Embedded Systems - Shape The World

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Reprinted with approval from Embedded Systems: Introduction to ARM Cortex-M Microcontrollers, 2013, ISBN: 978-1477508992. For more information about the textbook see http://users.ece.utexas.edu/~valvano/arm/outline1.htm

1. General Information

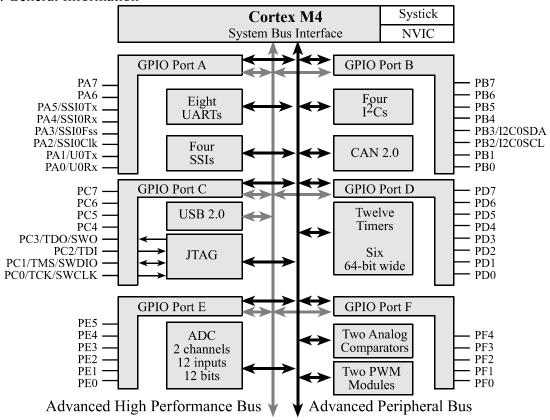


Figure 1.1. I/O port pins for the LM4F120H5QR / TM4C123GH6PM microcontrollers.

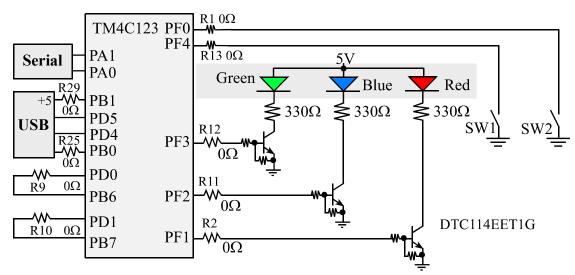


Figure 1.2. Switch and LED interfaces on the Tiva® LaunchPad Evaluation Board. The zero ohm resistors can be removed so the corresponding pin can be used for its regular purpose.

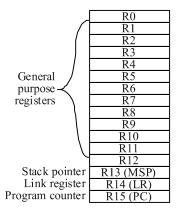


Figure 1.3. Cortex M registers.

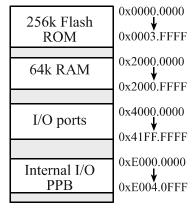
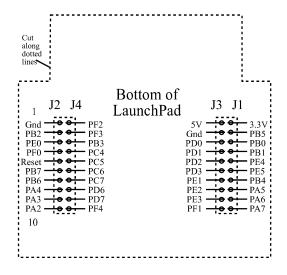
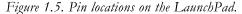
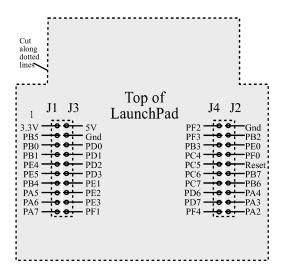


Figure 1.4. TM4C123/LM4F120 address map.







