Why Learn Assembly Languages

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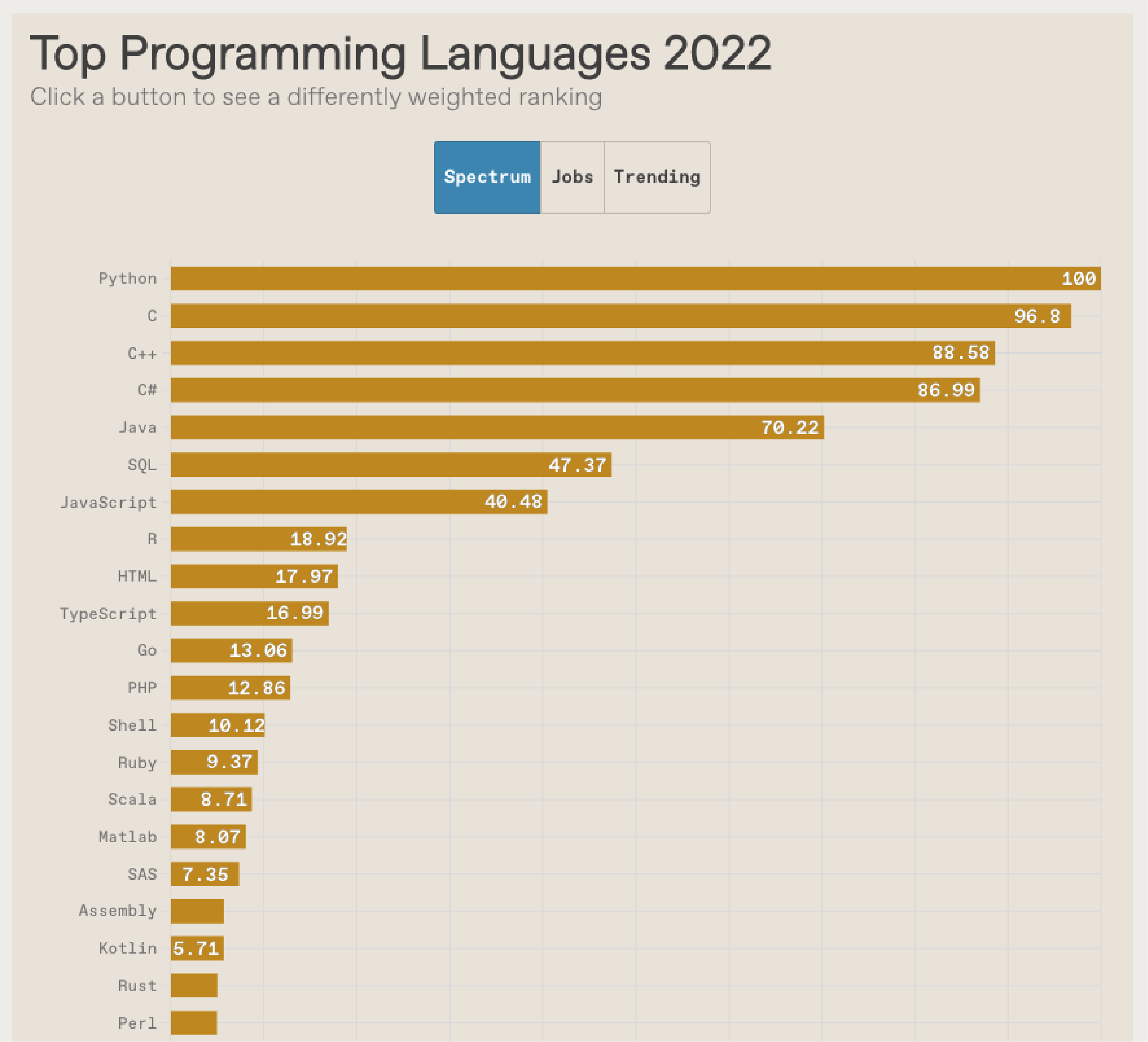
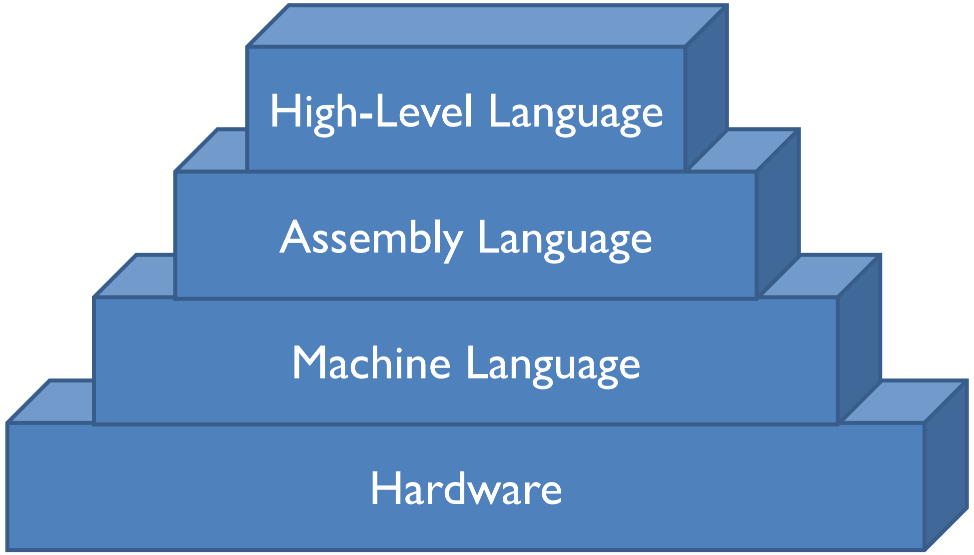
IEEE Spectrum's Top Programming Languages 2022

