

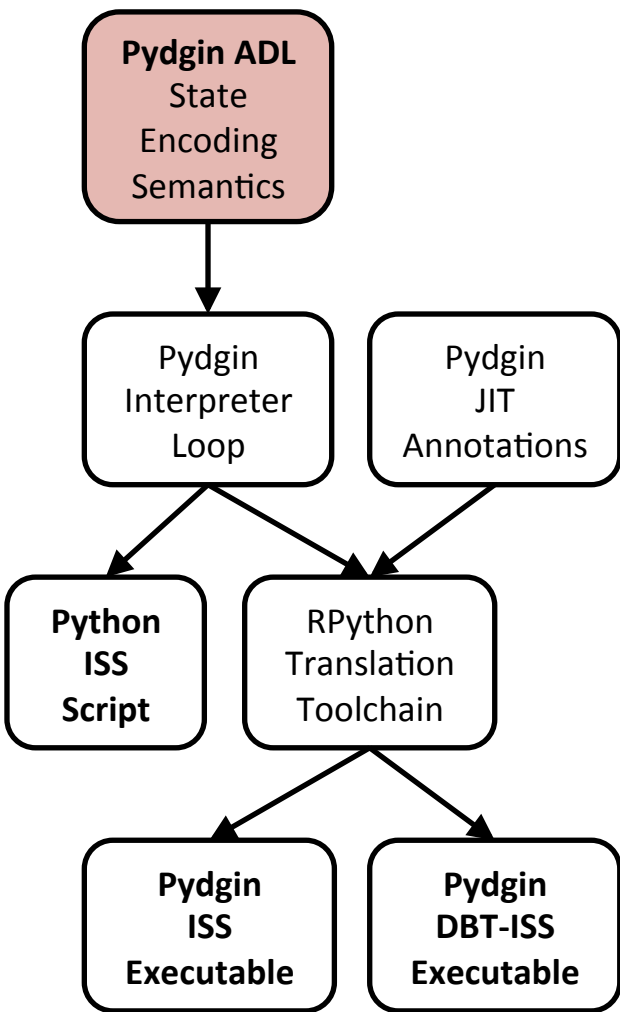
```
class State( object ):
```

```
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', '00000000000000000000000000000000'],
['mul', 'xxxx000000xxxxxxxxxxxx1001xxxx'],
['umull', 'xxxx0000100xxxxxxxxxxxx1001xxxx'],
['adc', 'xxxx00x0101xxxxxxxxxxxxxxxxxxxx'],
['add', 'xxxx00x0100xxxxxxxxxxxxxxxxxxxx'],
['and', 'xxxx00x0000xxxxxxxxxxxxxxxxxxxx'],
['b', 'xxxx1010xxxxxxxxxxxxxxxxxxxx'],
['bl', 'xxxx1011xxxxxxxxxxxxxxxxxxxx'],
['bic', 'xxxx00x1110xxxxxxxxxxxxxxxxxxxx'],
['bkpt', '111000010010xxxxxxxxxxxx0111xxxx'],

```

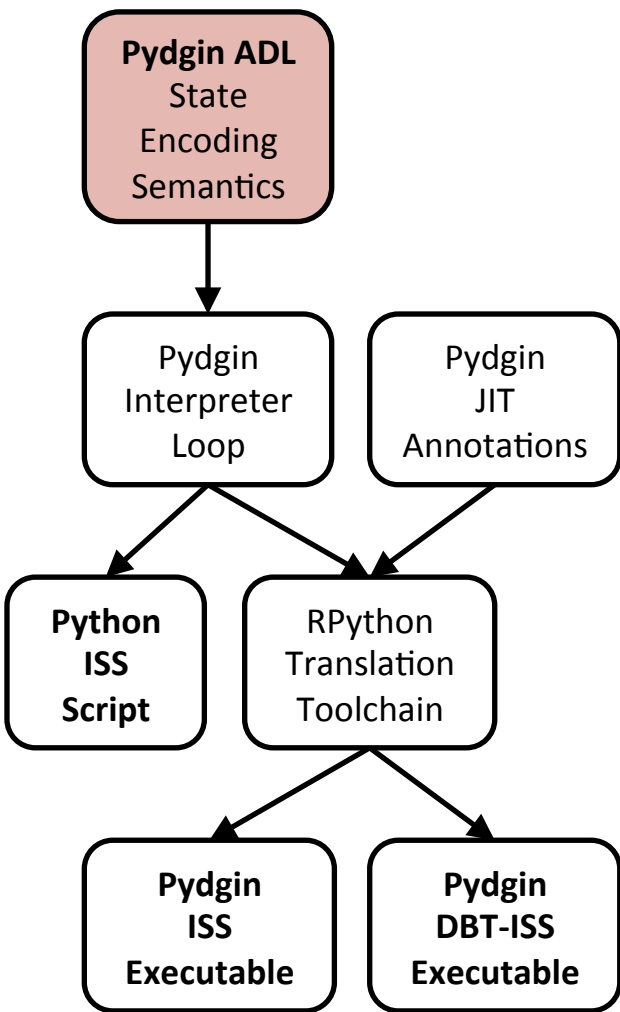
...

