

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 31/1/21

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Week# ____2____

Program Number: ____1____

Based on the value of the number in R0, Write an ALP to store 1 in R1 if R0 is zero, Store 2 in R1 if R0 is positive, Store 3 in R1 if R0 is negative.

I.

```
mov r0,#5
```

```
cmp r0,#0
```

```
beq zero
```

```
bpl positive
```

```
mov r1,#3
```

```
swi 0x11
```

zero:

mov r1,#1

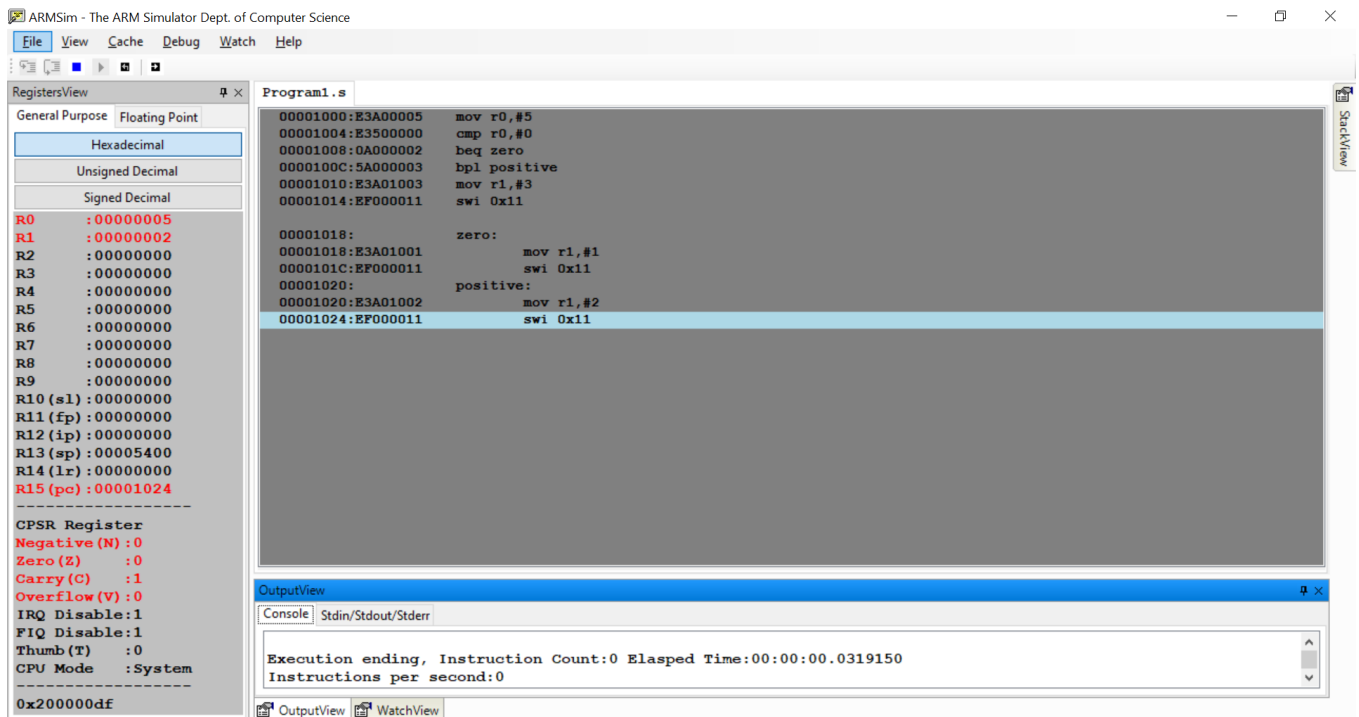
swi 0x11

positive:

mov r1,#2

swi 0x11

Example 1:



Example 2:

ARMSim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView

General Purpose Floating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0 : 00000000
R1 : 00000001
R2 : 00000000
R3 : 00000000
R4 : 00000000
R5 : 00000000
R6 : 00000000
R7 : 00000000
R8 : 00000000
R9 : 00000000
R10 (s1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 0000101c

