

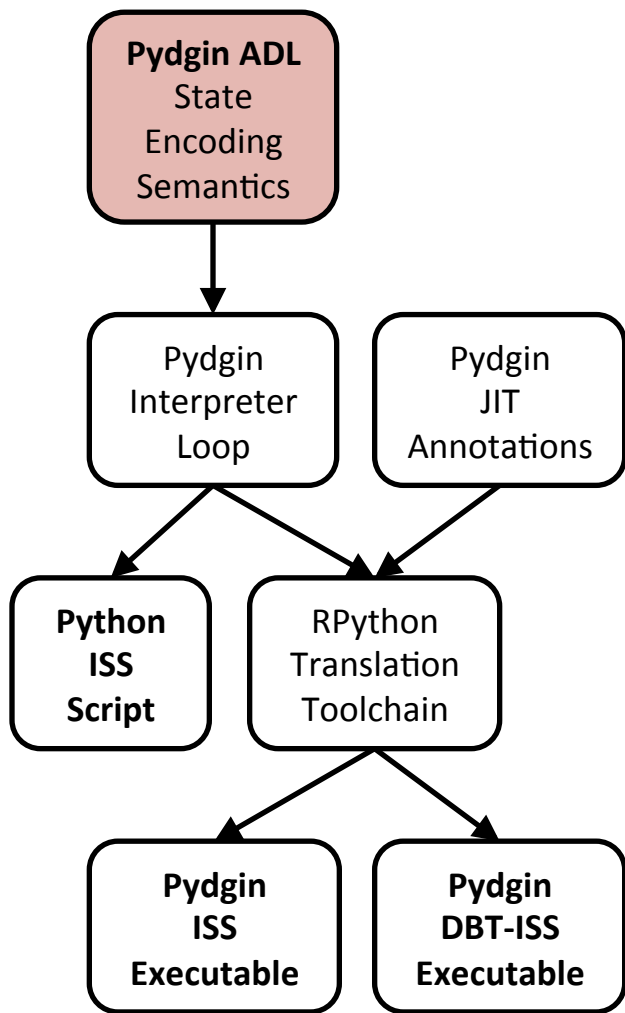
```
class State( object ):
```

```
def __init__( self, memory, reset_addr=0x400 ):  
    self.pc  = reset_addr  
    self.rf  = ArmRegisterFile( self, num_regs=16 )  
    self.mem = memory
```

```
    self.rf[ 15 ] = reset_addr
```

```
# current program status register (CPSR)  
self.N    = 0b0    # Negative condition  
self.Z    = 0b0    # Zero condition  
self.C    = 0b0    # Carry condition  
self.V    = 0b0    # Overflow condition
```

```
def fetch_pc( self ):  
    return self.pc
```



```

encodings = [

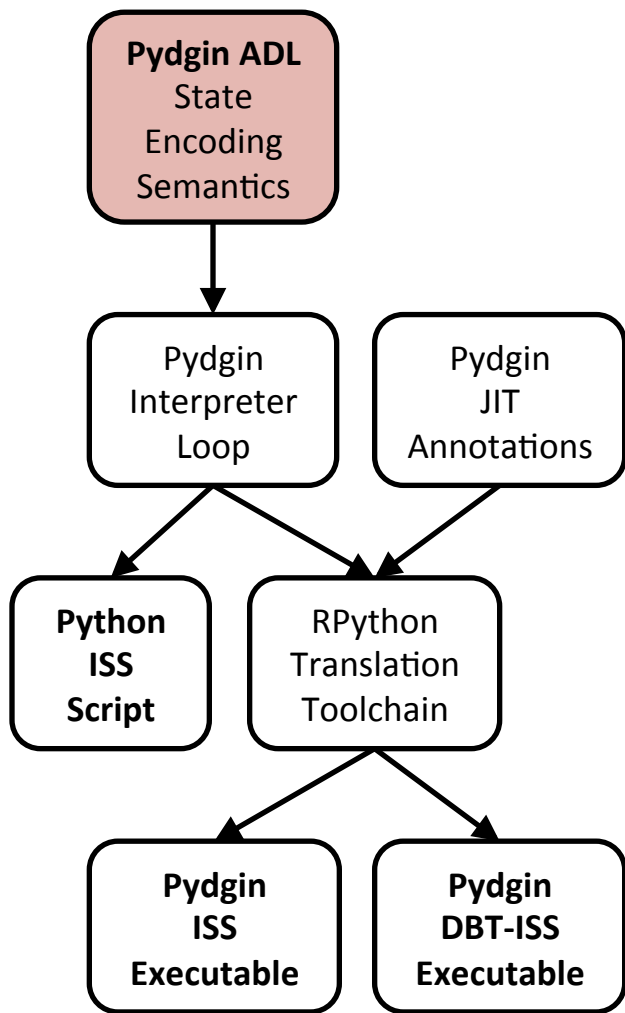
    ['nop',      '000000000000000000000000000000000000'],
    ['mul',      'xxxx00000000xxxxxxxxxxxx1001xxxx'],
    ['umull',    'xxxx0000100xxxxxxxxxxxx1001xxxx'],
    ['adc',      'xxxx00x0101xxxxxxxxxxxxxxxxxxxx'],
    ['add',      'xxxx00x0100xxxxxxxxxxxxxxxxxxxx'],
    ['and',      'xxxx00x0000xxxxxxxxxxxxxxxxxxxx'],
    ['b',        'xxxx1010xxxxxxxxxxxxxxxxxxxx'],
    ['bl',       'xxxx1011xxxxxxxxxxxxxxxxxxxx'],
    ['bic',      'xxxx00x1110xxxxxxxxxxxxxxxxxxxx'],
    ['bkpt',     '111000010010xxxxxxxxxxxx0111xxxx'],

    # ...

    ['teq',      'xxxx00x10011xxxxxxxxxxxxxxxxxxxx'],
    ['tst',      'xxxx00x10001xxxxxxxxxxxxxxxxxxxx'],

]