```

['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 ):
```

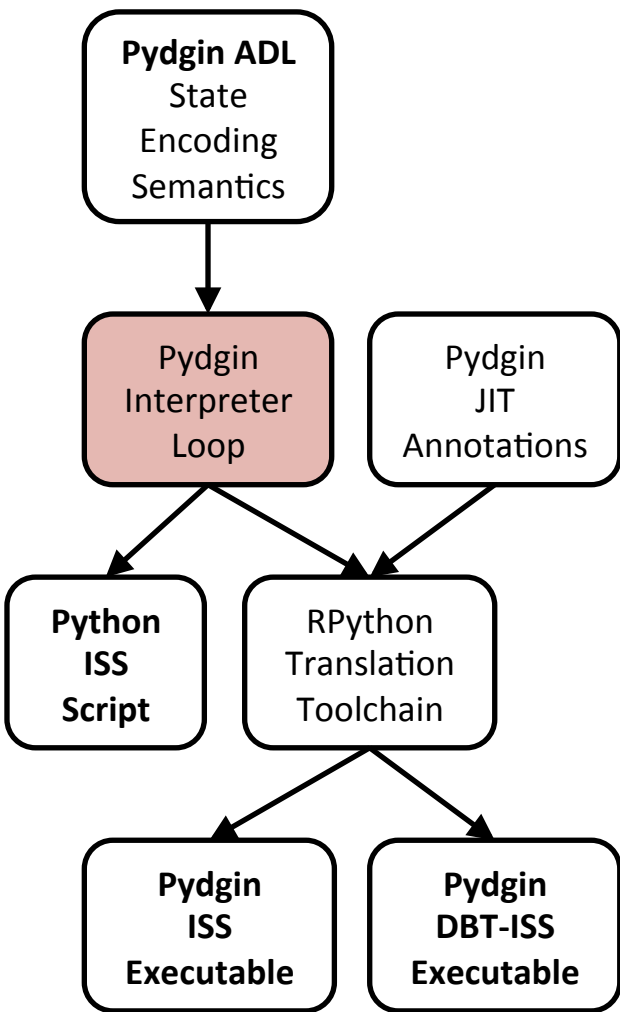
```

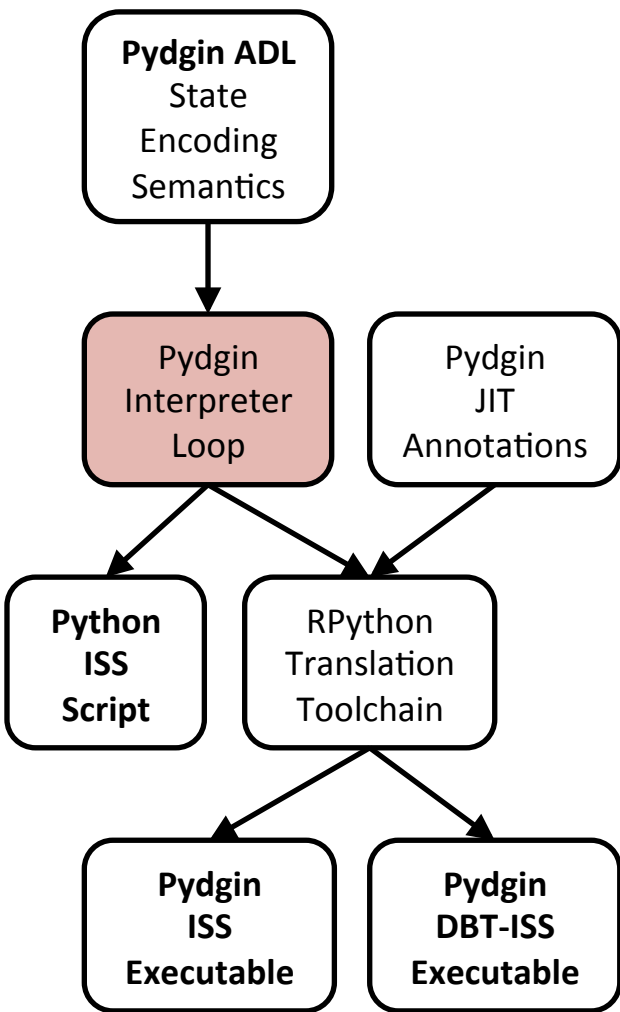
if condition_passed( s, inst.cond ):
    a, _ = s.rf[ inst.rn ]
    b, _ = shifter_operand( s, inst )
    result = a + b
