

**Chapter 4**  
**ARM Arithmetic and Logic Instructions**  
**Exercises**

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# Barrel Shifter: Explanations

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- ▶ 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

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- ▶ 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

# Assembly Programming

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