

Programming with 64-Bit ARM Assembly Language



Single Board Computer Development
for Raspberry Pi and Mobile Devices

Stephen Smith

Apress®

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Stephen Smith
Gibsons, BC, Canada

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Printed on acid-free paper

This book is dedicated to my beloved wife and editor Cathalynn Labonté-Smith.

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About the Author



Stephen Smith is also the author of the Apress title *Raspberry Pi Assembly Language Programming*. He is a retired Software Architect, located in Gibsons, BC, Canada. He's been developing software since high school, or way too many years to record. He was the Chief Architect for the Sage 300 line of accounting products for 23 years. Since retiring, he has pursued artificial intelligence, earned his Advanced HAM Radio License, and enjoys mountain biking, hiking, and nature photography. He continues to write his popular technology blog at smist08.wordpress.com and has written two science fiction novels in the *Influence* series available on Amazon.com.

About the Technical Reviewer



Stewart Watkiss is a keen maker and programmer. He has a master's degree in electronic engineering from the University of Hull and a master's degree in computer science from Georgia Institute of Technology.

He has over 20 years of experience in the IT industry, working in computer networking, Linux system administration, technical support, and cyber security. While working toward Linux certification, he created the web site www.penguintutor.com. The web site originally provided information for those studying toward certification but has since added information on electronics, projects, and learning computer programming.

Stewart often gives talks and runs workshops at local Raspberry Pi events. He is also a STEM Ambassador and Code Club volunteer helping to support teachers and children learning programming.

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Introduction

Everyone seems to carry a smartphone and/or a tablet. Nearly all of these devices have one thing in common; they use an ARM central processing unit (CPU). All of these devices are computers just like your laptop or business desktop. The difference is that they need to use less power, in order to function for at least a day on one battery charge, therefore the popularity of the ARM CPU.

At the basic level, how are these computers programmed? What provides the magical foundation for all the great applications (apps) that run on them, yet use far less power than a laptop computer? This book delves into how these are programmed at the bare metal level and provides insight into their architecture.

Assembly Language is the native lowest level way to program a computer. Each processing chip has its own Assembly Language. This book covers programming the ARM 64-bit processor. If you really want to learn how a computer works, learning Assembly Language is a great way to get into the nitty-gritty details. The popularity and low cost of single board computers (SBCs) like the Raspberry Pi and NVidia Jetson Nano provide ideal platforms to learn advanced concepts in computing.

Even though all these devices are low powered and compact, they're still sophisticated computers with a multicore processor, floating-point coprocessor, and a NEON parallel processing unit. What you learn about any one of these is directly relevant to any device with an ARM processor, which by volume is the number one processor on the market today.

INTRODUCTION

In this book, we cover how to program all these devices at the lowest level, operating as close to the hardware as possible. You will learn the following:

- The format of the instructions and how to put them together into programs, as well as details on the binary data formats they operate on
- How to program the floating-point processor, as well as the NEON parallel processor
- About devices running Google's Android, Apple's iOS, and Linux
- How to program the hardware directly using the Raspberry Pi's GPIO ports

The simplest way to learn this is with a Raspberry Pi running a 64-bit flavor of Linux such as Kali Linux. This provides all the tools you need to learn Assembly programming. There's optional material that requires an Apple Mac and iPhone or iPad, as well as optional material that requires an Intel-based computer and an Android device.

This book contains many working programs that you can play with, use as a starting point, or study. The only way to learn programming is by doing, so don't be afraid to experiment, as it is the only way you will learn.

Even if you don't use Assembly programming in your day-to-day life, knowing how the processor works at the Assembly level and knowing the low-level binary data structures will make you a better programmer in all other areas. Knowing how the processor works will let you write more efficient C code and can even help you with your Python programming.

The book is designed to be followed in sequence, but there are chapters that can be skipped or skimmed, for example, if you aren't interested in interfacing to hardware, you can skip Chapter 8, "Programming GPIO Pins," or Chapter 12, "Floating-Point Operations," if you will never do numerical computing.

I hope you enjoy your introduction to Assembly Language. Learning it for one processor family will help you with any other processor architectures you encounter through your career.

Source Code Location

The source code for the example code in the book is located on the Apress GitHub site at the following URL:

[https://github.com/Apress/Programming-with-64-Bit-ARM--
Assembly-Language](https://github.com/Apress/Programming-with-64-Bit-ARM--Assembly-Language)

The code is organized by chapter and includes some answers to the programming exercises.

CHAPTER 1

Getting Started

The ARM processor was originally developed by Acorn Computers in Great Britain, who wanted to build a successor to the BBC Microcomputer used for educational purposes. The BBC Microcomputer used the 6502 processor, which was a simple processor with a simple instruction set. The problem was there was no successor to the 6502. The engineers working on the Acorn computer weren't happy with the microprocessors available at the time, since they were much more complicated than the 6502, and they didn't want to make just another IBM PC clone. They took the bold move to design their own and founded Advanced RISC Machines Ltd. to do it. They developed the Acorn computer and tried to position it as the successor to the BBC Microcomputer. The idea was to use reduced instruction set computer (RISC) technology as opposed to complex instruction set computer (CISC) as championed by Intel and Motorola. We will talk at length about what these terms mean later.

Developing silicon chips is costly, and without high volumes, manufacturing them is expensive. The ARM processor probably wouldn't have gone anywhere except that Apple came calling. They were looking for a processor for a new device under development—the iPod. The key selling point for Apple was that as the ARM processor was RISC, it used less silicon than CISC processors and as a result used far less power. This meant it was possible to build a device that ran for a long time on a single battery charge.

The Surprise Birth of the 64-Bit ARM

The early iPhones and Android phones were all based on 32-bit ARM processors. At that time, even though most server and desktop operating systems moved to 64 bits, it was believed that there was no need in the mobile world for 64 bits. Then in 2013, Apple shocked the ARM world by introducing the 64-bit capable A7 chip and started the migration of all iOS programs to 64 bits. The performance gains astonished everyone and caught all their competitors flat footed. Now, all newer ARM processors support 64-bit processing, and all the major ARM operating systems have moved to 64 bits.

Two benefits of ARM 64-bit programming are that ARM cleaned up their instruction set and simplified Assembly Language programming. They also adapted the code, so that it will run more efficiently on modern processors with larger execution pipelines. There are still a lot of details and complexities to master, but if you have experience in 32-bit ARM, you will find 64-bit programming simpler and more consistent.

However, there is still a need for 32-bit processing, for instance, Raspbian, the default operating system for the Raspberry Pi, is 32 bits, along with several real-time and embedded systems. If you have 1GB of memory or less, 32 bits is better, but once you have more than 1GB of RAM, then the benefits of 64-bit programming become hard to ignore.

Unlike Intel, ARM doesn't manufacture chips; it just licenses the designs for others to optimize and manufacture. With Apple onboard, suddenly there was a lot of interest in ARM, and several big manufacturers started producing chips. With the advent of smartphones, the ARM chip really took off and now is used in pretty much every phone and tablet. ARM processors power some Chromebooks and even Microsoft's Surface Pro X.

The ARM processor is the number one processor in the computer market. Each year the ARM processors powering the leading-edge phones become more and more powerful. We are starting to see ARM-based servers used in datacenters, including Amazon's AWS. There are several ARM-based laptops and desktop computers in the works.

What You Will Learn

You will learn Assembly Language programming for the ARM running in 64-bit mode. Everything you will learn is directly applicable to all ARM devices running in 64-bit mode. Learning Assembly Language for one processor gives you the tools to learn it for another processor, perhaps, the forthcoming RISC-V, a new open source RISC processor that originated from Berkeley University. The RISC-V architecture promises high functionality and speed for less power and cost than an equivalent ARM processor.

In all devices, the ARM processor isn't just a CPU; it's a system on a chip. This means that most of the computer is all on one chip. When a company is designing a device, they can select various modular components to include on their chip. Typically, this contains an ARM processor with multiple cores, meaning that it can process instructions for multiple programs running at once. It likely contains several coprocessors for things like floating-point calculations, a graphics processing unit (GPU), and specialized multimedia support. There are extensions available for cryptography, advanced virtualization, and security monitoring.

Why Use Assembly

Most programmers write in a high-level programming language like Python, C#, Java, JavaScript, Go, Julia, Scratch, Ruby, Swift, or C. These highly productive languages are used to write major programs from the Linux operating system to web sites like Facebook, to productivity software like LibreOffice. If you learn to be a good programmer in a couple of these, you can find a well-paying interesting job and write some great programs. If you create a program in one of these languages, you can easily get it working on numerous operating systems on multiple hardware architectures. You never have to learn the details of all the bits and bytes, and these can remain safely under the covers.

When you program in Assembly Language, you are tightly coupled to a given CPU, and moving your program to another requires a complete rewrite of your program. Each Assembly Language instruction does only a fraction of the amount of work, so to do anything takes a lot of Assembly statements. Therefore, to do the same work as, say, a Python program, takes an order of magnitude larger amount of effort, for the programmer. Writing in Assembly is harder, as you must solve problems with memory addressing and CPU registers that is all handled transparently by high-level languages. So why would you want to learn Assembly Language programming? Here are ten reasons people learn and use Assembly Language:

1. **To write more efficient code:** Even if you don't write Assembly Language code, knowing how the computer works internally allows you to write more streamlined code. You can make your data structures easier to access and write code in a style that allows the compiler to generate more effective code. You can make better use of computer resources, like coprocessors, and use the given computer to its fullest potential.
2. **To write your own operating system:** The core of the operating system that initializes the CPU and handles hardware security and multithreading/multitasking requires Assembly code.
3. **To create a new programming language:** If it is a compiled language, then you need to generate the Assembly code to execute. The quality and speed of your language is largely dependent on the quality and speed of the Assembly Language code it generates.

4. **To make your computer run faster:** The best way to make Linux faster is to improve the GNU C compiler. If you improve the ARM 64-bit Assembly code produced by GNU C, then every program compiled by GCC benefits.
5. **To interface your computer to a hardware device:** When interfacing your computer through USB or GPIO ports, the speed of data transfer is highly sensitive as to how fast your program can process the data. Perhaps, there are a lot of bit level manipulations that are easier to program in Assembly.
6. **To do faster machine learning or three-dimensional (3D) graphics programming:** Both applications rely on fast matrix mathematics. If you can make this faster with Assembly and/or using the coprocessors, then you can make your AI-based robot or video game that much better.
7. **To boost performance:** Most large programs have components written in different languages. If your program is 99% C++, the other 1% could be Assembly, perhaps giving your program a performance boost or some other competitive advantage.
8. **To manage single board computer competitors to the Raspberry Pi:** These boards have some Assembly Language code to manage peripherals included with the board. This code is usually called a BIOS (basic input/output system).

9. **To look for security vulnerabilities in a program or piece of hardware:** Look at the Assembly code to do this; otherwise you may not know what is really going on and hence where holes might exist.
10. **To look for Easter eggs in programs:** These are hidden messages, images, or inside jokes that programmers hide in their programs. They are usually triggered by finding a secret keyboard combination to pop them up. Finding them requires reverse engineering the program and reading Assembly Language.

Tools You Need

The best way to learn programming is by doing. The easiest way to play with 64-bit ARM Assembly Language is with an inexpensive single board computer (SBC) like the Raspberry Pi or NVidia Jetson Nano. We will cover developing for Android and iOS, but these sections are optional. In addition to a computer, you will need

- A text editor
- Some optional specialty programs

Raspberry Pi 4 or NVidia Jetson Nano

The Raspberry Pi 4 with 4GB of RAM is an excellent computer to run 64-bit Linux. If you use a Raspberry Pi 4, then you need to download and install a 64-bit version of Linux. These are available from Kali, Ubuntu, Gentoo, Manjaro, and others. I find Kali Linux works very well and will be using it to test all the programs in this book. You can find the Kali Linux downloads here: www.offensive-security.com/kali-linux-arm-images/.

Although you can run 64-bit Linux on a Raspberry Pi 3 or a Raspberry Pi 4 with 1GB of RAM, I find these slow and bog down if you run too many programs. I wouldn't recommend these, but you can use them in a pinch.

The Nvidia Jetson Nano uses 64-bit Ubuntu Linux. This is an excellent platform for learning ARM 64-bit Assembly Language. The Jetson Nano also has 128 CUDA graphics processing cores that you can play with.

One of the great things about the Linux operating system is that it is intended to be used for programming and as a result has many programming tools preinstalled, including

- GNU Compiler Collection (GCC) that we will use to build our Assembly Language programs. We will use GCC for compiling C programs in later chapters.
- GNU Make to build our programs.
- GNU Debugger (GDB) to find and solve problems in our programs.

Text Editor

You will need a text editor to create the source program files. Any text editor can be used. Linux usually includes several by default, both command line and via the GUI. Usually, you learn Assembly Language after you've already mastered a high-level language like C or Java. So, chances are you already have a favorite editor and can continue to use it.

Specialty Programs

We will mention other helpful programs throughout the book that you can optionally use, but aren't required, for example:

- The Android SDK
- Apple's XCode IDE

- A better code analysis tool, like Ghidra, which we will discuss in Chapter 15, “Reading and Understanding Code”

All of these are either open source or free, but there may be some restrictions on where you can install them.

Now we will switch gears to how computers represent numbers. We always hear that computers only deal in zeros and ones; now we'll look at how they put them together to represent larger numbers.

Computers and Numbers

We typically represent numbers using base 10. The common theory is we do this, because we have ten fingers to count with. This means a number like 387 is really a representation for

$$\begin{aligned} 387 &= 3 * 10^2 + 8 * 10^1 + 7 * 10^0 \\ &= 3 * 100 + 8 * 10 + 7 \\ &= 300 + 80 + 7 \end{aligned}$$

There is nothing special about using 10 as our base, and a fun exercise in math class is to do arithmetic using other bases. In fact, the Mayan culture used base 20, perhaps because we have 20 digits: ten fingers and ten toes.

Computers don't have fingers and toes; rather, everything is a switch that is either on or off. As a result, computers are programmed to use base 2 arithmetic. Thus, a computer recognizes a number like 1011 as

$$\begin{aligned} 1011 &= 1 * 2^3 + 0 * 2^2 + 1 * 2^1 + 1 * 2^0 \\ &= 1 * 8 + 0 * 4 + 1 * 2 + 1 \\ &= 8 + 0 + 2 + 1 \\ &= 11 \text{ (decimal)} \end{aligned}$$

This is extremely efficient for computers, but we are using four digits for the decimal number 11 rather than two digits. The big disadvantage for humans is that writing, or even keyboarding, binary numbers is tiring.

Computers are incredibly structured, with their numbers being the same size in storage used. When designing computers, it doesn't make sense to have different sized numbers, so a few common sizes have taken hold and become standard.

A byte is 8 binary bits or digits. In our preceding example with 4 bits, there are 16 possible combinations of 0s and 1s. This means 4 bits can represent the numbers 0 to 15. This means it can be represented by one base 16 digit. Base 16 digits are represented by the numbers 0–9 and then the letters A–F for 10–15. We can then represent a byte (8 bits) as two base 16 digits. We refer to base 16 numbers as hexadecimal (Figure 1-1).

Decimal	0 - 9	10	11	12	13	14	15
Hex Digit	0 - 9	A	B	C	D	E	F

Figure 1-1. Representing hexadecimal digits

Since a byte holds 8 bits, it can represent 2^8 (256) numbers. Thus, the byte e6 represents

$$\begin{aligned}
 e6 &= e * 16^1 + 6 * 16^0 \\
 &= 14 * 16 + 6 \\
 &= 230 \text{ (decimal)} \\
 &= 1110\ 0110 \text{ (binary)}
 \end{aligned}$$

We call a 32-bit quantity a word and it is represented by 4 bytes. You might see a string like B6 A4 44 04 as a representation of 32 bits of memory, or one word of memory, or the contents of one register. Even though we are running 64 bits, the ARM reference documentation refers to a word as 32 bits, a halfword is 16 bits, and a doubleword is 64 bits. We will see this terminology throughout this book and the ARM documentation.

If this is confusing or scary, don't worry. The tools will do all the conversions for you. It's just a matter of understanding what is presented to you on screen. Also, if you need to specify an exact binary number, usually you do so in hexadecimal, although all the tools accept all the formats.

CHAPTER 1 GETTING STARTED

A handy tool is the Linux Gnome calculator (Figure 1-2). The Gnome calculator has a nice programming mode which shows a number's representation in multiple bases at once. This calculator is installed in Ubuntu Linux, if you are running the Gnome desktop. However, if you don't have it, it is easy to add. If you are running a Debian-derived Linux like Ubuntu or Kali, to install it, use the command line:

```
sudo apt-get install gnome-calculator
```

Run it from the Accessories menu. If you put it in "Programmer Mode," you can do the conversions, and it shows you numbers in several formats at once.

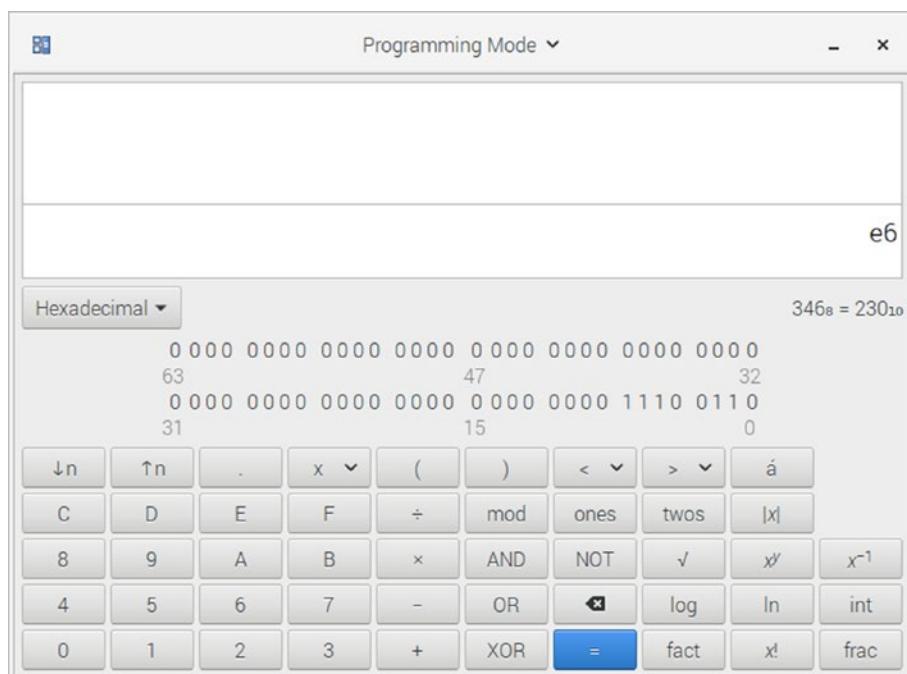


Figure 1-2. The Gnome calculator

This is how we represent computer memory. There is a bit more complexity in how signed integers are represented and how arithmetic works. We'll cover this in Chapter 2, "Loading and Adding."

In the Assembler we represent hexadecimal numbers (hex for short) with a 0x in front, so 0x1B is how to specify the hex number 1B.

ARM Assembly Instructions

In this section, we introduce some basic architectural elements of the ARM processor and start to look at the form of its machine code instructions. The ARM is what is called a RISC computer, which theoretically will make learning Assembly easier. There are fewer instructions and each one is simple, so the processor can execute each instruction quickly.

In the first few chapters of this book, we will cover the 64-bit standard ARM Assembly instructions. This means that the following topics are deferred to later chapters where they can be covered in detail without introducing too much confusion:

- Interacting with other programming languages
- Accessing hardware devices
- Instructions for the floating-point processor
- Instructions for the NEON processor

In technical computer topics, there are often chicken and egg problems in presenting the material. The purpose of this section is to introduce all the terms and ideas we will use later. Hopefully, this introduces all the terms, so they are familiar when we cover them in full detail.

CPU Registers

In all computers, data is not operated in the computer's memory; instead it's loaded into a CPU register, then the data processing or arithmetic operation is performed in the registers. The registers are part of the CPU circuitry allowing instant access, whereas memory is a separate component and there is a transfer time for the CPU to access it.

The ARM processor is based on a load-store architecture where there are two basic types of instructions:

1. Instructions that either load memory into registers or instructions that store data from registers into memory
2. Instructions that perform arithmetical or logical operations between two registers

If you want to add two numbers, you might do the following:

1. Load one into one register and the other into another register.
2. Perform the add operation putting the result into a third register.
3. Copy the answer from the results register into memory.

As you can see, it takes quite a few instructions to perform simple operations.

A 64-bit program on an ARM processor in user mode has access to 31 general-purpose registers, a program counter (PC), and a combination zero register/stack pointer:

- **X0–X30:** These 31 registers are general purpose; you can use them for anything you like, though some have standard agreed-upon usage that we will cover later.

- **SP, XZR:** The stack pointer or zero register depending on the context.
- **X30, LR:** The link register. If you call a function, this register will be used to hold the return address. As this is a common operation, you should avoid using this register for other things.
- **PC:** The program counter. The memory address of the currently executing instruction.

We don't always need the full 64 bits of data in a register. Often 32 bits is fine. All the **X** registers can be operated on as 32-bit registers by referring to them as **W0-W30** and **WZR**. When we do this, the instruction will use the lower 32 bits of the register and set the upper 32 bits to zero. Using 32 bits saves memory, since you only use 4 bytes rather than 8 bytes for each quantity saved. Most loop counters and other common variables used in programming easily fit in 4 bytes, so this is made easy by the processor.

There are a large set of registers for the coprocessors, but we'll cover these when we get to programming these coprocessors in Chapter 12, "Floating-Point Operations," and Chapter 13, "Neon Coprocessor."

ARM Instruction Format

Each ARM binary instruction is 32 bits long. Fitting all the information for an instruction into 32 bits is quite an accomplishment requiring using every bit to tell the processor what to do. There are quite a few instruction formats, and it can be helpful to know how the bits for each instruction are packed into 32 bits. Since there are 32 registers (the 31 general-purpose registers plus the stack pointer (**SP**)/zero register (**XZR**)), it takes 5 bits to specify a register. Thus, if you need three registers, then 15 bits is taken up specifying these.

Having small fixed length instructions allows the ARM processor to load multiple instructions quickly. It doesn't need to start decoding an instruction to know how long it is and hence where the next instruction starts. This is a key feature to allowing processing parallelism and efficiency.

Each instruction that takes registers can either use the 32-bit **W** version or the 64-bit **Z** version. To specify which is the case, the high bit of each instruction specifies how we are viewing the registers.

Note All the registers in a single instruction need to be the same—you can't mix **W** and **Z** registers.

To give you an idea for data processing instructions, let's consider the format for a common class of instructions that we'll deal with early on. Figure 1-3 shows the format of the instruction and what the bits specify.

31	30	29	28-24	23-22	21	20-16	15-10	9 – 5	4-0
Bits	Opcode	Set Condition Code	Opcode	Shift	0	Rm	imm6	Rn	Rd

Figure 1-3. Instruction format for data processing instructions

Let's look at each of these fields:

- Bits: If this bit is zero, then any registers are interpreted as the 32-bit **W** version. If this bit is one, then they are the full 64-bit **X** version of the register.
- Opcode: Which instruction are we performing, like ADD or MUL.
- Shift: These two bits specify shifting operations that could be applied to the data.

- Set condition code: This is a single bit indicating if this instruction should update any condition flags. If we don't want the result of this instruction to affect following branch instructions, we would set it to 0.
- Rm, Rn: Operand registers to use as input.
- Rd (destination register): Where to put the result of whatever this instruction does.
- Imm6: An immediate operand which is usually a small bit of data that you can specify directly in the instruction. So, if you want to add 1 to a register, you could have this as 1, rather than putting 1 in another register and adding the two registers. These are usually the bits left over after everything else is specified.

When things are running well, each instruction executes in one clock cycle. An instruction in isolation takes three clock cycles, namely, one to load the instruction from memory, one to decode the instruction, and then one to execute the instruction. The ARM is smart and works on three instructions at a time, each at a different step in the process, called the instruction pipeline. If you have a linear block of instructions, they all execute on average taking one clock cycle.

In modern ARM processors, the execution pipeline is much more sophisticated and can be working on more than three instructions at a time. Some instructions like integer division take longer, and if the following instructions don't rely on the result, then these instructions can execute in parallel to the division process. Other instructions might stall, for instance, when waiting for memory to be loaded, again the process can perform other instructions that don't depend on the result while the memory controller fetches the memory—this is called out-of-order execution.

Computer Memory

Programs are loaded from the computer's disk drive device into memory and executed. The memory holds the program, along with any data or variables associated with it. This memory isn't as fast as the CPU registers, but it's much faster than accessing data stored on an SSD drive or CF card.

We've talked a lot about 64-bit mode, but what is it? What 64-bit mode really means is

- Memory addresses are specified using 64 bits.
- The CPU registers are each 64 bits wide and perform 64-bit integer arithmetic.

Instructions are 32 bits in size. The intent is to keep these as small as possible, so the ARM processor can execute them quickly and efficiently. This is true when the ARM processor runs in either 32-bit or 64-bit mode.

If we want to load a register from a known 64-bit memory address, for example, a variable we will use in a computation, how do we do this? The instruction is only 32 bits in size, and we've already used 8 bits for the opcode. We need 5 bits to specify one register, so we have left 19 bits for the memory address (14 bits if we needed to list two registers).

This is a problem that we'll come back to several times, since there are multiple ways to address it. In a CISC computer, this isn't a problem since instructions are typically quite large and variable in length.

You can load from memory by using a register to specify the address to load. This is called indirect memory access. But all we've done is move the problem, since we don't have a way to put the value into that register (in a single instruction).

You could load several registers, each with part of the address, then shift the parts around, and then add them together. This is a lot of instructions to load an address, which seems rather inefficient.

The quick way to load memory that isn't too far away from the program counter (PC) register is to use the load instruction via the PC, since it allows a 12-bit offset from the register. This looks like you can efficiently access memory within 4096 words of the **PC**. Yuck, how would you write such code? This is where the GNU Assembler comes in. It lets you specify the location symbolically and will figure out the offset for you.

In Chapter 2, “Loading and Adding,” we will look at the immediate operand in more detail. We will cover many more ways to specify memory addresses in future chapters, like asking Linux to give us a block of memory, returning the address in a register for us. For now, using the **PC** with an offset meets our needs.

About the GCC Assembler

Writing Assembler code in binary as 32-bit instructions would be painfully tedious. Enter GNU Assembler which gives you the power to specify everything that the ARM CPU can do but takes care of getting all the bits in the right place for you. The general way you specify Assembly instructions is

label: opcode operands

The label: part is optional and only required if you want the instruction to be the target of a branch instruction.

There are quite a few opcodes; each one is a short mnemonic that is human readable and easy for the Assembler to process. They include

- **ADD** for addition
- **LDR** for load a register
- **B** for branch

There are quite a few different formats for the operands. We will cover those as we cover the instructions that use them.

Hello World

In almost every programming book, the first program is a simple program to output the string “Hello World.” We will do the same with Assembly to demonstrate some of the concepts we’ve been talking about. In our favorite text editor, let’s create a file “HelloWorld.s” containing the code in Listing 1-1.

Listing 1-1. The Hello World program

```
//  
// Assembler program to print "Hello World!"  
// to stdout.  
  
//  
// X0-X2 - parameters to Linux function services  
// X8 - Linux function number  
  
.global _start // Provide program starting address  
  
// Setup the parameters to print hello world  
// and then call Linux to do it.  
  
_start: mov      X0, #1      // 1 = StdOut  
        ldr      X1, =helloworld // string to print  
        mov      X2, #13     // length of our string  
        mov      X8, #64     // Linux write system call  
        svc      0          // Call Linux to output the string  
  
// Setup the parameters to exit the program  
// and then call Linux to do it.  
        mov      X0, #0      // Use 0 return code  
        mov      X8, #93     // Service code 93 terminates  
        svc      0          // Call Linux to terminate  
  
.data  
helloworld:      .ascii  "Hello World!\n"
```

This is our first look at a complete Assembly Language program, so there are a few things to talk about. But, first, let's compile and run this program.

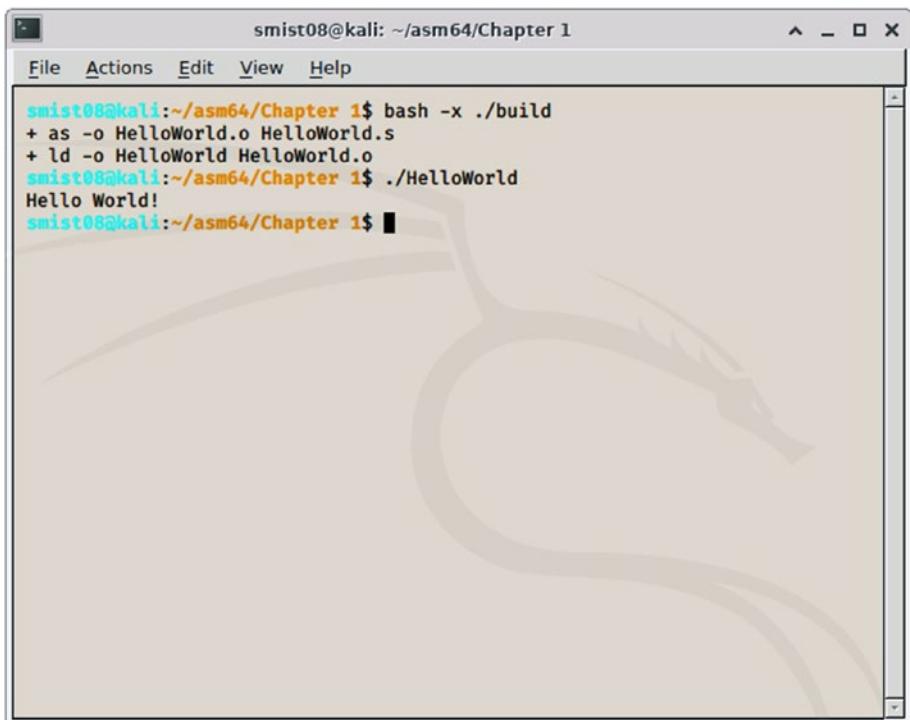
In our text editor, create a file called "build" that contains

```
as -o HelloWorld.o HelloWorld.s  
ld -o HelloWorld HelloWorld.o
```

These are the commands to compile our program. First, we must make this file executable using the terminal command:

```
chmod +x build
```

Now, we can run it by typing **./build**. If the files are correct, we can execute our program by typing **./HelloWorld**. In Figure 1-4, I used **bash -x** (debug mode), so you can see the commands being executed.



The screenshot shows a terminal window titled "smist08@kali: ~/asm64/Chapter 1". The window has a menu bar with "File", "Actions", "Edit", "View", and "Help". The terminal content is as follows:

```
smist08@kali:~/asm64/Chapter 1$ bash -x ./build  
+ as -o HelloWorld.o HelloWorld.s  
+ ld -o HelloWorld HelloWorld.o  
smist08@kali:~/asm64/Chapter 1$ ./HelloWorld  
Hello World!  
smist08@kali:~/asm64/Chapter 1$
```

Figure 1-4. Building and executing HelloWorld

If we run “ls -l”, then the output is

```
-rw-r--r-- 1 smist08 smist08 62 qad 18 17:31 build
-rwxr-xr-x 1 smist08 smist08 1104 kax 10 16:49 HelloWorld
-rw-r--r-- 1 smist08 smist08 936 kax 10 16:49 HelloWorld.o
-rw-r--r-- 1 smist08 smist08 826 kax 5 22:32 HelloWorld.s
```

Notice how small these files are. The executable is only 1104 bytes, about 1 kilobyte. This is because there is no runtime, or any other libraries required to run this program; it is entirely complete in itself. If you want to create very small executables, Assembly Language programming is the way to go.

The format for this program is a common convention for Assembly Language programs where each line is divided into these four columns:

- Optional statement label
- Opcode
- Operands
- Comment

These are all separated by tabs, so they line up nicely.

Yay, our first working Assembly Language program. Now, let’s talk about all the parts.

About Comments

We start the program with a comment that states what it does. We also document the registers used. Keeping track of which registers are doing what becomes important as our programs get bigger.

- Whenever you see double slashes //, then everything after the “//” is a comment. That means it is there for documentation and is discarded by the GNU Assembler when it processes the file.

- Assembly Language is cryptic, so it's important to document what you are doing. Otherwise, you will return to the program after a couple of weeks and have no idea what the program does.
- Each section of the program has a comment stating what it does and then each line of the program has a comment at the end stating what it does. Everything between a /* and */ is also a comment and will be ignored.
- This is the same as comments in C/C++ code. This allows us to share some tools between C and Assembly Language.

Where to Start

Next, we specify the starting point of our program:

- We need to define this as a global symbol, so that the linker (the ld command in our build file) has access to it. The Assembler marks the statement containing **_start** as the program entry point; then the linker can find it because it has been defined as a global variable. All our programs will contain this somewhere.
- Our program can consist of multiple .s files, but only one file can contain **_start**.

Assembly Instructions

We only use three different Assembly Language statements in this example:

1. **MOV**, which moves data into a register. In this case we use an immediate operand, which starts with the “#” sign. So “MOV X2, #13” means move the number 13 into **X2**. In this case, the 13 is part of the instruction and not stored somewhere else in memory. In the source file, the operands can be upper- or lower-case. I tend to prefer lower-case in my program listings.
2. “LDR X1, =helloworld” statement that loads register **X1** with the address of the string we want to print.
3. **SVC 0** command that executes software interrupt number 0. This branches to the interrupt handler in the Linux kernel, which interprets the parameters we’ve set in various registers and does the actual work.

Data

Next, we have **.data** that indicates the following instructions in the data section of the program:

- In this we have a label “helloworld” followed by an **.ascii** statement, then the string we want to print.
- The **.ascii** statement tells the Assembler just to put our string in the data section; then we can access it via the label as we do in the **LDR** statement. We’ll talk later about how text is represented as numbers, the encoding scheme here being called ASCII.

- The last “\n” character is how we represent a new line.
If we don’t include this, you must press Return to see
the text in the terminal window.

Calling Linux

This program makes two Linux system calls to do its work. The first is the Linux write to file command (#64). Normally, we would have to open a file first before using this command, but when Linux runs a program, it opens three files for it:

1. **stdout** (output to the screen)
2. **stdin** (input from the keyboard)
3. **stderr** (also output to the screen)

The Linux shell will redirect these when you use >, <, and | in your commands. For any Linux system call, you put the parameters in registers **X0–X7** depending on how many parameters are needed. Then a return code is placed in **X0** (we should check this to see if an error occurred, but we are bad and don’t do any error checking). Each system call is specified by putting its function number in **X8**.

The reason we do a software interrupt rather than a branch or subroutine call is so we can call Linux without needing to know where this routine is in memory. This is rather clever and means we don’t need to change any addresses in our program as Linux is updated and its routines move around in memory. The software interrupt has another benefit of providing a standard mechanism to switch privilege levels. We’ll discuss Linux system calls later in Chapter 7, “Linux Operating System Services.”

Reverse Engineering Our Program

We talked about how each Assembly instruction is compiled into a 32-bit word. The Assembler did this for us, but can we see what it did? One way is to use the **objdump** command line program:

```
objdump -s -d HelloWorld.o
```

which produces Listing 1-2.

Listing 1-2. Disassembly of Hello World

```
HelloWorld.o:      file format elf64-littleaarch64

Contents of section .text:
0000 200080d2 e1000058 a20180d2 080880d2 .....X.....
0010 010000d4 000080d2 a80b80d2 010000d4 .....
0020 00000000 00000000 .....

Contents of section .data:
0000 48656c6c 6f20576f 726c6421 0a      Hello World!.

Disassembly of section .text:

0000000000000000 <_start>:
0: d2800020    mov   x0, #0x1           // #1
4: 580000e1    ldr   x1, 20 <_start+0x20>
8: d28001a2    mov   x2, #0xd           // #13
c: d2800808    mov   x8, #0x40          // #64
10: d4000001   svc   #0x0             // #0
14: d2800000   mov   x0, #0x0           // #0
18: d2800ba8    mov   x8, #0x5d          // #93
1c: d4000001   svc   #0x0
```

The top part of the output shows the raw data in the file including our eight instructions, then our string to print in the .data section. The second part is a disassembly of the executable .text section.

Let's look at the first **MOV** instruction which compiled to 0xd2800020 (Figure 1-5).

Hex Digit	d	2	8	0	0	0	2	0
Binary	1101	0010	1000	0000	0000	0000	0010	0000

Figure 1-5. Binary representation of the first MOV instruction

- The first bit is 1, meaning use the 64-bit version of the registers, in this case **X0** rather than **W0**.
- The third bit is 0, which means that this instruction doesn't set any flags that would affect conditional instructions.
- The second bit combined with the fourth to ninth bits make up the opcode for this MOV instruction. This is move wide immediate, meaning it contains a 16-bit immediate value.
- The next 2 bits of 0 indicate there is no shift operation involved.
- The next 16 bits are the immediate value which is 1.
- The last 5 bits are the register to load. These are 0 since we are loading register **X0**.

Look at the **LDR** instruction; it changed from

```
ldr    X1, =helloworld
to
ldr    x1, 20 <_start+0x20>
```

This is the Assembler helping you with the ARM processor's obscure mechanism of addressing memory. It lets you specify a symbolic address, namely, "helloworld," and translate that into an offset from the program counter. Here the disassembler is trying to be helpful to indicate which memory address will be loaded, rather than the exact Assembly code. The details are a bit more complicated, and we'll cover them in detail in Chapter 5, "Thanks for the Memories."

You might notice that the raw instructions in the top part of the output have their bytes reversed, compared to those listed in the disassembly listing. This is because we are using a little-endian encoding, which we will cover in the next chapter.

Summary

In this chapter, we introduced the ARM processor and Assembly Language programming along with why we want to use Assembly. We covered the tools we will be using. We also saw how computers represent positive integers.

We then looked at in more detail how the ARM CPU represents Assembly instructions along with the registers it contains for processing data. We introduced both the computer's memory and the GNU Assembler that will assist us in writing our Assembly Language programs.

Finally, we created a simple complete program to print "Hello World!" in our terminal window.

In Chapter 2, "Loading and Adding," we will look at loading data into the CPU registers and performing basic addition. We'll see how negative numbers are represented and learn new techniques for manipulating binary bits.

Exercises

1. Convert the decimal number 1234 to both binary and hexadecimal.
2. Download the source code for this book from the GitHub site and compile the HelloWorld program on your ARM system.
3. Change the string in HelloWorld, but remember to change the length loaded into **X2**.
4. In the HelloWorld program, change the return code loaded into **X0** before the second **SVC** call and see what happens.
5. Since HelloWorld is a standard Linux program using standard Linux conventions, you can use it with other shell commands. Try redirecting the output to a file with “./HelloWorld > myfile.txt” and piping the output to another Linux command such as “./HelloWorld | grep -I wor”.
6. Estimate how many Assembly Language commands are in a 32K executable. The Linux kernel is about 5.1MB in size. If the Linux kernel was written in Assembly Language, how many instructions would that be?

CHAPTER 2

Loading and Adding

In this chapter, we will go slowly through the **MOV** and **ADD** instructions to lay the groundwork on how they work, especially in the way they handle parameters (operands), so that, in the following chapters, we can proceed at a faster pace as we encounter the rest of the ARM instruction set.

Before getting into the **MOV** and **ADD** instructions, we will discuss the representation of **negative numbers** and the concepts of **shifting** and **rotating** bits.

Negative Numbers

In the previous chapter, we discussed how computers represent positive integers as binary numbers, called unsigned integers, but what about negative numbers? Our first thought might be to make one bit represent whether the number is positive or negative. This is simple, but it turns out it requires extra logic to implement, since now the CPU must look at the sign bits, then decide whether to add or subtract and in which order.

It turns out there is a simple representation of negative numbers that works without any special cases or special logic; it is called two's complement.

About Two's Complement

The great mathematician John von Neumann, of the Manhattan Project, came up with the idea of the **two's complement** representation for negative numbers, in 1945, when working on the Electronic Discrete

CHAPTER 2 LOADING AND ADDING

Variable Automatic Computer (EDVAC) computer—one of the earliest electronic computers.

Two's complement came about by observing how addition overflows. Consider a 1-byte hexadecimal number like 01. If we add

$$0x01 + 0xFF = 0x100$$

(all binary ones) we get 0x100.

However, if we are limited to 1-byte numbers, then the 1 is lost and we are left with 00:

$$0x01 + 0xFF = 0x00$$

The mathematical definition of a number's negative is a number that when added to it makes zero; therefore, mathematically, FF is -1. You can get the two's complement form for any number by taking

$$2^N - \text{number}$$

where N is the number of bits in our integer. In our example, the two's complement of 1 is

$$2^8 - 1 = 256 - 1 = 255 = 0xFF$$

This is why it's called two's complement. An easier way to calculate the two's complement is to change all the 1s to 0s and all the 0s to 1s and then add 1. If we do that to 1, we get

$$0xFE + 1 = 0xFF$$

Two's complement is an interesting mathematical oddity for integers, which are limited to having a maximum value of one less than a power of two (which is all computer representations of integers).

Why would we want to represent negative integers this way on computers? As it turns out, this makes addition simple for the computer to execute. Adding signed integers is the same as adding unsigned integers. There are no special cases, all you do is discard the overflow, and

everything works out. This means less circuitry is required to perform the addition, and as a result, it can be performed faster. Consider

$$5 + -3$$

3 in 1 byte is 0x03 or 0000 0011.

Inverting the bits is

1111 1100

Add 1 to get

1111 1101 = 0xFD

Now add

$$5 + 0xFD = 0x102 = 2$$

since we are limited to 1 byte or 8 bits.

Performing these computations by hand is educational, but practically a tool to do this would be handy.

About Gnome Programmer's Calculator

Fortunately, we have computers to do the conversions and arithmetic for us, but when we see signed numbers in memory, we need to recognize what they are. The **Gnome programmer's calculator** can calculate two's complement for you. Figure 2-1 shows the Gnome calculator representing -3.

Note The Gnome programmer's calculator uses 64-bit representations.

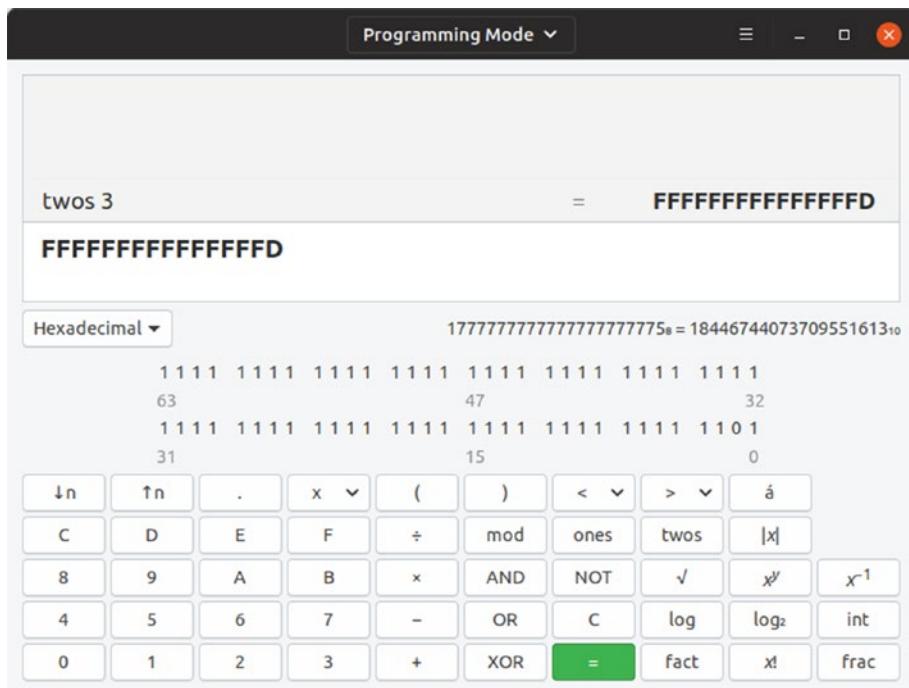


Figure 2-1. The Gnome programmer's calculator calculating the two's complement of 3

Two's complement is the standard representation of negative integers; however, just reversing all the bits does have its uses.

About One's Complement

If we don't add 1, and just change all the 1s to 0s and vice versa, then this is called **one's complement**. There are uses for the one's complement form, and we will encounter it in how some instructions process their operands.

Now let's return to the order the bytes that make up an integer are stored in memory.

Big vs. LittleEndian

At the end of Chapter 1, “Getting Started,” we saw that the words of our compiled program had their bytes stored in the reverse order to what we might expect they should be stored as. In fact, if we look at a 32-bit representation of 1 stored in memory, it is

01 00 00 00

rather than

00 00 00 01

Most processors pick one format, or the other to store numbers. Motorola and IBM mainframes use what is called big endian, where numbers are stored in the order of most significant digit to least significant digit, in this case

00 00 00 01

Intel processors use little-endian format and store the numbers in reverse order with the least significant digit first, namely:

01 00 00 00

Figure 2-2 shows how the bytes in integers are copied into memory in both little- and big-endian formats. Notice how the bytes end up in the reverse order to each other.

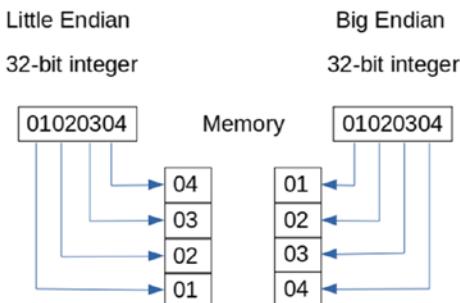


Figure 2-2. How integers are stored in memory in little- vs. big-endian format

The designers of the ARM processor didn't want to take sides in the little- vs. big-endian debate, so they made the ARM processor support both.

About Bi-endian

The ARM CPU is called **bi-endian**, because it can do either. Most ARM-based computers use little-endian format. This includes all the systems we'll cover in this book.

Now let's look at why most ARM-based computers use little vs. big endian.

Pros of Little Endian

The advantage of little-endian format is that it makes it easy to change the size of integers, without requiring any address arithmetic. If you want to convert a 4-byte integer to a 1-byte integer, you take the first byte. Assuming the integer is in the range of 0-255, and the other three bytes are zero. For example, if memory contains the 4 bytes or word for 1, in little endian, the memory contains

01 00 00 00

If we want the 1-byte representation of this number, we take the first byte; for the 16-bit representation, we take the first two bytes. The key point is that the memory address we use is the same in all cases, saving us an instruction cycle adjusting it.

When we are in the debugger, we will see more representations, and these will be pointed out again as we run into them.

Note Even though Linux uses little endian, many protocols like TCP/IP used on the Internet use big endian and so require a transformation when moving data from the computer to the outside world.

We've looked at how integers are represented and how addition works. It turns out that another useful simple manipulation is shifting the bits right or left and rotating them around inside a register.

Shifting and Rotating

We have 31 64-bit registers and much of programming consists of manipulating the bits in these registers. Two extremely useful bit manipulations are shifting and rotating. Mathematically shifting all the bits left one spot is the same as multiplying by 2, and generally shifting n bits is equivalent to multiplying by 2^n . Conversely, shifting bits to the right by n bits is equivalent to dividing by 2^n . For example, consider shifting the number 3 left by 4 bits:

0000 0011 (the binary representation of the number 3)

Shift the bits left by 4 bits and we get

0011 0000

which is

$$0x30 = 3 * 16 = 3 * 2^4$$

Now if we shift 0x30 right by 4 bits, we undo what we just did and see how it is equivalent to dividing by 16.

When we shift and rotate, it turns out to be useful to include the carry flag. This means we can do a conditional logic based on the last bit shifted out of the register.

About Carry Flag

When instructions execute, they can optionally set some flags that contain useful information on what happened. Then other instructions can test these flags and process accordingly. One of these is the **carry flag**. This is normally used when performing addition of larger numbers. If you add two 64-bit numbers and the result is larger than 64 bits, the carry flag is set. We'll see how to use this when we look at addition in detail later in this chapter.

Let's look at how shifting is implemented in an ARM processor.

About the Barrel Shifter

The ARM processor has circuitry for shifting, called a **barrel shifter**. There are instructions to access this directly, which we will cover. But more often shifting can be incorporated into other instructions like the **MOVK** instruction. The reason for this is that the barrel shifter is outside the arithmetic logic unit (**ALU**); instead it's part of the circuitry that loads the second operand to an instruction. We'll see this in action when we cover

Operand2 for the **MOV** instruction. Figure 2-3 shows the location of the barrel shifter in relation to the ALU.

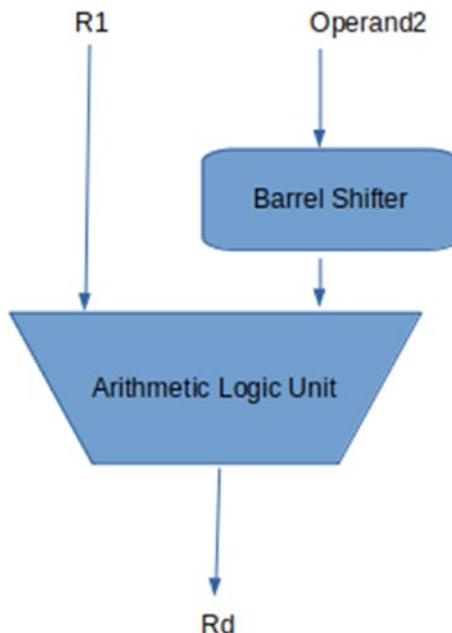


Figure 2-3. The location of the barrel shifter to perform shifts as part of loading Operand2

Let's get into the details of shifting and rotating.

Basics of Shifting and Rotating

We have four cases to cover, as follows:

- Logical shift left
- Logical shift right
- Arithmetic shift right
- Rotate right

Logical Shift Left

This is quite straightforward; as we shift the bits left by the indicated number of places, zeros come in from the right. The last bit shifted out ends up in the carry flag.

Logical Shift Right

Equally easy as logical shift left, here we shift the bits right, then zeros come in from the left, and the last bit shifted out ends up in the carry flag.

Arithmetic Shift Right

The problem with logical shift right is if it's a negative number, having a zero come in from the left suddenly turns the number positive. If we want to preserve the sign bit, use arithmetic shift right. Here a 1 comes in from the left, if the number is negative, and a 0 if it is positive. This is then the correct form if you are shifting signed integers.

Rotate Right

Rotating is like shifting, except the bits don't go off the end; instead they wrap around and reappear from the other side. So, rotate right shifts right, but the bits that leave on the right reappear on the left.

That concludes the theory part of the chapter; now we return to writing Assembly Language code by going into the details of loading values into the registers.

Loading Registers

In this section, we look at various ways to load registers with values contained in instructions or other registers. We'll look at loading registers from memory in Chapter 5, "Thanks for the Memories."

First, the ARM engineers worked hard to minimize the number of instructions required, and we'll look at another technique they used to accomplish this.

Instruction Aliases

In Chapter 1, “Getting Started,” in our Hello World sample program, we used the **MOV** instruction to load the values we needed into registers. However, **MOV** isn’t an ARM Assembly instruction; it’s an alias. You’re telling the Assembler what you want to do; then the Assembler finds a real ARM instruction to do the job. If it can’t find an instruction to do what you specified, then you get an error.

Consider

```
ADD X0, XZR, X1
```

This instruction adds the contents of register **X1** to the zero register and puts the result in **X0**. This essentially moves **X1** to **X0**. Thus, we don’t need an instruction:

```
MOV X0, X1
```

(**MOV X0, X1** actually translates to **ORR X0, XZR, X1**, and we’ll talk about the **ORR** instruction in Chapter 4, “Controlling Program Flow,” but the idea is the same.)

Remember that with ARM instructions being only 32 bits, we can’t waste any of them. Hence the ARM designers were careful to avoid redundancy. It would’ve been a waste of valuable bits to have such a **MOV** instruction.

Knowing all these tricks would make programs unreadable and put a lot of pressure on programmers to know all the clever tricks, the ARM designers used to reduce the number of real instructions in the processor. The solution is to have the GNU Assembler know all these tricks and do the translations for you.

In this book, we use instruction aliases to make our programs readable, but point out when they're used to help understand what's going on. If you use objdump, it might show the same alias you used, another alternate alias, or the real instruction. There is a “-M no-aliases” option for objdump where you can see the true underlying instruction.

Let's get into the details and forms of the **MOV** instruction to load the registers.

MOV/MOVK/MOVN

In this section, we look at several forms of the MOV instruction:

1. MOVK XD, #imm16{, LSL #shift}
2. MOV XD, #imm16{, LSL #shift}
3. MOV XD, XS
4. MOV XD, operand2
5. MOVN XD, operand2

We've seen examples of **MOV**, when putting a small number into a register. Here the immediate value can be any 16-bit quantity, and it will be placed in the lower 16 bits of the specified register unless an optional shift component is included. The shift values can only be the four values: 0, 16, 32, and 48. The shift value allows to put our 16-bit value in each of the four quarters of the 64-bit register.

We've listed the registers as **X** 64-bit registers here. But all these instructions can take **W** 32-bit registers. Remember that these are the same registers; you are just dealing with half of the register rather than the full register.

The first form is the **move keep (MOVK)** instruction.

About MOVK

The **MOVK** instruction answers our question of how to load the full 64 bits of a register. **MOVK**, the move keep instruction, loads the 16-bit immediate operand into one of four positions in the register without disturbing the other 48 bits. Suppose we want to load register **X2** with the 64-bit hex value 0x1234FEDC4F5D6E3A. We could use

```
MOV    X2, #0x6E3A
MOVK   X2, #0x4F5D, LSL #16
MOVK   X2, #0xFEDC, LSL #32
MOVK   X2, #0x1234, LSL #48
```

Only four instructions are required, so not too painful, but a bit annoying.

This is our first example of adding a shift operator to the second operand. This saves us valuable instructions, since we don't need to load the value and then shift it in a separate instruction and then combine it with the desired register in a third instruction.

The first **MOV** instruction is an alias and assembled as a **MOVZ** instruction, identical to the **MOVK** instruction, except it zeros the other 48 bits rather than keeping them. We could've used four **MOVK** instructions, but I like to start with a **MOV** instruction to guarantee we've initialized all the bits.

Register to Register MOV

In the third form of the **MOV** instruction, we have a version that moves one register into another. For example:

```
MOV    X1, X2
```

copies register **X2** into register **X1**.

For the remaining two forms of the **MOV** instruction, we need to study what is allowed as the second operand.

About Operand2

All the ARM's data processing instructions have the option of taking a flexible Operand2 as one of their parameters. At this point, it won't be clear why you want some of this functionality, but as we encounter more instructions, and start to build small programs, we'll see how they help us. At the bit level, there is a lot of complexity here, but the people who designed the Assembler did a good job of providing syntax to hide a lot of this from us. Still, when doing Assembly programming, it's good to always know what is going on under the covers.

There are three formats for Operand2:

1. A register and a shift
2. A register and an extension operation
3. A small number and a shift

Due to the low number of bits for each instruction, the size of each component can differ. In the preceding **MOVK** case, the immediate is 16 bits and the shift is 2 bits. Rather than make the shift be 0, 1, 2, or 3 positions, instead these four values map to 0, 16, 32, or 48 bits. The possible values represent what the ARM designers felt were the most common use cases.

Register and Shift

First of all, you can specify a register and a shift. For this, you specify a register that takes 5 bits and then a shift that is 6 bits (for a total of a full 64-bit shift). For example:

```
MOV X1, X2, LSL #1 // Logical shift left
```

is how we specify take **X2**, logically shift it left by 1 bit, and put the result in **X1**. We can then handle the other shift and rotate scenarios we mentioned previously with

```
MOV X1, X2, LSR #1    // Logical shift right
MOV X1, X2, ASR #1    // Arithmetic shift right
MOV X1, X2, ROR #1    // Rotate right
```

Since shifting and rotating are quite common, the Assembler provides mnemonics (aliases) for these, so you can specify

```
LSL X1, X2, #1    // Logical shift left
LSR X1, X2, #1    // Logical shift right
ASR X1, X2, #1    // Arithmetic shift right
ROR X1, X2, #1    // Rotate right
```

These assemble to the same byte code. The intent is that it makes the code a little more readable, since it is clear you're doing a shift or rotate operation and not just loading a register.

Register and Extension

The extension operations let us extract a byte, halfword, or word from the second register. You can then either zero extend or sign extend the extracted value. Further you can shift this value left by 0–4 bits before it is used. The extension operations are listed in Table 2-1.

