CPE 323: The MSP430 Assembly Language Programming

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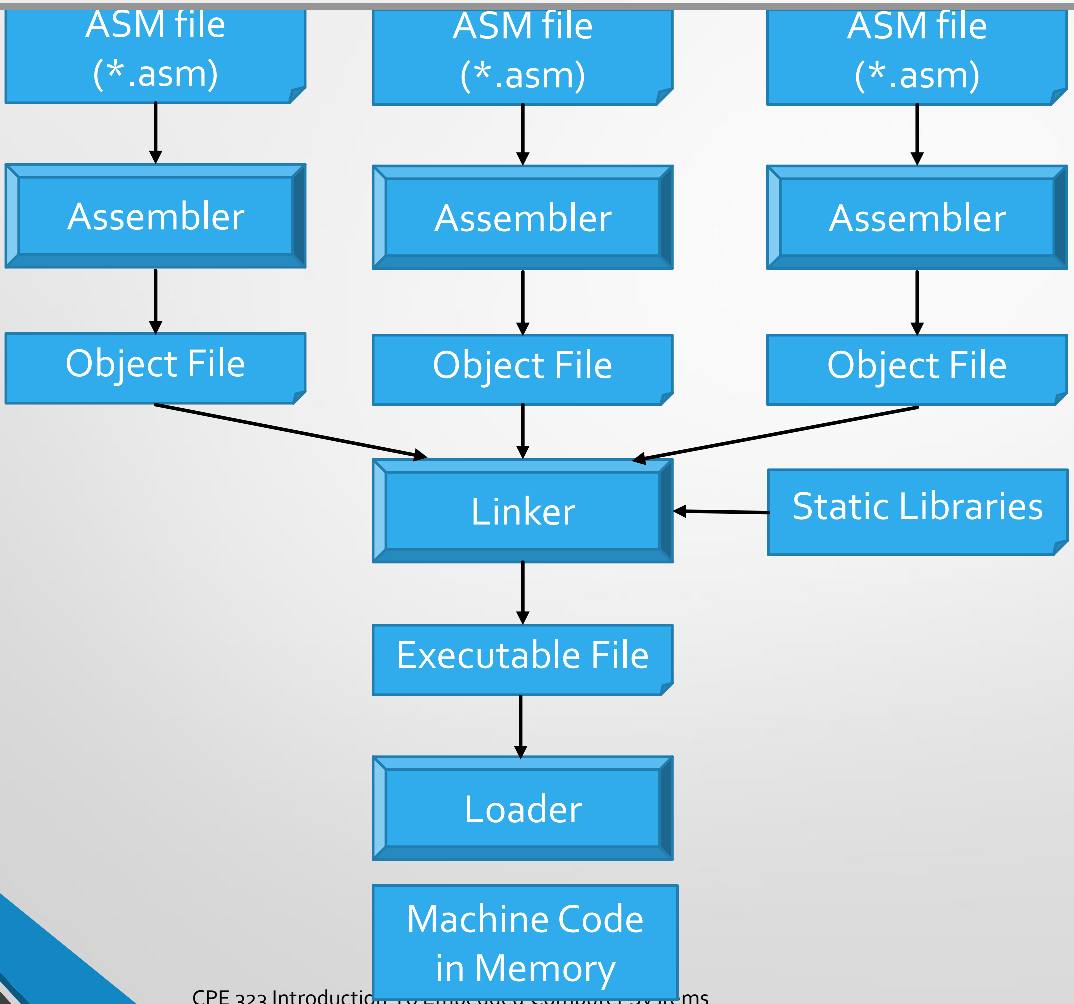
Outline

- Introduction
- Assembly language directives
- SUMI/SUMD
  - Adding two 32-bit numbers (decimal, integers)
- CountEs: Counting characters ‘E’
- Subroutines
  - CALL&RETURN
  - Subroutine Nesting
  - Passing parameters
  - Stack and Local Variables
- Performance

Assembly Programming Flow



Assembly Directives

- Assembly language directives tell the assembler to
  - Set the data and program at particular addresses in address pace
  - Allocate space for constants and variables
  - Define synonyms
  - Include additional files
  - …
- Typical directives
  - Equate: assign a value to a symbol
  - Origin: set the current location pointer
  - Define space: allocate space in memory
  - Define constant: allocate space for and initialize constants
  - Include: loads another source file

ASM430 Section Control Directives

- CCStudio ASM430 has three predefined sections into which various parts of a program are assembled
  - .bss: Uninitialized data section
  - .data: Initialized data section
  - .text: Executable code section

Description	ASM430 (CCS)	A430 (IAR)
Reserve size bytes in the uninitialized sect.	.bss	-
Assemble into the initialized data section	.data	RSEG const
Assemble into a named initialized data sect.	.sect	RSEG
Assemble into the executable code	.text	RSEG code
Reserve space in a named (uninitialized) section	.usect	-
Align on byte boundary	.align 1	-
Align on word boundary	.align 2	EVEN

Examples

```
; IAR
         RSEG DAT16_N     ; switch to DATA segment
         EVEN             ; make sure it starts at even address
MyWord:  DS 2             ; allocate 2 bytes / 1 word
MyByte:  DS 1             ; allocate 1 byte

; CCS Assembler (Example #1)
MyWord:  .usect “.bss”, 2, 2   ; allocate 1 word
MyByte:  .usect “.bss”, 1      ; allocate 1 byte

; CCS Assembler (Example #2)
         .bss  MyWord,2,2 ; allocate 1 word
         .bss  MyByte,1   ; allocate 1 byte
```