CPSR Register

Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1
FIQ Disable : 1
Thumb (T) : 0
CPU Mode : System

0x600000df

Program1.s

```
00001000:E3A00000  mov r0,#0
00001004:E3500000  cmp r0,#0
00001008:0A000002  beq zero
0000100C:5A000003  bpl positive
00001010:E3A01003  mov r1,#3
00001014:EF000011  swi 0x11

00001018:          zero:
00001018:E3A01001          mov r1,#1
0000101C:EF000011          swi 0x11
00001020:          positive:
00001020:E3A01002          mov r1,#2
00001024:EF000011          swi 0x11
```

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0081137
Instructions per second:0

Example 3:

ARMSim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView

General Purpose Floating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0 : ffffffff
R1 : 00000003
R2 : 00000000
R3 : 00000000
R4 : 00000000
R5 : 00000000
R6 : 00000000
R7 : 00000000
R8 : 00000000
R9 : 00000000
R10 (s1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 00001014

CPSR Register

Negative (N) : 1
Zero (Z) : 0
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1
FIQ Disable : 1
Thumb (T) : 0
CPU Mode : System

0xa00000df

Program1.s

```
00001000:E3E00004  mov r0,#-5
00001004:E3500000  cmp r0,#0
00001008:0A000002  beq zero
0000100C:5A000003  bpl positive
00001010:E3A01003  mov r1,#3
00001014:EF000011  swi 0x11

00001018:          zero:
00001018:E3A01001          mov r1,#1
0000101C:EF000011          swi 0x11
00001020:          positive:
00001020:E3A01002          mov r1,#2
00001024:EF000011          swi 0x11
```

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0049872
Instructions per second:0

