UNIVERSITY OF DUBLIN
TRINITY COLLEGE

Faculty of Engineering, Mathematics and Science

School of Computer Science & Statistics

Integrated Engineering **Trinity Term 2013**
Year 3 Examination

3D2 Microprocessor Systems 2

Monday April 29, 2013 **Sports Centre (455)** **09:30–11:30**

Dr Mike Brady

Instructions to Candidates:
Attempt **two** questions. All questions carry equal marks. Each question is scored out of a total of 20 marks.

You may not start this examination until you are instructed to do so by the Invigilator.

Materials permitted for this examination:
An ASCII code table (one page) and an ARM Instruction Set Summary (six pages) accompany this examination paper.

Non-programmable calculators are permitted for this examination — please indicate the make and model of your calculator on each answer book used.

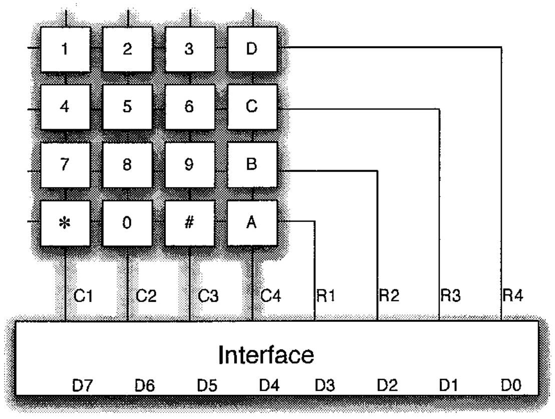
1. (a) Explain how a pipelined architecture can speed up the execution of instructions on a processor. Explain the issues that can slow a pipeline down and discuss ways of getting around some of these problems.

[10 marks]

(b) List the components and properties of the *memory hierarchy*, and hence explain why a memory hierarchy seems to be necessary in the first place. Describe the function and operation of cache memories. In your answer, discuss the different types of cache organization and replacement polices, and list their advantages and disadvantages. [10 marks]

2. (a) Two ways to detect activity on peripheral interfaces are by *polling* and by *interrupt handling.* Briefly explain both approaches, and explain the difference between them. [5 marks]

   (b) Imagine you have a 16-key keypad (see diagram) where the the keys are arranged as a four-by-four square, interfaced to your computer at location 0xE0F05204, providing a 2-of-8 code for each key. When a key is pressed, the value of its row line and its column line, which are normally 1, are pulled down to 0.



When a key is pressed, it *bounces;* as it changes state (from open to closed or from closed to open), the springiness and inertia of the moving parts combine to make the electronic contacts open and close rapidly and irregularly for a short period, less than 5 milliseconds, making the output code change rapidly before finally settling down its true value.

Write a polling subroutine that reliably returns, in R0, the ASCII code of a key when it is pressed. Explain clearly how your subroutine works.

[15 marks]

3. (a) What are the differences between an IRQ and a FIQ? [2 marks]

   (b) What is meant by latency in the context of an interrupt handler. [2 marks]

   (c) Explain the difference between vectored and non-vectored interrupt handling. Which is better? [4 marks]

   (d) Design and write the code for a main program and an interrupt handler, to make an LED flash a particular number of times. The interrupt handler is called by a timer interrupt every one millisecond (1 ms). Each flash of the LED should consist of 60 ms of the LED being lit followed by 40 ms of the LED being off; thus, for example, it would take 5 seconds to flash the LED 50 times. When the LED has flashed the required number of times, it should remain dim for a further 500 ms.

   Do not attempt to write the timer initialisation code. Assume it has already been set up—your code doesn't have to do any further setup. Just write a comment in your code where you would finally enable interrupts when everything else in your code is ready.

   Likewise, assume the interface to the LED has already been set up. To turn on the LED, write a 1 to bit 7 of location `0x0E004003A`; to turn it off, write a 0. [12 marks]

ASCII Code

	Column Number							
Row Number	000	001	010	011	100	101	110	111
0000	*NUL*	*DLE*	◊	0	@	P	`	p
0001	*SOH*	*DC1*	!	1	A	Q	a	q
0010	*STX*	*DC2*	"	2	B	R	b	r
0011	*ETX*	*DC3*	#	3	C	S	c	s
0100	*EOT*	*DC4*	$	4	D	T	d	t
0101	*ENQ*	*NAK*	%	5	E	U	e	u
0110	*ACK*	*SYN*	&	6	F	V	f	v
0111	*BELL*	*ETB*	'	7	G	W	g	w
1000	*BS*	*CAN*	(	8	H	X	h	x
1001	*HT*	*EM*	)	9	I	Y	i	y
1010	*LF*	*SUB*	*	:	J	Z	j	z
1011	*VT*	*ESC*	+	;	K	[	k	{
1100	*FF*	*FS*	,	<	L	\	l	|
1101	*CR*	*GS*	-	=	M	]	m	}
1110	*SO*	*RS*	.	>	N	^	n	~
1111	*SI*	*US*	/	?	O	_	o	*DEL*

The ASCII code of a character is found by combining its Column Number (given in 3-bit binary) with its Row Number (given in 4-bit binary).
The Column Number forms bits 6, 5 and 4 of the ASCII, and the Row Number forms bits 3, 2, 1 and 0 of the ASCII.

