

ARM Instructions Worksheet #8

Bitwise and Bitfield Instructions

Prerequisite Reading: Chapter 7

Revised: March 26, 2020

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

- 1. The operation of the bitwise instructions (MVN, AND, ORR, EOR and BIC)
- 2. The operation of the bitfield instructions (BFC, BFI, UBFX, and SBFX)
- 3. The use of the C left-shift operator to create constants.

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

.syntax .global	unified _start	
LDR	R0,=0xFFFF << 16	// *** EXECUTION STARTS HERE ***
MVN	R0,R0	
EOR	R0,R0,0xFF << 12	
BIC	R0,R0,0xFF << 0	
ORR	R0,R0,0xFF << 12	
AND	R0,R0,0xFF << 12	
LDR	R1,=0x23456789	
BFI	R0,R1,24,8	
BFC	R0,12,8	
UBFX	R1,R0,24,8	
SBFX	R1,R0,24,8	
В	done	// Infinite loop
.end		
	.global LDR MVN EOR BIC ORR AND LDR BFI BFC UBFX SBFX	start LDR

What is left in register R0 after executing the LDR instruction at 0000000016?

What is left in register R0 after executing the MVN instruction at 00000004_{16} ?

What is left in register R0 after executing the EOR instruction at 00000008_{16} ?

What is left in register R0 after executing the BIC instruction at 0000000C₁₆?

What is left in register R0 after executing the ORR instruction at 00000010₁₆?

What is left in register R0 after executing the AND instruction at 00000014₁₆?

What is left in register R1 after executing the LDR instruction at 00000018₁₆?

R0 (as hexadecimal)

FFFF0000

R0 (as hexadecimal)

0000FFFF

R0 (as hexadecimal)

000F0FFF

R0 (as hexadecimal)

000F0F00

R0 (as hexadecimal)

000FFF00

R0 (as hexadecimal)

000FF000

R1 (as hexadecimal)

23456789

What is left in register R0 after executing the BFI instruction at 0000001C ₁₆ ?	R0 (as hexadecimal) 890FF000
What is left in register R0 after executing the BFC instruction at 00000020 ₁₆ ?	R0 (as hexadecimal) 89000000
What is left in register R1 after executing the UBFX instruction at 00000024 ₁₆ ?	R0 (as hexadecimal)
What is left in register R1 after executing the SBFX instruction at 00000028_{16} ?	R1 (as hexadecimal) FFFFF89

Getting ready: Now use the simulator to collect the following information and compare to your	earlier answers.
1. Click <u>here</u> to open a browser for the ARM instruction simulator with pre-loaded code.	
Step 1: Press F2 exactly once to execute the LDR instruction at 0000000016	
What is left in register R0 after executing the LDR instruction at 0000000016?	R0 (as hexadecimal) ffff0000
Step 2: Press F2 exactly once to execute the MVN instruction at 00000004 ₁₆	
What is left in register R0 after executing the MVN instruction at 00000004 ₁₆ ?	R0 (as hexadecimal) 0000ffff
Step 3: Press F2 exactly once to execute the EOR instruction at 00000008 ₁₆	
What is left in register R0 after executing the EOR instruction at 00000008 ₁₆ ?	R0 (as hexadecimal) 000f0fff
Step 4: Press F2 exactly once to execute the BIC instruction at $0000000C_{16}$	PO (as havadaaimal)
What is left in register R0 after executing the BIC instruction at 0000000C ₁₆ ?	R0 (as hexadecimal) 000f0f00
Step 5: Press F2 exactly once to execute the ORR instruction at 00000010 ₁₆	
What is left in register R0 after executing the ORR instruction at 00000010 ₁₆ ?	R0 (as hexadecimal) 000fff00
Step 6: Press F2 exactly once to execute the AND instruction at 00000014 ₁₆	
What is left in register R0 after executing the AND instruction at 00000014_{16} ?	R0 (as hexadecimal) 000ff000
Step 7: Press F2 exactly once to execute the LDR instruction at 00000018 ₁₆	
What is left in register R1 after executing the LDR instruction at 00000018 ₁₆ ?	R1 (as hexadecimal) 23456789
Step 8: Press F2 exactly once to execute the BFI instruction at 0000001C ₁₆	
What is left in register R0 after executing the BFI instruction at $0000001C_{16}$?	R0 (as hexadecimal) 890ff000
Step 9: Press F2 exactly once to execute the BFC instruction at 00000020 ₁₆	
What is left in register R0 after executing the BFC instruction at 00000020_{16} ?	R0 (as hexadecimal) 89000000
Step 10: Press F2 exactly once to execute the UBFX instruction at 00000024 ₁₆	
What is left in register R1 after executing the UBFX instruction at 00000024 ₁₆ ?	R1 (as hexadecimal) 00000089
Step 11: Press F2 exactly once to execute the SBFX instruction at 00000028 ₁₆	
What is left in register R1 after executing the SBFX instruction at 00000028 ₁₆ ?	R1 (as hexadecimal) fffffff89