    s.rf[ inst.rd ] = trim_32(result)

    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

```



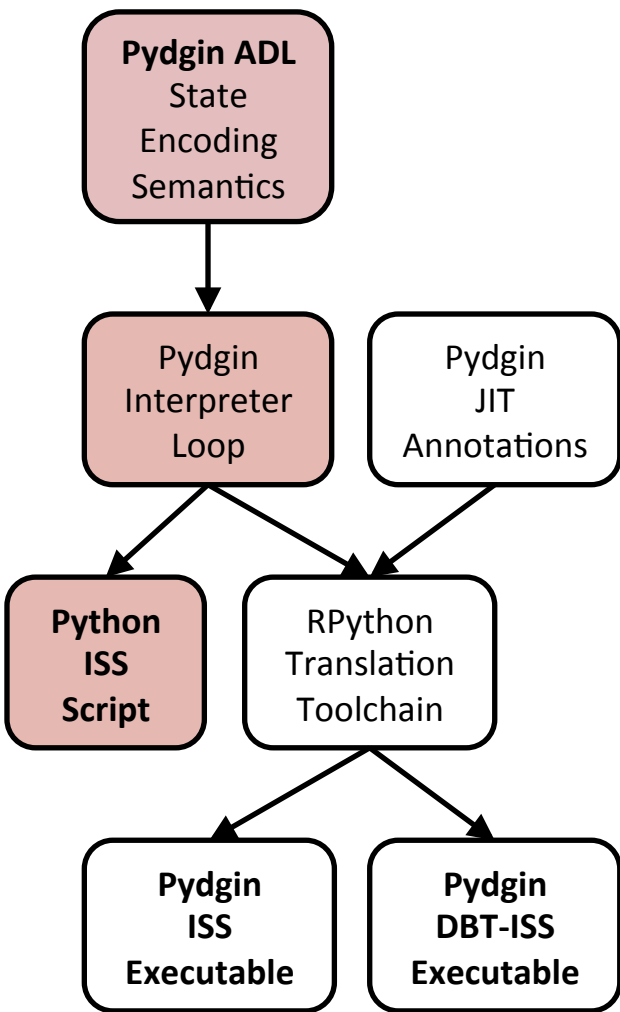


```
def instruction_set_interpreter( memory ):
    state = State( memory )

    while True:

        pc      = state.fetch_pc()