Table 2-1. *Extension operators*

Extension Operator	Description
uxtb	Unsigned extend byte
uxth	Unsigned extend halfword
uxtw	Unsigned extend word
sxtb	Sign-extend byte
sxth	Sign-extend halfword
sxtw	Sign-extend word

If you are using the 32-bit W registers, then you would only use the byte and halfword variants of this.

The extension operators aren't available for the **MOV** instruction, but we'll see them shortly with the **ADD** instruction.

Small Number and Shift

The other form of operand2 consists of a small number and an optional shift amount. We saw this used with the preceding **MOVK** instruction. The size of this small number varies by instruction, and if a shift is allowed, there will be limited values. You can check the ARM Instruction Reference manual for the valid values for each instruction.

Fortunately, we don't need to figure this all out. We just specify a number and the Assembler figures out how to represent it. Since there are only limited bits, not all 64-bit numbers can be represented, so if you specify something that can't be dealt with, then the Assembler gives you an error message. You then need to use **MOVK** instructions as outlined previously.

MOV has the advantage that it can take an **#imm16** operand, which can usually get us out of trouble. However, other instructions that must specify a third register, like the **ADD** instruction, don't have this luxury.

Frequently, programmers deal with small integers like loop indexes, say to loop from 1 to 10. These simple cases are handled easily, and we don't need to be concerned.

```
// Too big for #imm16
MOV    X1, #0xAB000000
```

will be translated by the Assembler to

```
MOV    x1, #0xAB00, LSL #16
```

for us, saving us figuring out the instruction complexities.

```
// Too big for #imm16 and can't be represented.
MOV    X1, #0xABCDEF11
```

This instruction gives the error

Error: immediate cannot be moved by a single instruction

when you run your program through the Assembler. This means the Assembler tried all its tricks and failed to represent the number. To load this, you need to use multiple **MOV/MOVK** instructions.

MOVN

This is the **Move Not** instruction. It works just like **MOV**, except it reverses all the 1s and 0s as it loads the register. This means it loads the register with the one's complement form of what you specified. Another way to say it is that it applies a **logical NOT** operation to each bit in the word you are loading into the register.

MOVN is a distinct opcode, and not an alias for another instruction with cryptic parameters. The ARM 64-bit instruction set has a limited number of opcodes, so this is an important instruction with three main uses:

1. To calculate the one's complement of something for you. This has its uses, but does it warrant its own opcode?
2. Multiply by -1. We saw that with the shift operations, we can multiply or divide by powers of 2. This instruction gets us halfway to multiplying by -1. Remember that the negative of a number is the two's complement of the number, or the one's complement plus one. This means we can multiply

by -1 by doing this instruction, then add one. Why would we do this rather than use the **multiply (MUL)** instruction? The same applies for shifting, why do that rather than using **MUL**? The answer is that the **MUL** instruction is quite slow and can take quite a few clock cycles to do its work. Shifting only takes one cycle and using **MOVN** and **ADD**, we can multiply by -1 in only two clock cycles. Multiplying by -1 is very common and now we can do it quickly.

3. You get twice the number of values due to the extra bit—17 vs. 16. It turns out that all the numbers obtained by using a byte value and even shift are different for **MOVN** and **MOV**. This means that if the Assembler sees that the number you specified can't be represented in a **MOV** instruction, then it tries to change it to an **MOVN** instruction and vice versa. So, you really have 17 bits of immediate data, rather than 16.

Note It still might not be able to represent your number, and you may still need to use multiple **MOVK** instructions.

MOV Examples

In this section, we will write a short program to exercise a selection of the **MOV** instructions. Create a file called

`movexamps.s`

containing Listing 2-1.

Listing 2-1. MOV examples

```
//  
// Examples of the MOV instruction.  
  
.global _start // Provide program starting address  
  
// Load X2 with 0x1234FEDC4F5D6E3A first using MOV and MOVK  
_start: MOV      X2, #0x6E3A  
        MOVK    X2, #0x4F5D, LSL #16  
        MOVK    X2, #0xFEDC, LSL #32  
        MOVK    X2, #0x1234, LSL #48  
  
// Just move W2 into W1  
        MOVW1, W2  
  
// Now lets see all the shift versions of MOV  
        MOV      X1, X2, LSL #1 // Logical shift left  
        MOV      X1, X2, LSR #1 // Logical shift right  
        MOV      X1, X2, ASR #1 // Arithmetic shift right  
        MOV      X1, X2, ROR #1 // Rotate right  
  
// Repeat the above shifts using mnemonics.  
  
        LSL      X1, X2, #1 // Logical shift left  
        LSR      X1, X2, #1 // Logical shift right  
        ASR      X1, X2, #1 // Arithmetic shift right  
        ROR      X1, X2, #1 // Rotate right  
  
// Example that works with 8 bit immediate and shift  
        MOV      X1, #0xAB000000 // Too big for #imm16  
  
// Example that can't be represented and results in an error  
// Uncomment the instruction if you want to see the error
```

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```
// MOV X1, #0ABCDEF11 // Too big for #imm16 and can't  
// be represented.  
  
// Example of MOVN  
MOVN W1, #45  
  
// Example of a MOV that the Assembler will change to MOVN  
MOV W1, #0xFFFFFFFF // (-2)  
  
// Setup the parameters to exit the program  
// and then call Linux to do it.  
MOV X0, #0 // Use 0 return code  
MOV X8, #93 // Serv command code 93 terms  
SVC 0 // Call linux to terminate
```

You can compile this program with the build file:

```
as -o movexamps.o movexamps.s  
ld -o movexamps movexamps.o
```

You can run the program after building it.

Note This program doesn't do anything besides move various numbers into registers.

We will look at how to see what is going on in Chapter 3, “Tooling Up,” when we cover the GNU Debugger (GDB).

If we disassemble the program using

```
objdump -s -d -M no-aliases movexamps.o
```

we get Listing 2-2.

Listing 2-2. Disassembly of the MOV examples

Disassembly of section .text:

```
0000000000000000 <_start>:
 0: d28dc742  movz   x2, #0x6e3a
 4: f2a9eba2  movk   x2, #0x4f5d, lsl #16
 8: f2dfdb82  movk   x2, #0xfedc, lsl #32
 c: f2e24682  movk   x2, #0x1234, lsl #48
10: 2a0203e1  orr    w1, wzr, w2
14: aa0207e1  orr    x1, xzr, x2, lsl #1
18: aa4207e1  orr    x1, xzr, x2, lsr #1
1c: aa8207e1  orr    x1, xzr, x2, asr #1
20: aac207e1  orr    x1, xzr, x2, ror #1
24: d37ff841  ubfm   x1, x2, #63, #62
28: d341fc41  ubfm   x1, x2, #1, #63
2c: 9341fc41  sbfm   x1, x2, #1, #63
30: 93c20441  extr   x1, x2, x2, #1
34: d2b56001  movz   x1, #0xab00, lsl #16
38: 128005a1  movn   w1, #0xd
3c: 12800021  movn   w1, #0x1
40: d2800000  movz   x0, #0x0
44: d2800ba8  movz   x8, #0xd
48: d4000001  svc    #0x0
```

Here we can see the true ARM 64-bit instructions that are produced by the Assembler. We've talked about how **MOV** instructions can be converted into **ORR** or **MOVZ** instructions.

We see the shift instructions were converted into **UBFM**, **SBFM**, and **EXTR** instructions. These are the underlying shift and rotate instructions. These instructions have more functionality than the aliases we are using, but we won't need that advanced functionality and will stick with the straightforward alias versions.

Now that we've loaded numbers into our registers, let's perform some arithmetic on them.

ADD/ADC

We can now put any value we like in a register, so let's start doing some computing. Let's start with addition. The instructions we will cover are

1. ADD{S} Xd, Xs, Operand2
2. ADC{S} Xd, Xs, Operand2

These instructions all add their second and third parameters and put the result in their first parameter **register destination (Rd)**. We already know about operand2. The registers Rd and **source register (Rs)** can be the same. Let's look at some examples of the forms of operand2:

```
// the immediate value can be 12-bits, so 0-4095
// X2 = X1 + 4000
    ADD    X2, X1, #4000
// the shift on an immediate can be 0 or 12
// X2 = X1 + 0x20000
    ADD    X2, X1, #0x20, LSL 12
// simple addition of two registers
// X2 = X1 + X0
    ADD    X2, X1, X0
// addition of a register with a shifted register
// X2 = X1 + (X0 * 4)
    ADD    X2, X1, X0, LSL 2
// With register extension options
// X2 = X1 + signed extended byte(X0)
    ADD    X2, X1, X0, SXTB
// X2 = X1 + zero extended halfword(X0) * 4
    ADD    X2, X1, X0, UXTH 2
```

We haven't developed the code to print out a number yet, as we must first convert the number to an ASCII string. We will get to this after we cover **loops** and **conditional statements**. In the meantime, we can get one number from our program via the program's return code. This is a 1-byte unsigned integer. Let's look at an example of multiplying a number by -1 and see the output. Listing 2-3 is the code to do this.

Listing 2-3. An example of MOVN and ADD

```
//  
// Examples of the ADD/MOVN instructions.  
//  
.global _start // Provide program starting address  
  
// Multiply 2 by -1 by using MOVN and then adding 1  
_start:    MOVN  W0, #2  
            ADD   W0, W0, #1  
  
// Setup the parameters to exit the program  
// and then call Linux to do it.  
// W0 is the return code and will be what we  
// calculated above.  
    MOV    X8, #93 // Service command code 93  
    SVC    0        // Call linux to terminate
```

Here we use the **MOVN** instruction to calculate the one's complement of our number, in this case 2; then we add 1 to get the two's complement form. We use **W0** since this will be the return code returned via the Linux terminate command. To see the return code, type

```
echo $?
```

After running the program, it prints out 254. If you examine the bits, you will see this is the two's complement form for -2 in 1 byte.

With the ARM processor, we can combine multiple **ADD** instructions to add arbitrarily large integers. The key to this is the carry flag.

Add with Carry

The new concepts in this section are what the **{S}** after the instruction means along with why we have both **ADD** and **ADC**. This will be our first use of a condition flag.

Think back to how we learned to add numbers:

$$\begin{array}{r} 17 \\ +78 \\ \hline 95 \end{array}$$

1. We first add $7 + 8$ and get 15.
2. We put 5 in our sum and carry the 1 to the tens column.
3. Now we add $1 + 7 +$ the carry from the ones column, so we add $1+7+1$ and get 9 for the tens column.

This is the idea behind the carry flag. When an addition overflows, it sets the carry flag, so we can include that in the sum of the next part.

Note A carry is always 0 or 1, so we only need a 1-bit flag for this.

The ARM processor adds 64 bits at a time, so we only need the carry flag if we are dealing with numbers larger than what will fit into 64 bits. This means we can easily add 128-bit or even larger integers.

In Chapter 1, “Getting Started,” we quickly mentioned that bit 29 in the instruction format specifies whether an instruction alters the condition

flags. So far, we haven't set that bit, so none of the instructions we've written so far will alter any condition flags. If we want an instruction to alter them, then we place an "S" on the end of the opcode, and the Assembler will set bit 29 when it builds binary version of the instruction. This applies to all instructions, including the **MOV** instructions we just looked at.

```
ADDS    X0, X0, #1
```

is just like

```
ADD X0, X0, #1
```

except that it sets various condition flags. We'll cover all the flags when we cover **conditional statements** in Chapter 4, "Controlling Program Flow." For now, we are interested in the carry flag that is designated **C**. If the result of an addition is too large, then the **C** flag is set to 1; otherwise it is set to 0.

To add two 128-bit integers, we use two registers to hold each number. In our example, we'll use registers **X2** and **X3** for the first number, **X4** and **X5** for the second, and then **X0** and **X1** for the result. The code would then be

```
ADDS  X1, X3, X5 // Lower order 64-bits
ADC   X0, X2, X4 // Higher order 64-bits
```

The first **ADDS** adds the lower order 64 bits and sets the carry flag, if needed. It might set other flags, but we'll worry about those later. The second instruction, **ADDC**, adds the higher-order words, plus the carry flag.

The nice thing here is that in 64-bit mode, we can do a 128-bit addition in only two clock cycles. Let's look at a simple complete example in Listing 2-4.

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Listing 2-4. Example of 128-bit addition with ADD and ADC

```
//  
// Example of 128-Bit addition with the ADD/ADC instructions.  
//  
.global _start // Provide program starting address  
  
// Load the registers with some data  
// First 64-bit number is 0x0000000000000003FFFFFFFFFFFFFFF  
_start: MOV X2, #0x0000000000000003  
        MOV X3, #0xFFFFFFFFFFFFFF //Assem will change to MOVN  
// Second 64-bit number is 0x00000000000000050000000000000001  
        MOV X4, #0x0000000000000005  
        MOV X5, #0x0000000000000001  
  
        ADDS X1, X3, X5 // Lower order 64-bits  
        ADC X0, X2, X4 // Higher order 64-bits  
  
// Setup the parameters to exit the program  
// and then call Linux to do it.  
// W0 is the return code and will be what we  
// calculated above.  
        MOV X8, #93 // Service command code 93  
                      terminates  
        SVC 0 // Call linux to terminate the  
                program
```

Here we are adding

0000000000000003 FFFFFFFFFFFFFF
0000000000000005 0000000000000001
0000000000000009 0000000000000000

We've rigged this example to demonstrate the carry flag, and to produce an answer we can see in the return code. The largest 64-bit unsigned integer is

```
0xFFFFFFFFFFFFFF
```

and adding 1 results in

```
0x10000000000000000000
```

which doesn't fit in 64 bits, so we get

```
0x0000000000000000
```

with a carry. The high-order words add $3 + 5 + \text{carry}$ to yield 9. The high-order word is in X0, so it is the return code when the program exits. If we type

```
echo $?
```

we get 9 as expected.

Learning about **MOV** was difficult, because this was the first time we encountered both shifting and Operand2. With these behind us, learning about **ADD** was much easier. We still have some complicated topics to cover, but as we become more experienced with how to manipulate bits and bytes, the learning should become easier.

Covering addition wouldn't be complete without covering its inverse: subtraction.

SUB/SBC

Subtraction is the inverse of addition. We have

1. SUB{S} Xd, Xs, Operand2
2. SBC{S} Xd, Xs, Operand2

The operands are the same as those for addition, only now we are calculating Xs - Operand2. The carry flag is used to indicate when a borrow is necessary. SUBS will clear the carry flag if the result is negative and set it if positive; SBC then subtracts one if the carry flag is clear.

Summary

In this chapter, we learned how negative integers are represented in a computer. We went on to discuss big- vs. little-endian byte ordering. We then looked at the concept of shifting and rotating the bits in a register.

Next, we looked in detail at the **MOV** instruction that allows us to move data around the CPU registers or load constants from the **MOV** instruction into a register. We discovered the tricks of operand2 on how ARM represents a large range of values, given the limited number of bits it has at its disposal.

We covered the **ADD** and **ADC** instructions and discussed how to add both 64- and 128-bit numbers. Finally, we quickly covered the **SUB** and **SBC** instructions.

In Chapter 3, “Tooling Up,” we will look at better ways to build our programs and start debugging our programs with the GNU Debugger (**gdb**).

Exercises

1. Compute the 8-bit two's complement for -79 and -23.
2. What are the negative decimal numbers represented by the bytes 0xF2 and 0x83?
3. Write out the bytes in the little-endian representation of 0x12345678.
4. Write out the bytes for 0x23 shifted left by 3 bits.

5. Write out the bytes for 0x4300 shifted right by 5 bits.
6. Write a program to add two 192-bit numbers.
You will need to use the **ADCS** instruction for this. Remember you can set the flags from any instruction.
7. Write a program that performs 128-bit subtraction.
Convince yourself that the way it sets and interprets the carry flag is what you need in this situation. Use it to reverse the operations from the preceding 128-bit example.

CHAPTER 3

Tooling Up

In this chapter, we will learn a better way to build our programs using **GNU Make**. With the **GNU Debugger (GDB)**, we will debug our programs. We'll look at the tools required to cross-compile for ARM from an Intel computer, develop Assembly Language for Google Android, and add Assembly Language to Apple iOS apps. Also, we will quickly introduce the source control system **Git** and the build server **Jenkins**.

GNU Make

We built our programs using a simple shell script to run the **GNU Assembler** and then the **Linux linker/loader**. As we move forward, we want a more sophisticated tool to build our programs. **GNU Make** is the standard Linux utility to do this, and it comes preinstalled on many versions of Linux. GNU Make

1. Specifies the rules on how to build one thing from another
2. Lists the targets you want built and the files they depend on
3. Examines the file date/times to determine what needs to be built
4. Issues the commands to build the components

Let's look at how to build our HelloWorld program from Chapter 1, "Getting Started," using **make**. First of all, create a text file named **makefile** containing the code in Listing 3-1.

Listing 3-1. Simple makefile for HelloWorld

```
HelloWorld: HelloWorld.o
    ld -o HelloWorld HelloWorld.o

HelloWorld.o: HelloWorld.s
    as -o HelloWorld.o HelloWorld.s
```

Note The command **make** is particular, and the indented lines must start with a tab not spaces, or you will get an error.

To build our file, type

```
make
```

Rebuilding a File

If we already built the program, then this won't do anything, since **make** sees that the executable is older than the **.o** file and that the **.o** file is older than the **.s** file. We can force a rebuild by typing

```
make -B
```

Rather than specify each file separately along with the command to build it, we can define a build rule for, say, building a **.o** file from an **.s** file.

A Rule for Building .s Files

Listing 3-2 shows a more advanced version, where we define a rule for building an **.o** file from an **.s** file. We still need to specify the dependency, but we no longer need the compile rule. As we get more sophisticated and add command line parameters to the **as** command, we've now centralized the location to do this.

Listing 3-2. Hello World makefile with a rule

```
%.o : %.s
    as $< -o $@

HelloWorld: HelloWorld.o
    ld -o HelloWorld HelloWorld.o
```

Now make knows how to create a **.o** file from a **.s** file. We've told make to build **HelloWorld** from **HelloWorld.o**, and make can look at its list of rules to figure out how to build **HelloWorld.o**. There are some strange symbols in this file and their meaning is as follows:

- **%.**s**** is like a wildcard meaning any **.s** file.
- **\$<** is a symbol for the source file.
- **\$@** is a symbol for the output file.

There's a lot of good documentation on **make**, so we aren't going to go into a lot of detail here.

Defining Variables

Listing 3-3 shows how to define variables. Here we'll do it to centralize the list of files we want to assemble.

Listing 3-3. Adding a variable to the Hello World makefile

```
OBJS = HelloWorld.o

%.o : %.s
    as $< -o $@

HelloWorld: $(OBJS)
    ld -o HelloWorld $(OBJS)
```

With this code, as we add source files, we just add the new file to the **OBJS=** line and **make** takes care of the rest.

This is just an introduction to GNU Make—there is a lot more to this powerful tool. As we go further into the book, we will introduce new elements to our **makefiles** as needed.

GDB

Most high-level languages come with tools to easily output any strings or numbers to the console, a window, or a web page. Often when using these languages, programmers don't bother using the debugger, instead relying on libraries that are part of the language.

Later, we'll look at how to leverage the libraries that are part of other languages, but calling these takes a bit of work. We'll also develop a helpful library to convert numbers to strings, so we can use the techniques used in the HelloWorld program in Chapter 1, “Getting Started,” to print our work.

When programming with Assembly Language, being proficient with the debugger is critical to success. Not only will this help with your Assembly Language programming, but also it is a great tool for you to use with your high-level language programming.

GDB comes preinstalled on most Linux distributions, but if it is missing from your version and you're running one based on Debian, like Kali, then you can install it via

```
sudo apt-get install gdb
```

Preparing to Debug

The GNU Debugger (GDB) can debug your program as it is, but this isn't the most convenient way to go. For instance, in our HelloWorld program, we have the label **helloworld**. If we debug the program as is, the debugger won't know anything about this label, since the Assembler changed it into an address in a .data section. There is a command line option for the Assembler that includes a table of all our source code labels and symbols, so we can use them in the debugger. This makes our program executable a bit larger.

Often, we set a debug flag while we are developing the program, then remove the debug flag before releasing the program. Unlike some high-level programming languages, the debug flag doesn't affect the machine code generated, so the program behaves exactly the same in both debug and non-debug mode.

We don't want to leave the debug information in our program for release, because besides making the program executable larger, it is a wealth of information for hackers to help them reverse engineer your program. There are several cases where hackers caused mischief because the program still had debugging information present.

To add debug information to our program, we must Assemble it with the **-g** flag. In Listing 3-4, we add a debug flag to our **makefile**. For the first program we'll debug, let's use our examples of the **MOV** statements, since we didn't see the operations working on the various registers.

Listing 3-4. Makefile with a debug flag

```
OBJS = movexamps.o
ifdef DEBUG
DEBUGFLGS = -g
else
DEBUGFLGS =
endif

%.o : %.s
    as $(DEBUGFLGS) $< -o $@

movexamps: $(OBJS)
    ld -o movexamps $(OBJS)
```

This **makefile** sets the debug flag if the variable **DEBUG** is defined. We can define it on the command line for **make** with

```
make DEBUG=1
```

or, from the command line, define an environment variable with

```
export DEBUG=1
```

To clear the environment variable, enter

```
export DEBUG=
```

When switching between **DEBUG** and **non-DEBUG**, run make with the **-B** switch to build everything.

Tip Create shell scripts **buildd** and **buildr** to call make with and without **DEBUG** defined.

Beginning GDB

To start debugging our **movexamps** program, enter the command

```
gdb moveexamples
```

This yields the abbreviated output:

```
GNU gdb (Debian 8.3.1-1) 8.3.1
Copyright (C) 2019 Free Software Foundation, Inc.
...
Reading symbols from moveexamples...
(gdb)
```

- **gdb** is a command line program.
- **(gdb)** is the command prompt where you type commands.
- **(hit tab)** for command completion. Enter the first letter or two of a command as a shortcut.

To run the program, type

```
run
```

(or r).

The program runs to completion, as if it ran normally from the command line.

To list our program, type

```
list
```

(or l).

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This lists ten lines. Type

```
l
```

for the next ten lines. Type

```
list 1,1000
```

to list our entire program.

Notice that list gives us the source code for our program, including comments. This is a handy way to find line numbers for other commands. If we want to see the raw machine code, we can have gdb disassemble our program with

```
disassemble _start
```

This shows the actual code produced by the Assembler with no comments. We can see whether MOV or MVN were used among other commands this way.

To stop the program, we set a breakpoint. In this case, we want to stop the program at the beginning to single step through, examining registers as we go. To set a breakpoint, use the **breakpoint** command (or **b**):

```
b _start
```

We can specify a line number, or a symbol for our breakpoint, as in this example; now if we run the program, it stops at the breakpoint:

```
(gdb) b _start
Breakpoint 1 at 0x400078: file movexamps.s, line 7.
(gdb) r
Starting program: /home/smist08/asm64/Chapter 2/movexamps

Breakpoint 1, _start () at movexamps.s:7
7      _start: MOV      X2, #0x6E3A
```

We can now step through the program with the **step** command (or **s**). As we go, we want to see the values of the registers. We get these with **info registers** (or **i r**):

```
(gdb) s
8          MOVK    X2, #0x4F5D, LSL #16
(gdb) i r
x0          0x0          0
x1          0x0          0
x2          0x6e3a        28218
x3          0x0          0
x4          0x0          0
x5          0x0          0
...
x29         0x0          0
x30         0x0          0
sp          0x7fffffff230 0x7fffffff230
pc          0x40007c      0x40007c <_start+4>
cpsr        0x200000      [ EL=0 SS ]
fpsr        0x0          0
fpcr        0x0          0
(gdb)
```

We see **0x6E3A** put in **X2** as expected.

We can continue stepping or enter **continue** (or **c**), to continue to the next **breakpoint** or to the end of the program. We can set as many breakpoints as we like. We can see them all with the **info breakpoints** (or **i b**) command. We can delete a breakpoint with the **delete** command, specifying the breakpoint number to delete.

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```
(gdb) i b
Num      Type            Disp Enb Address          What
1        breakpoint      keep y   0x0000000000400078
movexamps.s:7
breakpoint already hit 1 time
(gdb) delete 1
(gdb) i b
No breakpoints or watchpoints.
(gdb)
```

We haven't dealt with memory much, but **gdb** has good mechanisms to display memory in different formats, the main command being x. It has the following format:

```
x /Nfu addr
```

where

- **N** is the number of objects to display
- **f** is the display format where some common ones are
 - t for binary
 - x for hexadecimal
 - d for decimal
 - i for instruction
 - s for string
- **u** is unit size and is any of
 - b for bytes
 - h for halfwords (16 bits)
 - w for words (32 bits)
 - g for giant words (64 bits)

Some examples using our code stored at memory location `_start`, or `0x10054`:

```
(gdb) x /4ubft _start
0x400078 <_start>: 01000010 11000111 10001101 11010010
(gdb) x /4ubfi _start
    0x400078 <_start>: mov    x2, #0x6e3a          // #28218
=> 0x40007c <_start+4>: movk   x2, #0x4f5d, lsl #16
    0x400080 <_start+8>: movk   x2, #0xfedc, lsl #32
    0x400084 <_start+12>: movk   x2, #0x1234, lsl #48
(gdb) x /4ubfx _start
0x400078 <_start>: 0x42 0xc7 0x8d 0xd2
(gdb) x /4ubfd _start
0x400078 <_start>: 66 -57 -115 -46
```

To exit **gdb**, type **q** (for **quit** or type **control-d**).

Table 3-1 provides a quick reference to the GDB commands we introduced in this chapter. As we learn new things, we'll need to add to our knowledge of **gdb**. It is a powerful tool to help us develop our programs. Assembly Language programs are complex and subtle, and **gdb** is great at showing us what is going on with all the bits and bytes.

Table 3-1. Summary of useful GDB commands

Command (Short Form)	Description
<code>break (b) line</code>	Set breakpoint at line
<code>run (r)</code>	Run the program
<code>step (s)</code>	Single step program
<code>continue (c)</code>	Continue running the program
<code>quit (q or control-d)</code>	Exit gdb
<code>control-c</code>	Interrupt the running program

(continued)

Table 3-1. (*continued*)

Command (Short Form)	Description
info registers (i r)	Print out the registers
info break	Print out the breakpoints
delete n	Delete breakpoint n
x /Nuf expression	Show contents of memory

It's worthwhile single stepping through our three sample programs and examining the registers at each step to ensure you understand what each instruction is doing.

Even if you don't know of a bug, many programmers like to single step through their code to look for problems and to convince themselves that their code is good. Often two programmers do this together as part of the pair programming agile methodology.

Cross-Compiling

So far, we've been compiling and running our programs on an ARM-based computer like the Raspberry Pi or NVidia Jetson Nano; however, we can also compile and run our programs on an Intel-based computer. In this section, we'll see how to compile and run the Hello World program from Chapter 1, "Getting Started," on Ubuntu Linux running on an Intel-based laptop.

The GNU Assembler and the Linux linker/loader are both open source programs and can be compiled to run on any system. The GNU Assembler source code contains support for many CPU architectures, and the code it is written in compiles on all sorts of systems. Ubuntu Linux on Intel comes with all the GNU tools installed, but they compile Intel Assembly Language code instead of ARM. It would be nice if the GNU Assembler had

a command line switch to tell it to compile ARM code, but that isn't how it works. You need to specify the type of Assembly code to process at compile time.

The solution is to obtain all the necessary GNU and Linux tools to compile for ARM, but run on Intel and then install them in a different location. We can add them to our Ubuntu Linux with the command

```
sudo apt-get install gcc-aarch64-linux-gnu g++-aarch64-linux-gnu
```

This will install them to /usr/aarch64-linux-gnu/bin. We don't want to add this to our PATH variable because we won't know whether the Intel or ARM version will be run. Instead we add this path in our makefile. One way to do this is in Listing 3-5.

Listing 3-5. Makefile to build Hello World on an Intel CPU

```
TOOLPATH = /usr/aarch64-linux-gnu/bin

HelloWorld: HelloWorld.o
    $(TOOLPATH)/ld -o HelloWorld HelloWorld.o

HelloWorld.o: HelloWorld.s
    $(TOOLPATH)/as -o HelloWorld.o HelloWorld.s
```

If we then run this, we see

```
stephen@stephenubuntu:~/asm64/Chapter 3$ make
/usr/aarch64-linux-gnu/bin/as -o HelloWorld.o HelloWorld.s
/usr/aarch64-linux-gnu/bin/ld -o HelloWorld HelloWorld.o
```

We've now built our Hello World program for ARM on an Intel CPU. This is called cross-compiling. This is most used when programming embedded ARM processors that don't run a full Linux kernel and hence don't have all the development tools available. The workflow is to build the program on a full development system and then transfer the program to the target processor using a USB cable, serial cable, or via

Ethernet. You can copy the resulting program to a Raspberry Pi or NVidia Jetson computer to run it. Even if your target platform supports all the development tools, it can be faster to do your builds on a more powerful laptop or desktop.

Emulation

Even if you don't have an ARM-based computer, you can still run most of the programs in this book using an ARM CPU emulator. The emulator will interpret the ARM machine code and simulate it using the local processor. Again, we are using Ubuntu Linux running on an Intel CPU. There are quite a few different emulators available; here we'll walk through setting up and using the QEMU emulator. To install it, type

```
sudo apt-get install qemu qemu-user
```

We can now execute the Hello World program we compiled in the previous section:

```
stephen@stephenubuntu:~/asm64/Chapter 3$ qemu-aarch64  
HelloWorld  
Hello World!
```

We have now successfully compiled and run our ARM 64-bit Assembly Language program on an Intel PC.

Android NDK

To run our HelloWorld program from Chapter 1, "Getting Started," is surprisingly easy. This is because Android is based on Linux, and as time has gone by, Google has moved Android closer and closer to standard Linux. The main thing we need to do is install the official tools, compile our program, and copy it over to an Android device to run. You can't

develop for Android on an ARM-based system like a Raspberry Pi or an Android-based laptop; you must develop on an Intel system under either Linux, MacOS, or Windows.

Note Not all Android devices are based on ARM CPUs. Ensure your Android device contains an ARM CPU and that you are running a 64-bit version of Android.

You must install Android Studio, the Integrated Development Environment for Android development. Once you have this installed, you need to install the NDK; this is the Native Code Development Kit for Android. Android Studio by default creates applications that can run on any Android device, no matter what type of CPU they contain. With the NDK, you can write processor-specific code like the Assembly Language we want to run. To install the NDK, go to the “Settings” menu in Android Studio, select “System Settings,” and select the NDK as shown in Figure 3-1.

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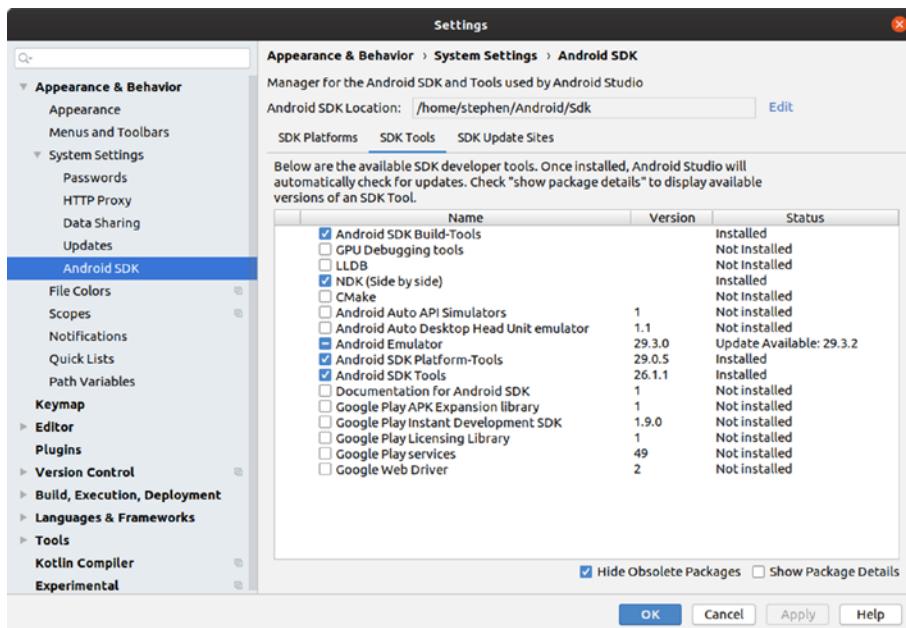


Figure 3-1. *Android Studio's System Settings showing the NDK installed*

The NDK installs special Android versions of the GNU Assembler and the Linux linker/loader. On my Ubuntu Linux laptop, these were installed to

```
/home/stephen/Android/Sdk/ndk/20.1.5948944/toolchains/aarch64-linux-android-4.9/prebuilt/linux-x86_64/bin
```

As you can see, these will move as the NDK or Android is updated to new version. This is like what we did when cross-compiling; only the tools have separate names, namely, **aarch64-linux-android-as** and **aarch64-linux-android-ld**. Since the commands have unique names, we can add the preceding path to our system PATH in our .bashrc file without conflicting with our system's default applications.

Listing 3-6 shows how to create a makefile to add an option to build HelloWorld for Android.

Listing 3-6. Makefile to build HelloWorld for Android

```
ifdef ANDROID
AS = aarch64-linux-android-as
LD = aarch64-linux-android-ld
else
AS = as
LD = ld
endif

OBJS = HelloWorld.o

%.o : %.s
$(AS) $< -o $@
HelloWorld: $(OBJS)
$(LD) -o HelloWorld $(OBJS)
```

If we save this in makefile2, then we need to run

```
make -f makefile2 ANDROID=y
```

to build our program for Android.

We now have our HelloWorld program built for Android but sitting on our Intel-based laptop. How do we copy it to our device and run it? Android is a locked down version of Linux and expects people to only run programs downloaded from the Google Play Store. To run our programs, we need to put the Android device into developer mode. This is usually accomplished by tapping on the build number in the settings menu multiple times. Once the device is in developer mode, a developer menu will be added to the settings menu; from here, we need to enable USB debugging. I find it convenient to disable sleep mode while charging as well.

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Next, we need to install the Android Debug Bridge (**adb**). We do this with

```
sudo apt-get install adb
```

With this all done and our Android device connected to our laptop, we can copy over the program and run it. To copy the program, use

```
adb push HelloWorld /data/local/tmp/HelloWorld
```

This copies `HelloWorld` to the indicated folder on the Android device. Now we can use `adb` to open a remote command prompt to the Android device, make the file executable, and run it:

```
adb shell  
cd /data/local/tmp  
chmod +x HelloWorld  
. /HelloWorld
```

Here is the whole build, copy, and run procedure with the various prompts and responses:

```
stephen@stephenubuntu:~/asm64/Chapter 3$ make -B -f makefile2  
ANDROID=y  
aarch64-linux-android-as HelloWorld.s -o HelloWorld.o  
aarch64-linux-android-ld -o HelloWorld HelloWorld.o  
stephen@stephenubuntu:~/asm64/Chapter 3$ adb push HelloWorld /  
data/local/tmp/HelloWorld  
HelloWorld: 1 file pushed. 0.2 MB/s (1104 bytes in 0.007s)  
stephen@stephenubuntu:~/asm64/Chapter 3$ adb shell  
T7:/ $ cd /data/local/tmp  
T7:/data/local/tmp $ chmod +x HelloWorld  
T7:/data/local/tmp $ ./HelloWorld  
Hello World!  
T7:/data/local/tmp $ ^D  
stephen@stephenubuntu:~/asm64/Chapter 3$
```

This demonstrates how learning Assembly Language for Linux can be directly leveraged to incorporate Assembly Language into an Android program. Android developers develop apps and not command line programs; in Chapter 9, “Interacting with C and Python,” we’ll create a true Android app and make an Assembly Language routine do some processing.

Apple XCode

All up-to-date Apple iPhones and iPads run a 64-bit version of iOS and utilize an ARM processor. All iOS apps are written in Objective-C or Swift; however, Apple’s XCode development environment does have support for incorporating Assembly Language code. In this section, we’ll look at how to run our Hello World program from Chapter 1, “Getting Started,” on either an iPhone or iPad.

To run the program in this section, you are required to have a Mac laptop or desktop running an up-to-date version of MacOS. However, if you aren’t interested in developing for iOS, you can skip this section. You also will need an iPhone or iPad to run the program on.

iOS is based on NeXTSTEP which is based on Berkeley Unix (BSD), not Linux, so things will be different than what we’ve seen so far. However, iOS does incorporate the POSIX Unix standard which Linux also supports. The result is that the changes required to make our Hello World program work on an iOS device are surprisingly minor.

iOS is a regulated environment, so we can’t just open a terminal window and run our programs from the command line. We need to create an “official” iOS app, code sign it, and then download it from our Mac to our iOS device. We’ll create an empty Objective-C project, add our Hello World file, and pass control to our program.

Run XCode and create a new project. Select Objective-C as the programming language and choose a single view app. XCode will go ahead and create the source code for a simple empty app. Next, create a file in the project folder called HelloWorld.s containing the contents of Listing 3-7.

Listing 3-7. Apple iOS HelloWorld.s

```
//  
// Assembler program to print "Hello World!"  
// to stdout.  
  
//  
// X0-X2 - parameters to iOS function services  
// X16 - iOS function number  
  
.global _start          // Provide program entry point  
  
// Setup the parameters to print hello world  
// and then call Linux to do it.  
_start: mov    X0, #1      // 1 = StdOut  
        adr    X1, helloworld // string to print  
        mov    X2, #13         // length of our string  
        mov    X16, #4         // iOS write system call  
        svc    #0x80         // Call iOS to output the string  
  
// Setup the parameters to exit the program  
// and then call Linux to do it.  
        mov    X0, #0          // Use 0 return code  
        mov    X16, #1          // Service code 1 terminates  
        svc    #0x80         // Call iOS to terminate  
  
helloworld:     .ascii  "Hello World!\n"
```

Let's examine the differences between the iOS and Linux versions of Hello World:

1. The operating system function number is placed in register **X16** rather than **X8**.
2. iOS uses software interrupt 0x80 rather than 0 to make the operating system call.
3. The function numbers are different. These are the same function numbers used in 32-bit Linux. When iOS went from 32 to 64 bits, Apple kept the operating system function numbers the same, whereas Linux rearranged them completely.
4. We use “adr X1, helloworld” rather than “ldr X1,=helloworld” to load the address of our string (also note we don’t have a .data section). We’ll discuss the difference between these in Chapter 5, “Thanks for the Memories”; for now, it is just two different ways to get the address of our string loaded into register **X1**. We had to make this switch since iOS prohibits the previous method.

Otherwise, this should all look very familiar.

Now we must cause this code to execute. iOS doesn’t run the _start label; rather there is a more complicated framework to run things. This is why we created a simple Objective-C program. To execute our code, we need to edit one of the Objective-C files, in our case ViewController.m. Near the beginning of the file, add

```
extern void start( void );
```

Then at the end of the viewDidLoad method, add

```
start();
```

which should result in Listing 3-8.

Listing 3-8. ViewController.m

```
#import "ViewController.h"

extern void start( void );

@interface ViewController : UIViewController

@end

@implementation ViewController

- (void)viewDidLoad {
    [super viewDidLoad];
    // Do any additional setup after loading the view.
    start();
}

@end
```

We call start(), rather than _start(), because the Objective-C compiler will “decorate” the function name adding the “_”. Now we are ready to run.

If we just select project build at this point, we will get a large number of cryptic error messages from the Assembler. This is because by default, XCode will try to run our program in one of the iOS simulators on the Mac. Normally this is fine, but it won’t work for any app containing Assembly Language code. This is because the Mac uses an Intel processor, and to compile for the simulator, XCode will try to interpret our HelloWorld.s file as Intel Assembly language, which it isn’t.

To compile and run our program, we need to physically connect our iPad or iPhone to our Mac using a USB cable. With this done, we can select the iOS device as our destination. Once we do that, then we can compile the program. When we run it, it will download to the iPhone or iPad and our Hello World program will appear in the output window in XCode as shown in Figure 3-2.

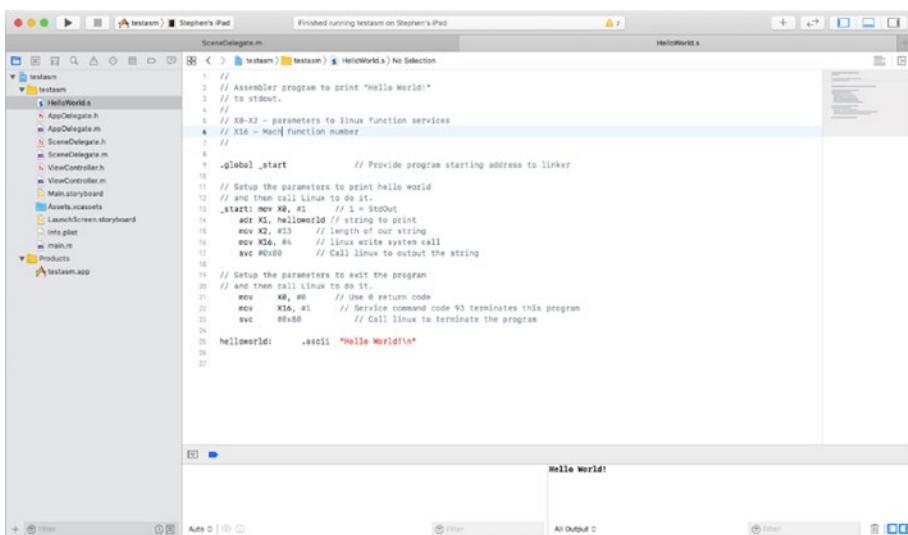


Figure 3-2. XCode after running our program

I left out any steps to initialize your device or set up your developer id with Apple. These are all necessary, but if you are doing iOS development, these should already have been completed.

Note Be careful with Assembly Language programming on iOS as if you do something that Apple doesn't like, they will remove you from the App Store.

This section was just to give you an idea of how to add Assembly Language to an iOS app. It isn't a realistic example, especially since it terminates the program. Typically, you write Assembly Language to implement fast functions called from the high-level language. We'll cover how to implement functions, including taking parameters and returning values in Chapter 9, "Interacting with C and Python."

Source Control and Build Servers

Although make is fine for our purposes in this book, there are much more sophisticated build systems. As your programs get larger, managing changes and versions becomes more challenging; to help with this, there are version control systems like Git. The source code for this book is hosted on a cloud version of Git, called GitHub. You can get a link to this book's source code from this book's web page on [Apress.com](#).

Git

As your program gets larger, consider using a source control system to manage source files. Source control systems keep all the versions of your program. With source control, it's easy to retrieve the files that make up version 1.15 of your program; you can have multiple branches, so you can work on both version 1.16 while also working on version 2.1 and keep everything straight.

Once you have a team of programmers working on your project, you need to regulate who is editing what, so people don't overwrite each other's work. **Git** takes this to a new level, where two people can edit the same file; then Git can merge the changes to keep both people's work. Git is a great program for doing this. Git was developed by Linus Torvalds as the source control system for all Linux development. There are cloud versions, like GitHub, that keep your files in the Cloud, and as a result, you don't need to worry about backing them up.

Note The SD Cards, the Raspberry Pi, and NVidia Jetson use instead of hard drives or SSDs are not as reliable. They can fail, so you should always have a backup of your work. If you don't back up to the Cloud with a service like GitHub, back up with one of the following:

- Copy your files to Google Drive.
- E-mail your files to yourself.
- Copy them to a USB hard drive.

Don't trust the SD Card, as it will fail at some point.

Git is a sophisticated system beyond the scope of this book, but worth checking out.

Jenkins

Once you are using GNU Make and Git, you might consider checking out **Jenkins**. Jenkins is a build server that monitors Git, and every time you check in a new version of a program file, it kicks off a build. This is part of a continuous development system that can even deploy your program.

This is especially helpful if you have a team of programmers, where the build takes a long time, or you need the result to automatically be deployed, say, to a web server.

If you have a set of automated tests, these are run after each build. Having the automated tests run frequently helps you detect when your program is broken. The cost of fixing a bug tends to be proportional to the time that the bug exists in the code, so finding and fixing bugs quickly is a huge productivity gain.

Summary

In this chapter, we introduced the GNU Make program that we will use to build our programs. This is a powerful tool used to handle all the rules for the various compilers and linkers we need.

We then introduced the GNU Debugger that will allow us to troubleshoot our programs. Unfortunately, programs have bugs and we need a way to single step through them and examine all the registers and memory as we do so. GDB is a technical tool, but it's indispensable in figuring out what our programs are doing.

We covered how to cross-compile our code on Intel-based computers and how to run our ARM programs in an emulator. We then covered how to set up an Android development environment for Assembler development and run our HelloWorld program on an Android device. We then covered how to create an Apple iOS app and run a modified version of our HelloWorld program on an iPad or iPhone.

Lastly, we mentioned the source control system Git and the build server Jenkins. We won't be using these in this book, but as your needs get more sophisticated, you should check these out.

In Chapter 4, "Controlling Program Flow," we will look at conditionally executing code, branching, and looping—the core building blocks of programming logic.

Exercises

1. Create a makefile for one of the small programs in Chapter 2, "Loading and Adding."
2. Step through the small program from Chapter 2, "Loading and Adding," to ensure you understand the changes each instruction makes to the registers.

3. If you have a computer with an Intel processor, set it up to cross-compile for ARM and compile HelloWorld. Install the emulator and run it on the Intel computer.
4. If you have an ARM-based Android 64-bit device and an Intel computer, set it up for Android Assembly development and run HelloWorld.
5. If you have a Mac and iPad or iPhone, install XCode and compile and run HelloWorld as indicated.

CHAPTER 4

Controlling Program Flow

Now we know a handful of Assembly Language instructions and can execute them linearly one after the other. We learned how to start and terminate a program. We built programs and debugged them.

In this chapter, we'll make our programs more interesting by using conditional logic—**if/then/else** statements, from high-level languages. We will also introduce loops—**for** and **while** statements, from high-level languages. With these instructions in hand, we will have all the basics for coding program logic.

Note We'll start using small code snippets to demonstrate the concepts. These snippets won't work on their own, but in the source code for this book, there is a `codesnippets.s` file that puts them all together in a program you can run and step through in **gdb**.

Unconditional Branch

The simplest branch instruction is

`B label`

which is an unconditional branch to a label. The label is interpreted as an offset from the current **PC** register and has 26 bits in the instruction allowing a range of 32 mega-words in either direction or a jump of up to 128 megabytes in either direction. This instruction is like a `goto` statement in some high-level languages.

Note The `imm26` operand is a signed integer, and the units of a branch instruction are in words, because each instruction is 32 bits in size and must be word aligned (its address must be divisible by 4). This allows greater processor efficiency accessing instructions and greater range in branch type instructions.

If we encode Listing 4-1, the program is in a closed loop and hangs our terminal window until we press **Ctrl+C**.

Listing 4-1. A closed loop branch instruction

```
_start:    MOV X1, #1
           B _start
```

About Condition Flags

We've mentioned the condition flags several times without really looking at what they are. We talked about the carry flag when we looked at the **ADDS/ADC** instructions. In this section, we will look at the rest of these flags.

We'll start by listing all the flags. The condition flags are

- **Negative:** N is 1 if the signed value is negative and cleared if the result is positive or 0.

- **Zero:** Is set if the result is 0; this usually denotes an equal result from a comparison. If the result is nonzero, this flag is cleared.
- **Carry:** For addition type operations, this flag is set if the result produces an overflow. For subtraction type operation, this flag is set if the result does not require a borrow. Also, it's used in shifting to hold the last bit that is shifted out.
- **OVerflow:** For addition and subtraction, this flag is set if a signed overflow occurred. Overflow occurs if the result is greater than or equal to 2^{31} , or less than -2^{31} .

Note Some instructions may specifically set oVerflow to flag an error condition.

These flags are stored in the **NZCV** system register. This register can only be accessed from operating system privileged instructions, so the operating system can preserve these when performing multitasking or handling interrupts. As regular user mode programs, our instructions access the individual flags with no reference to this register.

Note Remember these flags are only set if you append an “**S**” to the end of the instruction’s opcode. Otherwise the flags will remain unmodified. The only exceptions are the comparison instructions described in the following.

Branch on Condition

The branch instruction, at the beginning of this chapter, can take a modifier that instructs it to only branch if a certain condition flags are set or clear.

The general form of the branch instructions is

`B.{condition} label`

where {condition} is taken from Table 4-1.

For example:

`B.EQ _start`

will branch to `_start` if the Z flag is set. This seems a bit strange. Why isn't the instruction `B.Z` for branch on zero? What is equal here? To answer these questions, we need to look at the **CMP** instruction.

About the CMP Instruction

The format of the **CMP** instruction is

`CMP Xn, Operand2`

This instruction compares the contents of register **Xn** with **Operand2**, by subtracting **Operand2** from **Rn** and updating the status flags accordingly. This instruction is equivalent to

`SUBS XZR, Xn, Operand2`

For example, to do a branch only if register **W4** is 45, we might code

`CMP W4, #45`

`B.EQ _start`

In this context, we see how the mnemonic **B.EQ** makes sense, since **CMP** subtracts 45 from **W4**; the result is zero if they are equal and the **Z** flag will be set. If you go back to Table 4-1 and consider the condition codes in this context, then they make sense.

Table 4-1. Condition codes for the branch instruction

{condition}	Flags	Meaning
EQ	Z set	Equal
NE	Z clear	Not equal
CS or HS	C set	Higher or same (unsigned \geq)
CC or LO	C clear	Lower (unsigned $<$)
MI	N set	Negative
PL	N clear	Positive or zero
VS	V set	Overflow
VC	V clear	No overflow
HI	C set and Z clear	Higher (unsigned $>$)
LS	C clear and Z set	Lower or same (unsigned \leq)
GE	N and V the same	Signed \geq
LT	N and V differ	Signed $<$
GT	Z clear, N and V the same	Signed $>$
LE	Z set, N and V differ	Signed \leq
AL	Any	Always (same as no suffix)

Loops

With branch and comparison instructions in hand, let's look at constructing some loops modeled on what we find in high-level programming languages.

FOR Loops

Suppose we want to do the basic for loop:

```
FOR I = 1 to 10
    ... some statements...
NEXT I
```

We can implement this as shown in Listing 4-2.

Listing 4-2. Basic for loop

```
MOV W2, #1      // W2 holds I
loop: // body of the loop goes here.

        // Most of the logic is at the end
        ADD W2, W2, #1 // I = I + 1
        CMP W2, #10
        B.LE loop      // IF I <= 10 goto loop
```

If we did this by counting down

```
FOR I = 10 TO 1 STEP -1
    ... some statements...
NEXT I
```

We can implement this as shown in Listing 4-3.

Listing 4-3. Reverse for loop

```

MOV W2, #10      // R2 holds I
loop: // body of the loop goes here.

// The CMP is redundant since we
// are doing SUBS.
SUBS W2, W2, #1 // I = I - 1
B.NE loop        // branch until I = 0

```

Here we save an instruction, since with the **SUBS** instruction, we don't need the **CMP** instruction.

While Loops

Let's code

```

WHILE X < 5
    ... other statements ....
END WHILE

```

Note Initializing the variables and changing the variables aren't part of the **while** statement. These are separate statements that appear before and in the body of the loop. In Assembly, we might code as shown in Listing 4-4.

Listing 4-4. While loop

```

// W4 is X and has been initialized
loop: CMP W4, #5
    B.GE loopdone
    // ... other statements in the loop body ...
    B    loop
loopdone: // program continues

```

Note A while loop only executes if the statement is initially true, so there is no guarantee that the loop body will ever be executed.

If/Then/Else

In this section, we'll look at coding

```
IF <expression> THEN
    ... statements ...
ELSE
    ... statements ...
END IF
```

In Assembly, we need to evaluate `<expression>` and have the result end up in a register that we can compare. For now, we'll assume that `<expression>` is simply of the form

register comparison immediate-constant

In this way, we can evaluate it with a single **CMP** instruction. For example, suppose we want to code

```
IF W5 < 10 THEN
    .... if statements ...
ELSE
    ... else statements ...
END IF
```

We can code this as Listing 4-5.

Listing 4-5. If/then/else statement

```

    CMP W5, #10
    B.GE elseclause
    ...
    ... if statements ...
    B endif
elseclause:
    ...
    ... else statements ...
endif: // continue on after the /then/else ...

```

This is simple, but it is still worth putting in comments to be clear which statements are part of the if/then/else and which statements are in the body of the if or else blocks.

Tip Adding a blank line can make the code much more readable.

Logical Operators

For our upcoming sample program, we need to start manipulating the bits in the registers. The ARM's logical operators provide several tools for us to do this, as follows:

```

AND{S}    Xd, Xs, Operand2
EOR{S}    Xd, Xs, Operand2
ORR{S}    Xd, Xs, Operand2
BIC{S}    Xd, Xs, Operand2

```

These operate on each bit of the registers separately.

AND

AND performs a bitwise logical and operation between each bit in **Xs** and **Operand2**, putting the result in **Xd**. Remember that logical AND is true (1) if both arguments are true (1) and false (0) otherwise, for example:

Let's use **AND** to mask off a byte of information. Suppose we only want the high-order byte of a register. Listing 4-6 does this for the 32-bit version register **W6**.

Listing 4-6. Using AND to mask a byte of information

```
// mask off the high order byte
AND    W6, W6, #0xFF000000

// shift the byte down to the
// low order position.
LSR    W6, W6, #24
```

EOR

EOR performs a bitwise exclusive or operation between each bit in **Xs** and **Operand2**, putting the result in **Xd**. Remember that exclusive OR is true (1) if exactly one argument is true (1) and false (0) otherwise.

ORR

ORR performs a bitwise logical or operation between each bit in **Xs** and **Operand2**, putting the result in **Xd**. Remember that logical OR is true (1) if one or both arguments are true (1) and false (0) if both arguments are false (0), for example:

```
ORR    X6, X6, #0xFF
```

This sets the low-order byte of **X6** to all 1 bits (0xFF) while leaving the seven other bytes unaffected.

BIC

BIC (bit clear) performs **Xs** AND NOT Operand2. The reason this is called bit clear is that if the bit in **Operand2** is 1, then the resulting bit will be 0. If the bit in **Operand2** is 0, then the corresponding bit in **Xs** will be put in the result **Xd**.

Sometimes the Assembler substitutes this instruction to encode an Operand2 that doesn't work with AND, similar to MOV and MVN, for example:

```
BIC X6, X6, #0xFF
```

This clears the low-order byte of X6, while leaving the other seven bytes unaffected (Figure 4-1).

X	Y	X AND Y	X EOR Y	X ORR Y	X BIC Y
0	0	0	0	0	0
0	1	0	1	1	0
1	0	0	1	1	1
1	1	1	0	1	0

Figure 4-1. What each logical operator does with each pair of bits

Design Patterns

When writing Assembly Language code, there is a great temptation to be creative. For instance, we could do a loop ten times by setting the tenth bit in a register, then shifting it right until the register is zero. This works, but it makes reading your program difficult. If you leave your program and come to it next month, you will be scratching your head as to what the program does.

Design patterns are typical solutions to common programming patterns. If you adopt a few standard design patterns for how to perform loops and other programming constructs, it will make reading your programs much easier.

Design patterns make your programming more productive, since you can just use an example from a collection of tried and true patterns for most situations.

Tip In Assembly, make sure you document which design pattern you are using, along with documenting the registers used.

Therefore, we implemented loops and if/then/else in the pattern of a high-level language. If we do this, it makes our programs more reliable and quicker to write. In Chapter 6, “Functions and the Stack,” we’ll look at how to use the macro facility in the Assembler to help with this.

Converting Integers to ASCII

As a first example of a loop, let’s convert a 64-bit register to ASCII, so we can display the contents on the console. In our HelloWorld program in Chapter 1, “Getting Started,” we used Linux system call number 64 to output our “Hello World!” string. In this program, we will convert the hex digits in the register to ASCII characters, digit by digit. ASCII is one way that computers represent all the letters, numbers, and symbols that we read, as numbers that a computer can process. For instance:

- **A** is represented by 65.
- **B** by 66.
- **0** by 48.
- **1** by 49, and so on.

The key point is that the letters A to Z are contiguous as are the numbers 0 to 9. See Appendix D, “ASCII Character Set,” for all 255 characters.

Note For a single ASCII character that fits in one byte, enclose it in single quotes, for example, 'A'. If the ASCII characters are going to comprise a string, use double quotes, for example, "Hello World!".

Listing 4-7 is some high-level language pseudo-code for what we will implement in Assembly Language.

