

Firstly in the merge sort code the addresses and registers are initialized. The register `sp` holds the address of the stack pointer stored in `stk_ptr`, register `r0` holds the address of the original array(`init_array`), register `r1` holds the address of the left half of array(`left_half`), register `r2` holds the address of the right half of array(`right_half`), register `r3` holds the address of the output array(`out_array`), registers `r4` and `r5` hold the address of sub arrays (`sub_array_1` and `sub_array_2`) which will be used to store the further split arrays.

Then the array is split into two, a right half and a left half. The register `r6` will be used as a counter and `r7` is used to hold the midpoint (check `split_init_array`). By comparing `r6` and `r7` each time inside the loop, the left half of array is formed (check `left_half_split`). Similarly, by comparing `r6` to the number 10 each inside the loop, the right half of the array is formed (check `right_half_split`).

After this, the left half of the array is then split further. Again `r6` is used as a counter and `r7` hold the midpoint. By comparing `r6` and `r7` each time inside the loop, the left half on the left half array is formed and is stored in one of the subarrays (check `left_half_1`). Similarly, by comparing `r6` to the number 10 each inside the loop, the right half of the left half array is formed is stored in the other subarray (check `right_half_1`). Once done, the left half is sorted and the right half is sorted (check `Sort_Left_1` and `Sort_Right_1`).

Then the merging of the two subarrays of the left half array begins (check `merge_sub_arrays`). The registers `r6` and `r7` are now used to hold the midpoints of one of the subarrays respectively. `r8` is initialized with the first element in `sub_array_1` and `r9` is initialized with the first element in `sub_array_2`. In `main_loop_1` `r6` is compared to 0 where if `r6` is 0 jump to `subarr_1_empty_1` occurs and `r7` is also compared to 0 where if `r7` is 0 jump to `subarr_2_empty_1` occurs. `subarr_1_empty_1` and `subarr_2_empty_1` is used in case if one of the subarrays are exhausted, therefore the remaining elements in the other subarray are stored to the `left_half`. If `r6` and `r7` are still not 0 the elements stored in `r8` and `r9` are compared. If `r8` is smaller than `r9` the element in `r8` is stored in the output array. If `r8` is greater than `r9` the element in `r9` is stored in the output array. This continues until one of the subarrays exhaust. Now the left half of the array is completely sorted. This whole process is repeated for the right half of the array starting from splitting the right half further to sorting the subarrays to merging the subarrays.

After the right half is fully sorted the right half and left half of the array has to merge back to one whole array. The registers `r6` and `r7` hold the number of elements in left half and right half respectively. The register `r8` and `r9` are initialized to the first elements of left array and right array respectively. Firstly `r6` is compared to 0. If `r6` is equal to 0 jump to `left_empty` occurs. `r7` is also compared to 0. If `r7` is equal to 0 jump to `right_empty` occurs. Just like before `left_empty` and `right_empty` is used for example when `left_half` are exhausted the elements in `right_half` is stored to the `out_array` and vice versa. If `r6` and `r7` are not equivalent to 0 the elements in `r8` and `r9` are compared. If `r8` is less than `r9`, `r8` is stored in `out_array`. Else `r9` is stored in `out_array`. This repeats until either `left_half` or `right_half` exhausts. Once done the array has been fully sorted using the merge sort algorithm.