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

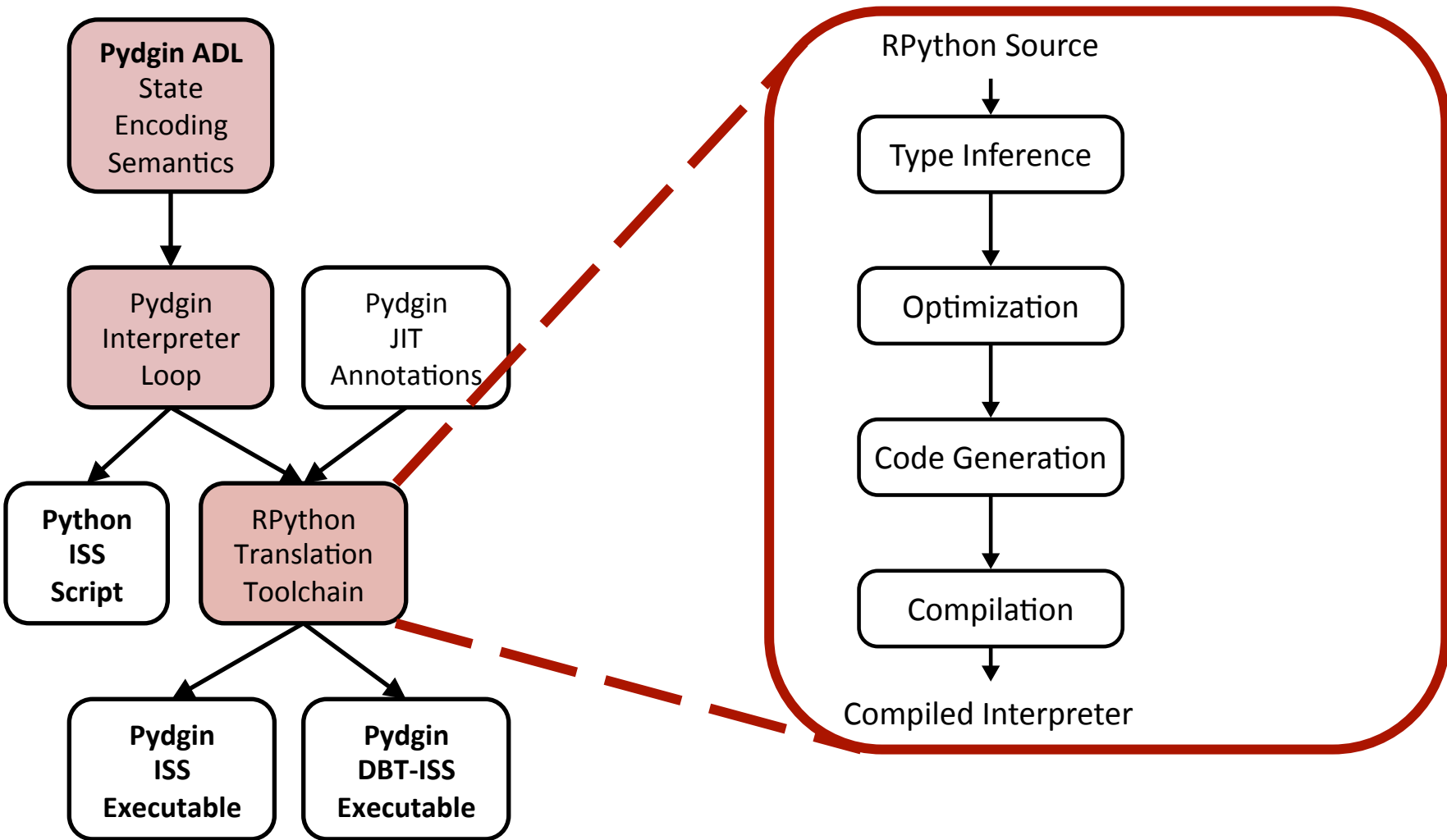
```
def instruction_set_interpreter( memory ):
    state = State( memory )

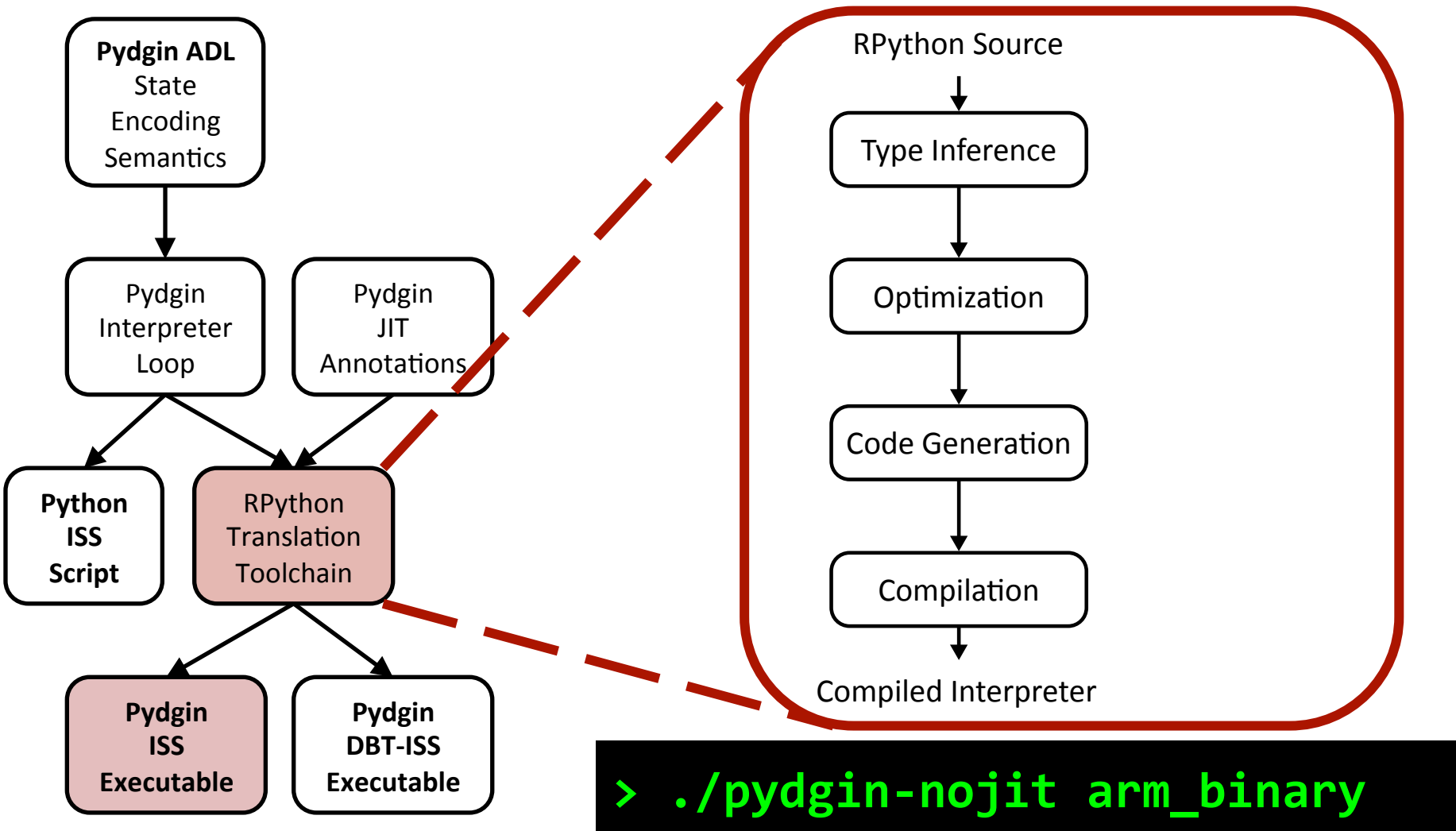
    while True:

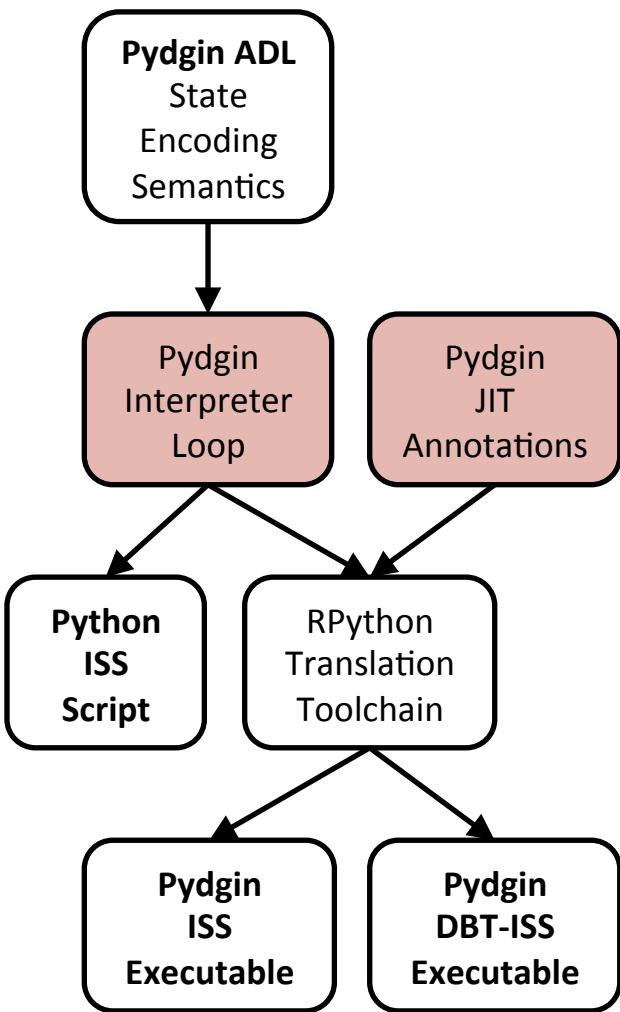
        pc      = state.fetch_pc()

