Project Report

ARM Simulator

25th October 2017

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ARM Simulator

Design and implement the function simulator in Java for subset of ARM instructions discussed in class

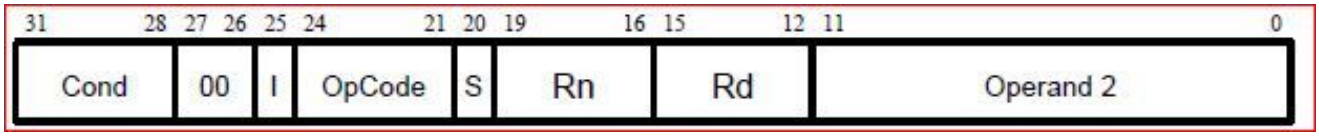
LANGUAGE: Java.

IMPLEMENTATION:

Memory is implemented as a HashMap of pair of strings where the key is address and the value is of type Instruction.
Register is implemented as an array representing the 16 GPR registers. Including Stack pointer at 13, Program counter at 15.
CPSR flags Z (zero) and N (negative)
Stack pointer is initialised to 21504
PC is initialized 4096.
All other registers are zero.

ARM conditions instructions

Code	Suffix	Flags	Meaning
0000	EQ	Z =1	set equal
0001	NE	Z =0	not equal
0100	MI	N =1	negative
0101	PL	N=0	positive or zero
1110	AL	(ignored)	always



OPCODES:

0000 = AND

Rd= Op1 and Op2

0010 = SUB

Rd= Op1 - Op2

0100 = ADD

Rd= Op1 + Op2

1010 = CMP

set condition bits on Op1 - Op2

1100 = ORR

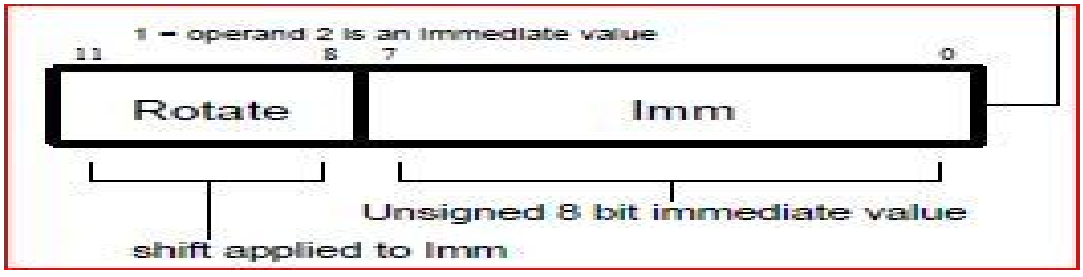
Rd= Op1 | Op2

1101 = MOV

Rd= Op2

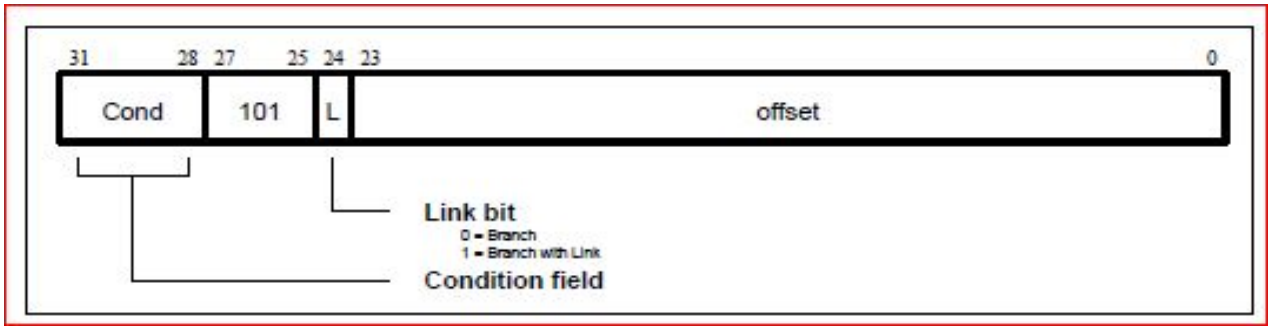
When bit 25 in the instruction word is 0 the operand 2 field is of this type.

When bit 25 in the instruction word is 1 the operand 2 field is of this type.

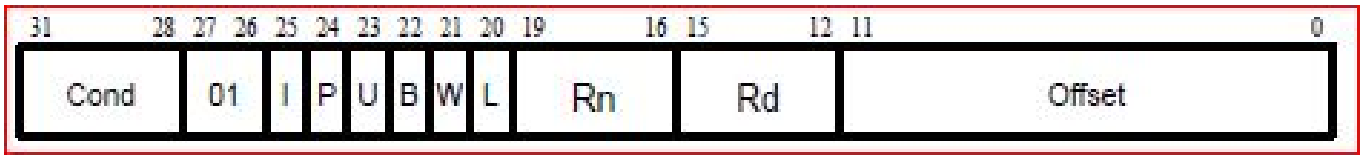


BRANCH TYPE INSTRUCTIONS:

This type of instruction word contains a signed 2's complement 24 bit offset. The instruction word is sign extended to 32 bits, by adding 8 zero bits and added to the PC.



LOAD AND STORE INSTRUCTIONS



This instruction is executed only when the condition bits are true.
The load/store instructions are used to load or store single bytes or words of data. The memory address used in the transfer is calculated by adding an offset to or subtracting an offset from a base register.
The result of this calculation may be written back into the base register if auto-indexing is required.

CITATION:

ARM7TDMI-S Data Sheet
ARM DDI 0084D