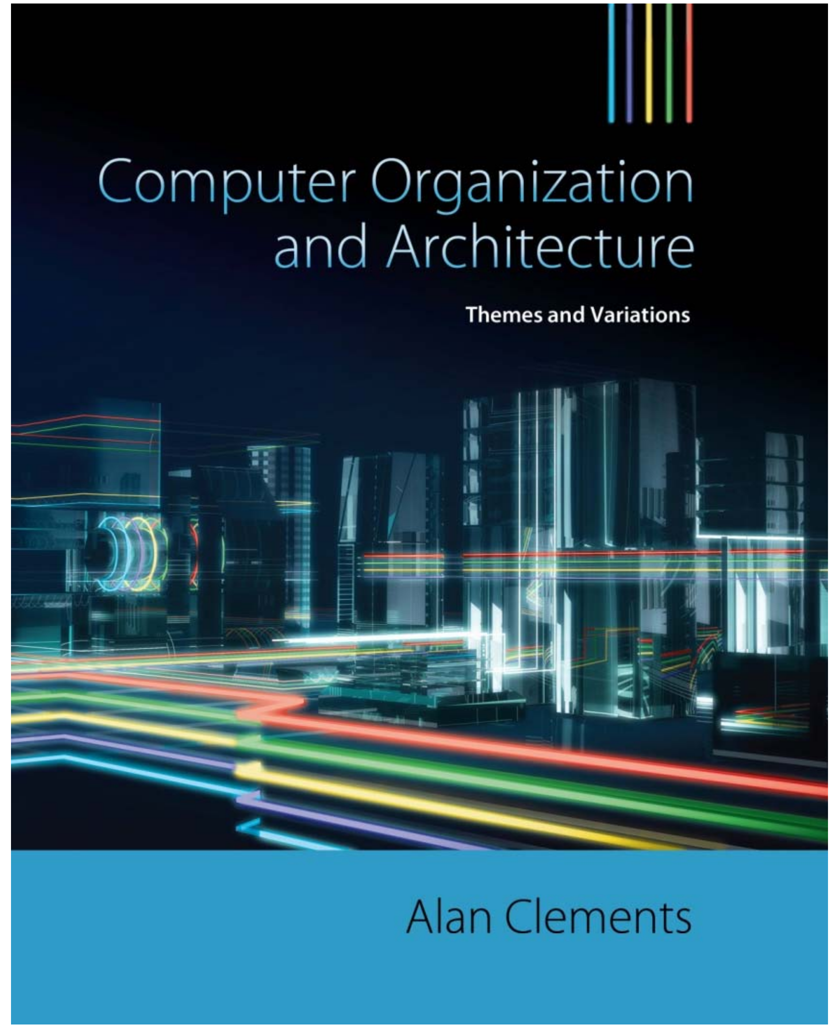
Part 0x9

CHAPTER 3

Architecture and Organization



Example 1: Calculating the Absolute Value

- To calculate `x ← |x|`, where `x` is a signed integer, we can implement
  `if x < 0 then x = -x`
- In ARM

```
TEQ     r0, #0          ;compare r0 with zero
RSBMI   r0, r0, #0      ;if negative (MInus) r0 ← 0 – r0
```

- What is the difference between `TEQ` and `CMP`?

To know the difference, read slide #72

- Can we use `RSBMI r0, #0` instead of `RSBMI r0, r0, #0` ?

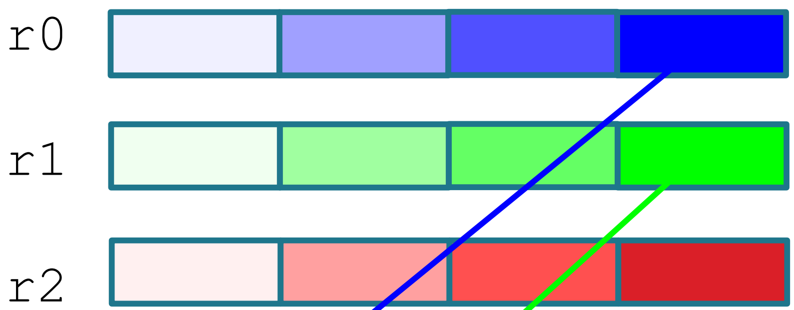
To know the answer, read slide #59

- Can we use `NEGMI r0, r0` instead of `RSBMI r0, r0, #0` ?

