The ARM Instruction Set Architecture

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Abstract

The ARM processor is a 32-bit Reduced Instruction Set Computer (RISC), a microprocessor that recognises a limited number of instructions. An advantage of RISC microprocessors is that they can execute instructions relatively quick since the instructions are elementary. RISC chips also require fewer transistors and other components, making both RND and manufacturing more cost-efficient. This architecture is significantly different from other CISC (Complex instruction set computer) microprocessors and is primarily designed for embedded systems. In this report, the ARM Instruction Set Architecture, Memory Models, Registers, Instruction Set, and Data Types will be discussed.(Shee, 2004)

# ARM7TDMI Core Diagram

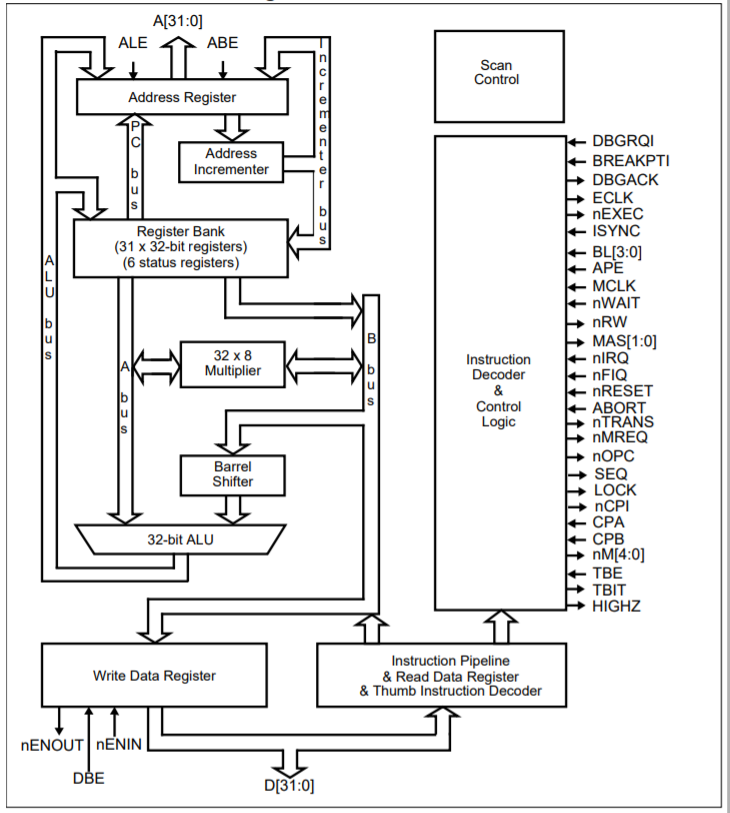


Figure 1: The ARM7DMI Core Diagram (ATMEL, 2004)

The ARM Instruction Set Architecture

The drawback of most RISC processors, including the ARM7TDMI however, is code density. In many cost-critical applications, one of the most expensive system components has always been memory. Therefore, the less memory a program occupies, the more cost effective. Since RISC processors have simple instructions, multiple instructions are needed to perform what may be done in a single CISC instruction. (Segars et al., 1995) The ARM microprocessor is based on the load/store architecture. ARM7TDMI does not offer any support for unaligned memory accesses. This microprocessor features two instruction sets, with both having mostly single clock-cycle execution.(McDermott, 2008). These instruction sets are a 16-bit Thumb instruction set and a 32-bit ARM instruction set

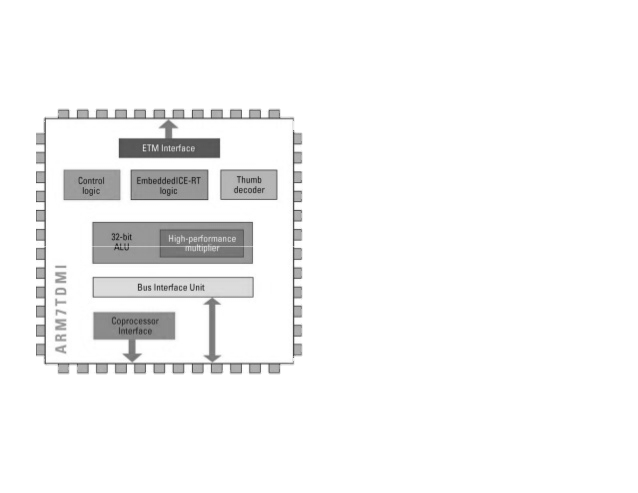


Figure 2: ARM7TDMI Architecture (Techcon, 2012)

