

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date:2/2/2021

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Week#____2_____

Program Number: ____1____

Based on the value of the number in R0, Write an ALP to store 1 in R1 if R0 is zero, Store 2 in R1 if R0 is positive, Store 3 in R1 if R0 is negative.

I. ARM Assembly Code for each program

```
;case positive
```

```
.text
```

```
MOV r0, #10
```

```
CMP r0, #0
```

```
BEQ zero
```

```
BMI negative
```

```
MOV r1, #2
```

```
SWI 0x011
```

```
zero:
```

```
MOV r1, #1
```

```
        SWI 0x011
negative:
        MOV r1, #3
        SWI 0x011
.end
```

;case negative

```
.text

        MOV r0, #-20
        CMP r0, #0
        BEQ zero
        BMI negative
        MOV r1, #2
        SWI 0x011
zero:
        MOV r1, #1
        SWI 0x011
negative:
        MOV r1, #3
        SWI 0x011

.end
```

```
.text

;case zero

        MOV r0, #0
```


Case Negative:

The screenshot shows the ARMSim interface with the following details:

- RegistersView:** R0 is -20, R1 is 3, R2 is 0, R3 is 0, R4 is 0, R5 is 0, R6 is 0, R7 is 0, R8 is 0, R9 is 0, R10 (s1) is 0, R11 (fp) is 0, R12 (ip) is 0, R13 (sp) is 21504, R14 (lr) is 0, R15 (pc) is 4132.
- CPSR Register:** Negative (N) is 1, Zero (Z) is 0, Carry (C) is 1, Overflow (V) is 0, IRQ Disable is 1, FIQ Disable is 1, Thumb (T) is 0, CPU Mode is System.
- MemoryView0:** Address 0000F94. The memory dump shows instructions at 0000F94, 0000F98, 0000F9C, and 0000F0C.
- OutputView:** Console output shows "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0080815" and "Instructions per second:0".

Case Zero:

The screenshot shows the ARMSim interface with the following details:

- RegistersView:** R0 is 0, R1 is 1, R2 is 0, R3 is 0, R4 is 0, R5 is 0, R6 is 0, R7 is 0, R8 is 0, R9 is 0, R10 (s1) is 0, R11 (fp) is 0, R12 (ip) is 0, R13 (sp) is 21504, R14 (lr) is 0, R15 (pc) is 4124.
- CPSR Register:** Negative (N) is 0, Zero (Z) is 1, Carry (C) is 1, Overflow (V) is 0, IRQ Disable is 1, FIQ Disable is 1, Thumb (T) is 0, CPU Mode is System.
- MemoryView0:** Address 0000F94. The memory dump shows instructions at 0000F94, 0000F98, 0000F9C, and 0000F0C.
- OutputView:** Console output shows "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0060631" and "Instructions per second:0".

Week# 2

Program Number: 2

Write an ALP to compare the value of R0 and R1, add if R0 = R1, else subtract

I. ARM Assembly Code for each program

;case equal

.text

MOV r0, #10

MOV r1, #10

CMP r0, r1

BNE subtract

ADD r2, r1, r0

SWI 0x011

subtract:

SUB r2, r1, r0

SWI 0x011

.end

;case unequal

.text

MOV r0, #56

MOV r1, #10

CMP r0, r1

BNE subtract

ADD r2, r1, r0

SWI 0x011

subtract:

SUB r2, r1, r0

SWI 0x011

.end

II. Output Screen Shot

Case Equal:

The screenshot shows the ARMSim interface with the following components:

- RegistersView:** General Purpose registers R0-R15 are listed. R0 is 10, R1 is 10, R2 is 20, and R15 (PC) is 4116. The CPSR register shows Negative (N) as 0, Zero (Z) as 1, Carry (C) as 1, and Overflow (V) as 0.
- Code View:** The assembly code is displayed, with the instruction `SWI 0x011` highlighted at address 00001014.
- MemoryView:** Shows memory addresses from 0000F94 to 00001030. The value at 00001030 is 81818181.
- OutputView:** The console output shows "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0063309" and "Instructions per second:0".