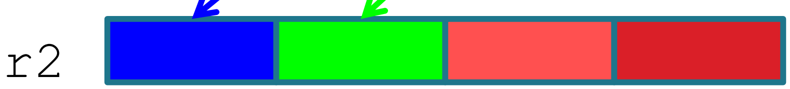
To know the answer, read slide #59

Example 2: Byte Manipulation and Concatenation

- Suppose we have `r0`, `r1`, and `r2` as follow:



and we want to rearrange `r2` as follow:



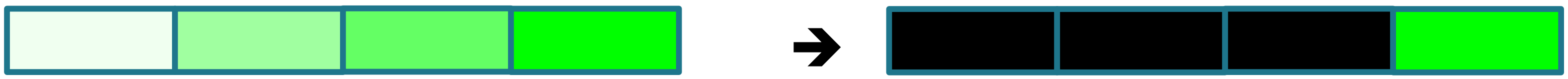
Note that: we can not do:
`BIC r2,r2,#0xFFFF0000`
To know the reason, read
Slides 105-109

```
AND r0,r0,#0xFF            ;clear all high order 3 bytes
AND r1,r1,#0xFF            ;clear all high order 3 bytes
BIC r2,r2,#0xFF0000        ;clear the 3rd byte
BIC r2,r2,#0xFF000000      ;clear the 4th byte
ADD r2,r2,r1,LSL#16        ;LSL r1 by 2 bytes & add it to r2
ADD r2,r2,r0,LSL#24        ;LSL r0 by 3 bytes & add it to r2
```

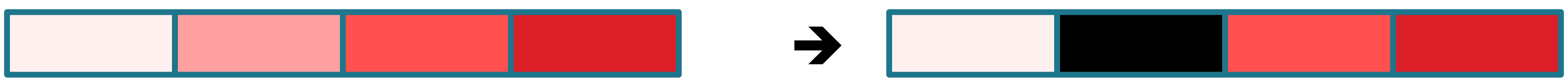
Example 2: Byte Manipulation and Concatenation

```
AND r0,r0,#0xFF           ;clear all high order 3 bytes
```

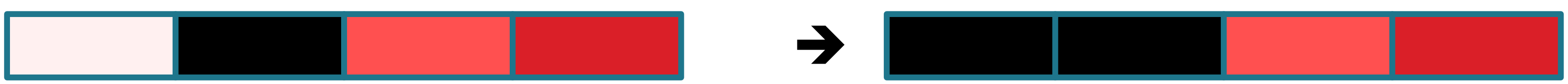
```
AND r1,r1,#0xFF           ;clear all high order 3 bytes
```



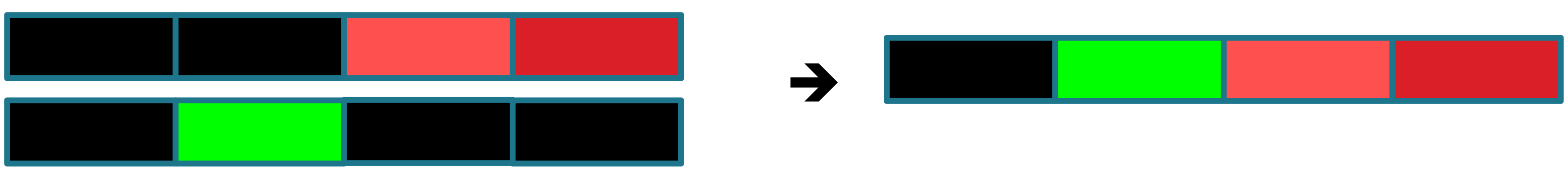
```
BIC r2,r2,#0xFF0000       ;clear the 3rd byte
```



```
BIC r2,r2,#0xFF000000     ;clear the 4th byte
```