Example of use: to get ASCII code for letter "n", locate it in Column **110**, Row **1110.** Hence its ASCII code is **1101110**.

The **Control Code** mnemonics are given in italics above; e.g. *CR* for Carriage Return, *LF* for Line Feed, *BELL* for the Bell, *DEL* for Delete.

The Space is ASCII 0100000, and is shown as ◊ here.

ARM® Instruction Set Quick Reference Card

Key to Tables	
`{cond}`	Refer to Table **Condition Field**. Omit for unconditional execution.
`<Operand2>`	Refer to Table **Flexible Operand 2**. Shift and rotate are only available as part of Operand2.
`<fields>`	Refer to Table **PSR fields**.
`<PSR>`	Either CPSR (Current Processor Status Register) or SPSR (Saved Processor Status Register)
`{S}`	Updates condition flags if S present.
`C*, V*`	Flag is unpredictable in Architecture v4 and earlier, unchanged in Architecture v5 and later.
`Q`	Sticky flag. Always updates on overflow (no S option). Read and reset using MRS and MSR.
`GE`	Four Greater than or Equal flags. Always updated by parallel adds and subtracts.
`x,y`	B meaning half-register [15:0], or T meaning [31:16].
`<immed_8r>`	A 32-bit constant, formed by right-rotating an 8-bit value by an even number of bits.
`{X}`	RsX is Rs rotated 16 bits if X present. Otherwise, RsX is Rs.
`<prefix>`	Refer to Table **Prefixes for Parallel instructions**
`<p_mode>`	Refer to Table **Processor Modes**
`R13m`	R13 for the processor mode specified by `<p_mode>`

`{endianness}`	Can be BE (Big Endian) or LE (Little Endian).
`<a_mode2>`	Refer to Table **Addressing Mode 2**.
`<a_mode2P>`	Refer to Table **Addressing Mode 2 (Post-indexed only)**.
`<a_mode3>`	Refer to Table **Addressing Mode 3**.
`<a_mode4L>`	Refer to Table **Addressing Mode 4 (Block load or Stack pop)**.
`<a_mode4S>`	Refer to Table **Addressing Mode 4 (Block store or Stack push)**.
`<a_mode5>`	Refer to Table **Addressing Mode 5**.
`<reglist>`	A comma-separated list of registers, enclosed in braces { and }.
`<reglist-PC>`	As `<reglist>`, must not include the PC.
`<reglist+PC>`	As `<reglist>`, including the PC.
`{!}`	Updates base register after data transfer if ! present.
`+/-`	+ or –. (+ may be omitted.)
§	Refer to Table **ARM architecture versions**.
`<iflags>`	Interrupt flags. One or more of a, i, f (abort, interrupt, fast interrupt).
`{R}`	Rounds result to nearest if R present, otherwise truncates result.