Week#____2_____

Program Number: ____2____

Write an ALP to compare the value of R0 and R1, add if R0 = R1, else subtract

I.

```
mov r0,#5
```

```
mov r1,#3
```

```
cmp r0,r1
```

```
beq equal
```

```
subs r2,r0,r1
```

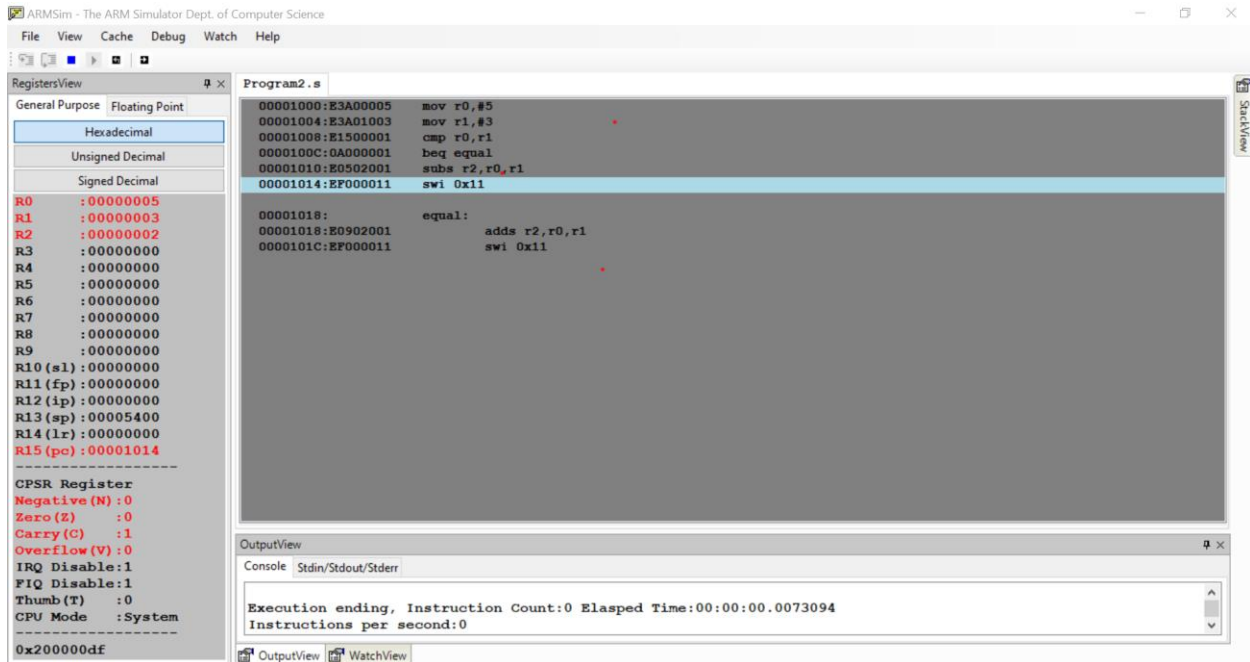
```
swi 0x11
```

```
equal:
```

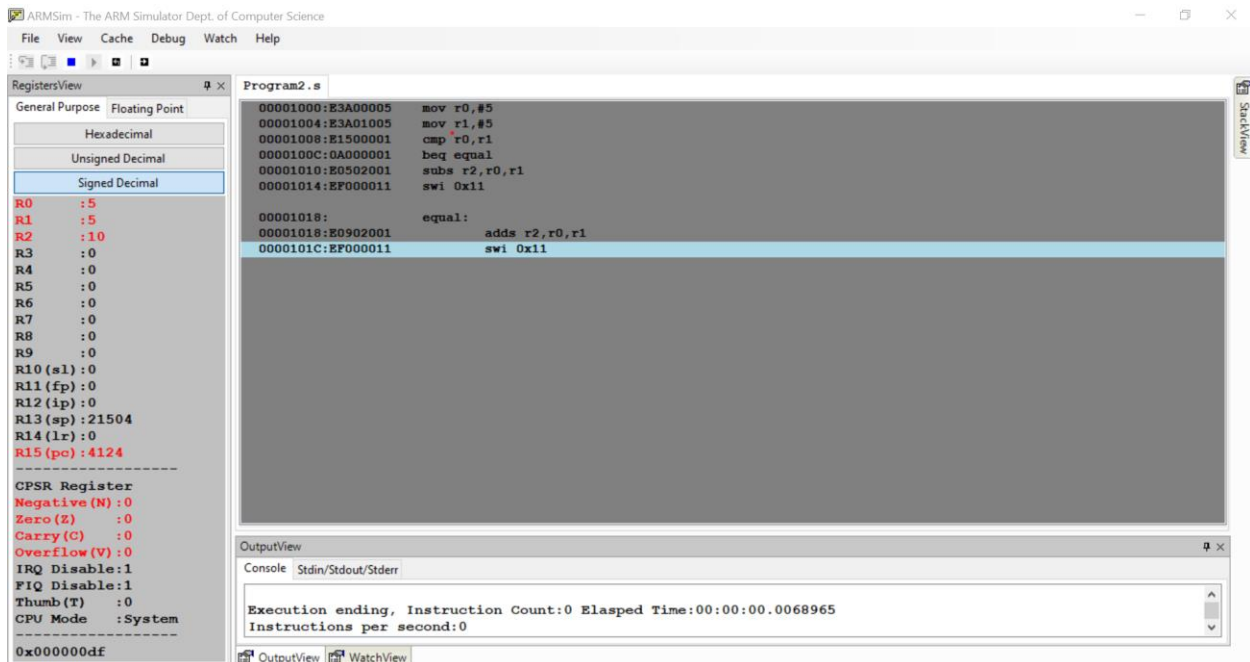
```
    adds r2,r0,r1
```

```
    swi 0x11
```

Example 1:



Example 2:



Week#____2_____

Program Number: ____3____

**Write an ALP to find the factorial of a number stored in R0.
Store the value in R1 (without using LDR and STR
instructions).Use only registers.**

