

Microprocessor and Computer Architecture

UE22CS251B

4th Semester, Academic Year 2023-24

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LAB # ____3____

Program Number: ____1____

Title of the Program Write an ALP to check

whether the given number has odd or even number of 1's (Even Parity and Odd Parity). ARM Assembly Code

```
.data odd: .asciz "odd"
```

```
parity" even: .asciz
```

```
"even parity"
```

```
.text
```

```
MOV R0, #0X00000021
```

```
MOV R1, #32
```

```
MOV R2, #0
```

```
MOV R3, #0
```

```
LOOP:
```

```
AND R4, R0, #1
```

```
CMP R4, #0
```

```
BEQ ZERO_COUNT
```

```
ADD R2, R2, #1
```

ONE_COUNT:

ADD R2, R2, #1

ZERO_COUNT:

ADD R3, R3, #1

MOV R0, R0, LSR #1

SUBS R1, R1, #1

BNE LOOP

AND R4, R2, #1

CMP R4, #0

BEQ EVEN_RESULT

LDR R0, =odd

B PRINT_RESULT

EVEN_RESULT:

LDR R0, =odd

PRINT_RESULT:

SWI 0X02

B EXIT

EXIT:

SWI 0X11

.end

Output Screen Shots (Two Screenshots one for odd parity,one for even parity including Register Window,Memory Window and Code Window)

This screenshot shows the ARMsim interface with the file `1_Parity.s` open. The RegistersView on the left shows the CPSR register with the Negative (N) bit set to 0, Zero (Z) bit set to 1, Carry (C) bit set to 1, and Overflow (V) bit set to 0. The Code Window displays the assembly code for calculating odd parity. The MemoryView shows the memory at address 0x600000dfe, and the StackView shows the stack at address 0x600000dfe. The Console window shows the output `even parity`.

```
.data
odd: .asciz "odd parity"
even: .asciz "even parity"
.text
00001060: MOV R0, #0x000000f6
00001068: MOV R1, #32
0000106c: MOV R2, #0
00001070: MOV R3, #0
00001074: LOOP:
00001078: AND R4, R0, #1
0000107c: CMP R4, #0
00001080: BEQ ZERO_COUNT
00001084: ADD R2, R2, #1
00001088: ONE_COUNT:
0000108c: ADD R2, R2, #1
00001090: ZERO_COUNT:
00001094: ADD R3, R3, #1
00001098: MOV R0, R0, LSR #1
0000109c: STMS R1, R1, #1
000010a0: BNE LOOP
000010a4: AND R4, R2, #1
000010a8: CMP R4, #0
000010ac: BEQ EVEN_RESULT
000010b0: LDR R0, =odd
000010b4: B PRINT_RESULT
000010b8: EVEN_RESULT:
000010bc: LDR R0, =even
```

This screenshot shows the ARMsim interface with the file `1_Parity.s` open. The RegistersView on the left shows the CPSR register with the Negative (N) bit set to 0, Zero (Z) bit set to 1, Carry (C) bit set to 1, and Overflow (V) bit set to 0. The Code Window displays the assembly code for calculating even parity. The MemoryView shows the memory at address 0x600000dfe, and the StackView shows the stack at address 0x600000dfe. The Console window shows the output `odd parity`.

```
.data
odd: .asciz "odd parity"
even: .asciz "even parity"
.text
00001060: MOV R0, #0x00000001
00001068: MOV R1, #32
0000106c: MOV R2, #0
00001070: MOV R3, #0
00001074: LOOP:
00001078: AND R4, R0, #1
0000107c: CMP R4, #0
00001080: BEQ ZERO_COUNT
00001084: ADD R2, R2, #1
00001088: ONE_COUNT:
0000108c: ADD R2, R2, #1
00001090: ZERO_COUNT:
00001094: ADD R3, R3, #1
00001098: MOV R0, R0, LSR #1
0000109c: STMS R1, R1, #1
000010a0: BNE LOOP
000010a4: AND R4, R2, #1
000010a8: CMP R4, #0
000010ac: BEQ EVEN_RESULT
000010b0: LDR R0, =odd
000010b4: B PRINT_RESULT
000010b8: EVEN_RESULT:
000010bc: LDR R0, =odd
```