```



```
def execute_add( s, inst ):  
  
    if condition_passed( s, inst.cond ):  
        a, _ = s.rf[ inst.rn ]  
        b, _ = shifter_operand( s, inst )  
        result = a + b  
        s.rf[ inst.rd ] = trim_32(result)  
  
        if inst.S:  
            # ...  
            s.N = (result >> 31)&1  
            s.Z = trim_32(result) == 0  
            s.C = carry_from(result)  
            s.V = overflow_from(a, b, result)  
  
        if inst.rd == 15:  
            return  
    s.rf[PC] = s.fetch_pc() + 4
```

ARM ISA MANUAL SPEC

```
if ConditionPassed(cond) then
    Rd = Rn + shifter_operand

    if S == 1 and Rd == R15 then
        if CurrentModeHasSPSR() then
            CPSR = SPSR
        else UNPREDICTABLE

    else if S == 1 then
        N Flag = Rd[31]
        Z Flag = if Rd == 0 then 1 else 0
        C Flag = CarryFrom(Rn + shifter_operand)
        V Flag = OverflowFrom(Rn + shifter_operand)
```

Executable

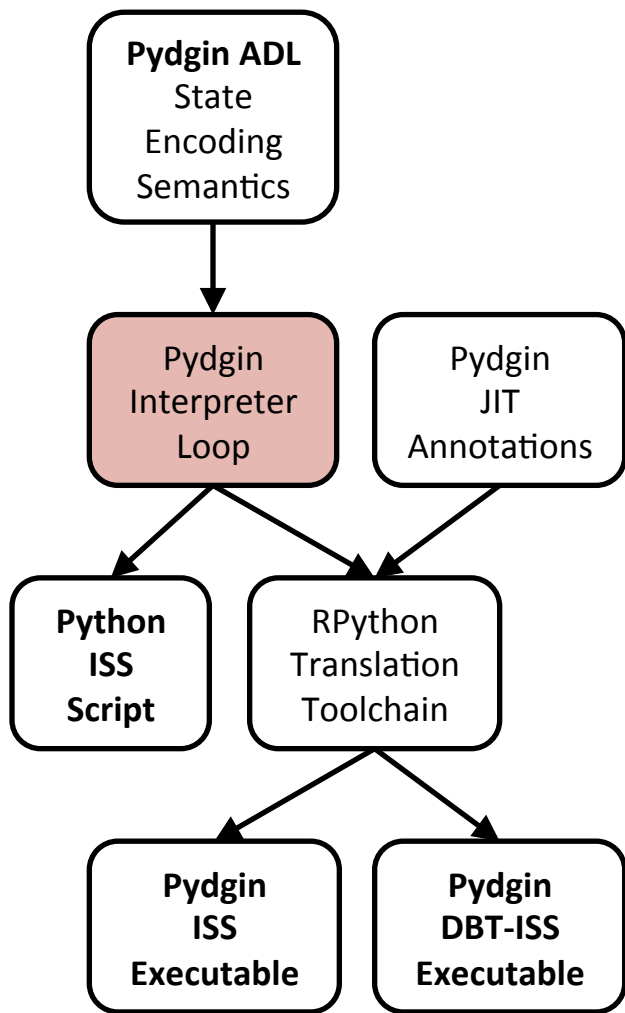
Executable

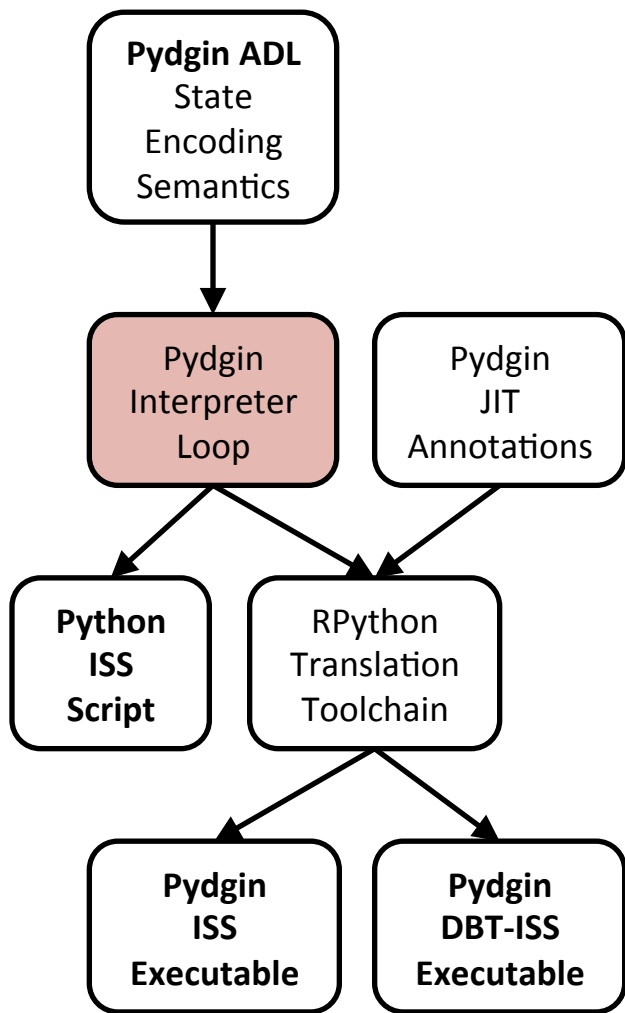
```
def execute_add( s, inst ):
```

```
if condition_passed( s, inst.cond ):
    a, _ = s.rf[ inst.rn ]
    b, _ = shifter_operand( s, inst )
    result = a + b
    s.rf[ inst.rd ] = trim_32(result)

if inst.S:
    # ...
    s.N = (result >> 31)&1
    s.Z = trim_32(result) == 0
    s.C = carry_from(result)
    s.V = overflow_from(a, b, result)

if inst.rd == 15:
    return
s.rf[PC] = s.fetch_pc() + 4
```



