

## Table of Contents

<b>Chapter 1. See a Program Running.....</b>	<b>1</b>
1.1 Translate a C Program into a Machine Program.....	1
1.2 Load a Machine Program into Memory .....	4
1.2.1 Harvard Architecture and Von Neumann Architecture.....	4
1.2.2 Creating Runtime Memory Image .....	7
1.3 Registers .....	11
1.3.1 Reusing Registers to Improve Performance .....	12
1.3.2 Processor Registers.....	13
1.4 Executing a Machine Program .....	16
1.4.1 Loading a Program.....	17
1.4.2 Starting the Execution .....	18
1.4.3 Program Completion.....	22
1.5 Exercises .....	23
<b>Chapter 2. Data Representation.....</b>	<b>25</b>
2.1 Bit, Byte, Half-word, Word, and Double-word .....	25
2.2 Binary, Octal, Decimal, and Hexadecimal Numbers.....	27
2.3 Unsigned Integers.....	28
2.4 Signed Integers.....	29
2.4.1 Sign-and-Magnitude.....	31
2.4.2 One's Complement.....	32
2.4.3 Two's Complement.....	33
2.4.4 Overflow Flag for Signed Addition or Subtraction .....	37
2.5 Character String .....	47
2.6 Exercises .....	51
<b>Chapter 3. ARM Instruction Set Architecture.....</b>	<b>53</b>
3.1 ARM Assembly Instruction Sets .....	53
3.2 ARM Cortex-M3 Organization.....	55
3.3 Going from C to Assembly .....	57
3.4 Assembly Instruction Format.....	60
3.5 Anatomy of an Assembly Program.....	62
3.6 Assembly Directives.....	66
3.7 Exercises .....	70
<b>Chapter 4. Arithmetic and Logic .....</b>	<b>71</b>
4.1 Program Status Register .....	71
4.2 Updating Program Status Flags .....	72
4.3 Shift and Rotate.....	74
4.4 Arithmetic Instructions.....	76
4.5 Barrel Shifter.....	79

4.6 Bitwise Logic.....	80
4.7 Order of Bits and Bytes .....	84
4.8 Sign and Zero Extension.....	86
4.9 Data Comparison.....	87
4.10 Data Movement Between Registers.....	88
4.11 Exercises .....	89

### **Chapter 5. Load and Store..... 91**

5.1 Load Constant into Registers.....	91
5.1.1 Data Movement Instruction MOV and MVN.....	91
5.1.2 Pseudo Instruction LDR and ADR.....	92
5.1.3 Comparison of LDR, ADR and MOV.....	93
5.2 Big Endian and Little Endian.....	94
5.3 Accessing Data in Memory .....	95
5.4 Memory Addressing .....	95
5.4.1 Pre-index, Post-index, and Pre-index with Update .....	95
5.4.2 Load and Store Instructions.....	97
5.4.3 PC-relative Addressing.....	98
5.4.4 Example of Accessing an Array.....	99
5.5 Exercises .....	100

### **Chapter 6. Branch and Conditional Execution..... 101**

6.1 Condition Testing .....	101
6.2 Branch Instructions.....	104
6.3 Conditional Execution .....	107
6.4 If-then Statement.....	108
6.5 If-then-else Statement .....	111
6.6 For Loop .....	112
6.7 While Loop.....	113
6.8 Do While Loop .....	114
6.9 Continue Statement.....	115
6.10 Break Statement .....	116
6.11 Switch Statement.....	117
6.12 Exercises .....	119

### **Chapter 7. Structured Programming .....**

7.1 Basic Control Structures .....	123
7.2 Register Reuse .....	128
7.3 Example of Factorial Numbers.....	131
7.4 Example of Counting Ones in a Word .....	132
7.5 Example of Finding the Maximum of an Array .....	134
7.6 Example of Counting Digits .....	136
7.7 Example of Parity Bit .....	137

7.8	Example of Perfect Numbers.....	139
7.9	Example of Armstrong Numbers .....	141
7.10	Example of Palindrome String .....	142
7.11	Example of Converting String to Integer (atoi) .....	144
7.12	Example of Binary Search .....	145
7.13	Example of Bubble Sort .....	147
7.14	Exercises .....	149
<b>Chapter 8.</b>	<b>Subroutines.....</b>	<b>151</b>
8.1	Calling a Subroutine.....	152
8.2	Stack .....	153
8.3	Preserving Runtime Environment via Stack.....	155
8.4	Passing Arguments to Subroutine via Registers.....	157
8.4.1	Pass a Variable by Value and by Reference .....	158
8.4.2	Example of Passing by Value .....	161
8.4.3	Write a Subroutine in Different Files.....	163
8.4.4	Example of Passing by Reference.....	164
8.4.5	Example of Greatest Common Divisor.....	165
8.4.6	Example of Concatenating Two Strings.....	167
8.4.7	Example of Comparing Two Strings .....	168
8.4.8	Example of Inserting an Integer into a Sorted Array .....	169
8.4.9	Example of Converting Integer to String (itoa) .....	170
8.4.10	Example of Matrix Transpose.....	172
8.4.11	Example of Removing a Character from a String .....	174
8.4.12	Example of Finding Unique Numbers in an Array.....	175
8.5	Passing Arguments Through Stack .....	178
8.6	Recursive Functions .....	180
8.6.1	Example of Factorial Numbers .....	182
8.6.2	Example of Reversing a String .....	184
8.6.3	Example of String Permutation.....	185
8.7	Exercises .....	187
<b>Chapter 9.</b>	<b>64-bit Data Processing .....</b>	<b>189</b>
9.1	64-bit Addition .....	189
9.2	64-bit Subtraction.....	190
9.3	64-bit Counting Leading Zeroes .....	191
9.4	64-bit Sign Extension.....	191
9.5	64-bit Logic Shift Left.....	192
9.6	64-bit Logic Shift Right .....	193
9.7	64-bit Multiplication.....	194
9.8	64-bit Unsigned Division.....	194
9.9	64-bit Signed Division.....	197
9.10	Exercises .....	198

