

Comparisons

Compare instructions always change the state of flags (ALU group of instructions):

cmp (Compare): sets flags according to result of $R_n - Op_2$

`cmp R1, #10 @ R1-10`

cmn (Compare negated): sets flags according to result of $R_n + Op_2$

`cmn R1, #10 @ R1+10`

Instructions only influence the **state of flags, registers are not changed**. Because their only intention is to change the state of flags, we don't have to add letter **s** to their names.

Comparisons of unsigned numbers

Example: Compare two unsigned numbers:

- focus on the state of flags C and Z

```
mov r1,#11  
cmp r1,#10 @ C=1, Z=0
```

```
mov r1,#10  
cmp r1,#10 @ C=1, Z=1
```

```
mov r1,#9  
cmp r1,#10 @ C=0, Z=0
```

Summary:

$r1 > 10$	C=1 in Z=0	Higher
$r1 \geq 10$	C=1	Higher or Same
$r1 = 10$	Z=1	Equal
$r1 < 10$	C=0	Lower
$r1 \leq 10$	C=0 ali Z=1	Lower or Same

Comparisons of signed numbers

Comparison uses subtraction/addition to compare numbers; the operation is the same for unsigned and signed numbers. But to properly compare values of signed numbers, we have to watch another set of flags!

- **focus on the state of flags V, Z and N**

Example:

```
mov r1,#0
cmp r1,#-1 @ C=0, Z=0, V=0, N=0
```

Flags **don't correspond to relation > for unsigned numbers** (C=1 in Z=0)!

Condition for **> for signed numbers** is different from condition **> for unsigned numbers**.

Correct signed number condition for > is: **Z = 0 and N = V** .

Conditions

Name	Condition	State of flags
EQ	Equal / equals zero	Z set
NE	Not equal	Z clear
CS	Carry set	C set
CC	Carry clear	C clear
MI	Minus / negative	N set
PL	Plus / positive or zero	N clear
VS	Overflow	V set
VC	No overflow	V clear
HS	Unsigned higher or same	C set
LO	Unsigned lower	C clear
HI	Unsigned higher	C set and Z clear
LS	Unsigned lower or same	C clear or Z set
GE	Signed greater than or equal	N equals V
LT	Signed less than	N is not equal to V
GT	Signed greater than	Z clear and N equals V
LE	Signed less than or equal	Z set or N is not equal to V

Branch instructions

Sbranch is a of „GOTO label“ instruction – usually target line is denoted by label. In this case, address of the instruction with label is moved to PC.

b (Branch)

```
loop:      ...  
           sub r1, r1, #1  
           b loop @ GOTO loop
```

This is „eternal“ loop. r1 will be continually decremented, after value of 0, its value will change to 0xffffffff.

If we want only finite number of loop repetitions (until r1 is non-zero), we need instruction of type „**IF cond THEN GOTO label**“. We need conditional branch instruction.

Conditional branch instructions

In ARM assembler condition is always determined with the state of flags (remember previous table with all possible conditions).

Before using conditional branch instruction, we need to set the state of flags. This is commonly done with cmp instruction, or quite often also with ALU instructions.

Loop, that ends when r1 reaches value of 0 could be implemented in following way:

b (Branch)

```
loop:      ...
           sub r1, r1, #1
           cmp r1, #0
           bne loop @ IF Z=0 THEN GOTO loop
```

Instruction b is combined with the proper condition name that determines, if the branch will take place. If condition is not met, branch will not be executed – next instruction that follows will be next.

Therefore Bxx instruction is denoted as **Conditional branch**.

Conditional branch instructions

Instruction `cmp` in previous example has set the Z flag for conditional branch instruction. We can set same flag already earlier – when decrementing value of `r1`. We just need to add letter `s` to subtraction instruction (`subs`):

b (Branch)

```
                                mov r1, #10
loop:                            ...
                                subs r1, r1, #1 @ sets flags according to r1!
                                bne loop          @ IF Z=0 THEN GOTO loop
                                mov r2, #10
```

Loop will repeat 10 times. When `r1` reaches 0, `subs` will set flag Z to 1 and conditional branch will not take place anymore.

Next instruction `mov r2, #10` will be executed. Pseudo code for conditional branch is:

**IF condition THEN PC ← label
ELSE PC ← PC+4**

Conditional branch instructions

Branch	Interpretation	Normal uses
B	Unconditional	Always take this branch
BEQ	Equal	Comparison equal or zero result
BNE	Not equal	Comparison not equal or non-zero result
BPL	Plus	Result positive or zero
BMI	Minus	Result minus or negative
BCC	Carry clear	Arithmetic operation did not give carry-out
BLO	Lower	Unsigned comparison gave lower
BCS	Carry set	Arithmetic operation gave carry-out
BHS	Higher or same	Unsigned comparison gave higher or same
BVC	Overflow clear	Signed integer operation; no overflow occurred
BVS	Overflow set	Signed integer operation; overflow occurred
BGT	Greater than	Signed integer comparison gave greater than
BGE	Greater or equal	Signed integer comparison gave greater or equal
BLT	Less than	Signed integer comparison gave less than
BLE	Less or equal	Signed integer comparison gave less than or equal
BHI	Higher	Unsigned comparison gave higher
BLS	Lower or same	Unsigned comparison gave lower or same