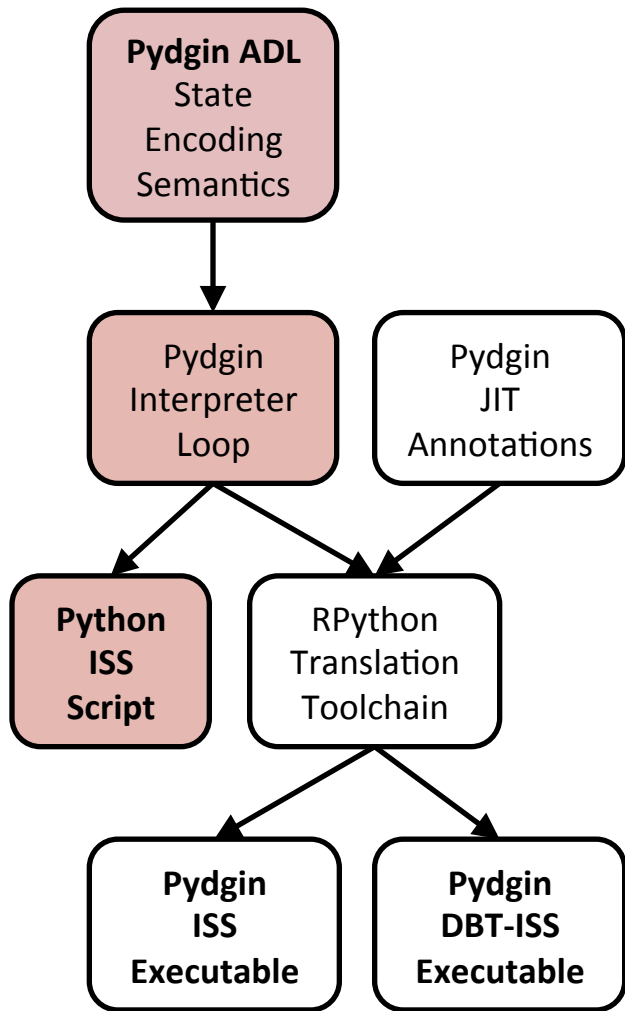


```
def instruction_set_interpreter( memory ):  
    state = State( memory )
```

```
    while True:
```

```
        pc      = state.fetch_pc()
```

```
        inst     = memory[ pc ]      # fetch  
        execute = decode( inst )    # decode  
        execute( state, inst )      # execute
```

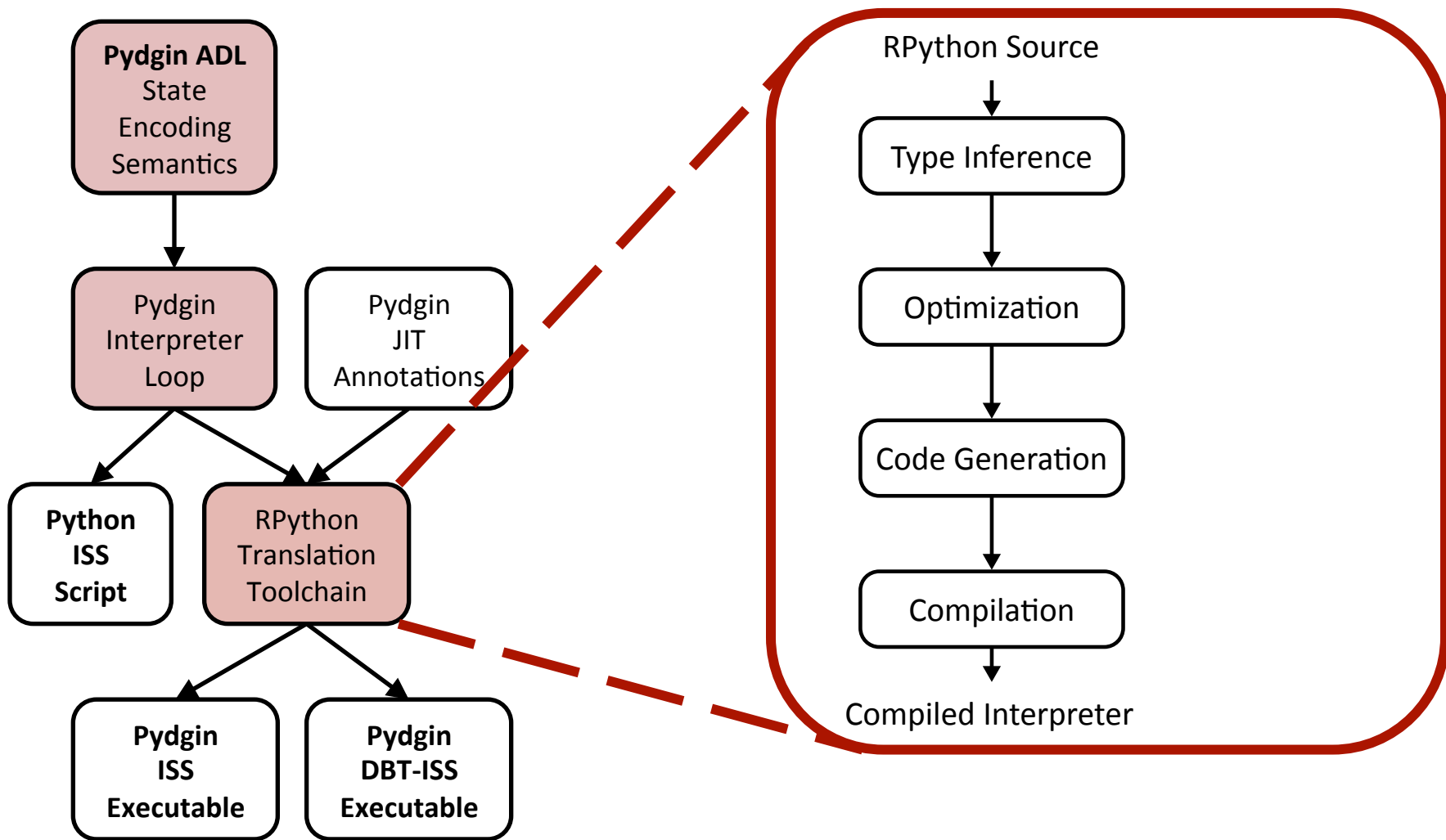
```
def instruction_set_interpreter( memory ):  
    state = State( memory )
```