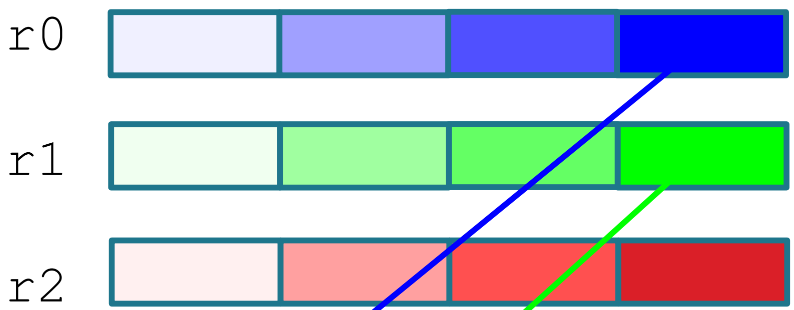
```
ADD r2,r2,r1,LSL#16       ;LSL r1 by 2 bytes & add it to r2
```



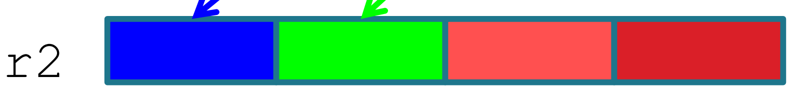
```
ADD r2,r2,r0,LSL#24       ;LSL r0 by 3 bytes & add it to r2
```

Example 2: Byte Manipulation and Concatenation

- Suppose we have `r0`, `r1`, and `r2` as follow:



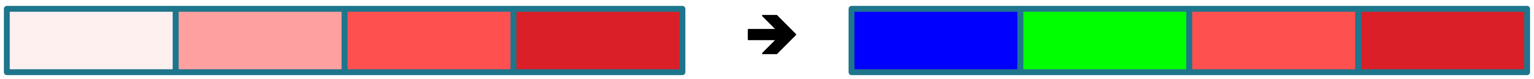
and we want to rearrange `r2` as follow:



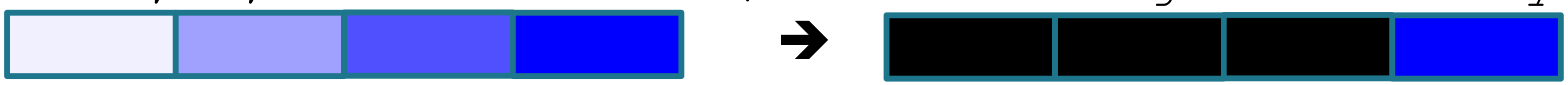
- ***Another solution in 5 instructions***

```
AND r0,r0,#0xFF       ;clear r0 all high order 3 bytes
AND r1,r1,#0xFF       ;clear r1 all high order 3 bytes
ADD r2,r1,r2,LSL#16 ;LSL r2 by 2 bytes & add r1 to it
ADD r2,r2,r0,LSL#8  ;LSL r0 by 1 byte & add it to r2
MOV r2,r2,ROR#16      ;Swap the two r2 16 bits together
```

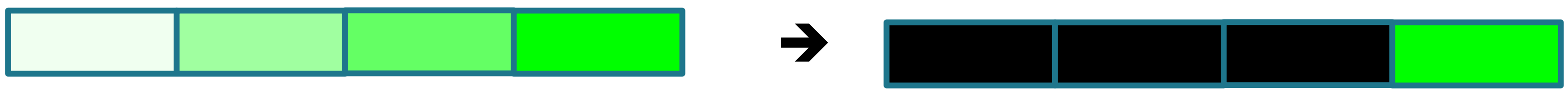
Example 2: Byte Manipulation and Concatenation