<b>Chapter 10.</b>	<b>Mixing C and Assembly.....</b>	<b>199</b>
10.1	Data Types and Access .....	200
10.1.1	Signed or Unsigned Integers .....	200
10.1.2	Data Alignment .....	201
10.1.3	Data Structure Padding.....	203
10.2	Special Variables .....	206
10.2.1	Static Variables.....	206
10.2.2	Volatile Variables.....	210
10.3	Inline Assembly .....	212
10.3.1	Assembly Functions in a C Program.....	212
10.3.2	Inline Assembly Instructions in a C Program .....	213
10.4	Calling Assembly Subroutines from a C Program.....	214
10.4.1	Example of Calling an Assembly Subroutine.....	214
10.4.2	Example of Accessing C Variables in Assembly.....	215
10.5	Calling C Functions from Assembly Programs.....	216
10.5.1	Example of Calling a C Function.....	216
10.5.2	Example of Accessing Assembly Data in a C Program .....	217
10.6	Exercises .....	218
<b>Chapter 11.</b>	<b>Fixed-point and Floating-point Arithmetic.....</b>	<b>221</b>
11.1	Fixed-point Arithmetic .....	222
11.1.1	Fixed-point Representation .....	223
11.1.2	Fixed-point Range and Resolution Tradeoff.....	224
11.1.3	Fixed-point Addition and Subtraction .....	225
11.1.4	Fixed-point Multiplication .....	226
11.1.5	Fixed-point Division .....	227
11.2	Floating-point Arithmetic .....	228
11.2.1	Floating-point Representation .....	229
11.2.2	Special Values.....	233
11.2.3	Overflow and Underflow .....	234
11.2.4	Subnormal Numbers .....	235
11.2.5	Tradeoff between Numeric Range and Resolution .....	236
11.2.6	Rounding Rules.....	238
11.2.7	Floating-point Addition.....	240
11.2.8	Floating-point Multiplication.....	244
11.3	Exercises .....	247
<b>Chapter 12.</b>	<b>Interrupt.....</b>	<b>249</b>
12.1	Introduction to Interrupt .....	249
12.2	Interrupt Service Routine (ISR) .....	250
12.3	Nested Vectored Interrupt Controller (NVIC) .....	254
12.3.1	Enable and Disable Peripheral Interrupts .....	255
12.3.2	Interrupt Priority.....	257

12.3.3 Global Interrupt Enable and Disable.....	260
12.4 System Timer.....	261
12.5 External Interrupt.....	269
12.6 Software Interrupt.....	271
12.7 Exercises.....	273
<b>Chapter 13. Instruction Encoding and Decoding.....</b>	<b>275</b>
13.1 Tradeoff between Code Density and Performance.....	275
13.2 Dividing Bit Streams into 16- or 32-bit Instructions.....	276
13.3 Encoding 16-bit Thumb Instructions.....	278
13.4 Encoding 32-bit Instructions.....	279
13.5 Calculating Target Memory Address.....	280
13.6 Instruction Decoding Example 1.....	282
13.7 Instruction Decoding Example 2.....	286
13.8 Exercises.....	291
<b>Chapter 14. Generic-purpose I/O.....</b>	<b>293</b>
14.1 Introduction to Generic Purpose I/O (GPIO).....	293
14.2 GPIO Input Modes: Pull Up and Pull Down.....	294
14.3 GPIO Output Modes: Push-Pull and Open-Drain.....	295
14.3.1 GPIO Push-Pull Output.....	295
14.3.2 GPIO Open-Drain Output.....	296
14.4 GPIO Output Speed: Slew Rate.....	298
14.5 Lighting up an LED.....	299
14.6 Push Button.....	304
14.7 Keypad Scan.....	308
14.8 Exercises.....	312
<b>Chapter 15. General-purpose Timers.....</b>	<b>313</b>
15.1 Timer Organization and Counting Modes.....	313
15.2 Compare Output.....	316
15.2.1 Setting Output Mode.....	317
15.2.2 Example of Toggling LED.....	319
15.3 PWM Output.....	321
15.3.1 PWM Output Events.....	324
15.3.2 PWM Programming Flowchart.....	325
15.4 Input Capture.....	329
15.4.1 Input Capture Timer Diagram.....	331
15.4.2 Configuring Input Capture.....	332
15.4.3 Interfacing to Ultrasonic Distance Sensor.....	336
15.5 Exercises.....	341
<b>Chapter 16. Stepper Motor Control.....</b>	<b>343</b>
16.1 Bipolar and Unipolar Stepper Motor.....	343