https://spectrum.ieee.org/top-programming-languages-2022



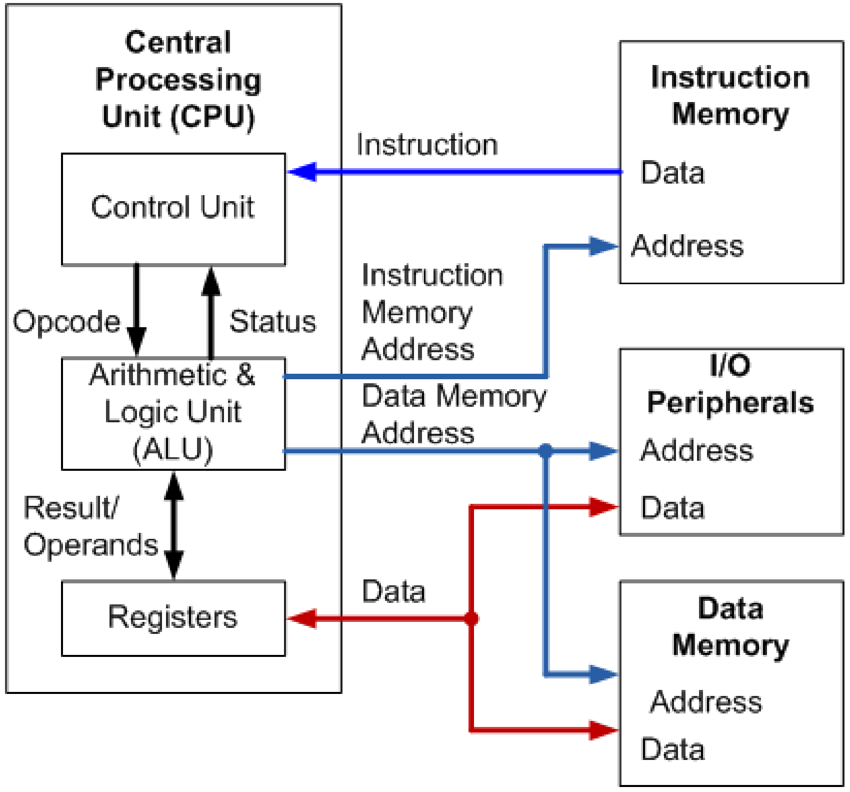
Assembly: Not just another language

- Assembly vs high level languages (HLLs).
  - Most embedded systems are programmed in HLLs
  - Assembly disadvantages
    - difficult to develop, read, and maintain
    - bug prone
    - not portable
- However, assembly isn't "just another language".
  - Interface between hardware and software
  - Implements high-level languages