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

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





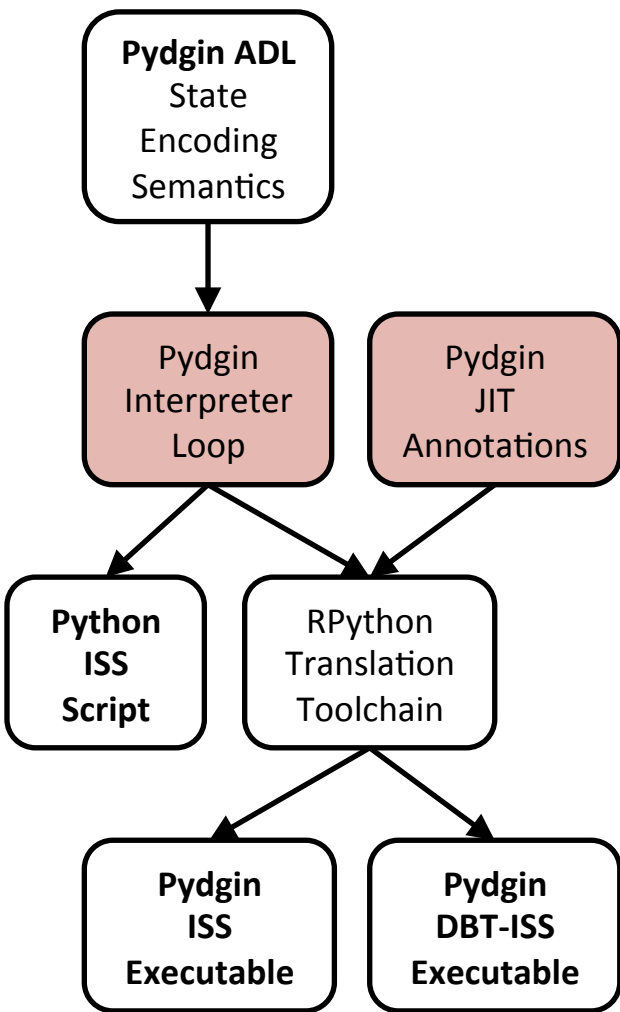


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def instruction_set_interpreter( memory ):
    state = State( memory )