# Conditional Execution

A beneficial and major feature of the ARM7TDMI's architecture is the ability for instructions to be executed conditionally. The condition is specified with a two-letter suffix (e.g. EQ, CC) appended to the mnemonic. This condition is then tested against the current processor flags and if it is not met, the instruction is then treated as a no-op. This feature often makes branching unnecessary, increasing code density and avoiding pipeline stalls which in turn increases execution speed.

By design the data processing instructions do not affect the condition code flags but can be made to by suffixing S. The comparison instructions CMP and TST do this implicitly. (Thomas, 2012)

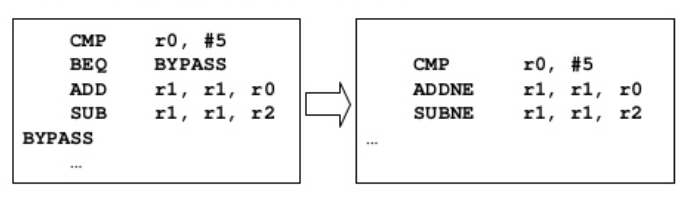


Figure 3: Conditional Execution in the ARM7TDMI (Varma, 2015)

## Status Flags and Condition Codes

When an ALU operation changes the flags:

* N — Negative
  + Set if the result of a data processing instruction was negative
* Z — Zero
  + Set if the result was zero
* C — Carry
  + Set if an addition, subtraction or compare causes a result bigger than 32bit, or is set from the output of the shifter for move and logical instructions.
* V — Overflow
  + Set if an addition, subtraction or compare produces a signed result bigger than 31 bits.

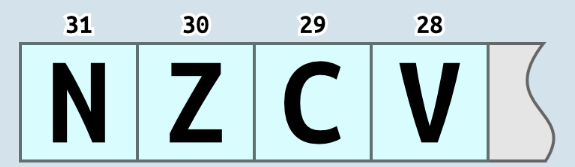


Figure 4: Flag Bits of the ARM7TDMI (Thomas, 2012)

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Suffix | Description | Flags |
| 0000 | EQ | Equal / equals zero | Z |
| 0001 | NE | Not equal | !Z |
| 0010 | CS / HS | Carry set / unsigned higher or same | C |
| 0011 | CC / LO | Carry clear / unsigned lower | !C |
| 0100 | MI | Minus / negative | N |
| 0101 | PL | Plus / positive or zero | !N |
| 0110 | VS | Overflow | V |
| 0111 | VC | No overflow | !V |
| 1000 | HI | Unsigned higher | C and !Z |
| 1001 | LS | Unsigned lower or same | !C or Z |
| 1010 | GE | Signed greater than or equal | N == V |
| 1011 | LT | Signed less than | N != V |
| 1100 | GT | Signed greater than | !Z and (N == V) |
| 1101 | LE | Signed less than or equal | Z or (N != V) |
| 1110 | AL | Always (default) | any |

Table 1: Condition Codes of the ARM7TDMI (Thomas, 2012)

# The Thumb Instruction Set

The thumb instruction set is a subset of the most commonly used 32-bit ARM instructions. Each thumb instruction is 16 bits long, with a corresponding 32-bit ARM instruction that preforms the same operation. There is excellent interoperability between ARM and Thumb states due to the thumb instructions operating with the standard ARM register configuration. 16-bit thumb instructions are transparently decompressed to full 32-bit instructions on execution without performance loss. (ATMEL, 2004) The Thumb instruction set contains a subset of 36 instruction formats taken from the standard 32-bit ARM instruction set which has then been recoded into 16-bit op-codes. The first implementation of Thumb in an ARM microprocessor is on the ARM7TDMI, where the T indicates Thumb-awareness. (Goudge and Segars, 1996)

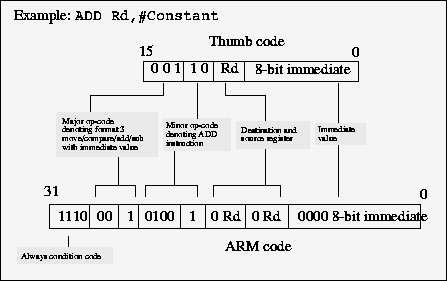


Figure 5: Example of how the ADD instruction is converted

from Thumb to ARM. (Bong-Ho, 1998)

## Design of Thumb

There were three different types of ARM instruction that were considered in creating a compressed instruction set.

