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CS 472 HW 4

(3.8)

What are the relative advantages and disadvantages of general-purpose registers compared to separate address and data registers?

(3.9)

What is a misaligned operand? Why are misaligned operands such a problem in programming?

A misaligned operand is just what it sounds like an operand that is not aligned causing the operand to span two cache lines either slowing the system down substantially or causing a bus error. From some articles online typically x86 and x64 will happily work with unaligned data but will tend to be slower where as on other processors the system will just error. From the ARM website ”Non word-aligned load and store multiple, double, semaphore, synchronization, and coprocessor accesses always signal Data Abort with an Alignment fault status code when the U bit is set.” [1]

(3.24)

What is the meaning of each of the P,U,B,W, and L bits in the encoding of an ARM memory reference instruction?

P	Do you want to adjust pointer before using?
U	Do you want to decrement the pointer instead of incrementing it?
B	Is this word access?
W	Do you want to update the pointer after use?
L	Do you want to store data in memory?

(3.26)

What is the effect of LDR r0, [r5, r6, LSL r2] ?

LDR is the load with offset. It will load a double word from R5 and R6 with an immediate offset specified by the left shift of R2 into R0

(3.30)

What is the meaning of sign-extension in the context of copying data from one location to another?

(3.33)

Most RISC processors do not include a block move instruction. What are the advantages and disadvantages of the ARM's LDM and STM instructions?

(3.34)

What is the effect of executing STMIB r13!,{r0-r2,r4}? Draw a picture of the state of the stack pointed at by r13 before and after this operation.

The instruction STMIB is the Store Multiple Registers instruction and it increments the address before each transfer and with the addition of the exclimation mark on Rd the final address is written back to Rd

	Before	After
R0	0x00000000	
R1	0x11111111	
R2	0x22222222	
R3	0x33333333	
R4	0x44444444	
R5	0x55555555	
R6	0x66666666	
R8		
R9		
R10		
R11		
R12		
R13		
R14		
R15	PC	

(3.36)

Without using the ARM's multiplication instruction, write one or more instructions (using ADD, SUB, and shifting) to multiply by the following integers.

A 33

B 1025

C 4095

(3.44)

What does the following code do?

```
TEQ     r0, #0
RSBMI   r0, r0, #0
```

TEQ is the instruction test equivalence it uses a bitwise exclusive OR operation when it is complete it sets the flags and the result is discarded unlike the EORS instruction
RSBMI is the instruction Reverse Subtract without carry but the addition of MI means that it will only execute when N status register is set, it is negative.

Depending on if the value in R0 the N flag will get set accordingly and if that flag does get set then the reverse subtract operation will execute

(3.48)

What, in the context of assembly language, is a psuedo-operation?

(3.54)

Explain what this fragment of code does instruction by instruction and what purpose it achieves (assuming that register r0 is the register of interest). Note that the data in r0 must not be 0 on entry.

```
        MOV        r1,#0
loop    MOVS       r0,r0,LSL #1
        ADDCC      r1,r1,#1
        BCC        loop
```

(3.60)

A computer has three eight-element vectors in memory, Va, Vb, and Vc. Each element of a vector is a 32-bit word. Write the code to calculate all elements of Vc if the ith element is given by: $Vc_i = \frac{1}{2}(Va_i + Vb_i)$

../Lab3/quad_func/quad_func.asm

```
    AREA quad_func, CODE, READWRITE
    ENTRY

    ; mul requires more than one register
    ; we must assume then that we can modify registers?
    ; let's just save r1-r4 and then restore at the end
    ;
    ; note: i had to memmap 0xfffffff0, 0xffffffff to write in order
       to use sp
    STMDB   sp!,{r1-r4}

    MOV   r0, #5 ; user input

    MUL   r1, r0, r0 ; x^2 -> r1
    LDR   r2, Cv ;
    MUL   r4, r1, r2 ; cx^2 -> r4

    LDR   r2, Bv ;
    MUL   r3, r0, r2 ; bx -> r3

    LDR   r2, Av ; a -> r2

    ADD   r1, r2, r3 ; a + bx -> r1
    ADD   r1, r1, r4 ; (a + bx) + cx^2 -> r1

    LDR   r2, Dv ;
    CMP   r1, r2 ; compare result to Constraint
    BLE   Finish ; it's less than... good!
    MOV   r1, r2 ; else: replace with constaint

Finish    MOV   r0, r1 ; r0 contains final result
    ; restore registers
    LDMIA   SP!, {r1-r4}
Done  B   Done


    ; These are the customs variables for A,B,C, & D
Av     DCD   2
Bv     DCD   3
Cv     DCD   4
Dv     DCD   200 ; our constraint
```

(3.61)

Register r15 is the program counter. You can use it with certain instructions such as a MOV (e.g., MOV pc, r14). However, r15 cannot be used in conjunction with most data processing instructions. Why?

References

[1] ARM Ltd. The architecture for the digital world, 2014.