    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 )
```

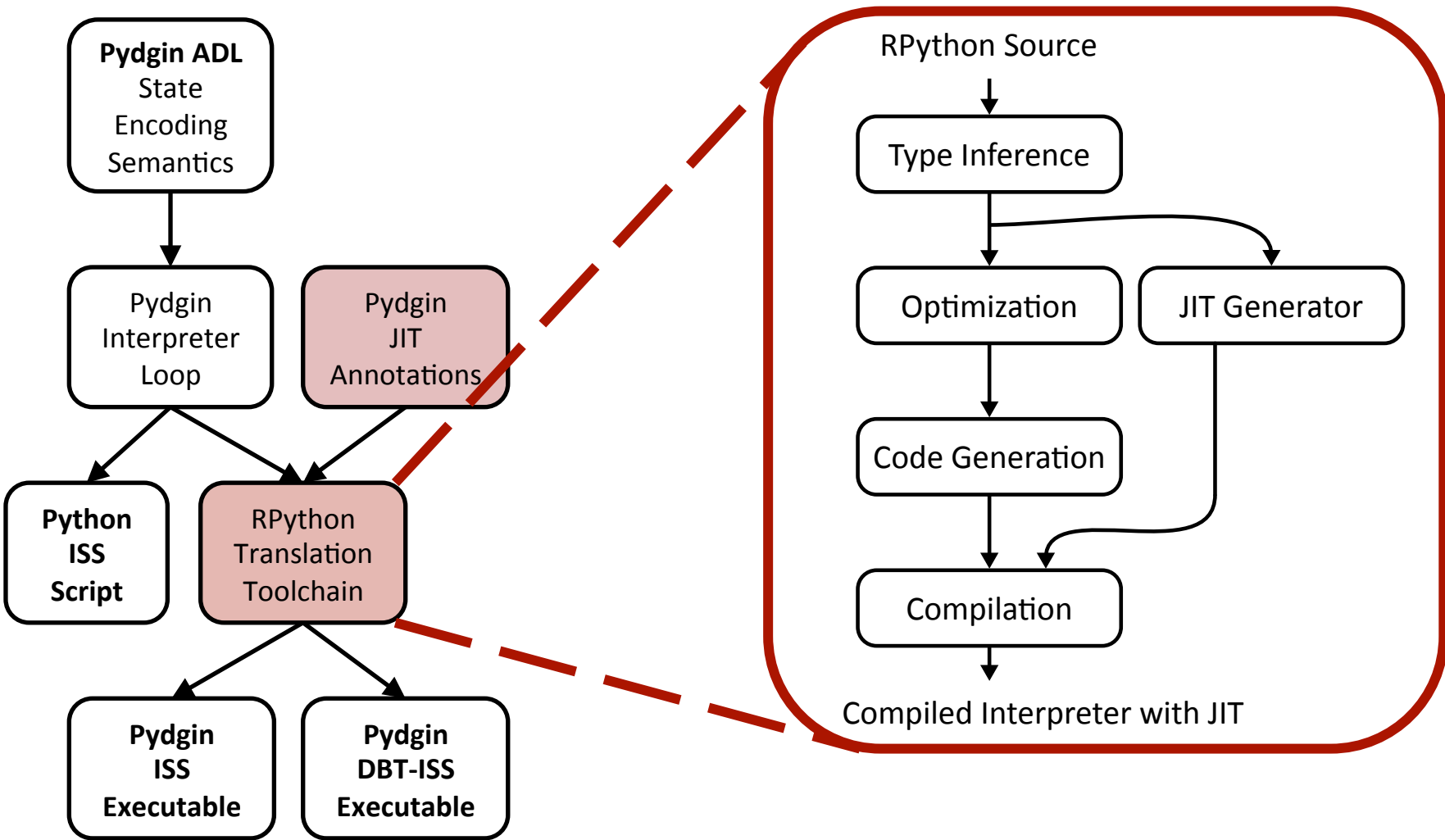
```
while True:
```

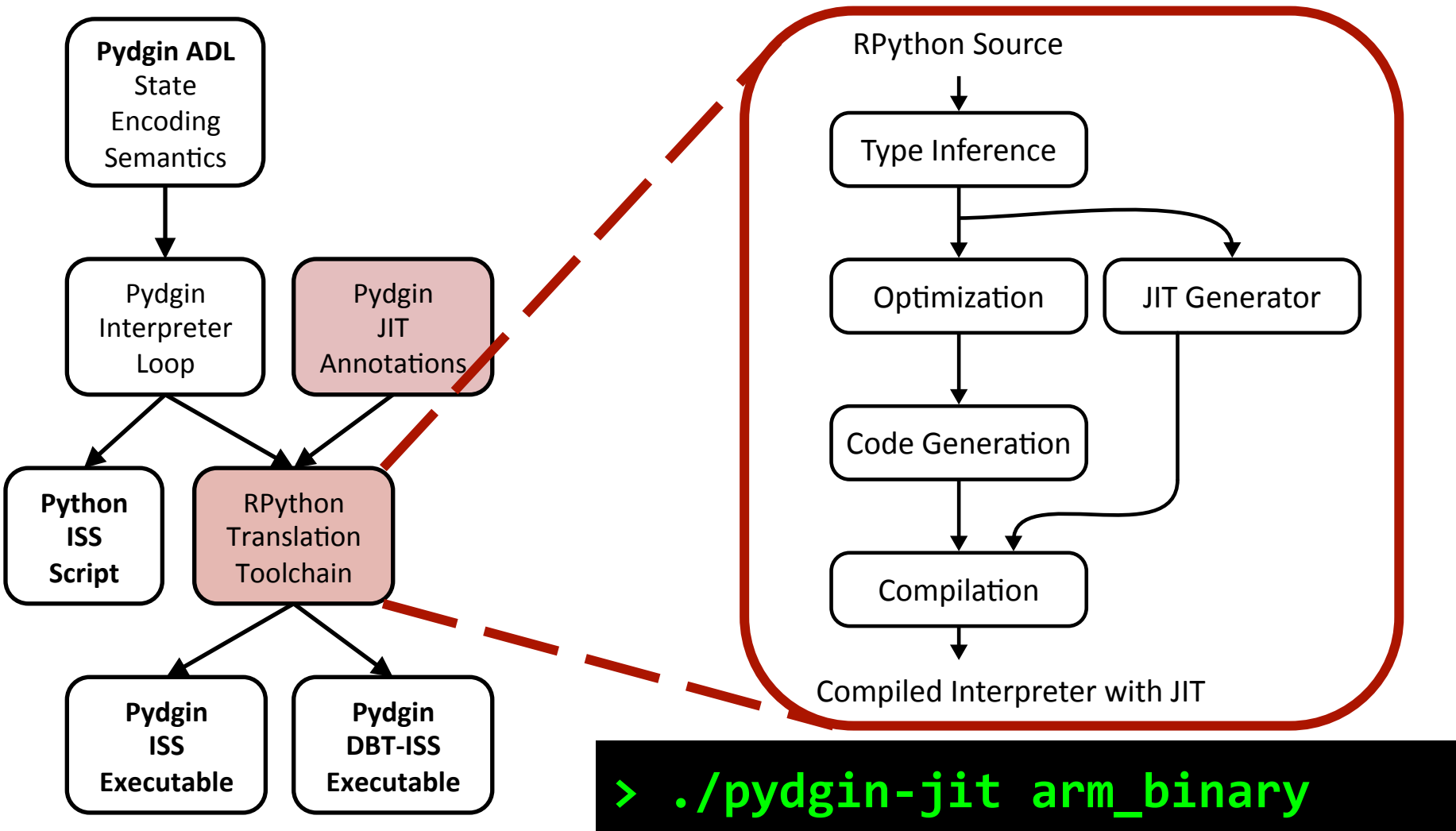
```
    jd.jit_merge_point( s.fetch_pc(), state )
```

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