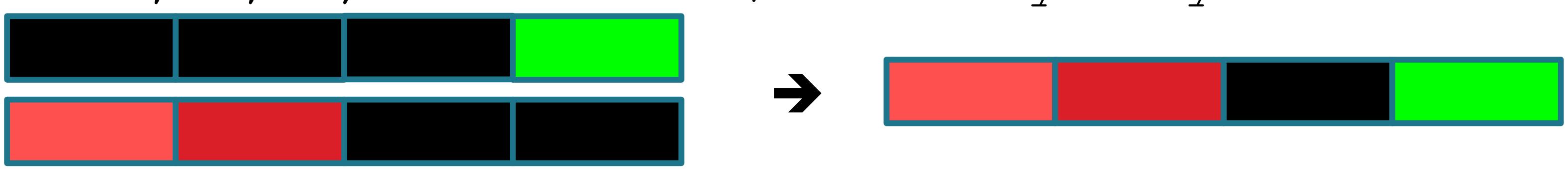
AND **r0**,r0,#0xFF ;clear all high order 3 bytes



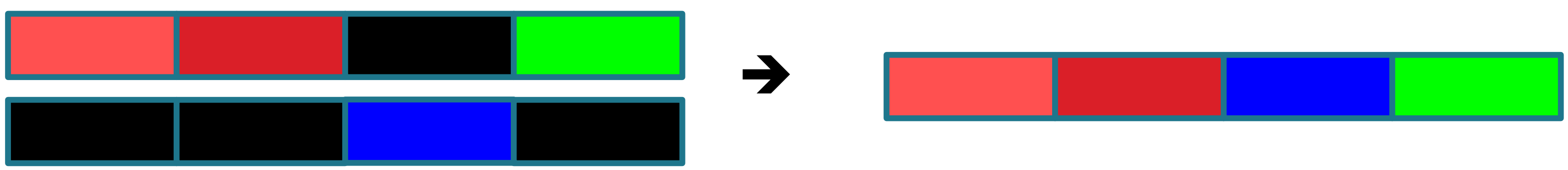
AND **r1**,r1,#0xFF ;clear all high order 3 bytes



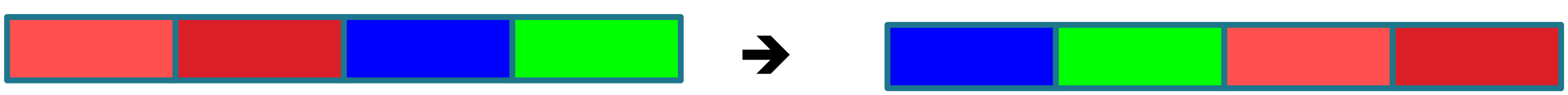
ADD **r2**,r1,r2,LSL#16 ;LSL r2 by 2 bytes & add r1 to it



ADD **r2**,r2,r0,LSL#8 ;LSL r0 by 1 byte & add it to r2



MOV **r2**,r2,ROR#16 ;Swap the two r2 16 bits together



Example 3: Byte Reversal (Big-endian ⇔ Little-endian)

- Suppose that **0xAB CD EF GH** is stored in `r0`
- We want to reverse the content of `r0`, `i.e.,` store **0xGH EF CD AB** in `r0`
- Let us review the XOR truth table
  - x ⊕ x = 0
  - x ⊕ 0 = x
  - x ⊕ y ⊕ y = x

A	B	$C = A \oplus B$
0	0	0
0	1	1
1	0	1
1	1	0

- We will use `r1` as a working register

```
EOR r1,r0,r0,ROR#16      ;A⊕E,B⊕F,C⊕G,D⊕H,E⊕A,F⊕B,G⊕C,H⊕D
BIC r1,r1,#0x00FF0000    ;A⊕E,B⊕F,  0,  0,E⊕A,F⊕B,G⊕C,H⊕D
MOV r0,r0,ROR#8          ; G , H , A , B , C , D , E , F
EOR r0,r0,r1,LSR#8       ;r1 after LSR#8 is
                         ; 0 , 0 ,A⊕E,B⊕F, 0 , 0 ,E⊕A,F⊕B
                         ;The final result will be
                         ;G⊕0,H⊕0,A⊕A⊕E,B⊕B⊕F,C⊕0,D⊕0,E⊕E⊕A,F⊕F⊕B
                         ; G , H ,E    ,F    ,C  ,D  ,A    ,B
```