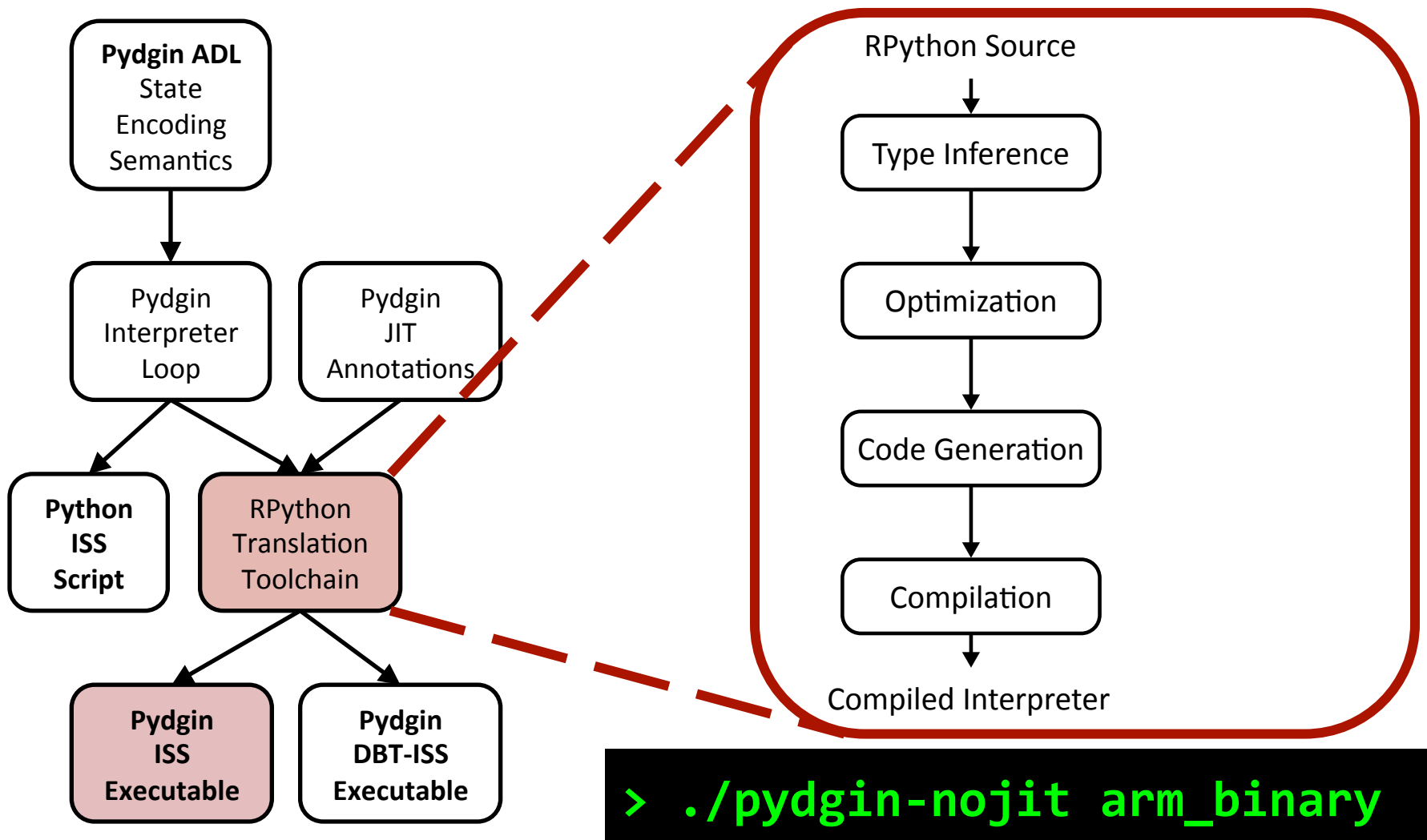
```
    while True:
```

```
        pc      = state.fetch_pc()
```

