## **Zero flag**

The **zero flag** is a single bit flag that is a central feature on most conventional  $\underline{CPU}$  architectures (including  $\underline{x}86$ ,  $\underline{ARM}$ ,  $\underline{PDP-11}$ ,  $\underline{68000}$ ,  $\underline{6502}$ , and numerous others). It is often stored in a dedicated register, typically called  $\underline{status}$  register or  $\underline{flag}$  register, along with other flags. The zero flag is typically abbreviated  $\mathbf{Z}$  or  $\mathbf{ZF}$  or similar in most documentation and assembly languages.

Along with a <u>carry flag</u>, a <u>sign flag</u> and an <u>overflow flag</u>, the zero flag is used to check the result of an arithmetic operation, including bitwise logical <u>instructions</u>. It is set to 1, or true, if an arithmetic result is zero, and reset otherwise. This includes results which are not stored, as most traditional instruction sets implement the <u>compare instruction</u> as a subtract where the result is discarded. It is also common that processors have a bitwise AND-instruction that does not store the result.

In most processors, the zero flag is mainly used in conditional <u>branch</u> instructions, which alter control flow on previous instruction results, but there are often other uses as well.

In some instruction sets such as the <u>MIPS architecture</u>, a dedicated flag register is not used; jump instructions instead check a register for zero.

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