2. Parallel Ports

Address	7	6	5	4	3	2	1 1	0	Name
\$400F.E108		0	GPIOF	GPIOE	GPIOD	GPIOC	GPIOB	GPIOA	SYSCTL RCGC2 R
\$4000.43FC	DATA	DATA	DATA	DATA	DATA	DATA	DATA	DATA	GPIO PORTA DATA R
\$4000.4400	DIR	DIR	DIR	DIR	DIR	DIR	DIR	DIR	GPIO_PORTA_DIR_R
\$4000.4420	SEL	SEL	SEL	SEL	SEL	SEL	SEL	SEL	GPIO PORTA AFSEL R
	PUE	PUE	PUE	PUE	PUE	PUE	PUE	PUE	GPIO PORTA PUR R
\$4000.4510 \$4000.451C		DEN		DEN	DEN	DEN	DEN	DEN	
	DEN		DEN						GPIO_PORTA_DEN_R
\$4000.4524	1	1	1	1	1	1	1	1	GPIO_PORTA_CR_R
\$4000.4528	0	0	0	0	0	0	0	0	GPIO_PORTA_AMSEL_R
\$4000.53FC	DATA	DATA	DATA	DATA	DATA	DATA	DATA	DATA	GPIO_PORTB_DATA_R
\$4000.5400	DIR	DIR	DIR	DIR	DIR	DIR	DIR	DIR	GPIO_PORTB_DIR_R
\$4000.5420	SEL	SEL	SEL	SEL	SEL	SEL	SEL	SEL	GPIO PORTB AFSEL R
\$4000.5510	PUE	PUE	PUE	PUE	PUE	PUE	PUE	PUE	GPIO_PORTB_PUR_R
\$4000.551C	DEN	DEN	DEN	DEN	DEN	DEN	DEN	DEN	GPIO_PORTB_DEN_R
\$4000.5524	1	1	1	1	1	1	1	1	GPIO_PORTB_CR_R
\$4000.5528	0	0	AMSEL	AMSEL	0	0	0	0	GPIO_PORTB_AMSEL_R
\$4000.63FC	DATA	DATA	DATA	DATA	JTAG	JTAG	JTAG	JTAG	GPIO_PORTC_DATA_R
\$4000.6400	DIR	DIR	DIR	DIR	JTAG	JTAG	JTAG	JTAG	GPIO_PORTC_DIR_R
\$4000.6420	SEL	SEL	SEL	SEL	JTAG	JTAG	JTAG	JTAG	GPIO_PORTC_AFSEL_R
\$4000.6510	PUE	PUE	PUE	PUE	JTAG	JTAG	JTAG	JTAG	GPIO_PORTC_PUR_R
\$4000.651C	DEN	DEN	DEN	DEN	JTAG	JTAG	JTAG	JTAG	GPIO_PORTC_DEN_R
\$4000.6524	1	1	1	1	JTAG	JTAG	JTAG	JTAG	GPIO PORTC CR R
\$4000.6528	AMSE	AMSEL	AMSEL	AMSEL	JTAG	JTAG	JTAG	JTAG	GPIO PORTC AMSEL R
	L								
\$4000.73FC	DATA	DATA	DATA	DATA	DATA	DATA	DATA	DATA	GPIO PORTD DATA R
\$4000.7400	DIR	DIR	DIR	DIR	DIR	DIR	DIR	DIR	GPIO PORTD DIR R
\$4000.7420	SEL	SEL	SEL	SEL	SEL	SEL	SEL	SEL	GPIO PORTD AFSEL R
\$4000.7510	PUE	PUE	PUE	PUE	PUE	PUE	PUE	PUE	GPIO PORTD PUR R
\$4000.751C	DEN	DEN	DEN	DEN	DEN	DEN	DEN	DEN	GPIO PORTD DEN R
\$4000.7524	CR	1	1	1	1	1	1	1	GPIO PORTD CR R
\$4000.7528	0	0	AMSEL	AMSEL	AMSEL	AMSEL	AMSEL	AMSEL	GPIO PORTD AMSEL R
\$4002.43FC			DATA	DATA	DATA	DATA	DATA	DATA	GPIO PORTE DATA R
\$4002.4400			DIR	DIR	DIR	DIR	DIR	DIR	GPIO PORTE DIR R
\$4002.4420			SEL	SEL	SEL	SEL	SEL	SEL	GPIO PORTE AFSEL R
\$4002.4510			PUE	PUE	PUE	PUE	PUE	PUE	GPIO PORTE PUR R
\$4002.451C			DEN	DEN	DEN	DEN	DEN	DEN	GPIO PORTE DEN R
\$4002.4524			1	1	1	1	1	1	GPIO PORTE CR R
\$4002.4528			AMSEL	AMSEL	AMSEL	AMSEL	AMSEL	AMSEL	GPIO PORTE AMSEL R
\$4002.53FC			AWISEL	DATA	DATA	DATA	DATA	DATA	GPIO PORTF DATA R
\$4002.5310				DIR	DIR	DIR	DIR	DIR	GPIO PORTF DIR R
\$4002.5420				SEL	SEL	SEL	SEL	SEL	GPIO_PORTF_AFSEL_R
\$4002.3420				PUE	PUE	PUE	PUE	PUE	GPIO PORTE PUR R
\$4002.551C				DEN	DEN	DEN	DEN	DEN	GPIO PORTE POR R
\$4002.5510							DEN 1	CR	GPIO PORTE DEN R
				1	1	1			
\$4002.5528				0	0	0	0	0	GPIO_PORTF_AMSEL_R
	31-28	27-24	23-20	19-16	15-12	11-8	7-4	3-0	
\$4000.452C	PMC7	PMC6	PMC5	PMC4	PMC3	PMC2	PMC1	PMC0	GPIO PORTA PCTL R
\$4000.552C	PMC7	PMC6	PMC5	PMC4	PMC3	PMC2	PMC1	PMC0	GPIO PORTB PCTL R
\$4000.652C	PMC7	PMC6	PMC5	PMC4	0x1	0x1	0x1	0x1	GPIO PORTC PCTL R
\$4000.052C	PMC7	PMC6	PMC5	PMC4	PMC3	PMC2	PMC1	PMC0	GPIO PORTO PCTL R
\$4000.752C \$4002.452C	111107	1 17100	PMC5	PMC4	PMC3	PMC2	PMC1	PMC0	GPIO PORTE PCTL R
\$4002.432C \$4002.552C			1 10103	PMC4	PMC3	PMC2	PMC1	PMC0	GPIO_PORTF_PCTL_R
	LOCI	V (xxxmita D-A	C4E424D +				ked, 0 if un		GPIO_PORTF_PCTL_R GPIO_PORTC_LOCK_R
\$4000.6520									
\$4000.7520	1						ked, 0 if un		GPIO_PORTD_LOCK_R GPIO_PORTF_LOCK_R
\$4002.5520			LEPIO PORTETOCK R						