16.2 Step Angle.....	345
16.3 Wave Stepping.....	346
16.4 Full Stepping.....	347
16.5 Half Stepping.....	349
16.6 Micro-stepping.....	351
16.7 Driving Stepper Motor.....	353
16.8 Exercises.....	354
<b>Chapter 17. Liquid-crystal Display (LCD).....</b>	<b>355</b>
17.1 Static Drive.....	356
17.2 Multiplexed Drive.....	357
17.3 LCD Software Driver.....	361
17.4 Generic LCD Driver to Display Strings.....	366
17.5 Exercises.....	370
<b>Chapter 18. Real-time Clock (RTC).....</b>	<b>371</b>
18.1 UNIX Epoch Time.....	371
18.2 RTC Frequency Setting.....	372
18.3 Binary Coded Decimal (BCD) Encoding.....	373
18.4 RTC Initialization.....	374
18.5 RTC Alarm.....	377
18.6 Exercises.....	380
<b>Chapter 19. Direct Memory Access (DMA).....</b>	<b>381</b>
19.1 DMA Bus Matrix.....	381
19.2 Programming DMA.....	383
19.3 Exercises.....	385
<b>Chapter 20. Analog-to-Digital Converter.....</b>	<b>387</b>
20.1 ADC Architecture.....	387
20.1.1 Digital Quantization.....	388
20.1.2 Sampling and Hold.....	390
20.2 ADC Sampling Error.....	391
20.3 ADC Conversion Modes.....	393
20.4 ADC Data Alignment.....	395
20.5 ADC Triggers.....	396
20.6 Measuring the Input Voltage.....	399
20.7 ADC Configuration Flowchart.....	399
20.8 ADC with DMA.....	403
20.9 Exercises.....	405
<b>Chapter 21. Digital-to-Analog Converter.....</b>	<b>407</b>
21.1 DAC Architecture.....	407
21.2 DAC on STM32L Processors.....	408

21.3	Conversion Trigger .....	410
21.4	Buffered Output .....	411
21.5	Generating a Sinusoidal Wave via Table Lookup .....	412
21.6	Using Timer as a Trigger to DAC .....	416
21.7	Musical Synthesizing .....	420
21.7.1	Musical Pitch .....	420
21.7.2	Musical Duration .....	421
21.7.3	Amplitude Modulation of Tones .....	421
21.8	Exercises .....	426
<b>Chapter 22.</b>	<b>Serial Communication Protocols .....</b>	<b>427</b>
22.1	Universal Asynchronous Receiver and Transmitter .....	427
22.1.1	Communication Frame .....	428
22.1.2	Baud Rate .....	429
22.1.3	Example Program Code in C .....	432
22.1.4	Serial Communication to Bluetooth Module .....	436
22.2	Inter-Integrated Circuit (I <sup>2</sup> C) .....	439
22.2.1	Interfacing Serial Digital Thermal Sensors via I <sup>2</sup> C .....	443
22.2.2	I <sup>2</sup> C Clock Control .....	445
22.2.3	I <sup>2</sup> C Maximum Rising Time .....	446
22.2.4	Sending Data to I <sup>2</sup> C Slave .....	447
22.2.5	Receiving Data from I <sup>2</sup> C Slave .....	448
22.2.6	Example Program Code in C .....	451
22.3	Serial Peripheral Interface Bus (SPI) .....	457
22.3.1	Data Exchange .....	458
22.3.2	Clock Configuration .....	460
22.3.3	Example Program Code in C .....	461
22.4	Universal Serial Bus (USB) .....	465
22.4.1	USB Bus Layer .....	466
22.4.2	USB Device Layer .....	468
22.4.3	USB Function Layer .....	471
22.4.4	USB Class Layer .....	479
22.4.5	Human Interface Device (HID) .....	480
22.5	Exercises .....	485
<b>Chapter 23.</b>	<b>Multitasking .....</b>	<b>487</b>
23.1	Cortex-M3 Processor Mode and Privilege .....	487
23.2	Supervisor Call (SVC) .....	489
23.3	CPU Scheduling .....	492
23.4	Exercises .....	502
<b>Appendix A:</b>	<b>Cortex-M3 16-bit Thumb-2 Instruction Encoding .....</b>	<b>503</b>
<b>Appendix B:</b>	<b>Cortex-M3 32-bit Thumb-2 Instruction Encoding .....</b>	<b>505</b>

<b>Appendix C: HID Codes of a Keyboard .....</b>	<b>512</b>
<b>Bibliography .....</b>	<b>514</b>
<b>Index .....</b>	<b>517</b>