

Total: 4000+ instrucciones

ARM: 20~

RISC { 7 instrucciones
2 ciclo

CISC { 2 instrucciones
20 ciclos

CISC → Hace muchas operaciones complejas

- Casos complicados
- CPU más costoso
- Solo +, -, ×, ÷

* Ciclo de reloj: Como la CPU manda el tiempo

* Ideal: Que la instrucción se haga en 1 ciclo de reloj.

* Problemas: CPU más rápida que memoria

- o Víceversa → Genera ciclo de bottelne. En Berkley investigación como hacer operaciones más ligeras.

* First RISC microprocessor for commercial use

* Market-leader for low-power and cost-sensitive } Se calculan menos, más baterías.

* Se encuentran en casi todo el mundo,

mayoría de celulares usan ARMs

* Apple: 25% de las empresas

• Features:

- o Architectural simplicity

• The history of ARM

- o Developed at Acorn Computers Limited
- o Solution - the Burkelay RISC 1:

 - * Competitive
 - * Easy to develop (< 2 years)
 - * Cheap
 - * Pointing the way to the future

• Typical RISC architectures

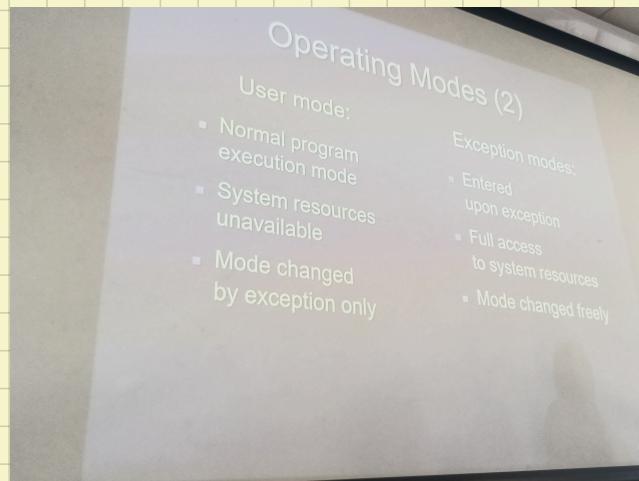
- o Large uniform register file
- o Load/Store architecture
- o Simple addressing modes
- o Uniform and fixed-length instruction fields

• Results:

- o High performance
- o Low code size
- o Low power consumption
- o Low silicon area

• Operating Modes:

- o User
- o Privileged
 - * System (V4 +)
 - * FIQ
 - * IRQ
 - * Abort
 - * Undefined
 - * Supervisor



• ARM Registers:

- o 31 general-purpose 32-bit registers
- o 16 visible, R0 - R15
- o Others speed up the CPU

• Special roles:

- o R14 - Link Register (LR): } Salvar en memoria
se cambian los
- o optionally holds return address algo

for branch instructions

- o R15 - Program Counter (PC)

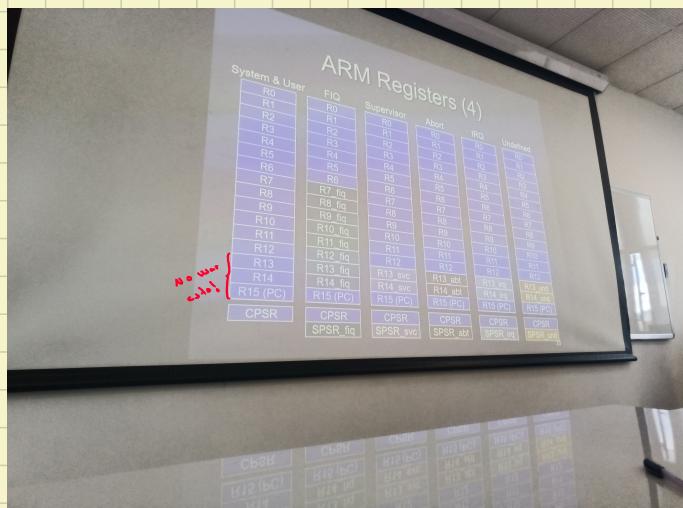
• Software:

- o R13 - Stack Pointer (SP) } Salvar en memoria
se cambian los
- o algo

• Current Program Status Register (CPSR)



• Saved Program Status Register (SPSR) → No lo necesitamos



• Instruction Set

• ARM

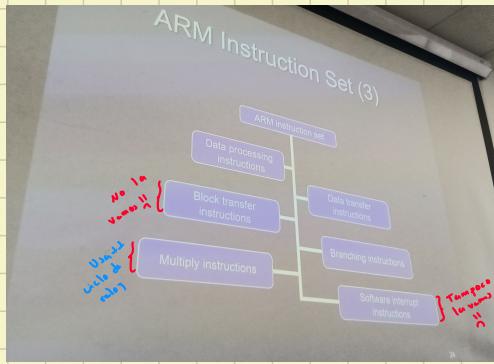
- Standard 32-bit instruction set

• THUMB

- 16-bit compressed form
- Code density better than most CISC
- Dynamic compression in pipeline

