Homework

Data Processing Instructions – Part 2

1. Determine the values stored in r0 and r3 after the following instruction executes, assuming that r0 and r3 contain 0×08116033 and $0 \times CBA5043E$ initially.

2. If r5 contains $0 \times 81A82FAA$, what value is stored in register r5 after the following instruction executes? How does the result differ if ASR is used?

- 3. Write a single ARM assembly language instruction to clear the upper byte of register $r\delta$.
- 4. What value is stored in registers r0 and r4 after the instruction shown below executes if r0 and r4 initially contain 0x2A0F6ACE and 0xAC036D8F respectively?

- 6. Write a sequence of ARM assembly language instructions to copy the most significant byte of register r3 into the most significant byte of register r1 without changing the contents of r3 or the lower 24 bits of r1.
- 7. Write an ARM assembly language instruction to clear bit 23 of register r0.
- 8. When the value $0 \times ABE40E32$ is stored in r0, how do the values stored in r4 differ when each of the following instructions shown below are executed?

9. Indicate the values in registers r0, r1, and r3 after the division instruction shown below executes. How is the end result different if the instruction were SDIV instead of UDIV? You may assume that, prior to execution, the registers r0, r1, and r3 contain 0x475B91AC, 0xC0A75403, and 0x0000104 respectively.

10. What values are stored in in registers r2, r3, r6, and r7 after the multiplication instruction shown below executes? How would the result differ if the instruction were SMULL instead of UMULL? Prior to execution, the registers r2, r3, r6, and r7 contain 0×00080030 , $0 \times FFFF5018$, $0 \times 0EA75403$, and 0×00000104 respectively.

UMULL
$$r6, r7, r2, r3$$

- 11. Of the three multiplication instructions in the ARM Cortex-M4 instruction set (MUL, UMULL, and SMULL), which should be used to multiply the signed values 0xFFFFF803 and 0x0001A629?
- 12. Write a single ARM assembly language instruction equivalent to the instruction sequence shown below.

14. What values are stored in r0 and r9 after the following instructions have executed? Assume that r0 and r9 initially contain $0 \times F1E92615$ and $0 \times AC019356$ respectively.

- 15. Why does the ARM assembly language instruction MOV r0, r0, LSR #4 NOT perform integer division of r0 by 16 when r0 initially contains -1,424? How should this instruction be modified to perform the operation described above?
- 16. Write a single ARM assembly language instruction which will multiply an integer stored in *r3* by 33, placing the product in *r4*, without using an explicit multiplication instruction (MLA, MUL, SMLAL, or SMULL).
- 17. Write a single ARM assembly language instruction equivalent to the following instruction sequence.

18. Write a single line of high-level language pseudocode that describes the following ARM assembly language instruction sequence in terms of r0, r3, r5, and r8.

- 19. Write a single line of ARM assembly code which uses the bit clear (BIC) instruction to clear bits 5 and 8 in register *r10*.
- 20. Write an ARM assembly language instruction which rotates the data stored in r0 left 19 positions.
- 21. Write a short program to determine how many bit positions in which $r\theta$ and $r\theta$ differ.
- 22. Write a single line of ARM assembly code to set bits 7, 10, and 12 of register r9.

- 23. Write a single line of ARM assembly code to invert the lower six bits of register r1.
- 24. What are the contents of register r9 after the following instructions have executed? Assume r1 and r6 contain $0 \times 08 CB85A1$ and $0 \times 28 EC75A9$ respectively.

25. Replace the following ARM assembly language instructions with a single instruction which accomplishes the same thing.

26. Write a short program to implement the expression shown below. You may consider r1, r2, and r3 as scratch registers, meaning their values can be changed by your code.

$$r0 := (r3 + 29)/8 + 17 - r2 * r1$$

27. Using less than five ARM assembly language instructions, calculate r4 % r0 where % is the modulus operator. Assume that the operands are unsigned. Place the result in r0.