Operation		§	Assembler	S updates	Q	Action
Arithmetic	Add		`ADD{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Rn + Operand2
	with carry		`ADC{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Rn + Operand2 + Carry
	saturating	5E	`QADD{cond} Rd, Rm, Rn`		Q	Rd := SAT(Rm + Rn)
	double saturating	5E	`QDADD{cond} Rd, Rm, Rn`		Q	Rd := SAT(Rm + SAT(Rn * 2))
	Subtract		`SUB{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Rn – Operand2
	with carry		`SBC{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Rn – Operand2 – NOT(Carry)
	reverse subtract		`RSB{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Operand2 – Rn
	reverse subtract with carry		`RSC{cond}{S} Rd, Rn, <Operand2>`	N Z C V		Rd := Operand2 – Rn – NOT(Carry)
	saturating	5E	`QSUB{cond} Rd, Rm, Rn`		Q	Rd := SAT(Rm – Rn)
	double saturating	5E	`QDSUB{cond} Rd, Rm, Rn`		Q	Rd := SAT(Rm – SAT(Rn * 2))
	Multiply	2	`MUL{cond}{S} Rd, Rm, Rs`	N Z C*		Rd := (Rm * Rs)[31:0]
	and accumulate	2	`MLA{cond}{S} Rd, Rm, Rs, Rn`	N Z C*		Rd := ((Rm * Rs) + Rn)[31:0]
	unsigned long	M	`UMULL{cond}{S} RdLo, RdHi, Rm, Rs`	N Z C* V*		RdHi,RdLo := unsigned(Rm * Rs)
	unsigned accumulate long	M	`UMLAL{cond}{S} RdLo, RdHi, Rm, Rs`	N Z C* V*		RdHi,RdLo := unsigned(RdHi,RdLo + Rm * Rs)
	unsigned double accumulate long	6	`UMAAL{cond} RdLo, RdHi, Rm, Rs`			RdHi,RdLo := unsigned(RdHi + RdLo + Rm * Rs)
	Signed multiply long	M	`SMULL{cond}{S} RdLo, RdHi, Rm, Rs`	N Z C* V*		RdHi,RdLo := signed(Rm * Rs)
	and accumulate long	M	`SMLAL{cond}{S} RdLo, RdHi, Rm, Rs`	N Z C* V*		RdHi,RdLo := signed(RdHi,RdLo + Rm * Rs)
	16 * 16 bit	5E	`SMULxy{cond} Rd, Rm, Rs`			Rd := Rm[x] * Rs[y]
	32 * 16 bit	5E	`SMULWy{cond} Rd, Rm, Rs`			Rd := (Rm * Rs[y])[47:16]
	16 * 16 bit and accumulate	5E	`SMLAxy{cond} Rd, Rm, Rs, Rn`		Q	Rd := Rn + Rm[x] * Rs[y]
	32 * 16 bit and accumulate	5E	`SMLAWy{cond} Rd, Rm, Rs, Rn`		Q	Rd := Rn + (Rm * Rs[y])[47:16]
	16 * 16 bit and accumulate long	5E	`SMLALxy{cond} RdLo, RdHi, Rm, Rs`			RdHi,RdLo := RdHi,RdLo + Rm[x] * Rs[y]
	Dual signed multiply, add	6	`SMUAD{X}{cond} Rd, Rm, Rs`		Q	Rd := Rm[15:0] * RsX[15:0] + Rm[31:16] * RsX[31:16]
	and accumulate	6	`SMLAD{X}{cond} Rd, Rm, Rs, Rn`		Q	Rd := Rn + Rm[15:0] * RsX[15:0] + Rm[31:16] * RsX[31:16]
	and accumulate long	6	`SMLALD{X}{cond} RdHi, RdLo, Rm, Rs`		Q	RdHi,RdLo := RdHi,RdLo + Rm[15:0] * RsX[15:0] + Rm[31:16] * RsX[31:16]
	Dual signed multiply, subtract	6	`SMUSD{X}{cond} Rd, Rm, Rs`		Q	Rd := Rm[15:0] * RsX[15:0] – Rm[31:16] * RsX[31:16]
	and accumulate	6	`SMLSD{X}{cond} Rd, Rm, Rs, Rn`		Q	Rd := Rn + Rm[15:0] * RsX[15:0] – Rm[31:16] * RsX[31:16]
	and accumulate long	6	`SMLSLD{X}{cond} RdHi, RdLo, Rm, Rs`		Q	RdHi,RdLo := RdHi,RdLo + Rm[15:0] * RsX[15:0] – Rm[31:16] * RsX[31:16]
	Signed most significant word multiply	6	`SMMUL{R}{cond} Rd, Rm, Rs`			Rd := (Rm * Rs)[63:32]
	and accumulate	6	`SMMLA{R}{cond} Rd, Rm, Rs, Rn`			Rd := Rn + (Rm * Rs)[63:32]
	and subtract	6	`SMMLS{R}{cond} Rd, Rm, Rs, Rn`			Rd := Rn – (Rm * Rs)[63:32]
	Multiply with internal 40-bit accumulate	XS	`MIA{cond} Ac, Rm, Rs`			Ac := Ac + Rm * Rs
	packed halfword	XS	`MIAPH{cond} Ac, Rm, Rs`			Ac := Ac + Rm[15:0] * Rs[15:0] + Rm[31:16] * Rs[31:16]
	halfword	XS	`MIAxy{cond} Ac, Rm, Rs`			Ac := Ac + Rm[x] * Rs[y]
	Count leading zeroes	5	`CLZ{cond} Rd, Rm`			Rd := number of leading zeroes in Rm