Assembly: Learn how processors work

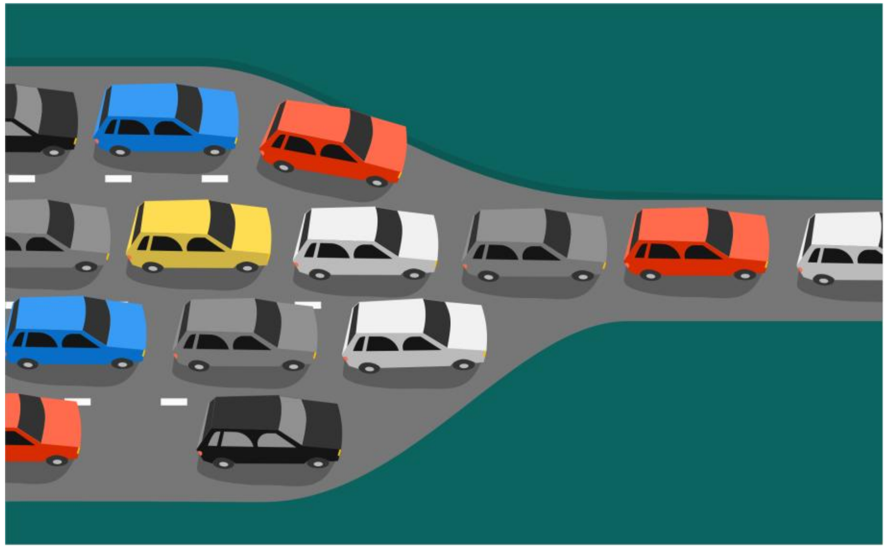
- Learn about the inner workings of a processor
  - Data representation
  - Registers
  - Computer arithmetic
  - Memory addressing
  - Instruction set
  - I/O



- Provide background knowledge for later courses
  - computer architecture,
  - operating systems,
  - compiler

Assembly: Faster and smaller

- Assembly program runs faster than HLLs.
  - Performance critical codes must be written in assembly.
  - Use profiling tools to find the performance bottleneck and rewrite that code section in assembly
  - Latency-sensitive applications, such as aircraft controller
  - Some C compilers do not use some special Thumb instructions, such as ROR (Rotate Right) and RRX (Rotate Right Extended).



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- Cost-sensitive applications
  - Assembly consumes little memory
  - Embedded devices, where the size of code is limited, wash machine controller, automobile controllers

Assembly: The only choice sometimes

- Hardware/processor specific code,
  - Special instructions not supported by a compiler
    - **CPSID I** ; *Disable IRQ by setting PRIMASK*
    - **CPSIE I** ; *Enable IRQ by clearing PRIMASK*
    - **MSR/MSR** ; *Read/write to special registers*
    - **WFI** ; *Enter low-power & wait for interrupt*

```c
// Enable Interrupts
__attribute__( ( always_inline ) )
static inline void __enable_irq(void)
{
    __asm("cpsie i");
}

// Disable Interrupts
__attribute__( ( always_inline ) )
static inline void __disable_irq(void)
{
    __asm("cpsid i");
}
```

