

# Tutorial 4

## Question 1: Instruction sets (4)

- a) Why is Thumb-2 considered a better instruction set than both Thumb and ARM?
- b) Why are we able to use the lsb of the PC for specifying instruction set? (Is it not necessary for pointing to instructions?)

(2 x 2 = 4)

## Question 2: Loop timing (4)

- a) Assuming we have the following block of code, how many cycles will it take until the label *somewhere\_else* is branched to. Calculations please.

```
        MOVS R3, #0
loop:   ADDS R3, R3, #3
        MOVS R4, #0xFF
        CMP R3, R4
        BEQ somewhere_else
        B loop
```

(3)

- b) On our processor, how much time does that equate to? (1)

## Question 3: Flags (12)

- a) Assuming we have data stored in 32 bit registers which we are treating as signed values, what is the result of:

1 147 483 647 + 1 234 567 890 (1)

- b) Write down a calculation which would set the V and N flags, but not the C or Z flag. (1)
- c) Write down a calculation which would set the V and C flag. (1)
- d) Is it possible for an instruction to set both the N and Z flags? Why or why not? (1)

Note: for the following, you do need to be familiar with certain pages of the ARMv6-M Architecture Reference Manual.

Which flags would be set, which would be cleared and which would be left unchanged by:

	Instruction:	Rn	Rm	See page:
e)	ANDS	0x8200 0000	0x7D00 0000	101, 116
f)	ADDS	0x1FFF FFFF	0xE000 0001	110, 35
g)	SUBS	0x8200 0000	0x8200 0000	187
h)	CMP	0	1	129

(4 x 2 = 8)

**Question 4: (2)**

a) Why is the following set of instructions invalid?

```
LDR R0, =0x0800 1FFF  
LDR R0, [R0]
```

b) What is the difference between the following two instructions:

```
LDR R0, foobar  
LDR R0, =foobar
```

**Question 5: (2)**

Write a sequence of instruction which will branch to the instruction labeled *foo* if the value in R0 is greater than or equal to the value in R1 when treated as unsigned numbers, and branch to the instruction labeled *bar* otherwise.

**Bonus: (1)**

Write a sequence of instructions set R0 to:

0.26953125 x R1, rounded down to the nearest integer.

Marked out of: 24

Available marks: 25