ARM Addressing Modes
Quick Reference Card

Operation		§	Assembler	S updates	Q	GE	Action
Parallel arithmetic	Halfword-wise addition	6	`<prefix>ADD16{cond} Rd, Rn, Rm`			GE	Rd[31:16] := Rn[31:16] + Rm[31:16], Rd[15:0] := Rn[15:0] + Rm[15:0]
	Halfword-wise subtraction	6	`<prefix>SUB16{cond} Rd, Rn, Rm`			GE	Rd[31:16] := Rn[31:16] – Rm[31:16], Rd[15:0] := Rn[15:0] – Rm[15:0]
	Byte-wise addition	6	`<prefix>ADD8{cond} Rd, Rn, Rm`			GE	Rd[31:24] := Rn[31:24] + Rm[31:24], Rd[23:16] := Rn[23:16] + Rm[23:16], Rd[15:8] := Rn[15:8] + Rm[15:8], Rd[7:0] := Rn[7:0] + Rm[7:0]
	Byte-wise subtraction	6	`<prefix>SUB8{cond} Rd, Rn, Rm`			GE	Rd[31:24] := Rn[31:24] – Rm[31:24], Rd[23:16] := Rn[23:16] – Rm[23:16], Rd[15:8] := Rn[15:8] – Rm[15:8], Rd[7:0] := Rn[7:0] – Rm[7:0]
	Halfword-wise exchange, add, subtract	6	`<prefix>ADDSUBX{cond} Rd, Rn, Rm`			GE	Rd[31:16] := Rn[31:16] + Rm[15:0], Rd[15:0] := Rn[15:0] – Rm[31:16]
	Halfword-wise exchange, subtract, add	6	`<prefix>SUBADDX{cond} Rd, Rn, Rm`			GE	Rd[31:16] := Rn[31:16] – Rm[15:0], Rd[15:0] := Rn[15:0] + Rm[31:16]
	Unsigned sum of absolute differences	6	`USAD8{cond} Rd, Rm, Rs`				Rd := Abs(Rm[31:24] – Rs[31:24]) + Abs(Rm[23:16] – Rs[23:16]) + Abs(Rm[15:8] – Rs[15:8]) + Abs(Rm[7:0] – Rs[7:0])
	and accumulate	6	`USADA8{cond} Rd, Rm, Rs, Rn`				Rd := Rn + Abs(Rm[31:24] – Rs[31:24]) + Abs(Rm[23:16] – Rs[23:16]) + Abs(Rm[15:8] – Rs[15:8]) + Abs(Rm[7:0] – Rs[7:0])
Move	Move		`MOV{cond}{S} Rd, <Operand2>`	N Z C			Rd := Operand2
	NOT		`MVN{cond}{S} Rd, <Operand2>`	N Z C			Rd := 0xFFFFFFFF EOR Operand2
	PSR to register	3	`MRS{cond} Rd, <PSR>`				Rd := PSR
	register to PSR	3	`MSR{cond} <PSR>_<fields>, Rm`				PSR := Rm (selected bytes only)
	immediate to PSR	3	`MSR{cond} <PSR>_<fields>, #<immed_8r>`				PSR := immed_8r (selected bytes only)
	40-bit accumulator to register	XS	`MRA{cond} RdLo, RdHi, Ac`				RdLo := Ac[31:0], RdHi := Ac[39:32]
	register to 40-bit accumulator	XS	`MAR{cond} Ac, RdLo, RdHi`				Ac[31:0] := RdLo, Ac[39:32] := RdHi
	Copy	6	`CPY{cond} Rd, <Operand2>`				Rd := Operand2
Logical	Test		`TST{cond} Rn, <Operand2>`	N Z C			Update CPSR flags on Rn AND Operand2
	Test equivalence		`TEQ{cond} Rn, <Operand2>`	N Z C			Update CPSR flags on Rn EOR Operand2
	AND		`AND{cond}{S} Rd, Rn, <Operand2>`	N Z C			Rd := Rn AND Operand2
	EOR		`EOR{cond}{S} Rd, Rn, <Operand2>`	N Z C			Rd := Rn EOR Operand2
	ORR		`ORR{cond}{S} Rd, Rn, <Operand2>`	N Z C			Rd := Rn OR Operand2
	Bit Clear		`BIC{cond}{S} Rd, Rn, <Operand2>`	N Z C			Rd := Rn AND NOT Operand2
Compare	Compare		`CMP{cond} Rn, <Operand2>`	N Z C V			Update CPSR flags on Rn – Operand2
	negative		`CMN{cond} Rn, <Operand2>`	N Z C V			Update CPSR flags on Rn + Operand2
Saturate	Signed saturate word, right shift	6	`SSAT{cond} Rd, #<sat>, Rm{, ASR <sh>}`		Q		Rd := SignedSat((Rm ASR sh), sat). `<sat>` range 0-31, `<sh>` range 1-32.
	left shift		`SSAT{cond} Rd, #<sat>, Rm{, LSL <sh>}`		Q		Rd := SignedSat((Rm LSL sh), sat). `<sat>` range 0-31, `<sh>` range 0-31.
	Signed saturate two halfwords	6	`SSAT16{cond} Rd, #<sat>, Rm`		Q		Rd[31:16] := SignedSat(Rm[31:16], sat), Rd[15:0] := SignedSat(Rm[15:0], sat). `<sat>` range 0-15.
	Unsigned saturate word, right shift	6	`USAT{cond} Rd, #<sat>, Rm{, ASR <sh>}`		Q		Rd := UnsignedSat((Rm ASR sh), sat). `<sat>` range 0-31, `<sh>` range 1-32.
	left shift		`USAT{cond} Rd, #<sat>, Rm{, LSL <sh>}`		Q		Rd := UnsignedSat((Rm LSL sh), sat). `<sat>` range 0-31, `<sh>` range 0-31.
	Unsigned saturate two halfwords	6	`USAT16{cond} Rd, #<sat>, Rm`		Q		Rd[31:16] := UnsignedSat(Rm[31:16], sat), Rd[15:0] := UnsignedSat(Rm[15:0], sat). `<sat>` range 0-15.