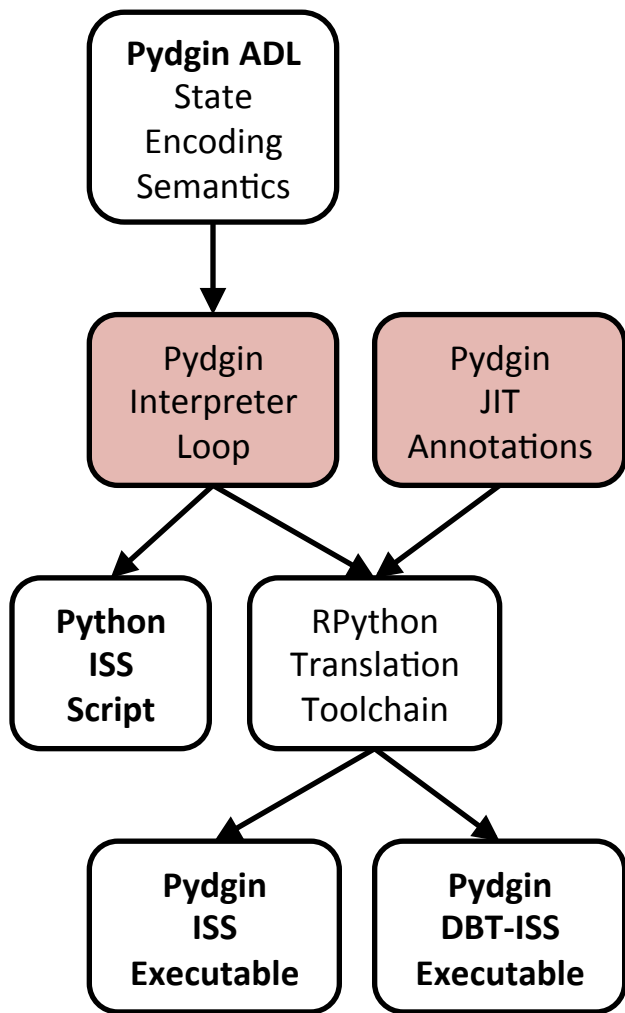
```
        inst     = memory[ pc ]      # fetch  
        execute  = decode( inst )   # decode  
        execute( state, inst )     # execute
```

```
> python iss.py arm_binary
```





> ./pydgin-nojit arm_binary

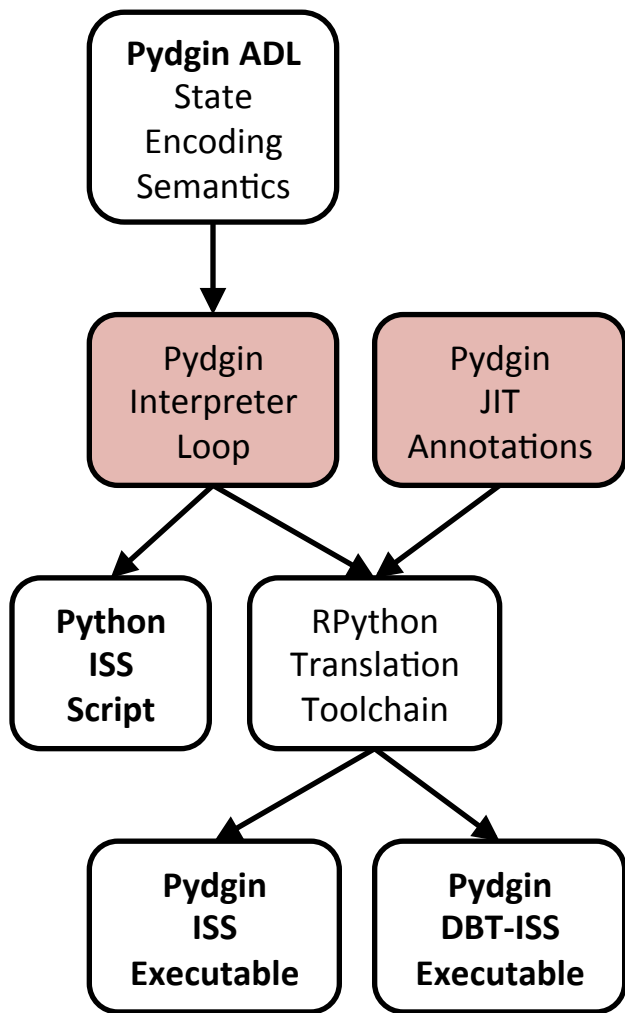


```
def instruction_set_interpreter( memory ):  
    state = State( memory )
```

```
    while True:
```

```
        pc      = state.fetch_pc()
```

```
        inst     = memory[ pc ]      # fetch  
        execute = decode( inst )    # decode  
        execute( state, inst )      # execute
```



```
jd = JitDriver( greens = ['pc'],  
                reds   = ['state'] )
```

```
def instruction_set_interpreter( memory ):  
    state = State( memory )
```