cmsis_armcc.h

Assembly: The only choice sometimes

- Hardware/processor specific code,
  - Special instructions not supported by a compiler
    - `CPSID I ; Disable IRQ by setting PRIMASK`
    - `CPSIE I ; Enable IRQ by clearing PRIMASK`
    - `MSR/MSR ; Read/write to special registers`
    - `WFI ; Enter low-power & wait for interrupt`
  - Startup Code
    - the stack and heap areas
    - interrupt vector table
    - default implementation of ISRs
    - written in assembly, and possible in C with inline assembly
    - C version is toolchain dependent

```
...
Stack_Size EQU 0x400;
           AREA STACK,NOINIT,READWRITE,ALIGN=3
Stack_Mem  SPACE Stack_Size
__initial_sp

Heap_Size EQU 0x200;
          AREA HEAP, NOINIT, READWRITE, ALIGN=3
__heap_base
Heap_Mem SPACE Heap_Size
__heap_limit

__Vectors
   DCD __initial_sp        ; Top of Stack
   DCD Reset_Handler       ; Reset Handler
   DCD NMI_Handler         ; NMI Handler
   DCD HardFault_Handler   ; Hard Fault Handler
   DCD MemManage_Handler   ; MPU Fault Handler
   DCD BusFault_Handler    ; Bus Fault Handler
   DCD UsageFault_Handler  ; Usage Fault Handler
   ...
```

startup_stm32l476xx.s

Assembly: The only choice sometimes

- Hardware/processor specific code,
  - Special instructions not supported by a compiler
    - `CPSID I   ; Disable IRQ by setting PRIMASK`
    - `CPSIE I   ; Enable IRQ by clearing PRIMASK`
    - `MSR/MRS   ; Read/write to special registers`
    - `WFI ; Enter low-power & wait for interrupt`
  - Startup code
    - the stack and heap areas
    - interrupt vector table
    - default implementation of ISRs
    - written in assembly, and possible in C with inline assembly
    - C version is toolchain dependent
  - Device driver
    - access machine-dependent registers and I/O
    - control exact code behavior in critical sections

```
static inline u8 __raw_readb(const volatile
void __iomem *addr) {
  u8 val;
  asm volatile("ldrb %0, %1"
    : "=r" (val)
    : "Qo" (*(volatile u8 __force *)addr));
  return val;
}

static inline void __raw_writeb(u8 val,
volatile void __iomem *addr) {
  asm volatile("strb %1, %0"
    : : "Qo" (*(volatile u8 __force *)addr),
      "r" (val));
}
```

`Linux 5.6, /arch/arm/include/asm/io.h`

Assembly: Help you write better HLLs

- Help you understand and write HLLs better
  - Low-level data representation
  - C Pointers
    - Reference & dereference
  - Passing parameters to functions:
    - Pass by reference
    - Pass by value
  - Variables declared as **`volatile`** or **`static`**
  - Inefficiency of recursive function: stack operations

```
*p += 100
```

```
LDR r0, =p
LDR r1, [r0]
ADD r1, r1, #100
STR r1, [r0]
```

```
int* pi;
int volatile* pvi;
int* volatile vpi;
```

Stack grows in recursive phase

Frame for caller
Frame for factorial(5)
Frame for factorial(4)
Frame for factorial(3)
Frame for factorial(2)
Frame for factorial(1)

Stack shrinks in regression phase

Assembly: Help you write better HLLs

```c
uint32_t x = 1;
int32_t  y = -1;

if (x > y)
   printf("Of course.")
else
   printf("Something is wrong!");
```

Output:
Something is wrong!

```
r0 = 0x00000001  ; x = 1
r1 = 0xFFFFFFFF  ; y = -1
```

```
CMP r0, r1
BLS else   ; Branch on Unsigned Lower than or Same
```

```
compiling main.c...
linking...
Program Size: Code=640 RO-data=424 RW-data=8 ZI-data=5472
FromELF: creating hex file...
".\Objects\project.axf" - 0 Error(s), 0 Warning(s).
Build Time Elapsed:  00:00:01
```

The C standard dictates that when a signed integer and an unsigned integer of the same size are compared, the signed integer is converted to an unsigned integer, hence 0xFFFFFFFF=2^32-1=4,294,967,295 (UINT_MAX), instead of -1