Table 2.1. Some TM4C123/ LM4F120 parallel ports. Each register is 32 bits wide. For PMCx bits, see Table 2.2. **JTAG** means do not use these pins and do not change any of these bits.

IO	Ain	0	1	2	3	4	5	6	7	8	9	14
PA0		Port	U0Rx							CAN1Rx		
PA1		Port	U0Tx							CAN1Tx		
PA2		Port		SSI0Clk								
PA3		Port		SSI0Fss								
PA4		Port		SSI0Rx								
PA5		Port		SSI0Tx								
PA6		Port			I ₂ C1SCL		M1PWM2					
PA7		Port			I ₂ C1SDA		M1PWM3					
PB0		Port	U1Rx						T2CCP0			
PB1		Port	U1Tx						T2CCP1			
PB2		Port			I ₂ C0SCL				T3CCP0			
PB3		Port			I ₂ C0SDA				T3CCP1			
PB4	Ain10	Port		SSI2Clk		M0PWM2			T1CCP0	CAN0Rx		
PB5	Ain11	Port		SSI2Fss		M0PWM3			T1CCP1	CAN0Tx		
PB6		Port		SSI2Rx		M0PWM0			T0CCP0			
PB7		Port		SSI2Tx		M0PWM1			T0CCP1			
PC4	C1-	Port	U4Rx	U1Rx		M0PWM6		IDX1	WT0CCP0	U1RTS		
PC5	C1+	Port	U4Tx	U1Tx		M0PWM7		PhA1	WT0CCP1	U1CTS		
PC6	C0+	Port	U3Rx					PhB1	WT1CCP0	USB0epen		
PC7	C0-	Port	U3Tx						WT1CCP1	USB0pflt		
PD0	Ain7	Port	SSI3Clk	SSI1Clk	I ₂ C3SCL	M0PWM6	M1PWM0		WT2CCP0			
PD1	Ain6	Port	SSI3Fss	SSI1Fss	I ₂ C3SDA	M0PWM7	M1PWM1		WT2CCP1			
PD2	Ain5	Port	SSI3Rx	SSI1Rx		M0Fault0			WT3CCP0	USB0epen		
PD3	Ain4	Port	SSI3Tx	SSI1Tx				IDX0	WT3CCP1	USB0pflt		
PD4	USB0DM	Port	U6Rx						WT4CCP0			
PD5	USB0DP	Port	U6Tx						WT4CCP1			
PD6		Port	U2Rx			M0Fault0		PhA0	WT5CCP0			
PD7		Port	U2Tx					PhB0	WT5CCP1	NMI		
PE0	Ain3	Port	U7Rx									
PE1	Ain2	Port	U7Tx									
PE2	Ain1	Port										
PE3	Ain0	Port										
PE4	Ain9	Port	U5Rx		I ₂ C2SCL	M0PWM4	M1PWM2			CAN0Rx		
PE5	Ain8	Port	U5Tx		I ₂ C2SDA	M0PWM5	M1PWM3			CAN0Tx		
PF0		Port	U1RTS	SSI1Rx	CAN0Rx		M1PWM4	PhA0	T0CCP0	NMI	C0o	
PF1		Port	U1CTS	SSI1Tx			M1PWM5	PhB0	T0CCP1		Clo	TRD1
PF2		Port		SSI1Clk		M0Fault0	M1PWM6		T1CCP0			TRD0
PF3		Port		SSI1Fss	CAN0Tx		M1PWM7		T1CCP1			TRCLK
PF4		Port					M1Fault0	IDX0	T2CCP0	USB0epen		

