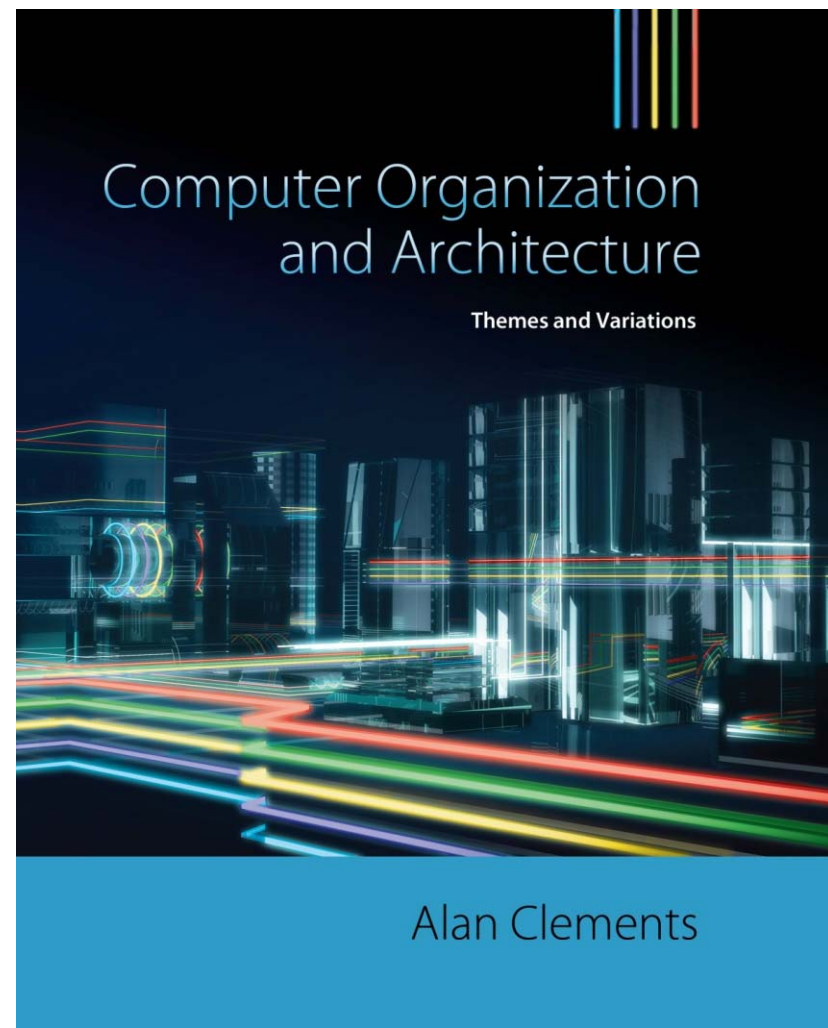


# Part 0xD

## CHAPTER 3

### Architecture and Organization

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# Block Move Instructions Encoding/Decoding

FIGURE 3.58

Encoding ARM's block move instructions



0 0  
Data  
processing  
instructions

0 1  
LDR/STR  
instructions

1 0 0  
LDM/STM  
instructions

1 0 1  
B/BL  
instructions

Base register

Data direction (Load/store)  
0 = store in memory  
1 = load into register

Pointer update (Write-back)  
0 = don't write back adjusted pointer  
1 = write back adjusted pointer

Restore PSR  
0 = don't load PRS or force user mode  
1 = load PSR or force user mode

Pointer direction (Up/down)  
0 = decrement pointer  
1 = increment pointer

Pointer adjust (Pre-post-increment)  
0 = post operation: use pointer then adjust  
1 = pre operation: adjust pointer then use pointer

**PSR means  
Processor Status  
Register**

During this course,  
it will always be 0

**Should be  
"Pre-post-update"**

# Block Move Instructions Encoding Example

ARM Instruction: **STMFD** **r13!**, {r0-r4, r10}

Condition = 1110 (always – unconditional)

P = 1 (DB: adjust pointer then use pointer)

U = 0 (DB: decrement)

S = 0 (user mode)

W = 1 (write-back adjusted pointer)

L = 0 (store)