Constant Initialization Directives

Description	ASM430 (CCS)	A430 (IAR)
Initialize one or more successive bytes or text strings	.byte or .string	DB
Initialize 32-bit IEEE floating-point	.float	DF
Initialize a variable-length field	.field	-
Reserve size bytes in the current location	.space	DS
Initialize one or more 16-bit integers	.word	DW
Initialize one or more 32-bit integers	.long	DL

Directives: Dealing with Constants

```
b1:          .byte   5         ; allocates a byte in memory and initialize it with 5
b2:          .byte   -122      ; allocates a byte with constant -122
b3:          .byte   10110111b ; binary value of a constant
b4:          .byte   0xA0      ; hexadecimal value of a constant
b5:          .byte   123q      ; octal value of a constant
tf:          .equ 25
```

Word view of Memory

Label	Address	Memory[15:8]	Memory[7:0]
b1	0x3100	0x86	0x05
b3	0x3102	0xA0	0xB7
b5	0x3104	--	0x53

Byte view of Memory

Label	Address	Memory[7:0]
b1	0x3100	0x05
b2	0x3101	0x86
b3	0x3102	0xB7
b4	0x3103	0xA0
b5	0x3104	0x53

Directives: Dealing with Constants

```
...
w1:         .word   21          ; allocates a word constant in memory;

w2:         .word  -21
w3:         .word tf
dw1:        .long  100000       ; allocates a long word size constant in memory;
                                ; 100000 (0x0001_86A0)
dw2:        .long 0xFFFFFFEA
```

Label	Address	Memory[15:8]	Memory[7:0]
w1	0x3106	0x00	0x15
w2	0x3108	0xFF	0xEB
w3	0x310A	0x00	0x19
dw1	0x310C	0x86	0xA0
	0x310E	0x00	0x01
dw2	0x3110	0xFF	0xEA
	0x3112	0xFF	0xFF

Directives: Dealing with Constants

```
s1:         .byte 'A', 'B', 'C', 'D‘ ; allocates 4 bytes in memory with string ABCD
s2:         .byte "ABCD", ' ' ; allocates 5 bytes in memory with string ABCD + NULL
```

Label	Address	Memory[15:8]	Memory[7:0]
s1	0x3114	0x42	0x41
	0x3116	0x44	0x43
s2	0x3118	0x42	0x41
	0x311A	0x44	0x43
	0x311C	--	0x00
	0x311E		

Table of Symbols

- Created by the assembler (think about this as a table of synonyms)

Symbol	Value [hex]
b1	0x3100
b2	0x3101
b3	0x3102
b4	0x3103
b5	0x3104
tf	0x0019
w1	0x3106
w2	0x3108
w3	0x310A
dw1	0x310C
dw2	0x3110
s1	0x3114
s2	0x3118

Directives: Variables in RAM

```
.bss v1b,1,1        ; allocates a byte in memory, equivalent to DS 1
.bss v2b,1,1        ; allocates a byte in memory
.bss v3w,2,2        ; allocates a word of 2 bytes in memory
.bss v4b,8,2        ; allocates a buffer of 2 long words (8 bytes)
.bss vx,1,1
```

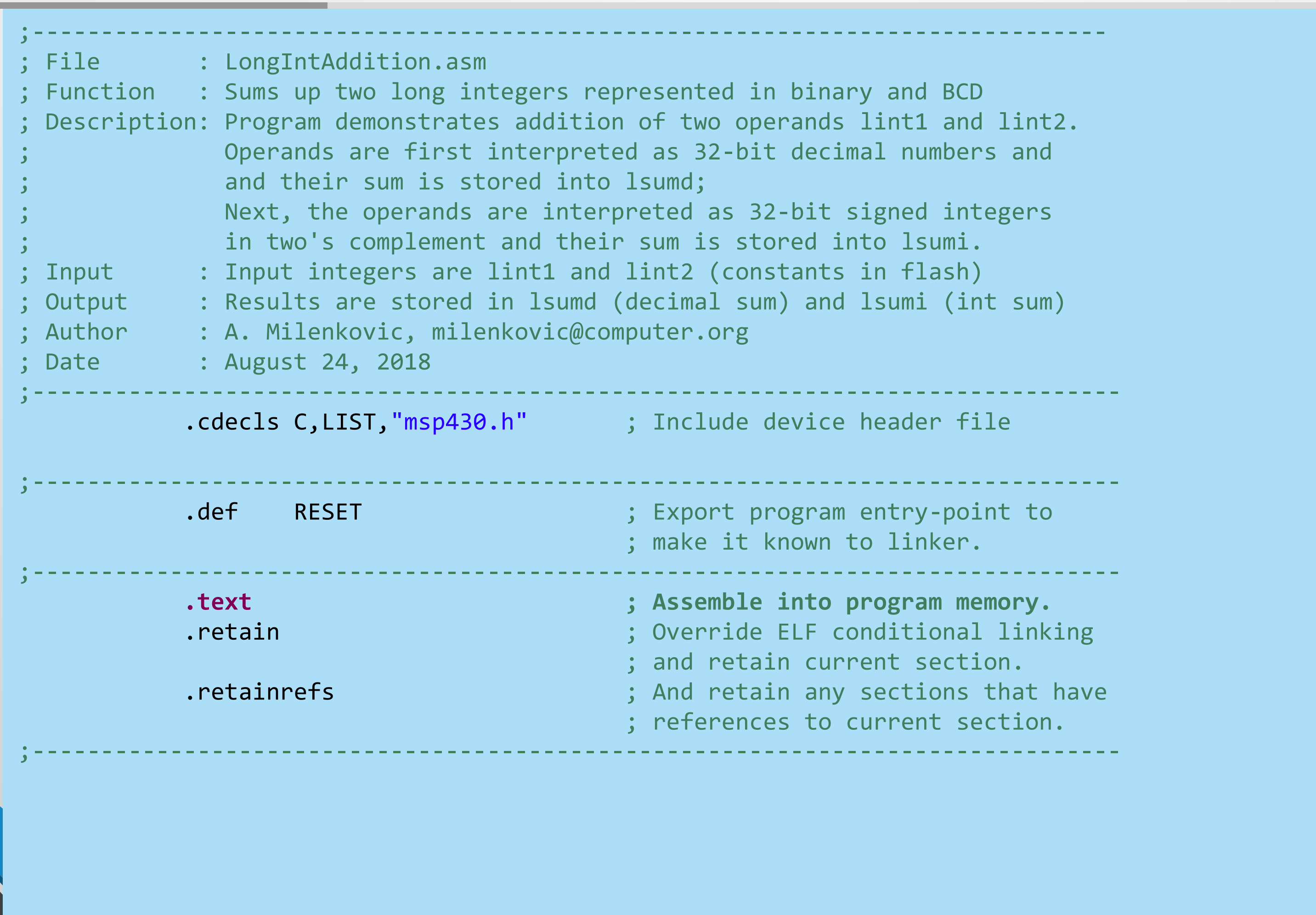
Label	Address	Memory[15:8]	Memory[7:0]
v1b	0x1100	--	--
v3w	0x1102	--	--
v4b	0x1104	--	--
	0x1106	--	--
	0x1108	--	--
	0x110A	--	--
vx	0x110C		