Table 2.2. PMCx bits in the GPIOPCTL register on the LM4F/ TM4C specify alternate functions. *PD4* and *PD5* are hardwired to the USB device. *PA0* and *PA1* are hardwired to the serial port. PWM not on LM4F120.

(*((volatile unsigned long *)0xE000E010))

3. SysTick Timer

Address	31-24	23-17	16	15-3	2	1	0	Name
\$E000E010	0	0	COUNT	0	CLK_SRC	INTEN	ENABLE	NVIC_ST_CTRL_R
\$E000E014	0			NVIC_ST_RELOAD_R				
\$E000E018	0		24-bit CU	NVIC_ST_CURRENT_R				

Address	31-29	28-24	23-21	20-8	7-5	4-0	Name
\$E000ED20	SYSTICK	0	PENDSV	0	DEBUG	0	NVIC_SYS_PRI3_R

Table 3.1. SysTick registers.

#define NVIC ST CTRL R

Table 3.1 shows the SysTick registers used to create a periodic interrupt. SysTick has a 24-bit counter that decrements at the bus clock frequency. Let f_{BUS} be the frequency of the bus clock, and let n be the value of the **RELOAD** register. The frequency of the periodic interrupt will be $f_{BUS}/(n+1)$. First, we clear the **ENABLE** bit to turn off SysTick during initialization. Second, we set the **RELOAD** register. Third, we write to the **NVIC_ST_CURRENT_R** value to clear the counter. Lastly, we write the desired mode to the control register, **NVIC_ST_CTRL_R**. To turn on the SysTick, we set the **ENABLE** bit. We must set **CLK_SRC=1**, because **CLK_SRC=0** external clock mode is not implemented on the LM3S/LM4F family. We set **INTEN** to enable interrupts. The standard name for the SysTick ISR is **SysTick Handler**.

```
#define NVIC ST RELOAD R
                                 (*((volatile unsigned long *)0xE000E014))
                                 (*((volatile unsigned long *)0xE000E018))
#define NVIC ST CURRENT R
void SysTick Init(void) {
 NVIC ST CTRL R = 0;
                                     // 1) disable SysTick during setup
                                     // 2) maximum reload value
 NVIC ST RELOAD R = 0 \times 00 = 0 \times 10^{-1}
 NVIC ST CURRENT R = 0;
                                     // 3) any write to current clears it
 NVIC_ST_CTRL_R = 0x00000005;
                                    // 4) enable SysTick with core clock
void SysTick Wait(unsigned long delay) { // delay is in 12.5ns units
  NVIC ST RELOAD R = delay-1; // number of counts to wait
 NVIC ST CURRENT R = 0;
                               // any value written to CURRENT clears
  while((NVIC ST CTRL_R&0x00010000)==0){ // wait for count flag
volatile unsigned long Counts;
// period has units of the bus clock
void SysTick Init(unsigned long period) {
  Counts = 0;
 NVIC ST CTRL R = 0;
                               // disable SysTick during setup
 NVIC ST RELOAD R = period-1; // reload value
 NVIC ST CURRENT R = 0;
                               // any write to current clears it
 NVIC SYS PRI3 R = (NVIC SYS PRI3 R&0x00FFFFFF) | 0x40000000; //priority 2
 NVIC ST CTRL R = 0 \times 000000007;// enable with core clock and interrupts
 EnableInterrupts();
void SysTick Handler(void) {
  Counts = Counts + 1;
```