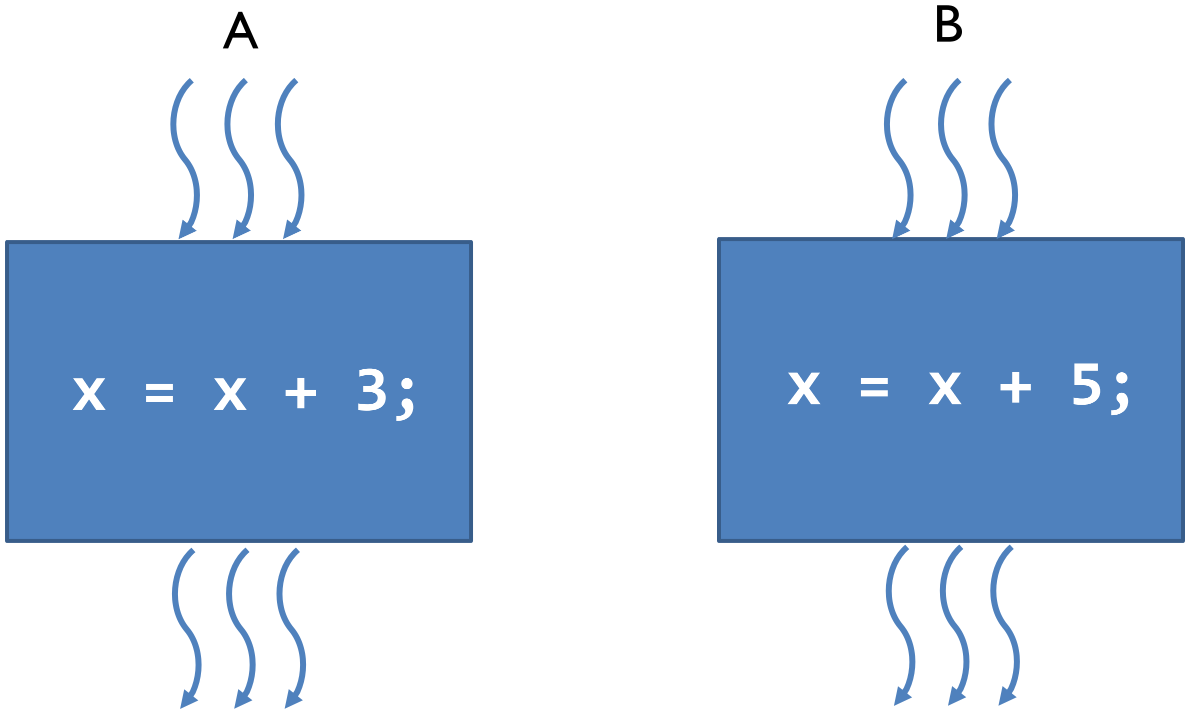
Assembly: Help you write better HLLs

```
uint32_t x = 1;
int32_t  y = -1;

if ((int32_t) x > y)
   printf("Of course.")
else
   printf("Something is wrong!");
```