• Features:

- Load / Store architecture
- 3-address data processing instructions



Marie	ARM		Marie	ARM
Add	ADD		Load	LDR
Subt	SUB		Store	STR
Mov			MUL	
Cmp				

- Data Transfer instructions
- Load/Store instructions
- Used to move signed and unsigned Word, Half Word and byte to and from registers.

• Data Processing Instructions

• Arithmetic and logical operations:

• 3-address format:

- Two 32-bit operands (op1 is register, op2

•

• Arithmetic operations:

- * ADD, ADDC, SUB, SUBC, RSB, RSC

• Bit-wise logical operations:

- * AND, EOR, ORR, BIC

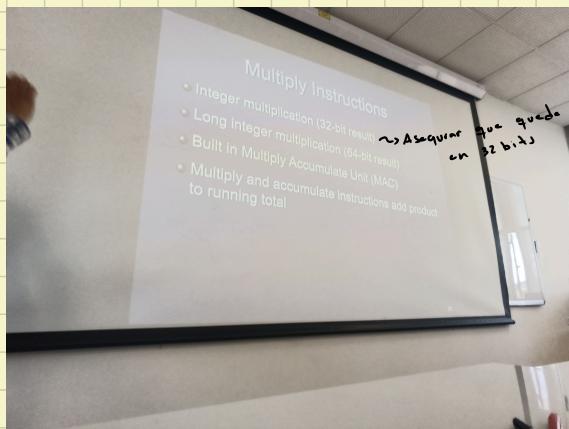
• Register movement operations:

- * MOV, MVN

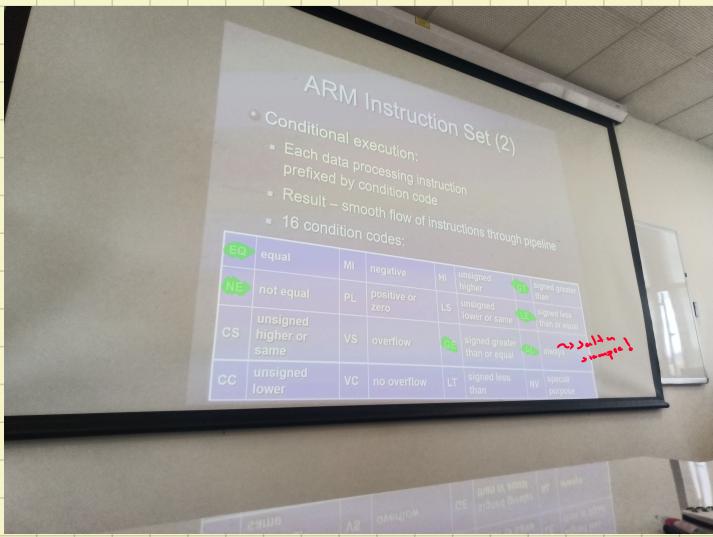
• Comparison operations:

- * TST, TEQ, CMP, CMN

(If target address is beyond branch instruction range)			
LDR	Load Word	STR	Store Word
LDRH	Load Half Word	STRH	Store Half Word
LDRSH	Load Signed Half Word	STRSH	Store Signed Half Word
LDRB	Load Byte	STRB	Store Byte
LDRSB	Load Signed Byte	STRSB	Store Signed Byte



Multiply Instructions:	
MUL	Multiply
MULA	Multiply accumulate
UMULL	Unsigned multiply
UMLAL	Unsigned multiply accumulate
SMULL	Signed multiply
SMLAL	Signed multiply accumulate



• Branch siempre mira la condición

Skipcond	CMP
	BXX
ARM	
ADD	
SUB	
MUL	
MOV	
CMP	1.8x
Load	
Store	
Jump	
BAL - B	
BEQ =	
BNE ≠	
BLT <	
BLE ≤	
BGT >	
BGT ≥	
In S	BL
Jump I	BX

• Branching Instructions:

- Branch (B):
 - jumps forwards/backwards up to 32 Mb.
- Branch Link (BL)
 - same + saves (PC + 4) in LR
- Branch exchange (BX) and
 - Branch link exchange (BLX):
 - same as B/BL +
 - change instruction set (ARM ↔ THUMB)
- only way to swap ends

Combin
B19 por B15