ARM Instruction Set
Quick Reference Card

Operation		§	Assembler	Action	Notes
Pack	Pack halfword bottom + top	6	`PKHBT{cond} Rd, Rn, Rm{, LSL #<sh>}`	Rd[15:0] := Rn[15:0], Rd[31:16] := (Rm LSL sh)[31:16]. sh 0-31.	
	Pack halfword top + bottom	6	`PKHTB{cond} Rd, Rn, Rm{, ASR #<sh>}`	Rd[31:16] := Rn[31:16], Rd[15:0] := (Rm ASR sh)[15:0]. sh 1-32.	
Signed extend	Halfword to word	6	`SXTH{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:0] := SignExtend((Rm ROR (8 * sh))[15:0]). sh 0-3.	
	Two bytes to halfwords	6	`SXTB16{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:16] := SignExtend((Rm ROR (8 * sh))[23:16]), Rd[15:0] := SignExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
	Byte to word	6	`SXTB{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:0] := SignExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
Unsigned extend	Halfword to word	6	`UXTH{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:0] := ZeroExtend((Rm ROR (8 * sh))[15:0]). sh 0-3.	
	Two bytes to halfwords	6	`UXTB16{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:16] := ZeroExtend((Rm ROR (8 * sh))[23:16]), Rd[15:0] := ZeroExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
	Byte to word	6	`UXTB{cond} Rd, Rm{, ROR #<sh>}`	Rd[31:0] := ZeroExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
Signed extend with add	Halfword to word, add	6	`SXTAH{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:0] := Rn[31:0] + SignExtend((Rm ROR (8 * sh))[15:0]). sh 0-3.	
	Two bytes to halfwords, add	6	`SXTAB16{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:16] := Rn[31:16] + SignExtend((Rm ROR (8 * sh))[23:16]), Rd[15:0] := Rn[15:0] + SignExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
	Byte to word, add	6	`SXTAB{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:0] := Rn[31:0] + SignExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
Unsigned extend with add	Halfword to word, add	6	`UXTAH{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:0] := Rn[31:0] + ZeroExtend((Rm ROR (8 * sh))[15:0]). sh 0-3.	
	Two bytes to halfwords, add	6	`UXTAB16{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:16] := Rn[31:16] + ZeroExtend((Rm ROR (8 * sh))[23:16]), Rd[15:0] := Rn[15:0] + ZeroExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
	Byte to word, add	6	`UXTAB{cond} Rd, Rn, Rm{, ROR #<sh>}`	Rd[31:0] := Rn[31:0] + ZeroExtend((Rm ROR (8 * sh))[7:0]). sh 0-3.	
Reverse bytes	In word	6	`REV{cond} Rd, Rm`	Rd[31:24] := Rm[7:0], Rd[23:16] := Rm[15:8], Rd[15:8] := Rm[23:16], Rd[7:0] := Rm[31:24]	
	In both halfwords	6	`REV16{cond} Rd, Rm`	Rd[15:8] := Rm[7:0], Rd[7:0] := Rm[15:8], Rd[31:24] := Rm[23:16], Rd[23:16] := Rm[31:24]	
	In low halfword, sign extend	6	`REVSH{cond} Rd, Rm`	Rd[15:8] := Rm[7:0], Rd[7:0] := Rm[15:8], Rd[31:16] := Rm[7] * &FFFF	
Select	Select bytes	6	`SEL{cond} Rd, Rn, Rm`	Rd[7:0] := Rn[7:0] if GE[0] = 1, else Rd[7:0] := Rm[7:0] Bits[15:8], [23:16], [31:24] selected similarly by GE[1], GE[2], GE[3]	
Branch	Branch		`B{cond} label`	R15 := label	label must be within ±32Mb of current instruction.
	with link		`BL{cond} label`	R14 := address of next instruction, R15 := label	label must be within ±32Mb of current instruction.
	and exchange	4T,5	`BX{cond} Rm`	R15 := Rm, Change to Thumb if Rm[0] is 1	
	with link and exchange (1)	5T	`BLX label`	R14 := address of next instruction, R15 := label, Change to Thumb	Cannot be conditional. label must be within ±32Mb of current instruction.
	with link and exchange (2)	5	`BLX{cond} Rm`	R14 := address of next instruction, R15 := Rm[31:1] Change to Thumb if Rm[0] is 1	
	and change to Java state	5J, 6	`BXJ{cond} Rm`	Change to Java state	
Processor state change	Change processor state	6	`CPSID <iflags> {, #<p_mode>}`	Disable specified interrups, optional change mode.	Cannot be conditional.
		6	`CPSIE <iflags> {, #<p_mode>}`	Enable specified interrups, optional change mode.	Cannot be conditional.
	Change processor mode	6	`CPS #<p_mode>`		Cannot be conditional.
	Set endianness	6	`SETEND <endianness>`	Sets endianness for loads and saves. `<endianness>` can be `BE` (Big Endian) or `LE` (Little Endian).	Cannot be conditional.
	Store return state	6	`SRS<a_mode4S> #<p_mode>{!}`	[R13m] := R14, [R13m + 4] := CPSR	Cannot be conditional.
	Return from exception	6	`RFE<a_mode4L> Rn{!}`	PC := [Rn], CPSR := [Rn + 4]	Cannot be conditional.
	Breakpoint	5	`BKPT <immed_16>`	Prefetch abort *or* enter debug state.	Cannot be conditional.
Software interrupt	Software interrupt		`SWI{cond} <immed_24>`	Software interrupt processor exception.	24-bit value encoded in instruction.
No Op	No operation	5	`NOP`	None	