Listing 4-7. Pseudo-code to print a register

```
outstr = memory where we want the string + 9
// (string is form 0x123456789ABCDEFO and we want
// the last character)
FOR W5 = 16 TO 1 STEP -1
    digit = X4 AND 0xf
    IF digit < 10 THEN
        asciichar = digit + '0'
    ELSE
        asciichar = digit + 'A' - 10
    END IF
    *outstr = asciichar
    outstr = outstr - 1
NEXT W5
```

Listing 4-8 is the Assembly Language program to implement this. It uses what we learned about loops, if/else, and logical statements. The file should be printdword.s.

Listing 4-8. Printing a register in ASCII

```
//
// Assembler program to print a register in hex
// to stdout.
//
```

CHAPTER 4 CONTROLLING PROGRAM FLOW

```
// X0-X2 - parameters to linux function services
// X1 - is also address of byte we are writing
// X4 - register to print
// W5 - loop index
// W6 - current character
// X8 - linux function number
//

.global _start      // Provide program starting address

_start: MOV      X4, #0x6E3A
        MOVK    X4, #0x4F5D, LSL #16
        MOVK    X4, #0xFEDC, LSL #32
        MOVK    X4, #0x1234, LSL #48

        LDR      X1, =hexstr // start of string
        ADD      X1, X1, #17 // start at least sig digit
// The loop is FOR W5 = 16 TO 1 STEP -1
        MOV      W5, #16      // 16 digits to print
loop: AND     W6, W4, #0xf // mask of least sig digit
// If W6 >= 10 then goto letter
        CMP      W6, #10      // is 0-9 or A-F
        B.GE   letter
// Else its a number so convert to an ASCII digit
        ADD      W6, W6, #'0'
        B      cont // goto to end if
letter: // handle the digits A to F
        ADD      W6, W6, #('A'-10)
cont:// end if
        STRB    W6, [X1]      // store ascii digit
        SUB      X1, X1, #1      // decrement address for next digit
        LSR      X4, X4, #4      // shift off the digit
```

```
// next W5
SUBS  W5, W5, #1    // step W5 by -1
B.NE  loop          // another for loop if not done

// Setup the parameters to print our hex number
// and then call Linux to do it.
    mov    X0, #1      // 1 = StdOut
    ldr    X1, =hexstr // string to print
    mov    X2, #19     // length of our string
    mov    X8, #64     // linux write system call
    svc    0           // Call linux to output the string

// Setup the parameters to exit the program
// and then call Linux to do it.
    mov    X0, #0      // Use 0 return code
    mov    X8, #93     // Service code 93 terminates
    svc    0           // Call linux to terminate

.data
hexstr:   .ascii  "0x123456789ABCDEFG\n"
```

If we compile and execute the program, we see

```
smist08@kali:~/asm64/Chapter 4$ make
as  printdword.s -o printdword.o
ld -o printdword printdword.o
smist08@kali:~/asm64/Chapter 4$ ./printdword
0x1234FEDC4F5D6E3A
smist08@kali:~/asm64/Chapter 4$
```

as we would expect. The best way to understand this program is to single step through it in **gdb** and watch how it is using the registers and updating memory.

Make sure you understand why

```
AND    W6, W4, #0xf
```

masks off the low-order digit. Since **AND** requires both operands to be 1 in order to result in 1, and'ing something with 1s (like 0xf) keeps the other operator as is, whereas and'ing something with 0s always makes the result 0.

In our loop, we shift **X4**, 4 bits right with

```
LSR    X4, X4, #4
```

This shifts the next digit into position for processing in the next iteration.

Note This is destructive to **X4** and you will lose your original number during this algorithm.

We've already discussed most of the elements present in this program, but there are a couple of new elements. They are as follows.

Using Expressions in Immediate Constants

```
ADD    W6, W6, #( 'A' - 10)
```

This demonstrates a couple of new tricks from the GNU Assembler:

1. We can include ASCII characters in immediate operands by putting them in single quotes.
2. We can place simple expressions in the immediate operands. The preceding GNU Assembler translates 'A' to 65 and subtracts 10 to get 55, and we can use that as Operand2.

This makes the program more readable, since we can see our intent, rather than if we had just coded 55 here. There is no penalty to the program in doing this, since the work is done when we assemble the program, not when we run it.

Storing a Register to Memory

STRB W6, [X1]

The **store byte (STRB)** instruction saves the low-order byte of the first register into the memory location contained in **X1**. The syntax **[X1]** is to make clear that we are using memory indirection, and not just putting the byte into register **X1**. This is to make the program more readable, so we don't confuse this operation with a corresponding **MOV** instruction.

Accessing data in memory is the topic of Chapter 5, “Thanks for the Memories,” where we will go into far greater detail. The way we are storing the byte could be made more efficient and we'll look at that then.

Why Not Print in Decimal?

In this example program, we easily convert to a hex string because using **AND 0xf** is equivalent to getting the remainder when dividing by 16.

Similarly shifting the register right 4 bits is equivalent to dividing by 16. If we wanted to convert to a decimal, base 10, string, then we would need to be able to get the remainder from dividing by 10 and later divide by 10.

So far, we haven't seen a divide instruction. This places converting to decimal beyond the scope of this chapter, and we will defer division until *Chapter 11, “Multiply, Divide, and Accumulate.”* Generally, the hex representation of registers is more useful to programmers anyway, and you can always convert it to any format you like with the Gnome calculator.

Performance of Branch Instructions

In Chapter 1, “Getting Started,” we mentioned that the ARM 64-bit instruction set is executed in an instruction pipeline. Individually, an instruction requires three clock cycles to execute, one for each of the following:

1. Load the instruction from memory to the CPU.
2. Decode the instruction.
3. Execute the instruction.

However, the CPU works on three instructions at once, each at a different step, so on average we execute one instruction every clock cycle. But what happens when we branch?

When we execute the branch, we’ve already decoded the next instruction and loaded the instruction two ahead. When we branch, we throw this work away and start over. This means that the instruction after the branch will take three clock cycles to execute. Newer ARM processors have more sophisticated, longer pipelines and can sometimes continue by guessing which branch will be taken, but ultimately you can overload these mechanisms and cause a pipeline stall.

If you put a lot of branches in your code, you suffer a performance penalty, perhaps slowing your program by a factor of three. Another problem is that if you program with a lot of branches, this leads to **spaghetti code**—meaning all the lines of code are tangled together like a pot of spaghetti, understandably quite hard to maintain.

When I first learned to program in high school and my undergraduate years before structured programming was available, I used the Basic and Fortran programming languages to write complex code. I know firsthand that deciphering programs full of branches is a challenge.

Early high-level programming languages relied on the **goto** statement that led to hard to understand code; this led to the structured programming we see in modern high-level languages that don't need a goto statement. We can't entirely do away with branches, since ARM 64 doesn't have structured programming constructs, but we need to structure our code along these lines to make it both more efficient and easier to read—another great use for a few good design patterns.

More Comparison Instructions

We looked at the **CMP** instruction, which is the main comparison instruction; however, there are two more:

- **CMN Xn, Operand2**
- **TST Xn, Operand2**

Remember that the **CMP** instruction subtracted Operand2 from **Xn** and set the condition flags accordingly. The result of the subtraction is discarded. These three instructions work the same way, except they use an operation different from subtraction.

The Assembler has the ability to switch between the three comparison instructions to finesse some extra values for Operand2, which otherwise would be impossible. In this book, we'll just use **CMP**, but you can use these if you find an application, plus it's worth being aware of these in case the Assembler does a substitution. The other two are

- **CMN:** Uses addition instead of subtraction. The N indicates it's the negative (opposite) of CMP.
- **TST:** Performs a bitwise AND operation between Xn and Operand2. It updates the flags based on the result.

Summary

In this chapter, we studied the key instructions for performing program logic with loops and if statements. These included the instructions for comparisons and conditional branching. We discussed several design patterns to code the common constructs from high-level programming languages in Assembly. We looked at the statements for logically working with the bits in a register. We examined how we could output the contents of a register in hexadecimal format.

In Chapter 5, “Thanks for the Memories,” we’ll look at the details of how to load data to and from memory.

Exercises

1. Go through Table 4-1 of condition codes and ensure you understand why each one is named the way it is.
2. Create an Assembly Language framework to implement a SELECT/CASE construct. The format is

```
SELECT number
CASE 1:
    << statements if number is 1 >>
CASE 2:
    << statements if number is 2>>
CASE ELSE:
    << statements if not any other case >>
END SELECT
```

3. Construct a DO/WHILE statement in Assembly Language. In this case, the loop always executes once before the condition is tested:

```
DO  
  << statements in the loop >>  
UNTIL condition
```

4. Modify the preceding printdword program to print the hex representation of a 32-bit **W** register.

CHAPTER 5

Thanks for the Memories

In this chapter, we discuss the ARM-based computer's memory. So far, we've used memory to hold our Assembly instructions; now we will look in detail at how to define data in memory, then how to load memory into registers for processing, and, finally, how to write the results back to memory.

The ARM processor uses what is called a **load-store architecture**. This means that the instruction set is divided into two categories: one to load and store values from and to memory and the other to perform arithmetic and logical operations between the registers. We've spent most of our time looking at the arithmetic and logical operations. Now we will look at the other category.

Memory addresses are 64 bits while instructions are 32 bits, so we have the same problems that we experienced in Chapter 2, "Loading and Adding," where we used all sorts of tricks to load 64 bits into a register using a 32-bit instruction. In this chapter, we'll use these same tricks for loading addresses, along with a few new ones, the goal being to load a 64-bit address in one instruction in as many cases as we can.

The ARM instruction set has some powerful instructions to access memory, including several techniques to access arrays of data structures and to increment pointers in loops while loading or storing data.

Defining Memory Contents

Before loading and storing memory, first we need to define some memory to operate on. The GNU Assembler contains several directives to help you define memory to use in your program. These appear in a .data section of your program. We'll look at some examples and then summarize in Table 5-1. Listing 5-1 starts us off by showing us how to define bytes, words, 64-bit integers, and ASCII strings.

Listing 5-1. Some sample memory directives

```
label: .byte 74, 0112, 0b00101010, 0x4A, 0X4a, 'J', 'H' + 2
      .word 0x1234ABCD, -1434
      .quad 0x123456789ABCDEF0
      .ascii    "Hello World\n"
```

The first line defines 7 bytes all with the same value. We can define our bytes in decimal, octal (base 8), binary, hex, or ASCII. Anywhere we define numbers, we can use expressions that the Assembler will evaluate when it compiles our program.

We start most memory directives with a label, so we can access it from the code. The only exception is if we are defining a larger array of numbers that extends over several lines.

The .byte statement defines 1 or more bytes of memory. Listing 5-1 shows the various formats we can use for the contents of each byte, as follows:

- A decimal integer starts with a nonzero digit and contains decimal digits 0–9.
- An octal integer starts with zero and contains octal digits 0–7.

- A binary integer starts with 0b or 0B and contains binary digits 0–1.
 - A hex integer starts with 0x or 0X and contains hex digits 0–F.
 - A floating-point number starts with 0f or 0e followed by a floating-point number.
-

Note Be careful not to start decimal numbers with zero (0), since this indicates the constant is an octal (base 8) number.

The example then shows how to define a word, a quad (64-bit integer), and an ASCII string, as we saw in our HelloWorld program in Chapter 1, “Getting Started.” There are two prefix operators we can place in front of an integer:

- Negative (-) will take the two’s complement of the integer.
- Complement (~) will take the one’s complement of the integer.

For example:

```
.byte -0x45, -33, ~0b00111001
```

Table 5-1 lists the various data types we can define this way.

Table 5-1. *The list of memory definition Assembler directives*

Directive	Description
.ascii	A string contained in double quotes
.asciz	A 0-byte terminated ascii string
.byte	1-byte integers
.double	Double-precision floating-point values
.float	Floating-point values
.octa	16-byte integers
.quad	8-byte integers
.short	2-byte integers
.word	4-byte integers

If we want to define a larger set of memory, there are a couple of mechanisms to do this without having to list and count them all, such as

`.fill repeat, size, value`

This repeats a value of a given size, repeat times, for example:

`zeros: .fill 10, 4, 0`

creates a block of memory with 10 4-byte words all with a value of zero.
The following code

```
.rept count
...
.endr
```

repeats the statements between .rept and .endr, count times. This can surround any code in your Assembly, for instance, you can make a loop by repeating your code count times, for example:

```
rpn: .rept 3
    .byte    0, 1, 2
    .endr
```

is translated to

```
.byte    0, 1, 2
.byte    0, 1, 2
.byte    0, 1, 2
```

In ASCII strings, we've seen the special character "\n" for new line. There are a few more for common unprintable characters as well as to give us an ability to put double quotes in our strings. The "\" is called an escape character, which is a metacharacter to define special cases. Table 5-2 lists the escape character sequences supported by the GNU Assembler.

Table 5-2. *ASCII escape character sequence codes*

Escape Character Sequence	Description
\b	Backspace (ASCII code 8)
\f	Form feed (ASCII code 12)
\n	New line (ASCII code 10)
\r	Return (ASCII code 13)
\t	Tab (ASCII code 9)
\ddd	An octal ASCII code (ex \123)
\xdd	A hex ASCII code (ex \x4F)
\\"	The "\" character
\"	The double quote character
\anything-else	Anything-else

Aligning Data

These data directives put the data in memory contiguously byte by byte. However, the ARM processor often requires data to be aligned on word boundaries, or some other measure. We can instruct the Assembler to align the next piece of data with an `.align` directive. For instance, consider

```
.data
    .byte    0x3F
    .align   4
    .word    0x12345678
```

The first byte is word aligned, but because it is only 1 byte, the next word of data will not be aligned. If we need it to be word aligned, then we can add the “`.align 4`” directive to make it word aligned. This will result in three wasted bytes, but with gigabyte of memory, this shouldn’t be too much of a worry.

ARM Assembly instructions must be word aligned, so if we insert data in the middle of some instructions, then we need an `.align` directive before the instructions continue, or our program will crash when we run it. In the next section, we’ll see that when we load data with **PC** relative addressing, these addresses must also be word aligned. Usually the Assembler will give you an error when alignment is required, and throwing in an “`.align 4`” directive is a quick fix.

Loading a Register with an Address

In this section, we will look at the **LDR** instruction and its variations to load a memory address into a register. Once we have an address into a register, we’ll go on to look at all the ways we can use it to load and store data.

It’s a bit confusing that we use the **LDR** instruction to both load an address into a register and then to use that address to load actual data

into a register. The two operations are distinct, and it's almost worth considering **LDR** as two separate instructions, one where we are using **PC** relative addressing to load an address and then the other being all the forms of **LDR** where we are loading data.

PC Relative Addressing

In Chapter 1, “Getting Started,” we introduced the **LDR** instruction to load the address of our “Hello World!” string. We needed to do this to pass the address of what to print to the Linux **write** command. This is a simple example of **PC** relative addressing. It is convenient, since it doesn’t involve any other registers. If you keep your data close to your code, it is painless. We just needed to code

```
LDR X1, =helloworld
```

to load the address of our helloworld string into **X1**. The Assembler knows the value of the program counter at this point, so it can provide an offset to the correct memory address. Therefore, it’s called **PC** relative addressing. There is a bit more complexity to this, which we’ll get to in a minute.

The offset from the **PC** has 19 bits in the instruction, which gives a range of +/-1MB. The offset address is in words.

PC relative addressing has one more trick up its sleeve; it gives us a way to load any 64-bit quantity into a register in only one instruction, for example, consider

```
LDR X1, =0x1234ABCD1234ABCD
```

This assembles into

```
ldr X1, #8
.quad 0x1234abcd1234abcd
```

The GNU Assembler is helping us out by putting the constant we want into memory, then creating a **PC** relative instruction to load it.

The **PC** has become more of an abstract register in the modern 64-bit world. The ARM processor can execute multiple instructions at once and even execute them out of order. In the 32-bit world, the **PC** was a real register that you could load, add to, and manipulate like any general-purpose register. This caused havoc for hardware engineers trying to design efficient instruction pipelines, so in 64 bits, instructions can't manipulate the PC directly. For PC relative addressing, it really becomes addressing relative to the current instruction. In the preceding example, "ldr X1, #8" means 8 words from the current instruction.

In Chapter 2, "Loading and Adding," we performed this with a MOV/MOVT pair. Here we are doing the same thing in one instruction. Both take the same memory, either two 32-bit instruction or one 32-bit instruction, and one 32-bit memory location.

In fact, this is how the Assembler handles all data labels. When we specified

```
LDR X1, =helloworld
```

the Assembler did the same thing; it created the address of the hellostring in memory and then loaded the contents of that memory location, not the helloworld string. We'll look carefully at this process when we discuss our program to convert strings to upper-case later in this chapter.

These constants the Assembler creates are placed at the end of the **.text** section which is where the Assembly instructions go, not in the **.data** section. This makes them read-only in normal circumstances, so they can't be modified. Any data that you want to modify should go in a **.data** section.

Why would the Assembler do this? Why not just point the **PC** relative index directly at the data? There are several reasons for this, not all of them specific to the ARM instruction set:

1. An offset of 1MB looks large, but only addresses a fraction of the memory in a modern computer. This way we can access 1MB objects rather than 1MB words. This helps keep our program equally efficient as it gets larger.

2. All the labels we define go into the object file's symbol table, making this array of addresses, essentially our symbol table. This way it's easy for the linker/loader and operating system to change memory addresses without you needing to recompile your program.
3. If you need any of these variables to be global, you can just make them global (accessible to other files), without changing your program. If we didn't have this level of indirection, making a variable global would require adjustments to the instructions that load and save it.

This is another example of the tools helping us, though at first it may not seem so. In our simple one-line examples, it appears to add a layer of complexity, but in a real program, this is the design pattern that works.

If you do want to avoid this extra indirection, you can use the **ADR** instruction. We saw this in our iOS example in Chapter 3, “Tooling Up.” **ADR** is like **LDR**, only it doesn’t perform the extra indirection. If we do

```
ADR    X1, helloworld
```

then the helloworld string has to be in the .text section. iOS doesn’t like the other form since the loader has to fix up the addresses to where the program is loaded in memory, and Apple considers this a worthwhile optimization.

Loading Data from Memory

In our HelloWorld program, we only needed the address to pass on to Linux, which then used it to print our string. Generally, we like to use these addresses to load data into a register.

The simple form of LDR to load data given an address is

LDR{type} Xt, [Xa]

where type is one of the types listed in Table 5-3.

Table 5-3. The data types for the load/store instructions

Type	Meaning
B	Unsigned byte
SB	Signed byte
H	Unsigned halfword (16 bits)
SH	Signed halfword (16 bits)
SW	Signed word

The signed version will extend the sign across the rest of the register when we load the data. We don't need unsigned word, since we just use a W register in this case.

Listing 5-2 shows the typical usage where we load an address into a register and then use that address to load the data we want.

Listing 5-2. Loading an address and then the value

```
// load the address of mynumber into X1
    LDR    X1, =mynumber
// load the word stored at mynumber into X2
    LDR    X2, [X1]

.data
mynumber: .QUAD 0x123456789ABCDEF0
```

If you step through this in the debugger, you can watch it load 0x123456789ABCDEF0 into **X2**.

Note The square bracket syntax represents indirect memory access. This means load the data stored at the address pointed to by **X1**, not move the contents of **X1** into **X2**.

This works, but you might be dissatisfied that it took us two instructions to load **X2** with our value from memory, one to load the address and then one to load the data. This is life programming a RISC processor; each instruction executes very quickly, but performs a small chunk of work. As we develop algorithms, we'll see that we usually load an address once and then use it quite a bit, so most accesses take one instruction once we are going.

Indexing Through Memory

All high-level programming languages have an array construct. They can define an array of objects and then access the individual elements by index. The high-level language will define the array with something like

DIM A[10] AS WORD

then access the individual elements with statements like those in Listing 5-3.

Listing 5-3. Pseudo-code to loop through an array

```
// Set the 5th element of the array to the value 6  
A[5] = 6  
// Set the variable X equal to the 3rd array element  
X = A[3]
```

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```
// Loop through all 10 elements
FOR I = 1 TO 10
    // Set element I to I cubed
    A[I] = I ** 3
NEXT I
```

The ARM instruction set gives us support for doing these sorts of operations.

Suppose we have an array of 10 words (4 bytes each) defined by

```
arr1: .FILL 10, 4, 0
```

Let's load the array's address into **X1**:

```
LDR X1, =arr1
```

We can now access the elements using **LDR** as demonstrated in Listing 5-4 and Figure 5-1.

Listing 5-4. Indexing into an array

```
// Load the first element
LDR W2, [X1]
// Load element 3
// The elements count from 0, so 2 is
// the third one. Each word is 4 bytes,
// so we need to multiply by 4
LDR W2, [X1, #(2 * 4)]
```

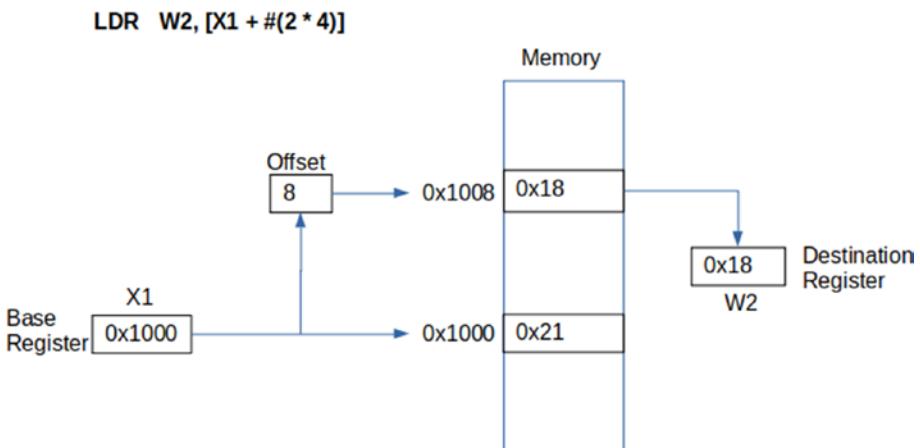


Figure 5-1. Graphical view of using X1 and an index to load W2

Notice how we use **W2** to specify that we want to load 32 bits or one word. Addresses are always 64 bits and we must use an **X** register. However, as in this case, we often only need to load a smaller quantity of data.

This is fine for accessing hard-coded elements, but what about via a variable? We can use a register as demonstrated in Listing 5-5.

Listing 5-5. Using a register as an offset

```
// The 3rd element is still number 2
    MOV    X3, #(2 * 4)
// Add the offset in X3 to X1 to get our element.
    LDR    W2, [X1, X3]
```

We can do these shifts in reverse. If **X1** points to the end of the array, we can do

```
LDR    W2, [X1, #-(2 * 4)]
MOV    X3, #(-2 * 4)
LDR    W2, [X1, X3]
```

With the register as the offset, it is the same as a register and shift type Operand2 that we studied in Chapter 2, “Loading and Adding.” For the preceding constants, we could do $a * 4$ in the immediate instruction, but if it’s in a register, we would need to do an additional shift operation and put the result in yet another register. With the register/shift format, we can handle quite a few cases easily. Computing the address of an array of words is demonstrated in Listing 5-6.

Listing 5-6. Multiplying an offset by 4 using a shift operation

```
// Our array is of WORDs. 2 is the index
    MOV    X3, #2
// Shift X3 left by 2 positions to multiply
// by 4 to get the correct address.
    LDR    W2, [X1, X3, LSL #2]
```

Write Back

When the address is calculated, the result is thrown away after we’ve loaded the register. When performing a loop, it is handy to keep the calculated address. This saves us doing a separate **ADD** on our index register.

The syntax for this is to put an exclamation mark (!) after the instruction, and then the Assembler will set the bit in the generated instruction asking the CPU to save the calculated address; thus

```
LDR W2, [X1, #(2 * 4)]!
```

updates **X1** with the value calculated. In the examples we’ve studied, this isn’t that useful, but it becomes much more useful in the next section. You can only use this in the simple case shown; it can’t be used when a register is used in place of an immediate offset.

Post-Indexed Addressing

The preceding section covers what is called **pre-indexed addressing**. This is because the address is calculated and then the data is retrieved using the calculated address. In **post-indexed addressing**, the data is retrieved first using the base register; then any offset adding is done. In the context of one instruction, this seems strange, but when we write loops, we will see this is what we want. The calculated address is written back to the base address register, since otherwise there is no point in using this feature, so we don't need the !.

We indicate we want post-index addressing by placing the items to add outside the square brackets. In Listing 5-7, LDR will load X1 with the contents of memory pointed to by X2 and then update X2 by adding the immediate constant to it.

Listing 5-7. Example of post-indexed addressing

```
// Load X1 with the memory pointed to by X2
// Then do X2 = X2 + 2
    LDR    X1, [X2], #2
```

Converting to Upper-Case

As an example of how post-indexed addressing helps up write loops, let's consider looping through a string of ASCII bytes. Suppose we want to convert any lower-case characters to upper-case. Listing 5-8 gives pseudo-code to do this.

Listing 5-8. Pseudo-code to convert a string to upper-case

```
i = 0
DO
    char = inStr[i]
    IF char >= 'a' AND char <= 'z' THEN
        char = char - ('a' - 'A')
    END IF
    outStr[i] = char
    i = i + 1
UNTIL char == 0
PRINT outStr
```

In this example, we are going to use NULL-terminated strings. These are very common in C programming. Here instead of a string being a length and a sequence of characters, the string is the sequence of characters, followed by a NULL (ASCII code 0 or \0) character. To process the string, we simply loop until we hit the NULL character. This is quite different than the fixed length string we dealt with when printing hex digits in Chapter 4, “Controlling Program Flow.”

We’ve already covered FOR and WHILE loops. The third common structured programming loop is the **DO/UNTIL** loop, which puts the condition at the end of the loop. In this construct, the loop is always executed once. In our case, we want this, since if the string is empty, we still want to copy the NULL character, so the output string will then be empty as well.

Another difference is that we aren’t changing the input string. Instead we leave the input string alone and produce a new output string with the upper-case version of the input string.

As is common in Assembly Language programming, we reverse the logic, to jump around the code in the IF block. Listing 5-9 shows the updated pseudo-code.

Listing 5-9. Pseudo-code for how we will implement the IF statement

```
IF char < 'a' GOTO continue
IF char > 'z' GOTO continue
char = char - ('a' - 'A')
continue: // the rest of the program
```

We don't have the structured programming constructs of a high-level language to help us, and this turns out to be quite efficient in Assembly Language.

Listing 5-10 is the Assembly code to convert a string to upper-case.

Listing 5-10. Program to convert a string to upper-case

```
// 
// Assembler program to convert a string to
// all upper case.
//
// X0-X2 - parameters to Linux function services
// X3 - address of output string
// X4 - address of input string
// W5 - current character being processed
// X8 - linux function number
//
.global _start // Provide program starting address to linker
_start: LDR X4, =instr      // start of input string
        LDR X3, =outstr     // address of output string
// The loop is until byte pointed to by X1 is non-zero
loop:   LDRB W5, [X4], #1    // load character and incr pointer
```

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```
// If W5 > 'z' then goto cont
    CMP    W5, #'z'          // is letter > 'z'?
    B.GT   cont
// Else if W5 < 'a' then goto end if
    CMP    W5, #'a'
    B.LT   cont           // goto to end if
// if we got here then the letter is lower case, so convert it.
    SUB    W5, W5, #('a'-'A')
cont: // end if
    STRB   W5, [X3], #1    // store character to output str
    CMP    W5, #0          // stop on hitting a null character
    B.NE   loop           // loop if character isn't null

// Setup the parameters to print our hex number
// and then call Linux to do it.
    MOV    X0, #1           // 1 = StdOut
    LDR    X1, =outstr      // string to print
    SUB    X2, X3, X1       // get the len by sub'ing the
                           // pointers
    MOV    X8, #64          // Linux write system call
    SVC    0                // Call Linux to output the string

// Setup the parameters to exit the program
// and then call Linux to do it.
    MOV    X0, #0           // Use 0 return code
    MOV    X8, #93          // Service code 93 terminates
    SVC    0                // Call Linux to terminate the
                           // program

.data
instr: .asciz "This is our Test String that we will convert.\n"
outstr: .fill 255, 1, 0
```

If we compile and run the program, we get the desired output:

```
smist08@kali:~/asm64/Chapter 5$ make
as    upper.s -o upper.o
ld -o upper upper.o
smist08@kali:~/asm64/Chapter 5$ ./upper
THIS IS OUR TEST STRING THAT WE WILL CONVERT.
smist08@kali:~/asm64/Chapter 5$
```

This program is quite short. Besides all the comments and the code to print the string and exit, there are only 11 Assembly instructions to initialize and execute the loop:

- Two instructions: Initialize our pointers for instr and outstr.
- Five instructions: Make up the if statement.
- Four instructions: For the loop, including loading a character, saving a character, updating both pointers, checking for a null character, and branching if not null.

It would be nice if **STRB** also set the condition flags, but there is no **STRBS** version. **LDR** and **STR** just load and save; they don't have functionality to examine what they are loading or saving, so they can't set the condition flags, hence the need for the **CMP** instruction in the UNTIL part of the loop to test for NULL.

In this example, we use the **LDRB** and **STRB** instructions, since we are processing byte by byte. The **STRB** instruction is the reverse of the **LDRB** instruction. It saves its first argument to the address built from all its other parameters. By covering **LDR** in so much detail, we've also covered **STR** which is the mirror image.

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To convert the letter to upper-case, we use

```
SUB    W5, W5, #('a'-'A')
```

The lower-case characters have higher values than the upper-case characters, so we just use an expression that the Assembler will evaluate to get the correct number to subtract.

When we come to print the string, we don't know its length and Linux requires the length. We use the following instruction:

```
SUB    X2, X3, X1
```

Here we've just loaded **X1** with the address of `outstr`. **X3** held the address of `outstr` in our loop, but because we used post-indexed addressing, it got incremented in each iteration of the loop. As a result, it is now pointing 1 past the end of the string. We then calculate the length by subtracting the address of the start of the string from the address of the end of the string. We could have kept a counter for this in our loop, but in Assembly we are trying to be efficient, so we want as few instructions as possible in our loops.

Let's look at Listing 5-11, a disassembly of our program.

Listing 5-11. Disassembly of the upper-case program

Disassembly of section .text:

```
00000000004000b0 <_start>:  
 4000b0: 58000284 ldr x4, 400100 <cont+0x30>  
 4000b4: 580002a3 ldr x3, 400108 <cont+0x38>  
  
00000000004000b8 <loop>:  
 4000b8: 38401485 ldrb w5, [x4], #1  
 4000bc: 7101e8bf cmp w5, #0x7a  
 4000c0: 5400008c b.gt 4000d0 <cont>  
 4000c4: 710184bf cmp w5, #0x61
```

```

4000c8: 5400004b b.lt 4000d0 <cont> // b.tstop
4000cc: 510080a5 sub w5, w5, #0x20

```

00000000004000d0 <cont>:

```

4000d0: 38001465 strb w5, [x3], #1
4000d4: 710000bf cmp w5, #0x0
4000d8: 54ffff01 b.ne 4000b8 <loop> // b.any
4000dc: d2800020 mov x0, #0x1 // #1
4000e0: 58000141 ldr x1, 400108 <cont+0x38>
4000e4: cb010062 sub x2, x3, x1
4000e8: d2800808 mov x8, #0x40 // #64
4000ec: d4000001 svc #0x0
4000f0: d2800000 mov x0, #0x0 // #0
4000f4: d2800ba8 mov x8, #0x5d // #93
4000f8: d4000001 svc #0x0
4000fc: 00000000 .inst 0x00000000 ; undefined
400100: 00410110 .word 0x00410110
400104: 00000000 .word 0x00000000
400108: 0041013f .word 0x0041013f
40010c: 00000000 .word 0x00000000

```

Contents of section .data:

```

410110 54686973 20697320 6f757220 54657374 This is our Test
410120 20537472 696e6720 74686174 20776520 String that we
410130 77696c6c 20636f6e 76657274 2e0a0000 will convert....
410140 00000000 00000000 00000000 00000000 .....

```

The instruction

LDR X4, =instr

is converted to

ldr x4, 400100 <cont+0x30>

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Here objdump is trying to be helpful by telling us what will be loaded, namely, the address stored at address 0x400100, which the Assembler added to our .text section to hold the address of our input string. If we look at address 0x400100, we see it contains 0x00410110, which is the address of instr in the .data section. It might appear here that the addresses are 32 bits, but this is objdump doing some misinterpretation. Notice the 0 word before the address, which objdump has listed as an illegal instruction, whereas this is really the other half of our address.

If we look at the actual encoding of the instruction, it is 0x58000284. The 58 is the opcode and the low-order 5 bits are the register number, in this case 4. This means the offset encoded in the instruction is 101000 in binary. Remember the offset is in words, so we need to shift left 2 bits to multiply by 4 for the offset in bytes which gives 0101 0000 in binary which is 0x50 in hex. If we add 0x50 to the address of the **LDR** instruction which is 0x4000b0, we get the desired address of 0x400100. Aren't we glad the Assembler does all this for us?

This shows how the Assembler added the literal for the address of the string instr at the end of the code section. When we do the **LDR**, it accesses this literal and loads it into memory; this gives us the address we need in memory. The other literal added to the code section is the address of outstr.

To see this program in action, it is worthwhile to single step through it in **gdb**. You can watch the registers with the "i r" (info registers) command. To view instr and oustr as the processing occurs, there are a couple of ways of doing it. From the disassembly, we know the address of instr is 0x410110, so we can enter

```
(gdb) x /2s 0x410110
0x410110:      "This is our Test String that we will
convert.\n"
0x41013f:      "TH"
(gdb)
```

This is convenient since the `x` command knows how to format strings, but it doesn't know about labels. We can also enter

```
(gdb) p (char[10]) outstr  
$1 = "TH\000\000\000\000\000\000\000"  
(gdb)
```

The print (`p`) command knows about our labels but doesn't know about our data types, and we must cast the label to tell it how to format the output. Gdb handles this better with high-level languages because it knows about the data types of the variables. In Assembly, we are closer to the metal.

Storing a Register

The store register **STR** instruction is a mirror of the **LDR** instruction. All the addressing modes we've talked about for **LDR** work for **STR**. This is necessary since in a load-store architecture, we need to store everything we load after it is processed in the CPU. We've seen the **STR** instruction a couple of times already in our examples.

If we are using the same registers to load and store the data in a loop, typically the first **LDR** call will use pre-indexed addressing without write back and then the **STR** instruction will use post-indexed addressing with write back to advance to the next item for the next iteration of the loop.

Double Registers

There are doubleword versions of all the **LDR** and **STR** instructions we've seen. The **LDP** instruction takes a pair of registers to load as parameters and then loads 128 bits of memory into these. Similarly for the **STP** instruction.

For example, Listing 5-12 loads the address of a 128-bit quantity (the address is still 64 bits) and then loads the 128 bits into **X2** and **X3**. Then we store **X2** and **X3** back into the myoctaword.

Listing 5-12. Example of loading and storing a doubleword

```
LDR X1, =myoctaword  
LDP X2, X3, [X1]  
STP X2, X3, [X1]  
.data  
myoctaword: .OCTA 0x12345678876543211234567887654321
```

We will use these instructions extensively when we need to save registers to the stack and later restore them in Chapter 6, “Functions and the Stack.”

Summary

With this chapter, we can now load data from memory, operate on it in the registers, and then save the result back to memory. We examined how the data load and store instructions help us with arrays of data and how they help us index through data in loops.

In the next chapter, we will look at how to make our code reusable; after all, wouldn’t our upper-case program be handy if we could call it whenever we wish?

Exercises

1. Create a small program to try out all the data definition directives the Assembler provides. Assemble your program and use objdump to examine the data. Add some align directives and examine how they move around.
2. Explain how the **LDR** instruction lets you load any 64-bit address in only one 32-bit instruction.
3. Write a program that converts a string to all lower-case.
4. Write a program that converts any non-alphabetic character in a NULL-terminated string to a space.

CHAPTER 6

Functions and the Stack

In this chapter, we will examine how to organize our code into small independent units called **functions**. This allows us to build reusable components, which we can call easily from anywhere we wish by setting up parameters and calling them.

Typically, in software development, we start with low-level components. Then we build on these to create higher- and higher-level modules. So far, we know how to loop, perform conditional logic, and perform some arithmetic. Now, we examine how to compartmentalize code into building blocks.

We introduce the **stack**, a computer science data structure for storing data. If we're going to build useful reusable functions, we need a good way to manage register usage, so that all these functions don't clobber each other. In Chapter 5, "Thanks for the Memories," we studied how to store data in a data segment in main memory. The problem with this is that this memory exists for the duration that the program runs. With small functions, like converting to upper-case, they run quickly; thus they might need a few memory locations while they run, but when they're done, they don't need this memory anymore. Stacks provide us a tool to manage register usage across function calls and a tool to provide memory to functions for the duration of their invocation.

We introduce several low-level concepts first, and then we put them all together to effectively create and use functions. First up is the abstract data type called a stack that is a convenient mechanism to store data for the duration of a function call.

Stacks on Linux

In computer science, a stack is an area of memory where there are two operations:

- **Push:** Adds an element to the area
- **Pop:** Returns and removes the element that was most recently added

This behavior is also called a **LIFO** (last in first out) queue.

When Linux runs a program, it gives it an 8-megabyte stack. In Chapter 1, “Getting Started,” we mentioned that register **X31** had a special purpose as both the zero register and the stack pointer (**SP**). You might have noticed that **X31** is named **SP** in **gdb** and that when you debugged programs, it had a large value, something like 0x7fffffff230. This is a pointer to the current stack location.

The ARM instruction set has a handful of instructions to manipulate the stack; remember that any instruction that doesn’t operate on the stack sees it as the zero register. There are two instructions to place registers on the stack, **STR** and **STP**, and then two instructions to retrieve items from the stack into registers, **LDR** and **LDP**. We studied all these instructions in Chapter 5, “Thanks for the Memories,” but here we’ll use specific forms to copy data to and from the stack and to adjust the stack pointer appropriately.

Note The ARM hardware requires that **SP** is always 16-byte aligned. This means we can only add and subtract from **SP** with multiples of 16. If we use **SP** when it isn't 16-byte aligned, we will get a bus error and our program will terminate.

To copy the single register **X0** to the stack, we use

```
STR X0, [SP, #-16]!
```

The convention for the stack is that **SP** points to the last element on the stack and the stack grows downward. This is why **SP** contains a large address. The **STR** instruction copies **X0** to the memory location at **SP - 16** and then updates **SP** to contain this address since the stored value is now the last value on the stack. We're wasting 8 bytes here, since **X0** is only 8 bytes in size. To keep the proper alignment, we must use 16 bytes.

To load the value at the top of the stack into register **X0**, we use

```
LDR X0, [SP], #16
```

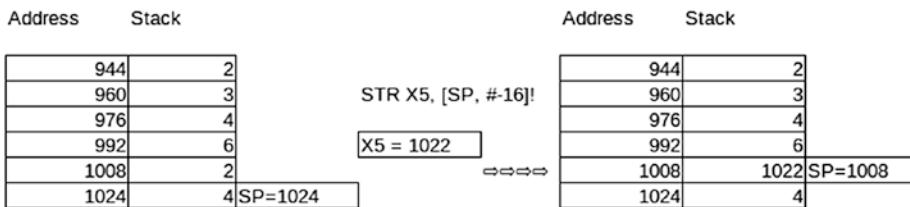
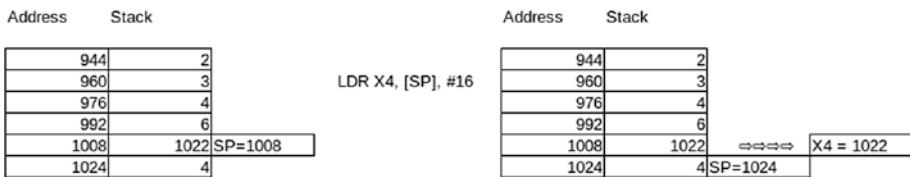
This does the reverse operation. It moves the data pointed to by **SP** from the stack to **X0** and then adds 16 to the **SP**.

We more commonly use **STP/LDP** to push/pop two registers at once:

```
STP X0, X1, [SP, #-16]!
LDP X0, X1, [SP], #16
```

since we aren't wasting any space on the stack. But it does take longer to transfer 16 bytes to memory than 8 bytes.

Figure 6-1 shows the process of pushing a register onto the stack, and then Figure 6-2 shows the reverse operation of popping that value off the stack.

**Figure 6-1.** Pushing X5 onto the stack**Figure 6-2.** Popping X4 from the stack

The **LDR**, **LDP**, **STR**, and **STP** instructions are powerful general-purpose instructions that support stacks that grow in either direction or can be based on any register. Plus, they have all the functionality we covered in Chapter 5, “Thanks for the Memories.” In our usage, we want to implement them exactly as prescribed, so we work well in the Linux environment and can interact with code written in another language by other programmers. Now we’ll get into the details of calling functions and see how the stack fits into this with the branch with link instruction.

Branch with Link

To call a function, we need to set up the ability for the function to return execution to after the point where we called the function. We do this with the other special register we listed in Chapter 1, “Getting Started,” the **link register (LR)** which is **X30**. To make use of **LR**, we introduce the **branch with link (BL)** instruction, which is the same as the **branch (B)** instruction, except it puts the address of the next instruction into **LR** before it performs the branch, giving a mechanism to return from the function.

To return from the function, we use the **return (RET)** instruction. This instruction branches to the address stored in **LR** to return from the function. It's important to use this instruction rather than some other branch instruction, because the instruction pipeline knows about **RET** instructions and knows to continue processing instructions from where **LR** points. This way we don't have a performance penalty for returning from functions.

In Listing 6-1, the **BL** instruction stores the address of the following **MOV** instruction into **LR** and then branches to `myfunc`. `Myfunc` does the useful work the function was written to do and then returns execution to the caller by having **RET** branch to the location stored in **LR**, which is the **MOV** instruction following the **BL** instruction.

Listing 6-1. Skeleton code to call a function and return

```
// ... other code ...
BL    myfunc
MOV   X1, #4
// ... more code ...

-----
myfunc: // do some work
        RET
```

There is only one **LR**, so you might be wondering what happens if another function is called? How do we preserve the original value of **LR** when function calls are nested?

Nesting Function Calls

We successfully called and returned from a function, but we never used the stack. Why did we introduce the stack first and then not use it? First of all, think of what happens if in the course of its processing, `myfunc` calls

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another function. We would expect this to be fairly common, as we write code building on the functionality we've previously written. If myfunc executes a **BL** instruction, then **BL** will copy the next address into **LR** overwriting the return address for myfunc and myfunc won't be able to return. What we need is a way to keep a chain of return addresses as we call function after function. Well, not a chain of return addresses, but a stack of return addresses.

If myfunc is going to call other functions, then it needs to push **LR** onto the stack as the first thing it does and pop it from the stack just before it returns, for example, Listing 6-2 shows this process.

Listing 6-2. Skeleton code for a function that calls another function

```
// ... other code ...
BL    myfunc
MOV   X1, #4
// ... more code ...

-----
myfunc:   STR   LR, [SP, #-16]! // PUSH LR
          // do some work ...
          BL    myfunc2
          // do some more work...
          LDR   LR, [SP], #16      // POP LR
          RET
myfunc2:  // do some work ....
          RET
```

In this example, we see how convenient the stack is to store data that only needs to exist for the duration of a function call.

If a function, such as myfunc, calls other functions then it must save **LR**; if it doesn't call other functions, such as myfunc2, then it doesn't need to save **LR**. Programmers often push and pop **LR** regardless, since if the function is modified later to add a function call, and the programmer

forgets to add **LR** to the list of saved registers, then the program will fail to return and either go into an infinite loop or crash. The downside is that there's only so much bandwidth between the CPU and memory, so PUSHing and POPing more registers does take extra execution cycles. The trade-off in speed vs. maintainability is a subjective decision depending on the circumstances.

Calling and returning from the function is only half the story. Like in high-level languages, we need to pass parameters (data) into our functions to be processed and then receive the results of the processing back in return values. Now we'll look at how to do this.

Function Parameters and Return Values

In high-level languages, functions take parameters and return their results. Assembly Language programming is no different. We could invent our own mechanisms to do this, but this is counterproductive. Eventually, we will want the code to interoperate with code written in other programming languages. We will want to call the new super-fast functions from C code, and we might want to call functions that were written in C.

To facilitate this, there are a set of design patterns for calling functions. If we follow these, the code will work reliably since others have already worked out all the bugs, plus we achieve the goal of writing interoperable code.

The caller passes the first eight parameters in **X0** to **X7**. If there are additional parameters, then they are pushed onto the stack. If we only have two parameters, then we would only use **X0** and **X1**. This means the first eight parameters are already loaded into registers and ready to be processed. Additional parameters need to be popped from the stack before being processed.

To return a value to the caller, place it in **X0** before returning. In fact, you can return a 128-bit integer in the **X0, X1** register pair. If you need to return more data, you would have one of the parameters be an address to a memory location where you can place the additional data to be returned. This is the same as C where you return data through call by reference parameters.

Since both the caller and callee are using the same set of general-purpose registers, we need a protocol or convention to ensure that one doesn't overwrite the working data of the other. Next, we'll look at the register management convention for the ARM processor.

Managing the Registers

If you call a function, chances are it was written by a different programmer and you don't know what registers it will use. It would be very inefficient if you had to reload all your registers every time you call a function. As a result, there are a set of rules to govern which registers a function can use and who is responsible for saving each one.

- **X0-X7:** These are the function parameters. The function can use these for any other purpose modifying them freely. If the calling routine needs them saved, it must save them itself.
- **X0-X18:** Corruptible registers that a function is free to use without saving. If a caller needs these, then it is responsible for saving them.
- **X19-X30:** These are callee saved, so must be pushed to the stack if used in a function.
- **SP:** This can be freely used by the called routine. The routine must POP the stack the same number of times that it PUSHes, so it's intact for the calling routine.

- **LR:** The called routine must preserve this as we discussed in the last section.
- **Condition flags:** Neither routine can make any assumptions about the condition flags. As far as the called routine is concerned, all the flags are unknown; similarly they are unknown to the caller when the function returns.

Summary of the Function Call Algorithm

Calling routine:

1. If we need any of **X0–X18**, save them.
2. Move first eight parameters into registers **X0–X7**.
3. Push any additional parameters onto the stack.
4. Use **BL** to call the function.
5. Evaluate the return code in **X0**.
6. Restore any of **X0–X18** that we saved.

Called function:

1. PUSH **LR** and **X19–X30** onto the stack if used in the routine.
2. Do our work.
3. Put our return code into **X0**.
4. POP **LR** and **X19–X30** if pushed in step 1.
5. Use the **RET** instruction to return execution to the caller.

Note We can save steps if we just use **X0–X18** for function parameters, return codes, and short-term work. Then we never have to save and restore them around function calls.

These aren't all the rules. The coprocessors also have registers that might need saving. We'll discuss those rules when we discuss the coprocessors.

Let's look at a practical example by converting our upper-case program into a function that we can call with parameters to convert any strings we wish.

Upper-Case Revisited

Let's organize our upper-case example from Chapter 5, "Thanks for the Memories," as a proper function. We'll move the function into its own file and modify the makefile to make both the calling program and the upper-case function.

First of all, create a file called main.s containing Listing 6-3 for the driving application.

Listing 6-3. Main program for upper-case example

```
//  
// Assembler program to convert a string to  
// all upper case by calling a function.  
//  
// X0-X2 - parameters to linux function services  
// X1 - address of output string
```

```
// X0 - address of input string
// X8 - linux function number
//

.global _start      // Provide program starting address

_start: LDR X0, =instr // start of input string
        LDR X1, =outstr // address of output string
        BL toupper

// Setup the parameters to print our hex number
// and then call Linux to do it.
        MOV X2, X0 // return code is the length

        MOV X0, #1      // 1 = StdOut
        LDR X1, =outstr // string to print
        MOV X8, #64     // linux write system call
        SVC 0          // Call linux to output the string

// Setup the parameters to exit the program
// and then call Linux to do it.
        MOV X0, #0      // Use 0 return code
        MOV X8, #93     // Service command code 93
        SVC 0          // Call linux to terminates

.data
instr: .asciz "This is our Test String that we will
convert.\n"
outstr: .fill 255, 1, 0
```

Next, create a file called upper.s containing Listing 6-4, the upper-case conversion function.

Listing 6-4. Function to convert strings to all upper-case

```
//  
// Assembler program to convert a string to  
// all upper case.  
  
//  
// X1 - address of output string  
// X0 - address of input string  
// X4 - original output string for length calc.  
// W5 - current character being processed  
  
.global toupper // Allow other files to call this routine  
  
toupper: MOV X4, X1  
// The loop is until byte pointed to by X1 is non-zero  
loop: LDRB W5, [X0], #1 // load character and incr ptr  
// If W5 > 'z' then goto cont  
    CMP W5, #'z'          // is letter > 'z'?  
    B.GT cont  
// Else if W5 < 'a' then goto end if  
    CMP W5, #'a'  
    B.LT cont // goto to end if  
// if we got here then the letter is lower case,  
// so convert it.  
    SUB W5, W5, #('a'-'A')  
cont: // end if  
    STRB W5, [X1], #1 // store character to output str  
    CMP W5, #0          // stop on hitting a null char  
    B.NE loop           // loop if character isn't null  
    SUB X0, X1, X4      // get the len by subing the ptrs  
  
RET          // Return to caller
```

To build these, use the makefile in Listing 6-5.

Listing 6-5. Makefile for the upper-case function example

```
UPPEROJJS = main.o upper.o

ifdef DEBUG
DEBUGFLGS = -g
else
DEBUGFLGS =
endif
LSTFLGS =

all: upper

%.o : %.s
    as $(DEBUGFLGS) $(LSTFLGS) $< -o $@

upper: $(UPPEROJJS)
    ld -o upper $(UPPEROJJS)
```

Note The toupper function doesn't call any other functions, so we don't save **LR**. If we ever change it to do so, we need to push **LR** to the stack and pop it before we return. Since **X0–X18** are all corruptible, we have plenty of general-purpose registers to use without needing to save any.

Most C programmers will object that this function is dangerous. If the input string isn't NULL terminated, then it will overrun the output string buffer—overwriting the memory past the end. The solution is to pass in a third parameter with the buffer lengths and check in the loop that we stop at the end of the buffer if there is no NULL character.

This routine only processes the core ASCII characters. It doesn't handle the localized characters, for example, é won't be converted to É.

In the upper-case function, we didn't need any additional memory, since we could do all the work with the available registers. When we code larger functions, we often require more memory for the variables than fit in the registers. Rather than add clutter to the **.data** section, we store these variables on the stack. The section of the stack that holds our local variables is called a stack frame.

Stack Frames

Stacks work great for saving and restoring registers, but to work well for other data, we need the concept of a stack frame. Here we allocate a block or frame of memory on the stack that we use to store our variables. This is an efficient mechanism to allocate some memory at the start of a function and then release it before we return.

PUSHing variables on the stack isn't practical, since we need to access them in a random order, rather than the strict **LIFO** protocol that PUSH/POP enforce.

To allocate space on the stack, we use a subtract instruction to grow the stack by the amount we need. Suppose we need three variables that are each 32-bit integers, say, a, b, and c. Therefore, we need 12 bytes allocated on the stack (3 variables x 4 bytes/word). We then need to round up to the next multiple of 16 to keep **SP** 16-byte aligned.

```
SUB    SP, SP, #16
```

This moves the stack pointer down by 16 bytes, providing us a region of memory on the stack to place the variables. Suppose a is in **W0**, b in **W1**, and c in **W2**—we can then store these using

```
STR    W0, [SP]          // Store a
STR    W1, [SP, #4]        // Store b
STR    W2, [SP, #8]        // Store c
```

Before the end of the function, we need to execute

```
ADD    SP, SP, #16
```

to release our variables from the stack. Remember, it is the responsibility of a function to restore **SP** to its original state before returning.

This is the simplest way to allocate some variables. However, if we are doing a lot of other things with the stack in our function, it can be hard to keep track of these offsets. The way to alleviate this is with a stack frame. Here we allocate a region on the stack and keep a pointer to this region in another register that we will refer to as the **frame pointer (FP)**. You could use any register as the **FP**, but we will follow the C programming convention and use **X29**.

To use a stack frame, first set the frame pointer to the next free spot on the stack (it grows in descending addresses), then allocate the space as before:

```
SUB    FP, SP, #16
SUB    SP, SP, #16
```

Now address the variables using an offset from **FP**:

```
STR    W0, [FP]           // Store a
STR    W1, [FP, #-4]       // Store b
STR    W2, [FP, #-8]       // Store c
```

When using **FP**, include it in the list of registers we PUSH at the beginning of the function and then POP at the end. Since **X29**, the **FP** is one we are responsible for saving. One good thing about using **FP** is that it isn't required to be 16-byte aligned.

In this book, we'll tend to NOT use **FP**. This saves a couple of cycles on function entry and exit. After all, in Assembly Language programming, we want to be efficient.

Stack Frame Example

Listing 6-6 is a simple skeletal example of a function that creates three variables on the stack.

Listing 6-6. Simple skeletal function that demonstrates a stack frame

```
// Simple function that takes 2 parameters
// VAR1 and VAR2. The function adds them,
// storing the result in a variable SUM.
// The function returns the sum.
// It is assumed this function does other work,
// including other functions.

// Define our variables
    .EQU  VAR1, 0
    .EQU  VAR2, 4
    .EQU  SUM,   8

SUMFN:    STP    LR, FP, [SP, #-16]!
    SUB    FP, SP, #16
    SUB    SP, SP, #16      // room for 3 32-bit values
    STR    W0, [FP, #VAR1]  // save first param.
    STR    W1, [FP, #VAR2]  // save second param.

// Do a bunch of other work, but don't change SP.

    LDR    W4, [FP, #VAR1]
    LDR    W5, [FP, #VAR2]
    ADD    W6, W4, W5
    STR    W6, [FP, #SUM]

// Do other work
```

```
// Function Epilog
    LDR    W0, [FP, #SUM]      // load sum to return
    ADD    SP, SP, #16         // Release local vars
    LDP    LR, FP, [SP], #16   // Restore LR, FP
    RET
```

Defining Symbols

In this example, we introduce the **.EQU** Assembler directive. This directive allows us to define symbols that will be substituted by the Assembler before generating the compiled code. This way we can make the code more readable. In this example, keeping track of which variable is which on the stack makes the code hard to read and error-prone. With the **.EQU** directive, we can define each variable's offset on the stack once.

Sadly, **.EQU** only defines numbers, so we can't define the whole "[SP, #4]" type string.

Macros

Another way to make the upper-case loop into a reusable bit of code is to use macros. The GNU Assembler has a powerful macro capability; with macros rather than calling a function, the Assembler creates a copy of the code in each place where it is called, substituting any parameters. Consider this alternate implementation of our upper-case program—the first file is mainmacro.s containing the contents of Listing 6-7.

Listing 6-7. Program to call our toupper macro

```
// 
// Assembler program to convert a string to
// all upper case by calling a function.
//
```

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```
// X0-X2 - parameters to Linux function services
// X1 - address of output string
// X0 - address of input string
// X2 - original address of input string
// X8 - Linux function number
//
.include "uppermacro.s"

.global _start      // Provide program starting address

_start:
    // Convert tststr to upper case.
    toupper tststr, buffer

// Setup the parameters to print
// and then call Linux to do it.
    MOV  X2, X0 // return code is the len of the string
    MOV  X0, #1      // 1 = StdOut
    LDR  X1, =buffer // string to print
    MOV  X8, #64      // linux write system call
    SVC  0           // Call linux to output the string

    // Convert second string tststr2.
    toupper tststr2, buffer

// Setup the parameters to print
// and then call Linux to do it.
    MOV  X2, X0 // return code is the len of the string
    MOV  X0, #1      // 1 = StdOut
    LDR  X1, =buffer // string to print
    MOV  X8, #64      // linux write system call
    SVC  0           // Call linux to output the string
```

```

// Setup the parameters to exit the program
// and then call Linux to do it.
    MOV      X0, #0          // Use 0 return code
    MOV      X8, #93         // Service command code 93 terms
    SVC      0              // Call Linux to terminate

.data
tststr: .asciz  "This is our Test String that we will
convert.\n"
tststr2: .asciz   "A second string to upper case!!\n"
buffer:    .fill   255, 1, 0

```

The macro to make the string all upper-case is in `uppermacro.s` containing Listing 6-8.

Listing 6-8. Macro version of our toupper function

```

//
// Assembler program to convert a string to
// all upper case.
//
// X1 - address of output string
// X0 - address of input string
// X2 - original output string for length calc.
// W3 - current character being processed
//

// label 1 = loop
// label 2 = cont

.MACRO    toupper      instr, outstr
    LDR    X0, =\instr
    LDR    X1, =\outstr
    MOV    X2, X1

```

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```
// The loop is until byte pointed to by X1 is non-zero
1:    LDRB  W3, [X0], #1 // load char and incr pointer
// If R5 > 'z' then goto cont
    CMP   W3, #'z'        // is letter > 'z'?
    B.GT  2f
// Else if R5 < 'a' then goto end if
    CMP   W3, #'a'
    B.LT  2f      // goto to end if
// if we got here then the letter is lower case,
// so convert it.
    SUB   W3, W3, #('a'-'A')
2:    // end if
    STRB  W3, [X1], #1 // store char to output str
    CMP   W3, #0          // stop on hitting a null char
    B.NE  1b            // loop if character isn't null
    SUB   X0, X1, X2      // get the len by subing the ptrs
.ENDM
```

Include Directive

The file `uppermacro.s` defines the macro to convert a string to upper-case. The macro doesn't generate any code; it just defines the macro for the Assembler to insert wherever it is called from. This file doesn't generate an object (`*.o`) file; rather it is included by whichever file needs to use it.

