

Chapter 4
ARM Arithmetic and Logic Instructions
Exercises ANS

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ANDS

- ▶ What are value of r2, and NZCV flags after execution?

```
LDR r0, =0xFFFFFFFF00  
LDR r1, =0x00000001  
ANDS r2, r1, r0, LSL #1
```

- ▶ ANS: r2 = ?
- ▶ N = ?, Z = ?, C = ?, V = ?

ANDS ANS

- ▶ What are value of r2, and NZCV flags after execution?

```
LDR r0, =0xFFFFFFFF00  
LDR r1, =0x00000001  
ANDS r2, r1, r0, LSL #1
```

- ▶ ANS: r2 = 0x00000000
- ▶ N = 0, Z = 1, C = 1, V = “unchanged”
 - ▶ Left shift (LSL #1) moves the bits in r0 left by 1 bit. The bitwise AND is then computed: r2 = r1 & (r0 << 1).
 - ▶ N (Negative flag): Set to 0 because result r2 = 0x00000000, which is not negative.
 - ▶ Z (Zero flag): Set to 1 because the result is zero (r2 = 0).
 - ▶ C (Carry flag): Set to 1. The carry flag is updated based on the last bit shifted out during the left shift operation on r0. Since the left shift of 0xFFFFFFFF00 by 1 bit causes a '1' to be shifted out, the carry flag is set to 1.
 - ▶ V (Overflow flag): Unchanged by AND operation.

ADDS

- ▶ What are value of r2, and NZCV flags after execution?

```
LDR r0, =0xFFFFFFFF00  
LDR r1, =0x00000001  
ADDS r2, r1, r0, LSL #1
```

- ▶ ANS: r2 = ?
- ▶ N = ?, Z = ?, C = ?, V = ?

ADDS ANS

- ▶ What are value of r2, and NZCV flags after execution?

```
LDR r0, =0xFFFFFFFF00
LDR r1, =0x00000001
ADDS r2, r1, r0, LSL #1
```

- ▶ ANS: r2 = 0xFFFFFFE01

- ▶ N = 1, Z = 0, C = 0, V = 0

- ▶ Left shift (LSL #1) moves the bits in r0 left by 1 bit, so r0 = 0xFFFFFFE00. The ADDS is then computed: r2 = r1 + (r0 << 1) = 0xFFFFFFE01
- ▶ N (Negative): Since result r2 = 0xFFFFFFE01 when interpreted as signed 32-bit (two's complement) is negative (most significant bit is 1), N = 1.
- ▶ Z (Zero): Result is not zero, Z = 0.
- ▶ C (Carry): Carry is set if there is an unsigned overflow. Here carry flag C = 0.
- ▶ V (Overflow): Overflow is set if there is a signed overflow. Here:
 - ▶ r1 is positive; r0 << 1 is negative since high bit is set; 2 operands have different signs, no overflow, so V = 0.
 - ▶ Recall "Overflow cannot occur when adding 2 operands with different signs or when subtracting 2 operands with the same sign."

Barrel Shifter: Explanations

- ▶ LSL (logical shift left): **shifts left, fills zeros on the right**; C gets the last bit shifted out of bit 31. This is multiply by 2^n for non-overflowing values.
- ▶ LSR (logical shift right): **shifts right, fills zeros on the left**; C gets the last bit shifted out of bit 0. This is unsigned division by 2^n .
- ▶ ASR (arithmetic shift right): **shifts right, fills the sign bit on the left** to preserving the sign; C gets the last bit shifted out of bit 0. This is signed division by 2^n with sign extension
- ▶ ROR (rotate right): **rotates bits right with wraparound**; bits leaving bit 0 re-enter at bit 31, and C receives the bit that wrapped. This is a pure rotation without data loss.
- ▶ RRX (rotate right extended): **rotates right by one through the carry flag**, treating C as a 33rd bit; new bit 31 comes from old C, and C receives old bit 0.

Arithmetic with Shifts

- ▶ Assuming 32-bit registers:
- ▶ Q1:
 - ▶ LDR r0, =0x00000007
 - ▶ MOV r0, r0, LSL 7
- ▶ Q2:
 - ▶ LDR r0, =0x00000400
 - ▶ MOV r0, r0, LSR 2
- ▶ Q3:
 - ▶ LDR r0, =0xFFFFC000
 - ▶ MOV r0, r0, LSR 2
- ▶ Q4:
 - ▶ LDR r0, =0xFFFFC000
 - ▶ MOV r0, r0, ASR 2
- ▶ Q5:
 - ▶ LDR r0, =0x00000007
 - ▶ MOV r0, r0, ROR 2

Q1 ANS

▶ Q1:

- ▶ LDR r0, =0x00000007
- ▶ MOV r0, r0, LSL 7

▶ ANS:

- ▶ Original r0 = 0000 0000 0000 0000 0000 0000 0000 0111
- ▶ After LSL 7, r0 = 0000 0000 0000 0000 0000 0000 0011 1000 0000
= 0x0380 (896 in decimal)
- ▶ In decimal: $7 \times 2^7 = 7 \times 128 = 896$ (Not required for exam)

Q2 ANS

▶ Q2:

- ▶ LDR r0, =0x00000400
- ▶ MOV r0, r0, LSR 2

▶ ANS:

- ▶ Original r0 = 0000 0000 0000 0000 0000 0100 0000 0000
- ▶ After LSR 2, r0 = 0000 0000 0000 0000 0000 0001 0000 0000
= 0x00000100 (256 in decimal)
- ▶ In decimal: $1024 \div 2^2 = 256$ (Not required for exam)

Q3 ANS

▶ Q3:

- ▶ LDR r0, =0xFFFFC000
- ▶ MOV r0, r0, LSR 2

▶ ANS:

- ▶ Original r0 = `1111 1111 1111 1111 1111 1100 0000 0000`
- ▶ After LSR 2, r0 = `0011 1111 1111 1111 1111 1111 0000 0000`
= `0x3FFFFFF0`
- ▶ In decimal: $4,294,967,296 \div 4 = 1,073,741,824$ (Not required for exam)

Q4 ANS

▶ Q3:

- ▶ LDR r0, =0xFFFFC000
- ▶ MOV r0, r0, ASR 2

▶ ANS:

- ▶ Original r0 = 1111 1111 1111 1111 1111 1100 0000 0000
- ▶ After ASR 2, r0 = 1111 1111 1111 1111 1111 1111 1111 0000 0000
= 0xFFFFF00 (-256 in decimal)
- ▶ In decimal: $-16384 \div 2^2 = -4096$ (Not required for exam)

Q5 ANS

▶ Q4:

- ▶ LDR r0, =0x00000007
- ▶ MOV r0, r0, ROR 2

▶ ANS:

- ▶ Original r0 = 0000 0000 0000 0000 0000 0000 0000 0111
- ▶ After ROR r0 = 1100 0000 0000 0000 0000 0000 0000 0001 = 0xC0000001

Assembly Programming

- ▶ Write ARMv7 assembly for pseudocode
 - ▶ $r1 = (r0 \gg 4) \& 15$

Assembly Programming ANS

- ▶ Write ARMv7 assembly for pseudocode
 - ▶ $rI = (r0 \gg 4) \& 15$
- ▶ ANS:
 - ▶ `MOV rI, r0, LSR #4`
 - ▶ `AND rI, rI, #15`