ARM Addressing Modes
Quick Reference Card

Operation		§	Assembler	Action	Notes
Load	Word		`LDR{cond} Rd, <a_mode2>`	Rd := [address]	Rd must not be R15.
	User mode privilege		`LDR{cond}T Rd, <a_mode2P>`		Rd must not be R15.
	branch (§ 5T: and exchange)		`LDR{cond} R15, <a_mode2>`	R15 := [address][31:1] (§ 5T: Change to Thumb if [address][0] is 1)	
	Byte		`LDR{cond}B Rd, <a_mode2>`	Rd := ZeroExtend[byte from address]	Rd must not be R15.
	User mode privilege		`LDR{cond}BT Rd, <a_mode2P>`		Rd must not be R15.
	signed	4	`LDR{cond}SB Rd, <a_mode3>`	Rd := SignExtend[byte from address]	Rd must not be R15.
	Halfword	4	`LDR{cond}H Rd, <a_mode3>`	Rd := ZeroExtent[halfword from address]	Rd must not be R15.
	signed	4	`LDR{cond}SH Rd, <a_mode3>`	Rd := SignExtend[halfword from address]	Rd must not be R15.
	Doubleword	5E*	`LDR{cond}D Rd, <a_mode3>`	Rd := [address], R(d+1) := [address + 4]	Rd must be even, and not R14.
Load multiple	Pop, or Block data load		`LDM{cond}<a_mode4L> Rn{!}, <reglist-PC>`	Load list of registers from [Rn]	
	return (and exchange)		`LDM{cond}<a_mode4L> Rn{!}, <reglist+PC>`	Load registers, R15 := [address][31:1] (§ 5T: Change to Thumb if [address][0] is 1)	
	and restore CPSR		`LDM{cond}<a_mode4L> Rn{!}, <reglist+PC>^`	Load registers, branch (§ 5T: and exchange), CPSR := SPSR	Use from exception modes only.
	User mode registers		`LDM{cond}<a_mode4L> Rn, <reglist-PC>^`	Load list of User mode registers from [Rn]	Use from privileged modes only.
Soft preload	Memory system hint	5E*	`PLD <a_mode2>`	Memory may prepare to load from address	Cannot be conditional.
Load exclusive	Semaphore operation	6	`LDREX{cond} Rd, [Rn]`	Rd := [Rn], tag address as exclusive access Outstanding tag set if not shared address	Rd, Rn must not be R15.
Store	Word		`STR{cond} Rd, <a_mode2>`	[address] := Rd	
	User mode privilege		`STR{cond}T Rd, <a_mode2P>`	[address] := Rd	
	Byte		`STR{cond}B Rd, <a_mode2>`	[address][7:0] := Rd[7:0]	
	User mode privilege		`STR{cond}BT Rd, <a_mode2P>`	[address][7:0] := Rd[7:0]	
	Halfword	4	`STR{cond}H Rd, <a_mode3>`	[address][15:0] := Rd[15:0]	
	Doubleword	5E*	`STR{cond}D Rd, <a_mode3>`	[address] := Rd, [address + 4] := R(d+1)	Rd must be even, and not R14.
Store multiple	Push, or Block data store		`STM{cond}<a_mode4S> Rn{!}, <reglist>`	Store list of registers to [Rn]	
	User mode registers		`STM{cond}<a_mode4S> Rn{!}, <reglist>^`	Store list of User mode registers to [Rn]	Use from privileged modes only.
Store exclusive	Semaphore operation	6	`STREX{cond} Rd, Rm, [Rn]`	[Rn] := Rm if allowed, Rd := 0 if successful, else 1	Rd, Rm, Rn must not be R15.
Swap	Word	3	`SWP{cond} Rd, Rm, [Rn]`	temp := [Rn], [Rn] := Rm, Rd := temp	
	Byte	3	`SWP{cond}B Rd, Rm, [Rn]`	temp := ZeroExtend([Rn][7:0]), [Rn][7:0] := Rm[7:0], Rd := temp	

