

# ARM7 Introduction

(ARM7 tmi version)

1) 32 bit MC

# It is a 32 bit microcontroller.

It is 8-times powerful than 8051

8051 does 8-bit operation in one

cycle. ARM does 32-bit operation in one cycle.

2) 32 Bit ALU

# Means it does 32-bit

operation in one cycle.

3) 32 bit data bus

3
7
B
F

2
6
A
E

1
5
9
D

0
4
8
C

00	00
01	00
10	00
11	00

# we have least aligned data

and misaligned data in 8086

8086 has 16-bit data.

It can transfer 16-bit in one cycle but the location must be aligned.

if the locations (two location,  
one location is 2B)

is misaligned it requires  
two cycle.

$\left. \begin{matrix} 2, 3 \\ 4, 5 \\ 6, 7 \end{matrix} \right\}$  first even address }  
 $\left. \begin{matrix} 4, 5 \\ 6, 7 \end{matrix} \right\}$  second odd address }  
aligned data.

$\left. \begin{matrix} 1, 2 \\ 3, 4 \end{matrix} \right\}$  misaligned data.

ARM supports aligned and  
misaligned data transfers. both  
because of flexible flexibility.

00 00  
00 10  
00 01  
00 11

# ARM is a performance based  
controller/processors. It does not  
support misaligned data.

flexibility it makes less reduce performance  
rigidity gets high performance.

Because of rigidity in ARM  
(unlike other machines) it gives tremendously high  
performance.

It (ARM) can transfer  
32 bit data in one cycle.

The four consecutive  
locations must be aligned.

The first location (of four)  
must be start with '0' or '4'  
or '8' or 'C'. (left one)

there is common between them.

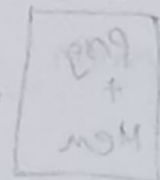
two bit of 0, 4, 8, C are zero.

0 → 00 00

4 → 01 00

8 → 10 00

C → 11 00



→ 32 bit Instrs. (RISC class) # ARM stands for

(Advanced risc machine)

RISC stands for ('Reduced Instruction set computer')

# 8086, 8085, 8051 are CISC processors.

ARM is a ~~RISC~~ RISC processor.

RISC processors give flexibility.

RISC processors give performance.

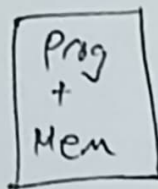
# Benefits of RISC in ARM

All the instructions in ARM is 32 bit.

Every instructions are fetched in one cycle, and instructions are in aligned form.

→ 32 bit address bus

$$\therefore 2^{32} = 4GB \text{ Mem}$$



→ 4GB

# It has 32 bit address bus.

it allows 4GB of memory to use to keep program or data.



## 1) Von Neuman Model (Common Mem - Program and Data)

# ARM is based on Von Neuman Model.

There are two models in which processors are managed.

→ Von Neuman Model.

→ ~~Harvard~~ Harvard Model.

Von Neuman Model says there will be only one memory for storing both ~~program~~ program and data. ARM is based on it.

According to Harvard Model <sup>two</sup> there will be memory for storing program and data separately.

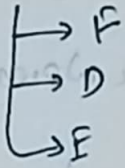
8051 is based on Harvard Model.

it has 64KB mem for program (ROM)

64KB mem for data (RAM)

3 stage pipeline

8086 has two stage



pipelining.

Pipelining means divide the process of instructions into independent sections and overlapping them.

3 stage pipelining:

first instruction fetched.

then decode.

while first is decoding, the second will be fetched.

After it,

first will be executing.

at the time second is decoding,

at the same time the third one will be fetching.

it continues for further all the instructions.

So when one instruction is executing, the next one will be decoding and the next next one

It will be fetching.

This is the three stage  
pipelining.

The operation occurs like

$F \rightarrow D \rightarrow E \rightarrow E \rightarrow DE \rightarrow E \rightarrow A$

RISC processing gives actual  
performance + pipelining.

In the RISC processors pipelining  
breaks for several reasons.

Q) 32

37 regs - 32 bits each  
16 available at a time  
(R0 to R15)

RISC processors are based on  
memory, there are few no. of  
registers in 8086 there 16 bit

4 registers (AX, BX, CX and DX).

or 8 reg of 26 bit (AL, AH, ..., DL, DH)

RISC processors are based on  
registers. In ARM there are

37 registers. Every register is  
32 bit.

16 registers are available at a time.  
(R0 to R15)



# We can use all the 37 registers in different mode modes.

### Load-Store Model

# CISC processors perform operation both in registers and memory. Ex: x86.

But in ARM all operations are done through registers.

Only two instructions are done in memory.

1. Load<sup>(receive)</sup> the instr/data from the memory.

2. Store the data to the memory.

That's why it is called LoadStore Model.

Because of this type of visibility it gives the high performance.

"All the mobile phones are processors are based on ARM."

# All arithmetic, logic operations are done through registers.



Q) 7 operating Modes  $\Rightarrow$  It has seven operating modes.

1. Supervisor

2. User (99% of time this mode is being used)

3. System

4. I/O

5. I/O

6. Undefined

7. Abort

Q) 7 Interrupts / exceptions  $\Rightarrow$  7 interrupts are from 5 modes.

User mode and system mode do not need any interrupt.

1. Reset

2. Undefined

3. Prefetch abort

4. Data abort

5. Software interrupt

6. I/O

7. FIQ

Interrupts are also called interrupts

exceptions.

→ 7 addressing Modes # It has seven addressing modes

1. Immediate
2. Register
3. Direct
4. Register indirect
5. Register relative
6. Based indexed
7. Based with scaled index

→ 3 data formats # It supports 3 types of data format.

(8, 16, 32 bit)

It work on 8 bit, 16 bit and 32 bit numbers.

8 bit = 1 byte

16 bit = half word

32 bit = word

Byte is universal size = 8 bit.

As ARM 32 processor,

so, 1 word = 32 bit.

$\frac{1}{2}$  word = 16 bit.