The **.include** directive

```
.include "uppermacro.s"
```

takes the contents of this file and inserts it at this point, so that the source file becomes larger. This is done before any other processing. This is like the C **#include** preprocessor directive.

Macro Definition

A macro is defined with the **.MACRO** directive. This gives the name of the macro and lists its parameters. The macro ends at the following **.ENDM** directive. The form of the directive is

```
.MACRO macroname parameter1, parameter2, ...
```

Within the macro, you specify the parameters by preceding their name with a backslash, for instance, \parameter1 to place the value of parameter1. The toupper macro defines two parameters instr and outstr:

```
.MACRO toupper instr, outstr
```

The parameters are used in the code with \instr and \oustr. These are text substitutions and need to result in correct Assembly syntax or you will get an error.

Labels

The labels “loop” and “cont” are replaced with the labels “1” and “2.” This takes away from the readability of the program. The reason we do this is that if we didn’t, we’d get an error that a label was defined more than once, if we use the macro more than once. The trick here is that the Assembler lets you define numeric labels as many times as you want. To reference them in the code, we used

```
B.GT 2f
B.NE 1b      @ loop if character isn't null
```

The **f** after the **2** means the next label **2** in the forward direction. The **1b** means the next label **1** in the backward direction.

To prove that this works, we call toupper twice in the mainmacro.s file, to show everything works and that we can reuse this macro as many times as we like.

Why Macros?

Macros substitute a copy of the code at every point they are used. This will make the executable file larger, for example, when using

```
objdump -d mainmacro
```

two copies of code are inserted. With functions, there is no extra code generated each time. This is why functions are quite appealing, even with the extra work of dealing with the stack.

The reason macros get used is performance. Most ARM devices have a gigabyte or more of memory—a lot of room for multiple copies of code. Remember that whenever we branch, we must restart the execution pipeline, making branching an expensive instruction. With macros, we eliminate the **BL** branch to call the function and the **RET** branch to return. We also eliminate any instructions to save and restore the registers we use. If a macro is small and we use it a lot, there could be considerable execution time savings.

Note Notice in the macro implementation of `toupper` that only the registers **X0–X3** were used. This avoids using any registers important to the caller. There is no standard on how to regulate register usage with macros, like there's with functions, so it is up to you the programmer to avoid conflicts and strange bugs.

We can also use macros to make the code more readable and easier to write, as described in the next section.

Macros to Improve Code

Using **LDR**, **LDP**, **STR**, and **STP** to manipulate the stack is clumsy and error-prone. You spend a lot of time cutting and pasting the code from other places to try and get it correct. It would be nice if there were instruction aliases to push and pop the stack. In fact, there is in 32-bit ARM Assembly Language. However, with macros, we can overcome this. Consider Listing 6-9.

Listing 6-9. Define four macros for pushing and popping the stack

```
.MACRO    PUSH1 register
          STR    \register, [SP, #-16]!
.ENDM
.MACRO    POP1  register
          LDR    \register, [SP], #16
.ENDM
.MACRO    PUSH2 register1, register2
          STP    \register1, \register2, [SP, #-16]!
.ENDM
.MACRO    POP2  register1, register2
          LDP    \register1, \register2, [SP], #16
.ENDM
```

This simplifies our code since we can use these to write code like in Listing 6-10.

Listing 6-10. Use our push and pop macros

Myfunction:

```
PUSH1 LR
PUSH2 X20, X23
```

```
// function body ...
    POP2 X20, X23
    POP1 LR
    RET
```

This makes writing the function prologues and epilogues easier and clearer.

Summary

In this chapter, we covered the ARM stack and how it's used to help implement functions. We covered how to write and call functions as a first step to creating libraries of reusable code. We learned how to manage register usage, so there aren't any conflicts between calling programs and functions. We learned the function calling protocol, which allows us to interoperate with other programming languages. Also, we looked at defining stack-based storage for local variables and how to use this memory.

Finally, we covered the GNU Assembler's macro ability as an alternative to functions in certain performance critical applications.

Exercises

1. If we are coding for an operating system where the stack grows upward, how would we code the **LDR**, **LDP**, **STR**, and **STP** instructions?
2. Suppose we have a function that uses registers X4, X5, W20, X23, and W27. Further this function calls other functions. Code the prologue and epilogue of this function to store and restore the correct registers to/from the stack.

3. Write a function to convert text to all lower-case.
Have this function in one file and a main program in another file. In the main program, call the function three times with different test strings.
4. Convert the lower-case program in Exercise 3 to a macro. Have it run on the same three test strings to ensure it works properly.
5. Why does the function calling protocol have some registers need to be saved by the caller and some by the callee? Why not make all saved by one or the other?

CHAPTER 7

Linux Operating System Services

In Chapter 1, “Getting Started,” we needed the ability to exit our program and to display a string. We used Linux to do this, invoking operating system services directly. In all high-level programming languages, there is a runtime library that includes wrappers for calling the operating system. This makes it appear that these services are part of the high-level language. In this chapter, we’ll look at what these runtime libraries do under the covers to call Linux and what services are available to us.

We will review the syntax for calling the operating system, the error codes returned to us. We’ll get some help from the GNU C compiler, utilizing some C header files to get the definitions we need for the Linux service call numbers, rather than using magic numbers like 64 and 93.

So Many Services

Linux is a powerful, full-featured operating system with over 25 years of development. Linux powers devices from watches all the way up to supercomputers. One of the keys to this success is the richness and power of all the services that it offers.

There are slightly over 400 Linux service calls; covering all of these is beyond the scope of this book, and more the topic for a book on Linux System Programming. In this section, we cover the mechanisms and conventions for calling these services and some examples, so you know how to go from the Linux documentation to writing code quickly. Fortunately, the Linux documentation for all these services is quite good. It is oriented entirely to C programmers, so anyone else using it must know enough C to convert the meaning to what is appropriate for the language they are using.

Calling Convention

We've used two system calls: one to write ASCII data to the console and the second to exit our program. The calling convention for system calls is different from that for functions. It uses a software interrupt to switch context from our user-level program to the context of the Linux kernel.

The calling convention is

1. **X0-X7**: Input parameters, up to eight parameters for the system call.
2. **X8**: The Linux system call number.
3. Call software interrupt 0 with "**SVC 0**".
4. **X0**: The return code from the call.

The software interrupt is a clever way for us to call routines in the Linux kernel without knowing where they are stored in memory. It also provides a mechanism to run at a higher security level while the call executes. Linux will check if you have the correct access rights to perform the requested operation and give back an error code like EACCES (13) if you are denied.

Although it doesn't follow the function calling convention from Chapter 6, "Functions and the Stack," the Linux system call mechanism will preserve all registers not used as parameters or the return code. When system calls require a large block of parameters, they tend to take a pointer to a block of memory as one parameter, which then holds all the data they need. Hence, most system calls don't use that many parameters.

Now we need to know where to get those magic Linux system call numbers, so we can call all those useful services.

Linux System Call Numbers

We know 93 is the Linux system call number for exit and 64 is the number for write to a file. These seem rather cryptic. Where do we look these up? Can't we use something symbolic in our programs rather than these magic numbers? The Linux system call numbers are defined in the C include file:

`/usr/include/asm-generic/unistd.h`

In this file, there are define statements such as the following:

```
#define __NR_write 64
```

This defines the symbol `__NR_write` to represent the magic number 64 for the write Linux system call.

Next, we need a similar method for the service return codes, so we know what went wrong if they fail.

Return Codes

The return code for these functions is usually zero or a positive number for success and a negative number for failure. The negative number is the negative of the error codes from the C include file:

`/usr/include/errno.h`

This file includes several other files; the main ones that contain most of the actual error codes are

```
/usr/include/asm-generic/errno.h  
/usr/include/asm-generic/errno-base.h
```

We'll see how to use the constants from these files in our code when we get to a sample program.

For example, the open call to open a file returns a file descriptor if it is successful. A file descriptor is a small positive number, then a negative number if it fails, where it is the negative of one of the constants in errno.h.

If you've programmed in C, you know many of the C runtime functions take structures as parameters. The Linux service calls are the same and we'll look at dealing with these next.

Structures

Many Linux services take pointers to blocks of memory as their parameters. The contents of these blocks of memory are documented with C structures, so as Assembly programmers, we must reverse engineer the C and duplicate the memory structure. For instance, the nanosleep service lets the program sleep for several nanoseconds; it is defined as

```
int nanosleep(const struct timespec *req, struct timespec *rem);
```

and then the struct timespec is defined as

```
struct timespec {  
    time_t tv_sec;      /* seconds */  
    long   tv_nsec;     /* nanoseconds */  
};
```

We then must figure out that these are two 64-bit integers, then define in Assembly

```
timespecsec: .dword 0  
timespecnano: .dword 100000000
```

To use them, we load their address into the registers for the first two parameters:

```
ldr      X0, =timespecsec  
ldr      X1, =timespecsec
```

We'll be using the nanosleep function in Chapter 8, "Programming GPIO Pins," but this is typical of what it takes to directly call some Linux services.

Next, we need to decide how to make these calls easier to use. Do we wrap them in Assembly functions or use another method?

Wrappers

Rather than figure out all the registers each time we want to call a Linux service, we will develop a library of routines or macros to make our job easier. The C programming language includes function call wrappers for all the Linux services; we will see how to use these in Chapter 9, "Interacting with C and Python."

Rather than duplicate the work of the C runtime library by developing wrapper functions, we'll develop a library of Linux system calls using the GNU Assembler's macro functionality. We won't develop this for all the functions, just the functions we need. Most programmers do this; then over time their libraries become quite extensive.

A problem with macros is that you often need several variants with different parameter types. For instance, sometimes you might like to call the macro with a register as a parameter and other times with an immediate value.

Now that we understand the theory of using Linux services, let's look at a complete program that uses a collection of these.

Converting a File to Upper-Case

In this chapter, we present a complete program to convert the contents of a text file to all upper-case. We will use our toupper function from Chapter 6, "Functions and the Stack," and get practice coding loops and if statements.

To start with, we need a library of file I/O routines to read from our input file, then write the upper-case version to another file. If you've done any C programming, these should look familiar, since the C runtime provides a thin layer over these services. We create a file **fileio.S** containing Listing 7-1. Note the file extension is a capital S; this is important as this allows us to use C include files as we'll discuss shortly.

Listing 7-1. Macros to help us read and write files

```
// Various macros to perform file I/O
//
// The fd parameter needs to be a register.
// Uses X0, X1, X8.
// Return code is in X0.

#include <asm/unistd.h>

.equ O_RDONLY, 0
.equ O_WRONLY, 1
.equ O_CREAT, 0100
.equ O_EXCL, 0200
.equ S_RDWR, 0666
.equ AT_FDCWD, -100
```

```
.macro openFile    fileName, flags
    mov      X0, #AT_FDCWD
    ldr      X1, =\fileName
    mov      X2, #\flags
    mov      X3, #S_RDWR          // RW access rights
    mov      X8, #__NR_openat
    svc      0

.endm

.macro readFile   fd, buffer, length
    mov      X0, \fd           // file descriptor
    ldr      X1, =\buffer
    mov      X2, \length
    mov      X8, #__NR_read
    svc      0

.endm

.macro writeFile  fd, buffer, length
    mov      X0, \fd           // file descriptor
    ldr      X1, =\buffer
    mov      X2, \length
    mov      X8, #__NR_write
    svc      0

.endm

.macro flushClose fd
//fsync syscall
    mov      X0, \fd
    mov      X8, #__NR_fsync
    svc      0

//close syscall
    mov      X0, \fd
    mov      X8, #__NR_close
    svc      0

.endm
```

Now we need a main program to orchestrate the process. We'll call this main.S, again with the capital S file extension, containing the contents of Listing 7-2.

Listing 7-2. Main program for case conversion program

```
//  
// Assembler program to convert a string to  
// all upper case by calling a function.  
  
//  
// X0-X2, X8 - used by macros to call linux  
// X11 - input file descriptor  
// X9 - output file descriptor  
// X10 - number of characters read  
  
#include <asm/unistd.h>  
#include "fileio.S"  
  
.equ BUFFERLEN, 250  
  
.global _start // Provide program starting  
// address to linker  
  
_start: openFile inFile, O_RDONLY  
    ADDS      X11, XZR, X0 // save file descriptor  
    B.PL      nxtfil // pos number file opened ok  
    MOV      X1, #1 // stdout  
    LDR      X2, =inpErrsz // Error msg  
    LDR      W2, [X2]  
    writeFile X1, inpErr, X2 // print the error  
    B        exit
```

```
nxtfil: openFile      outFile, O_CREAT+O_WRONLY
        ADDS          X9, XZR, X0 // save file descriptor
        B.PL          loop    // pos number file opened ok
        MOV           X1, #1
        LDR           X2, =outErrsz
        LDR           W2, [X2]
        writeFile     X1, outErr, X2
        B             exit

// loop through file until done.
loop:  readFile       X11, buffer, BUFFERLEN
        MOV           X10, X0      // Keep the length read
        MOV           X1, #0      // Null terminator for
                                string

// setup call to toupper and call function
        LDR           X0, =buffer // first param for toupper
        STRB          W1, [X0, X10] // put null at end of
                                string.
        LDR           X1, =outBuf
        BL            toupper
        writeFile     X9, outBuf, X10
        CMP           X10, #BUFFERLEN
        B.EQ          loop

        flushClose    X11
        flushClose    X9

// Setup the parameters to exit the program
// and then call Linux to do it.

exit:  MOV           X0, #0      // Use 0 return code
        MOV           X8, #__NR_exit
        SVC           0          // Call Linux to terminate
```

```
.data
inFile: .asciz "main.S"
outFile: .asciz      "upper.txt"
buffer:     .fill  BUFFERLEN + 1, 1, 0
outBuf:     .fill  BUFFERLEN + 1, 1, 0
inpErr: .asciz      "Failed to open input file.\n"
inpErrsz: .word   .-inpErr
outErr: .asciz      "Failed to open output file.\n"
outErrsz: .word   .-outErr
```

To build these source files, we add a new rule to our makefile, to build .S files with **gcc** rather than **as**, as shown in the next section.

Building .S Files

The makefile is contained in Listing 7-3.

Listing 7-3. Makefile for our file conversion program

```
UPPEROJJS = main.o upper.o

ifdef DEBUG
DEBUGFLGS = -g
else
DEBUGFLGS =
endif

all: upper

%.o : %.S
    gcc $(DEBUGFLGS) -c $< -o $@

%.o : %.s
    as $(DEBUGFLGS) $< -o $@
```

```
upper: $(UPPEROJJS)
       ld -o upper $(UPPEROJJS)
```

This program uses the `upper.s` file from Chapter 6, “Functions and the Stack,” that contains the function version of our upper-case logic.

We added a rule to compile our two `.S` files with **gcc** rather than **as**. Most people think of **gcc** as the GNU C compiler, but it actually stands for the GNU Compiler Collection and is capable of compiling several other languages in addition to C including Assembly Language. The clever trick that **gcc** supports when we do this is the ability to add C preprocessor commands to our Assembly code.

When we compile a `.S` (the capital is important) file with **gcc**, it will process all C `#include` and `#define` directives before processing the Assembly instructions and directives. This means we can include standard C include files for their symbols, as long as the files don’t contain any C code or conditionally exclude the C code when processed by the GNU Assembler.

The Linux kernel consists of both C and Assembly Language code. For the definition of constants that are used by both code bases, they don’t want to make the definitions in two places and risk errors from differences. Thus, all the Assembly Language code in the Linux kernel are in `.S` files and use various C include files including **unistd.h**.

Using this technique, our Linux function numbers are no longer magic numbers and will be correct and readable.

When we process a `.s` (lower-case) file with **gcc**, it assumes we want pure Assembly code and won’t run things through the C preprocessor first.

If you build this program, notice that it is only 3KB in size. This is one of the appeals of pure Assembly Language programming. There is nothing extra added to the program—we control every byte—no mysterious libraries or runtimes added.

Next, let’s look at the details of opening a file.

Opening a File

The Linux **openat** service is typical of a Linux system service. It takes four parameters:

1. **Directory File Descriptor:** File descriptor to the folder that filename is open relative to. If this is the magic number AT_FDCWD, then it means open relative to the current folder.
2. **Filename:** The file to open as a NULL-terminated string.
3. **Flags:** To specify whether we're opening it for reading or writing or whether to create the file. We included some **.EQU** directives with the values we need (using the same names as in the C runtime).
4. **Mode:** The access mode for the file when we create the file. We included a couple of defines, but in octal these are the same as the parameters to the **chmod** Linux command.

The return code is either a file descriptor or an error code. Like many Linux services, the call fits this in a single return code by making errors negative and successful results positive.

The C runtime has both open and openat routines; the open routine calls the openat Linux service with AT_FDCWD for the first parameter as we use here.

Error Checking

Books tend to not promote good programming practices for error checking. The sample programs are kept as small as possible, so the main ideas being explained aren't lost in a sea of details. This is the first program

where we test any return codes, partly because we had to develop enough code to be able to do it and secondly error checking code tends to not reveal any new concepts.

File open calls are prone to failing. The file might not exist, perhaps, because we are in the wrong folder or we may not have sufficient access rights to the file. Generally, check the return code to every system call, or function you call, but practically speaking programmers are lazy and tend to only check those that are likely to fail. In this program, we check the two file open calls. Checking every return code would make the code listings too long to include in this book, so don't take this code as an example; do the error checking in your real code.

First of all, we have to copy the file descriptor to a register that won't be overwritten, so we move it to X11. We do this with an **ADDS** instruction, so the condition flags will be set. It would be nice if there was a **MOVS** alias for **ADDS**, but since there isn't, we add **X0** to the zero register **XZR** and put the result in **X11**, and the condition flags are set accordingly.

```
ADDS    X11, XZR, X0 // save file descriptor
```

This means we can test if it's positive, and if so, go on to the next bit of code:

```
B.PL    nxtfil // pos number file opened ok
```

If the branch isn't taken, then `openFile` returned a negative number. Here we use our `writeFile` routine to write an error message to `stdout`, then branch to the end of the program to exit.

```
MOV      X1, #1          // stdout
LDR      X2, =inpErrsz   // Error msg
LDR      W2, [X2]
writeFile X1, inpErr, X2 // print the error
B       exit
```

In our .data section, we defined the error messages as follows:

```
inpErr: .asciz    "Failed to open input file.\n"
inpErrsz: .word   .-inpErr
```

We've seen **.asciz** and this is standard. For `writeFile`, we need the length of the string to write to the console. In Chapter 1, “Getting Started,” we counted the characters in our string and put the hard-coded number in our code. We could do that here too, but error messages start getting long and counting the characters seems like something the computer should do. We could write a routine like the C library's `strlen()` function to calculate the length of a NULL-terminated string. Instead, we use a little GNU Assembler trickery. We add a `.word` directive right after the string and initialize it with `.-inpErr`. The `.` is a special Assembler variable that contains the current address the Assembler is on as it works. Hence, the current address right after the string minus the address of the start of the string is the length. Now people can revise the wording of the error message to their heart's content without needing to count the characters each time.

Most applications contain an error module, so if a function fails, the error module is called. Then the error module is responsible for reporting and logging the error. This way error reporting can be made quite sophisticated without cluttering up the rest of the code with error handling code. Another problem with error handling code is that it tends to not be tested. Often bad things can happen when an error finally does happen, and problems with the previously untested code manifest.

Looping

In our loop, we

1. Read a block of 250 characters from the input file
2. Append a NULL terminator

3. Call toupper
4. Write the converted characters to the output file
5. If we aren't done, branch to the top of the loop

We check if we are done with

```
CMP      X10, #BUFFERLEN  
B.EQ    loop
```

X10 contains the number of characters returned from the read service call. If it equals the number of characters requested, then we branch to `loop`. If it doesn't equal exactly, then either we hit end of file, so the number of characters returned is less (and possibly 0), or an error occurred, in which case the number is negative. Either way, we are done and fall through to the program exit.

Summary

In this chapter, we gave an overview of how to call the various Linux system services. We covered the calling convention and how to interpret the return codes. We didn't cover the purpose of each call and referred the user to the Linux documentation instead.

We presented a program to read a file, convert it to upper-case, and write it out to another file. This is our first chance to put together what we learned in Chapters 1–6 to build a full application, with loops, if statements, error messages, and file I/O.

In the next chapter, we will use Linux service calls to manipulate the GPIO pins on the Raspberry Pi board.

Exercises

1. The files this program operates on are hard coded in the **.data** section. Change them, play with them, generate some errors to see what happens. Single step through the program in **gdb** to ensure you understand how it works.
2. Modify the program to convert the file to all lower-case.
3. Convert fileio.S to use callable functions rather than macros. Change main.S to call these functions.

CHAPTER 8

Programming GPIO Pins

Most single board computers based on an ARM CPU have a set of general-purpose I/O (**GPIO**) pins that you can use to control homemade electronics projects. In this chapter, we look at the GPIO ports on a Raspberry Pi. We will run the 64-bit version of Kali Linux. Most of the Raspberry Pi starter kits include a breadboard and a few electronic components to play with. In this chapter, we will look at programming GPIO pins from Assembly Language.

We will experiment with a breadboard containing several LEDs and resistors, so we can write some real code. We will program the GPIO pins in two ways: first, by using the Linux device driver and, second, by accessing the GPIO controller's registers directly.

GPIO Overview

The original Raspberry Pi 1 has 26 GPIO pins, but the new Raspberry Pi's expanded this to 40 pins. In this section, we will limit our discussion to the original 26 pins. They either provide power or are generally programmable:

- Pins 1 and 17: Provide +3.3V DC power
- Pins 2 and 4: Provide +5V DC power

- Pins 6, 9, 14, 20, and 25: Provide electrical ground
- Pins 3, 5, 7–8, 10–13, 15, 16, 18, 19, 21–24, and 26: Are programmable general purpose

For the programmable pins, we can use them for output, where we control whether they output power or not (binary 1 or 0). We can read them to see if power is provided, for instance, if it is connected to a switch.

However, this isn't all there is to GPIO; besides the functions we've talked about so far, a number of the pins have alternate functions that you can select programmatically. For instance, pins 3 and 5 can support the I2C standard that allows two microchips to talk to each other.

There are pins that can support two serial ports which are handy for connecting to radios or printers. There are pins that support pulse width modulation (PWM) and pulse-position modulation (PPM), which convert digital to analog and are handy for controlling electric motors.

For our first program, we're going to let Linux do the heavy lifting for us. This will be typical for how to control hardware when there is a device driver available.

In Linux, Everything Is a File

The model for controlling devices in Linux is to map each device to a file. The file appears under either /dev or /sys and can be manipulated with the same Linux service calls that operate on regular files. The GPIO pins are no different. There is a Linux device driver for them that controls the pin's operations via application programs opening files, then reads and writes data to them.

The files to control the GPIO pins all appear under the /sys/class/gpio folder. By writing short text strings to these files, we control the operation of the pins.

Suppose we want to programmatically control pin 17; the first thing we do is tell the driver we want to do this. We write the string “17” to /sys/class/gpio/export. If this succeeds, then we now control the pin. The driver then creates the following files in a gpio17 folder:

- /sys/class/gpio/gpio17/direction: Used to specify whether the pin is for input or output
- /sys/class/gpio/gpio17/value: Used to set or read the value of the pin
- /sys/class/gpio/gpio17/edge: Used to set an interrupt to detect value changes
- /sys/class/gpio/gpio17/active_low: Used to invert the meaning of 0 and 1

The next thing we do is set the direction for the pin, either use it for input or for output. We either write “in” or “out” to the direction file to do this.

Now we can write to the value file for an output pin or read the value file for an input pin. To turn on a pin, we write “1” to value, and to turn it off, we write “0.” When activated, the GPIO pin provides +3.3V.

When we are done with a pin, we should write its pin number to /sys/class/gpio/unexport. However, this will be done automatically when our program terminates.

We can do all this with the macros we created in Chapter 7, “Linux Operating System Services,” in fileio.S. In fact, by providing this interface, you can control the GPIO pins via any programming language capable of reading and writing files, which is pretty much every single one.

Flashing LEDs

To demonstrate programming the GPIO, we will connect some LEDs to a breadboard and then make them flash in sequence.

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We will connect each of three LEDs to a GPIO pin (in this case 17, 27, and 22), then to ground through a resistor. We need the resistor because the GPIO is specified to keep the current under 16mA, or you can damage the circuits.

Most of the kits come with several 220 Ohm resistors. By Ohm's law, $I = V / R$, these would cause the current to be $3.3V/220\Omega = 15mA$, so just right. You need to have a resistor in series with the LED since the LED's resistance is quite low (typically around 13 Ohms and variable).

Warning LEDs have a positive and negative side. The positive side needs to connect to the GPIO pin; reversing it could damage the LED.

Figure 8-1 shows how the LEDs and resistors are wired up on a breadboard.

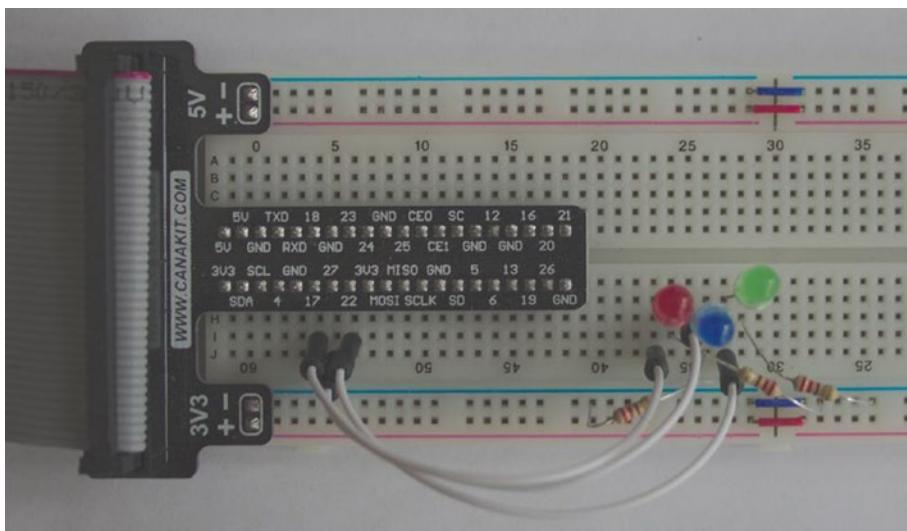


Figure 8-1. Breadboard with LEDs and resistors installed

Initially, we'll define a set of macros in gpiomacros.S. containing Listing 8-1, which uses the macros in fileio.S to perform the various GPIO functions.

Listing 8-1. Macros to control the GPIO pins

```
// Various macros to access the GPIO pins
// on the Raspberry Pi.
//
// X9 - file descriptor.
//

#include "fileio.S"

// Macro nanoSleep to sleep .1 second
// Calls Linux nanosleep entry point.
// Pass a reference to a timespec in both X0 and X1
// First is input time to sleep in seconds and nanoseconds.
// Second is time left to sleep if interrupted (which we ignore)
.macro nanoSleep
    ldr      X0, =timespecsec
    ldr      X1, =timespecsec
    mov      x8, #__NR_nanosleep
    svc
.endm

.macro GPIOExport pin
    openFile  gpioexp, O_WRONLY
    mov      X9, X0      // save the file descriptor
    writeFile X9, \pin, #2

    flushClose X9
.endm
```

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```
.macro GPIODirectionOut pin
    // copy pin into filename pattern
    ldr      X1, =\pin
    ldr      X2, =gpiopinfile
    add      X2, X2, #20
    ldrb    W3, [X1], #1 // load pin and post increment
    strb    W3, [X2], #1 // store to filename and post
                        increment
    ldrb    W3, [X1]
    strb    W3, [X2]
    openFile gpiopinfile, O_WRONLY
    mov     X9, X0      // save the file descriptor
    writeFile X9, outstr, #3
    flushClose X9

.endm

.macro GPIOWrite pin, value
    // copy pin into filename pattern
    ldr      X1, =\pin
    ldr      X2, =gpiovaluefile
    add      X2, X2, #20
    ldrb    W3, [X1], #1 // load pin and post incr
    strb    W3, [X2], #1 // store to file and post incr
    ldrb    W3, [X1]
    strb    W3, [X2]
    openFile gpiovaluefile, O_WRONLY
    mov     X9, X0      // save the file descriptor
    writeFile X9, \value, #1
    flushClose X9

.endm

.data
timespecsec: .dword 0
```

```
timespecnano: .dword 100000000
gpioexp: .asciz "/sys/class/gpio/export"
gpiopinfile: .asciz "/sys/class/gpio/gpioxx/direction"
gpiovaluefile: .asciz "/sys/class/gpio/gpioxx/value"
outstr: .asciz "out"
.align 4 // save users having to do this.

.text
```

Now we need a controlling program, main.S containing Listing 8-2, to orchestrate the process.

Listing 8-2. Main program to flash the LEDs

```
//
// Assembler program to flash three LEDs connected to the
// Raspberry Pi GPIO port.
//
// W6 - loop variable to flash lights 10 times
//

#include "gpiomacros.S"

.global _start // Provide program starting address
_start: GPIOExport pin17
        GPIOExport pin27
        GPIOExport pin22
        nanoSleep

        GPIODirectionOut pin17
        GPIODirectionOut pin27
        GPIODirectionOut pin22
        // setup a loop counter for 10 iterations
        mov      W6, #10
```

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```
loop:    GPIOWrite  pin17, high
          nanoSleep
          GPIOWrite  pin17, low
          GPIOWrite  pin27, high
          nanoSleep
          GPIOWrite  pin27, low
          GPIOWrite  pin22, high
          nanoSleep
          GPIOWrite  pin22, low
          // decrement loop counter and see if we loop
          // Subtract 1 from loop register
          // setting status register
          subs    W6, W6, #1
          // If we haven't counted down to 0 then loop
          b.ne    loop

_end:   mov      X0, #0           // Use 0 return code
        mov      X8, #__NR_exit
        svc      0               // Linux command to terminate

pin17:   .asciz  "17"
pin27:   .asciz  "27"
pin22:   .asciz  "22"
low:     .asciz  "0"
high:    .asciz  "1"
```

This program is a straightforward application of the Linux system service calls we learned in Chapter 7, “Linux Operating System Services.”

Note Under Kali Linux, the /sys/class/gpio files have restricted access, so you either need to run your program using sudo.

Moving Closer to the Metal

For Assembly Language programmers, the previous example is not satisfying. When we program in Assembly Language, we are usually directly manipulating devices for performance reasons, or to perform operations that simply can't be done in high-level programming languages. In this section, we will interact with the GPIO controller directly.

Warning Make sure you back up your work before running your program, since you may need to power off and power back on again. The GPIO controller controls 54 pins, the Raspberry Pi only exposes either 26 or 40 of them, depending on the Pi model, and for external use, many of the others are used by the Raspberry Pi for other important tasks. In the previous section, the device driver provided a level of protection, so we couldn't easily do any damage. Now that we are writing directly to the GPIO controller, we have no such protection; if we make a mistake and manipulate the wrong pins, we may interfere with the Raspberry Pi's operation and cause it to crash or lock up.

Virtual Memory

We looked at how to access memory in Chapter 5, “Thanks for the Memories,” and the memory addresses our instructions are stored at in **gdb**. These memory addresses aren't physical memory addresses; rather they're virtual memory addresses. As a Linux process, our program is given a large virtual address space that we can expand well beyond the amount of physical memory. Within this address space, some of it is mapped to physical memory to store our Assembly instructions, our .data sections, and our 8MB stack. Furthermore, Linux may swap some of this memory to

secondary storage like the SD Card as it needs more physical memory for other processes. There is a lot of complexity in the memory management process to allow dozens of processes to run independently of each other, each thinking it has the whole system to itself.

In the next section, we want access to specific physical memory addresses, but when we request that access, Linux returns a virtual memory pointer that is different than the physical address we asked for. This is okay, as behind the scenes the memory management hardware in the Raspberry Pi will be doing the memory translations between virtual and physical memory for us.

In Devices, Everything Is Memory

The GPIO controller has 41 registers; however, we can't read or write these like the ARM CPU's registers. The ARM instruction set doesn't know anything about the GPIO controller and there are no special instructions to support it. The way we access these registers is by reading and writing to specific memory locations. There is circuitry in the Raspberry Pi's system on a chip (SoC) that will see these memory reads and writes and redirect them to the GPIO's registers. This is how most hardware communicates.

The memory address for the GPIO registers under 64-bit Kali Linux is 0xFE200000. This address is configurable by the operating system, so you need to check what it is for what you are doing. The easiest way to confirm the true value is to use the command

```
dmesg
```

In its output you will find something like

```
[ +0.000669] gpiomem-bcm2835 fe200000.gpiomem: Initialised:  
Registers at 0xfe200000
```

Note The output of **dmesg** could be quite long. Use

```
dmesg | grep gpio
```

or something similar to scan for this entry.

This is a kernel message from initializing the Broadcom bcm2835 GPIO controller chip, which gives the useful information of where the registers are.

Sounds easy—we know how to load addresses into registers, then reference the memory stored there. Not so fast, if we tried this, our program would just crash with a memory access error. This is because these memory addresses are outside those assigned to our program, and we are not allowed to use them. Our first job then is to get access.

This leads us back to everything being a file in Linux. There is a file that will give us a pointer, which we can use to access these memory locations, as follows:

1. Open the file /dev/mem.
2. Then we ask /dev/mem to map the registers for GPIO into our memory space. We do this with the Linux mmap service. Mmap takes the following parameters:
 - **X0:** Hint for the virtual address we would like. We don't really care and will use NULL, which gives Linux complete freedom to choose.
 - **X1:** Length of region. Should be a multiple of 4096, the memory page size.
 - **X2:** Memory protection required.
 - **X3:** File descriptor to access /dev/mem.
 - **X4:** Offset into physical memory. In our case 0xFE200000.

This call will return a virtual address in **X0** that maps to the physical address we asked for. This function returns a small negative number if it fails, which we can look up in `errno.h`.

Registers in Bits

We will cover just those registers we need to configure our pins for output, then to set the bits to flash the LEDs. If you are interested in the full functionality, then check the Broadcom data sheet for the GPIO controller.

Although we've mapped these registers to memory locations, they don't always act like memory. Some of the registers are write-only and if we read them, we won't crash, but we'll just read some random bits. Broadcom defines the protocol for interacting with the registers; it's a good idea to follow their documentation exactly. These aren't like CPU registers or real memory. The circuitry is intercepting our memory reads and writes to these locations, but only acting on things that it understands. In the previous sections, the Linux device driver for GPIO hid all these details from us.

The GPIO registers are 32 bits in size. We can only transfer data between these registers and a 32-bit **W** version of a CPU register. For instance, if **X2** contains the address to a GPIO address and we try to read it with

```
LDR X1, [X2]
```

we will get a bus error when we run our program, because the GPIO controller can't provide 64 bits of data. We must use

```
LDR W1, [X2]
```

GPIO Function Select Registers

The first thing we need to do is configure the pins we are using for output. There is a bank of six registers to configure all the GPIO pins for input or output. These GPIO function select registers are named GPSEL0-GPSEL5. Each pin gets 3 bits in one of these registers to configure it. These are read-write registers. Since each register is 32 bits, each one can control ten pins, with 2 bits left unused (GPSEL5 only controls four pins). Table 8-1 shows the details of each select register.

Table 8-1. *GPIO function select registers*

No.	Address	Name	Pins
0	0xFE200000	GPSEL0	0–9
1	0xFE200004	GPSEL1	10–19
2	0xFE200008	GPSEL2	20–29
3	0xFE20000C	GPSEL3	30–39
4	0xFE200010	GPSEL4	40–49
5	0xFE200014	GPSEL5	50–53

To use these registers, the protocol is to

1. Read the register
2. Set the bits for what we want to do
3. Write the value back

Note We must be careful not to affect other bits in the register.

Table 8-2 shows the bits corresponding to each pin in the GPSEL1 register.

Table 8-2. Pin number and corresponding bits for the GPSEL1 register

Pin No.	GPSEL1 Bits
10	0–2
11	3–5
12	6–8
13	9–11
14	12–14
15	15–17
16	18–20
17	21–23
18	24–26
19	27–29

We store 000 in the 3 bits if we want to input from the pin, and we store 001 in the bits if we want to write to the pin.

GPIO Output Set and Clear Registers

There are two registers for setting pins, then two registers to clear them. The first register controls the first 32 pins; then the second controls the remaining 22 pins. Table 8-3 shows the details of these registers.

Table 8-3. The GP set and clear pin registers

No.	Address	Name	Pins
0	0xFE20001C	GPSET0	0–31
1	0xFE200020	GPSET1	32–53
2	0xFE200028	GPCLR0	0–31
3	0xFE20002C	GPCLR1	32–53

These registers are write-only. You should set the bit for the register you want (with all the other bits 0) and write that bit. Reading these registers is meaningless.

The Broadcom datasheet states this as a feature, in that they save you reading the register first, then it's easier to just set a single bit, than edit a bit in a sequence of bits. However, it could also be that this saved them some circuitry and reduced the cost of the controller chip.

More Flashing LEDs

We'll now repeat our flashing LEDs program, but this time we'll use mapped memory and access the GPIO's registers directly. First of all, the macros that do the nitty-gritty work from Listing 8-3 go in gpiomem.S.

Listing 8-3. GPIO support macros using mapped memory

```
// Various macros to access the GPIO pins
// on the Raspberry Pi.
//
// X9 - memory map address.
//
#include "fileio.S"
```

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```
.equ    pagelen, 4096
.equ    setregoffset, 28
.equ    clrregoffset, 40
.equ    PROT_READ, 1
.equ    PROT_WRITE, 2
.equ    MAP_SHARED, 1

// Macro to map memory for GPIO Registers
.macro mapMem
    openFile    devmem, 0_0_RDWR+0_EXCL // open /dev/mem
    ADDS        X4, XZR, X0 // fd for memmap
    // check for error and print error msg if necessary
    B.PL        1f // pos number file opened ok
    MOV         X1, #1 // stdout
    LDR         X2, =memOpnsz // Error msg
    LDR         W2, [X2]
    writeFile   X1, memOpnErr, X2 // print the error
    B          _end

// Setup can call the mmap2 Linux service
1:   ldr        X5, =gpioaddr // address we want / 4096
      ldr        X5, [X5]     // load the address
      mov        X1, #pagelen // size of mem we want
      // mem protection options
      mov        X2, #(PROT_READ + PROT_WRITE)
      mov        X3, #MAP_SHARED // mem share options
      // let linux choose a virtual address
      mov        X0, #0
      mov        X8, #__NR_mmap // mmap service num
      svc        0             // call service
      // keep the returned virtual address
      ADDS      X9, XZR, X0
```

```

// check for error and print error msg if necessary
B.PL      2f // pos number file opened ok
MOV      X1, #1 // stdout
LDR      X2, =memMapsz // Error msg
LDR      W2, [X2]
writeFile X1, memMapErr, X2 // print the error
B      _end

2:
.endm

// Macro nanoSleep to sleep .1 second
// Calls Linux nanosleep entry point which is function 162.
// Pass a reference to a timespec in both X0 and X1
// First is input time to sleep in seconds and nanoseconds.
// Second is time left to sleep if interrupted (which we ignore)
.macro nanoSleep
    ldr      X0, =timespecsec
    ldr      X1, =timespecsec
    mov      X8, #__NR_nanosleep
    svc      0
.endm

.macro GPIODirectionOut pin
    ldr      X2, =\pin // offset of select register
    ldr      W2, [X2] // load the value
    ldr      W1, [X9, X2] // address of register
    ldr      X3, =\pin // address of pin table
    add      X3, X3, #4 // load amount to shift from table
    ldr      W3, [X3] // load value of shift amt
    mov      X0, #0b111 // mask to clear 3 bits
    lsl      X0, X0, X3 // shift into position
    bic      X1, X1, X0 // clear the three bits

```

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```
    mov    X0, #1           // 1 bit to shift into pos
    lsl    X0, X0, X3       // shift by amount from table
    orr    X1, X1, X0       // set the bit
    str    W1, [X9, X2]     // save it to register to do work
.endm

.macro GPIOTurnOn  pin, value
    mov    X2, X9           // address of gpio regs
    add    X2, X2, #setregoffset // off to set reg
    mov    X0, #1           // 1 bit to shift into pos
    ldr    X3, =\pin         // base of pin info table
    add    X3, X3, #8        // add offset for shift amt
    ldr    W3, [X3]          // load shift from table
    lsl    X0, X0, X3       // do the shift
    str    W0, [X2]          // write to the register
.endm

.macro GPIOTurnOff pin, value
    mov    X2, X9           // address of gpio regs
    add    X2, X2, #clrregoffset // off set of clr reg
    mov    X0, #1           // 1 bit to shift into pos
    ldr    X3, =\pin         // base of pin info table
    add    X3, X3, #8        // add offset for shift amt
    ldr    W3, [X3]          // load shift from table
    lsl    X0, X0, X3       // do the shift
    str    W0, [X2]          // write to the register
.endm

.data
timespecsec: .dword 0
timespecnano: .dword 100000000
//devmem:      .asciz "/dev/gpiomem"
devmem:       .asciz "/dev/mem"
memOpenErr:   .asciz "Failed to open /dev/mem\n"
```

```

memOpsz:      .word  .-memOpenErr
memMapErr:    .asciz  "Failed to map memory\n"
memMapsz:    .word  .-memMapErr
              .align 4 // reign after strings
//gpioaddr:   .dword  0x0          // mem address for gpiomem
gpioaddr:    .dword  0xFE200000      // mem address of
              gpio registers
pin17:        .word  4    // offset to select register
              .word  21   // bit offset in select register
              .word  17   // bit offset in set & clr register
pin22:        .word  8    // offset to select register
              .word  6    // bit offset in select register
              .word  22   // bit offset in set & clr register
pin27:        .word  8    // offset to select register
              .word  21   // bit offset in select register
              .word  27   // bit offset in set & clr register

.text

```

Now the driving program mainmem.S containing Listing 8-4, which is quite similar to the last one. The main differences are in the macros.

Listing 8-4. Main program for the memory mapped flashing lights

```

//
// Assembler program to flash three LEDs connected to the
// Raspberry Pi GPIO port using direct memory access.
//
// W6 - loop variable to flash lights 10 times
//
#include "gpiomem.S"

```

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```
.global _start      // Provide program starting address
_start: mapMem
    nanoSleep

    GPIODirectionOut pin17
    GPIODirectionOut pin27
    GPIODirectionOut pin22
    // setup a loop counter for 10 iterations
    mov      W6, #10

loop:  GPIOTurnOn   pin17
    nanoSleep
    GPIOTurnOff   pin17
    GPIOTurnOn   pin27
    nanoSleep
    GPIOTurnOff   pin27
    GPIOTurnOn   pin22
    nanoSleep

brk1:
    GPIOTurnOff   pin22
    //decrement loop counter and see if we loop
    // Subtract 1 from loop register setting status register
    subs     W6, W6, #1
    // If we haven't counted down to 0 then loop
    b.ne    loop

_end:  mov      X0, #0      // Use 0 return code
        mov      X8, #__NR_exit
        svc      0          // Linus command to terminate
```

The main program is the same as the first example, except that it includes a different set of macros.

The first thing we need to do is call the mapMem macro. This opens /dev/mem and sets up and calls the mmap service as we described in the section “In Devices, Everything Is Memory.” We store the returned address into **X9**, so that it is easily accessible from the rest of the macros. There is error checking on the file open and mmap calls since these can fail.

Root Access

To access /dev/mem, you need root access, so run this program with root access via

```
sudo ./flashmem
```

If you don’t, then the file open will fail. Accessing /dev/mem is very powerful and gives you access to all memory and all hardware devices.

This is a restricted operation, so we need to be root. Programs that directly access memory are usually implemented as Linux device drivers or kernel loadable modules, but then installing these also requires root access. A virus or other malware would love to have access to all physical memory.

There is a more restricted version, /dev/gpiomem. This is a safer file to use, since it will only return the mapping for the GPIO addresses. It has the additional benefit that you don’t need to know the physical address of the GPIO registers. If you use this file instead of /dev/mem, then the only other change you need to make is to set gpiobase to 0, since this file knows the address. Kali Linux still requires root access for this file, but some other Linux distributions allow user programs to access it. The code for this is provided in the listing but commented out.

Table Driven

We won’t cover multiplication or division until Chapter 11, “Multiply, Divide, and Accumulate”; without these, it’s hard to compute the pin offsets inside these registers. Division is a slow operation and Assembly

Language programmers tend to avoid it. The common workaround is to use a table of precomputed values, rather than calculating the values as we need them. A table lookup is very fast, and we examined all the features in the ARM instruction set to help us do this in Chapter 5, “Thanks for the Memories.”

For each pin, we provide three values in the **.data** section:

1. The offset to the select register (from the base memory address)
2. The bit offset in select register for this pin
3. The bit offset in set & clr register

With these in hand, accessing and manipulating the GPIO control registers is a snap.

Note We only populate these tables for the three pins we use.

Setting Pin Direction

Start with loading the offset of the selection register for our pin—for pin17, this is 4:

```
ldr X2, =\pin    // offset of select register
ldr W2, [X2]     // load the value
```

Our table consists of 32-bit words, so we load it into the lower 32 bits of register 2, namely, **W2**. Now use pre-index addressing to load the current contents of the selection register. **X9** is the address, plus the offset we just loaded into **W2/X2**.

```
ldr W1, [X9, X2]    // address of register
```

Remember we must access the GPIO registers as 32 bits, so we must load them into a **W** register. We now load the second item in the table, the shift into the control register for our 3 bits.

```
ldr X3, =\pin      // address of pin table
add X3, X3, #4    // load amount to shift from table
ldr W3, [X3]       // load value of shift amt
```

Clear the 3 bits with a mask of binary 111 that we shift into position, then call bit clear (**bic**) to clear:

```
mov X0, #0b111    // mask to clear 3 bits
lsl X0, X0, X3    // shift into position
bic X1, X1, X0    // clear the three bits
```

We move one into position, so we can set the lower of the 3 bits to 1 using a logical or instruction (**orr**):

```
mov X0, #1         // 1 bit to shift into pos
lsl X0, X0, X3    // shift by amount from table
orr X1, X1, X0    // set the bit
```

Finally, now that we've set our 3 bits, we write the value back to the GPIO control register to execute our command:

```
str W1, [X9, X2]  // save it to register to do work
```

Setting and Clearing Pins

Setting and clearing pins is easier, since we don't need to read the register first. We just need to construct the value to write and execute it.

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Since all our pins are controlled by one register, we just have its offset defined in a **.EQU** directive. We take the base virtual address and add that offset.

```
mov X2, X9          // address of gpio regs  
add X2, X2, #setregoffset // off to set reg
```

Next, we want to have a register with just a 1 in the correct position. We start with 1 and shift it into position. We look up that shift value as the third item in our pin lookup table.

```
mov X0, #1      // 1 bit to shift into pos  
ldr X3, =\pin    // base of pin info table  
add X3, X3, #8  // add offset for shift amt  
ldr W3, [X3]    // load shift from table  
lsl X0, X0, X3 // do the shift
```

Now we have **X0** containing a 1 in the correct bit; we write it back to the GPIO set register to turn on the LED, again writing it using the 32-bit version of register 0:

```
str W0, [X2]    // write to the register
```

Clearing the pin is the same, except that we use the clear register rather than the set register.

Summary

In this chapter, we built on everything we've learned so far, to write a program to flash a series of LEDs attached to the GPIO ports on our Raspberry Pi. We did this in two ways:

1. Using the GPIO device driver by accessing the files under /sys/class/gpio

2. Using direct memory access by asking the device driver for /dev/mem to give us a virtual block of memory corresponding to the GPIO's control registers

Controlling devices are a key use case for Assembly Language programming. Hopefully, this chapter gave you a flavor for what is involved.

In Chapter 9, “Interacting with C and Python,” we will learn how to interact with high-level programming languages like C and Python.

Exercises

1. Not all device interactions can be abstracted by reading or writing files. Linux allows a general function, ioctl, to define special operations. Consider a network interface; what are some functions you would need to control with ioctl?
2. Why does the GPIO controller pack so much functionality into each register? Why not have a separate register for each pin? What are the pros and cons of each approach?
3. Why does Kali Linux consider access to the GPIO controller dangerous and restrict usage to root?

CHAPTER 9

Interacting with C and Python

In the early days of microcomputers, like the Apple II, people wrote complete applications in Assembly Language, such as the first spreadsheet program VisiCalc. Many video games were also written in Assembly to squeeze every bit of performance they could out of the hardware. These days, modern compilers like the GNU C compiler generate good code and microprocessors are much faster; as a result most applications are written in a collection of programming languages, where each excels at a specific function. If you are writing a video game today, chances are you would write most in C, C++, or even C# and then use Assembly for performance, or to access parts of the video hardware not exposed through the graphics library you are using.

In this chapter, we will look at using components written in other languages from our Assembly Language code and look at how other computer languages can make use of the fast-efficient code we are writing in Assembly.

Calling C Routines

If we want to call C functions, we must restructure our program. The C runtime has a `_start` label; it expects to be called first and to initialize itself

before calling our program, which it does by calling a main function. If we leave our _start label in, we will get an error that _start is defined more than once. Similarly, we won't call the Linux terminate program service anymore; instead we'll return from main and let the C runtime do that along with any other cleanup it performs.

To include the C runtime, we could add it to the command line arguments in the **ld** command in our makefile. However, it's easier to compile our program with the GNU C compiler (which includes the GNU Assembler); then it will link in the C runtime automatically. To compile our program, we will use

```
gcc -o myprogram myprogram.s
```

That will call **as** on myprogram.s and then do the **ld** command including the C runtime.

The C runtime gives us a lot of capabilities including wrappers for most of the Linux system services. There is an extensive library for manipulating NULL-terminated strings, routines for memory management, and routines to convert between all the data types.

Printing Debug Information

One handy use of the C runtime is to print out data to trace what our program is doing. We wrote a routine to output the contents of a register in hexadecimal, and we could write more Assembly code to extend this, or we could just get the C runtime to do it. After all, if we are printing out trace or debugging information, it doesn't need to be performant, rather easy to add to our code.

For this example, we'll use the C runtime's `printf` function to print out the contents of a register in both decimal and hexadecimal format. We'll package this routine as a macro, and we'll preserve all the registers that might be corrupted. This way we can call the macro without worrying about register conflicts. The exception is the condition flags which it can't

preserve, so don't put these macros between instructions that set the flags and then test the flags. We also provide a macro to print a string for either logging or formatting purposes.

The C printf function is mighty, as it takes a variable number of arguments depending on the contents of a format string. There is extensive online documentation on printf, so for a fuller understanding, please have a look. We will call our collection of macros debug.s., and it contains the code from Listing 9-1.

Listing 9-1. Debug macros that use the C runtime's printf function

```
// Various macros to help with debugging

// These macros preserve all registers.
// Beware they will change the condition flags.

.macro printReg    reg
    stp      X0, X1, [SP, #-16]!
    stp      X2, X3, [SP, #-16]!
    stp      X4, X5, [SP, #-16]!
    stp      X6, X7, [SP, #-16]!
    stp      X8, X9, [SP, #-16]!
    stp      X10, X11, [SP, #-16]!
    stp      X12, X13, [SP, #-16]!
    stp      X14, X15, [SP, #-16]!
    stp      X16, X17, [SP, #-16]!
    stp      X18, LR, [SP, #-16]!
    mov      X2, X\reg    // for the %d
    mov      X3, X\reg    // for the %x
    mov      X1, #\reg
    add      X1, X1, #'0' // for %c
    ldr      X0, =ptfStr // printf format str
    bl       printf // call printf
```

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```
ldp      X18, LR, [SP], #16
ldp      X16, X17, [SP], #16
ldp      X14, X15, [SP], #16
ldp      X12, X13, [SP], #16
ldp      X10, X11, [SP], #16
ldp      X8, X9, [SP], #16
ldp      X6, X7, [SP], #16
ldp      X4, X5, [SP], #16
ldp      X2, X3, [SP], #16
ldp      X0, X1, [SP], #16
.endm

.macro printStr str
    stp      X0, X1, [SP, #-16]!
    stp      X2, X3, [SP, #-16]!
    stp      X4, X5, [SP, #-16]!
    stp      X6, X7, [SP, #-16]!
    stp      X8, X9, [SP, #-16]!
    stp      X10, X11, [SP, #-16]!
    stp      X12, X13, [SP, #-16]!
    stp      X14, X15, [SP, #-16]!
    stp      X16, X17, [SP, #-16]!
    stp      X18, LR, [SP, #-16]!
    ldr      X0, =1f      // load print str
    bl       printf // call printf
    ldp      X18, LR, [SP], #16
    ldp      X16, X17, [SP], #16
    ldp      X14, X15, [SP], #16
    ldp      X12, X13, [SP], #16
    ldp      X10, X11, [SP], #16
    ldp      X8, X9, [SP], #16
    ldp      X6, X7, [SP], #16
```

```

ldp    X4, X5, [SP], #16
ldp    X2, X3, [SP], #16
ldp    X0, X1, [SP], #16
b     2f          // branch around str
1:   .asciz      "\str\n"
   .align      4
2:
.endm

.data
ptfStr: .asciz "X%c = %32ld, 0x%016lx\n"
.align 4
.text

```

Preserving State

First, we push registers **X0–X18** and **LR**; we either use these registers or `printf` might change them. They aren't saved as part of the function calling protocol. At the end, we restore these. This makes calling our macros as minimally disruptive to the calling code as possible.

It is unfortunate that each instruction can only save or restore two registers at a time, and since there are 19 corruptible registers along with **LR**, this means ten instructions to push all these registers and another ten to pop them all off of the stack.

Calling `Printf`

We call the C function with these arguments:

```
printf("R%c = %32ld, 0x%016lx\n", reg, Rreg, Rreg);
```

Since there are four parameters, we set them into **X0–X3**. In printf, each string that starts with a percentage sign (“%”) takes the next parameter and formats it according to the next letter:

- **c** for character
 - **d** for decimal
 - **x** for hex
 - **0** means 0 pad
 - **l** for long meaning 64 bits
 - A number specifying the length of the field to print
-

Note It is important to move the value of the register to **X2** and **X3** first since populating the other registers might wipe out the passed in value if we are printing **X0** or **X1**. If our register is **X2** or **X3**, one of the **MOV** instructions does nothing. Luckily, we don’t get an error or warning, so we don’t need a special case.

Now we look at the details of how we pass this format string to printf.

Passing a String

In the printStr macro, we pass in a string to print. Assembly doesn’t handle strings, so we embed the string in the code with an **.asciz** directive, then branch around it.

There is an **.align** directive right after the string, since Assembly instructions must be word aligned. It is good practice to add an **.align** directive after strings, since other data types will load faster if they are word aligned.

Generally, I don’t like adding data to the code section, but for our macro, this is the easiest way. The assumption is that the debug calls will

be removed from the final code. If we add too many strings, we could make **PC** relative offsets too large to be resolved. If this happens, we may need to shorten the strings, or remove some.

Next, we need a program that needs to print something.

Adding with Carry Revisited

In Chapter 2, “Loading and Adding,” we gave sample code to add two 128-bit numbers using **ADDS** and **ADC** instructions. What was lacking from this example was some way to see the output. Now we’ll take `addexam2.s` and add some calls to our debug macros, in Listing 9-2, to show it in action.