Symbol	Value [hex]
v1b	0x1100
v2b	0x1101
v3w	0x1102
v4b	0x1104
vx	0x110C

Decimal/Integer Addition of 32-bit Numbers

- Problem
  - Write an assembly program that finds a sum of two 32-bit numbers
    - Input numbers are decimal numbers (8-digit in length)
    - Input numbers are signed integers in two's complement
- Data:
  - lint1: `DC32 0x45678923`
  - lint2: `DC32 0x23456789`
  - Decimal sum: `0x69135712`
  - Integer sum: `0x68ac31ac`
- Approach
  - Input numbers: storage, placement in memory
  - Results: storage (ABSOLUTE ASSEMBLER)
  - Main program: initialization, program loops
  - Decimal addition, integer addition

Decimal/Integer Addition of 32-bit Numbers



```
;------------------------------------------------------------------------------
; File        : LongIntAddition.asm
; Function    : Sums up two long integers represented in binary and BCD
; Description: Program demonstrates addition of two operands lint1 and lint2.
;              Operands are first interpreted as 32-bit decimal numbers and
;              and their sum is stored into lsumd;
;              Next, the operands are interpreted as 32-bit signed integers
;              in two's complement and their sum is stored into lsumi.
; Input       : Input integers are lint1 and lint2 (constants in flash)
; Output      : Results are stored in lsumd (decimal sum) and lsumi (int sum)
; Author      : A. Milenkovic, milenkovic@computer.org
; Date        : August 24, 2018
;-------------------------------------------------------------------------------
            .cdecls C,LIST,"msp430.h"       ; Include device header file

;-------------------------------------------------------------------------------
            .def    RESET                   ; Export program entry-point to
                                            ; make it known to linker.
;-------------------------------------------------------------------------------
            .text                           ; Assemble into program memory.
            .retain                         ; Override ELF conditional linking
                                            ; and retain current section.
            .retainrefs                     ; And retain any sections that have
                                            ; references to current section.
;-------------------------------------------------------------------------------
```

Decimal/Integer Addition of 32-bit Numbers (cont'd)

```
lint1:.long 0x45678923

lint2:.long 0x23456789

;-------------------------------------------------------------------------------

;-------------------------------------------------------------------------------

lsumd:.usect ".bss", 4,2 ; allocate 4 bytes for decimal result

lsumi:.usect ".bss", 4,2 ; allocate 4 bytes for integer result

;-------------------------------------------------------------------------------

RESET:      mov.w   #__STACK_END,SP         ; Initialize stack pointer

StopWDT:    mov.w   #WDTPW|WDTHOLD,&WDTCTL  ; Stop watchdog timer

;-------------------------------------------------------------------------------
```

Decimal/Integer Addition of 32-bit Numbers (cont'd)

```
;-------------------------------------------------------------------------------
; Main code here
;-------------------------------------------------------------------------------
            clr.w   R2                          ; clear status register
            mov.w   lint1, R8                   ; get lower 16 bits from lint1 to R8
            dadd.w  lint2, R8                   ; decimal addition, R8 + lower 16-bit of lint2
            mov.w   R8, lsumd                   ; store the result (lower 16-bit)
            mov.w   lint1+2, R8                 ; get upper 16 bits of lint1 to R8
            dadd.w  lint2+2, R8                 ; decimal addition
            mov.w   R8, lsumd+2                 ; store the result (upper 16-bit)
            mov.w   lint1, R8                   ; get lower 16 bite from lint1 to R8
            add.w   lint2, R8                   ; integer addition
            mov.w   R8, lsumi                   ; store the result (lower 16 bits)
            mov.w   lint1+2, R8                 ; get upper 16 bits from lint1 to R8
            addc.w  lint2+2, R8                 ; add upper words, plus carry
            mov.w   R8, lsumi+2                 ; store upper 16 bits of the result

           jmp $                                ; jump to current location '$'
                                                ; (endless loop)
```