Case Unequal:

The screenshot shows the ARMSim interface with the following components:

- RegistersView:** General Purpose registers R0-R15 are listed. R0 is 56, R1 is 10, R2 is -46, and R15 (PC) is 4124. The CPSR register shows Negative (N) as 0, Zero (Z) as 0, Carry (C) as 1, and Overflow (V) as 0.
- Code View:** The assembly code is displayed, with the instruction `SWI 0x011` highlighted at address 00001014.
- MemoryView:** Shows memory addresses from 0000F94 to 00001030. The value at 00001030 is 81818181.
- OutputView:** The console output shows "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0069177" and "Instructions per second:0".

Week# ____2____

Program Number: ____3____

Write an ALP to find the factorial of a number stored in R0. Store the value in R1 (without using LDR and STR instructions). Use only registers.

I. ARM Assembly Code for each program

.text

MOV r0, #6

MOV r1, #1

loop:

MUL r1, r0, r1

SUB r0, r0, #1

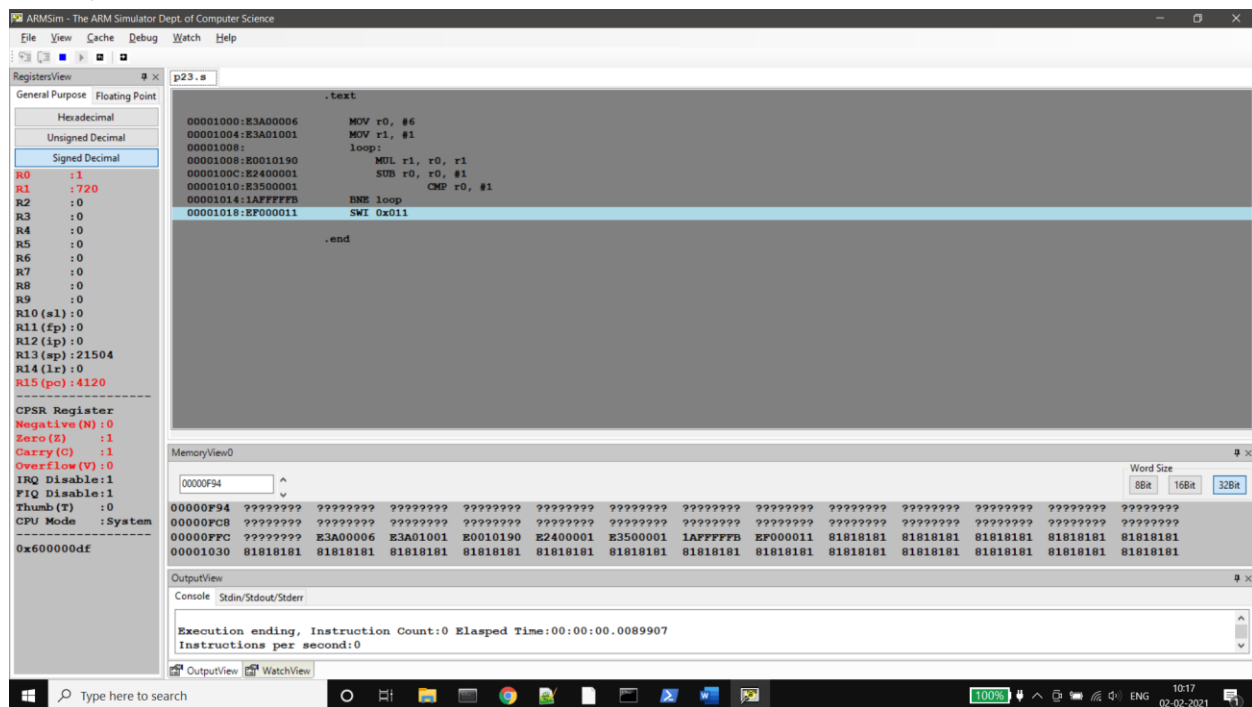
CMP r0, #1

BNE loop

SWI 0x011

.end

Output Screen Shots



Week# 2

Program Number: 4, a 4

4. a) Write an ALP to add two 32 bit numbers loaded from memory and store the result in memory.