4. Universal Asynchronous Receiver Transmitter (Serial)

UARTO pins are on PA1 (transmit) and PA0 (receive). The **UARTO_IBRD_R** and **UARTO_FBRD_R** registers specify the baud rate. The baud rate **divider** is a 22-bit binary fixed-point value with a resolution of 2⁻⁶. The **Baud16** clock is created from the system bus clock, with a frequency of (Bus clock frequency)/**divider**. The baud rate is

Baud rate = Baud16/16 = (Bus clock frequency)/(16*divider)

We set bit 4 of the **UARTO_LCRH_R** to enable the hardware FIFOs. We set both bits 5 and 6 of the **UARTO_LCRH_R** to establish an 8-bit data frame. The **RTRIS** is set on a receiver timeout, which is when the receiver FIFO is not empty and no incoming frames have occurred in a 32-bit time period. The arm bits are in the **UARTO_IM_R** register. To acknowledge an interrupt (make the trigger flag become zero), software writes a 1 to the corresponding bit in the **UARTO_IC_R** register. We set bit 0 of the **UARTO_CTL_R** to enable the UART. Writing to **UARTO_DR_R** register will output on the UART. This data is placed in a 16-deep transmit hardware FIFO. Data are transmitted first come first serve. Received data are place in a 16-deep receive hardware FIFO. Reading from **UARTO_DR_R** register will get one data from the receive hardware FIFO. The status of the two FIFOs can be seen in the **UARTO_FR_R** register (FF is FIFO full, FE is FIFO empty). The standard name for the UARTO ISR is **UARTO_Handler**. RXIFLSEL specifies the receive FIFO level that causes an interrupt (010 means interrupt on $\geq \frac{1}{2}$ full, or 7 to 8 characters). TXIFLSEL specifies the transmit FIFO level that causes an interrupt (010 means interrupt on $\leq \frac{1}{2}$ full, or 9 to 8 characters).

	31–12	11	10	9	8		7–0		Name
\$4000.C000		OE	BE	PE	FE		DATA	1	UART0_DR_R
		31-	-3		3	2	1	0	-
\$4000.C004					OE	BE	PE	FE	UART0_RSR_R
	24.0	_	-	_				• •	
# 4000 G010	31–8	7	6	5	4	3		2-0	1 n.m n
\$4000.C018		TXFE	RXFF	TXFF	RXFE	BUSY			UART0_FR_R
	31–16				15–0				
\$4000.C024	31-10				DIVIN	-			UARTO IBRD R
54000.C024					DIVINI	L .] UAKTU_IBKD_K
		31-	-6				5-0		
\$4000.C028		51	0				VFRAC		UARTO FBRD R
ψ -1 000.C020						DI	VIIIIC		_ OMKIO_I BRD_R
	31-8	7	6 - 5	4	3	2	1	0	
\$4000.C02C		SPS	WPEN	FEN	STP2	EPS	PEN	BRK	UARTO LCRH R
									_
	31-10	9	8	7	6–3	2	1	0	_
\$4000.C030		RXE	TXE	LBE		SIRLP	SIREN	UARTEN	UART0_CTL_R
		31-	-6		5-		1	2-0	-
\$4000.C034					RXIFI	LSEL	TX	IFLSEL	UART0_IFLS_R
		4.0			_		_		
A 4000 G030	31-11	10	9	8	7	6	5	4	1
\$4000.C038		OEIM	BEIM	PEIM	FEIM	RTIM	TXIM	RXIM	UARTO_IM_R
\$4000.C03C		OERIS	BERIS	PERIS	FERIS	RTRIS	TXRIS	RXRIS	UARTO_RIS_R
\$4000.C040		OEMIS	BEMIS	PEMIS	FEMIS	RTMIS	TXMIS	RXMIS	UARTO_MIS_R
\$4000.C044		OEIC	BEIC	PEIC	FEIC	RTIC	TXIC	RXIC	UART0_IC_R