1. Instructions which were shown to be the most frequently used and hence the most important
2. Instructions needed by the compiler to produce compact code
3. Instructions that had some redundancy in the fixed length op-code.

Trade-offs were made between code size, execution speed, ease of implementation and architectural elegance. Minimalistic code was the primary goal, however not at the expense of performance. (Goudge and Segars, 1996)

## Why do we use thumb?

Thumb has all the advantages of using a 32-bit core such as:

* 32-bit registers
* 32-bit shifter
* 32-bit Arithmetic Logic Unit (ALU)
* 32-bit address space
* 32-bit memory transfer

Thumb offers a long branch range, powerful arithmetic operations and a large address space. Thumb Code is typically 65% of the size of ARM code and provides 160% of the performance of ARM code when running from a 16-bit memory system. Therefore, the ARM7TDMI core is ideally suited to embedded applications where there is restricted memory bandwidth and code density as well as footprint is integral. (ATMEL, 2004) By making the ARM7TDMI core Thumb aware, the silicon area is able to be kept small and hence maintain low-power and high-MIPS/W performance. (Segars et al., 1995) The Thumb instruction set is not a replacement for the ARM instruction set. A Thumb-aware processor is able to execute both instructions sets, allowing for the designer to optimise their code at a subroutine level for either an extra fifteen percent performance with ARM or thirty percent better code size with Thumb. Code which requires the absolute maximum performance of ARM can execute in the ARM state from 32-bit wide memory and code which requires the absolute maximum code density can be run in the Thumb state from sixteen-bit or eight-bit wide memory. (Goudge and Segars, 1996)

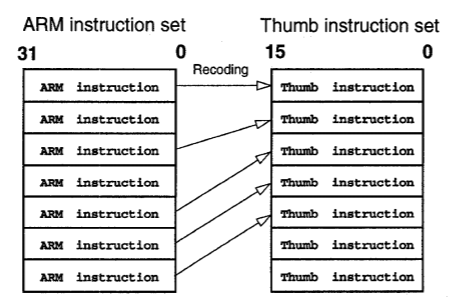


Figure 6: ARM to Thumb instruction set mapping. (Goudge and Segars, 1996)

# Arithmetic and the ARM7TDMI

The ARM7TDMI Microprocessor includes integer arithmetic operations for add, subtract and multiply, however, no support is provided for division. The microprocessor supports 32-bit by 32-bit multiplication with either a 32-bit result or 64-bit result. Arithmetic instructions can either set or preserve the conditions bits at the will of the programmer. (Diba, 2014)

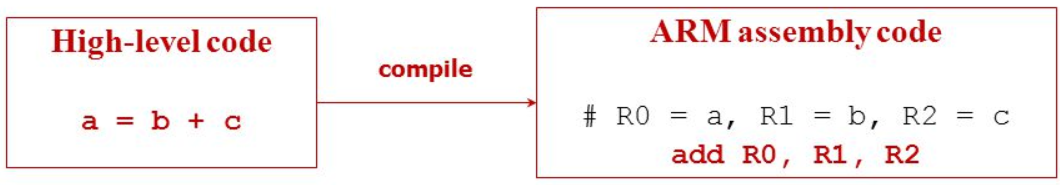


Figure 7: The conversion of High-Level C, to Low Level ARM. (Suh, 2015)

# Registers in the ARM7TDMI

The ARM7TDMI Microprocessor has a total of thirty-seven registers – thirty-one general-purpose 32-bit registers and six status registers - but these cannot all be seen at once. The processor state and operating mode dictate which registers are available to the programmer. In ARM state, 16 general registers and one or two status registers are visible at any one time. The ARM state register set contains 16 directly accessible registers: R0 to R15. All of these except R15 are general-purpose and may be used to hold either data or address values. In addition to these, there is a seventeenth register used to store status information. (ATMEL, 2004) For thumb code however conditional execution is not supported since the condition code would not have left enough space for a useful set of instructions. Another compromise made was how the register bank is access. ARM code has free access to 16 registers at once and uses three or four operand instructions with 4-bit register specifiers. For thumb code however, in order to allow enough opcode space, there is free access to only eight registers. Instructions consist of the more conventional two or three operands and use 3- bit register specifiers. (Segars et al., 1995)