I.

```
mov r0,#5
```

```
mov r1,#1
```

```
loop:
```

```
    mul r1,r0,r1
```

```
    subs r0,r0,#1
```

```
    cmp r0,#1
```

```
    bne loop
```

```
swi 0x11
```

ARMSim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView

General Purpose Floating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0 : 1

R1 : 120

R2 : 0

R3 : 0

R4 : 0

R5 : 0

R6 : 0

R7 : 0

R8 : 0

R9 : 0

R10 (sl) : 0

R11 (fp) : 0

R12 (ip) : 0

R13 (sp) : 21504

R14 (lr) : 0

R15 (pc) : 4120

CPSR Register

Negative (N) : 0

Zero (Z) : 1

Carry (C) : 1

Overflow (V) : 0

IRQ Disable : 1

FIQ Disable : 1

Thumb (T) : 0

CPU Mode : System

0x600000df

Program3.s

```
00001000:E3A00005    mov r0,#5
00001004:E3A01001    mov r1,#1
00001008:             loop:
00001008:E0010190    mul r1,r0,r1
0000100C:E2500001    subs r0,r0,#1
00001010:E3500001    cmp r0,#1
00001014:1AFFFFFB    bne loop
00001018:EF000011    swi 0x11
```

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0079395

Instructions per second:0

OutputView WatchView

Week#____2_____

Program Number: ____4a____

Write an ALP to add two 32 bit numbers loaded from memory and store the result in memory.

I.

.data

A:.word 53920142

B:.word 38296104

C:.word 0

.text

ldr r1,=A

ldr r2,=B

ldr r3,=C

ldr r4,[r1]

ldr r5,[r2]

adds r6,r4,r5

str r6,[r3]

swi 0x11

File View Cache Debug Watch Help

RegistersView

General Purpose Floating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0 :00000000
R1 :0000102c
R2 :00001030
R3 :00001034
R4 :0336c18e
R5 :02485a28
R6 :057f1bb6
R7 :00000000
R8 :00000000
R9 :00000000
R10(s1):00000000
R11(fp):00000000
R12(ip):00000000
R13(sp):00005400
R14(lr):00000000
R15(pc):0000101c

CPSR Register
Negative(N):0
Zero(Z):0
Carry(C):0
Overflow(V):0
IRQ Disable:1
FIQ Disable:1
Thumb(T):0
CPU Mode :System

0x000000df

Program4a.s

```

.data
0000102C:      A: .word 53920142
00001030:      B: .word 38296104
00001034:      C: .word 0

.text
00001000:E59F1018  ldr r1,=A
00001004:E59F2018  ldr r2,=B
00001008:E59F3018  ldr r3,=C
0000100C:E5914000  ldr r4,[r1]
00001010:E5925000  ldr r5,[r2]
00001014:E0946005  adds r6,r4,r5
00001018:E5836000  str r6,[r3]
                                swi 0x11

```

MemoryView2

00001034

Word Size
8Bit 16Bit 32Bit

00001034 B6 1B 7F 05 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81
0000104D 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81
00001066 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81
0000107F 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81 81

OutputView

Console Stdin/Stdout/Stderr

Execution starting ...

Execution ending, Instruction Count:0 Elapsed Time:00:00:00

OutputView

WatchView

Week#____2_____

Program Number: ____4b____

Write an ALP to add two 16 bit numbers loaded from memory and store the result in memory.

I.

.data

A:.hword 17

B:.hword 15

C: .hword

.text

ldr r1,=A

ldr r2,=B

ldr r3,=C

ldrh r4,[r1]

ldrh r5,[r2]

adds r6,r4,r5

strh r6,[r3]

swi 0x11

Program4b.s

```

.data
0000102C:      A: .hword 17
0000102E:      B: .hword 15
00001030:      C: .hword

.text
00001000:E59F1018  ldr r1,=A
00001004:E59F2018  ldr r2,=B
00001008:E59F3018  ldr r3,=C
0000100C:E01140B0  ldrrh r4,[r1]
00001010:E01250B0  ldrrh r5,[r2]
00001014:E0946005  adds r6,r4,r5
00001018:E00360B0  strh r6,[r3]
                                swi 0x11

```

MemoryView2

[illegible]

OutputView

Console Stdin/Stdout/Stderr

```
Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0153428
Instructions per second:0
```

OutputView WatchView

Week#____2_____

Program Number: ____5a____

Write an ALP to find GCD of two numbers (without using LDR and STR instructions).Both numbers are in registers. Use only registers.