Example 4: Variable Swapping

- Assume that we have two variables stored in **r0** and **r1**
- We wants to swap these two variables

```
[r2] ← [r0]
[r0] ← [r1]
[r1] ← [r2]
```

- Now, we want to do the same thing without using **r2**

The red values are the originals.

```
ADD r0,r0,r1      ; [r0] ← [r0] + [r1]
SUB r1,r0,r1      ; [r1] ← [r0] - [r1]
                  ; [r1] ←([r0] + [r1]) - [r1]
                  ; [r1] ← [r0]
SUB r0,r0,r1      ; [r0] ← [r0] - [r1]
                  ; [r0] ←([r0] + [r1]) - [r0]
                  ; [r0] ← [r1]
```

```
X ← X + Y
Y ← X - Y
X ← X - Y
```

Example 4: Variable Swapping

- Assume that we have two variables stored in **r0** and **r1**
- We wants to swap these two variables

```
[r2] ← [r0]
[r0] ← [r1]
[r1] ← [r2]
```

- Now, we want to do the same thing without using **r2**

A	B	C = A ⊕ B
0	0	0
0	1	1
1	0	1
1	1	0

- ***Another solution***

Let us review the XOR truth table

- x ⊕ x = 0
- x ⊕ 0 = x
- **x ⊕ y ⊕ y = x**

The red values are the originals.

```
EOR r0,r0,r1     ; [r0] ← [r0] ⊕ [r1]
EOR r1,r0,r1     ; [r1] ← [r0] ⊕ [r1]
                 ; [r1] ←([r0] ⊕ [r1]) ⊕ [r1]
                 ; [r1] ← [r0]
EOR r0,r0,r1     ; [r0] ← [r0] ⊕ [r1]
                 ; [r0] ←([r0] ⊕ [r1]) ⊕ [r0]
                 ; [r0] ← [r1]
```

X ← X ⊕ Y
Y ← X ⊕ Y
X ← X ⊕ Y

Example 5: Multiplication by $2^n - 1$, 2^n, or $2^n + 1$

- Multiplying by `2^n` can be implemented using `MOV` instruction and `LSL#n`
- Example:

  Write one ARM instruction to store `r1 × 16` into `r2`

```
MOV r2, r1, LSL#4      ; [r2]←[r1] × 2^4
```

- Multiplying by `2^n + 1` can be implemented using `ADD` instruction and `LSL#n`
- Example

  Write one ARM instruction to store `r1 × 17` into `r2`

```
ADD r2, r1, r1, LSL#4 ; [r2]←[r1] + [r1] × 2^4
```

- Multiplying by `2^n - 1` can be implemented using `RSB` instruction and `LSL#n`
- Example

  Write one ARM instruction to store `r1 × 15` into `r2`

```
RSB r2, r1, r1, LSL#4 ; [r2]←[r1] × 2^4 - [r1]
```

Example 5: Multiplication by $2^n - 1$, 2^n, or $2^n + 1$

- Let us translate the following C code

```
if(x > y)
  p = 17 * q;
else
{ if(x == y)
    p = 16 * q;
  else /* i.e., x < y */
     p = 15 * q;
}
```