Table 4.1. UART0 registers. Each register is 32 bits wide. Shaded bits are zero.

<u>RXIFLSEL</u>	RX FIFO	Set RXMIS interrupt trigger when
0x0	≥ 1/8 full	Receive FIFO goes from 1 to 2 characters
0x1	$\geq \frac{1}{4}$ full	Receive FIFO goes from 3 to 4 characters
0x2	$\geq \frac{1}{2}$ full	Receive FIFO goes from 7 to 8 characters
0x3	\geq 3/4 full	Receive FIFO goes from 11 to 12 characters
0x4	≥ 1/8 full	Receive FIFO goes from 13 to 14 characters
TXIFLSEL	TX FIFO	Set TXMIS interrupt trigger when
0x0	≤ % empty	Transmit FIFO goes from 15 to 14 characters
0x1	≤ ¾ empty	Transmit FIFO goes from 13 to 12 characters
0x2	$\leq \frac{1}{2}$ empty	Transmit FIFO goes from 9 to 8 characters
0x3	$\leq \frac{1}{4}$ empty	Transmit FIFO goes from 5 to 4 characters
0x4	$\leq \frac{1}{8}$ empty	Transmit FIFO goes from 3 to 2 characters

5. Analog	to Digita	al Cor	nverter
Address	31-17	16	15-10

Address	31-17	16	15-10	9	8		7-0		Name
\$400F.E000		ADC		MAXA	ADCSPD				SYSCTL_RCGC0_R
	31-14	13-12	11-10	9-8	7-6	5-4	3-2	1-0	
\$4003.8020		SS3		SS2		SS1		SS0	ADC0_SSPRI_R
		31-	-16		15-12	11-8	7-4	3-0	
\$4003.8014					EM3	EM2	EM1	EM0	ADC0_EMUX_R
		31	- 4		3	2	1	0	
\$4003.8000					ASEN3	ASEN2	ASEN1	ASEN0	ADC0_ACTSS_R
\$4003.80A0						MU.	ADC0_SSMUX3_R		
\$4003.80A4					TS0	IE0	END0	D0	ADC0 SSCTL3 R
\$4003.8028					SS3	SS2	SS1	SS0	ADC0_PSSI_R
\$4003.8004					INR3	INR2	INR1	INR0	ADC0 RIS R
\$4003.8008					MASK3	MASK2	MASK1	MASK0	ADC0 IM R
\$4003.800C					IN3	IN2	IN1	IN0	ADC0 ISC R
		31-	-12			11-	-0		
\$4003.80A8					12-bit DATA				ADC0 SSFIFO3 R

Table 5.1. The TM4C123/ LM4F120ADC registers. Each register is 32 bits wide.

Set MAXADCSPD to 00 for slow speed operation. The ADC has four sequencers, but we will use only sequencer 3. We set the ADC SSPRI R register to 0x3210 to make sequencer 3 the lowest priority. Because we are using just one sequencer, we just need to make sure each sequencer has a unique priority. We set bits 15-12 (EM3) in the ADC EMUX R register to specify how the ADC will be triggered. If we specify software start (EM3=0x0), then the software writes an 8 (SS3) to the ADC PSSI R to initiate a conversion on sequencer 3. Bit 3 (INR3) in the ADC RIS R register will be set when the conversion is complete. We can enable and disable the sequencers using the ADC ACTSS R register. There are 11 on the TM4C123/LM4F120. Which channel we sample is configured by writing to the ADC_SSMUX3_R register. The ADC_SSCTL3_R register specifies the mode of the ADC sample. Clear TS0. We set IEO so that the INR3 bit is set on ADC conversion, and clear it when no flags are needed. We will set IEO for both interrupt and busy-wait synchronization. When using sequencer 3, there is only one sample, so END0 will always be set, signifying this sample is the end of the sequence. Clear the D0 bit. The ADC RIS R register has flags that are set when the conversion is complete, assuming the IE0 bit is set. Do not set bits in the ADC IM R register because we do not want interrupts. Write one to ADC ISC R to clear the corresponding bit in the ADC RIS R register.