Listing 9-2. Updated `addexam2.s` to print out the inputs and outputs

```
//  
// Example of 128-Bit addition with the ADD/ADC instructions.  
  
.include "debug.s"  
  
.global main           // Provide program starting address  
  
// Load the registers with some data  
// First 64-bit number is 0x0000000000000003FFFFFFFFFFFFFF  
main:  
    STR    LR, [SP, #-16]!  
    MOV    X2, #0x0000000000000003  
    MOV    X3, #0xFFFFFFFFFFFFFF // will change to MOVN  
// Second 64-bit number is 0x00000000000000050000000000000001  
    MOV    X4, #0x0000000000000005  
    MOV    X5, #0x0000000000000001
```

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```
printStr "Inputs:"  
printReg 2  
printReg 3  
printReg 4  
printReg 5  
ADDS X1, X3, X5 // Lower order word  
ADC X0, X2, X4 // Higher order word  
  
printStr "Outputs:"  
printReg 1  
printReg 0  
MOV X0, #0 // return code  
LDR LR, [SP], #16  
RET
```

The makefile, in Listing 9-3, for this is quite simple.

Listing 9-3. Makefile for updated addexamp2.s

```
addexamp2: addexamp2.s debug.s  
        gcc -o addexamp2 addexamp2.s
```

If we compile and run the program, we will see

```
smist08@kali:~/asm64/Chapter 9$ make  
gcc -o addexamp2 addexamp2.s  
smist08@kali:~/asm64/Chapter 9$ ./addexamp2  
Inputs:  
X2 = 3, 0x0000000000000003  
X3 = -1, 0xfffffffffffffff  
X4 = 5, 0x0000000000000005  
X5 = 1, 0x0000000000000001
```

Outputs:

```
X1 = 0, 0x0000000000000000
X0 = 9, 0x0000000000000009
smist08@kali:~/asm64/Chapter 9$
```

Besides adding the debug statements, notice how the program is restructured as a function. The entry point is main, and it follows the function protocol of saving **LR**.

By just adding the C runtime, we bring a powerful tool-chest to save us time as we develop our full Assembly application. On the downside, notice our executable has grown to over 9KB.

Now we know how to call C routines from our Assembly Language code, next let's do the reverse and call Assembly Language from C.

Calling Assembly Routines from C

A typical scenario is to write most of our application in C, then call Assembly Language routines in specific use cases. If we follow the function calling protocol from Chapter 6, “Functions and the Stack,” C won’t be able to tell the difference between our functions and any functions written in C.

As an example, let’s call the toupper function in Listing 9-4 from C. Listing 9-4 contains the C code for uppertst.c to call our Assembly function.

Listing 9-4. Main program to show calling our toupper function from C

```
// 
// C program to call our Assembly
// toupper routine.
//
```

```
#include <stdio.h>

extern int mytoupper( char *, char * );

#define MAX_BUFFSIZE 255
int main()
{
    char *str = "This is a test.";
    char outBuf[MAX_BUFFSIZE];
    int len;

    len = mytoupper( str, outBuf );
    printf("Before str: %s\n", str);
    printf("After str: %s\n", outBuf);
    printf("Str len = %d\n", len);
    return(0);
}
```

The makefile is in Listing 9-5.

Listing 9-5. Makefile for C and our toupper function

```
uppertst: uppertst.c upper.s
    gcc -o uppertst uppertst.c upper.s
```

We had to change the name of our toupper function to mytoupper, since there is already a toupper function in the C runtime, and this led to a multiple definition error. This had to be done in both the C and the Assembly code. Otherwise, the function is the same as in *Chapter 6, “Functions and the Stack.”*

We must define the parameters and return code for our function to the C compiler. We do this with

```
extern int mytoupper( char *, char * );
```

This should be familiar to all C programmers, as you must do this for C functions as well. Usually, you would gather up all these definitions and put them in a header (.h) file.

As far as the C code is concerned, there is no difference in using this Assembly function than if we wrote it in C. When we compile and run the program, we get

```
smist08@kali:~/asm64/Chapter 9$ make
gcc -o uppertst uppertst.c upper.s
smist08@kali:~/asm64/Chapter 9$ ./uppertst
Before str: This is a test.
After str: THIS IS A TEST.
Str len = 16
smist08@kali:~/asm64/Chapter 9$
```

The string is in upper-case as we would expect, but the string length appears one greater than we might expect. That is because the length includes the NULL character, which isn't the C standard. If we really wanted to use this a lot with C, we should subtract 1, so that our length is consistent with other C runtime routines.

Packaging Our Code

We could leave our Assembly code in individual object (.o) files, but it's more convenient for programmers using our library to package them together in a library. This way the user of our Assembly routines just needs to add one library to get all of our code, rather than possibly dozens of .o files. In Linux there are two ways to do this. The first way is to package our code together into a static library that is linked into the program. The second method is to package our code as a shared library that lives outside the calling program and can be shared by several applications.

Static Library

To package our code as a static library, we use the Linux **ar** command. This command will take a number of **.o** files and combine them into a single file, by convention **lib<ourname>.a**, that can then be included into a **gcc** or **ld** command. To do this, we modify our makefile to build this way as demonstrated in Listing 9-6.

Listing 9-6. Makefile to build upper.s into a statically linked library

```
LIBOBJS = upper.o

all: uppertst2

%.o : %.s
    as $(DEBUGFLGS) $< -o $@

libupper.a: $(LIBOBJS)
    ar -cvq libupper.a upper.o

uppertst2: uppertst.c libupper.a
    gcc -o uppertst2 uppertst.c libupper.a
```

If we build and run this program, we get:

```
smist08@kali:~/asm64/Chapter 9$ make
as    upper.s -o upper.o
ar -cvq libupper.a upper.o
a - upper.o
gcc -o uppertst2 uppertst.c libupper.a
smist08@kali:~/asm64/Chapter 9$ ./uppertst2
Before str: This is a test.
After str: THIS IS A TEST.
Str len = 16
smist08@kali:~/asm64/Chapter 9$
```

The only difference compared to the last example is that we first use **as** to compile `upper.s` into `upper.o` and then use **ar** to build a library containing our routine. If we want to distribute our library, we include `libupper.a`, a header file with the C function definitions and some documentation. Even if you aren't selling, or otherwise distributing your code, building libraries internally can help organizationally to share code among programmers and reduce duplicated work. In the next section, we explore shared libraries, another Linux facility for sharing code.

Shared Library

Shared libraries are much more technical than statically linked libraries. They place the code in a separate file from the executable and are dynamically loaded by the system as needed. There are several issues, but we are only going to touch on them, such as versioning and library placement in the file system. If you decide to package your code as a shared library, this section provides a starting point and demonstrates that it applies to Assembly Language code as much as C code.

The shared library is created with the **gcc** command, giving it the **-shared** command line parameter to indicate we want to create a shared library and then the **-soname** parameter to name it.

To use a shared library, it must be in a specific place in the filesystem. We can add new places, but we're going to use a place created by the C runtime, namely, `/usr/local/lib`. After we build our library, we copy it here and create a couple of links to it. These steps are all required as part of shared library versioning control system.

Then to use our shared library `libup.so.1`, we include `-lup` on the **gcc** command to compile `uppertst3`. The makefile is presented in Listing 9-7.

Listing 9-7. Makefile for building and using a shared library

```
LIBOBJS = upper.o

all: uppertst3

%.o : %.s
    as $(DEBUGFLGS) $< -o $@

libup.so.1.0: $(LIBOBJS)
    gcc -shared -Wl,-soname,libup.so.1 -o libup.so.1.0:
    $(LIBOBJS)
    gcc -shared -Wl,-soname,libup.so.1 -o libup.so.1.0
    $(LIBOBJS)
    mv libup.so.1.0 /usr/local/lib
    ln -sf /usr/local/lib/libup.so.1.0 /usr/local/lib/
    libup.so.1
    ln -sf /usr/local/lib/libup.so.1.0 /usr/local/lib/
    libup.so
    ldconfig

uppertst3: libup.so.1.0
    gcc -o uppertst3 uppertst.c -lup
```

If we run this, several commands will fail. To copy the files to /usr/local/lib, we need root access, so use the sudo command to run make. Notice there is a call to the following command:

ldconfig

after the shared library is put in place. This causes Linux to search all the folders that hold shared libraries and update its master list. We must run this once after we successfully compile our library, or Linux won't know it exists.

Note Placing `-lup` on the end of the command to build `uppertst3`, after the file that uses it, is important, or you will get unresolved externals when you build.

The following is the sequence of commands to build and run the program:

```
smist08@kali:~/asm64/Chapter 9$ sudo make -B
as    upper.s -o upper.o
gcc -shared -Wl,-soname,libup.so.1 -o libup.so.1.0 upper.o
mv libup.so.1.0 /usr/local/lib
ln -sf /usr/local/lib/libup.so.1.0 /usr/local/lib/libup.so.1
ln -sf /usr/local/lib/libup.so.1.0 /usr/local/lib/libup.so
ldconfig
gcc -o uppertst3 uppertst.c -lup
smist08@kali:~/asm64/Chapter 9$ ./uppertst3
Before str: This is a test.
After str: THIS IS A TEST.
Str len = 16
smist08@kali:~/asm64/Chapter 9$
```

If you use `objdump` to look inside `uppertst3`, you won't find the code for the `mytoupper` routine; instead, in our main code, you will find

```
7dc: 97fffffad bl 690 <mytoupper@plt>
```

which calls

```
0000000000000690 <mytoupper@plt>:
690: b0000090 adrp x16, 11000 <__cxa_finalize@GLIBC_2.17>
694: f9401211 ldr x17, [x16, #32]
698: 91008210 add x16, x16, #0x20
69c: d61f0220 br x17
```

Gcc inserted this indirection into our code, so the loader can fix up the address when it dynamically loads the shared library.

As a final technique, we will look at mixing Assembly Language and C code in the same source code file.

Embedding Assembly Code Inside C Code

The GNU C compiler allows Assembly code to be embedded right in the middle of C code. It contains features to interact with C variables and labels and cooperate with the C compiler for register usage.

Listing 9-8 is a simple example, where we embed the core algorithm for the toupper function inside the C main program.

Listing 9-8. Embedding our Assembly routine directly in C code

```
//  
// C program to embed our Assembly  
// toupper routine inline.  
  
#include <stdio.h>  
  
extern int mytoupper( char *, char * );  
  
#define MAX_BUFFSIZE 255  
int main()  
{  
    char *str = "This is a test.";  
    char outBuf[MAX_BUFFSIZE];  
    int len;  
  
    asm  
    (  
        .
```

```

"MOV    X4, %2\n"
"loop: LDRB    W5, [%1], #1\n"
"CMP    W5, #'z'\n"
"BGT    cont\n"
"CMP    W5, #'a'\n"
"BLT    cont\n"
"SUB    W5, W5, #('a'-'A')\n"
"cont: STRB W5, [%2], #1\n"
"CMP    W5, #0\n"
"B.NE   loop\n"
"SUB    %0, %2, X4\n"
: "=r" (len)
: "r" (str), "r" (outBuf)
: "r4", "r5"
);

printf("Before str: %s\n", str);
printf("After str: %s\n", outBuf);
printf("Str len = %d\n", len);
return(0);
}

```

The **asm** statement lets us embed Assembly code directly into our C code. By doing this, we could write an arbitrary mixture of C and Assembly. I stripped out the comments from the Assembly code, so the structure of the C and Assembly is a bit easier to read. The general form of the **asm** statement is

```

asm asm-qualifiers ( AssemblerTemplate
                      : OutputOperands
                      [ : InputOperands]
                      [ : Clobbers ] ]
                      [ : GotoLabels])

```

The parameters are

- AssemblerTemplate: A C string containing the Assembly code. There are macro substitutions that start with % to let the C compiler insert the inputs and outputs.
- OutputOperands: A list of variables or registers returned from the code. This is required, since it's expected that the routine does something. In our case, this is "=r" (len) where the =r means an output register and that we want it to go into the C variable len.
- InputOperands: List of input variables or registers used by our routine. In this case "r" (str), "r" (outBuf) meaning we want two registers, one holding str and one holding outBuf. It is fortunate that C string variables hold the address of the string, which is what we want in the register.
- Clobbers: A list of registers that we use and will be clobbered when our code runs. In this case "**r4**" and "**r5**". This statement is the same for all processors, so it just means registers 4 and 5, which in our case are **X4** and **X5**.
- GotoLabels: A list of C program labels that our code might want to jump to. Usually, this is an error exit. If you do jump to a C label, you must warn the compiler with a goto asm-qualifier.

You can label the input and output operands, we didn't, and that means the compiler will assign them names %0, %1, ... as you can see used in the Assembly code.

Since this is a single C file, it is easy to compile with

```
gcc -o uppertst4 uppertst4.c
```

Running the program produces the same output as the last section.

If you disassemble the program, you will find that the C compiler avoids using registers **X4** and **X5** entirely, leaving them to us. You will see it loads up our input registers from the variables on the stack, before our code executes and then copies our return value from the assigned register to the variable `len` on the stack. It doesn't give the same registers we originally used, but that isn't a problem.

This routine is straightforward and doesn't have any side effects. If your Assembly code is modifying things behind the scenes, you need to add a volatile keyword to the **asm** statement to make the C compile be more conservative on any assumptions it makes about your code.

In the next section, we'll look at calling our Assembly Language code from the popular Python programming language.

Calling Assembly from Python

If we write our functions following the Linux function calling protocol from Chapter 6, “Functions and the Stack,” we can follow the documentation on how to call C functions for any given programming language. Python has a good capability to call C functions in its **ctypes** module. This module requires we package our routines into a shared library.

Since Python is an interpreted language, we can't link static libraries to it, but we can dynamically load and call shared libraries. The techniques we go through here for Python have matching components in many other interpreted languages.

The hard part is already done, we've built the shared library version of our upper-case function; all we must do is call it from Python. Listing 9-9 is the Python code for `uppertst5.py`.

Listing 9-9. Python code to call mytoupper

```
from ctypes import *

libupper = CDLL("libup.so")

libupper.mytoupper.argtypes = [c_char_p, c_char_p]
libupper.mytoupper.restype = c_int

inStr = create_string_buffer(b"This is a test!")
outStr = create_string_buffer(250)

len = libupper.mytoupper(inStr, outStr)

print(inStr.value.decode())
print(outStr.value.decode())
print(len)
```

The code is fairly simple; we first import the `ctypes` module so we can use it. We then load our shared library with the `CDLL` function. This is an unfortunate name since it refers to Windows DLLs, rather than something more operating system neutral. Since we installed our shared library in `/usr/local/lib` and added it to the Linux shared library cache, Python has no trouble finding and loading it.

The next two lines are optional, but good practice. They define the function parameters and return type to Python, so it can do extra error checking.

In Python, strings are immutable, meaning you can't change them, and they are in Unicode, meaning each character takes up more than one byte. We need to provide the strings in regular buffers that we can change, and we need the strings in ASCII rather than Unicode. We can make a string ASCII in Python by putting a "b" in front of the string, which means to make it a byte array using ASCII characters. The `create_string_buffer` function in the `ctypes` module creates a string buffer that is compatible with C (and hence Assembly) for us to use.

We then call our function and print the inputs and outputs; it uses the decode method to convert from ASCII back to Unicode. There are quite a few good Python IDEs for Linux. I used the Thonny Python IDE as shown in Figure 9-1, so we can use that to test the program.

The screenshot shows the Thonny Python IDE interface. The main window title is "Thonny - /home/smist08/asm64/Chapter 9/uppertst5.py @ 14 : 28". The menu bar includes File, Edit, View, Run, Device, Tools, and Help. Below the menu is a toolbar with icons for file operations. The code editor window contains the following Python script:

```

1 from ctypes import *
2
3 libupper = CDLL("libup.so")
4
5 libupper.mytoupper.argtypes = [c_char_p, c_char_p]
6 libupper.mytoupper.restype = c_int
7
8 inStr = create_string_buffer(b"This is a test!")
9 outStr = create_string_buffer(250)
10
11 len = libupper.mytoupper(inStr, outStr)
12
13 print(inStr.value.decode())
14 print(outStr.value.decode())
15 print(len)

```

Below the code editor is a "Shell" window. The shell prompt shows the command "%Run uppertst5.py" followed by the output of the program:

```

>>> %Run uppertst5.py
This is a test!
THIS IS A TEST!
16
>>>

```

Figure 9-1. Our Python program running in the Thonny IDE

Summary

In this chapter, we looked at calling C functions from our Assembly code. We made use of the standard C runtime to develop some debug helper functions to make developing our Assembly code a little easier. We then did the reverse and called our Assembly upper-case function from a C main program.

We learned how to package our code as both static and shared libraries. We discussed how to package our code for consumption. We looked at how to call our upper-case function from Python, which is typical of high-level languages with the ability to call shared libraries.

In the next chapter, Chapter 10, “Interfacing with Kotlin and Swift,” we will see how to incorporate Assembly Language code into Android and iOS apps.

Exercises

1. Add a macro to debug.s to print a string given a register as a parameter that contains a pointer to the string to print.
2. Add a macro to debug.s to print a register, if it contains a single ASCII character.
3. In the printReg macro, set **X0–X18** to known unusual values before the call to printf. Then step through the call to printf to see how many of these registers are clobbered.
4. Create a C program to call the lower-case routine from Chapter 6 (“Functions and the Stack”), Exercise 3, and print out some test cases.
5. Create static and shared library packages for the lower-case routine from Chapter 6, Exercise 3.
6. Take the lower-case routine from Chapter 6, Exercise 3, and embed it in C code using an **asm** statement.
7. Create a Python program to call the shared library from Exercise 5.

CHAPTER 10

Interfacing with Kotlin and Swift

In Chapter 3, “Tooling Up,” we introduced the tools we will need for developing Android and iOS applications (apps). We introduced small projects to get some Assembly Language code running on such devices. In this chapter, we will look at how Assembly Language is more realistically incorporated into a smartphone or tablet app. We will first develop an app in Android, programming in Kotlin to demonstrate incorporating some Assembly Language, and then we will do the same thing using Swift for iOS.

The app will be simple; it will allow you to enter some text and convert that text to upper-case when you tap a button. This demonstrates a complete app where the calculation is performed in Assembly Language. After introducing the programming languages, we’ll use Android Studio to create our first app.

About Kotlin, Swift, and Java

Kotlin, Swift, and Java are advanced object-oriented programming languages that provide a high level of abstraction and expressiveness for programmers to be more productive, especially on large projects.

The downside is that the resulting code may not run as fast as you need. Google and Apple recognize this and provide all the mechanisms to include C and Assembly Language modules in Android or iOS projects.

Creating an Android App

In this section, we let Android Studio do as much of the work as possible. It's a powerful tool, so we'll take advantage of it. In Chapter 3, "Tooling Up," we used the fact that Android is based on Linux, to find the standard GNU tools in the Android SDK and built an Android application exactly like we built any other Linux application. However, Android is designed to run apps, rather than regular Linux programs.

Android apps are Linux programs that use a specific programming framework and set of libraries; Android apps

- All behave in a similar manner
- Are easy to deploy from the Google Play store
- Provide a good user experience

Most Android applications are written in either the Java or Kotlin programming languages. Both languages compile to a machine-independent format that is then run on a virtual machine runtime. This places them somewhere between fully compiled and fully interpreted languages. The benefit is to get some performance gain from being compiled while remaining machine independent, since they can run anywhere that the runtime is ported.

In Chapter 9, "Interacting with C and Python," we learned how to call our Assembly Language routines and how it is simple to do if we follow the ARM function calling conventions. Java and Kotlin take a different approach to interacting with C and Assembly Language code; they want to make the C or Assembly Language code look like Java or Kotlin routines

to the Java or Kotlin programmer. They require that a **wrapper** layer is created to translate between the Java or Kotlin and the C or Assembly Language worlds. In this chapter, we learn how to create such a wrapper for our shared library, so it can be used by Java or Kotlin programs.

Previously, we used the standard make tool to build our programs. Android Studio uses the **Gradle** build system to build the Kotlin and Java components, as well as to package the whole thing into an Android app package. However, **CMake** builds the C and Assembly Language portions of the project. These are both open source build systems, and like **make**, they define rules and dependencies to perform the build. We won't go into the details of these systems, but will point out where we need to add our code, so it will be built correctly.

To demonstrate all of this, we will build a simple Android app where you enter text, and when you tap a button, the text will be displayed in upper-case. The user interface (UI) will be defined in XML and controlled by a Kotlin program, but the work of converting to upper-case will be handled by the trusty routine we developed in Chapter 6, “Functions and the Stack.” So, without further ado, let's power up Android Studio.

Create the Project

To create our app

1. Run Android Studio.
2. From the “New Project” dialog box, choose the project type as “Native C++” as shown in Figure 10-1.

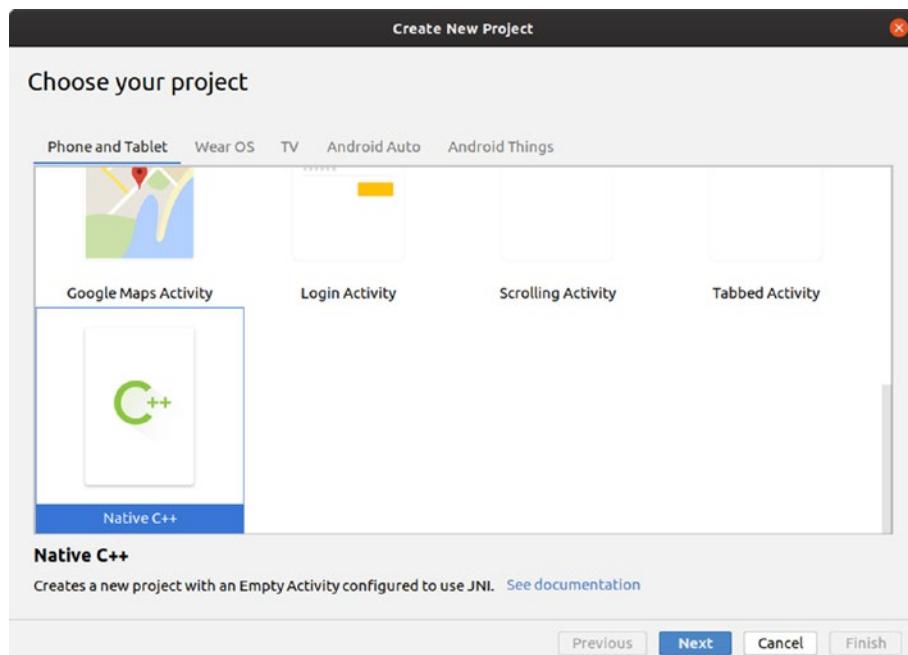


Figure 10-1. Select a “Native C++” project type

3. On the next dialog box, choose our project name, in our case “ToUpper”; keep the language as Kotlin and select “API21: Android 5.0 (Lollipop)” as the minimum API level. I chose this API level since it is the first one with 64-bit support. You may need to choose a different version depending on your requirements, as shown in Figure 10-2.

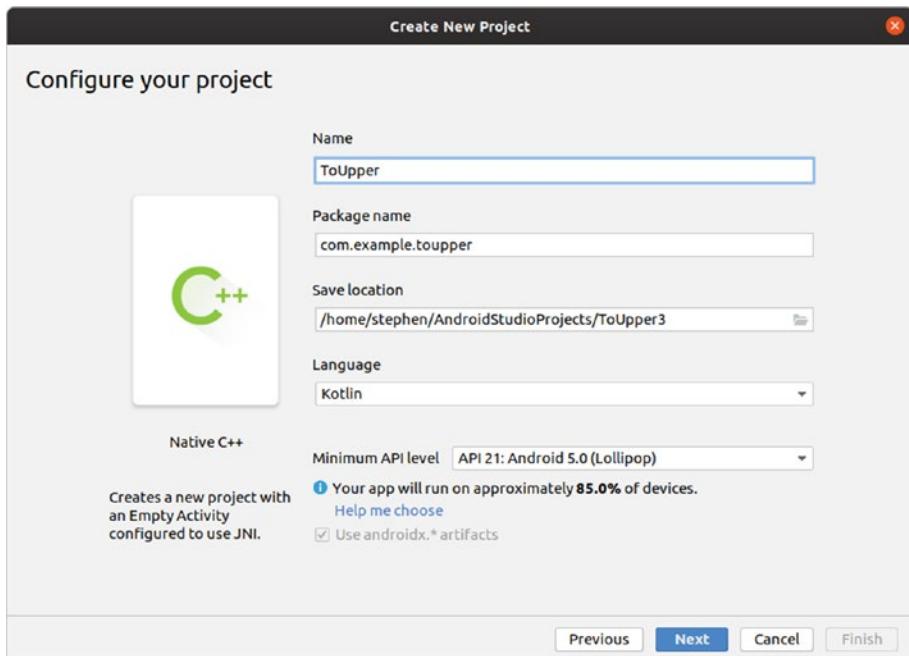


Figure 10-2. Second screen in the new project wizard

4. Click the “Next” button and accept the defaults on the third screen by clicking “Finish.” This creates an Android application with the main code generated in Kotlin and a single view as the UI. The project contains a C++ file which returns a hard-coded string to display in the UI. We can now build and run our app to ensure everything is installed and working correctly. Figure 10-3 shows the important files that were created.

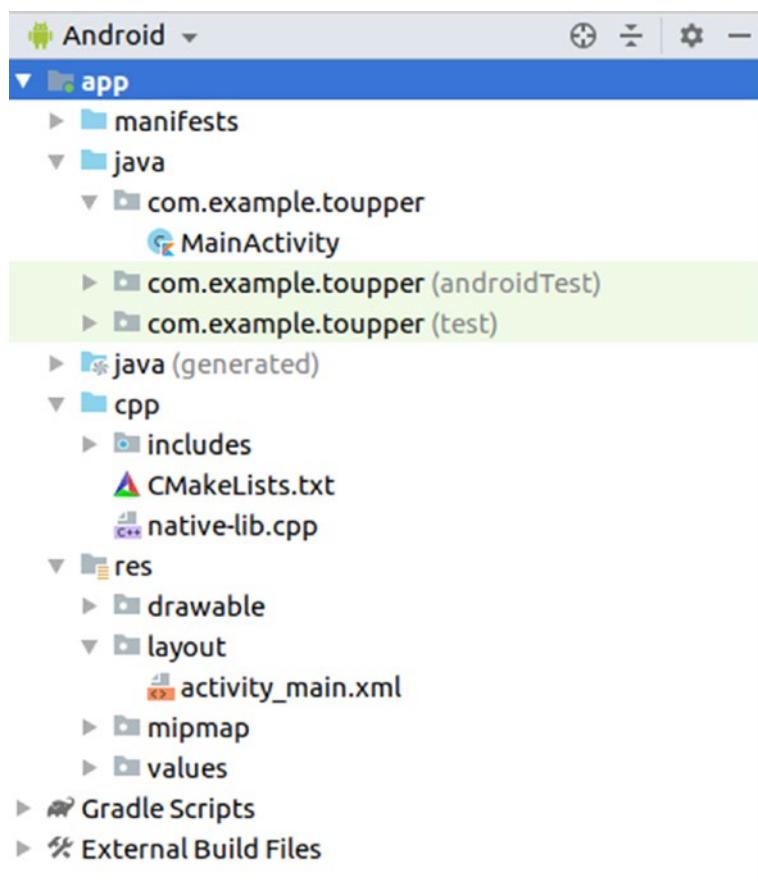


Figure 10-3. Some of the files created by the wizard

Now we can start our app by creating our UI either by writing XML or using the Android Studio screen design tool.

XML Screen Definition

The XML code is included here, but you typically create this in the design tool as shown in Figure 10-4.

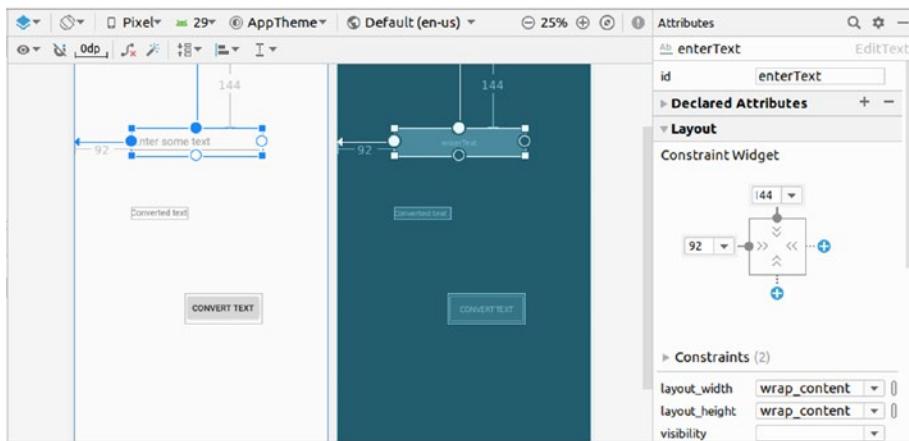


Figure 10-4. The UI in the screen design tool

The XML version of the screen, `activity_main.xml`, is shown in Listing 10-1. Most of this XML was generated by the create project wizard; then the controls we need were added in the screen design tool.

Listing 10-1. The XML screen definition `activity_main.xml` for our app

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <EditText
        android:id="@+id/enterText"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:hint="enter some text"/>
        <!-- This is the converted text -->
        <!-- This is the original text -->
    </EditText>
    <Button
        android:id="@+id/convertText"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="CONVERT TEXT"/>
        <!-- This is the converted text -->
        <!-- This is the original text -->
    </Button>

```

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```
    android:layout_marginStart="92dp"
    android:layout_marginTop="144dp"
    android:ems="10"
    android:hint="Enter some text"
    android:inputType="textPersonName"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<TextView
    android:id="@+id/convertedText"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="92dp"
    android:layout_marginTop="272dp"
    android:text="Converted text"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<Button
    android:id="@+id/convert"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="180dp"
    android:layout_marginTop="412dp"
    android:onClick="convertMessage"
    android:text="Convert Text"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

The important parts of this are that we added

- An **EditText** control with id enterText, where you type the text to be converted to upper-case
- A **ViewText** control with id convertedText to display the converted string
- A **Button** with id convert and onClick convertMessage to trigger the conversion

Next, we look at the Kotlin part of the app.

Kotlin Main Program

The Kotlin file is shown in Listing 10-2. Most of this code was created by the create project wizard.

Listing 10-2. Kotlin main program MainActivity.kt of our app

```
package com.example.toupper

import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.view.View
import android.widget.EditText
import android.widget.TextView
import kotlinx.android.synthetic.main.activity_main.*

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
```

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```
// Example of a call to a native method
//sample_text.text = stringFromJNI()
}

/** Called when the user taps the Send button */
fun convertMessage(view: View) {
    // Do something in response to button
    val editText = findViewById<EditText>(R.id.enterText)
    val message = toupperJNI(editText.text.toString())
    val textView = findViewById<TextView>(R.id.
        convertedText).apply {
        text = message
    }
}

/**
 * A native method that is implemented by the 'native-lib'
 * native library,
 * which is packaged with this application.
 */
external fun toupperJNI(input: String): String

companion object {

    // Used to load the 'native-lib' library on application
    // startup.
    init {
        System.loadLibrary("native-lib")
    }
}
```

The new project wizard created a simple C++ shared object called native-lib and included the System.loadLibrary code to load it for us. We will add our Assembly Language code to this native-lib.

In the activity_main.xml file, we set the onClick event for the button to convertMessage. This connects the button to the convertMessage function in our main Kotlin file. This convertMessage function gets the text from the EditText control with id enterText, calls toupperJNI which is the wrapper function for our Assembly Language upper-case routine, and then places the result in the TextView with id convertedText.

Next, we'll look at the C++ wrapper code.

The C++ Wrapper

To call C, C++, or Assembly Language code from Kotlin or Java, we use the Java Native Interface (**JNI**). When Java or Kotlin call native code, it uses a specific interface and uses specialized data types. We need to write a layer of code to translate from the interface JNI uses to that of our routine. Another approach would be to rewrite our Assembly Language upper-case routine to take this as its native API, but then it becomes specialized to only being called by JNI. What we are showing here is the way native code is usually connected to Java or Kotlin. Listing 10-3 shows the C++ wrapper code.

Listing 10-3. C++ wrapper code in native-lib.cpp

```
#include <jni.h>
#include <string>

extern "C" int mytoupper( const char * input, char * output);

extern "C" JNICALL Java_com_example_toupper_MainActivity_toupperJNI(
    JNIEnv* env,
    jobject /* this */,
```

```
jstring input) {  
    char upperStr[255];  
  
    mytoupper(env->GetStringUTFChars(input, NULL), upperStr);  
    return env->NewStringUTF(upperStr);  
}
```

Whenever JNI calls a native routine, the first two arguments are standard and give us access to C++ objects where we can call other functions or get relevant data. The third argument is our string we want converted. This is passed to us as a Java/Kotlin Unicode string. We use the `GetStringUTFChars` member of the `env` variable to convert it to a standard C ASCII string. Then we use `NewStringUTF` to convert our result to a Java/Kotlin string to return. The call to `mytoupper` should be familiar from Chapter 9, “Interacting with C and Python.” The “C” after the `extern` is important as it tells the compiler this is a straight C function with no C++ namespace decoration added. If you leave the “C” out, you will get a *Function not found* error from the linker.

That’s all the code we need, although we still need to add our code from Chapter 6, “Functions and the Stack,” to the project and make some changes to complete the build.

Building the Project

If we build the project now, we will get an error that `mytoupper` is undefined. To fix this, we do the following:

1. Right-click the `cpp` folder and choose New File.
2. We enter the name as `upper.s` to create a new empty file.
3. Cut and paste our code from the `upper.s` file in Chapter 9, “Interacting with C and Python,” into this file and save it.

Now if we build, we will get a different set of error messages. To fix these, we need to make some changes to the **CMake** file.

By default, Assembly Language code isn't allowed, so we must change a configuration setting to allow Assembly Language code. Android supports other processors than 64-bit ARM, so we need to tell the system that we want to build for this. By default, it builds for 32-bit ARM and this produces a lot of errors from the Assembler.

In the CMakeLists.txt file, we need to add

```
set(can_use_assembler TRUE)
enable_language(ASM)
```

near the top after the cmake_minimum_required line. This allows the use of Assembly Language in the project.

Now we need to add upper.s to the source files that make up the native-lib shared library. Add upper.s to the add_library definition for native-lib after native-lib.cpp.

```
add_library( # Sets the name of the library.
             native-lib

             # Sets the library as a shared library.
             SHARED

             # Provides a relative path to your source file(s).
             native-lib.cpp upper.s )
```

Next, specify our CPU target. Android Studio can build C, C++, and Assembly code for the ARM processor, either 32 or 64 bits, as well as for Intel CPUs. Since we have added an Assembly Language file that will only compile for 64-bit ARM, we need to let the build system know that. We do

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this in one of the Gradle files. We edit the build.gradle file in the app folder. We add the following:

```
ndk {  
    abiFilters 'arm64-v8a'  
}
```

to the defaultConfig section. If you have Assembly Language code for other processors, then you can specify which are which and allow more builds. For our purposes, we'll restrict ourselves to 64-bit ARM.

With this complete, we can build and run our project as shown in Figure 10-5.

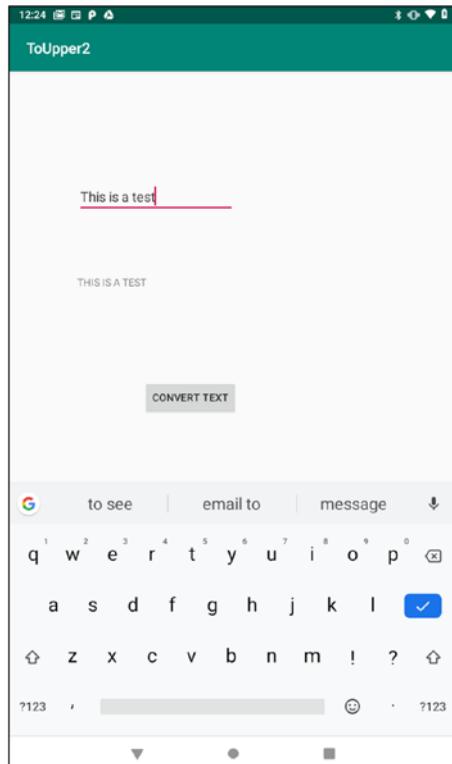


Figure 10-5. The Android app in action

That takes care of one of the major cell phone platforms; now let's look at the other and develop the same app in Swift for iOS.

Creating an iOS App

For our iOS app, we'll use Apple's new Swift programming language. If we used the older Objective-C, calling our Assembly Language routine would be as shown in Chapter 9, "Interacting with C and Python," since Objective-C is an object-oriented extension of C. Calling our Assembly Language routine from Swift is simpler than the Android case, since the tools in XCode generate the necessary "glue" code for us, so we don't need to write our own like we did with JNI for Android.

XCode has its own build system, but fortunately we don't need to worry about the details, as the build rules will be added correctly when we add our files to the IDE.

This tutorial focuses on adding Assembly Language code to a simple Swift app.

Note It is assumed the reader has some familiarity with creating a storyboard and connecting it to Swift code. This is easy in XCode, once you are familiar with how you connect UI elements to Swift code by holding down the Control key and dragging from one to the other.

Creating apps with XCode is fun, so let's dive in.

Create the Project

To create our project, run XCode and perform these steps:

1. Select that you want to “Create a new XCode project” from the introductory screen.
2. Select “Single View App” for iOS and click Next.
3. Name the product “ToUpper”, choose the programming language as Swift and the user interface as “Storyboard,” and click Next.
4. Select where you want the project files saved and click Create.

This gives us an empty project.

5. Go to the “Signing & Capabilities” tab on the first screen and select the Team. You need this so that the app can be signed and run on a device.

Now that we have our project created, we’ll develop the UI screen.

Adding Elements to the Main Storyboard

We need to add UI elements to the main storyboard:

1. Click the Main Storyboard in the file explorer.
2. Add a Text Field, a Button, and a Label control, laying them out as indicated in Figure 10-6 (you add controls by clicking the + button in the upper right of the XCode window).

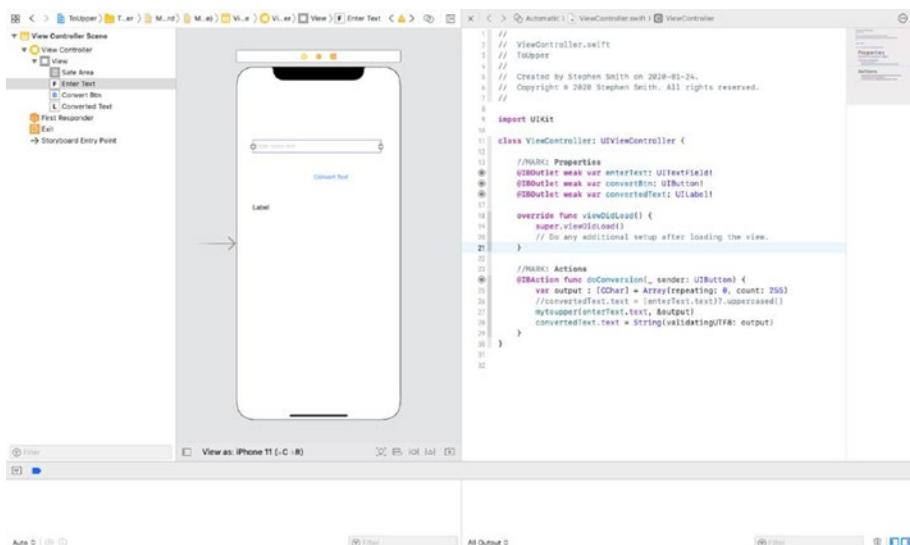


Figure 10-6. Layout and matching Swift code for the app

Next, we connect our UI elements to some Swift code.

Adding Swift Code

We switch the UI to “Assistant” mode so we can connect our UI controls to code in the ViewController via the following steps:

1. Create the definitions and names of the controls. We do this by creating Outlets. Control drag each control to the top of the ViewController code to create the outlet definitions. Name the outlets enterText, convertBtn, and convertedText. Now we can access our three controls from Swift code.
 2. Create a function to be called when the convertBtn is tapped. We do this by creating an Action. We do this by control dragging the button from the storyboard to below the constructor in the ViewController; call this action doConversion.

With this done, we can write our code to call our Assembly Language function. Listing 10-4 is the complete Swift code for the ViewController.

Note We only wrote the three lines of code inside the doConversion action function. The rest of the code was generated for us by XCode.

Listing 10-4. Swift source code for the ViewController

```
//  
// ViewController.swift  
// ToUpper  
//  
// Created by Stephen Smith on 2020-01-24.  
// Copyright © 2020 Stephen Smith. All rights reserved.  
  
import UIKit  
  
class ViewController: UIViewController {  
  
    //MARK: Properties  
    @IBOutlet weak var enterText: UITextField!  
    @IBOutlet weak var convertBtn: UIButton!  
    @IBOutlet weak var convertedText: UILabel!  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
        // Do any additional setup after loading the view.  
    }  
}
```

```
//MARK: Actions
@IBAction func doConversion(_ sender: UIButton) {
    var output : [CChar] = Array(repeating: 0, count: 255)
    mytoupper(enterText.text, &output)
    convertedText.text = String(validatingUTF8: output)
}
}
```

Interacting between Swift and C, Objective-C or Assembly Language is easy. There are types built into Swift to match the common C types along with conversion routines to move them into the Swift native types. Like Kotlin, Swift's native strings are all Unicode, so we need to convert to ASCII and back for our routine to work. The first statement

```
var output : [CChar] = Array(repeating: 0, count: 255)
```

defines a buffer to place the resulting converted string in. **CChar** is Swift's type to match normal C or Assembly Language ASCII strings. This syntax creates a buffer that is 255 characters long for us.

The next statement calls our Assembly Language routine:

```
mytoupper(enterText.text, &output)
```

Swift knows the types our function requires, so it will provide a conversion from Unicode to ASCII for enterText.text. Then the result will go in output; the “&” tells Swift to pass the address of output. Then, the next statement

```
convertedText.text = String(validatingUTF8: output)
```

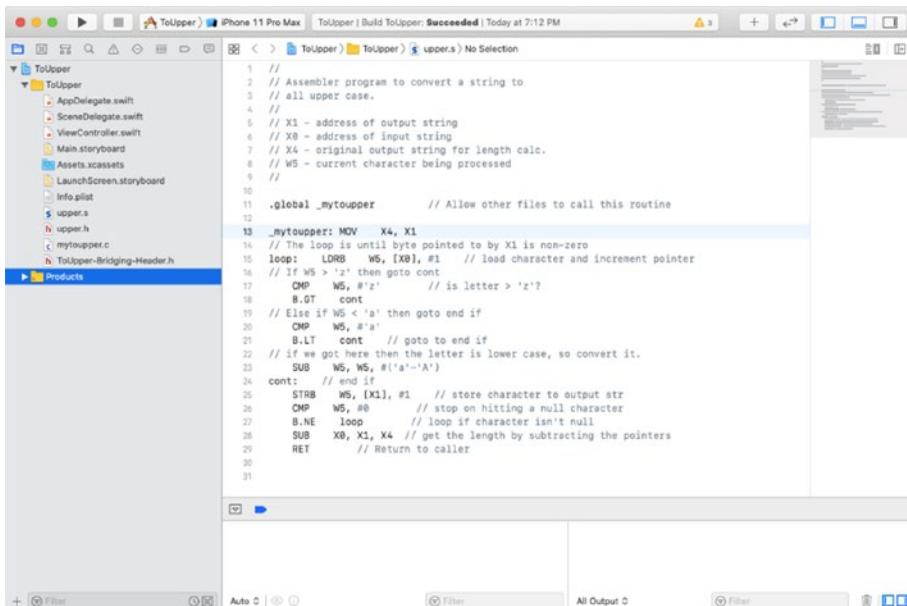
converts our output string to Unicode to display on our UI.

Adding our Assembly Language Routine

To add our Assembly Language code, follow these steps:

1. Add a new file to the project. Choose the type as “Assembly File” and the name as upper.s (you need to scroll down to the Other category to find this).
2. Cut and paste the code from Listing 10-4 into this file. You need to change the function name to _mytoupper. Many C compilers add an underscore character before each local function name.

Figure 10-7 shows this code added to the project.



The screenshot shows the Xcode interface with the project navigation bar at the top. Below it, the project structure is shown under 'Toupper'. A file named 'upper.s' is selected. The main editor area contains the assembly code for the `_mytoupper` routine. The code uses registers X4, X5, and X1 to handle the input string and calculate its length. It loops through the string, comparing each character with 'a' and 'z' to determine if conversion is needed. If a character is between 'a' and 'z', it converts it to uppercase by subtracting the ASCII value of 'a'. The loop continues until a null character is reached. The final output length is calculated by subtracting the pointers of the input and output strings. The assembly code is annotated with comments explaining the purpose of each instruction.

```

1 // Assembler program to convert a string to
2 // all upper case.
3 //
4 //
5 // X1 - address of output string
6 // X0 - address of input string
7 // X4 - original output string for length calc.
8 // W5 - current character being processed
9 //
10 .global _mytoupper // Allow other files to call this routine
11
12 _mytoupper: MOV X4, X1
13 // The loop is until byte pointed to by X1 is non-zero
14 loop: LDREW W5, [X0], #1 // load character and increment pointer
15 // If W5 > 'z' then goto cont
16 CMP W5, #7E // is letter > 'z'?
17 B.GT cont
18 // Else if W5 < 'a' then goto end if
19 CMP W5, #3A // is letter < 'a'?
20 B.LT cont // goto to end if
21 // if we got here then the letter is lower case, so convert it.
22 SUB W5, W5, #('a'-'A')
23
24 cont: // end if
25 STRB W5, [X1], #1 // store character to output str
26 CMP W5, #0 // stop on hitting a null character
27 B.NE loop // loop if character isn't null
28 SUB X0, X1, X4 // get the length by subtracting the pointers
29 RET // Return to caller
30
31

```

Figure 10-7. The Assembly Language code added to the project

At this point, if we compile, we will get errors that `mytoupper` is undefined. We need to build a bridge between Swift and our code.

Creating the Bridge

We need to create a C style header file for our routine. Create a new file of type header file and call it upper.h. Add the code from Listing 10-5 to this file.

Listing 10-5. C Header file definition of mytoupper

```
//  
//  upper.h  
//  ToUpper  
  
//  
//  Created by Stephen Smith on 2020-01-24.  
//  Copyright © 2020 Stephen Smith. All rights reserved.  
  
//  
  
#ifndef upper_h  
#define upper_h  
  
extern int mytoupper(const char *, char *);  
  
#endif /* upper_h */
```

XCode and Swift have a tool that can read this file and then know how to create the correct code, when it compiles the Swift code to call it. However, we need to perform one more trick before this is connected.

We need to add a C source code file. We don't need this file, except that creating it causes XCode to ask us if we want to create a bridging header file for our project. Create a new C file, the name doesn't matter, and when XCode asks if you want a bridging header file, make sure you answer "Yes." XCode will create a file called ToUpper-Bridging-Header.h, which it will use to support calling C code from Swift code. Edit this file and add the line

```
#include "upper.h"
```

Now, our routine will be callable from Swift.

Building and Running the Project

As we mentioned in Chapter 3, “Tooling Up,” once we add ARM Assembly Language code to our project, we can no longer run it in the iOS simulator as these run locally using Intel code. To run the project, we need to set our target as a real iOS device, whether it’s an iPhone or iPad; then the project will compile and the app will be downloaded to your device and run there. Figure 10-8 shows the app running on an iPhone 8.

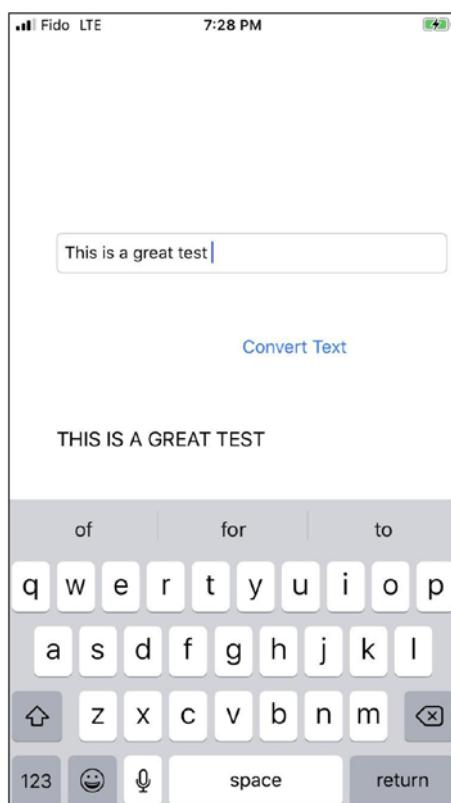


Figure 10-8. The app running on an iPhone 8

Tips for Optimizing Apps

Optimizing programs is both a science and an art. We'll return to how to optimize our Assembly code in Chapter 14, "Optimizing Code." In this section, we present some advice on when to incorporate C or Assembly Language code in your apps. Here is a procedure you typically use to write a new app:

1. Write the app in the normal high-level language for that app's development such as Kotlin or Swift.
2. Identify parts of the programs that don't provide adequate performance. Leave alone anything that already provides good performance.
3. Try to rework the high-level code. Usually, using a better algorithm is all that's needed, for instance, using a binary search rather than a linear search.
4. If the problem can't be addressed in the high-level language, rewrite the crucial part in C and call that.
5. Again, rework the algorithm in C, but if that fails, consider Assembly Language.
6. When you write it in Assembly Language, consider the ARM processor's coprocessors. The NEON coprocessor can be especially helpful, and we will examine that in Chapter 13, "Neon Coprocessor."

You want as much as your program as possible in the high-level language, as this is more portable across devices and more maintainable as you move from version to version.

Summary

This chapter was a quick taste of mobile app development to show how Assembly Language code can be incorporated into an app running on either Google's Android or Apple's iOS. All Apple mobile devices run 64-bit ARM processors these days, so our Assembly modules will run on any modern Apple iPhone or iPad. However, the Android world is a little bit more diverse with a few 32-bit ARM devices and a few Intel-based devices out there.

We wrote a Kotlin-based Android app to convert text to upper-case where we performed the upper-case conversion in Assembly Language. We then did the same thing in Swift to create an iOS app. We also looked at a strategy for optimizing applications, where we want to include as small amount of Assembly Language code as possible.

In the next chapter, we return to math and examine the ARM processor's multiply, divide, and multiply with accumulate instructions.

Exercises

1. Create an app in Android Studio to convert text to lower-case. Write it first entirely in Kotlin to get everything to work. Next, incorporate a lower-case routine written in C. Finally, swap out the C routine for a version written in Assembly Language.
2. Create an app in XCode to convert text to lower-case. Write it first entirely in Swift to get everything to work. Next, incorporate a lower-case routine written in C. Finally, swap out the C routine for a version written in Assembly Language.

CHAPTER 11

Multiply, Divide, and Accumulate

In this chapter, we return to using mathematics. We've already covered addition, subtraction, and a collection of bit operations on our 64-bit registers. Now, we will learn multiplication and division.

We will program multiply with accumulate instructions. But first of all, we will provide some background on why the ARM processor has so much circuitry dedicated to performing this operation. This will get us into the mechanics of vector and matrix multiplication.

Multiplication

The multiply instruction is

`MUL Xd, Xn, Xm`

This instruction computes $Xd = Xn * Xm$. Looks good, but people familiar with multiplication might immediately ask: *These are all 64-bit registers, so when you multiply two 64-bit numbers, don't you get a 128-bit product?* That is true, and that is the most obvious limitation on this instruction. Here are some notes on this instruction:

- **Xd** is the lower 64 bits of the product. The upper 64 bits are discarded.

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- There is no “**S**” version of this instruction, so no condition flags can be set. Therefore, you can't detect an overflow.
- There aren't separate signed and unsigned versions; multiplication isn't like addition where the two's complement, as discussed in Chapter 2, “Loading and Adding,” makes the operations the same.
- All the operands are registers; immediate operands aren't allowed, but remember you can use left shift to multiply by powers of two, such as two, four, and eight.
- If you multiply two 32-bit **W** registers, then the destination must be a **W** register. Why can't it be a 64-bit **X** register? So you don't lose half the resulting product.

To overcome some of these limitations, there are a few additional multiply instructions, as follows:

- **SMULH** Xd, Xn, Xm
- **SMULL** Xd, Wn, Wm
- **UMULH** Xd, Xn, Xm
- **UMULL** Xd, Wn, Wm

SMULL and **UMULL** allow us to multiply two 32-bit registers and get the full result in a 64-bit register.

- **SMULL** is for signed integers.
- **UMULL** for unsigned integers.

SMULH and **UMULH** complement **MUL** by giving us the upper 64 bits of the product of two 64-bit numbers:

- Calling **SMULH** and **MUL** we can get the complete 128-bit product for signed integers.
- **UMULH** works with **MUL** to get the upper 64 bits of the product of unsigned integers.

See *Exercise 1* in this chapter to confirm how **MUL** works with both cases.

All these instructions have the same performance and work in a similar manner to how we learned to multiply in grade school, by multiplying each digit in a loop and adding the results (with shifts) together. The ability to detect when a multiplication is complete (remaining leftmost digits are 0) was added to the ARM processor some time ago, so you aren't penalized for multiplying small numbers (the loop knows to stop early).

There are a set of similar functions that calculate the negative or the multiplication; these are

- MNEG Xd, Xn, Xm
- SMNEGL Xd, Wn, Wm
- UMNEGL Xd, Wn, Wm

MNEG calculates $-(Xn * Xm)$ and places the result in Xd, as well as for **SMNEGL** and **UMNEGL**. With only a limited number of operands possible in the 32 bits for instructions, these may seem like a strange addition to the instruction set, but we'll see where they come from later in this chapter.

Examples

Listing 11-1 has some code to demonstrate all the various multiply instructions. We use our debug.s file from *Chapter 9, “Interacting with C and Python,”* meaning our program must be organized with the C runtime in mind.

Listing 11-1. Examples of the various multiply instructions

```
//  
// Example of 32 & 64-Bit Multiplication  
  
.include "debug.s"  
  
.global main // Provide program starting address  
  
// Load the registers with some data  
// Use small positive numbers that will work for all  
// multiply instructions.  
  
main:  
    MOV    X2, #25  
    MOV    X3, #4  
  
    printStr "Inputs:"  
    printReg 2  
    printReg 3  
  
    MUL    X4, X2, X3  
    printStr "MUL X4=X2*X3:"  
    printReg 4  
  
    MNEG   X4, X2, X3  
    printStr "MNEG X4=-X2*X3:"  
    printReg 4  
  
    SMULL  X4, W2, W3  
    printStr "SMULL X4=W2*W3:"  
    printReg 4  
  
    SMNEGL X4, W2, W3  
    printStr "SMNEGL X4=-W2*W3:"  
    printReg 4
```

```
UMULL  X4, W2, W3
printStr "UMULL X4=W2*W3:"
printReg 4

UMNEGL X4, W2, W3
printStr "UMNEGL X4=-W2*W3:"
printReg 4

LDR    X2, =A
LDR    X2, [X2]
LDR    X3, =B
LDR    X3, [X3]
MUL    X4, X2, X3
printStr "Inputs:"
printReg 2
printReg 3
MUL    X4, X2, X3
printStr "MUL X4 = bottom 64 bits of X2*X3:"
printReg 4
SMULH X4, X2, X3
printStr "SMULH X4 = top 64 bits of X2*X3 (signed):"
printReg 4

UMULH X4, X2, X3
printStr "UMULH X4 = top 64 bits of X2*X3 (unsigned):"
printReg 4

MOV    X0, #0           // return code
RET

.data
A:    .dword      0x7812345678
B:    .dword      0xFABCD12345678901
```

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The makefile is as expected. The output is