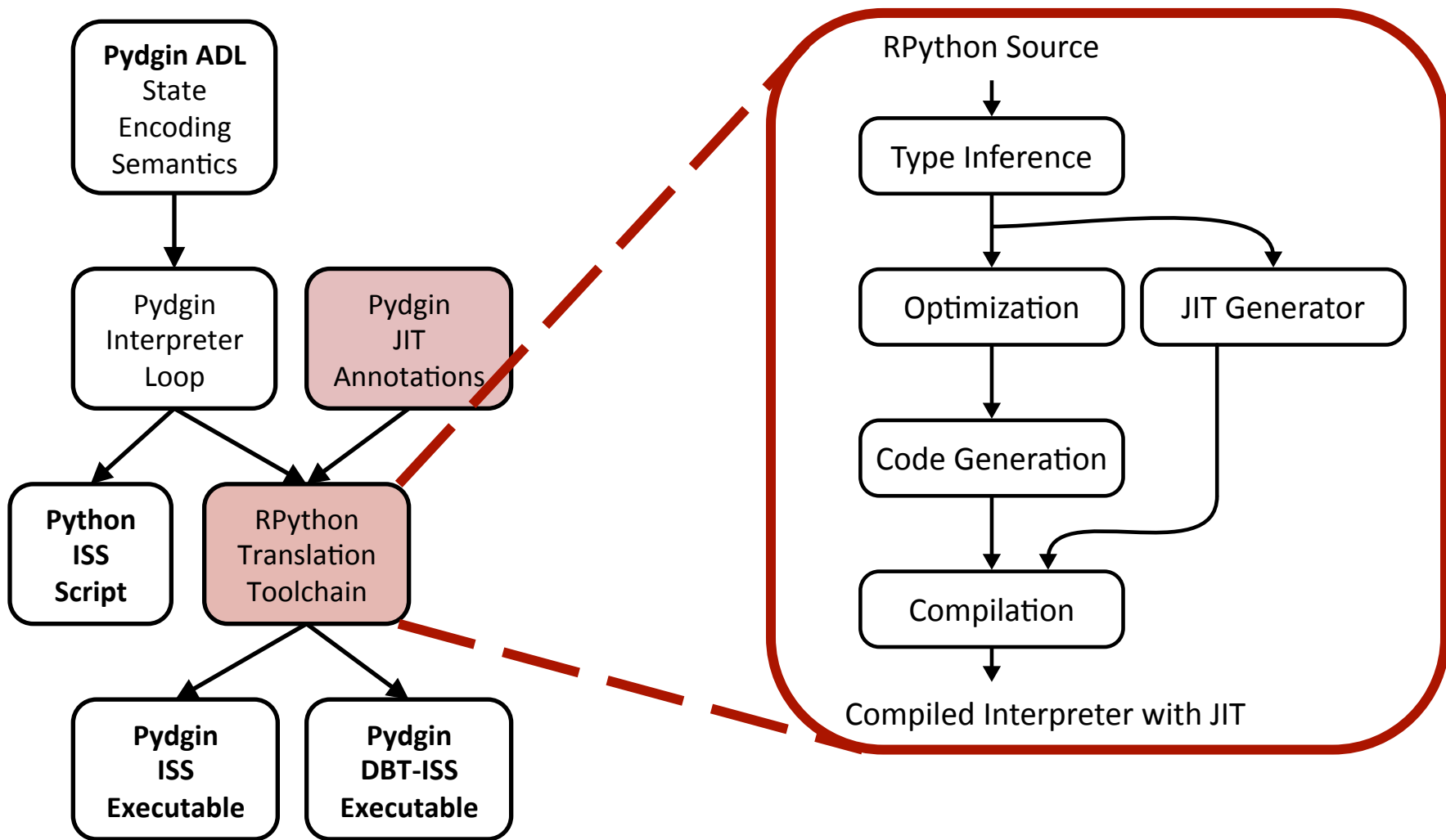
```
while True:
```

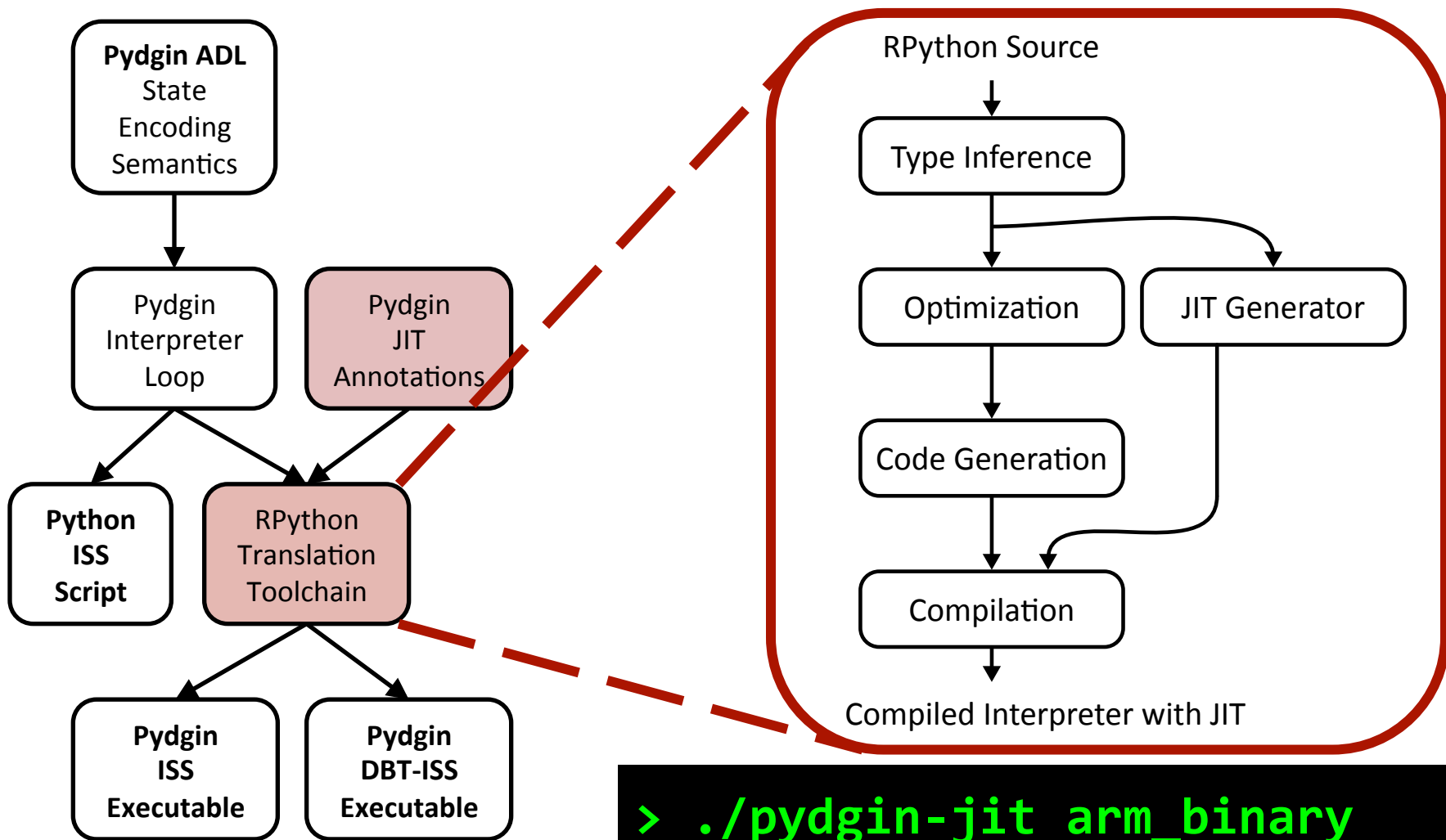
```
    jd.jit_merge_point( s.fetch_pc(), state )
```

```
    pc      = state.fetch_pc()
```

```
    inst     = memory[ pc ]      # fetch  
    execute  = decode( inst )   # decode  
    execute( state, inst )      # execute
```