6. An educationally-motivated subset of the ARM Cortex M Assembly Instructions **Memory access instructions** ; load 32-bit number at [Rn] to Rd Rd, [Rn] LDR LDR Rd, [Rn, #off] ; load 32-bit number at [Rn+off] to Rd Rd, =value ; set Rd equal to any 32-bit value (PC rel) Rd, [Rn] ; load unsigned 16-bit at [Rn] to Rd LDR LDRH LDRH Rd, [Rn, #off] ; load unsigned 16-bit at [Rn+off] to Rd LDRSH Rd, [Rn] ; load signed 16-bit at [Rn] to Rd LDRSH Rd, [Rn, #off] ; load signed 16-bit at [Rn+off] to Rd Rd, [Rn] ; load unsigned 8-bit at [Rn] to Rd Rd, [Rn, #off] ; load unsigned 8-bit at [Rn+off] to Rd LDRB LDRB LDRSB Rd, [Rn] ; load signed 8-bit at [Rn] to Rd LDRSB Rd, [Rn, #off] ; load signed 8-bit at [Rn+off] to Rd Rt, [Rn] ; store 32-bit Rt to [Rn] STR STR Rt, [Rn,#off] ; store 32-bit Rt to [Rn+off] STRH Rt, [Rn] ; store least sig. 16-bit Rt to [Rn] STRH Rt, [Rn, #off] ; store least sig. 16-bit Rt to [Rn+off] STRB Rt, [Rn] ; store least sig. 8-bit Rt to [Rn] STRB Rt, [Rn, #off] ; store least sig. 8-bit Rt to [Rn+off] PUSH {Rt} ; push 32-bit Rt onto stack
POP {Rd} ; pop 32-bit number from stack into Rd
ADR Rd, label ; set Rd equal to the address at label
MOV{S} Rd, <op2> ; set Rd equal to op2
MOV Rd, #im16 ; set Rd equal to im16, im16 is 0 to 65535
MVN{S} Rd, <op2> ; set Rd equal to -op2 **Branch instructions** B label ; branch to label Always BEQ label ; branch if Z == 1Equal BNE label ; branch if Z == 0 Not equal BCS label ; branch if C == 1 Higher or same, unsigned \geq BHS label ; branch if C == 1 Higher or same, unsigned \geq BCC label ; branch if C == 0 Lower, unsigned < BLO label ; branch if C == 0 Lower, unsigned <
BMI label ; branch if N == 1 Negative
BPL label ; branch if N == 0 Positive or zero
BVS label ; branch if V == 1 Overflow BVC label ; branch if V == 0 No overflow BHI label ; branch if C==1 and Z==0 Higher, unsigned > BLS label ; branch if C==0 or Z==1 Lower or same, unsigned \leq BGE label ; branch if N == V Greater than or equal BLT label ; branch if N != V Less than, signed < Greater than or equal, signed ≥ BGT label ; branch if Z==0 and N==V Greater than, signed > BLE label ; branch if Z==1 or N!=V Less than or equal, signed \(\) BX Rm ; branch indirect to location specified by Rm
BL label ; branch to subroutine at label
BLX Rm ; branch to subroutine indirect specified by Rm Interrupt instructions ; enable interrupts (I=0) CPSIE I CPSID I ; disable interrupts (I=1) Logical instructions AND{S} {Rd,} Rn, <op2> ; Rd=Rn&op2 (op2 is 32 bits) ORR{S} {Rd,} Rn, <op2> ; Rd=Rn|op2 (op2 is 32 bits) EOR{S} {Rd,} Rn, <op2> ; Rd=Rn^op2 (op2 is 32 bits) BIC{S} {Rd,} Rn, <op2> ; Rd=Rn&(~op2) (op2 is 32 bits) ORN(S) {Rd,} Rn, <op2> ; Rd=Rn|(~op2) (op2 is 32 bits) LSR{S} Rd, Rm, Rs ; logical shift right Rd=Rm>>Rs (unsigned)

