

ARM Instructions Worksheet #3

Addressing Modes

Prerequisite Reading: Chapter 4

Revised: March 26, 2020

Objectives: To use the web-based simulator ("CPULator") to better understand the four addressing modes:

1. Immediate Offset Addressing: [R1] and [R1,4]

2. Register Offset Addressing: [R1,R2] and [R1,R2,LSL 2]

3. Post-Indexed Addressing: [R1],44. Pre-Indexed Addressing: [R1,4]!

To do offline: Answer the questions that follow the listing below. (Numbers at far left are memory addresses.)

```
.syntax
                                 unified
                    .global
                                 _start
                                 0x100
                    .skip
         Array32: .word 0xBEEFBEEF
                                              // uint32 t Array[4];
00000100
00000104
                    .word 0xC0DEC0DE
00000108
                    .word 0xF00DF00D
                    .word 0xFACEFACE
0000010C
                          R1,=Array32
                                              // *** EXECUTION STARTS HERE ***
00000110
          start:
                   LDR
                          R0,[R1]
                                              // Address provided by R1
00000114
                   LDR
00000118
                   LDR
                          R0,[R1,4]
                                              // Address = R1 + 4
0000011C
                    LDR
                          R2,=8
                                              // R2 = Offset = 8
00000120
                    LDR
                          R0,[R1,R2]
                                              // Address = R1 + R2
00000124
                   LDR
                          R2.=3
                                              // R2 = Subscript = 3
00000128
                    LDR
                          R0,[R1,R2,LSL 2]
                                              // Address = R1 + 4*R2
                    LDR
                          R0,[R1],4
0000012C
                                              // Address = R1; Post-Increment
                          R0,[R1,4]!
                                              // Address = R1 + 4; Pre-Increment
00000130
                   LDR
00000134 done:
                          done
                                              // infinite loop
                    .end
```

What hex <u>address</u> is copied into R1 by the LDR instruction at address 00000110_{16} ?

What hex <u>data</u> is copied from the address in R1 by the LDR at address 00000114₁₆?

What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000118₁₆?

What hex <u>address</u> did that value come from?

What hex *data* is copied into R0 by the LDR instruction at address 00000120₁₆?

What hex <u>address</u> did that value come from?

00000100

0xBEEFBEEF

0xC0DEC0DE

00000104

0xF00DF00D

00000108

What hex \underline{data} is copied into R0 by the LDR instruction at address 00000128_{16} ?	0xFACEFACE
What hex <u>address</u> did that value come from?	0000010C
What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address 0000012C ₁₆ ?	0xBEEFBEEF
What hex <u>address</u> did that value come from?	00000100
What hex $\underline{address}$ is left in R1 by the LDR instruction at address $0000012C_{16}$?	00000104
What hex \underline{data} is copied into R0 by the LDR instruction at address 00000130_{16} ?	0xF00DF00D
What hex <u>address</u> did that value come from?	00000108
What hex <u>address</u> is left in R1 by the LDR instruction at address 00000130_{16} ?	00000108
1. Click here to open a browser for the ARM instruction simulator with pre-loaded code 2. Press Ctrl-M to open the memory display window and drag-n-drop it about halfway to 3. In the "Memory" window, enter 0x100 into the search box and press Enter to highling Step 1: Press F2 exactly 2 times to execute the first two LDR instructions. (The 3 rd LDR should	e. to the right. ght that address for easy reference.
What hex <u>address</u> is copied into R1 by the LDR instruction at address 00000110_{16} ?	00000100
What hex <u>data</u> is copied from the address in R1 by the LDR at address 00000114 ₁₆ ?	beefbeef
Step 2: Press F2 exactly once to execute the LDR R0, [R1,#4]	
What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address 00000118 ₁₆ ?	c0dec0de
What hex <u>address</u> did that value come from?	00000104
Step 3: Press F2 exactly 2 times to execute the LDR R2,=8 (MOV R2,#8) and the LDR R6	0,[R1,R2]
What hex \underline{data} is copied into R0 by the LDR instruction at address 00000120_{16} ?	f00df00d
What hex <u>address</u> did that value come from?	00000108
Step 4: Press F2 exactly 2 times to execute the LDR R2,=3 (MOV R2,#3) and the LDR R0,	[R1,R2,LSL #2]
What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000128_{16} ?	faceface
What hex <u>address</u> did that value come from?	0000010c
Step 5: Press F2 exactly once to execute the LDR R0, [R1], #4	
What hex <u>data</u> is copied into R0 by the LDR instruction at address $0000012C_{16}$?	beefbeef
What hex <u>address</u> did that value come from?	00000100
What hex <u>address</u> is left in R1 by the LDR instruction at address $0000012C_{16}$?	00000104
Step 6: Press F2 exactly once to execute the LDR R0, [R1,#4]! .	
What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000130_{16} ?	f00df00d
What hex <u>address</u> did that value come from?	00000108
What hex <u>address</u> is left in R1 by the LDR instruction at address 00000130_{16} ?	00000108