Decimal/Integer Addition of 32-bit Numbers (cont'd)

```
;-------------------------------------------------------------------------------
; Stack Pointer definition
;-------------------------------------------------------------------------------
            .global __STACK_END
            .sect   .stack

;-------------------------------------------------------------------------------
; Interrupt Vectors
;-------------------------------------------------------------------------------
            .sect   ".reset"                ; MSP430 RESET Vector
            .short  RESET
```

Version 2: Decimal/Integer Addition of 32-bit Numbers (cont'd)

```
; Decimal addition
            mov.w   #lint1, R4              ; pointer to lint1
            mov.w   #lsumd, R8              ; pointer to lsumd
            mov.w   #2, R5                  ; R5 is a counter (32-bit=2x16-bit)
            clr.w   R10                     ; clear R10
lda:        mov.w   4(R4), R7               ; load lint2
            mov.w   R10, R2                 ; load original SR
            dadd.w  @R4+, R7                ; decimal add lint1 (with carry)
            mov.w   R2, R10                 ; backup R2 in R10
            mov.w   R7, 0(R8)               ; store result (@R8+0)
            add.w   #2, R8                  ; update R8
            dec.w   R5                      ; decrement R5
            jnz     lda                     ; jump if not zero to lda
```

Version 2: Decimal/Integer Addition of 32-bit Numbers (cont'd)

```
; Integer addition
            mov.w   #lint1, R4              ; pointer to lint1
            mov.w   #lsumi, R8              ; pointer to lsumi
            mov.w   #2, R5                  ; R5 is a counter (32-bit=2x16-bit)
            clr.w   R10                     ; clear R10
lia:        mov.w   4(R4), R7               ; load lint2
            mov.w   R10, R2                 ; load original SR
            addc.w  @R4+, R7                ; decimal add lint1 (with carry)
            mov.w   R2, R10                 ; backup R2 in R10
            mov.w   R7, 0(R8)               ; store result (@R8+0)
            add.w   #2, R8                  ; update R8
            dec.w   R5                      ; decrement R5
            jnz     lia                     ; jump if not zero to lia

            jmp     $                       ; jump to current location '$'
                                            ; (endless loop)
```

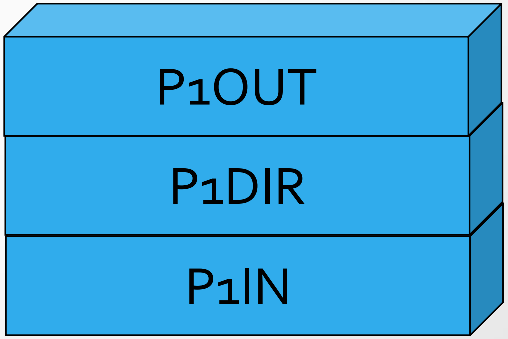
Count Characters ‘E’

- Problem
  - Write an assembly program that processes an input string to find the number of characters ‘E’ in the string
  - The number of characters is “displayed” on the port 1 of the MSP430
- Example:
  - mystr=“HELLO WORLD, I AM THE MSP430!”, ‘’
  - P1OUT=0x02
- Approach
  - Input string: storage, placement in memory
  - Main program: initialization, main program loop
  - Program loop: iterations, counter, loop exit
  - Output: control of ports

Programmer’s View of Parallel Ports

- Parallel ports: x=1,2,3,4,5, …
- Each can be configured as:
  - Input: PxDIR=0x00 (default)
  - Output: PxDIR=0xFF
- Writing to an output port:
  - PxOUT=x02
- Reading from an input port:
  - My_port=P1IN

Port Registers



Count Characters ‘E’

```
;-------------------------------------------------------------------------------
; File        : Lab4_D1.asm (CPE 325 Lab4 Demo code)
; Function    : Counts the number of characters E in a given string
; Description: Program traverses an input array of characters
;               to detect a character 'E'; exits when a NULL is detected
; Input       : The input string is specified in myStr
; Output      : The port P1OUT displays the number of E's in the string
; Author      : A. Milenkovic, milenkovic@computer.org
; Date        : August 14, 2008
;-------------------------------------------------------------------------------
        .cdecls C,LIST,"msp430.h"       ; Include device header file

;-------------------------------------------------------------------------------
        .def    RESET                   ; Export program entry-point to
                                        ; make it known to linker.
myStr:  .string "HELLO WORLD, I AM THE MSP430!", ''
;-------------------------------------------------------------------------------
        .text                           ; Assemble into program memory.
        .retain                         ; Override ELF conditional linking
                                        ; and retain current section.
        .retainrefs                     ; And retain any sections that have
                                        ; references to current section.

;-------------------------------------------------------------------------------
RESET:  mov.w   #__STACK_END,SP         ; Initialize stack pointer
        mov.w   #WDTPW|WDTHOLD,&WDTCTL  ; Stop watchdog timer
```