I. ARM Assembly Code for each program

.data

A: .WORD 36

B: .WORD 20

C: .WORD 0

.text

LDR R0, =A

LDR R0, [R0]

LDR R1, =B

LDR R1, [R1]

LDR R3, =C

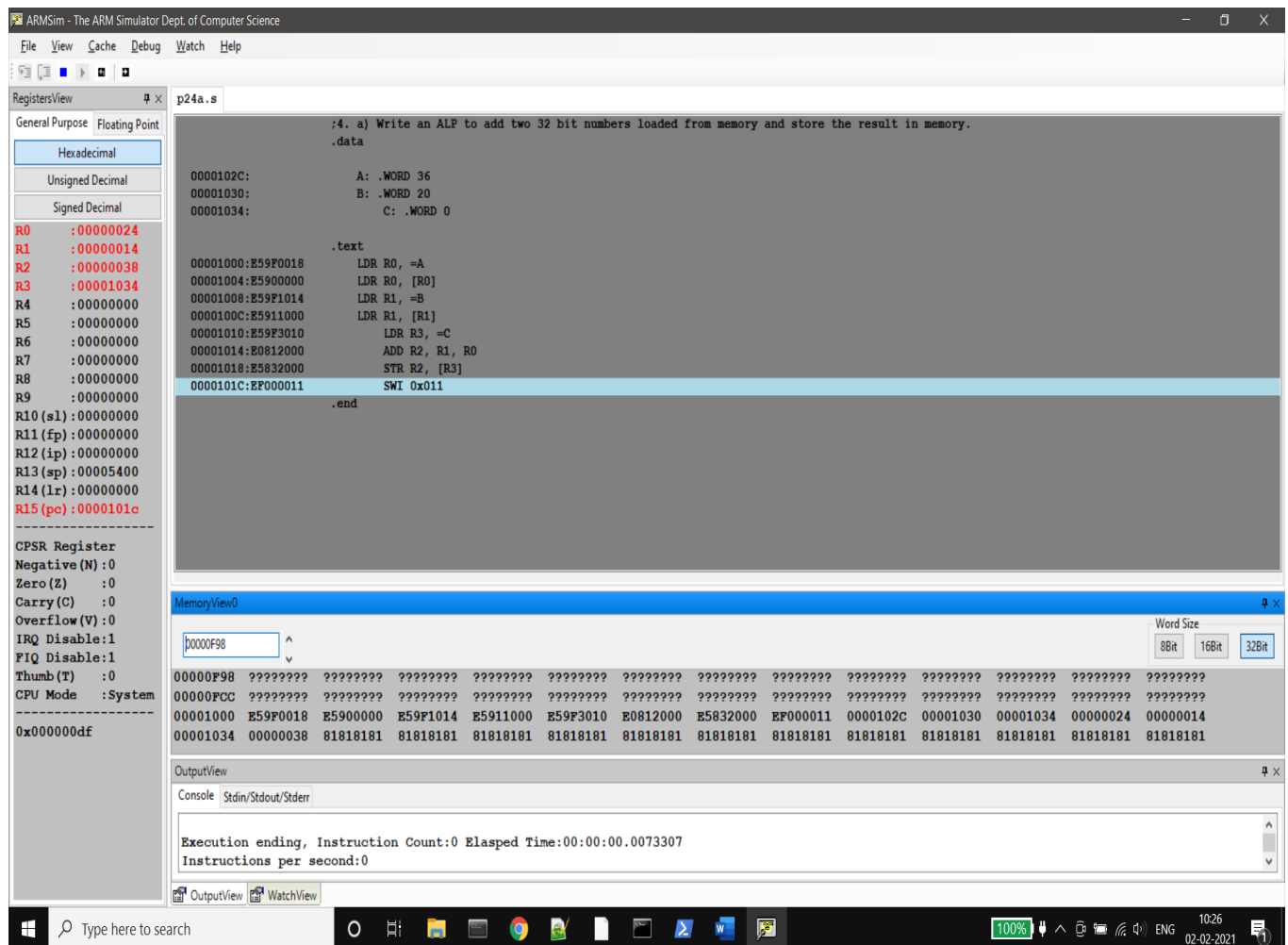
ADD R2, R1, R0

STR R2, [R3]

SWI 0x011

.end

Output Screen Shot



Week# 2

Program Number: 4, b

4. b.) Write an ALP to add two 16 bit numbers loaded from memory and store the result in memory.