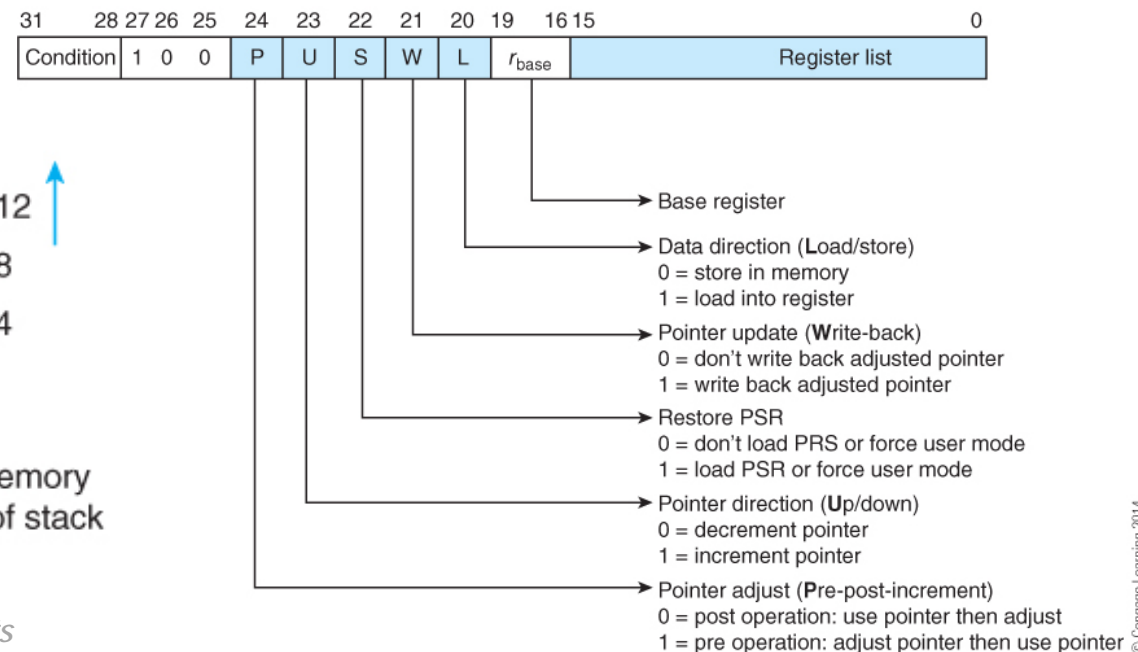
$r_{\text{base}}$  = 1101 (r13)

Register list (r15, r14, ..., r2, r1, r0) = 0000 0100 0001 1111

1110 1001 0010 1101 0000 0100 0001 1111

**0xE92D041F**

FIGURE 3.58 Encoding ARM's block move instructions



# Block Move Instructions Encoding Example

ARM Instruction: **LDMFD** **r13! , {r0-r4,r10}**

Condition = 1110 (always – unconditional)

P = 0 (**IA**: use pointer then adjust)

U = 1 (**IA**: increment)

S = 0 (user mode)

W = 1 (write-back adjusted pointer)

L = 1 (load)