Count Characters ‘E’ (cont’d)

```
;-------------------------------------------------------------------------------
; Main loop here
;-------------------------------------------------------------------------------
main:   bis.b   #0FFh,&P1DIR              ; configure P1.x output
        mov.w   #myStr, R4                ; load the starting address of the string into R4
        clr.b   R5                        ; register R5 will serve as a counter
gnext:  mov.b   @R4+, R6                  ; get a new character
        cmp     #0,R6                     ; is it a null character
        jeq     lend                      ; if yes, go to the end
        cmp.b   #'E',R6                   ; is it an 'E' character
        jne     gnext                     ; if not, go to the next
        inc.w   R5                        ; if yes, increment counter
        jmp     gnext                     ; go to the next character

lend:   mov.b   R5,&P1OUT                 ; set all P1 pins (output)
        bis.w   #LPM4,SR                  ; LPM4
        nop                               ; required only for Debugger

;-------------------------------------------------------------------------------
; Stack Pointer definition
;-------------------------------------------------------------------------------
        .global __STACK_END
        .sect   .stack
;-------------------------------------------------------------------------------
; Interrupt Vectors
;-------------------------------------------------------------------------------
         .sect   ".reset"                 ; MSP430 RESET Vector
         .short  RESET
         .end
```

The Case for Subroutines: An Example

- Problem
  - Sum up elements of two integer arrays
  - Display results on P2OUT&P1OUT and P4OUT&P3OUT
- Example
  - arr1 .int 1, 2, 3, 4, 1, 2, 3, 4 ; the first array
  - arr2 .int 1, 1, 1, 1, -1, -1, -1 ; the second array
  - Results
    - P2OUT&P1OUT=0x000A, P4OUT&P3OUT=0x0001
- Approach
  - Input numbers: arrays
  - Main program (no subroutines): initialization, program loops

Sum Up Two Integer Arrays (ver1)

```
;-------------------------------------------------------------------------------
; File        : Lab5_D1.asm (CPE 325 Lab5 Demo code)
; Function    : Finds a sum of two integer arrays
; Description: The program initializes ports,
;               sums up elements of two integer arrays and
;               display sums on parallel ports
; Input       : The input arrays are signed 16-bit integers in arr1 and arr2
; Output      : P1OUT&P2OU displays sum of arr1, P3OUT&P4OUT displays sum of arr2
; Author      : A. Milenkovic, milenkovic@computer.org
; Date        : September 14, 2008
;-------------------------------------------------------------------------------
            .cdecls C,LIST,"msp430.h"       ; Include device header file

;-------------------------------------------------------------------------------
            .def    RESET                   ; Export program entry-point to
                                            ; make it known to linker.
;-------------------------------------------------------------------------------
            .text                           ; Assemble into program memory.
            .retain                         ; Override ELF conditional linking
                                            ; and retain current section.
            .retainrefs                     ; And retain any sections that have
                                            ; references to current section.

;-------------------------------------------------------------------------------
RESET:      mov.w   #__STACK_END,SP         ; Initialize stack pointer
StopWDT:    mov.w   #WDTPW|WDTHOLD,&WDTCTL  ; Stop watchdog timer
```

Sum up two integer arrays (ver1)

```
;-------------------------------------------------------------------------------
; Main code here
;-------------------------------------------------------------------------------
main:       bis.b   #0xFF,&P1DIR            ; configure P1.x as output
            bis.b   #0xFF,&P2DIR            ; configure P2.x as output
            bis.b   #0xFF,&P3DIR            ; configure P3.x as output
            bis.b   #0xFF,&P4DIR            ; configure P4.x as output
            ; load the starting address of the array1 into the register R4
            mov.w   #arr1, R4
            ; load the starting address of the array1 into the register R4
            mov.w   #arr2, R5
            ; Sum arr1 and display
            clr.w   R7                      ; Holds the sum
            mov.w        #8, R10                 ; number of elements in arr1
lnext1:     add.w        @R4+, R7                ; get next element
            dec.w   R10
            jnz     lnext1
            mov.b   R7, P1OUT               ; display sum of arr1
            swpb    R7
            mov.b   R7, P2OUT
```

Sum up two integer arrays (ver1)

```
; Sum arr2 and display
            clr.w   R7                      ; Holds the sum
            mov.w   #7, R10                 ; number of elements in arr2
lnext2:     add.w   @R5+, R7                ; get next element
            dec.w   R10
            jnz     lnext2
            mov.b   R7, P3OUT               ; display sum of arr1
            swpb    R7
            mov.b   R7, P4OUT
            jmp     $

arr1:        .int     1, 2, 3, 4, 1, 2, 3, 4     ; the first array
arr2:        .int     1, 1, 1, 1, -1, -1, -1     ; the second array


;-------------------------------------------------------------------------------
; Stack Pointer definition
;-------------------------------------------------------------------------------
            .global __STACK_END
            .sect   .stack

;-------------------------------------------------------------------------------
; Interrupt Vectors
;-------------------------------------------------------------------------------
            .sect   ".reset"                ; MSP430 RESET Vector
            .short  RESET
            .end
```