```
smist08@kali:~/asm64/Chapter 11$ make
gcc -o mulexamp mulexamp.s
smist08@kali:~/asm64/Chapter 11$ ./mulexamp
Inputs:
X2 = 25, 0x00000000000000000000000000000019
X3 = 4, 0x00000000000000000000000000000004
MUL X4=X2*X3:
X4 = 100, 0x00000000000000000000000000000064
MNEG X4=-X2*X3:
X4 = -100, 0xfffffffffffff9c
SMULL X4=W2*W3:
X4 = 100, 0x00000000000000000000000000000064
SMNEGL X4=-W2*W3:
X4 = -100, 0xfffffffffffff9c
UMULL X4=W2*W3:
X4 = 100, 0x00000000000000000000000000000064
UMNEGL X4=-W2*W3:
X4 = -100, 0xfffffffffffff9c
Inputs:
X2 = 515701495416, 0x0000007812345678
X3 = -379198319187490559, 0xabcd12345678901
MUL X4 = bottom 64 bits of X2*X3:
X4 = 8455362044785495672, 0x75577afb36c28e78
SMULH X4 = top 64 bits of X2*X3 (signed):
X4 = -10600956976, 0xffffffffd88223bd0
UMULH X4 = top 64 bits of X2*X3 (unsigned):
X4 = 505100538440, 0x000000759a569248
smist08@kali:~/asm64/Chapter 11$
```

To demonstrate SMULH and UMULH, we load some large numbers that overflowed a 64-bit result, so we saw nonzero values in the upper 64 bits. Notice the difference between the signed and unsigned computation.

Multiply is straightforward, so let's move on to division.

Division

Integer division is standard in all 64-bit ARM processors. This gives us some standardization, unlike the 32-bit ARM world where some processors contain an integer division instruction and some don't.

The division instructions are

- SDIV Xd, Xn, Xm
- UDIV Xd, Xn, Xm

where

- **Xd** is the destination register
- **Xn** is the register holding the numerator
- **Xm** is the register holding the denominator

The registers can be all **X** or all **W** registers.

There are a few problems or technical notes on these instructions:

- There is no “S” option of this instruction, as they don't set the condition flags.
- Dividing by 0 should throw an exception; with these instructions it returns 0 which can be very misleading.
- These instructions aren't the inverses of **MUL** and **SMULH**. For this Xn needs to be a register pair, so the value to be divided can be 128 bits. To divide a 128-bit value, we need to either go to the floating-point processor or roll our own code.

- The instruction only returns the quotient, not the remainder. Many algorithms require the remainder and you must calculate it as remainder = numerator - (quotient * denominator).

Example

The code to execute the divide instructions is simple. Listing 11-2 is an example like we did for multiplication.

Listing 11-2. Examples of the SDIV and UDIV instructions

```
//  
// Examples of 64-Bit Integer Division  
//  
.include "debug.s"  
  
.global main // Provide program starting address  
  
// Load the registers with some data  
// Perform various division instructions  
  
main:  
    MOV      X2, #100  
    MOV      X3, #4  
  
    printStr "Inputs:"  
    printReg 2  
    printReg 3  
  
    SDIV    X4, X2, X3  
    printStr "Outputs:"  
    printReg 4
```

```

UDIV  X4, X2, X3
printStr "Outputs:"
printReg 4

// Division by zero
printStr "Division by zero:"
MOV    X3, #0
SDIV   X4, X2, X3
printStr "Outputs:"
printReg 4

MOV    X0, #0          // return code
RET

```

The makefile is as expected; if we build and run this program, we get

```

smistro8@kali:~/asm64/Chapter 11$ make
gcc -o divexamp divexamp.s
smistro8@kali:~/asm64/Chapter 11$ ./divexamp
Inputs:
X2 =                      100, 0x000000000000000064
X3 =                      4, 0x000000000000000000000004
Outputs:
X4 =                      25, 0x000000000000000000000019
Outputs:
X4 =                      25, 0x00000000000000000000000000000000
Division by zero:
Outputs:
X4 =                      0, 0x00000000000000000000000000000000
smistro8@kali:~/asm64/Chapter 11$

```

Note The incorrect result when we divide by 0 should trigger an error, but it didn't. Thus, we need to check for division by 0 in our code.

Next, we look at combining multiplication and addition, so we can optimize loops operating on vectors.

Multiply and Accumulate

The multiply and accumulate operation multiplies two numbers, then adds them to a third. As we go through the next few chapters, we will see this operation reappear again and again. The ARM processor is RISC; if the instruction set is reduced, then why do we find so many instructions, and as a result so much circuitry dedicated to performing multiply and accumulate?

The answer goes back to our favorite first year university math course on linear algebra. Most science students are forced to take this course, learn to work with vectors and matrices, and then hope they never see these concepts again. Unfortunately, they form the foundation for both graphics and machine learning. Before delving into the ARM instructions for multiply and accumulate, let's review a bit of linear algebra.

Vectors and Matrices

A vector is an ordered list of numbers. For instance, in 3D graphics it might represent your location in 3D space where $[x, y, z]$ are your coordinates. Vectors have a dimension which is the number of elements they contain. It turns out a useful computation with vectors is something called a dot product. If $A = [a_1, a_2, \dots, a_n]$ is one vector and $B = [b_1, b_2, \dots, b_n]$ is another vector, then their dot product is defined as

$$A \cdot B = a_1 * b_1 + a_2 * b_2 + \dots + a_n * b_n$$

If we want to calculate this dot product, then a loop performing multiply and accumulate instructions will be quite efficient.

A matrix is a two-dimensional table of numbers such as

$$\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix}$$

Matrix multiplication is a complicated process that drives first year linear algebra students nuts. When you multiply matrix A times matrix B, then each element on the resulting matrix is the dot product of a row of matrix A with a column of matrix B.

$$\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} \begin{vmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{vmatrix} = \begin{vmatrix} a_{11}b_{11} + a_{12}b_{21} & a_{11}b_{12} + a_{12}b_{22} \\ a_{21}b_{11} + a_{22}b_{21} & a_{21}b_{12} + a_{22}b_{22} \end{vmatrix}$$

If these were 3x3 matrices, then there would be nine dot products each with nine terms. We can also multiply a matrix by a vector the same way.

$$\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} \begin{vmatrix} b_1 \\ b_2 \end{vmatrix} = \begin{vmatrix} a_{11}b_1 + a_{12}b_2 \\ a_{21}b_1 + a_{22}b_2 \end{vmatrix}$$

In 3D graphics, if we represent a point as a 4D vector [x, y, z, 1], then the affine transformations of scale, rotate, shear, and reflection can be represented as 4x4 matrices. Any number of these transformations can be combined into a single matrix. Thus, to transform an object into a scene requires a matrix multiplication applied to each of the object's vertex points. The faster we can do this, the faster we can render a frame in a video game.

In neural networks, the calculation for each layer of neurons is calculated by a matrix multiplication followed by the application of a nonlinear function. The bulk of the work is the matrix multiplication. Most neural networks have many layers of neurons, each requiring a matrix multiplication. The matrix size corresponds to the number of variables and the number of neurons; consequently, the matrices' dimensions are often

in the thousands. How quickly we perform object recognition or speech translation depends on how fast we can multiply matrices, which depends on how fast we can do multiply with accumulate.

These important applications are why the ARM processor dedicates so much silicon to multiply and accumulate. We'll keep returning to how to speed up this process as we explore the ARM CPU's floating-point unit (FPU) and Neon coprocessors in the following chapters.

Accumulate Instructions

Here are the multiply with accumulate instructions:

- MADD Xd, Xn, Xm, Xa
- MSUB Xd, Xn, Xm, Xa
- SMADDL Xd, Wn, Wm, Xa
- UMADDL Xd, Wn, Wm, Xa
- SMSUBL Xd, Wn, Wm, Xa
- UMSUBL Xd, Wn, Wm, Xa

The multiplication with accumulate instructions map closely to the multiply instructions that we've already discussed. In fact, most of the multiply instructions are aliases of these instructions using the zero register for **Xa**.

We either add or subtract the product from the running accumulator. The calculation is

$$Xd = Xa + Xn * Xm$$

or

$$Xd = Xa - Xn * Xm$$

Note \mathbf{Xd} can be the same as \mathbf{Xa} , for calculating a running sum.

In the second case, we see that if \mathbf{Xa} is the zero register, then we get all the multiply negative operations in the last section.

For the versions that multiple two 32-bit registers to get a 64-bit results, the sum needs to be a 64-bit \mathbf{X} register.

Example 1

We've talked about how multiply and accumulate is ideal for multiplying matrices, so for an example, let's multiply two 3x3 matrices.

The algorithm we are implementing is shown in Listing 11-3.

Listing 11-3. Pseudo-code for our matrix multiplication program

```
FOR row = 1 to 3
    FOR col = 1 to 3
        acum = 0
        FOR i = 1 to 3
            acum = acum + A[row, i]*B[i, col]
        NEXT I
        C[row, col] = acum
    NEXT col
NEXT row
```

The row and column loops go through each cell of the output matrix and calculate the correct dot product for that cell in the innermost loop.

Listing 11-4 shows the implementation in Assembly.

Listing 11-4. 3x3 matrix multiplication in Assembly

```

// Multiply 2 3x3 integer matrices
//
// Registers:
//   W1 - Row index
//   W2 - Column index
//   X4 - Address of row
//   X5 - Address of column
//   X7 - 64 bit accumulated sum
//   W9 - Cell of A
//   W10 - Cell of B
//   X19 - Position in C
//   X20 - Loop counter for printing
//   X12 - row in dotloop
//   X6 - col in dotloop

.global main // Provide program starting address

    .equ    N, 3    // Matrix dimensions
    .equ    WDSIZE, 4 // Size of element

main:
    STR    LR, [SP, #-16]!           // Save required regs
    STP    X19, X20, [SP, #-16]!     // Save required regs

    MOV    W1, #N                  // Row index
    LDR    X4, =A                  // Address of current row
    LDR    X19, =C                  // Address of results matrix

rowloop:
    LDR    X5, =B                  // first column in B
    MOV    W2, #N                  // Column index (will count down to 0)

```

colloop:

```
// Zero accumulator registers
MOV    X7, #0

MOV    W0, #N      // dot product loop counter
MOV    X12, X4     // row for dot product
MOV    X6, X5      // column for dot product
```

dotloop:

```
// Do dot product of a row of A with column of B
LDR    W9, [X12], #WDSIZE   // load A[row, i] and incr
LDR    W10, [X6], #(N*WDSIZE) // load B[i, col]
SMADDL X7, W9, W10, X7      // Do multiply and
                             // accumulate
SUBS   W0, W0, #1          // Dec loop counter
B.NE   dotloop             // If not zero loop

STR    W7, [X19], #4        // C[row, col] = dotprod
ADD    X5, X5, #WDSIZE     // Inc current col
SUBS   W2, W2, #1          // Dec col loop counter
B.NE   colloop              // If not zero loop

ADD    X4, X4, #(N*WDSIZE) // Increment to next row
SUBS   W1, W1, #1          // Dec row loop counter
B.NE   rowloop              // If not zero loop
```

// Print out matrix C

// Loop through 3 rows printing 3 cols each time.

```
MOV    W20, #3            // Print 3 rows
LDR    X19, =C              // Addr of results matrix
```

printloop:

```
LDR    X0, =prtstr         // printf format string
LDR    W1, [X19], #WDSIZE  // first element in
                           // current row
```

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```
LDR    W2, [X19], #WDSIZE    // second element in
                                current row
LDR    W3, [X19], #WDSIZE    // third element in
                                current row
BL     printf                // Call printf
SUBS   W20, W20, #1          // Dec loop counter
B.NE   printloop             // If not zero loop
      MOV    X0, #0              // return code
      LDP    X19, X20, [SP], #16 // Restore Regs
      LDR    LR, [SP], #16       // Restore LR
      RET

.data
// First matrix
A:    .word   1, 2, 3
      .word   4, 5, 6
      .word   7, 8, 9
// Second matrix
B:    .word   9, 8, 7
      .word   6, 5, 4
      .word   3, 2, 1
// Result matix
C:    .fill   9, 4, 0
prtstr: .asciz  "%3d %3d %3d\n"
```

After compiling and running this program, we get

```
smist08@kali:~/asm64/Chapter 11$ make
gcc -g -o matrixmult matrixmult.s
smist08@kali:~/asm64/Chapter 11$ ./matrixmult
```

```

30   24   18
84   69   54
138  114  90
smist08@kali:~/asm64/Chapter 11$
```

Accessing Matrix Elements

We store the three matrices in memory, in row order. They are arranged in the **.word** directives so that you can see the matrix structure. In the pseudo-code, we refer to the matrix elements using two-dimensional arrays. There are no instructions or operand formats to specify two-dimensional array access, so we must do it ourselves. To Assembly each array is just a nine-word sequence of memory. Now that we know how to multiply, we can do something like

$$A[i, j] = A[i * N + j]$$

where N is the dimension of the array. We don't do this though; in Assembly it pays to notice that we access the array elements in order and can go from one element in a row to the next by adding the size of an element—the size of a word, or 4 bytes. We can go from an element in a column to the next one by adding the size of a row. Therefore, we use the constant $N * \text{WDSIZE}$ so often in the code. This way we go through the array incrementally and never have to multiply array indexes. Generally, multiplication and division are expensive operations, and we should try to avoid them as much as possible.

We can use post-indexing techniques to access elements and increment pointers to the next element. We use post-indexing to store the result of each computation in the array C . We see this in the following:

```
STR W7, [X19], #4 // C[row, col] = dotprod
```

which stores our computed dot product into C and then increments the pointer into C by 4 bytes. We see it again when we print the C matrix at the end.

Multiply with Accumulate

The core of the algorithm relies on the **SMADDL** instruction to multiply an element of A by an element of B and add that to the running sum for the dot product:

```
SMADDL X7, W9, W10, X7
```

This instruction accumulates a 64-bit sum, though we only take the lower 32 bits when we store it into the result matrix C. We don't check for overflow, but as long as the numbers in A and B are small, we won't have a problem.

Register Usage

We use quite a few registers, so we're lucky we can keep track of all our loop indexes and pointers in registers, without having to move them in and out of memory. If we had to do this, we would have allocated space on the stack to hold any needed variables.

Notice that we use registers **X19** and **X20** in the loop that does the printing. That is because the `printf` function will change any of registers **X0-X18** on us. We mostly use registers **X0-X18** otherwise since we don't need to preserve these for our caller. However, we do need to preserve **X19** and **X20**, so we push and pop these to and from the stack along with **LR**.

Summary

We introduced the various forms of the multiply and division instructions supported in the ARM 64-bit instruction set.

We then explained the concept of multiply and accumulate and why these instructions are so important to modern applications in graphics and machine learning. We reviewed the many variations of

these instructions and then presented an example matrix multiplication program to show them in action.

In Chapter 12, “Floating-Point Operations,” we will look at more math, but this time in scientific notation allowing fractions and exponents, going beyond integers for the first time.

Exercises

1. To multiply two 64-bit numbers resulting in a 128-bit product, we used the MUL instruction to obtain the lower 64 bits of the product for both the signed and unsigned integer cases. To prove that this works, let’s work a small example multiplying two 4-bit numbers to get an 8-bit product. Multiply 0xf by 2. In this signed case, 0xf is -1 and the product is -2; in the unsigned case, 0xf is 15 and the product is 30. Manually perform the calculation to ensure the correct result is obtained in both cases.
2. Write a signed 64-bit integer division routine that checks if the denominator is zero before performing the division. Print an error if zero is encountered.
3. Write a routine to compute a dot product of dimension six. Put the numbers to calculate in the .data section and print the result.
4. Change your program in *Exercise 3* to use multiply and subtract from accumulator, instead of adding.
5. Change the matrices calculated in the example and check that the result is correct.

CHAPTER 12

Floating-Point Operations

In this chapter, we'll look at what the floating-point unit (FPU) does. Some ARM documentation refers to this as the vector floating-point (VFP) coprocessor to promote the fact that it can do some limited vector processing. Any vector processing in the FPU is now replaced by the much better parallel processing provided by the NEON coprocessor, which we will study in Chapter 13, "Neon Coprocessor." Regardless, the FPU provides several useful instructions for performing floating-point mathematics.

We'll review what floating-point numbers are, how they're represented in memory, and how to insert them into our Assembly Language programs. We'll see how to transfer data between the FPU and the ARM's regular registers and memory. We'll also perform basic arithmetic operations, comparisons, and conversions.

About Floating-Point Numbers

Floating-point numbers are a way to represent numbers in scientific notation on the computer, which represents numbers something like this:

$$1.456354 \times 10^{16}$$

There's a fractional part and an exponent that lets you move the decimal place to the left if it's positive and to the right if it's negative. The ARM CPU deals with half-precision floating-point numbers that are 16 bits in size, single-precision floating-point numbers that are 32 bits in size, and double-precision floating-point numbers that are 64 bits in size.

Note Only newer ARM processors based on ARMv8.2 support half-precision 16-bit floating-point numbers. Older processors such as that in the Raspberry Pi 4 do not. These are typically used in AI applications where speed and memory size are more important than accuracy. If you plan to use these, make sure you check if your device supports them. You may need to add `-march=“armv8.2-a+fp16”` to the **as** or **gcc** command lines to enable support for half-precision.

The ARM CPU uses the IEEE 754 standard for floating-point numbers. Each number contains a sign bit to indicate if it's positive or negative, a field of bits for the exponent, and a string of digits for the fractional part. Table 12-1 lists the number of bits for the parts of each format.

Table 12-1. Bits of a floating-point number

Name	Precision	Sign	Fractional	Exponent	Decimal Digits
Half	16 bits	1	10	5	3
Single	32 bits	1	23	8	7
Double	64 bits	1	52	11	16

The decimal digits column of Table 12-1 is the approximate number of decimal digits that the format can represent, or the decimal precision.

About Normalization and NaNs

In the integers we've seen so far, all combinations of the bits provide a valid unique number. No two different patterns of bits produce the same number; however, this isn't the case in floating point. First of all, we have the concept of Not a Number (**NaN**). NaNs are produced from illegal operations like dividing by zero or taking the square root of a negative number. These allow the error to quietly propagate through the calculation without crashing a program. In the IEEE 754 specification, a NaN is represented by an exponent of all one bits, for example, 11111, depending on the size of the exponent.

A normalized floating-point number means the first digit in the fractional part is nonzero. A problem with floating-point numbers is that numbers can often be represented in multiple ways. For instance, a fractional part of 0 with either sign bit and any exponent is zero. Consider a representation of 1:

$$1E0 = 0.1E1 = 0.01E2 = 0.001E3$$

All of these represent 1, but we call the first one with no leading zeros the normalized form. The ARM FPU tries to keep floating-point numbers in normal form, but will break this rule for small numbers, where the exponent is already as negative as it can go; then to try to avoid underflow errors, the FPU will give up on normalization to represent numbers a bit smaller than it could otherwise.

Recognizing Rounding Errors

If we take a number like $\frac{1}{3} = 0.33333\dots$, and represent it in floating point, then we only keep seven or so digits for single precision. This introduces rounding errors. If these are a problem, usually going to double precision solves the problems, but some calculations are prone to magnifying rounding errors, such as subtracting two numbers that have a minute difference.

Note Floating-point numbers are represented in base two, so the decimal expansions leading to repeating patterns of digits is different than that of base 10. It comes as a surprise to many people that 0.1 is a repeating binary fraction, 0.00011001100110011..., meaning that adding dollars and cents in floating point will introduce rounding error over enough calculations.

For financial calculations, most applications use fixed point arithmetic that is built on integer arithmetic to avoid rounding errors in addition and subtraction.

Defining Floating-Point Numbers

The GNU Assembler has directives for defining storage for both single- and double-precision floating-point numbers. These are **.single** and **.double**, for example:

```
.single    1.343, 4.343e20, -0.4343, -0.4444e-10  
.double   -4.24322322332e-10, 3.141592653589793
```

These directives always take base 10 numbers.

Note The GNU Assembler doesn't have a directive for 16-bit half-precision floating-point numbers, so we need to load one of these and then do a conversion.

About FPU Registers

The ARM FPU and the NEON coprocessor share a set of registers. There are 32 128-bit registers referred to as **V0**, ..., **V31**. In the same way that a **W** register is half an **X** register, we have 32 double-precision floating-point registers **D0**, ..., **D31**. In this case **D0** is the lower 64 bits of **V0**, **D1** is the lower 64 bits of **V1**, and so on. We can refer to the lower 32 bits of each of these registers using **S0**, ..., **S31** and then the lower 16 bits of each register using **H0**, ..., **H31**. Figure 12-1 shows this configuration of registers.

Bits	127 – 112	111 – 96	95 – 80	79 – 64	63 – 48	47 - 32	31 – 16	15 – 0
128-bit NEON V Register	All 128-bits used							
64-bit FPU D Register	Set to 0				64-bit double precision floating point			
32-bit FPU S Register	Set to 0				32-bit single precision			
16-bit FPU H Register	Set to 0				16-bit float			

Figure 12-1. A single ARM FPU registers, the format of the data depends on how you reference the register

Note The register H1 is the lower 16 bits of register S1 which is the lower 32 bits of register D1 which is the lower 64 bits of the 128-bit register V1.

The floating-point unit can only process values up to 64 bits in size. We'll see how the full 128 bits are used by the NEON processor in Chapter 13, "Neon Coprocessor." We need to be aware of the full 128 bits since we may need to save the register to the stack as part of the function calling protocol. The NEON Coprocessor can place integers in these registers as well. For 128-bit integers, the NEON Coprocessor labels these registers **Q0**, ..., **Q31**. We only need to know this in this chapter, because some instructions use this name to refer to the whole 128 bits, so as we will see in the next section, we need to refer to the registers as **Q** registers to push and pop them to and from the stack.

Defining the Function Call Protocol

In Chapter 6, “Functions and the Stack,” we gave the protocol for who saves which registers when calling functions. With these floating-point registers, we must add them to our protocol.

- Callee saved: The function is responsible for saving registers **V8–V15**. They need to be saved by a function, if the function uses them.
- Caller saved: All other registers don’t need to be saved by a function, so they must be saved by the caller if they are required to be preserved. This includes **V0–V7** which are used to pass parameters.

Many of the Assembly instructions that we have seen will take floating-point registers as well as **W** and **X** integer registers. For instance, we can use **STP**, **STR**, **LDP**, and **LDR** to load and save these registers to and from memory. In the context here, we can continue to use these to push and pop values to and from the stack. We need to keep in mind that the **Q** registers are 128 bits or 16 bytes in size. Thus, the following are examples of pushing and popping floating-point registers:

```
STP Q8, Q9, [SP, #-32]!
STR Q10, [SP, #-16]!
LDP Q8, Q9, [SP], #32
LDR Q10, [SP], #16
```

Loading and Saving FPU Registers

In Chapter 5, “Thanks for the Memories,” we covered the **LDR** and **STR** instructions to load registers from memory, then store them back to memory. The FPU registers can all be used in these instructions, for example:

```
LDR    X1, =fp1
LDR    S4, [X1]
LDR    D5, [X1, #4]
STR    S4, [X1]
STR    D5, [X1, #4]
...
.data
fp1: .single   3.14159
fp2: .double   4.3341
fp3: .single   0.0
fp4: .double   0.0
```

We can also move data between the CPU's integer registers and the FPU with the **FMOV** instruction. This instruction also lets you move data between FPU registers. Generally, the registers should be the same size, but for half-precision **H** registers, you can copy them into larger integer registers, for example:

- FMOV H1, W2
- FMOV W2, H1
- FMOV S1, W2
- FMOV X1, D2
- FMOV D2, D3

Note The **FMOV** instruction copies the bits unmodified. It doesn't perform any sort of conversion.

Performing Basic Arithmetic

The FPU includes the four basic arithmetic operations, along with a few extensions like multiply and accumulate. There are some specialty functions like square root and quite a few variations that affect the sign—negate versions of functions.

Each of these functions can operate on either **H**, **S**, or **D** registers.

Here's a selection of the instructions. We list the three forms of the **FADD** instruction with each floating-point type, then list the rest with just the **D** registers to save space:

- FADD Hd, Hn, Hm // $Hd = Hn + Hm$
- FADD Sd, Sn, Sm // $Sd = Sn + Sm$
- FADD Dd, Dn, Dm // $Dd = Dn + Dm$
- FSUB Dd, Dn, Dm // $Dd = Dn - Dm$
- FMUL Dd, Dn, Dm // $Dd = Dn * Dm$
- FDIVDd, Dn, Dm // $Dd = Dn / Dm$
- FMADD Dd, Dn, Dm, Da // $Dd = Da + Dm * Dn$
- FMSUB Dd, Dn, Dm, Da // $Dd = Da - Dm * Dn$
- FNEG Dd, Dn // $Dd = - Dn$
- FABSDd, Dn // $Dd = \text{Absolute Value}(Dn)$
- FMAX Dd, Dn, Dm // $Dd = \text{Max}(Dn, Dm)$
- FMIN Dd, Dn, Dm // $Dd = \text{Min}(Dn, Dm)$
- FSQRT Dd, Dn // $Dd = \text{Square Root}(Dn)$

These functions are all fairly simple, so let's move on to an example using floating-point functions.

Calculating Distance Between Points

If we have two points (x_1, y_1) and (x_2, y_2) , then the distance between them is given by the formula

$$d = \sqrt{(y_2 - y_1)^2 + (x_2 - x_1)^2}$$

Let's write a function to calculate this for any two single-precision floating-point pair of coordinates. We'll use the C runtime's **printf** function to print out our results. First of all, copy the distance function from Listing 12-1 to the file `distance.s`.

Listing 12-1. Function to calculate the distance between two points

```
//  
// Example function to calculate the distance  
// between two points in single precision  
// floating-point.  
  
//  
// Inputs:  
//     X0 - pointer to the 4 FP numbers  
//           they are x1, y1, x2, y2  
// Outputs:  
//     X0 - the length (as single precision FP)  
.global distance // Allow function to be called by others  
  
//  
distance:  
    // push all registers to be safe, we don't really  
    // need to push so many.  
    STR    LR, [SP, #-16]!  
  
    // load all 4 numbers at once  
    LDP    S0, S1, [X0], #8
```

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```
LDP      S2, S3, [X0]  
// calc s4 = x2 - x1  
FSUB    S4, S2, S0  
// calc s5 = y2 - y1  
FSUB    S5, S3, S1  
// calc s4 = S4 * S4 (x2-X1)^2  
FMUL    S4, S4, S4  
// calc s5 = s5 * s5 (Y2-Y1)^2  
FMUL    S5, S5, S5  
// calc S4 = S4 + S5  
FADD    S4, S4, S5  
// calc sqrt(S4)  
FSQRT   S4, S4  
// move result to X0 to be returned  
FMOV    W0, S4  
  
// restore what we preserved.  
LDR     LR, [SP], #16  
RET
```

Place the code from Listing 12-2 in main.s that calls distance three times with three different points and prints out the distance for each one.

Listing 12-2. Main program to call the distance function three times

```
//  
// Main program to test our distance function  
//  
// W19 - loop counter  
// X20 - address to current set of points  
.global main // Provide program starting address to linker
```

```

//  

.equ N, 3 // Number of points.  

main:  

    STP X19, X20, [SP, #-16]!  

    STR LR, [SP, #-16]!  

    LDR X20, =points // pointer to current points  

    MOV W19, #N // number of loop iterations  

loop: MOV X0, X20 // move pointer to parameter 1 (X0)  

      BL distance // call distance function  

// need to take the single precision return value  

// and convert it to a double, because the C printf  

// function can only print doubles.  

      FMOV S2, W0 // move back to fpu for conversion  

      FCVT D0, S2 // convert single to double  

      FMOV X1, D0 // return double to X1  

      LDR X0, =prtstr // load print string  

      BL printf // print the distance  

      ADD X20, X20, #(4*4) // 4 points each 4 bytes  

      SUBS W19, W19, #1 // decrement loop counter  

      B.NE loop // loop if more points  

      MOV X0, #0 // return code  

      LDR LR, [SP], #16  

      LDP X19, X20, [SP], #16  

      RET

```

```
.data
points:    .single      0.0, 0.0, 3.0, 4.0
            .single      1.3, 5.4, 3.1, -1.5
            .single 1.323e10, -1.2e-4, 34.55, 5454.234
prtstr:    .asciz "Distance = %f\n"
```

The makefile is in Listing 12-3.

Listing 12-3. Makefile for the distance program

```
distance: distance.s main.s
        gcc -o distance distance.s main.s
```

If we build and run the program, we get

```
smist08@kali:~/asm64/Chapter 12$ make
gcc -g -o distance distance.s main.s
smist08@kali:~/asm64/Chapter 12$ ./distance
Distance = 5.000000
Distance = 7.130919
Distance = 13230000128.000000
smist08@kali:~/asm64/Chapter 12$
```

We constructed the data, so the first set of points comprise a 3-4-5 triangle, which is why we get the exact answer of 5 for the first distance.

The distance function is straightforward. It loads the four numbers in two **LDP** instructions, then calls the various floating-point arithmetic functions to perform the calculation. This function operates on single-precision 32-bit floating-point numbers using the **S** versions of the registers.

The part of the main routine that loops and calls the distance routine is straightforward. The part that calls printf has a couple of new complexities. The problem is that the C printf routine only has support to print doubles. In C this isn't much of a problem, since you can just cast the argument to force a conversion. In Assembly Language, we need to convert our single-precision sum to a double-precision number, so we can print it.

To do the conversion, we **FMOV** the sum back to the FPU. We use the **FCVT** instruction to convert from single to double precision. This function is the topic of the next section. We then **FMOV** the freshly constructed double back to register **X1**.

When we call `printf`, the first parameter, the `printf` format string, goes in **X0**, and then the next parameter, the double to print, goes in **X1**.

Note If you are debugging the program with **gdb**, and you want to see the contents of the FPU registers at any point, use the “**info all-registers**” command that will exhaustively list all the coprocessor registers.

Performing Floating-Point Conversions

In the last example, we had our first look at the conversion instruction **FCVT**. The FPU supports a variety of versions of this function; not only does it support conversions between single- and double-precision floating-point numbers, but it supports conversions to and from integers. It also supports conversion to fixed point decimal numbers (integers with an implied decimal). It supports several rounding methods as well. The most used versions of this function are

- FCVT Dd, Sm
- FCVT Sd, Dm
- FCVT Sd, Hm
- FCVT Hd, Sm

These convert single to double precision and double to single precision.

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To convert from an integer to a floating-point number, we have

- SCSVTF Dd, Xm // Dd = signed integer from Xm
- UCVTF Sd, Wm // Sd = unsigned integer from Wm

To convert from floating point to integer, we have several choices for how we want rounding handled:

- FCVTAS Wd, Hn // signed, round to nearest
- FCVTAU Wd, Sn // unsigned, round to nearest
- FCVTMS Xd, Dn // signed, round towards minus infinity
- FCVTMU Xd, Dn // unsigned, round towards minus infinity
- FCVTPS Xd, Dn // signed, round towards positive infinity
- FCVTPU Xd, Dn // unsigned, round towards positive infinity
- FCVTZS Xd, Dn // signed, round towards zero
- FCVTZU Xd, Dn // unsigned, round towards zero

Comparing Floating-Point Numbers

Most of the floating-point instructions don't have "S" versions; therefore, don't update the condition flags. The main instruction that updates these flags is the **FCMP** instruction. Here are its forms:

- FCMP Hd, Hm
- FCMP Hd, #0.0
- FCMP Sd, Sm
- FCMP Sd, #0.0
- FCMP Dd, Dm
- FCMP Dd, #0.0

It can compare two half-precision registers, two single-precision registers, or two double-precision registers. It allows one immediate value, namely, zero, so it can compare half-, single-, or double-precision register to zero. This is needed since there is no floating-point zero register.

The **FCMP** instruction updates the condition flags based on subtracting the operands, like the **CMP** instruction we studied in Chapter 4, “Controlling Program Flow.”

Testing for equality of floating-point numbers is problematic, because rounding error numbers are often close, but not exactly equal. The solution is to decide on a tolerance, then consider numbers equal if they are within the tolerance from each other. For instance, we might define $e = 0.000001$ and then consider two registers equal if

$$\text{abs}(S1 - S2) < e$$

where `abs()` is a function to calculate the absolute value.

Example

Create a routine to test if two floating-point numbers are equal using this technique. We'll first add 100 cents, then test if they exactly equal \$1.00 (spoiler alert, they won't). Then we'll compare the sum using our `fpcomp` routine that tests them within a supplied tolerance (usually referred to as `epsilon`).

Start with our floating-point comparison routine, placing the contents of Listing 12-4 into `fpcomp.s`.

Listing 12-4. Routine to compare two floating-point numbers within a tolerance

```
//  
// Function to compare two floating-point numbers  
// the parameters are a pointer to the two numbers
```

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```
// and an error epsilon.  
//  
// Inputs:  
// X0 - pointer to the 3 FP numbers  
// they are x1, x2, e  
// Outputs:  
// X0 - 1 if they are equal, else 0  
.global fpcomp // Allow function to be called by others  
  
fpcomp:    // load the 3 numbers  
    LDP    S0, S1, [X0], #8  
    LDR    S2, [X0]  
  
    // calc s3 = x2 - x1  
    FSUB   S3, S1, S0  
    FABS   S3, S3  
    FCMP   S3, S2  
    B.LE    notequal  
    MOV     X0, #1  
    B      done  
  
notequal:MOV      X0, #0  
  
done: RET
```

Now the main program maincomp.s contains Listing 12-5.

Listing 12-5. Main program to add up 100 cents and compare to \$1.00

```
//  
// Main program to test our distance function  
//  
// W19 - loop counter  
// X20 - address to current set of points
```

```
.global main // Provide program starting address

.equ N, 100          // Number of additions.

main:
    STP X19, X20, [SP, #-16]!
    STR LR, [SP, #-16]!

// Add up one hundred cents and test if they equal $1.00

    MOV W19, #N          // number of loop iterations

// load cents, running sum and real sum to FPU

    LDR X0, =cent
    LDP S0, S1, [X0], #8
    LDR S2, [X0]

loop:
    // add cent to running sum
    FADD S1, S1, S0
    SUBS W19, W19, #1 // decrement loop counter
    B.NE loop           // loop if more points

    // compare running sum to real sum
    FCMP S1, S2
    // print if the numbers are equal or not
    B.EQ equal
    LDR X0, =notequalstr
    BL printf
    B next

equal: LDR X0, =equalstr
    BL printf

next:
// load pointer to running sum, real sum and epsilon
    LDR X0, =runsum
```

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```
// call comparison function
    BL      fpcomp          // call comparison function
// compare return code to 1 and print if the numbers
// are equal or not (within epsilon).
    CMP    X0, #1
    B.EQ  equal2
    LDR    X0, =notequalstr
    BL     printf
    B     done
equal2: LDR  X0, =equalstr
    BL     printf

done: MOV   X0, #0           // return code
    LDR   LR, [SP], #16
    LDP   X19, X20, [SP], #16
    RET

.data
cent:     .single 0.01
runsum:   .single 0.0
sum:      .single 1.00
epsilon:   .single 0.00001
equalstr:  .asciz "equal\n"
notequalstr: .asciz "not equal\n"
```

The makefile, in Listing 12-6, is as we would expect.

Listing 12-6. The makefile for the floating-point comparison example

```
fpcomp: fpcomp.s maincomp.s
        gcc -o fpcomp fpcomp.s maincomp.s
```

If we build and run the program, we get

```
smist08@kali:~/asm64/Chapter 12$ make
gcc -g -o fpcomp fpcomp.s maincomp.s
smist08@kali:~/asm64/Chapter 12$ ./fpcomp
not equal
equal
smist08@kali:~/asm64/Chapter 12$
```

If we run the program under **gdb**, we can examine the sum of 100 cents. We see

```
s0  {f = 0x0, u = 0x3c23d70a, s = 0x3c23d70a} {f = 0.00999999978,
u = 1008981770, s = 1008981770}
s1  {f = 0x0, u = 0x3f7ffff5, s = 0x3f7ffff5} {f = 0.999999344,
u = 1065353205, s = 1065353205}
s2  {f = 0x1, u = 0x3f800000, s = 0x3f800000} {f = 1,
u = 1065353216, s = 1065353216}
```

S0 contains a cent, \$0.01, and we see from gdb that this hasn't been represented exactly and this is where rounding error will come in. The sum of 100 cents ends up being in register **S1** as 0.999999344, which doesn't equal our expected sum of 1 contained in register **S2**.

Then we call our fpcomp routine that determines if the numbers are within the provided tolerance and hence considers them equal.

It didn't take that many additions to start introducing rounding errors into our sums. Be careful when using floating point for this reason.

Summary

In this chapter, we learned the following:

- What floating-point numbers are and how they are represented
- Normalization, NaNs, and rounding error
- How to create floating-point numbers in our **.data** section
- Discussed the bank of floating-point registers and how half-, single-, and double-precision values are contained in them
- How to load data into the floating-point registers and how to perform mathematical operations and save them back to memory
- How to convert between different floating-point types, compare floating-point numbers, and copy the result back to the ARM CPU, and the effect rounding errors have on these comparisons

In Chapter 13, “Neon Coprocessor,” we’ll look at how to perform multiple floating-point operations in parallel.

Exercises

1. Create a program to load and add the following numbers:
 $2.343 + 5.3$
 $3.5343425445 + 1.534443455$
 $3.14e12 + 5.55e-10$

How accurate are the results?

2. Integer division by 0 resulted in the incorrect answer of 0. Create a program to perform a floating-point division by 0 and see what the result is.
3. The ARM FPU has a square root function, but no trigonometric functions. Write a function to calculate the sine of an angle in radians using the approximate formula:

$$\sin x = x - x^3/3! + x^5/5! - x^7/7!$$

where ! stands for factorial and is calculated as $3! = 3 * 2 * 1$. Write a main program to call this function with several test values.

CHAPTER 13

Neon Coprocessor

In this chapter, we will perform true parallel computing. The Neon coprocessor shares a lot of functionality with the FPU from Chapter 12, “Floating-Point Operations,” but can perform several operations at once. For example, you can achieve four 32-bit floating-point operations at once with one instruction. The type of parallel processing performed by the Neon Coprocessor is single instruction multiple data (**SIMD**). In SIMD processing, each single instruction issued executes on multiple data items in parallel.

We’ll examine how to arrange data, so we can operate on it in parallel, and study the instructions that do so. We’ll then update our vector distance and 3x3 matrix multiplication programs to use the Neon processor to see how much of the work we can do in parallel.

The Neon Coprocessor shares the same register file we examined in Chapter 12, “Floating-Point Operations,” except that it can operate on all 128 bits of each register. We’ll learn how the bank of coprocessor registers is intended to be used with Neon. Let’s look in more detail at the NEON registers.

About the NEON Registers

The NEON Coprocessor can operate on the 64-bit registers that we studied in the previous chapter and a set of 128-bit registers that are new for this chapter. Having 128-bit registers doesn’t mean the NEON processor

performs 128-bit arithmetic. Rather, the Neon Coprocessor segments the large register into holding multiple smaller values at once. For instance, one 128-bit register can fit four 32-bit single-precision floating-point numbers. If we multiply two such registers, all four 32-bit numbers are multiplied together at the same time resulting in another 128-bit register containing the four results.

The Neon Coprocessor operates on both integers and floating-point numbers. The greatest parallelism is obtained using 8-bit integers where 16 operations can happen at once.

The Neon coprocessor can operate on 64-bit **D** or 128-bit **V** registers; of course, if you use 64-bit **D** registers, you only have half the amount of parallelism. In all instructions, we refer to the **V** register, but the number of elements multiplied by the size of the element must always be either 64 bits or 128 bits.

Table 13-1 shows the number of elements that fit in each register type. Next, we'll see how we perform arithmetic on these elements.

Table 13-1. Number of elements in each register type by size

	8-Bit Elements	16-Bit Elements	32-Bit Elements
64 bits	8	4	2
128 bits	16	8	4

Stay in Your Lane

The NEON coprocessor uses the concept of lanes for all of its computations. When you choose your data type, the processor considers the register divided into the number of lanes—one lane for each data element. If we work on 32-bit integers and use a 128-bit **V** register, then the register is considered divided into four lanes, one for each integer. We designate the lane configuration by specifying the number of lanes and the size of the data contained there. Even though these lane designators

appear to match floating-point registers, they only specify the size. The data could be either integer or floating point. The size multiplied by the number of lanes must be either 64 or 128 bits. Table 13-2 shows the lane designators we use and their sizes.

Table 13-2. Designator and size for lanes

Designator	Size
D	64 bits
S	32 bits
H	16 bits
B	8 bits

Figure 13-1 shows how register V1 can be divided into lanes of various sizes and how we specify them as arguments to instructions.

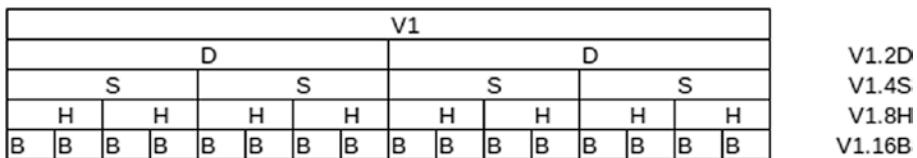


Figure 13-1. How register V1 can be divided into lanes.
These lanes just specify the size and number of lanes, not the data type contained in them

Figure 13-2 shows how the V registers are divided into four lanes, one for each 32-bit integer, and then how the arithmetic operation is applied to each lane independently. This way we accomplish four additions in one instruction, and the NEON coprocessor performs them all at the same time—in parallel.

	Lane 1	Lane 2	Lane 3	Lane 4	
V0	4	3	6	7	
V1	2	5	8	9	
	ADD	V2.4S, V0.4S, V1.4S			
V2	6	8	14	16	

Figure 13-2. Example of the four lanes involved in doing 32-bit integer addition

Performing Arithmetic Operations

There are two forms of the add instruction, one for integer addition and one for floating-point addition:

- ADD Vd.T, Vn.T, Vm.T // Integer addition
- FADD Vd.T, Vn.T, Vm.T // floating-point addition
T must be
- For ADD: 8B, 16B, 4H, 8H, 2S, 4S or 2D
- For FADD: 4H, 8H, 2S, 4S or 2D

Note We use the same instructions as we used for scalar integer and floating-point arithmetic. The Assembler knows to create code for the NEON Coprocessor due to the use of **V** registers and the inclusion of the **T** specifier.

The trick to using NEON is arranging your code, so that all the lanes keep doing useful work.

Since the NEON Processor supports integer operations, it supports all the logical operations like **AND**, **BIC**, and **ORR**. There are also a selection of comparison operations.

A look at the list of NEON instructions shows a lot of specialty instructions provided to help with specific algorithms. For example, there's direct support for polynomials over the binary ring to support certain classes of cryptographic algorithms.

We will show you how to use a few of the instructions in working examples. This will give you enough knowledge to apply the general principles of operations for the NEON Coprocessor; then you can peruse all the instructions in the *ARM Instruction Set Reference Guide*.

Calculating 4D Vector Distance

Let's expand the distance calculation example from Chapter 12, "Floating-Point Operations," to calculate the distance between two four-dimensional (4D) vectors. The formula generalizes to any number of dimensions, by just adding the extra squares of the differences for the additional dimensions under the square root.

First, `distance.s` is shown in Listing 13-1, using the NEON Coprocessor.

Listing 13-1. Routine to calculate the distance between two 4D vectors using the NEON Coprocessor.

```
//  
// Example function to calculate the distance  
// between 4D two points in single precision  
// floating-point using the NEON Processor  
  
//  
// Inputs:  
//     X0 - pointer to the 8 FP numbers  
//           they are (x1, x2, x3, x4),  
//           (y1, y2, y3, y4)
```

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```
// Outputs:  
//      W0 - the length (as single precision FP)  
  
.global distance // Allow function to be called by others  
  
//  
distance:  
    // load all 4 numbers at once  
    LDP    Q2, Q3, [X0]  
  
    // calc V1 = V2 - V3  
    FSUB  V1.4S, V2.4S, V3.4S  
    // calc V1 = V1 * V1 = (xi-yi)^2  
    FMUL  V1.4S, V1.4S, V1.4S  
    // calc S0 = S0 + S1 + S2 + S3  
    FADDP V0.4S, V1.4S, V1.4S  
    FADDP V0.4S, V0.4S, V0.4S  
    // calc sqrt(S0)  
    FSQRT S4, S0  
    // move result to W0 to be returned  
    FMOV  W0, S4  
  
    RET
```

Next, main.s is shown in Listing 13-2, to test the routine.

Listing 13-2. The main program to test the 4D distance function.

```
//  
// Main program to test our distance function  
//  
// W19 - loop counter  
// X20 - address to current set of points
```

```

.global main // Provide program starting address to linker

// 

.equ N, 3 // Number of points.

main:
    STP X19, X20, [SP, #-16]!
    STR LR, [SP, #-16]!

    LDR X20, =points // pointer to current points
    MOV W19, #N // number of loop iterations

loop:   MOV X0, X20 // move pointer to parameter 1 (r0)
        BL distance // call distance function

// need to take the single precision return value
// and convert it to a double, because the C printf
// function can only print doubles.
        FMOV S2, W0 // move back to fpu for conversion
        FCVT D0, S2 // convert single to double
        FMOV X1, D0 // return double to r2, r3
        LDR X0, =prtstr // load print string
        BL printf // print the distance

        ADD X20, X20, #(8*4) // 8 elements each 4 bytes
        SUBS W19, W19, #1 // decrement loop counter
        B.NE loop // loop if more points

        MOV X0, #0 // return code
        LDR LR, [SP], #16
        LDP X19, X20, [SP], #16
        RET

```

```
.data
points: .single    0.0, 0.0, 0.0, 0.0, 17.0, 4.0, 2.0, 1.0
        .single    1.3, 5.4, 3.1, -1.5, -2.4, 0.323, 3.4, -0.232
        .single 1.323e10, -1.2e-4, 34.55, 5454.234, 10.9, -3.6, 4.2, 1.3
prtstr:     .asciz "Distance = %f\n"
```

The makefile is in Listing 13-3.

Listing 13-3. The makefile for the distance program

```
distance: distance.s main.s
        gcc -g -o distance distance.s main.s
```

If we build and run the program, we see

```
smist08@kali:~/asm64/Chapter 13$ make
gcc -g -o distance distance.s main.s
smist08@kali:~/asm64/Chapter 13$ ./distance
Distance = 17.606817
Distance = 6.415898
Distance = 13230000128.000000
smist08@kali:~/asm64/Chapter 13$
```

1. We load one vector into **V2** and the other into **V3**.
Each vector consists of four 32-bit floating-point numbers, so each one can be placed in a 128-bit **V** register and treated as four lanes.
2. Subtract all four components at once using a single **FSUB** instruction. We calculate the squares all at once using a **FMUL** instruction. Both instructions operate on all four lanes in parallel.

3. Add up all the sums which are all in **V1**. This means all the numbers are in different lanes and we can't add them in parallel. This is a common situation to get into; fortunately the NEON instruction set does give us some help. It won't add up all the lanes in a register, but it will do pairwise additions in parallel. The following instruction

FADDP V0.4S, V1.4S, V1.4S

will pairwise add each pair of 32-bit floating-point numbers in the two arguments, putting all the sums in **V0**. Since the results have half the number of elements as the arguments, we can pairwise add four pairs in this case, which can be held in two **V** registers. We only need the first two sums, so we ignore the results from the second operand. This accomplishes two of the additions we need.

4. Perform the third using another **FADDP** instruction. This leaves the result we want in lane 1 which happens to overlap the regular floating-point register **S0**.
5. Once the numbers are added, use the FPU's square root instruction to calculate the final distance.

Figure 13-3 shows how these operations flow through the lanes in our registers and how we build up our result with each step.

Lane 1	Lane 2	Lane 3	Lane 4
V2 x1	x2	x3	x4
V3 y1	y2	y3	y4
FSUB V1.4S, V2.4S, V3.4S			
V1 x1-y1	x2-y2	x3-y3	x4-y4
FMUL V1.4S, V1.4S, V1.4S			
V1 $(x1-y1)^2$	$(x2-y2)^2$	$(x3-y3)^2$	$(x4-y4)^2$
FADDP V0.4S, V1.4S, V1.4S			
V0 $(x1-y1)^2 + (x2-y2)^2$	$(x3-y3)^2 + (x4-y4)^2$	Ignored	Ignored
FADDP V0.4S, V0.4S, V0.4S			
S0 $(x1-y1)^2 + (x2-y2)^2 + (x3-y3)^2 + (x4-y4)^2$			
FSQRT S4, S0			
S4 $\sqrt{(x1-y1)^2 + (x2-y2)^2 + (x3-y3)^2 + (x4-y4)^2}$			

Figure 13-3. Flow of the calculations through the registers showing the lanes. The last two lines aren't to scale and only show a single lane

This shows a nice feature of having the NEON and FPU sharing registers, allowing intermixing of FPU and NEON instructions without needing to move data around.

The only change to the main program is making the vectors 4D and adjust the loop to use the new vector size.

Optimizing 3x3 Matrix Multiplication

Let's optimize the 3x3 matrix multiplication example program from Chapter 11, "Multiply, Divide, and Accumulate," by using the parallel processing abilities of the NEON Coprocessor.

The NEON Coprocessor has a dot product function **SDOT**, but sadly it only operates on integers and isn't available on all processors. Hence, we won't use it. As we saw in the last example, adding within one register is a problem, and similarly there are problems with carrying out multiply with accumulates.

The recommended solution is to reverse two of our loops from the previous program. This way we do the multiply with accumulates as separate instructions, but we do it on three vectors at a time. The result is we eliminate one of our loops from the previous program and achieve some level of parallel operation.

The trick is to notice that one 3x3 matrix multiplication is really three matrices by vector calculations, namely:

- $C_{col1} = A * B_{col1}$
- $C_{col2} = A * B_{col2}$
- $C_{col3} = A * B_{col3}$

If we look at one of these matrices times a vector, for example:

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} \begin{vmatrix} x \\ y \\ z \end{vmatrix}$$

we see the calculation is

$$\begin{vmatrix} ax + by + cz \\ dx + ey + fz \\ gx + hy + iz \end{vmatrix}$$

If we put a, d, and g in a register in separate lanes; b, e, and h in another register; and c, f, and i in a third register in the matching lanes, we can calculate a column in the result matrix, as shown in Figure 13-4.

	Lane 1	Lane 2	Lane 3
V1	a	d	g
V2	b	e	f
V3	c	f	i
V4	ax+by+cz	dx+ey+fz	gx+hy+iz

Mult V1 by x and place result in V4
 Mult V2 by y and add to result in V4
 Mult V3 by z and add to result in V4

Figure 13-4. Showing how the calculations flow through the lanes

This is the recommended algorithm for matrix multiplication on the NEON coprocessor. We will use short integers to demonstrate integer arithmetic this time. Since four 16-bit short integers fit into 64 bits and we only need three, we will use this lane configuration.

What we did above is for one column of the results matrix, we then need to do this for all the columns. We will place this logic in a macro, to repeat the calculation three times. Since the goal is as fast matrix multiplication as possible, it is worth removing the loops, since it saves extra logic. This makes the program look much simpler.

Listing 13-4. Neon-enabled 3x3 matrix multiplication example

```
//  
// Multiply 2 3x3 integer matrices  
// Uses the NEON Coprocessor to do  
// some operations in parallel.  
  
//  
// Registers:  
//    D0 - first column of matrix A  
//    D1 - second column of matrix A  
//    D2 - third column of matrix A  
//    D3 - first column of matrix B  
//    D4 - second column of matrix B  
//    D5 - third column of matrix B  
//    D6 - first column of matrix C  
//    D7 - second column of matrix C  
//    D8 - third column of matrix C  
  
.global main // Provide program starting address to linker  
  
main:  
    STP    X19, X20, [SP, #-16]!  
    STR    LR, [SP, #-16]!
```

```

// load matrix A into Neon registers D0, D1, D2
    LDR    X0, =A          // Address of A
    LDP    D0, D1, [X0], #16
    LDR    D2, [X0]

// load matrix B into Neon registers D3, D4, D5
    LDR    X0, =B          // Address of B
    LDP    D3, D4, [X0], #16
    LDR    D5, [X0]

.macro mulcol ccol bcol
    MUL    \ccol\().4H, V0.4H, \bcol\().4H[0]
    MLA    \ccol\().4H, V1.4H, \bcol\().4H[1]
    MLA    \ccol\().4H, V2.4H, \bcol\().4H[2]
.endm

    mulcol V6, V3          // process first column
    mulcol V7, V4          // process second column
    mulcol V8, V5          // process third column

    LDR    X1, =C          // Address of C
    STP    D6, D7, [X1], #16
    STR    D8, [X1]

// Print out matrix C
// Loop through 3 rows printing 3 cols each time.
    MOV    W19, #3          // Print 3 rows
    LDR    X20, =C          // Addr of results matrix
printloop:
    LDR    X0, =prtstr      // printf format string
// print transpose so matrix is in usual row column order.
// first ldrh post-indexes by 2 for next row
// so second ldrh adds 6, so is ahead by 2+6=8=row size
// similarly for third ldh ahead by 2+14=16 = 2 x row size

```

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```
LDRH  W1, [X20], #2 // first element in current row
LDRH  W2, [X20,#6] // second element in current row
LDRH  W3, [X20,#14] // third element in current row
BL    printf        // Call printf
SUBS  W19, W19, #1 // Dec loop counter
B.NE  printloop     // If not zero loop

MOV   X0, #0          // return code
LDR   LR, [SP], #16
LDP   X19, X20, [SP], #16
RET

.data
// First matrix in column major order
A:   .short 1, 4, 7, 0
      .short 2, 5, 8, 0
      .short 3, 6, 9, 0
// Second matrix in column major order
B:   .short 9, 6, 3, 0
      .short 8, 5, 2, 0
      .short 7, 4, 1, 0
// Result matrix in column major order
C:   .fill  12, 2, 0

prtstr: .asciz  "%3d %3d %3d\n"
```

We store both matrices in column major order and the C matrix is produced in column major order. This is to make setting up the calculations easier, since everything is aligned properly to bulk load into our NEON registers. We changed the print loop, so that it prints out the results matrix in our usual row order form, basically doing a matrix transpose as it loops through the C matrix.

In the macro, we do the scalar multiplication:

```
MUL \ccol\().4H, V0.4H, \bcol\().4H[0]
```

which translates to something like the following:

```
MUL V6.4H, V0.4H, V3.4H[0]
```

This is multiplying each lane in **V0** by the scalar contained in a specific lane of **V3**. This shows how we typically access a value in a specific lane by appending [lane number] to the end of the register specifier—counting lanes from zero.

Note We added `\()` after the parameter name, since otherwise the `.4H` will be included and the parameter won't expand correctly. The `\()` is just a null expression to introduce a separator between the macro parameter name and the next characters.

Summary

This chapter is a quick overview of how the NEON Coprocessor works and how to write programs for it. We explained how NEON uses lanes to perform parallel computations and a selection of the instructions available for computations. We gave two examples, one to calculate the distance between two 4D vectors and one to perform 3x3 matrix multiplication to demonstrate how you can easily harness the power of the NEON Coprocessor.

In Chapter 14, “Optimizing Code,” we’ll look at specialized instructions to optimize conditional logic and show how to optimize our upper-case routine.

Exercises

1. Compute the absolute value of a 4D vector. A 4D vector v , given by (a, b, c, d) , has an absolute value square root $(a^2 + b^2 + c^2 + d^2)$.
2. The length of a vector is its distance from the origin, the vector of all zeros. A normalized vector is a vector with length 1. Normalize a vector by dividing each of its components by its length. Modify the distance program to compute the normalized form of a vector.
3. Write a routine to calculate the dot product of two 4D vectors.
4. Alter the 3x3 matrix program to multiply 4x4 matrices. Make sure you verify your result is correct.

CHAPTER 14

Optimizing Code

In this chapter, we will look at ways to make our upper-case routine more efficient. We look at some design patterns for more efficient conditional statements, as well as some new ARM instructions that can simplify our code.

Optimizing code often involves thinking outside the box and going beyond finding ways to remove one or two instructions in a loop; we'll look at a couple of novel ways to greatly improve the upper-case routine.

First of all, we'll look at a trick to simplify the main if statement.

Optimizing the Upper-Case Routine

Our original upper-case routine implements the pseudo-code:

```
IF (W5 >= 'a') AND (W5 <= 'z') THEN  
    W5 = W5 - ('a'-'A')  
END IF
```

with the following Assembly code:

```
// If W5 > 'z' then goto cont  
    CMP    W5, #'z'           // is letter > 'z'?  
    B.GT   cont  
// Else if W5 < 'a' then goto end if  
    CMP    W5, #'a'  
    B.LT   cont  // goto to end if, if < 'a'
```

```
// if we got here then the letter is lower case, so convert it.
    SUB    W5, W5, #('a'-'A')
cont: // end if
```

This code implements the reverse logic of branching around the **SUB** instruction if **W5** < 'a' or **W5** > 'z'. This was fine for a chapter teaching branch instructions, since it demonstrated two of them. However, in this chapter, we look at eliminating branches entirely, so let's see how we can improve this code one step at a time.

Simplifying the Range Comparison

A common way to simplify range comparisons is to shift the range, so we don't need a lower comparison. If we subtract 'a' from everything, then our pseudo-code becomes

```
W6 = W5 - 'a'
IF (W6 >= 0) AND W6 <= ('z'-'a') THEN
    W5 = W5 - ('a'-'A')
END IF
```

If we treat **W6** as an unsigned integer, then the first comparison does nothing, since all unsigned integers are greater than 0. In this case, we simplified our range from two comparisons to one comparison that **W6** \leq ('z'-'a'). To understand why we use two registers here, see Exercise 1 in this chapter.

This leads us to the first improved version of our upper.s file. This new upper.s is shown in Listing 14-1.

Listing 14-1. Upper-case routine with simplified range comparison

```
//
// Assembler program to convert a string to
// all upper case.
```

```

// X1 - address of output string
// X0 - address of input string
// X4 - original output string for length calc.
// W5 - current character being processed
// W6 - minus 'a' to compare < 26.
//
.global toupper      // Allow other files to call this routine

toupper: MOV   X4, X1
// The loop is until byte pointed to by X1 is non-zero
loop: LDRB  W5, [X0], #1      // load char and increment
                                         pointer
// Want to know if 'a' <= W5 <= 'z'
// First subtract 'a'
        SUB   W6, W5, #'a'
// Now want to know if W6 <= 25
        CMP   W6, #25          // chars are 0-25 after shift
        B.HI  cont
// if we got here then the letter is lower case, so convert it.
        SUB   W5, W5, #('a'-'A')
cont: // end if
        STRB  W5, [X1], #1      // store character to output str
        CMP   W5, #0           // stop on hitting a null
                                         character
        B.NE  loop             // loop if character isn't null
        SUB   X0, X1, X4       // get the len by sub'ing the
                                         pointers
        RET                  // Return to caller

```

All the examples in this chapter use the same main.s from Listing 6-3, except the third one, which skips needing a main.s. Listing 14-2 is a makefile for all the code in this chapter. Comment out any programs that you haven't gotten to yet, or you will get a compile error.

Listing 14-2. Makefile for the upper-case routine version in this chapter

```
UPPEROBJS = main.o upper.o
UPPER2OBJS = main.o upper2.o
UPPER3OBJS = upper3.o
UPPER4OBJS = main.o upper4.o

ifdef DEBUG
DEBUGFLGS = -g
else
DEBUGFLGS =
endif
LSTFLGS =

all: upper upper2 upper3 upper4

%.o : %.s
    as $(DEBUGFLGS) $(LSTFLGS) $< -o $@

upper: $(UPPEROBJS)
    ld -o upper $(UPPEROBJS)

upper2: $(UPPER2OBJS)
    ld -o upper2 $(UPPER2OBJS)

upper3: $(UPPER3OBJS)
    ld -o upper3 $(UPPER3OBJS)

upper4: $(UPPER4OBJS)
    ld -o upper4 $(UPPER4OBJS)
```

This is an improvement and a great optimization to use when you need range comparisons. Let's use a conditional instruction to remove another branch.

Using a Conditional Instruction

The ARM processor has a handful of instructions that help eliminate branch instructions. First of all, consider conditional select:

- CSELXd, Xn, Xm, cond

This statement implements

```
IF cond is true then
    Xd = Xn
else
    Xd = Xm
```

This is like the C conditional operator, as follows:

```
Xd = cond ? Xn : Xm
```

Note You can use either **W** or **X** registers with the **CSEL** instruction, but all the registers must be the same type.

There are a few variations on this instruction; a typical one is conditional select increment:

- CSINCXd, Xn, Xm, cond

which implements

```
IF condition is true then
    Xd = Xn
else
    Xd = Xm + 1
```

Next, we'll use **CSEL** to replace another branch instruction.

Example with CSEL

Listing 14-3 is our upper-case routine modified to use a **CSEL** instruction, eliminating another branch instruction, which should be placed in the file upper2.s.

Listing 14-3. Upper-case routine using a conditional **CSEL** instruction

```
//  
// Assembler program to convert a string to  
// all upper case.  
  
