (or store to) that address

Operand Examples

Memory operands: **scaled indexed addressing**

- **`5(%eax,%ecx,4)`** => compute the sum (5) + (contents of EAX) + ((contents of ECX) * 4); consider the sum to be an address; load from (or store to) that address
- **`i(%eax,%ecx,4)`** => compute the sum (address denoted by i) + (contents of EAX) + ((contents of ECX) * 4); consider the sum to be an address; load from (or store to) that address

Aside: The `lea` Instruction

`lea`: **l**oad **e**ffective **a**ddress

- Unique instruction: suppresses memory load/store

Example

- **`movl 5(%eax), %ecx`**
  - Compute the sum (5) + (contents of EAX); consider the sum to be an address; load 4 bytes from that address into ECX
- **`leal 5(%eax), %ecx`**
  - Compute the sum (5) + (contents of EAX); move that sum to ECX

Useful for

- Computing an address, e.g. as a function argument
  - See precept code that calls **`scanf()`**
- Some quick-and-dirty arithmetic

What is the effect of this?
`leal (%eax,%eax,4),%eax`

Agenda

Flattened C

Control flow with signed integers

Control flow with unsigned integers

Arrays

Structures

Structures: Indirect Addressing

C

```
struct S
{ int i;
  int j;
};
…
struct S myStruct;
…
myStruct.i = 18;
…
myStruct.j = 19;
```

Assem Lang

```
    .section ".bss"
myStruct: .skip 8
    …
    .section ".text"
    …
    movl $myStruct, %eax
    movl $18, (%eax)
    …
    movl $myStruct, %eax
    addl $4, %eax
    movl $19, (%eax)
```

Note:

Indirect addressing

Structures: Base+Disp Addressing

C

```
struct S
{ int i;
  int j;
};
…
struct S myStruct;
…
myStruct.i = 18;
…
myStruct.j = 19;
```

Assem Lang

```
    .section ".bss"
myStruct: .skip 8
    …
    .section ".text"
    …
    movl $0, %eax
    movl $18, myStruct(%eax)
    …
    movl $4, %eax
    movl $19, myStruct(%eax)
```

Note:

Base+displacement addressing

Structures: Padding

C

```
struct S
{ char c;
  int i;
};
…
struct S myStruct;
…
myStruct.c = 'A';
…
myStruct.i = 18;
```

Three-byte pad here

Assem Lang

```
    .section ".bss"
myStruct: .skip 8
    …
    .section ".text"
    …
    movl $0, %eax
    movb $'A', myStruct(%eax)
    …
    movl $4, %eax
    movl $18, myStruct(%eax)
```

Beware:

Compiler sometimes inserts padding after fields

Structures: Padding

IA-32/Linux/gcc217 rules

Data type	Must begin at address that is evenly divisible by:
(unsigned) char	1
(unsigned) short	2
(unsigned) int	4
(unsigned) long	4
float	4
double	4
long double	4
any structure	4
any pointer	4

- Can override using compiler options (e.g. -malign-double)

Summary

Intermediate aspects of IA-32 assembly language…

Flattened C code

Control transfer with signed integers

Control transfer with unsigned integers

Arrays

- Full form of instruction operands

Structures

- Padding

Appendix

Setting and using CC bits in EFLAGS register

Setting Condition Code Bits

Question

- How does **`cmpl`** set condition code bits in EFLAGS register?

Answer

- (See following slides)

Condition Code Bits

Condition code bits

- **ZF**: **zero** flag: set to 1 iff result is **zero**
- **SF**: **sign** flag: set to 1 iff result is **negative**
- **CF**: **carry** flag: set to 1 iff **unsigned overflow** occurred
- **OF**: **overflow** flag: set to 1 iff **signed overflow** occurred

Condition Code Bits

Example: **`addl src, dest`**

- Compute sum (**`dest`**+**`src`**)
- Assign sum to **`dest`**
- ZF: set to 1 iff sum == 0
- SF: set to 1 iff sum < 0
- CF: set to 1 iff unsigned overflow
  - Set to 1 iff sum<**`src`**
- OF: set if signed overflow
  - Set to 1 iff
    (**`src`**>0 && **`dest`**>0 && sum<0) ||
    (**`src`**<0 && **`dest`**<0 && sum>=0)

Condition Code Bits

Example: `subl src, dest`

- Compute sum (**`dest`**+(-**`src`**))
- Assign sum to **`dest`**
- ZF: set to 1 iff sum == 0
- SF: set to 1 iff sum < 0
- CF: set to 1 iff unsigned overflow
  - Set to 1 iff **`dest`**<**`src`**
- OF: set to 1 iff signed overflow
  - Set to 1 iff
    (**`dest`**>0 && **`src`**<0 && sum<0) ||
    (**`dest`**<0 && **`src`**>0 && sum>=0)

Example: `cmpl src, dest`

- Same as **`subl`**
- But does not affect **`dest`**

Using Condition Code Bits

Question

- How do conditional jump instructions use condition code bits in EFLAGS register?

Answer

- (See following slides)

Conditional Jumps: Unsigned

After comparing **unsigned** data

Jump Instruction	Use of CC Bits
je label	ZF
jne label	~ZF
jb label	CF
jae label	~CF
jbe label	CF | ZF
ja label	~(CF | ZF)

Note:

- If you can understand why `jb` jumps iff CF
- … then the others follow

Conditional Jumps: Unsigned

Why does jb jump iff CF? Informal explanation:

(1) largenum – smallnum (not below)

- Correct result
- => CF=0 => don't jump

(2) smallnum – largenum (below)

- Incorrect result
- => CF=1 => jump

Conditional Jumps: Signed

After comparing **signed** data

Jump Instruction	Use of CC Bits
je label	ZF
jne label	~ZF
jl label	OF ^ SF
jge label	~(OF ^ SF)
jle label	(OF ^ SF) | ZF
jg label	~((OF ^ SF) | ZF)

Note:

- If you can understand why `jl` jumps iff OF^SF
- … then the others follow

Conditional Jumps: Signed

Why does jl jump iff OF^SF? Informal explanation:

(1) largeposnum – smallposnum (not less than)

- Certainly correct result
- => OF=0, SF=0, OF^SF==0 => don't jump

(2) smallposnum – largeposnum (less than)

- Certainly correct result
- => OF=0, SF=1, OF^SF==1 => jump

(3) largenegnum – smallnegnum (less than)

- Certainly correct result
- => OF=0, SF=1 => (OF^SF)==1 => jump

(4) smallnegnum – largenegnum (not less than)

- Certainly correct result
- => OF=0, SF=0 => (OF^SF)==0 => don't jump

Conditional Jumps: Signed

(5) posnum – negnum (not less than)

- Suppose correct result
- => OF=0, SF=0 => (OF^SF)==0 => don't jump

(6) posnum – negnum (not less than)

- Suppose incorrect result
- => OF=1, SF=1 => (OF^SF)==0 => don't jump

(7) negnum – posnum (less than)

- Suppose correct result
- => OF=0, SF=1 => (OF^SF)==1 => jump

(8) negnum – posnum (less than)

- Suppose incorrect result
- => OF=1, SF=0 => (OF^SF)==1 => jump