LAB #____3

Title of the Program

Program Number: ____2____

Write a program to compute the factorial of a number using subroutines

ARM Assembly Code

.text

MOV R1, #4

MOV R2, #1

BL FACTORIAL

SWI 0X11

B EXIT

FACTORIAL:

CMP R1, #0

BEQ RETURN

MUL R2, R1, R2

SUBS R1, R1, #1

B FACTORIAL

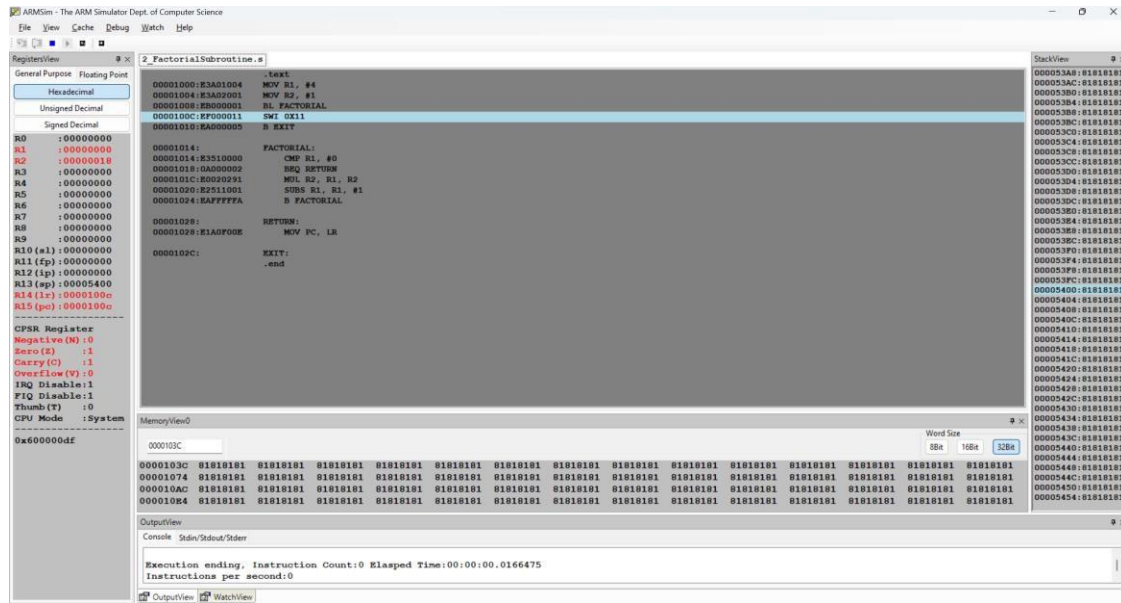
RETURN:

MOV PC, LR

EXIT:

.end

Output Screen Shots *(One Screenshot including Register Window,Memory Window and Code Window)*



LAB #____3

Title of the Program

Program Number: ____3____

Write an ALP to find the sum of all the digits of a given decimal number

ARM Assembly Code

.text

MOV R0, #30

MOV R1, #0

LOOP:

CMP R0, #10

BGT GREATER

BLT LESSER

BEQ EQUAL

GREATER:

SUB R0, R0, #10

ADD R1, R1, #1

B LOOP

LESSER:

ADD R1, R1, R0

B EXIT

EQUAL:

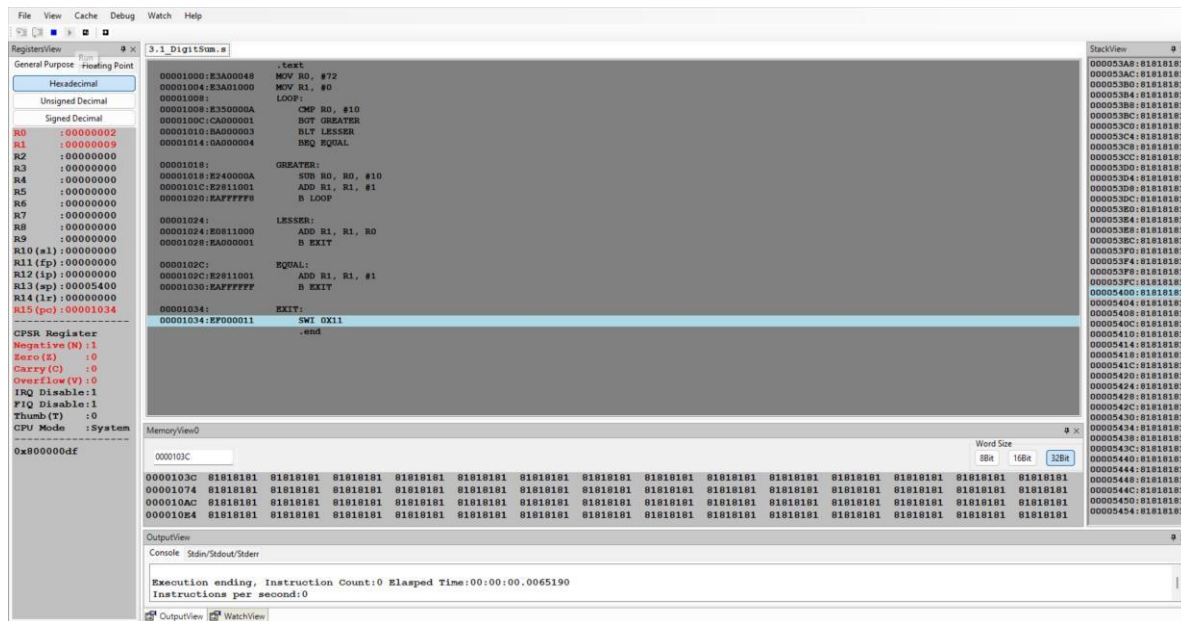
ADD R1, R1, #1

B EXIT

SWI 0X11

.end

Output Screen Shot (*One Screenshot including Register Window,Memory Window and Code Window*)



LAB #____3

Title of the Program

Program Number: ____4____

Write a program to perform 3X3 matrix addition.

ARM Assembly Code:

.data

A: .word 1,2,3,4,5,6,7,8,9

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

C: .word 0,0,0,0,0,0,0,0,0

.text

LDR R0,=A

LDR R1,=B

LDR R2,=C

MOV R6, #9

LOOP:

 LDR R3, [R0], #4

 LDR R4, [R1], #4

 ADD R5, R3, R4

 STR R5, [R2], #4

 SUBS R6,R6,#1

 CMP R6, #0

 BNE LOOP

 SWI 0X11

.end

Output Screen Shots *(One Screenshot including Register Window,Memory Window and Code Window)*

The screenshot displays the ARMSim - The ARM Simulator interface, showing the execution of an ALP program for 3x3 matrix addition. The interface is divided into several panes:

- RegistersView:** Displays the state of 16 registers (R0-R15) and CPSR. The CPSR register shows flags: Negative (N): 0, Zero (Z): 1, Carry (C): 1, Overflow (V): 0, IRQ Disable: 1, FIQ Disable: 1, Thumb (T): 0, and CPU Mode: System. The PC register (R15) is at 0x600000df.
- Code Window:** Shows the assembly code for the program, titled "4_MatrixAdd.s". The code includes data definitions for matrix elements and instructions for loading, adding, and storing the result.
- Memory Window:** Displays the memory contents at address 0x0001004. The memory is filled with the value 01818181.
- OutputView:** Shows the execution status: "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0070034 Instructions per second:0".

Title of the Program

LAB # 3

Program Number: 5

Write a program to search for an element in an array using Linear search technique

ARM Assembly Code

.data

A: .word 40,34,23,34,25,13,14,12

found1: .asciz "Key found"

not_Found1: .asciz "Key not found"

.text

LDR R0,=A

MOV R1, #69

MOV R2, #0

MOV R3, #8 LOOP:

LDR R4, [R0]

CMP R4, R1

BEQ FOUND

CMP R3, #0

BEQ NOTFOUND

SUBS R3, R3, #1

ADD R0, R0, #4

B LOOP

FOUND:

MOV R2, #1

LDR R0,=found1

SWI 0X02

SWI 0X11

B END

NOTFOUND:

LDR R0,=not_Found1

SWI 0X02

SWI 0X11

B END

END:

.end

Output Screen Shot

(One Screenshot including Register Window,Memory Window and Code Window)

ARMsim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView 3_LinearSearch.s

General Purpose Floating Point

Hexadecimal
Unsigned Decimal
Signed Decimal

R0 : 00001080
R1 : 00000045
R2 : 00000000
R3 : 00000000
R4 : 2079654b
R5 : 00000000
R6 : 00000000
R7 : 00000000
R8 : 00000000
R9 : 00000000
R10 (x1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 0000104c

