

3.10

ARM provides a reverse subtract because the ARMSIM treats operands unequally. Thus $\text{Sub} = R_0 - \text{Value}$, whereas $\text{RSB} = \text{Value} - R_0$, and the registry is treated differently

3.11

 $R1 = 1111000011100010101000001111101$
 $R2 = 00000000111111100001110000111$
 $\text{BIC} = R1 \text{ AND NOT } R2$
 $\overline{R2} = 1111111100000000111100001110000$
 $R3 = 1111000000000000101000001110000$

3.12 $R1 = 0FFF_{16}$ $R2 = 4$, $0FFF = 0000111111111111$
 $F000 = 1111000000000000$

- a) 1111111111110000
- b) 0000000011111111
- c) 0000000000000000
- d) 0000111100000000

3.13 $R1 = 00FF_{16}$ $R2 = 4$ $00FF = 0000000011111111$

- a) 11111111000
- b) 111100000
- c) 11001111

3.14 MOV r0, r0, ASR #31

It divides the contents of R0 by 2^{31} .

3.18 ²³² 111111000000000000000000000000

BIC R0, R0 #