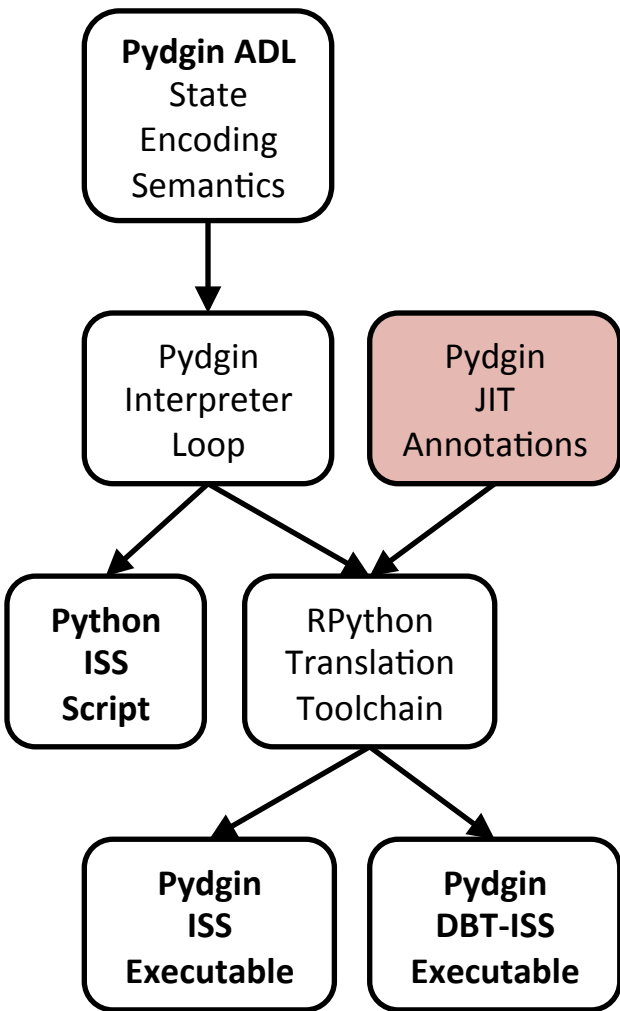
```
    inst     = memory[ pc ]      # fetch  
    execute  = decode( inst )    # decode  
    execute( state, inst )      # execute
```

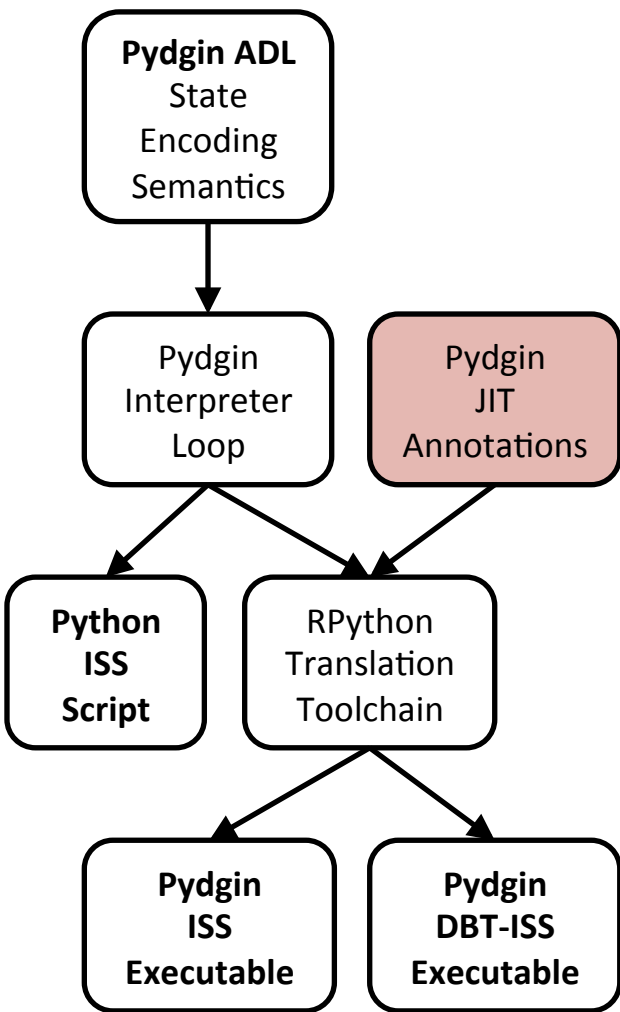
```
if state.fetch_pc() < pc:  
    jd.can_enter_jit( s.fetch_pc(), state )