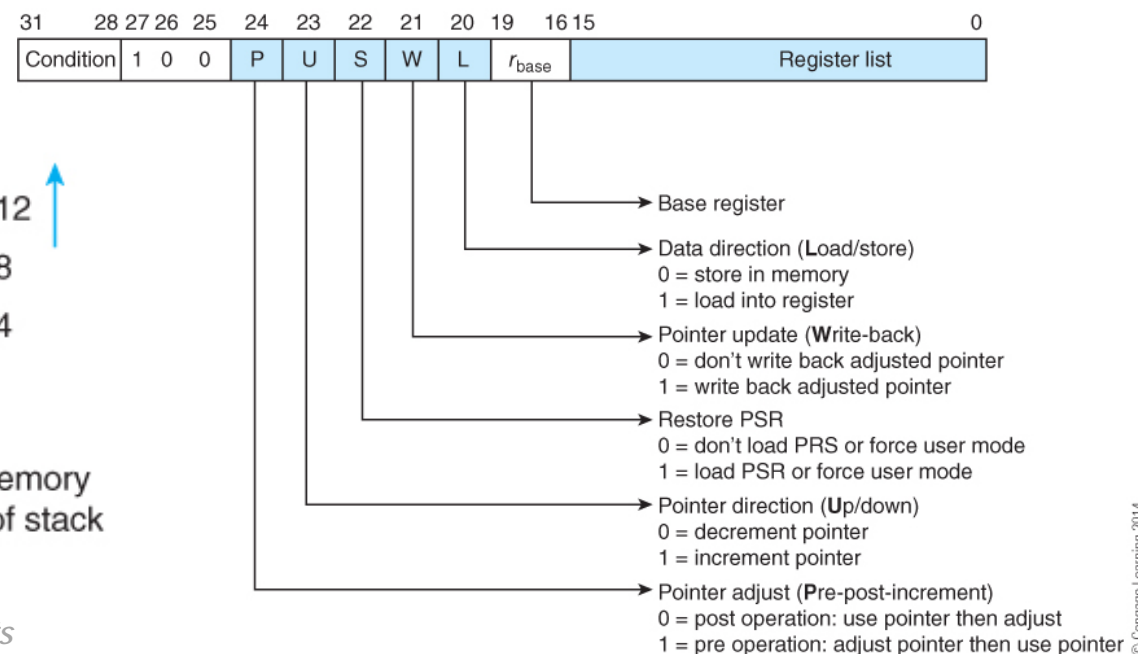
$r_{\text{base}}$  = 1101 (r13)

Register list (r15, r14, ..., r2, r1, r0) = 0000 0100 0001 1111

1110 **1000** **1011** **1101** 0000 0100 0001 1111

**0xE8BD041F**

FIGURE 3.58 Encoding ARM's block move instructions



# Block Move Instructions Decoding Example

Decode the ARM machine language **0x08855555**

0000 1000 1000 0101 0101 0101 0101 0101

Condition = 0000 (EQ)

P = 0 (IA: use pointer then adjust)

U = 1 (IA: increment)

S = 0 (user mode)

W = 0 (do not write-back adjusted pointer)

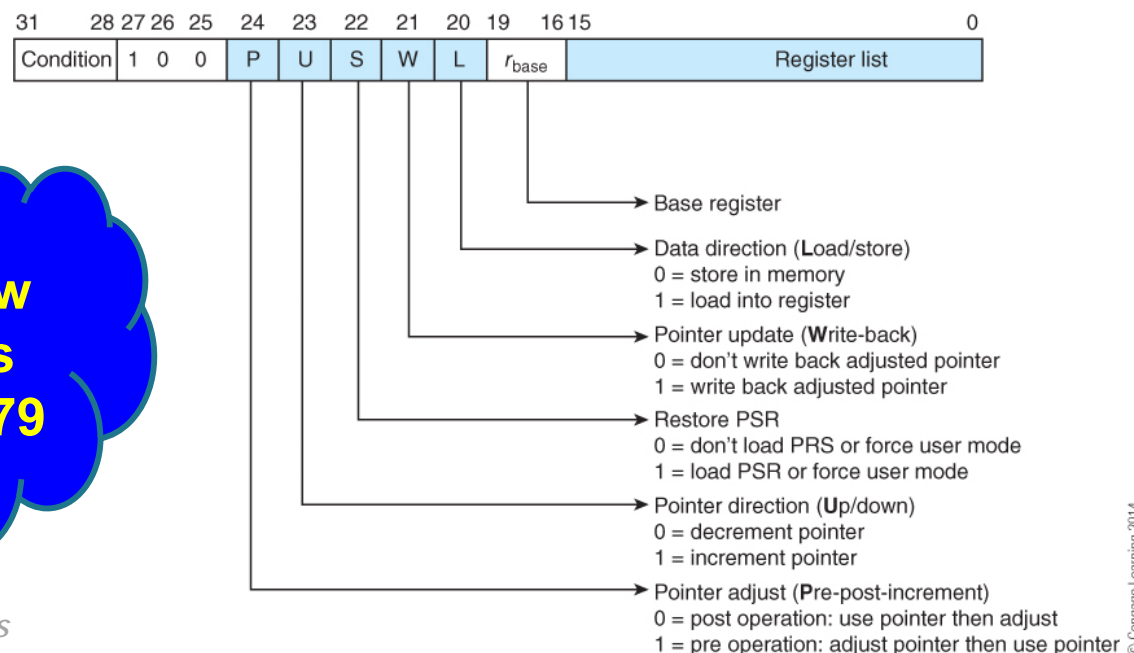
L = 0 (store)

