



## 實驗二 ARM Assembly I

### 1. 實驗目的

熟悉基本 ARMv7 組合語言語法使用。

在這次實驗中需要同學了解

- 如何利用條件跳躍指令完成程式迴圈的操作
- 算數與邏輯操作指令使用
- 暫存器(Register)使用與基本函式參數傳遞
- 記憶體與陣列存取
- Random Number Generator 使用 (加分)
- FPU instructions 使用 (加分)

### 2. 實驗原理

請參考上課 Assembly 部分講義。

### 3. 實驗步驟

#### 3.1. Hamming distance

計算兩個數長度為 half-word(2bytes)的漢明距離，並將結果存放至 result 變數中。

Please calculate the Hamming distance of 2 half-word (2 bytes) numbers, and store the result into the variable "result".

```
.data
    result: .byte 0
.text
.global main
.equ X, 0x55AA
.equ Y, 0xAA55

hamm:
    //TODO
    bx lr
main:
    movs R0, #X //This code will cause assemble error. Why? And how
to fix.
    movs R1, #Y
    ldr R2, =result
    bl hamm
L: b L
```



Note: 漢明距離主要是利用 XOR 計算兩數 bit 間差異個數，計算方式可參考下列連結。

Note: Hamming distance is basically using the XOR function to calculate the different number of “bits” of two numbers. Please check the following link for more information.

Reference: [https://en.wikipedia.org/wiki/Hamming\\_distance](https://en.wikipedia.org/wiki/Hamming_distance)

### 3.2. Fibonacci serial

宣告一數值 N ( $1 \leq N \leq 100$ )，計算 Fib(N) 並將回傳值存放至 R4 暫存器

Declare a number N ( $1 \leq N \leq 100$ ) and calculate the Fibonacci serial Fib(N). Store the result into register R4.

```
.text
.global main
.equ N, 20

fib:
    //TODO
    bx lr
main:
    movs R0, #N
    bl fib
L: b L
```

Note: 回傳值格式為 signed integer，若 Fib[N] 結果 overflow 的話回傳-2，當 N 數值出過範圍時 fib 回傳-1，計算方式可參考下列連結

Note: The returned value should be in signed integer format. If the result of Fib(N) overflows, you should return -2. If the value of N is outside the accepted range, you should return -1. Check the following link for more details of the calculation.

Reference: [https://it.wikipedia.org/wiki/Successione\\_di\\_Fibonacci](https://it.wikipedia.org/wiki/Successione_di_Fibonacci)

### 3.3. Bubble sort

利用組合語言完成長度為 8byte 的 8bit 泡沫排序法。

Please implement the Bubble sort algorithm for the 8 bytes data array with each element in 8bits by assembly.

實作要求：完成 do\_sort 函式，其中陣列起始記憶體位置作為輸入參數 R0，程式結束後需觀察 arr1 與 arr2 記憶體內容是否有排序完成。

Implementation Requirement: Fill-in the do\_sort function. The start address of the array is store in the R0 register. Observe the result of arr1 and arr2 in the memory viewer after calling the do\_sort functions. The two arrays should be sorted.

```
.data
```



```
arr1: .byte 0x19, 0x34, 0x14, 0x32, 0x52, 0x23, 0x61, 0x29
arr2: .byte 0x18, 0x17, 0x33, 0x16, 0xFA, 0x20, 0x55, 0xAC
.text
.global main
do_sort:
    //TODO
    bx lr
main:
    ldr r0, =arr1
    bl do_sort
    ldr r0, =arr2
    bl do_sort
L: b L
```

Note: 注意記憶體存取需使用 byte alignment 指令，例如：STRB, LDRB

Note: The memory access may require the instructions that support byte-alignment, such as STRB, LDRB.

### 3.4. Monte-Carlo Method for Estimating Pi with FPU and RNG (加分題 10%)(Optional problems with additional 10% score)

透過 STM32L476 晶片上面的 Random Number Generator 硬體來產生亂數，並結合 FPU 使用進一步估算 Pi 的值

Using the Random Number Generator hardware on STM32L476 to generate numbers for estimating the value of Pi by using the FPU.