```





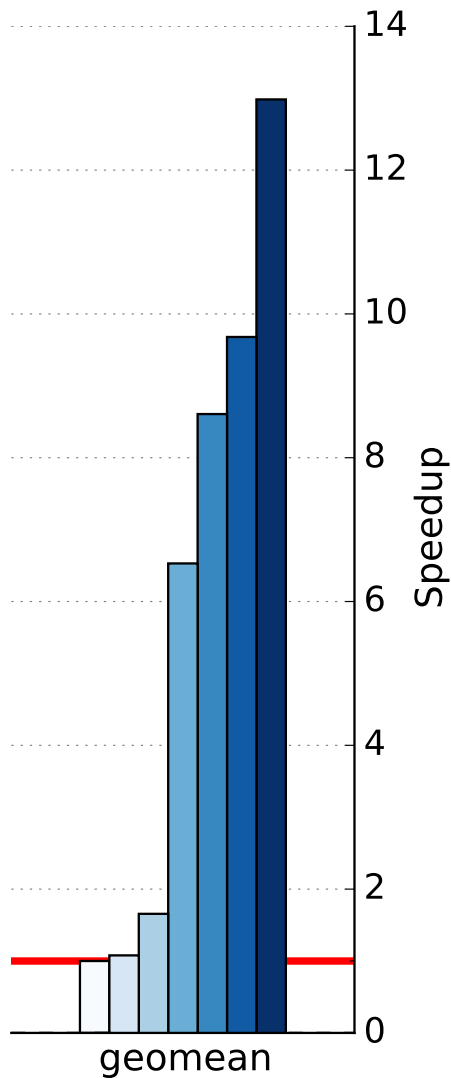
**Creating a competitive JIT requires
additional RPython JIT hints:**





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



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See our paper in ISPASS2015 for performance results!