- Assume that x and y are stored in r2 and r3, and also that p and q are r4 and r1

```
CMP    r2, r3              ;Compare x and y
ADDGT r4, r1, r1, LSL#4 ; IF >, then p ← q      + q << 4
MOVEQ r4, r1, LSL#4     ; IF =, then p ← q << 4
RSBLT r4, r1, r1, LSL#4 ; IF <, then p ← q << 4 - q
```

r4 not r1
Not correct in the book page 200

Example 6: Dividing by D

- Dividing by **D** can be implemented using `MUL` and `ASR` instructions

- Example:
  Write ARM instructions to divide **r0** by **D** and store the result in **r1**
  i.e., **[r1] ← [r0] / D**

- The result can be written as:

```
[r0] / D      = [r0] × (1 / D)
              = [r0] × (2^N/D) / 2^N
```

  - ✓ Select **N** to be a large integer at the same time not to cause an overflow when evaluating **[r0] × (2^N/D)**
  - ✓ Evaluate **[r0] × (2^N/D)**
  - ✓ Arithmetic shift right the result N time

- If **D = 5** and **r0 = 32004**, we can pick **N = 16**
- **2^N / D** = **2^16 / 5** = **1024 × 64 / 5** = **13107.2**
  round(**13107.2**) = **13107**

Note that 13107 / 2^16 = 0.199997 ≈ 0.2

```
LDR r2,=13107; (2^N/D)
MUL r1,r2,r0 ; [r0] × (2^N/D)
ASR r1,#16   ; [r0] × (2^N/D) / 2^N = [r0] / D
```

Example 7: Converting Capital Letter ➔ Small Letter

- Let us convert any capital letter to small letter
- Capital letters begins by `'A'` and end by `'Z'`
- Assume that the character to be converted in `r0;` and `r1` is a working register

```
CMP    r0, #'A'              ;Is it in the range of the capital?
RSBGES r1, r0, #'Z'          ;If >= 'A',
                             ;then check with 'Z'
                             ;     and update the flags
ORRGE  r0, r0, #2_100000     ;If between 'A' and 'Z' inclusive,
                             ;then set bit 5 to force lower case
```

Example 8: If Statement in One Instruction!!

- Let us translate the following C code

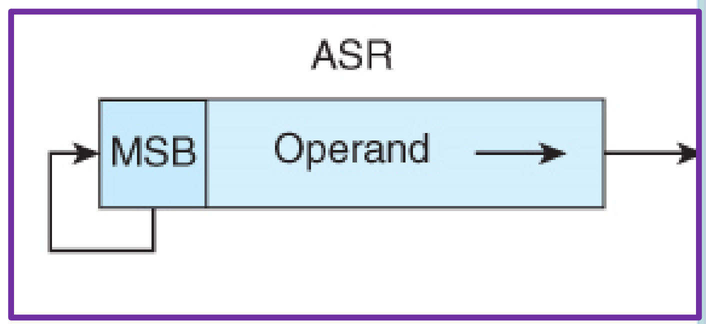
```
if(x < 0)
  x = 0;
```

- Assume that `x` is stored in `r0`

```
BIC r0, r0, r0, ASR#31 ; only one instruction!!
```

- `ASR#31` will fill all bits of `r0` with the sign bit
  - If positive, the result will be `0x00000000`
  - If negative, the result will be `0xFFFFFFFF`

  Hence, if negative, all bits will be cleared, i.e., `x` ← `0`
  Otherwise, `x` will stay as it is without change



Example 9: Simple Bit-level Logical Operations

- Assume `#2_0000 0000 0000 0000 0000 0000 0000 pqrs` is stored in `r0`
- We wish to implement the following statement

```
    if ((p == 1) && (r == 1))
        s = 1;
```

```
TST    r0,#0x8     ;check the value of bit p
TSTNE r0,#0x2      ;if p == 1,
                   ;   check the value of bit r
ORRNE  r0,r0,#1    ;if r == 1,
                   ;   set s ← 1
```