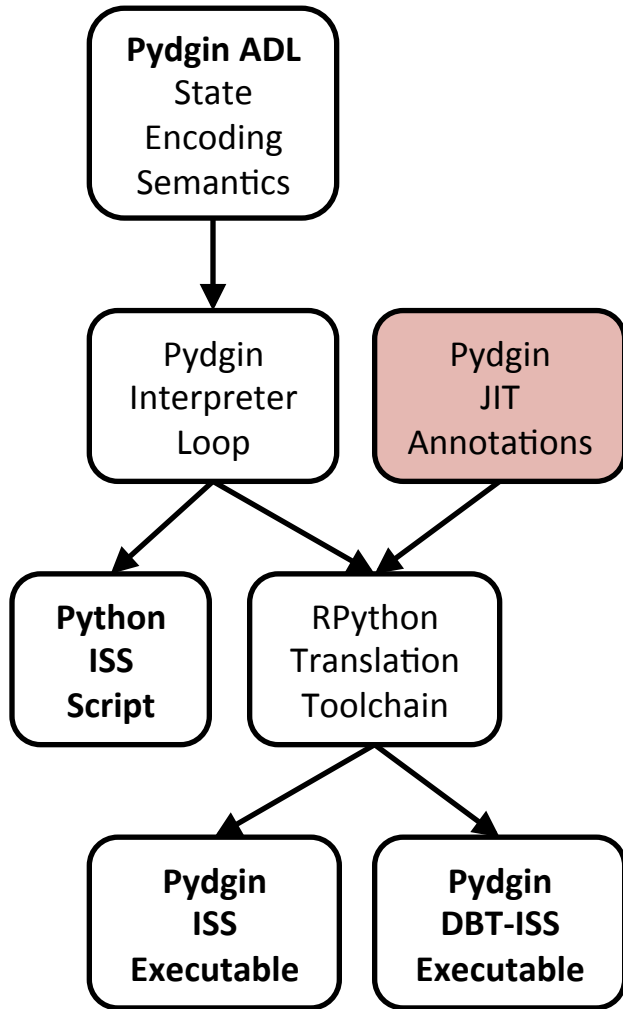
```
if state.fetch_pc() < pc:  
    jd.can_enter_jit( s.fetch_pc(), state )
```