ARM Addressing Modes
Quick Reference Card

Addressing Mode 2 - Word and Unsigned Byte Data Transfer

Pre-indexed	Immediate offset	`[Rn, #+/-<immed_12>]{!}`	
	Zero offset	`[Rn]`	Equivalent to [Rn,#0]
	Register offset	`[Rn, +/-Rm]{!}`	
	Scaled register offset	`[Rn, +/-Rm, LSL #<shift>]{!}`	Allowed shifts 0-31
		`[Rn, +/-Rm, LSR #<shift>]{!}`	Allowed shifts 1-32
		`[Rn, +/-Rm, ASR #<shift>]{!}`	Allowed shifts 1-32
		`[Rn, +/-Rm, ROR #<shift>]{!}`	Allowed shifts 1-31
		`[Rn, +/-Rm, RRX]{!}`	
Post-indexed	Immediate offset	`[Rn], #+/-<immed_12>`	
	Register offset	`[Rn], +/-Rm`	
	Scaled register offset	`[Rn], +/-Rm, LSL #<shift>`	Allowed shifts 0-31
		`[Rn], +/-Rm, LSR #<shift>`	Allowed shifts 1-32
		`[Rn], +/-Rm, ASR #<shift>`	Allowed shifts 1-32
		`[Rn], +/-Rm, ROR #<shift>`	Allowed shifts 1-31
		`[Rn], +/-Rm, RRX`	

Addressing Mode 2 (Post-indexed only)

Post-indexed	Immediate offset	`[Rn], #+/-<immed_12>`	
	Zero offset	`[Rn]`	Equivalent to [Rn],#0
	Register offset	`[Rn], +/-Rm`	
	Scaled register offset	`[Rn], +/-Rm, LSL #<shift>`	Allowed shifts 0-31
		`[Rn], +/-Rm, LSR #<shift>`	Allowed shifts 1-32
		`[Rn], +/-Rm, ASR #<shift>`	Allowed shifts 1-32
		`[Rn], +/-Rm, ROR #<shift>`	Allowed shifts 1-31
		`[Rn], +/-Rm, RRX`	

Addressing Mode 3 - Halfword, Signed Byte, and Doubleword Data Transfer

Pre-indexed	Immediate offset	`[Rn, #+/-<immed_8>]{!}`	
	Zero offset	`[Rn]`	Equivalent to [Rn,#0]
	Register	`[Rn, +/-Rm]{!}`	
Post-indexed	Immediate offset	`[Rn], #+/-<immed_8>`	
	Register	`[Rn], +/-Rm`	

Addressing Mode 4 - Multiple Data Transfer

Block load		Stack pop	
IA	Increment After	FD	Full Descending
IB	Increment Before	ED	Empty Descending
DA	Decrement After	FA	Full Ascending
DB	Decrement Before	EA	Empty Ascending
Block store		**Stack push**	
IA	Increment After	EA	Empty Ascending
IB	Increment Before	FA	Full Ascending
DA	Decrement After	ED	Empty Descending
DB	Decrement Before	FD	Full Descending

Addressing Mode 5 - Coprocessor Data Transfer

Pre-indexed	Immediate offset	`[Rn, #+/-<immed_8*4>]{!}`	
	Zero offset	`[Rn]`	Equivalent to [Rn,#0]
Post-indexed	Immediate offset	`[Rn], #+/-<immed_8*4>`	
Unindexed	No offset	`[Rn], {8-bit copro. option}`	

ARM architecture versions

n	ARM architecture version *n* and above.
*n*T, *n*J	T or J variants of ARM architecture version *n* and above.
M	ARM architecture version 3M, and 4 and above, except xM variants.
*n*E	All E variants of ARM architecture version *n* and above.
*n*E*	E variants of ARM architecture version *n* and above, except xP variants.
XS	XScale coprocessor instruction