#### 3.4.1 Enabling FPU (Floating Point Unit) and Floating Point Manipulation

請參考 M4 programming manual.pdf 來開啟 FPU 計算功能，並進行下列運算

Please check the M4 programming manual to enable the functionality of FPU and do the following calculation.

```
.syntax unified
.cpu cortex-m4
.thumb
.data
x: .float 0.123
y: .float 0.456
z: .word 20
.text
.global main

enable_fpu:
    //Your code start from here

    bx lr

main:
    bl enable_fpu
    ldr r0,=x
    vldr.f32 s0,[r0]
    ldr r0,=y
```



```

vldr s1,[r0]
vadd.f32 s2,s0,s1
// Your code start from here
//Calculate the following values using FPU instructions
//and show the register result in your report

// s2=x-y
// s2=x*y
// s2=x/y

// load z into r0,
// copy z from r0 to s2,
// convert z from U32 to float representation F32 in s2
// calculate s3=z+x+y
L: b L

```

$$x = (-1)^S \times (1 + \text{Fraction}) \times 2^{(\text{Exponent} - \text{Bias})}$$

Q3.4.1.1: 如果 enable\_fpu 留空，程式會停在哪裡？為什麼？

If the enable\_fpu function is empty in the above code, where will the program stop at and why?

因為vldr會直接把20的二進位丟進s2，s2會把這串binary string以float point rep 解讀，所以不能直接拿來運算。

Q3.4.1.2: 為什麼需要將 U32 轉成 F32 格式再相加？如果想直接 load 一個值代表 20 到 s2 中不需轉換就能運算，應該將 z 修改成多少才能得到相同答案？

直接把20的float point rep load進r2就需要轉換即可運算

Why do we need to convert the U32 to F32 format before the addition? If we want to directly load a value represents 20 for calculation without further format conversion, what value should we modify to z in order to get the same answer?

### 3.4.2 Random Number Generator

開啟 RNG 功能，產生一組(x,y)點在單位平面裡。

Enable the functionality of RNG and generate a sample point in the unit area.

```

.syntax unified
.cpu cortex-m4
.thumb
.text
.global main
.equ RCC_BASE, 0x40021000
.equ RCC_CR, 0x0
.equ RCC_CFGR, 0x08
.equ RCC_PLLCFGR, 0x0c
.equ RCC_CCIPR, 0x88
.equ RCC_AHB2ENR, 0x4C
.equ RNG_CLK_EN, 18

// Register address for RNG (Random Number Generator)
.equ RNG_BASE, 0x50060800 //RNG BASE Address
.equ RNG_CR_OFFSET, 0x00 //RNG Control Register
.equ RNGEN, 2 // RNG_CR bit 2

.equ RNG_SR_OFFSET, 0x04 //RNG Status Register
.equ DRDY, 0 // RNG_SR bit 0
.equ RNG_DR_OFFSET, 0x08 //RNG Data Register (Generated random number!)
//Data Settings for 3.4.4

```



```
.equ SAMPLE,1000000

set_flag:
    ldr r2,[r0,r1]
    orr r2,r2,r3
    str r2,[r0,r1]
    bx lr

enable_fpu:
    //Your code in 3.4.1

    bx lr

enable_rng:
    //Your code start from here
    //Set the RNGEN bit to 1

    bx lr

get_rand:
    //Your code start from here
    //read RNG_SR
    //check DRDY bit, wait until to 1
    //read RNG_DR for random number and store into a register for
    later usage

    bx lr

main:
//RCC Settings
    ldr r0,=RCC_BASE
    ldr r1,=RCC_CR
    ldr r3,=#(1<<8) //HSION
    bl set_flag
    ldr r1,=RCC_CFGR
    ldr r3,=#(3<<24) //HSI16 selected
    bl set_flag
    ldr r1,=RCC_PLLCFGR
    ldr r3,=#(1<<24|1<<20|1<<16|10<<8|2<<0)
    bl set_flag
    ldr r1,=RCC_CCIPR
    ldr r3,=#(2<<26)
    bl set_flag
    ldr r1,=RCC_AHB2ENR
    ldr r3,=#(1<<RNG_CLK_EN)
    bl set_flag
    ldr r1,=RCC_CR
    ldr r3,=#(1<<24) //PLLON
    bl set_flag
chk_PLLON:
    ldr r2,[r0,r1]
    ands r2,r2,#(1<<25)
    beq chk_PLLON

//Your code start from here
//Enable FPU,RNG
//Generate 2 random U32 number x,y
//Map x,y in unit range [0,1] using FPU
//Calculate the z=sqrt(x^2+y^2) using FPU
//Show the result of z in your report
```



L:    b L
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### 3.4.3 Estimation of Pi

使用 Monte Carlo Method 來估算 Pi 的值

Using Monte Carlo Method to estimate the value of Pi.

Note:

1. Report 中請至少附上三次使用一百萬個點估算完的 Pi 值的 register 結果截圖

Please attach the screenshots of the register for at least 3 estimation results using 1 million sample points.

2. 請使用 3.4.2 的程式模板進行修改，以避免修改到 RCC 設定影響 RNG 功能

Please use the code template provided in 3.4.2 for this problem. RNG may raise error if the settings of RCC are incorrect.

Reference : <http://www.eveandersson.com/pi/monte-carlo-circle>