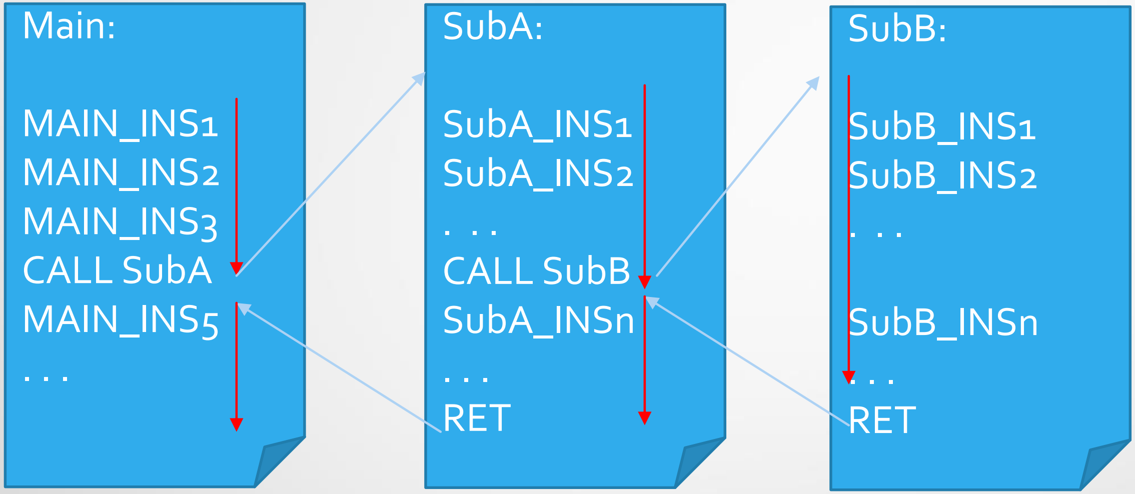
Subroutines

- A particular sub-task is performed many times on different data values
- Frequently used subtasks are known as subroutines
- Subroutines: How do they work?
  - Only one copy of the instructions that constitute the subroutine is placed in memory
  - Any program that requires the use of the subroutine simply branches to its starting location in memory
  - Upon completion of the task in the subroutine, the execution continues at the next instruction in the calling program

Subroutines (cont'd)

- CALL instruction:
  perform the branch to subroutines
  - SP <= SP – 2 ; allocate a word on the stack for return address
  - M[SP] <= PC ; push the return address (current PC) onto the stack
  - PC <= TargetAddress ; the starting address of the subroutine is moved into PC
- RET instruction:
  the last instruction in the subroutine
  - PC <= M[SP] ; pop the return address from the stack
  - SP <= SP + 2 ; release the stack space

Subroutine Nesting



Main:

MAIN_INS1
MAIN_INS2
MAIN_INS3
CALL SubA
MAIN_INS5
. . .

SubA:

SubA_INS1
SubA_INS2
. . .
CALL SubB
SubA_INSn
. . .
RET

SubB:

SubB_INS1
SubB_INS2
. . .

SubB_INSn
. . .
RET

Mechanisms for Passing Parameters

- Through registers
- Through stack
  - By value
    - Actual parameter is transferred
    - If the parameter is modified by the subroutine, the “new value” does not affect the “old value”
  - By reference
    - The address of the parameter is passed
    - There is only one copy of parameter
    - If parameter is modified, it is modified globally

Subroutine: SUMA_RP

- Subroutine for summing up elements of an integer array
- Passing parameters through registers
  - R12 – starting address of the array
  - R13 – array length
  - R14 – display id
    (0 for P2&P1, 1 for P4&P3)

Subroutine: SUMA_RP

```
;-------------------------------------------------------------------------------
; File       : Lab5_D2_RP.asm (CPE 325 Lab5 Demo code)
; Function   : Finds a sum of an input integer array
; Description: suma_rp is a subroutine that sums elements of an integer array
; Input      : The input parameters are:
;                   R12 -- array starting address
;                   R13 -- the number of elements (>= 1)
;                   R14 -- display ID (0 for P1&P2 and 1 for P3&P4)
; Output     : No output
; Author     : A. Milenkovic, milenkovic@computer.org
; Date       : September 14, 2008
;------------------------------------------------------------------------------
            .cdecls C,LIST,"msp430.h"      ; Include device header file

            .def suma_rp

            .text
```

Subroutine: SUMA_RP

```
suma_rp:
            push.w  R7                ; save the register R7 on the stack
            clr.w   R7                ; clear register R7 (keeps the sum)
lnext:      add.w   @R12+, R7         ; add a new element
            dec.w   R13               ; decrement step counter
            jnz     lnext             ; jump if not finished
            bit.w   #1, R14           ; test display ID
            jnz     lp34              ; jump on lp34 if display ID=1
            mov.b   R7, P1OUT         ; display lower 8-bits of the sum on P1OUT
            swpb    R7                ; swap bytes
            mov.b   R7, P2OUT         ; display upper 8-bits of the sum on P2OUT
            jmp     lend              ; skip to end
lp34:       mov.b   R7, P3OUT         ; display lower 8-bits of the sum on P3OUT
            swpb    R7                ; swap bytes
            mov.b   R7, P4OUT         ; display upper 8-bits of the sum on P4OUT
lend:       pop     R7                ; restore R7
            ret                       ; return from subroutine

            .end
```

