Assignment # 3: Problem Set 2, Problem 1

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Assignment

For the following, write an ARM assembly language program, and in the Keil MDK-ARM IDE, create a project, enter the program, and then execute and debug it in the Keil MDK-ARM debugger. You may run the program either in the simulator or in RAM on the STM32F4-DISCOVERY board. All program variables are to be 32-bit integers. You may choose your own test data values.

Compute:

zz = aa*(bb+cc) (dd*35)

Place aa,bb,cc,dd in the code area, so that you can provide initial values with "DCD" assembler directives. Place zz in the data area, so that you can write the result to it. The final debug window should show the final value of zz in memory.

Debugging

The ARM assembly language program was written inside a Linux environment, with the expectation that it would be compiled against an "ARM" version of gcc (arm-none-eabi-as). The compiler did not accept the line labels, and would not compile the code. This lead to the code being debugged on a school computer. The school computers do not have the proper drivers installed to communicate with the STM32F4, so the program was debugged inside the Simulator. Because the program was installed inside the simulator, the Target addresses for the ROM and RAM portions were left at their default values (0x8000000 and 0x20000000, respectively). The "Memory" section of the debugger is displayed in Figure 1, and the value of zz has been circled. The expected value for zz is -135, and this is the value stored in the memory location for zz. Therefore, the program worked as expected.

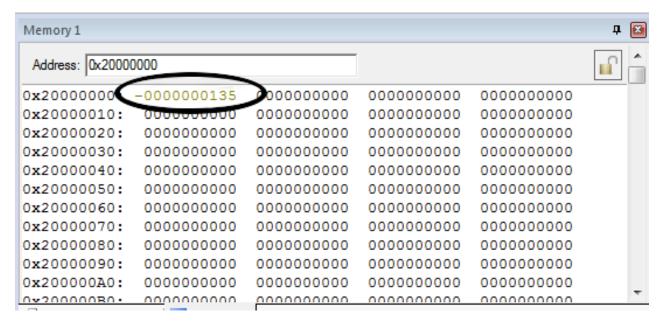


Figure 1: A screen capture of the memory box inside the debugger window. The expected value for zz is -135, and this is what is displayed. Therefore, the debugged program indicates that the program works as expected.

Source Program

PS2-1.s

```
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   ;; Problem Set 2, problem 1
       Execute the following:
           zz = aa*(bb+cc) - (dd*35);
           define: aa, bb, cc, dd in code area
   ;;
                                                           ;;
                     zz in data area
             AREA
                        reset , CODE
12
                                     Name this CODE block, reset
             ENTRY
                                     Mark first instruction to execute
14
                                     aa*(bb+cc)
             \textcolor{red}{\mathsf{LDR}} \  \, \mathsf{r4} \;,\;\; = \! \mathsf{bb0}
                                     Get address of bb0
15
             LDR r0, [r4]
                                     Store value of bb0 in r0
                                     Get\ address\ of\ cc0
17
             LDR r4, =cc0
             LDR r1, [r4]
ADD r2, r0, r1
                                      Store value of cc0 in r1
18
                                     Compute bb0+cc0, store to r2 (r2 = bb0+cc0)
19
             LDR r4, =aa0
                                     {\rm Get}\ address\ of\ aa0
20
             \begin{array}{ccc} LDR & r0 \ , & \left[ \ r4 \ \right] \\ MUL & r2 \ , & r2 \ , & r0 \end{array}
                                     Store value of aa0 in r0
21
                                     Compute aa0*(bb0+cc0), store to r2
22
                                      (dd*35)
23
             \begin{array}{c} \text{LDR} & \text{r4} \;,\;\; = & \text{dd0} \\ \text{LDR} & \text{r0} \;,\;\; \left[ \; \text{r4} \; \right] \end{array}
                                     Get address of dd0
24
                                      Store value of dd0 in r0
25
             MOV r1, #35
                                     Store #35 to R1
26
             \textcolor{red}{\textbf{MUL}} \ \ \textbf{r3} \ , \ \ \textbf{r0} \ , \ \ \textbf{r1}
                                     Compute dd0*35, store to r3
27
                                     aa*(bb+cc) - (dd*35)
28
                                     Final Computation: r2 = r2 - r3
29
             SUB r2, r2, r3
                                     store to address of zz
30
31
             LDR r4, =zz0
                                      Get address of zz0
             STR r2, [r4]
                                     Store result to address of zz0 ( [zz0] <= r2 )
32
33
                                     Declare variable values in code block
34
   a.a.0
             DCD 0x01
                                     Declare value of aa0
35
36
   bb0
             DCD 0x02
                                     Declare value of bb0
   cc0
             DCD 0x03
                                      Declare value of cc0
37
             DCD 0x04
   dd0
                                     Declare value of dd0
38
39
             AREA
                        data1, DATA
40
                                   ; Name this DATA block, data1
   zz0
             SPACE 4
                                   ; Set space aside for variable zz0
42
             END
```

PS2-1.s is the ARM assembly language program written to compute zz = aa*(bb+cc) - (dd*35). The values I selected for aa, bb, cc, and dd were 1, 2, 3, and 4, respectively. The expected value for zz is -135.