I. ARM Assembly Code for each program

```
.data
a: .hword 27
b: .hword 20
c: .hword 0
.text
LDR R0, =a
LDR R1, =b
LDR R2, =c
LDRH R4, [R1]
LDRH R5, [R0]
ADD R6, R4, R5
STRH R6, [R2]
SWI 0x011
.end
```

Output screenshot

Week# 2

Program Number: 5,a

5. a) Write an ALP to find GCD of two numbers (without using LDR and STR instructions). Both numbers are in registers. Use only registers.

I. ARM Assembly Code for each program

.text

MOV R0, #60

MOV R1, #12

MOV R2, R0

MOV R3, R1

loop:

CMP R2, R3

BLT gcd1

BGT gcd2

BEQ gcd3

gcd3:

SWI 0x011

gcd1:

SUB R3, R3, R2

B loop

gcd2:

SUB R2, R2, R3

B loop

.end

Output Screenshot

Week# 2

Program Number: 5,b

5 b) Write an ALP to find the GCD of given numbers (both numbers in memory). Store result in memory.

I. ARM Assembly Code for each program

.data

A: .WORD 36

B: .WORD 54

C: .WORD 0

.text

LDR R0, =A

LDR R0, [R0]

LDR R1, =B

LDR R1, [R1]

MOV R2, R0

MOV R3, R1

LDR R5, =C

loop:

CMP R2, R3

BLT gcd1

BGT gcd2

BEQ gcd3

gcd3:

STR R2, [R5]

SWI 0x011

gcd1:

SUB R3, R3, R2

B loop

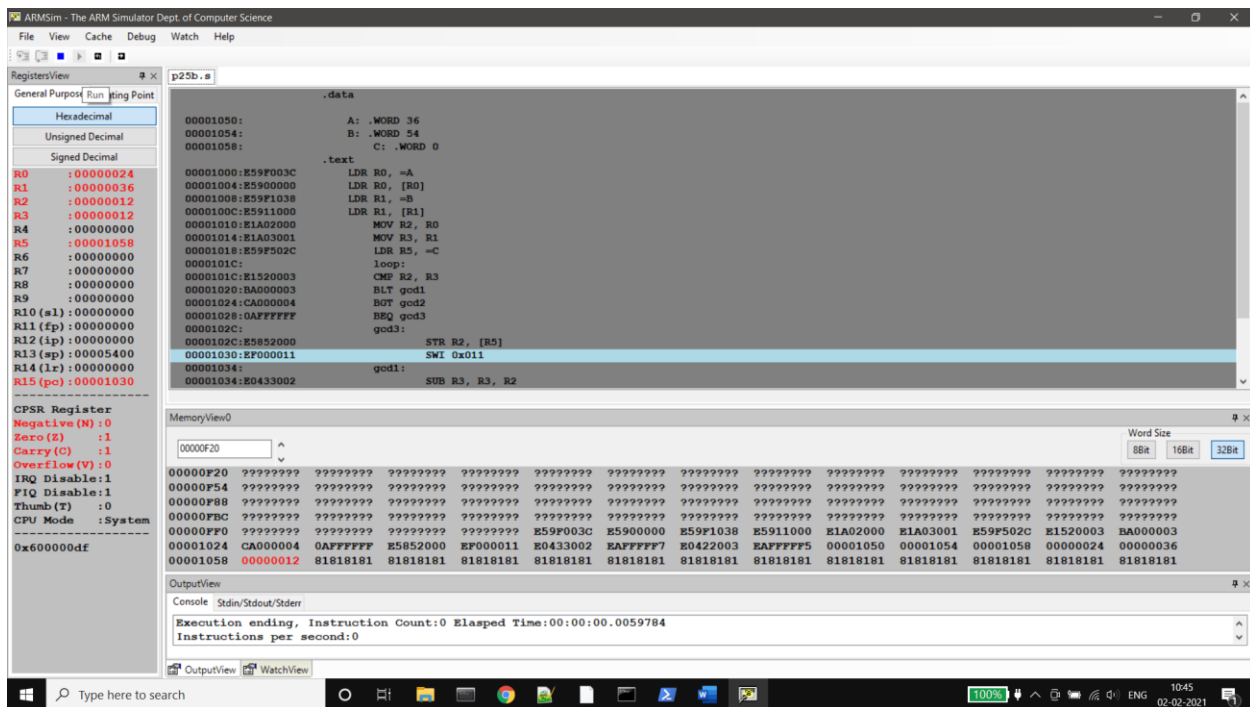
gcd2:

SUB R2, R2, R3

B loop

.end

Output Screenshot



Week#____2_____

Program Number: ____6,a____

6. a) Write an ALP to add an array of ten 32 bit numbers from memory.

ARM Assembly Code for each program

.data

A: .WORD 10,21,11,40,51,160,170,10,190,11

.text

LDR r0,=A

MOV r1, #10

loop:

LDR r3, [r0]

ADD r2, r2, r3

SUB r1, r1, #1

ADD r0, r0, #4

CMP r1, #0

BNE loop

.end

Output Screenshot

ARMSim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

RegistersView p26a.s

General Purpose Floating Point

Hexadecimal
Unsigned Decimal
Signed Decimal

R0 : 0
R1 : 0
R2 : 674
R3 : 11
R4 : 0
R5 : 0
R6 : 0
R7 : 0
R8 : 0
R9 : 0
R10 (s1) : 0
R11 (fp) : 0
R12 (ip) : 0
R13 (sp) : 21504
R14 (lr) : 0
R15 (pc) : 70656

CPSR Register
Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1
FIQ Disable : 1
Thumb (T) : 0
CPU Mode : System

0x60000df

```
;6. a) Write an ALP to add an array of ten 32 bit numbers from memory.  
  
.data  
00001024:      A: .WORD 10,21,11,40,51,160,170,10,190,11  
  
.text  
00001000:E59F0018      LDR r0,=A  
00001004:E3A0100A      MOV r1,#10  
00001008:      loop:  
00001008:E5903000      LDR r3,[r0]  
0000100C:E0822003      ADD r2,r2,r3  
00001010:E2411001      SUB r1,r1,#1  
00001014:E2800004      ADD r0,r0,#4  
00001018:E3510000      CMP r1,#0  
0000101C:1AFFFFF9      BNE loop  
  
00001020:00001024      .end
```

MemoryView0

Word Size
8Bit 16Bit 32Bit

0000F20

0000F20	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????
0000F54	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????
0000F88	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????
0000FBC	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????	???????
0000FF0	???????	???????	???????	???????	E59F0018	E3A0100A	E5903000	E0822003	E2411001	E2800004	E3510000	1AFFFFF9	00001024
00001024	0000000A	00000015	0000000B	00000028	00000033	000000A0	000000AA	0000000A	000000BE	0000000B	81818181	81818181	81818181
00001058	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181	81818181

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.1899840
Instructions per second:0

OutputView WatchView

Type here to search

100% 10:52 02-02-2021

Week# 2

Program Number: 6,b

6.b) Write an ALP to add array of ten 8 bit numbers taking data from memory location stored as byte data (use .byte to store the data instead of .word)

ARM Assembly Code for each program

.data

A: .BYTE 10,110,190,100,180,101,102,140,10,120

.text

LDR r0, =A

MOV r1, #10

MOV r3, #0

loop:

LDRB r2, [r0]