I.

```
mov r0,#15
```

```
mov r1,#20
```

```
cmp r0,r1
```

```
beq end
```

```
loop:
```

```
    subpl r0,r0,r1
```

```
    submi r1,r1,r0
```

```
    cmp r0,r1
```

```
    bne loop
```

```
end: swi 0x11
```

FileViewCacheDebugWatchHelp

RegistersView

General PurposeFloating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0:00000005

R1:00000005

R2:00000000

R3:00000000

R4:00000000

R5:00000000

R6:00000000

R7:00000000

R8:00000000

R9:00000000

R10(s1):00000000

R11(fp):00000000

R12(ip):00000000

R13(sp):00005400

R14(lr):00000000

R15(pc):00001020

CPSR Register

Negative(N):0

Zero(Z):1

Carry(C):1

Overflow(V):0

IRQ Disable:1

FIQ Disable:1

Thumb(T):0

CPU Mode:System

0x600000df

Program5a.s

```

00001000:E3A0000F    mov r0,#15
00001004:E3A01014    mov r1,#20
00001008:E1500001    cmp r0,r1
0000100C:0A000003    beq end
00001010:           loop:
00001010:50400001        subpl r0,r0,r1
00001014:40411000        submi r1,r1,r0
00001018:E1500001    cmp r0,r1
0000101C:1AFFFFFB    bne loop

00001020:EF000011    end: swi 0x11

```

OutputView

ConsoleStdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0010374

Instructions per second:0

OutputView

WatchView

Week#____2_____

Program Number: ____5b____

Write an ALP to find the GCD of given numbers (both numbers in memory). Store result in memory.

I.

.data

A:.word 15

B:.word 20

C:.word

.text

ldr r0,=A

ldr r1,=B

ldr r2,=C

ldr r3,[r0]

ldr r4,[r1]