//  
// X1 - address of output string  
// X0 - address of input string  
// X4 - original output string for length calc.  
// W5 - current character being processed  
// W6 - minus 'a' to compare < 26.  
// W6 - char minus 0x20, potential upper-cased  
  
.global toupper          // Allow other files to call this  
                         routine  
  
toupper:  
    MOV    X4, X1  
    // The loop is until byte pointed to by R1 is non-zero  
loop: LDRB  W5, [X0], #1 // load char and increment pointer  
    // Want to know if 'a' <= W5 <= 'z'  
    // First subtract 'a'
```

```

SUB    W6, W5, #'a'
// Now want to know if W6 <= 25
CMP    W6, #25           // chars are 0-25 after shift
// perform lower case conversion to W6
SUB    W6, W5, #('a'-'A')
// Use W6 if lower case, otherwise use original character in W5
CSEL   W5, W6, W5, LS
STRB   W5, [X1], #1       // store character to output str
CMP    W5, #0             // stop on hitting a null
                           character
B.NE   loop               // loop if character isn't null
SUB    X0, X1, X4         // get the len by sub'ing the
                           pointers
RET
                           // Return to caller

```

In this example, we perform

```
SUB    W6, W5, #('a'-'A')
```

into a different result register **W6**. Now, we have the original character in **W5** and the converted character in **W6**. We perform

```
CSEL   W5, W6, W5, LS
```

This places **W6** into **W5** if the **LS** condition is true—the character is an alphabetic lower-case character, else it puts **W5** into **W5**—the original character.

This code is more structured; it isn't a spaghetti of branch instructions. Once you are used to using these operators, following the logic is easier. This sequence is easier on the execution pipeline, since branch prediction isn't required to keep things moving.

Restricting the Problem Domain

The best optimizations of code arise from restricting the problem domain. If we are only dealing with alphabetic characters, we can eliminate the range comparison entirely. In Appendix D, “ASCII Character Set,” the only difference between upper- and lower-case letters is that lower-case letters have the 0x20 bit set, whereas upper-case letters do not. This means we convert a lower-case letter to upper-case by performing a bit clear (**BIC**) operation on that bit. If we do this to special characters, it will corrupt the bits of quite a few of them.

Often in computing, we want code to be case insensitive, meaning that you can enter any combination of case. The Assembler does this, so it doesn’t care if we enter **MOV** or **mov**. Similarly, many computer languages are case insensitive, so you can enter variable names in any combination of upper- and lower-case and it means the same thing. Machine learning algorithms that process text always convert them into a standard form, usually throwing away all punctuation and converting them to all one case. Forcing this standardization saves a lot of extra processing later.

Let’s look at an implementation of this for our code. Listing 14-4 goes in `upper3.s`.

Listing 14-4. Upper-case routine as a macro, using BIC for alphabetic characters only

```
//  
// Assembler program to convert a string to  
// all upper case. Assumes only alphabetic  
// characters. Uses bit clear blindly without  
// checking if character is alphabetic or not.  
//  
// X0 - address of input string  
// X1 - address of output string
```

```

// X2 - original output string for length calc.
// W3 - current character being processed
//

.global _start      // Provide program starting address

.MACRO toupper inputstr, outputstr
    LDR    X0, =\inputstr      // start of input string
    LDR    X1, =\outputstr    // address of output string
    MOV    X2, X1

// The loop is until byte pointed to by R1 is non-zero
loop:   LDRB  W3, [X0], #1      // load char and increment
        pointer
        BIC   W3, W3, #0x20    // kill bit that makes it
        lower case
        STRB  W3, [X1], #1      // store character to output
        str
        CMP   W3, #0            // stop on hitting a null
        character
        B.NE  loop              // loop if character isn't
        null
        SUB   X0, X1, X2        // get the len by sub'ing the
        pointers

.ENDM

_start:
    toupper      instr, outstr

// Setup the parameters to print our hex number
// and then call Linux to do it.
    MOV   X2,X0      // return code is the length of
                      the string

```

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```
MOV    X0, #1           // 1 = StdOut
LDR    X1, =outstr      // string to print
MOV    X8, #64          // linux write system call
SVC    0               // Call linux to output the string

// Setup the parameters to exit the program
// and then call Linux to do it.
MOV    X0, #0           // Use 0 return code
MOV    X8, #93          // Service command code 96
                        terminates
SVC    0               // Call linux to terminate the
                        program

.data
instr: .asciz "ThisIsRatherALargeVariableNameAaZz//[^{}\\n"
    .align 4
outstr:    .fill   255, 1, 0
```

This file contains the _start entry point and print Linux calls, so no main.s is needed. Here is the output of building and running this version:

```
smist08@kali:~/asm64/Chapter 14$ make
as upper3.s -o upper3.o
ld -o upper3 upper3.o
smist08@kali:~/asm64/Chapter 14$ ./upper3
THISISRATHERALARGEVARIABLENAMEAAZZ[@[
smist08@kali:~/asm64/Chapter 14$
```

There are a few special characters at the end of the string showing how some are converted correctly and some aren't.

Besides using this **BIC** instruction to eliminate all conditional processing, we implement the toupper routine as a macro to eliminate the overhead of calling a function. We change the register usage, so we only use the first four registers in the macro, so we don't need to save any registers around the call.

This is typical of many optimizations, showing how we can save instructions if we narrow our problem domain, in this case to just working on alphabetic characters rather than all ASCII characters.

Using Parallelism with SIMD

In Chapter 13, “Neon Coprocessor,” we looked at performing operations in parallel and mentioned that this coprocessor processes characters, as well as integers and floats. Let’s see if we can use NEON instructions to process 16 characters at a time (16 characters fit in a 128-bit V register).

Let’s look at the code in upper4.s shown in Listing 14-5.

Note This code won’t run until we make an adjustment to main.s at the end of this section in Listing 14-6.

Listing 14-5. Upper-case routine using the NEON Coprocessor

```
//  
// Assembler program to convert a string to  
// all upper case.  
//  
// X0 - address of input string  
// X1 - address of output string  
// X2 - use as indirection to load data  
// Q0 - 8 characters to be processed  
// V1 - contains all a's for comparison  
// V2 - result of comparison with 'a's  
// Q3 - all 25's for comp  
// Q8 - spaces for bic operation  
.global toupper           // Allow other files to call this routine
```

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```
.EQU N, 4
toupper:
    LDR X2, =aaas
    LDR Q1, [X2] // Load Q1 with all as
    LDR X2, =endch
    LDR Q3, [X2] // Load Q3 with all 25's
    LDR X2, =spaces
    LDR Q8, [X2] // Load Q8 with all spaces
    MOV W3, #N
// The loop is until byte pointed to by R1 is non-zero
loop: LDR Q0, [X0], #16 // load 16 chars and incr pointer
      SUB V2.16B, V0.16B, V1.16B // Subtract 'a's
      CMHI V2.16B, V3.16B // compare chars to
                           25's
      NOT V2.16B, V2.16B // no CMLO so need to
                           not
      AND V2.16B, V2.16B, V8.16B // and result with
                                   spaces
      BIC V0.16B, V0.16B, V2.16B // kill lower-casebit
      STR Q0, [X1], #16 // store character to
                           output str
      SUBS W3, W3, #1 // dec loop counter and
                        set flags
      B.NE loop // loop if character
                  isn't null
      MOV X0, #(N*16) // get the len by
                        sub'ing the pointers
      RET // Return to caller

.data
aaas: .fill 16, 1, 'a' // 16 a's
```

```

endch:      .fill 16, 1, 25          // after shift, chars
            are 0-25
spaces:     .fill 16, 1, 0x20        // spaces for bic

```

This routine uses 128-bit registers to process 16 characters at a time. There are more instructions than some of our previous routines, but the parallelism makes it worthwhile. We start by loading our constants into registers. You can't use immediate constants with NEON instructions, so these must be in registers. Additionally, they need to be duplicated 16 times, so there is one for each of our 16 lanes.

We then load 16 characters to process into **Q0** with an **LDR** instruction. We use post-indexed addressing, so the pointer is left pointing to the next block of characters for when we loop.

Figure 14-1 shows the processing through the NEON Coprocessor for the first four lanes. We use **BIC**, but we could have just as easily used **SUB** to do the conversion. We test that the character is lower-case alphabetic before doing this, so it is correct for all ASCII characters.

Lane	1	2	3	4
V0	T	h	i	s
V1	a	a	a	a
SUB V2.16B, V0.16B, V1.16B				
V2	T-a	h-a	i-a	s-a
V3	25	25	25	25
'z' - 'a'				
CMHI V2.16B, V2.16B, V3.16B				
NOT V2.16B, V2.16B				
V2	0	0xff	0xff	0xff
V8	0x20	0x20	0x20	0x20
Spaces				
AND V2.16B, V2.16B, V8.16B				
V2	0	0x20	0x20	0x20
BIC V0.16B, V0.16B, V2.16B				
V0	T	H	I	S

Figure 14-1. The parallel processing steps to convert to upper-case

The **CMHI** is our first encounter with a NEON comparison instruction. It compares all 16 lanes at once. It places all 1s in the destination lane if the comparison is true, otherwise 0. All 1s are 0xFF hex. We really want **CMLO**, but there is no such instruction, so we need to do a **CMHI** followed by a **NOT**. With this, we can **AND** it with a register full of 0x20s. Any lanes that don't have a lower-case alphabetic character will result in 0.

This means in lanes with 0, there are no bits for **BIC** to clear. Then the lanes that still have 0x20 will clear that one bit doing the conversion.

For this routine to work, we need to make a change to main.s. We need to add a “**.align 4**” between the two strings. This is because we can only load or store NEON data from or to word-aligned memory locations. If we don't do this, we get a “Bus Error” when the program runs. The updated code is shown in Listing 14-6.

Listing 14-6. Changes required in main.s

```
instr: .asciz "This is our Test String that we will convert.  
AaZz@[`{\n"  
.align 4  
outstr: .fill 255, 1, 0
```

I also added edge case characters to the end of the string; this ensures we don't have any off-by-one errors in our code.

This code runs fine, but that's partly because of the way our **.data** section is set up. Notice there is no test for the string NULL terminator. This routine just converts fixed length strings, and we set the fixed length at 4*16 by making the loop perform four iterations. The NEON processor has no easy way to detect a NULL terminator. If we looped through the characters outside of the NEON processor to look for the NULL, we do nearly as much work as our last toupper routine. To do string processing in the NEON Coprocessor, here are some notes:

- Don't use NULL-terminated strings. Use a length field followed by the string. Or use fixed length strings, for example, every string is just 256 characters and contains spaces beyond the last character.
- Pad all strings to use data storage in multiples of 16. This way you won't ever have to worry about NEON processing past the end of your buffer.
- Make sure all the strings are word aligned.

We've looked at several techniques to optimize our upper-case routine; let's look at why we concentrate so much on eliminating branch instructions as well as provide a few other tips.

Tips for Optimizing Code

The first rule of optimizing code is to time and test everything. The designers of the ARM processor are always incorporating improvements to their hardware designs. Each year, the ARM processors get faster and more optimized. Improving performance through optimizing Assembly Language code isn't always intuitive. The processor can be quite smart at some things and quite dumb at others. If you don't set up tests to measure the results of your changes, you could well be making things worse.

With that said, let's look at some general Assembly Language optimization techniques.

Avoiding Branch Instructions

The ARM CPU works on several instructions at once, and if the instructions don't involve a branch, then everything works great. If the CPU hits a branch instruction, it must do one of three things:

1. Throw away any work it has done on instructions after the branch instruction.
2. Make an educated guess as to which way the branch is likely to go and proceed in that direction; then it only needs to discard the work if it guessed wrong.
3. Start processing instructions in both directions of the branch at once; perhaps it can't do as much work, but it accomplishes something until the direction of the conditional branch is decided.

CPUs were getting quite good at predicting branches and keeping their pipelines busy. This was until the Spectre and Meltdown security exploits figured out how to access this work and exploit it. That caused CPU vendors, including ARM, to reduce some of this functionality.

As a result, conditional branch instructions can still be expensive. They also lead to hard to maintain spaghetti code that should be avoided. So reducing conditional branches helps performance and leads to more maintainable code.

Avoiding Expensive Instructions

Instructions like multiplication and division take multiple clock cycles to execute. If you can accomplish them through additions or subtractions in an existing loop, that can help. Also, consider using bit manipulation instructions like shifting left to multiply by 2. If these instructions are necessary for your algorithm, then there isn't much you can do.

One trick is to execute the multiplication or division on the FPU or NEON Coprocessor; this will allow other regular ARM instructions to continue in parallel.

Don't Be Afraid of Macros

Calling a function can be costly if a lot of registers need to be saved to the stack and then restored before returning. Don't be afraid of using macros to eliminate the function call and return instructions along with all the register saving/restoring.

Loop Unrolling

We'll see an example of loop unrolling in Chapter 15, "Reading and Understanding Code." This is repeating the code the number of times of the loop, saving the overhead of the instructions that do the looping. We did this in the NEON version of 3x3 matrix multiplication where we inserted calls to a macro three times rather than write a loop.

Keeping Data Small

Even though the ARM process can mostly process instructions involving the 64-bit X registers in the same time as involving the 32-bit W registers, it puts strain on the memory bus moving all that data. Remember the memory bus is moving your data, along with loading instructions to execute and doing all that for all the processing cores. Reducing the quantity of data you move to and from memory can help speed things up.

Beware of Overheating

A single ARM processor typically has four or more processing cores, each of these with an FPU and NEON Coprocessor. If you work hard, you can get all these units working at once, theoretically processing a huge amount of data in parallel. The gotcha is that the more circuitry you involve in processing, the more heat is produced.

If you do this, beware that a single board computer, like the Raspberry Pi, can overheat. Similarly, smartphones overheat when they need to sustain too much processing. Often there are guidelines as to how busy you can keep the processor before it starts to overheat.

You won't damage the processor; it will detect the overheating and slow itself down, undoing all the great work you've done.

Summary

In this chapter, we performed several optimizations on our upper-case function. We looked at

1. Simplifying range comparisons
2. Using conditional instructions
3. Simplifying the domain and using bit manipulations
4. Upper-casing 16 characters at once using the NEON Coprocessor

We then provided several hints to consider when optimizing your code.

In Chapter 15, "Reading and Understanding Code," we will examine how the C compiler generates code and talk about understanding compiled programs.

Exercises

1. In our first optimization, consider this alternate pseudo-code:

```
W5 = W5 - 'a'  
IF (W5 >= 0) AND W5 <= ('z' - 'a') THEN
```

```
W5 = W5 + 'A'  
END IF
```

Why is this incorrect?

2. Think back to the loops we developed in Chapter 4, “Conditional Program Flow.” Construct a FOR loop using a CSINC statement to do the increment and test for loop end.
3. Each generation of ARM CPU adds a few more instructions, especially to the NEON Coprocessor. List the pros and cons of utilizing newer instructions to optimize your code.
4. Set up a way to run each of the programs in this chapter in a large loop, and time how long each one takes. Which technique is fastest and why? Consider using the Linux gettimeofday service.

CHAPTER 15

Reading and Understanding Code

We've now learned quite a bit of ARM 64-bit Assembly Language; one of the things we can do is read another programmer's code. Reading another programmer's code is a great way to not only add to our toolkit of tips and tricks but also improve our own coding. We'll review some places where you can find Assembly source code for the ARM processor. We'll examine one of the Assembly Language routines from the Linux kernel to learn some new optimization techniques. Then we'll look at how the GNU C compiler writes Assembly code and how we can analyze it. We'll look at the NSA's Ghidra hacking tool that converts Assembly Language code back into C code—at least approximately.

We'll use our upper-case program to see how the C compiler writes Assembly Language code and then examine how Ghidra can take that code and reconstitute the C code.

Browsing Linux and GCC Code

One of the many nice things about working with Linux and the GNU Compiler Collection is that they are open source. That means you can browse through the source code and peruse the Assembly parts contained there. They are available in the following GitHub repositories:

- Linux kernel: <https://github.com/torvalds/linux>
- GCC source code: <https://github.com/gcc-mirror/gcc>

Clicking the “Clone or download” button and choosing “Download ZIP” is the easiest way to obtain them. Within all this source code, a couple of good folders to review ARM 64-bit Assembly Language source code are

- Linux kernel
 - arch/arm64/lib
 - arch/arm64/kernel
 - arch/arm64/crypto
- GCC
 - libgcc/config/aarch64

Note The arch/arm64/crypto has several cryptographic routines implemented on the NEON Coprocessor cryptographic extensions that won’t be implemented on all processors.

The Assembly source code for these is in *.S files (note the upper-case S). This is so they can include C header files and utilize C preprocessor directives.

We can learn a lot by studying this code. For example, we'll now look at how the Linux kernel copies pages of memory around.

Copying a Page of Memory

The Linux kernel contains machine-specific code to handle things like the initialization of the CPU, handling interrupts and performing multitasking. It also contains Assembly Language versions of many C runtime functions and other specialty functions that optimize the Linux kernel's performance.

The Linux kernel does not use the C runtime library. That's because the C runtime library must be initialized once Linux is running; rather the Linux kernel has copies of some key runtime functions. Furthermore, special machine-specific, highly optimized versions are contained in the arch/arm64/lib folder. There is a lot we can learn from these functions.

The Linux kernel's virtual memory manager deals with allocating memory to processes in 4K pages. Manipulating these pages efficiently is key to the Linux kernel performing well. We will look at the kernel's implementation of copying a page from one location to another. This will teach us a little of how Linux kernel functions are implemented and learn a couple of new optimization techniques in the process. This particular function was implemented by ARM Holdings and donated to the Linux kernel, since it is in ARM's interest that Linux runs well on their processors.

Listing 15-1 is the source code from the Linux 5.6 kernel currently under development; the file is arch/arm64/lib/copy_page.S. Linux kernel source code uses both C and Assembler macros; this routine contains fewer than most, so this code should be largely familiar. Before you read the following code, think of how you might implement an Assembly Language function to copy 4K of data from one place to another.

Listing 15-1. The Linux kernel's copy page function

```
/* SPDX-License-Identifier: GPL-2.0-only */
/*
 * Copyright (C) 2012 ARM Ltd.
 */

#include <linux/linkage.h>
#include <linux/const.h>
#include <asm/assembler.h>
#include <asm/page.h>
#include <asm/cpufeature.h>
#include <asm/alternative.h>

/*
 * Copy a page from src to dest (both are page aligned)
 *
 * Parameters:
 *      x0 - dest
 *      x1 - src
 */
SYM_FUNC_START(copy_page)
alternative_if ARM64_HAS_NO_HW_PREFETCH
    // Prefetch three cache lines ahead.
    prfm pldl1strm, [x1, #128]
    prfm pldl1strm, [x1, #256]
    prfm pldl1strm, [x1, #384]
alternative_else_nop_endif

    ldp x2, x3, [x1]
    ldp x4, x5, [x1, #16]
    ldp x6, x7, [x1, #32]
    ldp x8, x9, [x1, #48]
    ldp x10, x11, [x1, #64]
```

```
ldp    x12, x13, [x1, #80]
ldp    x14, x15, [x1, #96]
ldp    x16, x17, [x1, #112]

add    x0, x0, #256
add    x1, x1, #128

1:
tst    x0, #(PAGE_SIZE - 1)

alternative_if ARM64_HAS_NO_HW_PREFETCH
    prfm    pldl1strm, [x1, #384]
alternative_else_nop_endif

stnp   x2, x3, [x0, #-256]
ldp    x2, x3, [x1]
stnp   x4, x5, [x0, #16 - 256]
ldp    x4, x5, [x1, #16]
stnp   x6, x7, [x0, #32 - 256]
ldp    x6, x7, [x1, #32]
stnp   x8, x9, [x0, #48 - 256]
ldp    x8, x9, [x1, #48]
stnp   x10, x11, [x0, #64 - 256]
ldp    x10, x11, [x1, #64]
stnp   x12, x13, [x0, #80 - 256]
ldp    x12, x13, [x1, #80]
stnp   x14, x15, [x0, #96 - 256]
ldp    x14, x15, [x1, #96]
stnp   x16, x17, [x0, #112 - 256]
ldp    x16, x17, [x1, #112]

add    x0, x0, #128
add    x1, x1, #128

b.ne  1b
```

```
    stnp    x2, x3, [x0, #-256]
    stnp    x4, x5, [x0, #16 - 256]
    stnp    x6, x7, [x0, #32 - 256]
    stnp    x8, x9, [x0, #48 - 256]
    stnp    x10, x11, [x0, #64 - 256]
    stnp    x12, x13, [x0, #80 - 256]
    stnp    x14, x15, [x0, #96 - 256]
    stnp    x16, x17, [x0, #112 - 256]

    ret
SYM_FUNC_END(copy_page)
EXPORT_SYMBOL(copy_page)
```

I suspect this implementation isn't what you'd expect to implement. So, let's go through how this function works and why it's implemented the way it is.

About the Algorithm

This routine copies 128 bytes at a time by loading 16 64-bit (8-byte) registers with data. Why does it do this? Why not just copy 16 bytes at a time using repeated **LDP/STP** instructions? There are two reasons for this:

1. Loop unrolling: The code only loops 31 times.
This reduces the number of times the loop-related instructions execute.
2. Parallel processing: Notice that the code does all the **LDP** instruction ahead of the **STP** instructions. This way the instruction pipeline can execute quite a few of these instructions in parallel, since the data isn't used until much later. If your particular ARM processor has a deep instruction pipeline, this can greatly help.

The loop is a bit strange. It uses a **TST** instruction rather than a **CMP** instruction to test if we're done. **TST** is just like **CMP**, except it uses **ANDS** rather than **SUBS** to do the comparison. Is this being clever for the sake of being clever? Here are a few points about this loop:

1. It adds 256 right away to **X0**; the destination pointer then must dereference the values with negative offsets. This is necessary since the starting address is on a page boundary, and the test would abort the loop right away if we didn't add something first.
It adds 256 rather than 128, since the first set of **LDPs** are done before the loop and the last set of **STPs** are done after the loop. This gives the correct number of iterations.
2. This routine uses all the corruptible registers, except for one. This means it doesn't need to push or pop any registers to or from the stack. Register **X19** is still available to use and this could store the original address, so we can test with **CMP** to see when we hit the end of the page, or it could be used as a regular counter. Perhaps, this would lead to more readable code, without requiring extra overhead.
3. The **TST** is a long distance in the code from the **B.NE** that uses the result. This can be confusing, since when you see the **B.NE**, it isn't obvious who is setting the condition flags for it.
4. It relies on the pointers being page aligned (which they're specified to be).
5. It uses **1b** as the label rather than something more descriptive. Perhaps, this was a macro at one time, but currently this is a function, so a descriptive label is okay.

I think the loop would've been better accomplished in a more typical fashion.

Macros and Kernel Options

The macros SYM_FUNC_START, SYM_FUNC_END, and EXPORT_SYMBOL are defined in include/linux/linkage.h. They contain the GNU Assembler directives to ensure the routine is aligned properly and the function name is global.

The macros alternative_if and alternative_else_nop_endif are defined in arch/arm64/include/asm/alternative.h. They provide a configurable mechanism to configure the Linux kernel depending on the exact features that a given processor contains. The folder arch/arm64/include/asm has several interesting Assembly Language include files that are worth looking at.

In this case if the ARM processor has memory prefetch, then we include instructions like

```
prfm pldl1strm, [x1, #128]
```

The preceding instruction asks the processor to load the data stored at this address into the **L1** cache. The intent being that when we get to the **LD****P** instructions, the data will already be in the cache and execute faster. The string **pldl1strm** means

1. **pld**: Preload the data.
2. **l1**: Load into the L1 cache.
3. **strm**: Stream the data starting at the specified address. It also implies the data will only be used once; then it can be discarded.

Similarly, the routine uses **STNP** to store the register pair. This instruction is the same as **STP**; the **N** is a non-temporal hint that we're done with the cache value. The processor can also use this as a hint that

nearby memory addresses will be saved shortly, and it can batch the memory operations together if that helps performance.

We've spent quite a bit of time writing our own Assembly Language; let's have a look at how the GNU C compiler writes Assembly code.

Code Created by GCC

We'll code our upper-case routine in C and compare the generated code to what we wrote. For this example, we want **gcc** to do as good a job as possible, so we'll use the **-O3** option for maximal optimization.

We create `upper.c` from Listing 15-2.

Listing 15-2. C implementation of the mytoupper routine

```
#include <stdio.h>

int mytoupper(char *instr, char *outstr)
{
    char cur;
    char *orig_outstr = outstr;

    do
    {
        cur = *instr;
        if ((cur >= 'a') && (cur <='z'))
        {
            cur = cur - ('a'-'A');
        }
        *outstr++ = cur;
        instr++;
    } while (cur != '\0');
    return( outstr - orig_outstr );
}
```

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```
#define BUFFERSIZE 250

char *tstStr = "This is a test!";
char outStr[BUFFERSIZE];

int main()
{
    mytoupper(tstStr, outStr);
    printf("Input: %s\nOutput: %s\n", tstStr, outStr);

    return(0);
}
```

We can compile this with

```
gcc -O3 -o upper upper.c
```

and then run objdump to see the generated code:

```
objdump -d upper >od.txt
```

We get Listing 15-3.

Listing 15-3. Assembly code generated by the C compiler for our upper-case function

```
0000000000000000690 <main>:
690: a9bf7bfd    stp    x29, x30, [sp, #-16]!
694: b0000080    adrp   x0, 11000 <__cxa_finalize
                           @GLIBC_2.17>
698: 90000082    adrp   x2, 10000 <__FRAME_END__+0xf588>
69c: 910003fd    mov    x29, sp
6a0: f9401c01    ldr    x1, [x0, #56]
6a4: f947dc44    ldr    x4, [x2, #4024]
6a8: aa0103e5    mov    x5, x1
6ac: 384014a0    ldrb   w0, [x5], #1
```

```

6b0:    91000484    add    x4, x4, #0x1
6b4:    51018403    sub    w3, w0, #0x61
6b8:    51008006    sub    w6, w0, #0x20
6bc:    12001c63    and    w3, w3, #0xff
6c0:    7100647f    cmp    w3, #0x19
6c4:    54000128    b.hi   6e8 <main+0x58> // b.pmore
6c8:    381ff086    sturb  w6, [x4, #-1]
6cc:    91000484    add    x4, x4, #0x1
6d0:    384014a0    ldrb   w0, [x5], #1
6d4:    51018403    sub    w3, w0, #0x61
6d8:    51008006    sub    w6, w0, #0x20
6dc:    12001c63    and    w3, w3, #0xff
6e0:    7100647f    cmp    w3, #0x19
6e4:    54ffff29    b.ls   6c8 <main+0x38> // b.plast
6e8:    381ff080    sturb  w0, [x4, #-1]
6ec:    35ffe00     cbnz   w0, 6ac <main+0x1c>
6fo:    f947dc42    ldr    x2, [x2, #4024]
6f4:    90000000    adrp   x0, 0 <_init-0x600>
6f8:    91242000    add    x0, x0, #0x908
6fc:    97ffffe1    bl     680 <printf@plt>
700:    52800000    mov    w0, #0x0          // #0
704:    a8c17bfd    ldp    x29, x30, [sp], #16
708:    d65f03c0    ret

```

A few things to notice about this listing:

- The compiler automatically inlined the `mytoupper` function like our macro version. The `mytoupper` function is elsewhere in the listing, in case it's called from another file.

- The compiler knows about the range optimization and shifted the range, so it only does one comparison. The shift is performed by

```
sub    w3, w0, #0x61
```

- The compiler sets up a stack frame, but doesn't use it, because all the variables fit in the corruptible registers. As a result, it only saves and restores the **LR** and **FP** registers.
- The compiler uses the **ADRP** instruction to load the values of pointers. We covered **ADR** in Chapter 5, "Thanks for the Memories"; **ADRP** works like **ADR**, except that it loads to a 4K page boundary. This means that it has a greater range than ADR, but for humans it's harder to use. The compiler must set it to a page boundary, which in this case points to C runtime data and then uses cumbersome offsets to get to the correct data. This is good for compilers, not so good for humans to code.
- The compiler uses the **CBNZ** instruction, which we'll discuss shortly.
- There are a few occurrences of

```
and    w3, w3, #0xff
```

This is to maintain type correctness in C. A C char data type is an unsigned 8-bit number. When we subtract, it could go negative, resulting in the upper 8 bits of **W3** being set to 1. This corrects it back to an unsigned quantity. We never did this, because we knew we'd only ever save this as 8 bits

using **STRB**; therefore, we knew the upper bits would be ignored whatever they are.

- For compiler accesses outstr via register **X4**. Strangely, it adds one to this first, then references it with a -1 offset. This results in an unnecessary **ADD** instruction.
- The compiler always performs the case conversion with

```
sub    w6, w0, #0x20
```

Then based on the comparison, it either saves **W6** or **W0** depending upon whether the conversion is required or not.

Overall, the compiler did a reasonable job of compiling our code, but there are a few instructions that can be removed. We can certainly see how some hand optimization will help.

This is why many Assembly Language programmers start with C code and then remove any extra instructions. The C code becomes less efficient once it can't fit all the variables in registers and must start swapping data to and from the stack. This usually happens when the complexity is higher and the need for speed is greater.

In Chapter 8, “Programming GPIO Pins,” we looked at programming the GPIO pins using the GPIO controller’s memory registers. This sort of code confuses the optimizer. Often it needs to be turned off, or it optimizes away the code that accesses these locations. This is because we write to memory locations and never read them and also read memory we never set. There are keywords to help the optimizer; however, Assembly Language can result in quite a bit better code, because you’re working against the C optimizer that doesn’t know what the GPIO controller is doing with this memory.

The listing used the **CBNZ** instruction that we haven’t seen before; let’s have a look at this along with the matching **CBZ** instruction.

Using the CBNZ and CBZ Instructions

Consider the set of instructions:

```
SUB    W1, W1, #1  
CMP    W1, #0  
B.NE   mylabel
```

This is typical code in many loops. We have been eliminating the **CMP** instruction by using **SUBS**:

```
SUBS   W1, W1, #1  
B.NE   mylabel
```

Another way to optimize this is with

```
SUB    W1, W1, #1  
CBNZ   W1, mylabel
```

CBNZ is compare and branch on nonzero. It compares **W1** to 0, and if it isn't 0 yet, then it branches. Not all instructions have an **S** version like **SUBS**, and this instruction can be used in those cases. **CBZ** is the reverse and will branch when the register is 0. These are the only choices; there aren't versions for any other condition flags.

The compiler doesn't seem to use **SUBS** instructions when it generates code. It could have eliminated the **CMP** instruction by putting an **S** on the end of one of the **SUB** instructions.

Reverse Engineering and Ghidra

In the Linux world, most of the programs you encounter are open source, from which you can easily download the source code and study it. There is documentation on how it works, and you are actively encouraged to contribute to the program, perhaps fix bugs or add a new feature.

Suppose we encounter a program that we don't have the source code for, and we want to know how it works. Perhaps, we want to study it, to see if it contains malware. It might be the case that we are worried about privacy concerns and want to know what information the program sends on the Internet. Maybe, it's a game, and we want to know if there is a secret code we can enter to go into God mode. What is the best way to go about this?

We can examine the Assembly code of any Linux executable using **objdump** or **gdb**. We know enough about Assembly that we can make sense of the instructions we encounter. However, this doesn't help us form a big picture of how the program is structured and it's time consuming.

There are tools to help with this. Until recently there were only expensive commercial products available; however, the National Security Agency (NSA), yes, that NSA, released a version of the tool that their hackers use to analyze code. It is called Ghidra, named after the three-headed monster that Godzilla fights. This tool lets you analyze compiled programs and includes the ability to decompile a program back into C code. It includes tools to show you the graphs of function calls and the ability to make annotations as you learn things.

You can download Ghidra from <https://ghidra-sre.org/>. To install it, you unzip it, then run the **ghidraRun** script if you are on Linux. Ghidra requires the Java runtime; if you don't have this already installed, you will need to install it for your operating system.

Note Ghidra requires the 64-bit version of Oracle Java. Some Linux distributions, even though they are 64 bits, have the 32-bit version of Java installed. If you run Ghidra under 32-bit Java, it will work until you try to disassemble some code, at which point the disassembler will fail to run. There's currently no 64-bit version of Java for ARM, so you need to do this on an Intel or AMD-based computer.

Decompiling an optimized C program is difficult. As we saw in the last section, the **GCC** optimizer does some major rewriting of our original code as part of converting it to Assembly Language. Let's take the upper program that we compiled from C in the last section, give it to Ghidra to decompile, and see whether the result is like our starting source code.

1. Create a project in Ghidra, import our upper program, and we get an information dialog shown in Figure 15-1.

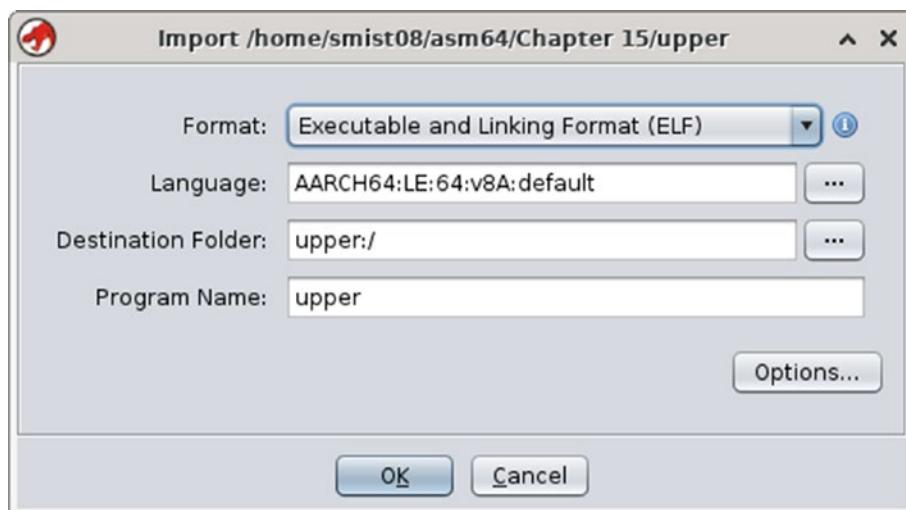


Figure 15-1. High-level information on the upper executable

2. Another information window with more detailed data. Click OK to get the main Window.
3. Right-click the upper executable and select “Open with default tool”. This opens the code analysis window. Click Yes when asked if you want the code analyzed and accept the defaults at the next prompt. Figure 15-2 is the resulting code analysis window. You need to click main in the symbol tree to get the source code to appear.

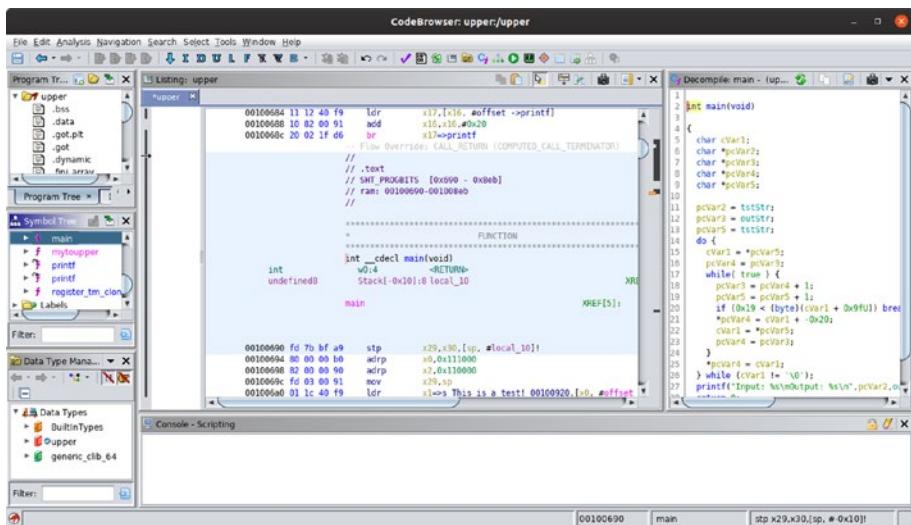


Figure 15-2. Ghidra analyzing our upper program

Listing 15-4 is the C code that Ghidra generates. The lines above the definition of the main routine were added, so the program will compile and run.

Listing 15-4. C code created by Ghidra for our upper C program

```
#include <stdio.h>

#define BUFFERSIZE 250

char *tstStr = "This is a test!";
char outStr[BUFFERSIZE];

typedef unsigned char byte;

#define true 1

int main(void)
{
    char cVar1;
```

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```
char *pcVar2;
char *pcVar3;
char *pcVar4;
char *pcVar5;

pcVar2 = tstStr;
pcVar3 = outStr;
pcVar5 = tstStr;
do {
    cVar1 = *pcVar5;
    pcVar4 = pcVar3;
    while( true ) {
        pcVar3 = pcVar4 + 1;
        pcVar5 = pcVar5 + 1;
        if (0x19 < (byte)(cVar1 + 0x9fU)) break;
        *pcVar4 = cVar1 + -0x20;
        cVar1 = *pcVar5;
        pcVar4 = pcVar3;
    }
    *pcVar4 = cVar1;
} while (cVar1 != '\0');
printf("Input: %s\nOutput: %s\n",pcVar2,outStr);
return 0;
}
```

4. Run the program. The expected output is

```
smist08@kali:~/asm64/Chapter 15$ make
gcc -O3 -o upperghidra upperghidra.c
smist08@kali:~/asm64/Chapter 15$ ./upperghidra
Input: This is a test!
Output: THIS IS A TEST!
smist08@kali:~/asm64/Chapter 15$
```

The code produced isn't pretty. The variable names are generated. It knows **tstStr** and **outStr**, because these are global variables. The logic is in smaller steps, often each C statement being the equivalent of a single Assembly instruction. When trying to figure out a program you don't have the source code for, having a couple of different viewpoints is a great help.

Note This technique only works for true compiled languages like C, Fortran, or C++. It does not work for interpreted languages like Python or JavaScript; it also doesn't work for partially compiled languages that use a virtual machine architecture like Java or C#. There are other tools for these and often these are much more effective, since the compile step doesn't do as much.

Summary

In this chapter, we reviewed where we can find some sample Assembly source code in the Linux kernel and the GCC runtime library. We looked at the Linux kernels copy_page function to see how that works. We wrote a C version of our upper-case program, so we could compare the Assembly code that the C compiler produces and compare it to what we have written.

We then looked at the sophisticated Ghidra program for decompiling programs to reverse the process and see what it produces. Although it produces working C code from Assembly code, it isn't that easy to read.

In Chapter 16, “Hacking Code,” we'll look how hackers use Assembly Language knowledge to hack our code and take control of our computers.

Exercises

1. Manually execute the instructions in Listing 15-1 that perform the loop to ensure you understand how it works and that it performs the correct number of iterations.
2. Have a look at the Linux kernel library function memchr.S located in arch/arm64/lib. Can you easily follow this code?
3. The copy_page routine was simpler, because the pages were guaranteed to be aligned. Look at the memcmp.S file in arch/arm64/lib. This routine is more complicated because it doesn't assume alignment, but wants to use the same efficiencies alignment gives you. It needs to handle the first non-aligned bytes, then the main block that's aligned, and any leftover bytes. Understanding this routine is more challenging.
4. Rewrite the loop in one of the versions of the uppercase routine to use a **CBNZ** or **CBZ** instruction for its main loop.
5. Compile the C code generated by the Ghidra disassembler in Listing 15-4. Then run objdump on the output and compare it to the original Assembly code in Listing 15-3. Is this what you expected?
6. Examine one of the smaller executables from /usr/bin, such as **head**, in Ghidra. Can you figure out how it works and find the main block of code?

CHAPTER 16

Hacking Code

For the purpose of this chapter, hacking means gaining illicit access to a computer or network by various tricky means. This chapter offers techniques to hack programs by providing them with bad data. Another form of hacking is social engineering where you trick people into revealing their passwords, or other personal data, over the phone, social media, or e-mail; however, that's a topic for a different book.

Every programmer should know about hacking. If you don't know how hackers exploit security weaknesses in program code, then you will unknowingly provide these for them.

Buffer Overrun Hack

As an example, we'll look at the classic buffer overrun problem, how it happens, how to exploit it, and then how to protect against it. Anyone with security experience will notice that our upper-case routine is error-prone and will likely lead to a buffer overrun vulnerability in our code. Let's look at what buffer overrun is and how it gets exploited.

Causes of Buffer Overrun

Our upper-case routine happily converts text to upper-case until it hits a NULL (0) character. If the provided text is bigger than the output buffer the caller provides, then this routine overwrites whatever is in memory after it. Depending on where the buffer is located, this affects the type of attack

that's possible. We're going to look at this buffer being located on the stack. The weakness of the stack is that this is where function return addresses get stored when we nest function calls. If we arrange our code exactly, we can overwrite a function return address and cause the function to return to a place of our choosing.

There are other forms of buffer overrun attacks if the data is stored in the C runtime heap, or in the program's data segment. These attacks are like what we will explore for the stack.

If you enter too much data into such a text field, the program typically crashes, since you've overwritten important program data and corrupted pointers. Even though the hacker won't get any proprietary data this way, this is still a good foundation for a **denial of service** (DoS) attack. If this is a web server and you cause it to crash, then it needs to be restarted and re-initialized. This typically takes several seconds. This means we can send a message to the web server every few seconds to keep it offline.

Stealing Credit Card Numbers

Imagine a credit card company's web server running a web application that uses our upper-case program, because it needs to convert names to upper-case super fast, so that its web pages are exceptionally responsive. Suppose there's a page on the web site where you enter your name, and the web application converts it to upper-case; but the web page wasn't error checking for the length of data and passed it to our upper-case routine as is. Furthermore, for convenience this web application provides several administrative utilities, such as a facility to download all the credit card data, so it can be backed up. These utilities are only available to administrative users with special clearance and require a digital certificate to access. As a hacker, we want to dupe the customer facing part of the web site into giving us access to the administrative part without requiring extra authentication.

In Chapter 6, “Functions and the Stack,” we learned that if a function calls another function, it must store the **LR** register to the stack, so that it won’t be lost. We’ll modify our main program and upper-case routine to have an intermediate routine, so **LR** is stored to the stack and allocates the output buffer on the stack.

Listing 16-1 contains three routines: One is the skeleton of the credit card company’s web application. It has the usual _start entry point that calls the routine **calltoupper**. This routine pushes **LR** to the stack and allocates 16 bytes for the output buffer. The second is the DownloadCreditCardNumbers routine that we shouldn’t be able to access. And the third is the specially constructed input data that if we enter in a text box will cause nefarious things to happen.

Listing 16-1. Main web application for the credit card company

```
//  
// Assembler program to demonstrate a buffer  
// overrun hacking attack.  
  
//  
// X0-X2 - parameters to Linux function services  
// X1 - address of output string  
// X0 - address of input string  
// X8 - Linux function number  
  
.global _start          // Provide program starting address  
  
DownloadCreditCardNumbers:  
// Setup the parameters to print hello world  
// and then call Linux to do it.  
    MOV    X0, #1      // 1 = StdOut  
    LDR    X1, =getcreditcards // string to print  
    MOV    X2, #30       // length of our string
```

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```
MOV    X8, #64          // Linux write system call
SVC    0               // Call linux to output the string
RET

calltoupper:
STR   LR, [SP, #-16]!  // Put LR on the stack
SUB   SP, SP, #16      // 16 bytes for outstr
LDR   X0, =instr        // start of input string
MOV   X1, SP            // address of output string
BL    toupper

aftertoupper:           // convenient label to use as a breakpoint
ADD   SP, SP, #16      // Free outstr
LDR   LR, [SP], #16
RET

_start:
BL    calltoupper

// Setup the parameters to exit the program
// and then call Linux to do it.
MOV   X0, #0            // Use 0 return code
MOV   X8, #93           // Service command code 93 terminates
SVC   0                // Call Linux to terminate the
program

.data
instr: .ascii "This is our Test"      // Correct length string
      .dword 0x000000000004000bo     // overwrite for LR
getcreditcards:      .asciz  "Downloading Credit Card Data!\n"
      .align 4
```

For this example, we use the first optimized example of the upper-case routine, **upper.s**, from Chapter 14, “Optimizing Code,” that uses the range shift optimization. When this program is compiled and run, you get

Downloading Credit Card Data!

repeated over and over until you hit Ctrl+C. This is in spite of the routine `DownloadCreditCardNumbers` never being called within the program. We’ll see why the program is put in an infinite loop shortly.

We won’t include the code for the user interface; we’ll just provide the data in our `.data` section. We want to keep things simple and easy to follow.

Let’s look at what happens to the stack through the process as this function runs.

Stepping Through the Stack

The stack is set up in the `calltoupper` function. Figure 16-1 shows the values of **SP** and what is stored in each 16-byte block. Remember that **SP** must always be 16-byte aligned.

0x7fffffff210			original SP
0x7fffffff200	8 bytes for LR	8 bytes zero	STR LR, [SP, #-16]!
0x7fffffff1f0	16 byte buffer for outstr		SUB SP, SP, #16

Figure 16-1. The contents of the stack inside the `calltoupper` function

Remember that the stack grows downward, so when we push something onto the stack, we decrement **SP**. The pointer we pass for `outstr` will be `0x7fffffff1f0`, and since our loop in the upper-case routine increments, if it overflows its buffer, it overwrites the stored value for **LR** located at memory address `0x7fffffff200`. The strategy is to overwrite **LR** with an address causing the program to do our bidding.

Listing 16-2 shows the memory addresses of the key instructions we will consider. We want to overwrite the **LR** register with `0x4000b0`; that’s the address of the `DownloadCreditCardNumbers` routine.

Listing 16-2. Excerpts of the objdump output of the program in Listing 16-1

```
00000000004000b0 <DownloadCreditCardNumbers>:
    4000b0: d2800020    mov    x0, #0x1
    ...
00000000004000c8 <calltoupper>:
    4000c8: f81f0ffe    str    x30, [sp, #-16]!
    ...
00000000004000e8 <_start>:
    4000e8: 97fffff8    bl    4000c8 <calltoupper>
    4000ec: d2800000    mov    x0, #0x0
```

1. In `_start` we do the **BL** to the `calltoupper` routine. This places the address of the next instruction into **LR** and jumps to `calltoupper`. This means **LR** has the value 0x4000ec at this point.
2. On entering `calltoupper`, **SP** contains 0x7fffff210. Execute the

`STR LR, [sp, #-16]!`

instruction which decrements **SP** by 16 and copies **LR** to this memory location. This makes **SP** 0x7fffff200 and the 16 bytes there contain

0x7fffff200: 0x004000ec 0x00000000 0x00000000 0x00000000

showing that **LR** was pushed to the stack.

3. Execute
- `SUB SP, SP, #16`

This allocates 16 bytes for our output buffer. This reduces the stack pointer to 0x7fffffff1f0 and the contents of the stack are

```
0x7fffffff1f0: 0x00000000 0x00000000 0x00000000 0x00000000
0x7fffffff200: 0x004000ec 0x00000000 0x00000000 0x00000000
```

4. The function toupper converts our string to uppercase. It does this correctly for the first part of the string “This is our Test” (16 bytes). Since there is no NULL (0) terminator, it will also process the next byte 0xb0 that isn’t lower-case, so will be copied as is. The next byte is a NULL (0), so it stops. **SP** isn’t affected by this series of operations, but on returning from toupper, the stack contains

```
0x7fffffff1f0: 0x53494854 0x20534920 0x2052554f 0x54534554
0x7fffffff200: 0x004000b0 0x00000000 0x00000000 0x00000000
```

The first line is our string, converted to uppercase. But notice the return address at 0x7fffffff200 has changed from 0x004000ec to 0x004000b0. This means the return address is the address of the DownloadCreditCardNumbers routine.

5. The calltoupper cleans up the stack and returns

```
ADD SP, SP, #16 // Free outstr
LDR LR, [SP], #16
RET
```

The key point is that the **LDR** instruction loads the address of DownloadCreditCardNumbers into **LR**, then the **RET** instruction branches to that routine causing a major data breach.

In performing this hack, we are lucky on a couple of points:

1. We only need to copy one byte to get the address changed to what we want, since the next byte of the address is NULL (0).
2. The byte we needed to copy wasn't one for a lower-case letter, so it was left alone by the toupper routine.

A successful hack usually requires some luck and fortuitous circumstances. If this wasn't the case, we still have some options. For example, we could jump into the middle of the DownloadCreditCardNumbers routine. The start of a function usually contains function prologue that, if we never intend to successfully return from, can be skipped. After all, we don't care if the program continues to work correctly, only that we get our downloaded credit card numbers.

The reason the program goes into an infinite loop is because we don't do a **BL** to call DownloadCreditCardNumbers; we use a **RET** instruction. So nothing updates **LR** to a new value; therefore, the **RET** at the end of DownloadCreditCardNumbers jumps to the same address again.

This was an example of one particular buffer overrun exploit; however, hackers have many ways to exploit buffer overruns, whether the data is on the stack, in the C memory heap, or in our data segment. Let's look at several ways to avoid buffer overrun problems.

Mitigating Buffer Overrun Vulnerabilities

To combat buffer overrun problems, there are techniques we can use in our code and that our tools can provide to help us. In this section, we'll look at both. First of all, let's consider the bad design of the function parameters to our upper-case routine. Before we consider a solution, let's look at the root cause of many buffer overrun problems, the C runtime's **strcpy** function, and the various solutions proposed to fix this design.

Don't Use strcpy

The C runtime's **strcpy** routine has the following prototype:

```
char * strcpy ( char * destination,
    const char * source );
```

It copies characters from source to destination, until a NULL (0) character is encountered. This results in buffer overrun vulnerabilities like we just encountered. The original suggested solution was to replace all occurrences of **strcpy** with **strncpy**:

```
char * strncpy ( char * destination,
    const char * source, size_t num );
```

Here you place the size of the destination in num, and it stops copying at that point. That stops the buffer overrun at this point, but now the destination string is not NULL (0) terminated, and this leads to a buffer overrun later in the code. One suggestion is to always do the following:

```
strncpy( dest, source, num );
dest[num-1] = '\0';
```

This NULL terminates the string, but it requires the programmer to remember to always do this. Perhaps, under deadline pressure, this may be forgotten.

A new function was then introduced to the BSD C runtime, **strlcpy**, that always NULL terminates the destination string:

```
size_t strlcpy(char *destination,
    const char *source, size_t size);
```

This function eliminates that problem, as the destination is always NULL (0) terminated, but this function is nonstandard and not part of the GNU C library.

A criticism of both `strncpy` and `strlcpy` type functions is that they eliminate the ability to nest these functions to quickly build larger more complicated strings. This is because you don't easily know the remaining buffer length if you're concatenating strings together. Another suggested solution is the following:

```
char * strcpy ( char * destination,  
    const char * source, char * end );
```

This **strcpy** passes in a pointer to the end of the destination buffer. This is handy when you nest calls, since **end** stays constant, unlike a remaining length that shrinks as you build the string. Again, this is a nonstandard function and not part of the C runtime.

These functions all stop overwriting the destination buffer and prevent data corruption. However, they all have a problem that they could allow the leakage of sensitive data. Suppose the source isn't NULL (0) terminated and the source buffer is smaller than the destination buffer; then the function will copy data until the destination buffer is full. This means we've copied some possibly sensitive data from past the end of the source buffer into the destination buffer. If this is displayed later, it might give away some sort of sensitive or helpful information to hackers. This leads to another form:

```
errno_t strncpy_s(char * destination, size_t destmax,  
    const char * source, size_t srcmax);
```

In **strncpy_s** we provide the size of both buffers and the function returns an error code to tell us what happened.

I went through this discussion to point out that there are a lot of trade-offs in fixing API designs. When making the upper-case routine more secure, there are quite a few trade-offs to consider. We'll present a list of recommendations toward the end of this chapter, but first let's see what the operating system and GNU compiler can do to help us.

PIE Is Good

The exploit we performed previously relied upon us knowing the address of the `DownloadCreditCardNumbers` routine. The assumption is that we learned this from somewhere else, perhaps obtaining an illicit copy of the application's source code, or the build map file from the dark web.

With modern virtual memory systems, the operating system can give a process any memory addresses it likes; they don't need to have any relation to real memory addresses. This gave rise to a feature called position-independent executables (**PIE**) introduced to Linux around 2005. With this feature, an executable is loaded with a different base address each time it is run. This is a special case of address space layout randomization (**ASLR**), and you often see it referred to by either name.

This sounds good, so why did our preceding exploit work? Why didn't PIE defeat us? The reason is that you need to turn on PIE in the command line for the `ld` command. This is a conservative approach, whereby turning it on, you're acknowledging that you don't have any code that can't be relocated. Furthermore, none of the shared libraries you're using aren't relocatable. To turn on PIE, we need to add `-pie` to the list of options for the `ld` command. If we do this, we get the following:

```
smist08@kali:~/asm64/Chapter 16$ make
as    main.s -o main.o
as    upper.s -o upper.o
ld -pie -o upperpie main.o upper.o
smist08@kali:~/asm64/Chapter 16$ ./upperpie
Segmentation fault
smist08@kali:~/asm64/Chapter 16$
```

If we debug this with `gdb`, we'll see it runs as before, but all the addresses are changed. Often when debugging, we turn off PIE and only enable it for release to make decoding what is going on easier.