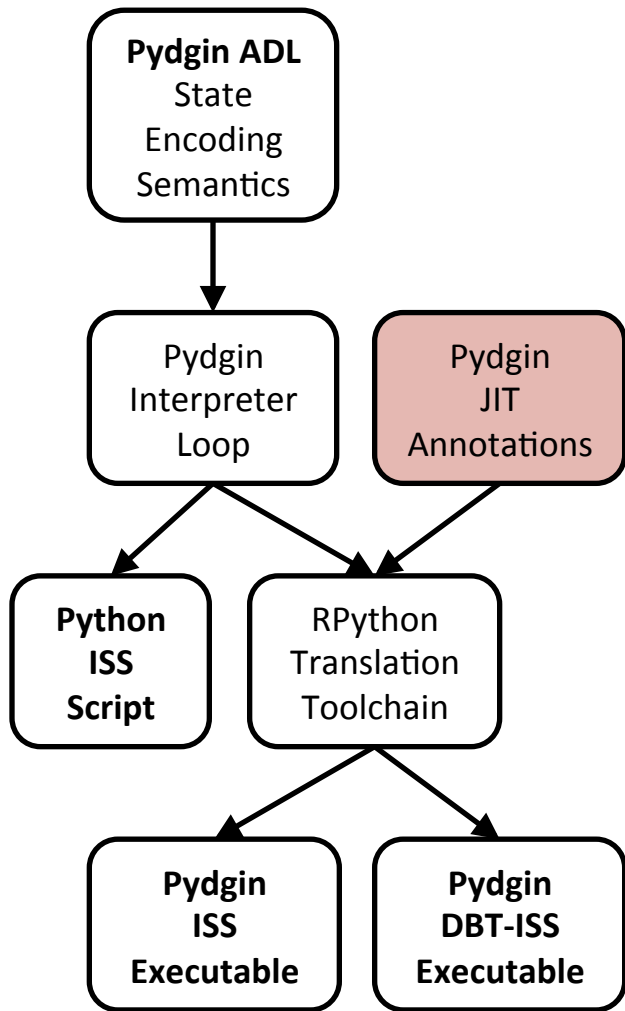




```
> ./pydgin-jit arm_binary
```

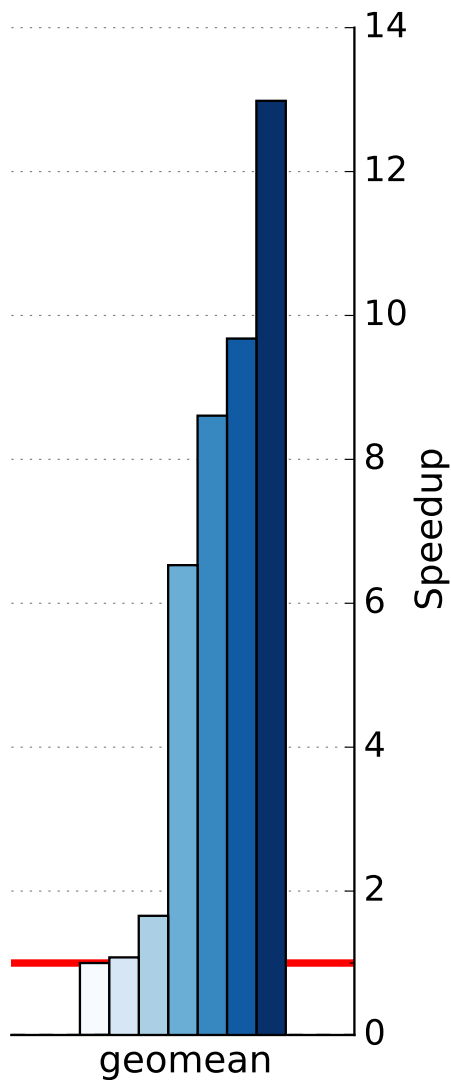
Creating a competitive JIT requires additional RPython JIT hints:





Creating a competitive JIT requires additional RPython JIT hints:

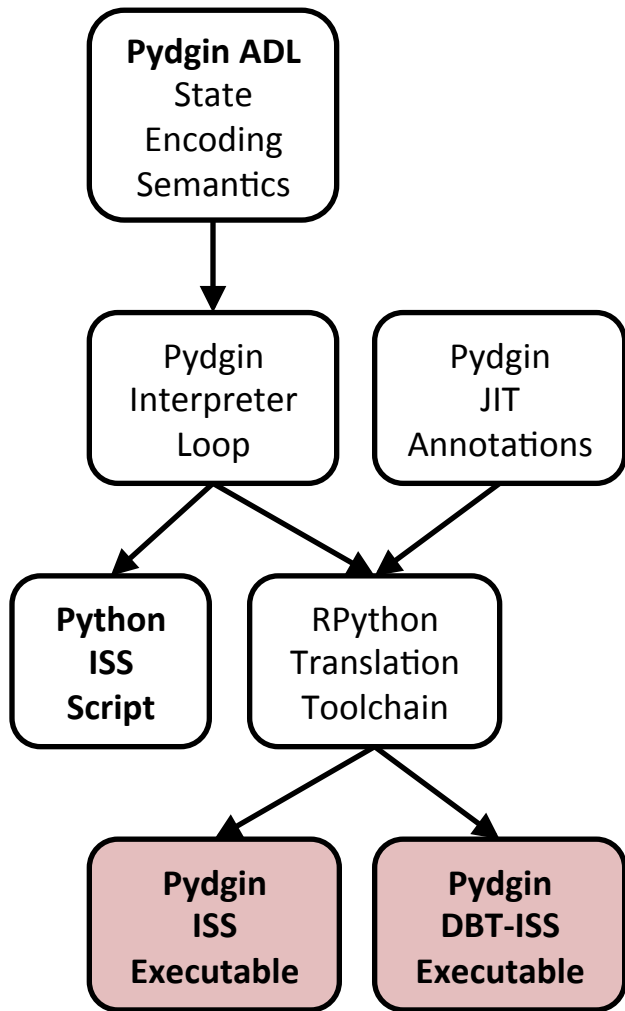
- + Minimal JIT Annotations
- + Elidable Instruction Fetch
- + Elidable Decode
- + Constant Promotion of PC and Memory
- + Word-Based Target Memory
- + Loop Unrolling in Instruction Semantics
- + Virtualizable PC and Statistics



Creating a competitive JIT requires additional RPython JIT hints:

- + Minimal JIT Annotations
- + Elidable Instruction Fetch
- + Elidable Decode
- + Constant Promotion of PC and Memory
- + Word-Based Target Memory
- + Loop Unrolling in Instruction Semantics
- + Virtualizable PC and Statistics

See our paper in ISPASS2015 for detailed information!



Two ISSs implemented in Pydgin

- Simplified-MIPS: 87-761 MIPS
- ARMv5

Simplifications

- GCC cross-compiler using newlib
- emulated system calls
- “bare-metal” system (no OS)

ARMv5 ISSs:

- **Interpretive:** gem5-atomic, pydgin-nojit
- **DBT:** simit-jit, pydgin-jit, qemu*
(* *not fully observable*)