ADD r3, r3, r2

SUBS r1, r1, #1

ADD r0, r0, #1

BNE loop

.end

Output Screenshot

Week# 2

Program Number: 7

7. Write an ALP to multiply using barrel shifter.

$35 * R0$

ARM Assembly Code for each program

.text

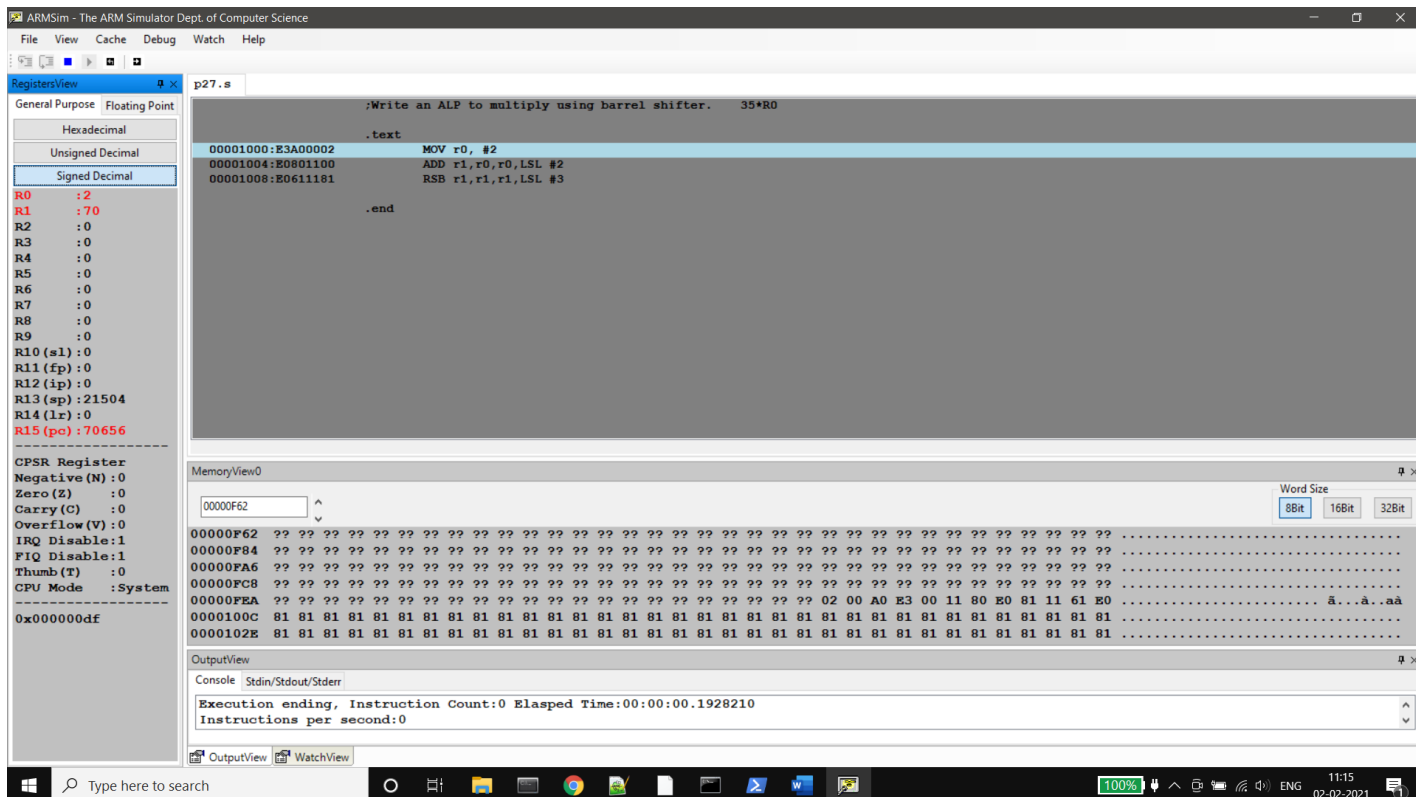
MOV r0, #2

ADD r1,r0,r0,LSL #2

RSB r1,r1,r1,LSL #3

.end

Output ScreenShot



Week# 2

Program Number: 8

8. Write an ALP to evaluate the expression $(A+B) + (3*B)$, where A and B are memory location.

* Use LSL instruction for multiplication

I. ARM Assembly Code for each program

.data

A: .WORD 10

B: .WORD 20

.text

LDR r0, =A

LDR r0, [r0]

LDR r1, =B

LDR r1, [r1]

ADD r2, r1, r0

ADD r3, r1, r1, LSL #1

ADD r4, r3, r2

.end

Output Screenshot

Windows taskbar showing search bar, taskbar icons (File Explorer, Google Chrome, etc.), system tray (100% battery, network, date: 02-02-2021, time: 11:20).