Example 10: Hexadecimal Character Conversion

- We would like to convert **4 binary bits** to **hexadecimal digits**
- Assume that these 4 bits are stored at the LSBs of `r0` and the rest of the bits are zeros
- Note that the ASCII code of
  - `'0'` is `48`, i.e., `0x30` (difference from 0000_2 is = `0x30`)
  - `'1'` is `49`, i.e., `0x31` (difference from 0001_2 is = `0x30`)
  - ...
  - `'9'` is `57`, i.e., `0x39` (difference from 1001_2 is = `0x30`)
- Note also that the ASCII code of
  - `'A'` is `65`, i.e., `0x41` (difference from 1010_2 is = `0x37`)
  - `'B'` is `66`, i.e., `0x42` (difference from 1011_2 is = `0x37`)
  - ...
  - `'F'` is `70`, i.e., `0x46` (difference from 1111_2 is = `0x37`)
- The conversion algorithm is:

```
character = the4BitBinaryValue + 0x30
  if(character > 0x39)
    character += 7
```

0000 → '0'	
0001 → '1'	
0010 → '2'	
0011 → '3'	
0100 → '4'	
0101 → '5'	
0110 → '6'	
0111 → '7'	
1000 → '8'	
1001 → '9'	
1010 → 'A'	
1011 → 'B'	
1100 → 'C'	
1101 → 'D'	
1110 → 'E'	
1111 → 'F'	

ADDGT not **ADDGE**
Not correct in the book page 202

```
ADD   r0,r0,#0x30;add 0x30 to convert 0 through 9 to ASCII
CMP   r0,#0x39    ;check for A to F hex values
ADDGT r0,r0,#7    ;If A to F, then add 7 to get the ASCII
```

Example 10: Hexadecimal Character Conversion

- We would like to convert **4 binary bits** to **hexadecimal digits**
- Assume that these 4 bits are stored at the LSB of `r0` and the rest of the bits are zeros
- Note that the ASCII code of
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  - `...`
  - `'9'` is `57`, i.e., `0x39` (difference from 1001_2 is = `0x30`)
- Note also that the ASCII code of
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  - `'B'` is `66`, i.e., `0x42` (difference from 1011_2 is = `0x37`)
  - `...`
  - `'F'` is `70`, i.e., `0x46` (difference from 1111_2 is = `0x37`)

0000 →	'0'
0001 →	'1'
0010 →	'2'
0011 →	'3'
0100 →	'4'
0101 →	'5'
0110 →	'6'
0111 →	'7'
1000 →	'8'
1001 →	'9'
1010 →	'A'
1011 →	'B'
1100 →	'C'
1101 →	'D'
1110 →	'E'
1111 →	'F'

- Another algorithm:

```
character = the4BitBinaryValue
    +(the4BitBinaryValue <= 0x9)? 0x30 : 0x37;
```

```
CMP   r0,#0x9      ;is it 0-9 or A-F hex values?
ADDLE r0,r0,#0x30;if it is 0-9, add 0x30 to convert to ASCII
ADDGT r0,r0,#0x37;if it is A-F, add 0x37 to convert to ASCII
```

Example 11: Multiple Selection

- Let us translate the following C code

```
switch (i)
{ case  0: do action; break;
  case  1: do action; break;
  ...
  case  N: do action; break;
  default: do something;
}
```