cmp r3,r4

beq end

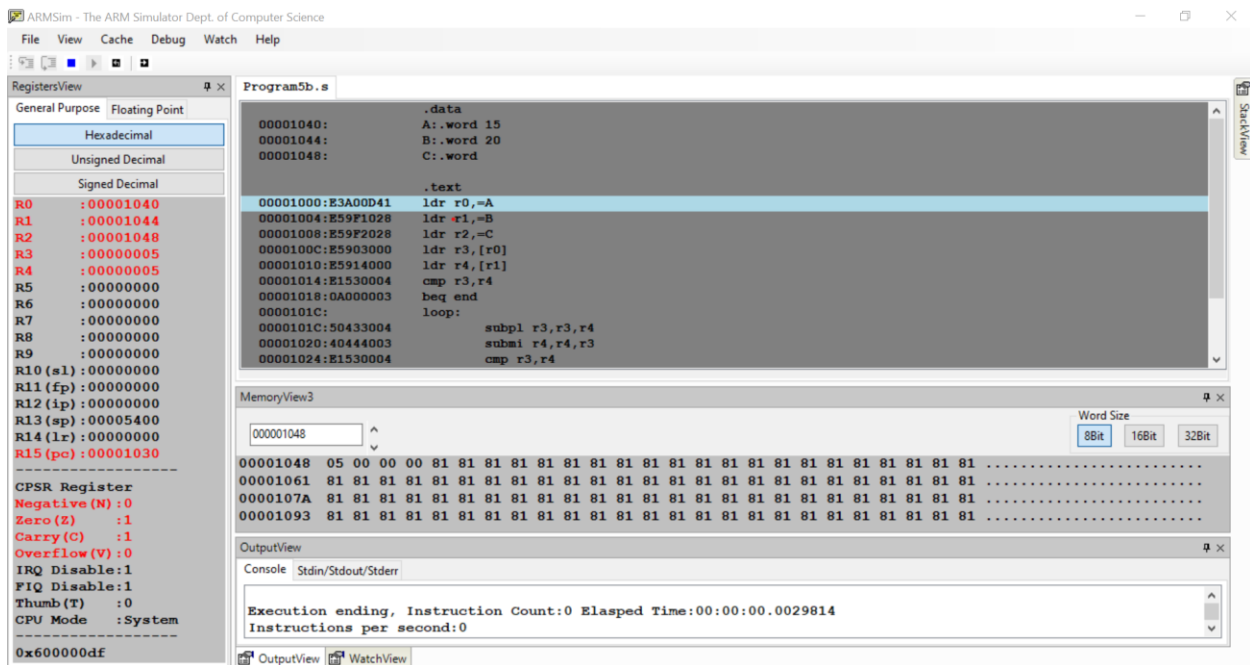
loop:

```
bne loop
```

end:

```
str r3,[r2]
```

```
swi 0x11
```



Week#____2_____

Program Number: ____6a____

Write an ALP to add an array of ten 32-bit numbers from memory

I.

.data

A:.word 20,40,10,30,60,90,70,50,80,100

.text

ldr r0,=A

mov r1,#10

mov r2,#0

loop:

ldr r3,[r0],#4

adds r2,r2,r3

sub r1,r1,#1

cmp r1,#0

bne loop

swi 0x11

The screenshot displays the Keil uVision IDE interface. The main window shows assembly code for a program named 'Program6a.s'. The code includes data declarations, text labels, and instructions like 'ldr', 'mov', 'sub', 'cmp', and 'swi'. A light blue highlight is present on the instruction 'swi 0x11' at address 00001020.

Below the code editor, the 'MemoryView' window is open, showing a hexadecimal dump of memory starting at address 00001028. The dump is organized in columns, with each column representing a byte. The data shown is mostly zeros, with some non-zero values in the later columns.

At the bottom, the 'OutputView' window is visible, showing the execution status: 'Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0156219' and 'Instructions per second:0'.

```

Program6a.s
.data
A: .word 20,40,10,30,60,90,70,50,80,100

.text
00001000:E59F001C    ldr r0,=A
00001004:E3A0100A    mov r1,#10
00001008:E3A02000    mov r2,#0
0000100C:             loop:
0000100C:E4903004    ldr r3,[r0],#4
00001010:E0922003    adds r2,r2,r3
00001014:E2411001    sub r1,r1,#1
00001018:E3510000    cmp r1,#0
0000101C:1AFFFFFA    bne loop
00001020:EF000011    swi 0x11
  
```

MemoryView

Word Size: 8Bit 16Bit 32Bit

00001028	14	00	00	00	28	00	00	0A	00	00	00	1E	00	00	00	3C	00	00	00	5A	00	00	00	46	...	{...	Z...	F
00001041	00	00	00	32	00	00	00	50	00	00	00	64	00	00	00	81	81	81	81	81	81	81	81	81	...	2...	P...	d...
0000105A	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	...			
00001073	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	81	...			

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0156219
Instructions per second:0

```
Program6a.s
.data
00001028:      A: word 20,40,10,30,60,90,70,50,80,100

.text
00001000:E59F001C      ldr r0,=A
00001004:E3A0100A      mov r1,#10
00001008:E3A02000      mov r2,#0
0000100C:      loop:
0000100C:E4903004          ldr r3,[r0],#4
00001010:E0922003          adds r2,r2,r3
00001014:E2411001          sub r1,r1,#1
00001018:E3510000          cmp r1,#0
0000101C:1AFFFFFA          bne loop
00001020:EF000011      swi 0x11
```

[illegible]

OutputView
Console Stdin/Stdout/Stderr
Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0156219
Instructions per second:0

Week#____2_____

Program Number: ____6b____

Write an ALP to add array of ten 8-bit numbers taking data from memory location stored as byte data

I.