Main (ver2): Call suma_rp

```
;-------------------------------------------------------------------------------
; Main code here
;-------------------------------------------------------------------------------
main:       bis.b   #0xFF,&P1DIR            ; configure P1.x as output
            bis.b   #0xFF,&P2DIR            ; configure P2.x as output
            bis.b   #0xFF,&P3DIR            ; configure P3.x as output
            bis.b   #0xFF,&P4DIR            ; configure P4.x as output

            mov.w   #arr1, R12              ; put address into R12
            mov.w   #8, R13                 ; put array length into R13
            mov.w   #0, R14                 ; display #0 (P1&P2)
            call    #suma_rp

            mov.w   #arr2, R12              ; put address into R12
            mov.w   #7, R13                 ; put array length into R13
            mov.w   #1, R14                 ; display #0 (P3&P4)
            call    #suma_rp
            jmp     $

arr1:        .int     1, 2, 3, 4, 1, 2, 3, 4     ; the first array
arr2:        .int     1, 1, 1, 1, -1, -1, -1     ; the second array
```

Subroutine: SUMA_SP

- Subroutine for summing up elements of an integer array
- Passing parameters through the stack
  - The calling program prepares input parameters on the stack

Main (ver3): Call suma_sp (Pass Through Stack)

```
;-------------------------------------------------------------------------------
; Main code here
;-------------------------------------------------------------------------------
main:       bis.b   #0xFF,&P1DIR                ; configure P1.x as output
            bis.b   #0xFF,&P2DIR                ; configure P2.x as output
            bis.b   #0xFF,&P3DIR                ; configure P3.x as output
            bis.b   #0xFF,&P4DIR                ; configure P4.x as output

            push    #arr1                       ; push the address of arr1
            push    #8                          ; push the number of elements
            push    #0                          ; push display id
            call    #suma_sp
            add.w   #6,SP                       ; collapse the stack
            push    #arr2                       ; push the address of arr1
            push    #7                          ; push the number of elements
            push    #1                          ; push display id
            call    #suma_sp
            add.w   #6,SP                       ; collapse the stack

            jmp     $

arr1:       .int     1, 2, 3, 4, 1, 2, 3, 4     ; the first array
arr2:       .int     1, 1, 1, 1, -1, -1, -1     ; the second array
```

Address	Stack
0x0800	OTOS
0x07FE	#arr1
0x07FC	0008
0x07FA	0000
0x07F8	Ret. Addr.

Subroutine: SUMA_SP

```
;-------------------------------------------------------------------------------
; File        : Lab5_D3_SP.asm (CPE 325 Lab5 Demo code)
; Function    : Finds a sum of an input integer array
; Description: suma_sp is a subroutine that sums elements of an integer array
; Input       : The input parameters are on the stack pushed as follows:
;                  starting addrress of the array
;                  array length
;                  display id
; Output      : No output
; Author      : A. Milenkovic, milenkovic@computer.org
; Date        : September 14, 2008
;------------------------------------------------------------------------------
            .cdecls C,LIST,"msp430.h"       ; Include device header file

            .def    suma_sp

            .text
```

Subroutine: SUMA_SP (cont’d)

```
suma_sp:
                                                  ; save the registers on the stack
          push     R7                             ; save R7, temporal sum
          push     R6                             ; save R6, array length
          push     R4                             ; save R5, pointer to array
          clr.w    R7                             ; clear R7
          mov.w    10(SP), R6                     ; retrieve array length
          mov.w    12(SP), R4                     ; retrieve starting address
lnext:    add.w    @R4+, R7                       ; add next element
          dec.w    R6                             ; decrement array length
          jnz      lnext                          ; repeat if not done
          mov.w    8(SP), R4                      ; get id from the stack
          bit.w    #1, R4                         ; test display id
          jnz      lp34                           ; jump to lp34 display id = 1
          mov.b    R7, P1OUT                        ; lower 8 bits of the sum to
P1OUT
          swpb     R7                             ; swap bytes
          mov.b    R7, P2OUT                       ; upper 8 bits of the sum to P2OUT
          jmp      lend                           ; jump to lend
lp34:     mov.b    R7, P3OUT                      ; lower 8 bits of ths sum to P3OUT
          swpb     R7                             ; swap bytes
          mov.b    R7, P4OUT                      ; upper 8 bits of the sum to P4OUT
lend:     pop      R4                             ; restore R4
          pop      R6                             ; restore R6
          pop      R7                             ; restore R7
          ret                                     ; return

          .end
```

Address	Stack
0x0800	OTOS
0x07FE	#arr1
0x07FC	0008
0x07FA	0000
0x07F8	Ret. Addr.
0x07F6	(R7)
0x07F4	(R6)
0x07F2	(R4)

The Stack and Local Variables

- Subroutines often need local workspace
- We can use a fixed block of memory space – static allocation – but:
  - The code will not be relocatable
  - The code will not be reentrant
  - The code will not be able to be called recursively
- Better solution: dynamic allocation
  - Allocate all local variables on the stack
  - STACK FRAME = a block of memory allocated by a subroutine to be used for local variables
  - FRAME POINTER = an address register used to point to the stack frame

Subroutine: SUMA_SPSF

```
;-------------------------------------------------------------------------------
; File       : Lab5_D4_SPSF.asm (CPE 325 Lab5 Demo code)
; Function   : Finds a sum of an input integer array
; Description: suma_spsf is a subroutine that sums elements of an integer array.
;              The subroutine allocates local variables on the stack:
;                  counter (SFP+2)
;                  sum (SFP+4)
; Input      : The input parameters are on the stack pushed as follows:
;                  starting address of the array
;                  array length
;                  display id
; Output     : No output
; Author     : A. Milenkovic, milenkovic@computer.org
; Date       : September 14, 2008
;------------------------------------------------------------------------------
           .cdecls C,LIST,"msp430.h"       ; Include device header file

           .def    suma_spsf

            .text
```