Flexible Operand 2

Immediate value	`#<immed_8r>`	
Logical shift left immediate	`Rm, LSL #<shift>`	Allowed shifts 0-31
Logical shift right immediate	`Rm, LSR #<shift>`	Allowed shifts 1-32
Arithmetic shift right immediate	`Rm, ASR #<shift>`	Allowed shifts 1-32
Rotate right immediate	`Rm, ROR #<shift>`	Allowed shifts 1-31
Register	`Rm`	
Rotate right extended	`Rm, RRX`	
Logical shift left register	`Rm, LSL Rs`	
Logical shift right register	`Rm, LSR Rs`	
Arithmetic shift right register	`Rm, ASR Rs`	
Rotate right register	`Rm, ROR Rs`	

PSR fields (use at least one suffix)

Suffix	Meaning	
c	Control field mask byte	PSR[7:0]
f	Flags field mask byte	PSR[31:24]
s	Status field mask byte	PSR[23:16]
x	Extension field mask byte	PSR[15:8]

Condition Field

Mnemonic	Description	Description (VFP)
EQ	Equal	Equal
NE	Not equal	Not equal, or unordered
CS / HS	Carry Set / Unsigned higher or same	Greater than or equal, or unordered
CC / LO	Carry Clear / Unsigned lower	Less than
MI	Negative	Less than
PL	Positive or zero	Greater than or equal, or unordered
VS	Overflow	Unordered (at least one NaN operand)
VC	No overflow	Not unordered
HI	Unsigned higher	Greater than, or unordered
LS	Unsigned lower or same	Less than or equal
GE	Signed greater than or equal	Greater than or equal
LT	Signed less than	Less than, or unordered
GT	Signed greater than	Greater than
LE	Signed less than or equal	Less than or equal, or unordered
AL	Always (normally omitted)	Always (normally omitted)

Processor Modes

16	User
17	FIQ Fast Interrupt
18	IRQ Interrupt
19	Supervisor
23	Abort
27	Undefined
31	System

Prefixes for Parallel Instructions

S	Signed arithmetic modulo 2^8 or 2^{16}, sets CPSR GE bits
Q	Signed saturating arithmetic
SH	Signed arithmetic, halving results
U	Unsigned arithmetic modulo 2^8 or 2^{16}, sets CPSR GE bits
UQ	Unsigned saturating arithmetic
UH	Unsigned arithmetic, halving results

ARM Addressing Modes
Quick Reference Card

Coprocessor operations	§	Assembler	Action	Notes
Data operations	2	`CDP{cond} <copr>, <op1>, CRd, CRn, CRm{, <op2>}`	Coprocessor dependent	
Alternative data operations	5	`CDP2 <copr>, <op1>, CRd, CRn, CRm{, <op2>}`	Coprocessor dependent	Cannot be conditional.
Move to ARM register from coprocessor	2	`MRC{cond} <copr>, <op1>, Rd, CRn, CRm{, <op2>}`	Coprocessor dependent	
Alternative move	5	`MRC2 <copr>, <op1>, Rd, CRn, CRm{, <op2>}`	Coprocessor dependent	Cannot be conditional.
Two ARM register move	5E*	`MRRC{cond} <copr>, <op1>, Rd, Rn, CRm`	Coprocessor dependent	
Alternative two ARM register move	6	`MRRC2 <copr>, <op1>, Rd, Rn, CRm`	Coprocessor dependent	Cannot be conditional.
Move to coproc from ARM reg	2	`MCR{cond} <copr>, <op1>, Rd, CRn, CRm{, <op2>}`	Coprocessor dependent	
Alternative move	5	`MCR2 <copr>, <op1>, Rd, CRn, CRm{, <op2>}`	Coprocessor dependent	Cannot be conditional.
Two ARM register move	5E*	`MCRR{cond} <copr>, <op1>, Rd, Rn, CRm`	Coprocessor dependent	
Alternative two ARM register move	6	`MCRR2 <copr>, <op1>, Rd, Rn, CRm`	Coprocessor dependent	Cannot be conditional.
Load	2	`LDC{cond} <copr>, CRd, <a_mode5>`	Coprocessor dependent	
Alternative loads	5	`LDC2 <copr>, CRd, <a_mode5>`	Coprocessor dependent	Cannot be conditional.
Store	2	`STC{cond} <copr>, CRd, <a_mode5>`	Coprocessor dependent	
Alternative stores	5	`STC2 <copr>, CRd, <a_mode5>`	Coprocessor dependent	Cannot be conditional.

Document Number

ARM QRC 0001H

Change Log

Issue	Date	By	Change
A	June 1995	BJH	First Release
B	Sept 1996	BJH	Second Release
C	Nov 1998	BJH	Third Release
D	Oct 1999	CKS	Fourth Release
E	Oct 2000	CKS	Fifth Release
F	Sept 2001	CKS	Sixth Release
G	Jan 2003	CKS	Seventh Release
H	Oct 2003	CKS	Eighth Release