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

0x600000dfe

```

.text
00001000:E59F004C    LDR R0,=A
00001004:E3A01045    MOV R1,#49
00001008:E3A02008    MOV R2,#8
0000100C:E3A03008    MOV R3,#8
00001010:             LOOP:
00001014:E1540001    CMP R4,R1
00001018:0A000004    BEQ FOUND
0000101C:E3530000    CMP R3,#0
00001020:0A000007    BEQ NOTFOUND
00001024:E2533001    SUBS R3,R3,#1
00001028:E2800004    ADD R0,R0,#4
0000102C:EAFFFFF7    B LOOP

00001030:             FOUND:
00001034:E3A02001    MOV R2,#1
00001038:E3A00042    LDR R0,=found1
0000103C:EF000002    SWI 0x02
00001040:EAD00003    B END

00001044:             NOTFOUND:
00001048:E59F000C    LDR R0,=not_Found1
0000104C:EF000002    SWI 0x02
00001050:EAFFFFF7    B END

00001054:             END:
    
```

MemoryView0

0000103C

Word Size 8B 16B 32B

0000103C EF000011 EA000003 E59F000C EF000002 EF000011 EAF7FFFF 00001060 0000108A 00000000 00000028 00000022 00000017 00000022 00000019
00001074 00000000 00000008 0000000C 2079654b 68756966 65400064 69662079 69662074 00646875 81818181 81818181 81818181 81818181 81818181 81818181
000010AC 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181
000010B4 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181

OutputView

Console Stdin/Stdout/Stderr

Key not found

ARMsim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView 3_LinearSearch.s

General Purpose Floating Point

Hexadecimal
Unsigned Decimal
Signed Decimal

R0 : 00001080
R1 : 00000045
R2 : 00000000
R3 : 00000000
R4 : 2079654b
R5 : 00000000
R6 : 00000000
R7 : 00000000
R8 : 00000000
R9 : 00000000
R10 (x1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 0000103c

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

0x600000dfe

```

.data
00001040:             A: word 40,34,23,34,25,13,14,12
00001044:             found1: .ascii "Key found"
00001048:             not_Found1: .ascii "Key not found"

.text
00001000:E59F004C    LDR R0,=A
00001004:E3A010D0    MOV R1,#13
00001008:E3A02008    MOV R2,#8
0000100C:E3A03008    MOV R3,#8
00001010:             LOOP:
00001014:E1540001    CMP R4,R1
00001018:0A000004    BEQ FOUND
0000101C:E3530000    CMP R3,#0
00001020:0A000007    BEQ NOTFOUND
00001024:E2533001    SUBS R3,R3,#1
00001028:E2800004    ADD R0,R0,#4
0000102C:EAFFFFF7    B LOOP

00001030:             FOUND:
00001034:E3A02001    MOV R2,#1
00001038:E3A00042    LDR R0,=found1
0000103C:EF000011    SWI 0x11
00001040:EAD00003    B END

00001044:             NOTFOUND:
00001048:E59F000C    LDR R0,=not_Found1
    
```

MemoryView0

0000103C

Word Size 8B 16B 32B

0000103C EF000011 EA000003 E59F000C EF000002 EF000011 EAF7FFFF 00001060 0000108A 00000000 00000028 00000022 00000017 00000022 00000019
00001074 00000000 00000008 0000000C 2079654b 68756966 65400064 69662079 69662074 00646875 81818181 81818181 81818181 81818181 81818181 81818181
000010AC 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181
000010B4 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181 81818181

OutputView

Console Stdin/Stdout/Stderr

Key found

LAB # 3

Assignment Question 1

Title of the Program

i) Write a program to search for an element in an array using binary search technique.

ARM Assembly Code

.data

A:word 8,12,14,56,69,88,78 found:

.asciz "key found" notfound: .asciz

"Key not found"

.text

LDR R0,=A

MOV R1,#8

MOV R2,#0

MOV R3,#6

MOV R4,#0

MOV R8,#4

L1:

CMP R2, R3

BGT END

ADD R4, R2, R3

MOV R4, R4, LSR #1

MUL R9, R4, R8

LDR R5, [R0,R9]

CMP R1, R5

BEQ Found

BGT greater

B lesser

Found:

MOV R7,#1

LDR R0,=found

SWI 0x02

SWI 0x11

greater:

ADD R2,R4,#1

B L1

lesser:

SUB R3,R4,#1

B L1

END:

MOV R7,#0

LDR R0,=notfound

SWI 0x02

SWI 0x11

.END

Output Screen Shots (Two Screenshots KEY FOUND,KEY NOT FOUND including Register Window,Memory Window and Code Window)

This screenshot shows the ARMsim interface with the file `32_BinarySearch.s` loaded. The **RegisterView** window on the left displays the state of the CPSR register, where the **Overflow (V)** flag is set to 1. The **CodeView** window in the center shows assembly instructions, including a `SWI 0x1` instruction at address 0000104C. The **MemoryView** window at the bottom displays the memory contents, and the **Console** window at the bottom right shows the output `key Found`.

This screenshot shows the ARMsim interface with the same file `32_BinarySearch.s` loaded. In this run, the **RegisterView** window shows the **Overflow (V)** flag is 0. The **CodeView** window shows the `SWI 0x1` instruction at address 0000104C. The **MemoryView** window is visible at the bottom. The **Console** window at the bottom right shows the output `Key not Found`.

Title of the Program

ii) Write a program to find the sum of N data items at alternate [odd or even positions] locations in the memory. Store the result in the memory location. ARM

Assembly Code

.data

A: .word

54,26,12,5,6,11,50 odd:

.word 0 even: .word 0

.text

LDR R0,=A

MOV R1, #7

MOV R2, #0

MOV R3, #0

LDR R5,=odd

LDR R6,=even

ODD:

LDR R4, [R0], #4

SUB R1, R1, #1

ADD R2, R2, R4

CMP R1, #0

BEQ END

B EVEN

EVEN:

LDR R4, [R0], #4

SUB R1, R1, #1

ADD R3, R3, R4

CMP R1, #0

BEQ END

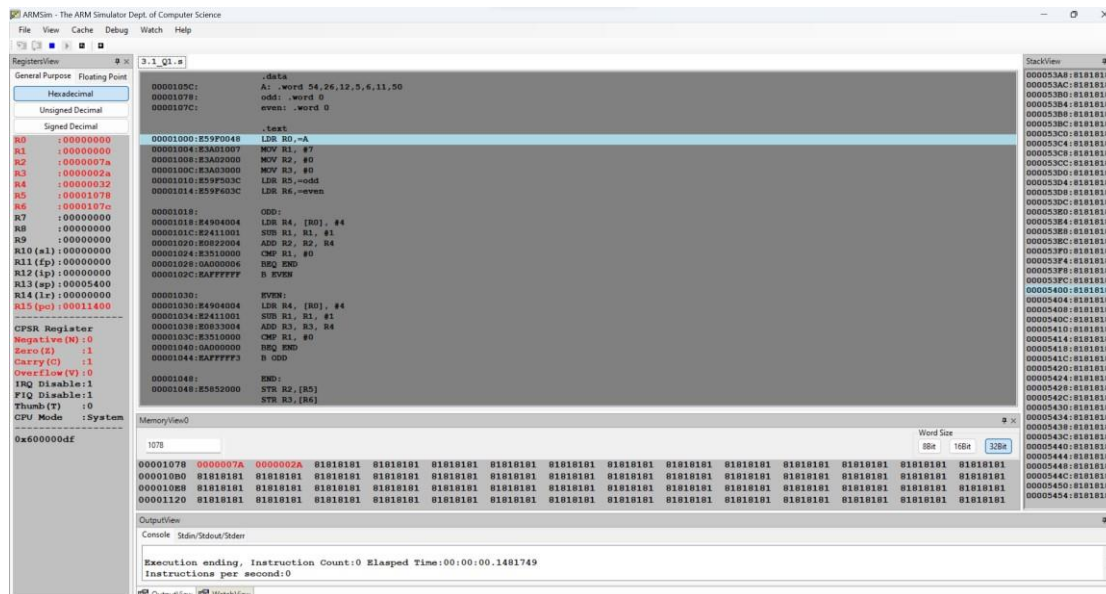
B ODD

END:

STR R2,[R5]

STR R3,[R6]

Output Screen Shots *(One Screenshot including Register Window,Memory Window and Code Window)*



Disclaimer:

The programs and output submitted is duly written, verified and executed by me.

I have not copied from any of my peers nor from the external resource such as internet.

If found plagiarized, I will abide with the disciplinary action of the University.

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