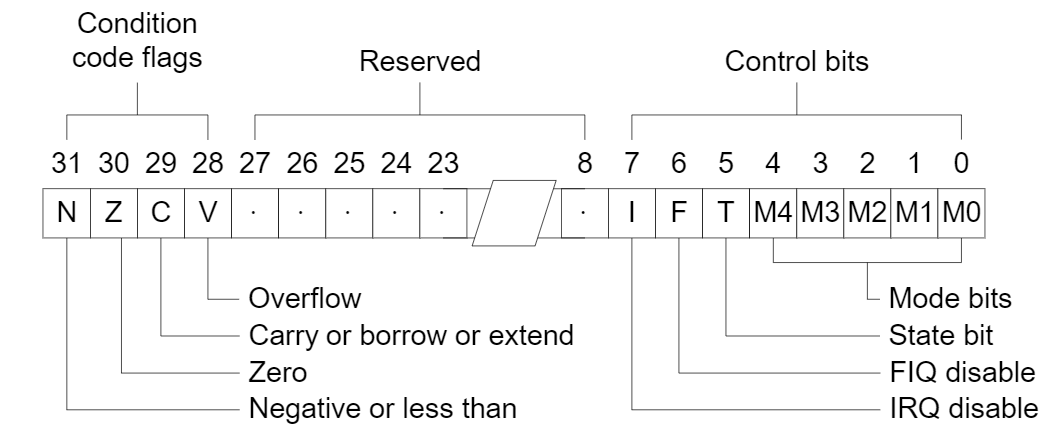


Figure 8: Program status register format ATMEL (2004)

# Cache and the ARM7TDMI

The ARM7TDMI microprocessor does not have an memory management unit (Lee et al., 2004), instruction cache or data cache and is mainly used as a controller core rather than for data processing. Hence, It is of great importance to reduce memory accesses as far as possible when applying it to processing applications. (Ramkishor and Gunashree, 2001) It is known that on chip caches using static RAM consume power in the range of 25% to 45% of the total chip power. This is why its omission greatly improves power efficiency. (Panda et al., 2012) For situations where a cache is necessary, the ARM720T hard macrocell contains the ARM7TDMI core as well as a 8kb unified cache and a Memory Management Unit (MMU). (ATMEL, 2004)

## The ARM7TDMI Instruction Set

ARM code has a simple and concise operand encoding scheme, which facilitates fixed-length 32-bit instructions and fast decoding with most operations being performed on registers. (Cambridge, 2006) The ARM7TDMI features ten different addressing modes, these are:

|  |  |
| --- | --- |
| Name | ARM Example |
| Register to Register | MOV R0, R1 |
| Absolute | LDR R0, MEM |
| Literal | MOV R0, #15  ADD R1, R2, #12 |
| Indexed, Base | LDR R0, [R1] |
| Pre-Indexed, Base with Displacement | LDR R0, [R1, #4] |
| Pre-Indexed, Auto-Indexing | LDR R0, [R1, #4]! |
| Post-Indexing, Auto-Indexed | LDR R0, [R1], #4 |
| Double Register Indirect | LDR R0, [R1, R2] |
| Double Register Indirect with Scaling | LDR R0, [R1, r2, LSL #2] |
| Program Counter Relative | DR R0, [PC, #offset] |

Table 2: Summary of Arm Addressing Modes (Regina, 2012)

The ARM7TDMI Microprocessor supports some basic logical operators: AND, OR, XOR and BIC. It also supports a few stack operations such as: STM, LDM, PUSH, POP. These instructions use the Stack Pointer (SP) which by convention is Register 13.

## Multi-byte Shifting on the ARM7TDMI

The ARM7TDMI has a 32-bit barrel shifter that can simultaneously execute shift and rotation instructions with ALU operations. (Chang et al., 2003) The shifter operand is represented by the least-significant 12 bits of the instruction. It can take one of eleven forms. For immediate operands, the assembler will make substitutions of comparable instructions in order to create the desired immediate operand.(Mirzaei, 2017) For example:

CMP R0, #-1 **⟶** CMN R0, #1

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