.data

A:.byte 20,40,10,30,60,90,70,100,80,50

.text

ldr r0,=A

mov r1,#10

mov r2,#0

loop:

ldrb r3,[r0],#1

adds r2,r2,r3

sub r1,r1,#1

cmp r1,#0

bne loop

swi 0x11

Week# ____2____

Program Number: ____7____

Write an ALP to multiply using barrel shifter.

35*R0

I.

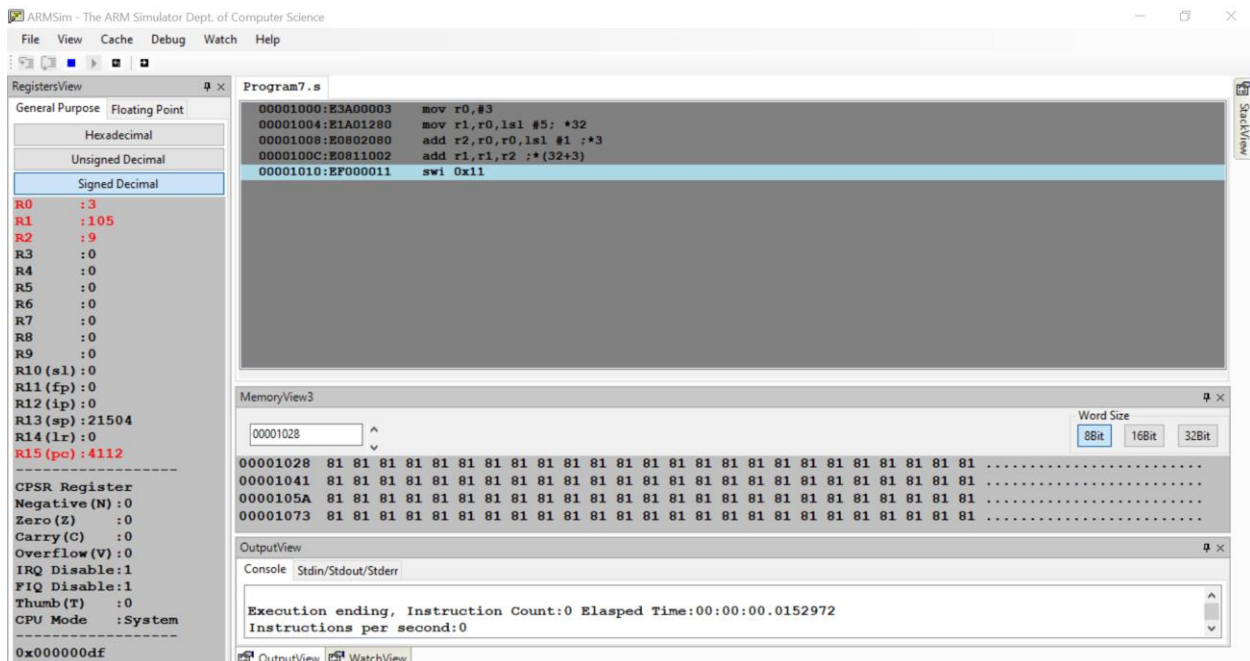
mov r0,#3

mov r1,r0,ls1 #5; *32

add r2,r0,r0,ls1 #1 ;*3

add r1,r1,r2 ;*(32+3)

swi 0x11



Week#___2_____

Program Number: ___8___

Write an ALP to evaluate the expression $(A+B) + (3*B)$, where A and B are memory location.

I.

.data

A:.word 13

B:.word 5

.text

ldr r0,=A

ldr r1,=B

ldr r2,[r0]

ldr r3,[r1]

add r4,r2,r3

add r5,r3,r3,lsl #1

add r6,r4,r5

swi 0x11