$r_{\text{base}}$  = 0101 (r5)

Register list (r15, r14, ..., r2, r1, r0) = 0101 0101 0101 0101

ARM Instruction: **STMEQIA r5, {r0, r2, r4, r6, r8, r10, r12, r14}**

FIGURE 3.58 Encoding ARM's block move instructions



It can also be  
**STMIAEQ**  
**STMEQEA**  
**STMEA EQ**

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# Block Move Instructions Decoding Example

Decode the ARM machine language **0x99922222**

1001 1001 1001 0010 0010 0010 0010 0010

Condition = 1001 (LS)

P = 1 (IB: adjust pointer then use pointer)

U = 1 (IB: increment)

S = 0 (user mode)

W = 0 (do not write-back adjusted pointer)

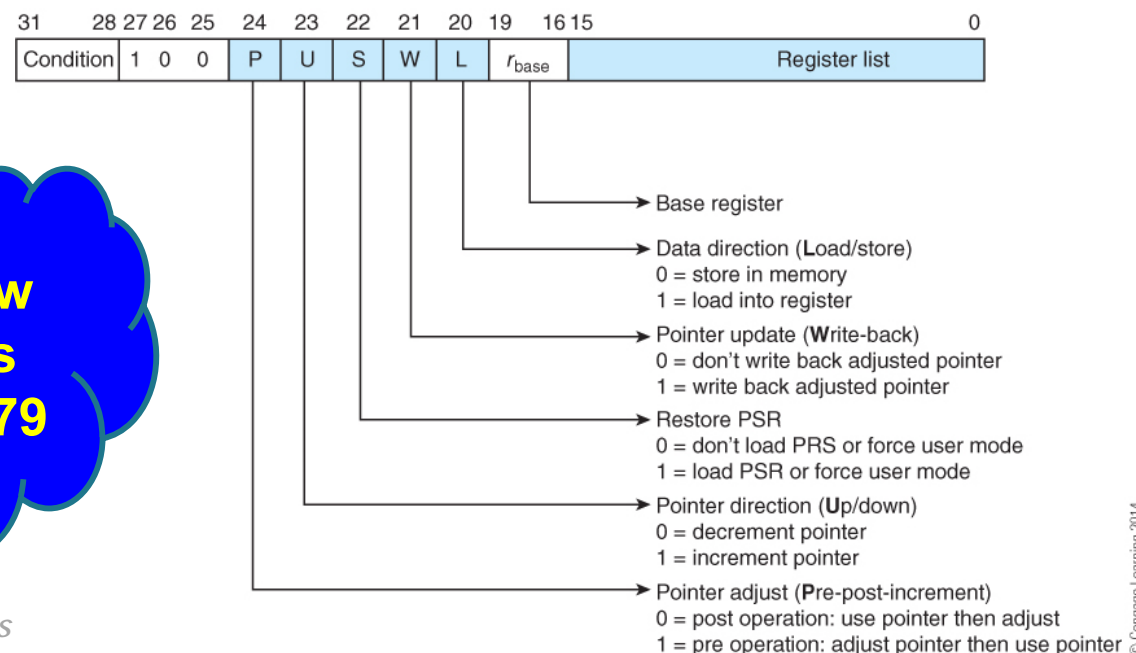
L = 1 (load)

$r_{\text{base}} = 0010$  (r2)

Register list (r15, r14, ..., r2, r1, r0) = 0010 0010 0010 0010

ARM Instruction: **LDMLSIB r2, {r1, r5, r9, r13}**

FIGURE 3.58 Encoding ARM's block move instructions



It can also be  
**LDMIBLS**  
**LDMLSED**  
**LDMEDLS**

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