

The LDR Instruction

The High Level

The **Load Relative** instruction is a type of **Data Movement Instruction** that, given a **Base Register** and an **Offset**, loads $\text{MEM}[\text{BaseRegister} + \text{Offset}]$ into a register.

To understand the content of this tutorial, you should know what a **PCOffset9** is, as well as how the **LD** instruction works.

(You may note that the LDR instruction is equal to the composite use of LEA and LDI instructions.)

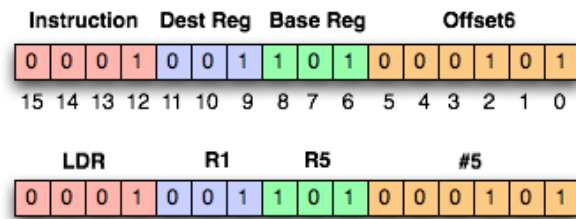


Figure 1: The LDR Instruction (details)

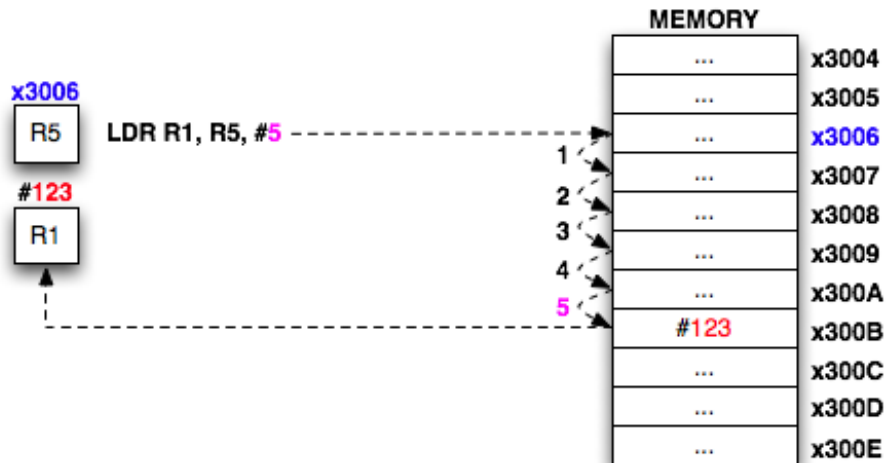


Figure 2: The LDR Instruction – Visual Execution

The Breakdown:

- Bits [15-12] specify what instruction to execute (0110 is LDI)
- Bits [11-9] specify which register to store the value in
- Bits [8-6] specify a Base Register
- Bits [5-0] specify a Two's Complement 6-bit offset.

The Examples!

```
.orig x3000
;-----
; Instructions
;-----
LD R5, ADDR_1      ; R5 <-- x4000
LDR R1, R5, #0      ; R1 <-- MEM[R5 + #0] == MEM[R5] == MEM[x4000] == #55
HALT

;-----
; Data
;-----
ADDR_1 .FILL x4000

; Hard-code the value #55 at memory location x4000
.orig x4000
.FILL #55

.end
```

Pitfalls... (aka: Erroneous code makes baby ferrets cry)

The example below is erroneous. Please do NOT try to code this way!

```
LDR #5, R1      ; (ERROR: Order must be: LDR [Base Reg], [Offset])
LDR R1, x4000    ; (ERROR: You must use a label, not a literal memory address)
LDR R1, #32      ; (ERROR: Overflows Two's Complement 6-bit field)
```

The first example pitfall code above is **incorrect** because the order of operands should have been:
`LDR R1, #5`

The second example pitfall code above is **incorrect** because you have to use a **label** whenever you use the LDR instruction. You cannot give the instruction an address. It's just not built that way.

The third example pitfall code above is **incorrect** because it overflows a Two's Complement 6-bit field. Since 6 bits can represent only numbers in the range $[-32, 31]$, the number `#32` is too big to be expressed with 6 bits. Hence, the error.