```
LSR{S} Rd, Rm, #n ; logical shift right Rd=Rm>>n (unsigned)
ASR{S} Rd, Rm, Rs ; arithmetic shift right Rd=Rm>>Rs (signed)
ASR{S} Rd, Rm, #n ; arithmetic shift right Rd=Rm>>n (signed)
LSL{S} Rd, Rm, Rs ; shift left Rd=Rm<<Rs (signed, unsigned)
LSL{S} Rd, Rm, #n ; shift left Rd=Rm<<n (signed, unsigned)
Arithmetic instructions
    ADD{S} {Rd,} Rn, <op2> ; Rd = Rn + op2
    ADD{S} \{Rd,\} Rn, \#im12 ; Rd = Rn + im12, im12 is 0 to 4095
    SUB{S} {Rd,} Rn, <p2>; Rd = Rn - op2
    SUB{S} {Rd,} Rn, \#im12 ; Rd = Rn - im12, im12 is 0 to 4095
    RSB{S} {Rd,} Rn, <p2> ; Rd = op2 - Rn
    RSB{S} {Rd,} Rn, \#im12 ; Rd = im12 - Rn
   CMP Rn, \langle op2 \rangle ; Rn - op2 sets the NZVC bits CMN Rn, \langle op2 \rangle ; Rn - (-op2) sets the NZVC bits MUL\{S\} \{Rd,\} Rn, Rm ; Rd = Rn * Rm signed or unsigned MLA Rd, Rn, Rm, Ra ; Rd = Ra + Rn*Rm signed or unsigned
   MLS Rd, Rn, Rm, Ra ; Rd = Ra - Rn*Rm signed or unsigned UDIV {Rd,} Rn, Rm ; Rd = Rn/Rm unsigned SDIV {Rd,} Rn, Rm ; Rd = Rn/Rm signed
Notes Ra Rd Rm Rn Rt represent 32-bit registers
      value any 32-bit value: signed, unsigned, or address
       {S} if S is present, instruction will set condition codes
      #im12 any value from 0 to 4095
      #im16 any value from 0 to 65535
{Rd,} if Rd is present Rd is destination, otherwise Rn
      #n any value from 0 to 31
#off any value from -255 to 4095
      label any address within the ROM of the microcontroller
                the value generated by <op2>
      op2
Examples of flexible operand <op2> creating the 32-bit number. E.g., Rd = Rn+op2
    ADD Rd, Rn, Rm ; op2 = Rm
    ADD Rd, Rn, Rm, LSL #n; op2 = Rm<<n Rm is signed, unsigned
    ADD Rd, Rn, Rm, LSR #n ; op2 = Rm>>n Rm is unsigned
   ADD Rd, Rn, Rm, ASR #n; op2 = Rm>>n Rm is signed
    ADD Rd, Rn, #constant; op2 = constant, where X and Y are hexadecimal digits:
                 • produced by shifting an 8-bit unsigned value left by any number of bits
                 • in the form 0x00XY00XY
                 • in the form 0xXY00XY00
                 • in the form 0xXYXYXYXY
                1,2,3; allocates three 8-bit byte(s)
        DCB
                1,2,3; allocates three 16-bit halfwords
        DCW
                1,2,3; allocates three 32-bit words
        DCD
        SPACE 4 ; reserves 4 bytes
```

This material is being developed for an online class that is running January 2014 to May 14, 2014 on the EdX platform. https://www.edx.org/course/utaustinx/utaustinx-ut-6-01x-embedded-systems-1172



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