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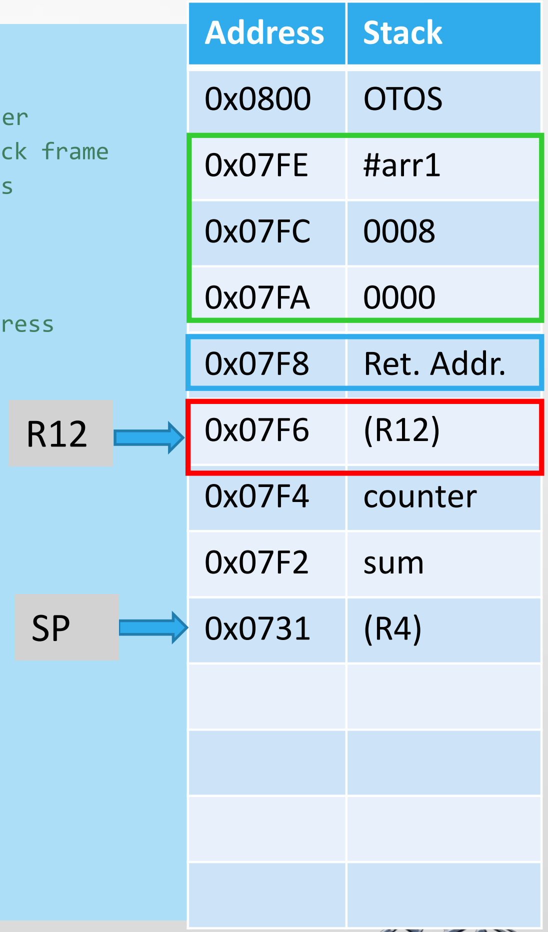
Subroutine: SUMA_SPSF (cont'd)

```
suma_spsf:
        ; save the registers on the stack
        push    R12                 ; save R12 - R12 is stack frame pointer
        mov.w   SP, R12             ; R12 points on the bottom of the stack frame
        sub.w   #4, SP              ; allocate 4 bytes for local variables
        push    R4                  ; pointer register
        clr.w   -4(R12)             ; clear sum, sum=0
        mov.w    6(R12), -2(R12)    ; get array length
        mov.w   8(R12), R4          ; R4 points to the array starting address
lnext:  add.w   @R4+, -4(R12)       ; add next element
        dec.w   -2(R12)             ; decrement counter
        jnz     lnext               ; repeat if not done
        bit.w   #1, 4(R12)          ; test display id
        jnz     lp34                ; jump to lp34 if display id = 1
        mov.b   -4(R12), P1OUT      ; lower 8 bits of the sum to P1OUT
        mov.b   -3(R12), P2OUT      ; upper 8 bits of the sume to P2OUT
        jmp     lend                ; skip to lend
lp34:   mov.b   -4(R12), P3OUT      ; lower 8 bits of the sum to P3OUT
        mov.b   -3(R12), P4OUT      ; upper 8 bits of the sume to P4OUT
lend:   pop     R4                  ; restore R4
        add.w   #4, SP              ; collapse the stack frame
        pop     R12                 ; restore stack frame pointer
        ret                         ; return
        .end
```



Address	Stack
0x0800	OTOS
0x07FE	#arr1
0x07FC	0008
0x07FA	0000
0x07F8	Ret. Addr.
0x07F6	(R12)
0x07F4	counter
0x07F2	sum
0x0731	(R4)

LaCASA

Performance

- Performance: how fast a task can be completed
- Performance(X) = 1/ExecutionTime(X)
- ET: ExecutionTime

$$ET = IC \cdot CPI \cdot CCT = \frac{IC \cdot CPI}{CF}$$

  - IC: Instruction Count – the number of instructions executed in the program
  - CPI: Cycles Per Instruction – the average number of clock cycles it takes to execute an instruction
  - CCT: Clock Cycle Time – the duration of one processor clock cycle
  - CF: Clock Frequency (1/CCT)

Performance: An Example

```
RESET:     mov.w   #__STACK_END,SP         ; 4cc
StopWDT:   mov.w   #WDTPW|WDTHOLD,&WDTCTL  ; 5cc
           push    R14                     ; 3 cc (table 3.15)
           mov.w   SP, R14                 ; 1 cc
           mov.w   #aend, R6               ; 2 cc
           mov.w   R6, R5                  ; 1 cc
           sub.w   #arr1, R5               ; 2 cc
           sub.w   R5, SP                  ; 1 cc
lnext:     dec.w   R6                      ; 1 cc  x 9
           dec.w   R14                     ; 1 cc  x 9
           mov.b   @R6, 0(R14)             ; 4 cc  x 9
           dec.w   R5                      ; 1 cc x 9
           jnz     lnext                   ; 2 cc x 9
           jmp     $

arr1    .byte   1, 2, 3, 4, 5, 6, 7, 8, 9
aend
        .end
TOTAL NUMBER OF CLOCK CYLES:              4+5+3+1+2+1+2+1+9x(1+1+4+1+2) = 19+9x9 = 100 cc
TOTAL NUMBER OF INSTRUCITONS               8+9x5 = 53 instructions
CPI                                       100/53 = 1.88 cc/instruction
```