Assembly: Help you write better HLLs

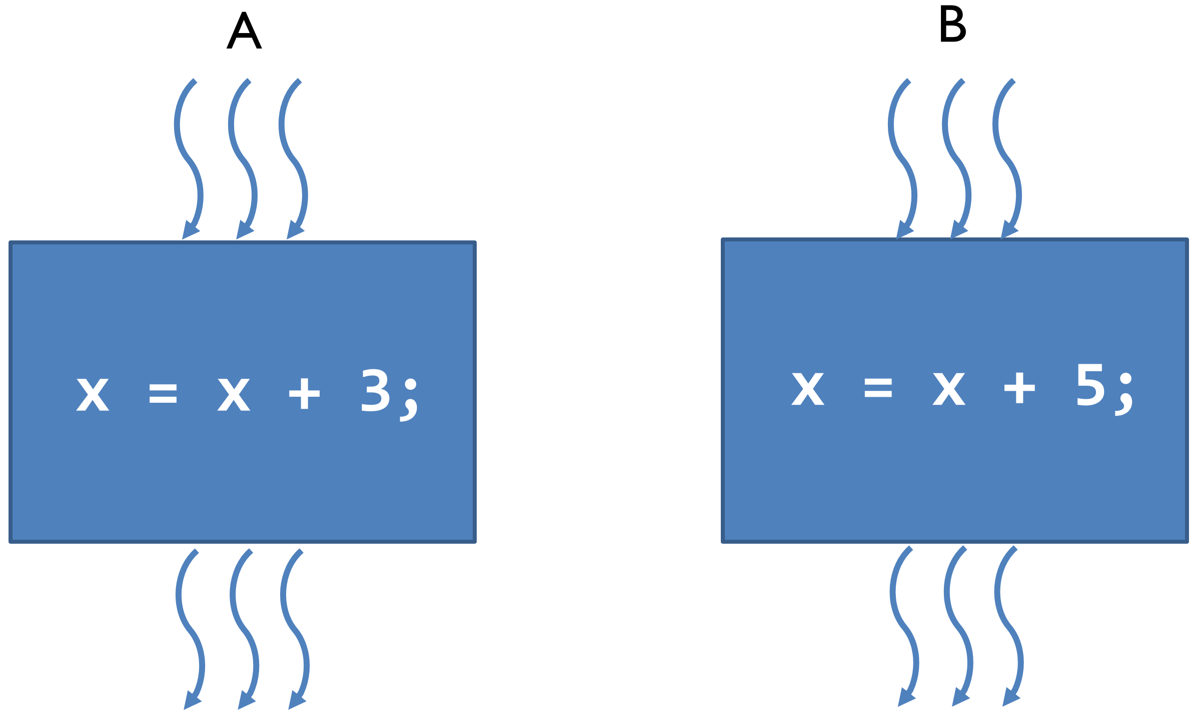
x = 1;



What is the final value of x?

Assembly: Help you write better HLLs

```
x = 1;
```




```
x = 4, 6, 9;
```

Assembly: Help you write better HLLs

x = 1;

A

```
LWR r0, =x
LWR r1, [r0]
ADD r1, r1, #3
STR r1, [r0]
```

B

```
LWR r2, =x
LWR r3, [r2]
ADD r3, r3, #5
STR r3, [r2]
```

x = 4, 6, 9;

Assembly: Help you write better HLLs

x = 1;

A

```
LWR r0, =x
LWR r1, [r0]
ADD r1, r1, #3
STR r1, [r0]
```

x = 4

B

```
LWR r2, =x
LWR r3, [r2]
ADD r3, r3, #5
STR r3, [r2]
```

x = 9

x = 9

Assembly: Help you write better HLLs

x = 1;

A

```
LWR r0, =x
LWR r1, [r0]
ADD r1, r1, #3
```

```
STR r1, [r0]
```

x = 4

B

```
LWR r2, =x
LWR r3, [r2]
ADD r3, r3, #5
STR r3, [r2]
```

x = 6

x = 4

Assembly: Help you write better HLLs

`x = 1;`

A

```
LWR r0, =x
LWR r1, [r0]
ADD r1, r1, #3
STR r1, [r0]
```

`x = 4`

B

```
LWR r2, =x
LWR r3, [r2]
ADD r3, r3, #5
```

```
STR r3, [r2]
```

`x = 6`

`x = 6`

Why should we learn Assembly?

- Assembly isn't "just another language".
  - Help you understand how does the processor work
- Assembly program runs faster than high-level language.
  - Performance critical codes may need to be written in assembly.
  - Use the profiling tools to find the performance bottle and rewrite that code section in assembly
  - Latency-sensitive applications, such as aircraft controller
  - Standard C compilers do not use some operations available on ARM processors, such ROR (Rotate Right) and RRX (Rotate Right Extended).
- Hardware/processor specific code,
  - Processor booting code
  - Device drivers
  - Compiler, assembler, linker
  - A test-and-set atomic assembly instruction can be used to implement locks and semaphores.
- Cost-sensitive applications
  - Embedded devices, where the size of code is limited, wash machine controller, automobile controllers
- Better understand high-level programming languages

Recap: Why Learn Assembly?

- Gain insights about what is under the hood of a processor
- Assembly should be used for performance critical sessions
- Assembly must be used for processor-dependent instructions that are not supported by compilers
- Understanding assembly helps us write better HLLs

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