Note Apple's iOS operating system turns on PIE by default. If your program can't handle it, then you need to deliberately turn it off.

This still isn't ideal; it's better since the credit card numbers didn't get stolen, but the program still crashed. This can lead to an easy DoS attack for hackers to make our application unavailable.

We mentioned that the program needs to be relocatable. What stops your program being relocatable? Mostly hard-coding memory addresses in your data section that the linker doesn't know about. For example, when we use **LDR**, it creates an address in memory to use, but it also creates a relocation record so the loader can fix up the address.

Apple enforces using **ADR** instead of **LDR** to reduce the number of relocation records that need to be processed. In Chapter 2, "Loading and Adding," we showed how to load a register with a **MOV** and three **MOVK** instructions. If you use this technique to load a memory address, then your program won't be relocatable as the loader has no idea what you're doing and can't fix up the address.

It's a good practice to enable PIE for any C or Assembly Language programs. PIE isn't perfect; therefore, hackers have found ways around it. But it introduces a second step; hackers usually require a second vulnerability in addition to the buffer overrun to hack your program.

Poor Stack Canaries Are the First to Go

The GNU C compiler has a feature to detect buffer overruns. The idea is, in any routine that contains a string buffer located on the stack, to add extra code to place a secret random value next to the stored function return address. Then this value is tested before the function returns, and if corrupted, then a buffer overrun has occurred, and the program is terminated. These stack canaries are like the proverbial canaries in a coal mine, because when something goes wrong, they're the first to go and warn us that something bad is happening.

The source code that accompanies this book has a version of **upper.c** from Chapter 15, “Reading and Understanding Code,” that introduces a buffer overrun. Like PIE, this is an optional feature and we need to enable it with a **gcc** command line option. Here we use **-fstack-protector-all**, which is the most aggressive form of this feature. If we add this, compile, and run, we get the following:

```
smist08@kali:~/asm64/Chapter 16$ make
gcc -o uppercanary -fstack-protector-all -O3 upper.c
smist08@kali:~/asm64/Chapter 16$ ./uppercanary
Input: This is a test!xxxxxxxxxxxxxxxxxxxxyyandevenlongeran
dlongerandlonger
Output: THIS IS A TEST!XXXXXXXXXXXXXXXXXXXXYYAND EVEN LONGERAN
DLONGERANDLONGER
*** stack smashing detected ***: <unknown> terminated
Aborted
smist08@kali:~/asm64/Chapter 16$
```

This is great, as it prevented our buffer overrun, but it is quite expensive since it adds quite a few instructions to every function. Let’s look at the code that’s generated inside our functions. The following is extracted from and **objdump** of this program:

```
00000000000008e8 <routine>:
8e8:   a9be7bfd    stp    x29, x30, [sp, #-32]!
8ec:   90000080    adrp   x0, 10000 <__FRAME_END__+0xf3c0>
8f0:   910003fd    mov    x29, sp
8f4:   f947e400    ldr    x0, [x0, #4040]
8f8:   f9400001    ldr    x1, [x0]
8fc:   f9000fe1    str    x1, [sp, #24]
900:   d2800001    mov    x1, #0x0                                // #0
```

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```
// body of routine ...  
  
904: f9400fe1    ldr    x1, [sp, #24]  
908: f9400000    ldr    x0, [x0]  
90c: ca000020    eor    x0, x1, x0  
910: b5000080    cbnz   x0, 920 <routine+0x38>  
918: a8c27bfd    ldp    x29, x30, [sp], #32  
91c: d65f03c0    ret  
920: 97ffff74    bl     6f0 <__stack_chk_fail@plt>
```

We add four instructions to the function prologue and four instructions to the function epilogue.

Let's go through the instructions in the function prologue one by one:

1. **STP**: Standard instruction to store the **LR** and **FP** to the stack. It subtracts 32 from the stack, rather than 16 to make room for the stack canary.
2. **ADRP**: Standard instruction to load a pointer to the page that contains our data segment. Here we're only interested in the stack canary value, but most routines will use this for other purposes as well.
3. **MOV**: Move **SP** to **FP**, standard instruction to set up the C stack frame.
4. **LDR**: Form the address of the stack canary. Offset 4040 is where the stack canary is stored. This is a random value generated by the C runtime initialization code.
5. **LDR**: Load the value of the stack canary into register **X1**.
6. **STR**: Store the stack canary to the correct place on the stack to guard the function return pointer (pushed **LR**).

7. **MOV:** Overwrite the stack canary with zero, so it isn't left lying around. This is to try and prevent data leakage.

Next, let's go through the instructions in the function epilogue:

1. **LDR:** Load the stack canary from the stack into register **X1**.
2. **LDR:** Load the original stack canary value from the C runtime's data segment. In this case, **X0** still contains the pointer, so we don't need to rebuild it.
3. **EOR:** Compare the two values. Exclusive OR'ing two registers has the same effect as subtracting them, in that the result is zero if they are the same (see *Exercise 1 in this chapter*).
4. **CBNZ:** If the values are not equal (**Z** flag not set), then we have a problem and jump to the **BL** instruction after the **RET** instruction.
5. **LDP:** Load **LR** and **FP** back from the stack. If we got this far, we are reasonably confident that **LR** hasn't been overwritten because the stack canary survived.
6. **RET:** Normal subroutine return.
7. **BL:** Call to error reporting routine. This routine terminates the program rather than returning.

Stack canaries are quite effective, but if a hacker discovers the value used in a running process, they can construct a buffer overrun exploit. Plus, the fact that having your process terminate like this is never a good thing.

Preventing Code Running on the Stack

Originally stack overflow exploits would copy a hacker's Assembly Language program as a regular part of the buffer, then overwrite the function's return address to cause this code to execute. The ARM CPU's hardware security marks pages of memory as readable, writable, and executable. To prevent code running from the stack, Linux removed the bit allowing code to execute there and made the stack read and write only. With a simple example like this one, it's hard to do without adding a lot of extra compile and link switches to enable stack code execution, since it's firmly off by default.

This doesn't make executing code on the stack impossible, but it makes it much more difficult, requiring an extra exploit to disable this feature. The other danger is that a shared library you're using disables this feature and you're unaware of it.

Trade-offs of Buffer Overflow Mitigation Techniques

Care needs to be taken when designing our APIs to prevent security vulnerabilities. We should only use routines that provide some protection against buffer overrun, for example, using `strncpy` over `strcpy`. Enforce this by adding checks to the code check-in process in your source control system. But as pointed out previously, there are still trade-offs and weaknesses in these approaches. Ultimately the best protection from buffer overruns is to not have them in the first place, but beware that no matter how careful you are, mistakes and bugs happen.

Beware of data leakages. If you include a memory address in an error message, then a hacker can use this to determine what the PIE offset is. This might sound unlikely, but there are cases where programmers have a general error reporting mechanism that includes the contents of all the

registers. Some of these likely contain memory addresses. CPU exploits like Spectre and Meltdown show how to access bits of memory contained in the CPU cache. It is unlikely a hacker will find a password this way, but very likely they'll find a memory address or a stack canary.

If we turn on and incorporate every buffer overflow protection technique and tool available, then chances are that our code will run as much as 50% slower. This might be acceptable in some applications, or parts of applications; however, there are going to be parts of an application that need high performance in order to be competitive or even usable.

If we have a section of code that needs to be heavily optimized, we need to ensure there is a layer or module outside of this code that sanitizes and ensures the correctness of the data that is passed to the optimized routine. It needs to be ensured that this data checking can't be bypassed and that it ensures that the data passes any assumptions in the optimized routines. Code and security reviews can help with this to ensure several sets of eyes have looked for potential problems. The reviewers must have security and hacking expertise, so they know what to look out for.

Note Placing this code in the user interface module is often a mistake. For example, if you're writing a web application, then the UI is typically written in JavaScript and runs in the browser. Since JavaScript is an interpreted language, hackers can modify the JavaScript to bypass any error checking. Hackers may dispense with the JavaScript entirely and send bad messages to the web server. The same is true for all client/server applications. The server must validate its data and not rely on the UI layer.

A weakness with the Linux facilities like PIE is that if you link any shared library that disables PIE, then PIE is disabled for the entire application. It's critical to ensure the completed executable still has PIE enabled; otherwise you need to find the offending libraries and replace

them. The same is true for disabling stack execution. There isn't any good reason to not use PIE, or prevent stack execution, since these don't degrade the performance of your application.

Similarly, you might have stack canaries enabled in your code, but the shared libraries you're using may not be compiled with this option. Therefore, your code is all protected, but if hackers find a buffer overflow in a routine in a shared library, then they will likely be able to exploit it. Stack canaries are expensive to use, so often programmers use these sparingly or not at all.

Hackers are clever and look for small chinks in an application's armor that they can exploit. Hackers are patient, and if they find one chink that isn't quite enough to use, they keep looking. By combining several bits of information and holes, they can work out how to crack your program's security.

Summary

This chapter was a small glimpse into the world of hacking. We showed how one of the most famous exploits works, namely, exploiting buffer overrun. We then looked at various solutions to the problem, to make our programs more bulletproof, and also how to fix our own code and use the various tools provided by Linux and GNU C.

The occurrence of major data breaches at banks, credit agencies, and other online corporate systems happens regularly. Large corporations have the money to hire the best security consultants and use the best tools, yet they're exploited time and again. Take this as a warning to be diligent and conscious of hacking issues in your own programming.

If you've read this far, you should have a good idea of how to write 64-bit Assembly Language programs for Android, iOS, and Linux. You know how to write basic programs, as well as use the FPU and the advanced NEON processor to execute SIMD instructions.

Now it's up to you to go forth and experiment. The only way to learn programming is by doing. Think up your own Assembly Language projects, for example:

1. Control a robot connected to the GPIO pins of an NVidia Jetson Nano.
2. Optimize an AI object recognition algorithm with Assembly Language code, even using the NEON processor.
3. Contribute to the ARM-specific parts of the Linux kernel to improve the operating system's performance.
4. Enhance GCC to generate more efficient ARM code.
5. Think of something original that might be the next killer application.

Exercises

1. In the discussion of the epilogue code when stack canaries are enabled, we mentioned that the instruction

```
eor x0, x1, x0
```

will set X0 to zero if X0 and X1 are equal. Look up the logic rules for the exclusive or instruction and show how this works.

2. Consider the various APIs for strcpy. Choose one for toupper and implement it to prevent a buffer overrun.

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3. Turn on stack canaries for the upper.c program from Chapter 15, “Reading and Understanding Code.”
Play with it to see it working correctly and a stack overrun being caught.
4. Turn on PIE with some of the existing sample programs to ensure they work okay.
5. Do you think that always turning on maximum protection and living with the performance hit is the safest approach?

APPENDIX A

The ARM Instruction Set

This appendix lists the ARM 64-bit instruction in two sections: first, the core instruction set, then the NEON and FPU instructions. There is a brief description of each instruction:

{S} after an instruction indicates you can optionally set the condition flags.

† means the instruction is an alias.

ARM 64-Bit Core Instructions

Instruction	Description
ADC{S}	Add with carry
ADD{S}	Add
ADDG	Add with tag
ADR	Form PC relative address
ADRP	Form PC relative address to 4KB page
AND{S}	Bitwise AND

(continued)

Instruction	Description
ASR†	Arithmetic shift right
ASRV	Arithmetic shift right variable
AT†	Address translate
AUTDA, AUTDZA	Authenticate data address, using key A
AUTDB, AUTDZB	Authenticate data address, using key B
AUTIA, AUTIA1716	Authenticate instruction address, using key A
AUTIASP, AUTIAZ	Authenticate instruction address, using key A
AUTIZA	Authenticate instruction address, using key A
AUTIB, AUTIB1716	Authenticate instruction address, using key B
AUTIBSP, AUTIBZ	Authenticate instruction address, using key B
AUTIZB	Authenticate instruction address, using key B
AXFlag	Convert floating-point condition flags
B	Branch
B.cond	Branch conditionally
BFC†	Bitfield clear
BFI†	Bitfield insert
BFM	Bitfield move
BFXIL†	Bitfield extract and insert at low end
BIC{S}	Bitwise bit clear
BL	Branch with link
BLR	Branch with link to register
BLRAA, BLRAAZ	Branch with link to register, with pointer authentication

(continued)

Instruction	Description
BLRAB, BLRABZ	Branch with link to register, with pointer authentication
BR	Branch to register
BRAA, BRAAZ	Branch to register, with pointer authentication
BRAB, BRABZ	Branch to register, with pointer authentication
BRK	Breakpoint instruction
BTI	Branch target identification
CAS, CASA	Compare and swap word or doubleword in memory
CASAL, CASL	Compare and swap word or doubleword in memory
CASB, CASAB	Compare and swap byte in memory
CASALB, CASLB	Compare and swap byte in memory
CASH, CASAH	Compare and swap halfword in memory
CASALH, CASLH	Compare and swap halfword in memory
CASP, CASPA	Compare and swap pair of words or doublewords in memory
CASPAL, CASPL	Compare and swap pair of words or doublewords in memory
CBNZ	Compare and branch on nonzero
CBZ	Compare and branch on zero
CCMN	Conditional compare negative
CCMP	Conditional compare
CFINV	Invert carry flag
CFP†	Control flow prediction restriction by context

(continued)

Instruction	Description
CINC†	Conditional increment
CINV†	Conditional invert
CLREX	Clear exclusive
CLS	Count leading sign bits
CLZ	Count leading zeros
CMN†	Compare negative
CMP†	Compare
CMPP†	Compare with tag
CNEG†	Conditional negate
CPP†	Cache prefetch prediction restriction by context
CRC32B, CRC32H	CRC32 checksum
CRC32W, CRC32X	CRC32 checksum
CRC32CB	CRC32C checksum
CRC32CH	CRC32C checksum
CRC32CW	CRC32C checksum
CRC32CX	CRC32C checksum
CSDB	Consumption of speculative data barrier
CSEL	Conditional select
CSET†	Conditional set
CSETM†	Conditional set mask
CSINC	Conditional select increment
CSINV	Conditional select invert
CSNEG	Conditional select negation

(continued)

Instruction	Description
DC†	Data cache operation
DCPS1	Debug change PE state to EL1
DCPS2	Debug change PE state to EL2
DCPS3	Debug change PE state to EL3
DMB	Data memory barrier
DRPS	Debug restore process state
DSB	Data synchronization barrier
DVPT†	Data value prediction restriction by context
EON	Bitwise exclusive OR NOT
EOR	Bitwise exclusive OR
ERET	Exception return
ERETAA, ERETAB	Exception return, with pointer authentication
ESB	Error synchronization barrier
EXTR	Extract register
GMI	Tag mask insert
HINT	Hint instruction
HLT	Halt instruction
HVC	Hypervisor call
IC†	Instruction cache operation
IRG	Insert random tag
ISB	Instruction synchronization barrier
LDADD, LDADDA	Atomic add on word or doubleword in memory
LDADDAL, LDADDL	Atomic add on word or doubleword in memory

(continued)

Instruction	Description
LDADDB, LDADDAB	Atomic add on byte in memory
LDADDALB	Atomic add on byte in memory
LDADDLB	Atomic add on byte in memory
LDADDH	Atomic add on halfword in memory
LDADDAH	Atomic add on halfword in memory
LDADDALH	Atomic add on halfword in memory
LDADDLH	Atomic add on halfword in memory
LDAPR	Load-acquire RCpc register
LDAPRB	Load-acquire RCpc register byte
LDAPRH	Load-acquire RCpc register halfword
LDAPUR	Load-acquire RCpc register (unscaled)
LDAPURB	Load-acquire RCpc register byte (unscaled)
LDAPURH	Load-acquire RCpc register halfword (unscaled)
LDAPURSB	Load-acquire RCpc register signed byte (unscaled)
LDAPURSH	Load-acquire RCpc register signed halfword (unscaled)
LDAPURSW	Load-acquire RCpc register signed word (unscaled)
LDAR	Load-acquire register
LDARB	Load-acquire register byte
LDARH	Load-acquire register halfword
LDAXP	Load-acquire exclusive pair of registers
LDAXR	Load-acquire exclusive register
LDAXRB	Load-acquire exclusive register byte

(continued)

Instruction	Description
LDAXRH	Load-acquire exclusive register halfword
LDCLR, LDCLRA	Atomic bit clear on word or doubleword in memory
LDCLRAL, LDCLRL	Atomic bit clear on word or doubleword in memory
LDCLRB, LDCLRAB	Atomic bit clear on byte in memory
LDCLRALB	Atomic bit clear on byte in memory
LDCLRLB	Atomic bit clear on byte in memory
LDCLRH, LDCLRAH	Atomic bit clear on halfword in memory
LDCLRALH	Atomic bit clear on halfword in memory
LDCLRLH	Atomic bit clear on halfword in memory
LDEOR, LDEORA	Atomic exclusive OR on word or doubleword in memory
LDEORAL, LDEORL	Atomic exclusive OR on word or doubleword in memory
LDEORB, LDEORAB	Atomic exclusive OR on byte in memory
LDEORALB	Atomic exclusive OR on byte in memory
LDEORLB	Atomic exclusive OR on byte in memory
LDEORH, LDEORAH	Atomic exclusive OR on halfword in memory
LDEORALH	Atomic exclusive OR on halfword in memory
LDEORLH	Atomic exclusive OR on halfword in memory
LDG	Load allocation tag
LDGV	Load allocation tag
LDLAR	Load LOAcquire register
LDLARB	Load LOAcquire register byte
LDLARH	Load LOAcquire register halfword
LDNP	Load pair of registers, with non-temporal hint

(continued)

Instruction	Description
LDP	Load pair of registers
LDPSW	Load pair of registers signed word
LDR	Load register
LDRAA, LDRAB	Load register, with pointer authentication
LDRB	Load register byte
LDRH	Load register halfword
LDRSB	Load register signed byte
LDRSH	Load register signed halfword
LDRSW	Load register signed word
LDSET, LDSETA	Atomic bit set on word or doubleword in memory
LDSETAL, LDSETL	Atomic bit set on word or doubleword in memory
LDSETB, LDSETAB	Atomic bit set on byte in memory
LDSETALB	Atomic bit set on byte in memory
LDSETLB	Atomic bit set on byte in memory
LDSETH, LDSETAH	Atomic bit set on halfword in memory
LDSETALH	Atomic bit set on halfword in memory
LDSETLH	Atomic bit set on halfword in memory
LDSMAX	Atomic signed maximum on word or doubleword in memory
LDSMAXA	Atomic signed maximum on word or doubleword in memory
LDSMAXAL	Atomic signed maximum on word or doubleword in memory

(continued)

Instruction	Description
LDSMAXL	Atomic signed maximum on word or doubleword in memory
LDSMAXB	Atomic signed maximum on byte in memory
LDSMAXAB	Atomic signed maximum on byte in memory
LDSMAXALB	Atomic signed maximum on byte in memory
LDSMAXLB	Atomic signed maximum on byte in memory
LDSMAXH	Atomic signed maximum on halfword in memory
LDSMAXAH	Atomic signed maximum on halfword in memory
LDSMAXALH	Atomic signed maximum on halfword in memory
LDSMAXLH	Atomic signed maximum on halfword in memory
LDSMIN, LDSMINA	Atomic signed minimum on word or doubleword in memory
LDSMINAL	Atomic signed minimum on word or doubleword in memory
LDSMINL	Atomic signed minimum on word or doubleword in memory
LDSMINB	Atomic signed minimum on byte in memory
LDSMINAB	Atomic signed minimum on byte in memory
LDSMINALB	Atomic signed minimum on byte in memory
LDSMINLB	Atomic signed minimum on byte in memory
LDSMINH	Atomic signed minimum on halfword in memory
LDSMINAH	Atomic signed minimum on halfword in memory
LDSMINALH	Atomic signed minimum on halfword in memory
LDSMINLH	Atomic signed minimum on halfword in memory
LDTR	Load register (unprivileged)
LDTRB	Load register byte (unprivileged)
LDTRH	Load register halfword (unprivileged)

(continued)

Instruction	Description
LDTRSB	Load register signed byte (unprivileged)
LDTRSH	Load register signed halfword (unprivileged)
LDTRSW	Load register signed word (unprivileged)
LDUMAX	Atomic unsigned maximum on word or doubleword in memory
LDUMAXA	Atomic unsigned maximum on word or doubleword in memory
LDUMAXAL	Atomic unsigned maximum on word or doubleword in memory
LDUMAXL	Atomic unsigned maximum on word or doubleword in memory
LDUMAXB	Atomic unsigned maximum on byte in memory
LDUMAXAB	Atomic unsigned maximum on byte in memory
LDUMAXALB	Atomic unsigned maximum on byte in memory
LDUMAXLB	Atomic unsigned maximum on byte in memory
LDUMAXH	Atomic unsigned maximum on halfword in memory
LDUMAXAH	Atomic unsigned maximum on halfword in memory
LDUMAXALH	Atomic unsigned maximum on halfword in memory
LDUMAXLH	Atomic unsigned maximum on halfword in memory
LDUMIN	Atomic unsigned minimum on word or doubleword in memory
LDUMINA	Atomic unsigned minimum on word or doubleword in memory

(continued)

Instruction	Description
LDUMINAL	Atomic unsigned minimum on word or doubleword in memory
LDUMINL	Atomic unsigned minimum on word or doubleword in memory
LDUMINB	Atomic unsigned minimum on byte in memory
LDUMINAB	Atomic unsigned minimum on byte in memory
LDUMINALB	Atomic unsigned minimum on byte in memory
LDUMINLB	Atomic unsigned minimum on byte in memory
LDUMINH	Atomic unsigned minimum on halfword in memory
LDUMINAH	Atomic unsigned minimum on halfword in memory
LDUMINALH	Atomic unsigned minimum on halfword in memory
LDUMINLH	Atomic unsigned minimum on halfword in memory
LDUR	Load register (unscaled)
LDURB	Load register byte (unscaled)
LDURH	Load register halfword (unscaled)
LDURSB	Load register signed byte (unscaled)
LDURSH	Load register signed halfword (unscaled)
LDURSW	Load register signed word (unscaled)
LDXP	Load exclusive pair of registers
LDXR	Load exclusive register
LDXRB	Load exclusive register byte
LDXRH	Load exclusive register halfword
LSL†	Logical shift left

(continued)

Instruction	Description
LSLV	Logical shift left variable
LSR†	Logical shift right
LSRV	Logical shift right variable
MADD	Multiply-add
MNEG†	Multiply-negate
MOV†	Move
MOVK	Move wide with keep
MOVN	Move wide with NOT
MOVZ	Move wide with zero
MRS	Move system register
MSR	Move value to special register
MSUB	Multiply-subtract
MUL†	Multiply
MVN†	Bitwise NOT
NEG{S}†	Negate
NGC{S}†	Negate with carry
NOP	No operation
ORN	Bitwise OR NOT
ORR	Bitwise OR
PACDA, PACDZA	Pointer authentication code for data address, using key A
PACDB, PACDZB	Pointer authentication code for data address, using key B
PACGA	Pointer authentication code, using generic key

(continued)

Instruction	Description
PACIA, PACIA1716	Pointer authentication code for instruction address, using key A
PACIASP, PACIAZ	Pointer authentication code for instruction address, using key A
PACIZA	Pointer authentication code for instruction address, using key A
PACIB, PACIB1716	Pointer authentication code for instruction address, using key B
PACIBSP, PACIBZ	Pointer authentication code for instruction address, using key B
PACIZ	Pointer authentication code for instruction address, using key B
PRFM	Prefetch memory
PSB CSYNC	Profiling synchronization barrier
PSSBB	Physical speculative store bypass barrier
RBIT	Reverse bits
RET	Return from subroutine
RETAAB, RETAB	Return from subroutine, with pointer authentication
REV	Reverse bytes
REV16	Reverse bytes in 16-bit halfwords
REV32	Reverse bytes in 32-bit words
REV64†	Reverse bytes
RMIF	Rotate, mask insert flags
ROR†	Rotate right

(continued)

Instruction	Description
RORV	Rotate right variable
SB	Speculation barrier
SBC{S}	Subtract with carry
SBFIZ†	Signed bitfield insert in zero
SBFM	Signed bitfield move
SBFX†	Signed bitfield extract
SDIV	Signed divide
SETF8, SETF16	Evaluation of 8- or 16-bit flag values
SEV	Send event
SEVL	Send event local
SMADDL	Signed multiply-add long
SMC	Secure monitor call
SMNEG L†	Signed multiply-negate long
SMSUBL	Signed multiply-subtract long
SMULH	Signed multiply high
SMULL	Signed multiply long: an alias of SMADDL
SSBB	Speculative store bypass barrier
ST2G	Store allocation tags
STADD, STADDL†	Atomic add on word or doubleword in memory, without return
STADDB†	Atomic add on byte in memory, without return
STADDLB†	Atomic add on byte in memory, without return
STADDH†	Atomic add on halfword in memory, without return

(continued)

Instruction	Description
STADDLH†	Atomic add on halfword in memory, without return
STCLR, STCLRL†	Atomic bit clear on word or doubleword in memory, without return
STCLRB, STCLRLB†	Atomic bit clear on byte in memory, without return
STCLRH, STCLRLH†	Atomic bit clear on halfword in memory, without return
STEOR, STEORLT	Atomic exclusive OR on word or doubleword in memory, without return
STEORB, STEORLB†	Atomic exclusive OR on byte in memory, without return
STEORH, STEORLH†	Atomic exclusive OR on halfword in memory, without return
STG	Store allocation tag
STGP	Store allocation tag and pair of registers
STGV	Store tag vector
STLLR	Store LORelease register
STLLRB	Store LORelease register byte
STLLRH	Store LORelease register halfword
STLR	Store-release register
STLRB	Store-release register byte
STLRH	Store-release register halfword
STLUR	Store-release register (unscaled)
STLURB	Store-release register byte (unscaled)
STLURH	Store-release register halfword (unscaled)
STLXP	Store-release exclusive pair of registers
STLXR	Store-release exclusive register

(continued)

Instruction	Description
STLXR _B	Store-release exclusive register byte
STLXR _H	Store-release exclusive register halfword
STNP	Store pair of registers, with non-temporal hint
STP	Store pair of registers
STR	Store register
STR _B	Store register byte
STR _H	Store register halfword
STSET, STSETL†	Atomic bit set on word or doubleword in memory, without return
STSETB, STSETLB†	Atomic bit set on byte in memory, without return
STSETH, STSETLH†	Atomic bit set on halfword in memory, without return
STSMAX†	Atomic signed maximum on word or doubleword in memory
STSMAXL†	Atomic signed maximum on word or doubleword in memory
STSMAXB†	Atomic signed maximum on byte in memory, without return
STSMAXLB†	Atomic signed maximum on byte in memory, without return
STSMAXH†	Atomic signed maximum on halfword in memory, without return
STSMAXLH†	Atomic signed maximum on halfword in memory, without return

(continued)

Instruction	Description
STSMIN, STSMINL†	Atomic signed minimum on word or doubleword in memory, without return
STSMINB†	Atomic signed minimum on byte in memory, without return
STSMINLB†	Atomic signed minimum on byte in memory, without return
STSMINH†	Atomic signed minimum on halfword in memory, without return
STSMINLH†	Atomic signed minimum on halfword in memory, without return
STTR	Store register (unprivileged)
STTRB	Store register byte (unprivileged)
STTRH	Store register halfword (unprivileged)
STUMAX†	Atomic unsigned maximum on word or doubleword in memory
STUMAXL†	Atomic unsigned maximum on word or doubleword in memory
STUMAXB†	Atomic unsigned maximum on byte in memory
STUMAXLB†	Atomic unsigned maximum on byte in memory
STUMAXHT	Atomic unsigned maximum on halfword in memory
STUMAXLH†	Atomic unsigned maximum on halfword in memory
STUMINT†	Atomic unsigned minimum on word or doubleword in memory
STUMINL†	Atomic unsigned minimum on word or doubleword in memory

(continued)

Instruction	Description
STUMINB†	Atomic unsigned minimum on byte in memory
STUMINLB†	Atomic unsigned minimum on byte in memory
STUMINH†	Atomic unsigned minimum on halfword in memory
STUMINLH†	Atomic unsigned minimum on halfword in memory
STUR	Store register (unscaled)
STURB	Store register byte (unscaled)
STURH	Store register halfword (unscaled)
STXP	Store exclusive pair of registers
STXR	Store exclusive register
STXRB	Store exclusive register byte
STXRH	Store exclusive register halfword
STZ2G	Store allocation tags, zeroing
STZG	Store allocation tag, zeroing
SUB{S}	Subtract
SUBG	Subtract with tag
SUBP{S}	Subtract pointer
SVC	Supervisor call
SWP, SWPA	Swap word or doubleword in memory
SWPAL, SWPL	Swap word or doubleword in memory
SWPB, SWPAB	Swap byte in memory
SWPALB, SWPLB	Swap byte in memory
SWPH, SWPAH	Swap halfword in memory
SWPALH, SWPLH	Swap halfword in memory

(continued)

Instruction	Description
SXTB†	Signed extend byte
SXTH†	Sign extend halfword
SXTW†	Sign extend word
SYS	System instruction
SYSL	System instruction with result
TBNZ	Test bit and branch if nonzero
TBZ	Test bit and branch if zero
TLBI†	TLB invalidate operation
TSB CSYNC	Trace synchronization barrier
TST†	Test bits
UBFIZ†	Unsigned bitfield insert in zero
UBFM	Unsigned bitfield move
UBFX†	Unsigned bitfield extract
UDF	Permanently undefined
UDIV	Unsigned divide
UMADDL	Unsigned multiply-add long
UMNEGL†	Unsigned multiply-negate long
UMSUBL	Unsigned multiply-subtract long
UMULH	Unsigned multiply high
UMULL†	Unsigned multiply long
UXTB†	Unsigned extend byte
UXTH†	Unsigned extend halfword
WFE	Wait for event

(continued)

Instruction	Description
WFI	Wait for interrupt
XAFlag	Convert floating-point condition flags from external format to ARM format
XPACD, XPACI	Strip pointer authentication code
XPACLRI	Strip pointer authentication code
YIELD	Yield

ARM 64-Bit NEON and FPU Instructions

Instruction	Description
ABS	Absolute value
ADD	Add
ADDHN, ADDHN2	Add returning high narrow
ADDP	Add pair of elements
ADDV	Add across vector
AESD	AES single round decryption
AESE	AES single round encryption
AESIMC	AES inverse mix columns
AESMC	AES mix columns
AND	Bitwise AND
BCAX	Bit clear and XOR
BIC	Bitwise bit clear

(continued)

Instruction	Description
BIF	Bitwise insert if false
BIT	Bitwise insert if true
BSL	Bitwise select
CLS	Count leading sign bits
CLZ	Count leading zero bits
CMEQ	Compare bitwise equal
CMGE	Compare signed greater than or equal
CMGT	Compare signed greater than
CMHI	Compare unsigned higher
CMHS	Compare unsigned higher or same
CMLE	Compare signed less than or equal to zero
CMLT	Compare signed less than zero
CMTST	Compare bitwise test bits nonzero
CNT	Population count per byte
DUP	Duplicate vector element to vector or scalar
EOR	Bitwise exclusive OR
EOR3	Three-way exclusive OR
EXT	Extract vector from pair of vectors
FABD	Floating-point absolute difference
FABS	Floating-point absolute value
FACGE	Floating-point absolute compare greater than or equal
FACGT	Floating-point absolute compare greater than
FADD	Floating-point add

(continued)

Instruction	Description
FADDP	Floating-point add pair of elements
FCADD	Floating-point complex add
FCCMP	Floating-point conditional quiet compare
FCCMPE	Floating-point conditional signaling compare
FCMEQ	Floating-point compare equal
FCMGE	Floating-point compare greater than or equal
FCMGT	Floating-point compare greater than
FCMLA	Floating-point complex multiply accumulate
FCMLE	Floating-point compare less than or equal to zero
FCMLT	Floating-point compare less than zero
FCMP	Floating-point quiet compare
FCMPE	Floating-point signaling compare
FCSEL	Floating-point conditional select
FCVT	Floating-point convert precision
FCVTAS	Floating-point convert to signed integer, rounding to nearest
FCVTAU	Floating-point convert to unsigned integer, rounding to nearest
FCVTL, FCVTL2	Floating-point convert to higher precision long
FCVTMS	Floating-point convert to signed integer, rounding toward minus infinity
FCVTMU	Floating-point convert to unsigned integer, rounding toward minus infinity
FCVTN, FCVTN2	Floating-point convert to lower precision narrow

(continued)

Instruction	Description
FCVTNS	Floating-point convert to signed integer, rounding to nearest
FCVTNU	Floating-point convert to unsigned integer, rounding to nearest
FCVTPS	Floating-point convert to signed integer, rounding toward plus infinity
FCVTPU	Floating-point convert to unsigned integer, rounding toward plus infinity
FCVTXN, FCVTXN2	Floating-point convert to lower precision narrow, rounding to odd
FCVTZS	Floating-point convert to signed fixed point, rounding toward zero
FCVTZU	Floating-point convert to unsigned fixed point, rounding toward zero
FDIV	Floating-point divide
FJCVTZS	Floating-point JavaScript convert to signed fixed point
FMADD	Floating-point fused multiply-add
FMAX	Floating-point maximum
FMAXNM	Floating-point maximum number
FMAXNMP	Floating-point maximum number of pair of elements
FMAXNMV	Floating-point maximum number across vector
FMAXP	Floating-point maximum of pair of elements
FMAXV	Floating-point maximum across vector
FMIN	Floating-point minimum

(continued)

Instruction	Description
FMINNM	Floating-point minimum number
FMINNMP	Floating-point minimum number of pair of elements
FMINNMV	Floating-point minimum number across vector
FMINP	Floating-point minimum of pair of elements
FMINV	Floating-point minimum across vector
FMLA	Floating-point fused multiply-add to accumulator
FMLAL, FMLAL2	Floating-point fused multiply-add long to accumulator
FMLS	Floating-point fused multiply-subtract from accumulator
FMLSL, FMLSL2	Floating-point fused multiply-subtract long from accumulator
FMOV	Floating-point move to or from general-purpose register
FMSUB	Floating-point fused multiply-subtract
FMUL	Floating-point multiply
FMULX	Floating-point multiply extended
FNEG	Floating-point negate
FNMADD	Floating-point negated fused multiply-add
FNMSUB	Floating-point negated fused multiply-subtract
FNmul	Floating-point multiply-negate
FRECPE	Floating-point reciprocal estimate
FRECPs	Floating-point reciprocal step
FRECPx	Floating-point reciprocal exponent
FRINT32X	Floating-point round to 32-bit integer, using current rounding mode

(continued)

Instruction	Description
FRINT32Z	Floating-point round to 32-bit integer toward zero
FRINT64X	Floating-point round to 64-bit integer, using current rounding mode
FRINT64Z	Floating-point round to 64-bit integer toward zero
FRINTA	Floating-point round to integral, to nearest with ties to away
FRINTI	Floating-point round to integral, using current rounding mode
FRINTM	Floating-point round to integral, toward minus infinity
FRINTN	Floating-point round to integral, to nearest with ties to even
FRINTP	Floating-point round to integral, toward plus infinity
FRINTX	Floating-point round to integral exact, using current rounding mode
FRINTZ	Floating-point round to integral, toward zero
FRSQRTE	Floating-point reciprocal square root estimate
FRSQRTS	Floating-point reciprocal square root step
FSQRT	Floating-point square root
FSUB	Floating-point subtract
INS	Insert vector element from another vector element
LD1	Load multiple single-element structures to one, two, three, or four registers
LD1R	Load one single-element structure and replicate to all lanes
LD2	Load multiple 2-element structures to two registers
LD2R	Load single 2-element structure and replicate to all lanes of two registers

(continued)

Instruction	Description
LD3	Load multiple 3-element structures to three registers
LD3R	Load single 3-element structure and replicate to all lanes of three registers
LD4	Load multiple 4-element structures to four registers
LD4R	Load single 4-element structure and replicate to all lanes of four registers
LDNP	Load pair of SIMD&FP registers, with non-temporal hint
LDP	Load pair of SIMD&FP registers
LDR	Load SIMD&FP register
LDUR	Load SIMD&FP register
MLA	Multiply-add to accumulator
MLS	Multiply-subtract from accumulator
MOV†	Move vector element to another vector element
MOVI	Move immediate
MUL	Multiply
MVNT	Bitwise NOT
MVNI	Move inverted immediate
NEG	Negate
NOT	Bitwise NOT
ORN	Bitwise inclusive OR NOT
ORR	Bitwise inclusive OR
PMUL	Polynomial multiply
PMULL, PMULL2	Polynomial multiply long

(continued)

Instruction	Description
RADDHN	Rounding add returning high narrow
RADDHN2	Rounding add returning high narrow
RAX1	Rotate and exclusive OR
RBIT	Reverse bit order
REV16	Reverse elements in 16-bit halfwords
REV32	Reverse elements in 32-bit words
REV64	Reverse elements in 64-bit doublewords
RSHRN, RSHRN2	Rounding shift right narrow
RSUBHN, RSUBHN2	Rounding subtract returning high narrow
SABA	Signed absolute difference and accumulate
SABAL, SABAL2	Signed absolute difference and accumulate long
SABD	Signed absolute difference
SABDL, SABDL2	Signed absolute difference long
SADALP	Signed add and accumulate long pairwise
SADDL, SADDL2	Signed add long
SADDLP	Signed add long pairwise
SADDLV	Signed add long across vector
SADDW, SADDW2	Signed add wide
SCVTF	Signed fixed point convert to floating point
SDOT	Dot product signed arithmetic
SHA1C	SHA1 hash update (choose)
SHA1H	SHA1 fixed rotate
SHA1M	SHA1 hash update (majority)

(continued)

Instruction	Description
SHA1P	SHA1 hash update (parity)
SHA1SU0	SHA1 schedule update 0
SHA1SU1	SHA1 schedule update 1
SHA256H	SHA256 hash update (part 1)
SHA256H2	SHA256 hash update (part 2)
SHA256SU0	SHA256 schedule update 0
SHA256SU1	SHA256 schedule update 1
SHA512H	SHA512 hash update part 1
SHA512H2	SHA512 hash update part 2
SHA512SU0	SHA512 schedule update 0
SHA512SU1	SHA512 schedule update 1
SHADD	Signed halving add
SHL	Shift left
SHLL, SHLL2	Shift left long
SHRN, SHRN2	Shift right narrow
SHSUB	Signed halving subtract
SLI	Shift left and insert
SM4E	SM4 encode
SM4EKEY	SM4 key
SMAX	Signed maximum
SMAXP	Signed maximum pairwise
SMAXV	Signed maximum across vector
SMIN	Signed minimum

(continued)

Instruction	Description
SMINP	Signed minimum pairwise
SMINV	Signed minimum across vector
SMLAL, SMLAL2	Signed multiply-add long
SMLSL, SMLS L2	Signed multiply-subtract long
SMOV	Signed move vector element to general-purpose register
SMULL, SMULL2	Signed multiply long
SQABS	Signed saturating absolute value
SQADD	Signed saturating add
SQDMLAL	Signed saturating doubling multiply-add long
SQDMLAL2	Signed saturating doubling multiply-add long
SQDMLSL	Signed saturating doubling multiply-subtract long
SQDMLSL2	Signed saturating doubling multiply-subtract long
SQDMULH	Signed saturating doubling multiply returning high half
SQDMULL	Signed saturating doubling multiply long
SQDMULL2	Signed saturating doubling multiply long
SQNEG	Signed saturating negate
SQRDMLAH	Signed saturating rounding doubling multiply accumulate
SQRDMILSH	Signed saturating rounding doubling multiply subtract returning high half
SQRDMULH	Signed saturating rounding doubling multiply returning high half
SQRSHL	Signed saturating rounding shift left
SQRSHRN	Signed saturating rounded shift right narrow

(continued)

Instruction	Description
SQRSHRN2	Signed saturating rounded shift right narrow
SQRSHRUN	Signed saturating rounded shift right unsigned narrow
SQRSHRUN2	Signed saturating rounded shift right unsigned narrow
SQSHL	Signed saturating shift left
SQSHLU	Signed saturating shift left unsigned
SQSHRN, SQSHRN2	Signed saturating shift right narrow
SQSHRUN	Signed saturating shift right unsigned narrow
SQSHRUN2	Signed saturating shift right unsigned narrow
SQSUB	Signed saturating subtract
SQXTN, SQXTN2	Signed saturating extract narrow
SQXTUN, SQXTUN2	Signed saturating extract unsigned narrow
SRHADD	Signed rounding halving add
SRI	Shift right and insert
SRSHL	Signed rounding shift left
SRSHR	Signed rounding shift right
SRSRA	Signed rounding shift right and accumulate
SSHLL	Signed shift left
SSHLL, SSHLL2	Signed shift left long
SSHR	Signed shift right
SSRA	Signed shift right and accumulate
SSUBL, SSUBL2	Signed subtract long
SSUBW, SSUBW2	Signed subtract wide

(continued)

Instruction	Description
ST1	Store multiple single-element structures from one to four registers
ST2	Store multiple 2-element structures from two registers
ST3	Store multiple 3-element structures from three registers
ST4	Store multiple 4-element structures from four registers
STNP	Store pair of SIMD&FP registers, with non-temporal hint
STP	Store pair of SIMD&FP registers
STR	Store SIMD&FP register
STUR	Store SIMD&FP register (unscaled offset)
SUB	Subtract
SUBHN, SUBHN2	Subtract returning high narrow
SUQADD	Signed saturating accumulate of unsigned value
SXTL, SXTL2†	Signed extend long
TBL	Table vector lookup
TBX	Table vector lookup extension
TRN1	Transpose vectors (primary)
TRN2	Transpose vectors (secondary)
UABA	Unsigned absolute difference and accumulate
UABAL, UABAL2	Unsigned absolute difference and accumulate long
UABD	Unsigned absolute difference
UABDL, UABDL2	Unsigned absolute difference long
UADALP	Unsigned add and accumulate long pairwise
UADDL, UADDL2	Unsigned add long

(continued)

Instruction	Description
UADDLP	Unsigned add long pairwise
UADDLV	Unsigned sum long across vector
UADDW, UADDW2	Unsigned add wide
UCVTF	Unsigned fixed point convert to floating point
UDOT	Dot product unsigned arithmetic
UHADD	Unsigned halving add
UHSUB	Unsigned halving subtract
UMAX	Unsigned maximum
UMAXP	Unsigned maximum pairwise
UMAXV	Unsigned maximum across vector
UMIN	Unsigned minimum
UMINP	Unsigned minimum pairwise
UMINV	Unsigned minimum across vector
UMLAL, UMLAL2	Unsigned multiply-add long
UMLSL, UMLSL2	Unsigned multiply-subtract long
UMOV	Unsigned move vector element to general-purpose register
UMULL, UMULL2	Unsigned multiply long
UQADD	Unsigned saturating add
UQRSHL	Unsigned saturating rounding shift left
UQRSHRN	Unsigned saturating rounded shift right narrow
UQRSHRN2	Unsigned saturating rounded shift right narrow
UQSHL	Unsigned saturating shift left
UQSHRN	Unsigned saturating shift right narrow

(continued)

Instruction	Description
UQSHRN2	Unsigned saturating shift right narrow
UQSUB	Unsigned saturating subtract
UQXTN, UQXTN2	Unsigned saturating extract narrow
URECPE	Unsigned reciprocal estimate
URHADD	Unsigned rounding halving add
URSHL	Unsigned rounding shift left
URSHR	Unsigned rounding shift right
URSQRT	Unsigned reciprocal square root estimate
URSRA	Unsigned rounding shift right and accumulate
USHL	Unsigned shift left
USHLL, USHLL2	Unsigned shift left long
USHR	Unsigned shift right
USQADD	Unsigned saturating accumulate of signed value
USRA	Unsigned shift right and accumulate
USUBL, USUBL2	Unsigned subtract long
USUBW, USUBW2	Unsigned subtract wide
UXTL, UXTL2†	Unsigned extend long
UZP2	Unzip vectors
XAR	Exclusive OR and rotate
XTN, XTN2	Extract narrow
ZIP1, ZIP2	Zip vectors

APPENDIX B

Binary Formats

This appendix describes the basic characteristics of the data types we have been working with.

Integers

The following table provides the basic integer data types we have used. Signed integers are represented in two's complement form.

Table B-1. Size, alignment, range, and C type for the basic integer types

Size	Type	Alignment in Bytes	Range	C Type
8	Signed	1	-128 to 127	signed char
8	Unsigned	1	0 to 255	char
16	Signed	2	-32,768 to 32,767	short
16	Unsigned	2	0 to 65,535	unsigned short
32	Signed	4	-2,147,483,648 to 2,147,483,647	int

(continued)

Table B-1. (continued)

Size	Type	Alignment in Bytes	Range	C Type
32	Unsigned	4	0 to 4,294,967,295	unsigned int
64	Signed	8	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807	long long
64	Unsigned	8	0 to 18,446,744,073,709,551,615	unsigned long long

Floating Point

The ARM floating point and NEON coprocessors use the IEEE-754 standard for representing floating-point numbers. All floating-point numbers are signed.

Note The ARM implementation of 16-bit half-precision floating point differs from the standard by not supporting infinity or NaNs.

Table B-2. Size, alignment, positive range, and C type for floating-point numbers

Size	Alignment in Bytes	Range	C Type
16	2	0.000061035 to 65504	half
32	4	1.175494351e-38 to 3.40282347e+38	float
64	8	2.22507385850720138e-308 to 1.79769313486231571e+308	double

Note Not all C compilers support 16-bit floating-point numbers.

These ranges are for normalized values; the ARM processor will allow floats to become unnormalized to avoid underflow.

Addresses

All addresses or pointers are 64 bits. They point to memory in the processes virtual address space. They do not point directly to physical memory.

Table B-3. Size, range, and C type of a pointer

Size	Range	C Type
64	0 to 18,446,744,073,709,551,615	void *

APPENDIX C

Assembler Directives

This appendix lists a useful selection of GNU Assembler directives. It includes all the directives used in this book and a few more that are commonly used.

Directive	Description
.align	Pad the location counter to a particular storage boundary
.ascii	Defines memory for an ASCII string with no NULL terminator
.asciz	Defines memory for an ASCII string and adds a NULL terminator
.byte	Defines memory for bytes
.data	Assembles following code to the end of the data subsection
.double	Defines memory for double floating-point data
.dword	Defines storage for 64-bit integers
.else	Part of conditional assembly
.elseif	Part of conditional assembly
.endif	Part of conditional assembly
.endm	End of a macro definition
.endr	End of a repeat block
.equ	Defines values for symbols

(continued)

APPENDIX C ASSEMBLER DIRECTIVES

Directive	Description
.fill	Defines and fills some memory
.float	Defines memory for single-precision floating-point data
.global	Makes a symbol global, needed if reference from other files
.hword	Defines memory for 16-bit integers
.if	Marks the beginning of code to be conditionally assembled
.include	Merges a file into the current file
.int	Defines storage for 32-bit integers
.long	Defines storage for 32-bit integers (same as .int)
.macro	Defines a macro
.octa	Defines storage for 64-bit integers
.quad	Same as .octa
.rept	Repeats a block of code multiple times
.set	Sets the value of a symbol to an expression
.short	Same as .hword
.single	Same as .float
.text	Generates following instructions into the code section
.word	Same as .int

APPENDIX D

ASCII Character Set

Here is the ASCII Character Set. The characters from 0 to 127 are standard. The characters from 128 to 255 are taken from code page 437, which is the character set of the original IBM PC.

Dec	Hex	Char	Description
0	00	NUL	Null
1	01	SOH	Start of header
2	02	STX	Start of text
3	03	ETX	End of text
4	04	EOT	End of transmission
5	05	ENQ	Enquiry
6	06	ACK	Acknowledge
7	07	BEL	Bell
8	08	BS	Backspace
9	09	HT	Horizontal tab
10	0A	LF	Line feed
11	0B	VT	Vertical tab
12	0C	FF	Form feed

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
13	0D	CR	Carriage return
14	0E	SO	Shift out
15	0F	SI	Shift in
16	10	DLE	Data link escape
17	11	DC1	Device control 1
18	12	DC2	Device control 2
19	13	DC3	Device control 3
20	14	DC4	Device control 4
21	15	NAK	Negative acknowledge
22	16	SYN	Synchronize
23	17	ETB	End of transmission block
24	18	CAN	Cancel
25	19	EM	End of medium
26	1A	SUB	Substitute
27	1B	ESC	Escape
28	1C	FS	File separator
29	1D	GS	Group separator
30	1E	RS	Record separator
31	1F	US	Unit separator
32	20	space	Space
33	21	!	Exclamation mark
34	22	"	Double quote
35	23	#	Number

(continued)

Dec	Hex	Char	Description
36	24	\$	Dollar sign
37	25	%	Percent
38	26	&	Ampersand
39	27	'	Single quote
40	28	(Left parenthesis
41	29)	Right parenthesis
42	2A	*	Asterisk
43	2B	+	Plus
44	2C	,	Comma
45	2D	-	Minus
46	2E	.	Period
47	2F	/	Slash
48	30	0	Zero
49	31	1	One
50	32	2	Two
51	33	3	Three
52	34	4	Four
53	35	5	Five
54	36	6	Six
55	37	7	Seven
56	38	8	Eight
57	39	9	Nine
58	3A	:	Colon

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
59	3B	;	Semicolon
60	3C	<	Less than
61	3D	=	Equality sign
62	3E	>	Greater than
63	3F	?	Question mark
64	40	@	At sign
65	41	A	Capital A
66	42	B	Capital B
67	43	C	Capital C
68	44	D	Capital D
69	45	E	Capital E
70	46	F	Capital F
71	47	G	Capital G
72	48	H	Capital H
73	49	I	Capital I
74	4A	J	Capital J
75	4B	K	Capital K
76	4C	L	Capital L
77	4D	M	Capital M
78	4E	N	Capital N
79	4F	O	Capital O
80	50	P	Capital P
81	51	Q	Capital Q

(continued)

Dec	Hex	Char	Description
82	52	R	Capital R
83	53	S	Capital S
84	54	T	Capital T
85	55	U	Capital U
86	56	V	Capital V
87	57	W	Capital W
88	58	X	Capital X
89	59	Y	Capital Y
90	5A	Z	Capital Z
91	5B	[Left square bracket
92	5C	\	Backslash
93	5D]	Right square bracket
94	5E	^	Caret/circumflex
95	5F	_	Underscore
96	60	`	Grave/accident
97	61	a	Small a
98	62	b	Small b
99	63	c	Small c
100	64	d	Small d
101	65	e	Small e
102	66	f	Small f
103	67	g	Small g
104	68	h	Small h

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
105	69	i	Small i
106	6A	j	Small j
107	6B	k	Small k
108	6C	l	Small l
109	6D	m	Small m
110	6E	n	Small n
111	6F	o	Small o
112	70	p	Small p
113	71	q	Small q
114	72	r	Small r
115	73	s	Small s
116	74	t	Small t
117	75	u	Small u
118	76	v	Small v
119	77	w	Small w
120	78	x	Small x
121	79	y	Small y
122	7A	z	Small z
123	7B	{	Left curly bracket
124	7C		Vertical bar
125	7D	}	Right curly bracket
126	7E	~	Tilde
127	7F	DEL	Delete

(continued)

Dec	Hex	Char	Description
128	80	ç	
129	81	ü	
130	82	é	
131	83	â	
132	84	ä	
133	85	à	
134	86	å	
135	87	ç	
136	88	ê	
137	89	ë	
138	8A	è	
139	8B	ï	
140	8C	î	
141	8D	ì	
142	8E	Ä	
143	8F	Å	
144	90	É	
145	91	æ	
146	92	Æ	
147	93	ô	
148	94	ö	
149	95	ò	
150	96	û	

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
151	97	ù	
152	98	ÿ	
153	99	Ö	
154	9A	Ü	
155	9B	¢	
156	9C	£	
157	9D	¥	
158	9E	Pts	
159	9F	f	
160	A0	á	
161	A1	í	
162	A2	ó	
163	A3	ú	
164	A4	ñ	
165	A5	Ñ	
166	A6	ª	
167	A7	º	
168	A8	¿	
169	A9	¬	
170	AA	¬	
171	AB	½	
172	AC	¼	
173	AD	¡	

(continued)

Dec	Hex	Char	Description
174	AE	«	
175	AF	»	
176	B0		
177	B1		
178	B2		
179	B3		
180	B4	-	
181	B5	≡	
182	B6		
183	B7	¶	
184	B8	⊓	
185	B9	⊔	
186	BA		
187	BB	⊑	
188	BC	⊔	
189	BD	⊓	
190	BE	⊔	
191	BF	⊓	
192	C0	⊥	
193	C1	⊥	
194	C2	⊤	

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
195	C3	†	
196	C4	—	
197	C5	+	
198	C6	ƒ	
199	C7	॥	
200	C8	ܼ	
201	C9	ܹ	
202	CA	ܻ	
203	CB	ܺ	
204	CC	ܻ	
205	CD	=	
206	CE	ܻ	
207	CF	ܻ	
208	D0	ܻ	
209	D1	ܺ	
210	D2	ܺ	
211	D3	ܼ	
212	D4	ܼ	
213	D5	ܹ	
214	D6	ܹ	
215	D7	ܻ	
216	D8	ܻ	
217	D9	ܻ	

(continued)

Dec	Hex	Char	Description
218	DA	Γ	
219	DB	█	
220	DC	▒	
221	DD	░	
222	DE	▒	
223	DF	█	
224	E0	α	
225	E1	β	
226	E2	Γ	
227	E3	π	
228	E4	Σ	
229	E5	σ	
230	E6	μ	
231	E7	τ	
232	E8	Φ	
233	E9	Θ	
234	EA	Ω	
235	EB	δ	
236	EC	∞	
237	ED	φ	
238	EE	ε	
239	EF	∩	
240	F0	≡	

(continued)

APPENDIX D ASCII CHARACTER SET

Dec	Hex	Char	Description
241	F1	±	
242	F2	≥	
243	F3	≤	
244	F4	ƒ	
245	F5	ƒ	
246	F6	÷	
247	F7	≈	
248	F8	°	
249	F9	•	
250	FA	.	
251	FB	√	
252	FC	n	
253	FD	²	
254	FE	█	
255	FF		

Answers to Exercises

This appendix has answers to selected exercises. For program code, check the online source code at the Apress GitHub site.

Chapter 1

1-1. 0100 1101 0010, 0x4d2

1-6. 8192 instructions, 1,336,934 instructions

Chapter 2

2-1. 177 (0xb1), 233 (0xe9)

2-2. -14, -125

2-3. 0x78563412

2-4. 0x118

2-5. 0x218

2-6. ADDS X1, X3, X5 // Lower order 64-bits
ADCS X6, X7, X8 // Middle order 64-bits
ADC X0, X2, X4 // Higher order 64-bits

2-7. SUBS X1, X3, X5 // Lower order 64-bits
SBC X0, X2, X4 // Higher order 64-bits

ANSWERS TO EXERCISES

Chapter 5

5-2. The **LDR** instruction either provides an offset to the **PC** directly from the address or creates the address in the code section using indirection from the **PC** to load this value.

Chapter 6

- 6-1. STP X0, X1, [SP, #16]!
STR X2, [SP, #16]!
LDR X2, [SP], #-16
LDP X0, X1, [SP], #-16
- 6-2. STP X20, X23, [SP, #-16]!
STP X27, LR, [SP, #-16]!
...
LDP X27, LR, [SP], #16
LDP X20, X23, [SP], #16

6-5. This allows clever register usage to avoid frequent pushing and popping to and from the stack.

Chapter 8

- 8-1. Get/set the IP address, and configure various TCP/IP network options like whether you want to receive broadcast packets.
- 8-2. The main constraint is usually making the electronics inexpensive, and this is done at the expense of ease of programming.
- 8-3. Any access to physical memory and hardware registers is dangerous and discouraged. Safe access is always through a device driver that enforces Linux security.

Chapter 14

14-1. **W5** is still shifted for all non-lower-case letters; these need to be shifted back in an else clause adding complexity again.

14-3. If you use instructions added in a newer version of the ARM architecture, then you will get an illegal instruction exception if you run your program on any ARM processor using an earlier version of the architecture. Make sure you don't limit your target audience by eliminating too many customers. On the pro side, you could get better performance and more compact code.

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