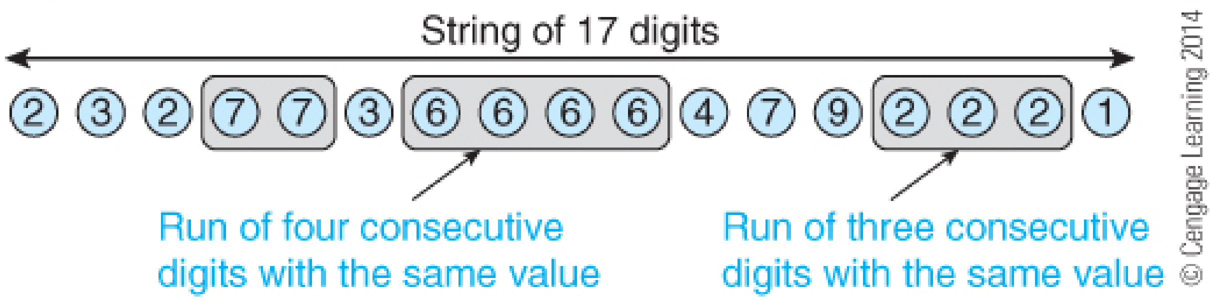
- Assume that `r0` contains the selector `i`

```
         TEQ r0, 0 ;is the switch variable == 0?
         BEQ case0 ;If i == 0, jump to the case0 code
         TEQ r0, 1 ;is the switch variable == 1?
         BEQ case1 ;If i == 1, jump to the case1 code
         ...
         TEQ r0, N ;is the switch variable == N?
         BEQ caseN ;If i == N, jump to the caseN code
         B default
case0    do action of case 0
         B AfterCase
case1    do action of case 1
         B AfterCase
         ...
caseN    do action of case N
         B AfterCase
default  do action of default
AfterCase ...
```

Example 12: Finding the Longest Sequence of Repeated Digits

- In Chapter one, we attempted to find the longest sequence of repeated digits.

FIGURE 1.7 A string of digits

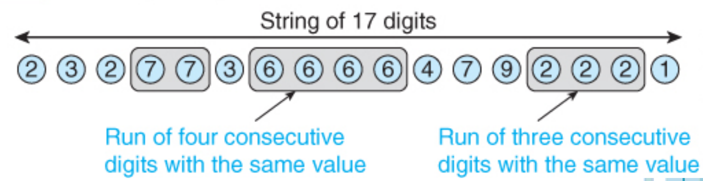


- Let us revisit this problem and implement the solution using ARM assembly language.
- If you recall, we proposed 13 steps to solve this problem:

```
1.   Read the first digit in the string and call it New_Digit
2.   Set the Current_Run_Value to New_Digit
3.   Set the Current_Run_Length to 1
4.   Set the Max_Run to 1
5.   REPEAT
6.       Read the next digit in the sequence (i.e., read a New_Digit)
7.       IF its value is the same as Current_Run_Value
8.          THEN Current_Run_Length = Current_Run_Length + 1
9.          ELSE {Current_Run_Length = 1
10.               Current_Run_Value = New_Digit}
11.      IF Current_Run_Length > Max_Run
12.         THEN Max_Run = Current_Run_Length
13.  UNTIL The last digit is read
```

Example 12: Finding the Longest Sequence of Repeated Digits

FIGURE 1.7 A string of digits




```
       AREA    RunLength,CODE,READONLY
       ENTRY
       ADR    r9, String ;r9 points to the sting
       LDRB   r0, EoS    ;r0 is the EoS symbol
       LDRB   r1,[r9],#1 ;Step-01: r1 is New_Digit
       MOV    r2,r1      ;Step-02: r2 is the Current_Run_Value
       MOV    r3,#1      ;Step-03: r3 is the Current_Run_Length (set to 1)
       MOV    r4,#1      ;Step-04: r4 is the Max_Run_Length (set to 1)
Repeat LDRB   r1,[r9],#1 ;Step-05 & 06: REPEAT: Read next digit (i.e., New_Digit)
       CMP    r1,r2      ;Step-07:  Compare New_Digit and Current_Run_Value
       ADDEQ  r3,r3,#1   ;Step-08:  IF same THEN Current_Length=Current_Length+1
       MOVNE  r3,#1      ;Step-09:          ELSE Current_Run_Length = 1
       MOVNE  r2,r1      ;Step-10:               Current_Run_Value  = New_Digit
       CMP    r3,r4      ;Step-11:  IF Current_Run_Length > Max_Run
       MOVGT  r4,r3      ;Step-12:  THEN Max_Run = Current_Run_Length
       TEQ    r0,r1      ;Step-13:  Testing the end of string
       BNE Repeat        ;Step-13: UNTIL all digits tested
Park   B Park            ;parking loop
String DCB 2,3,2,7,7
       DCB 3,6,6,6,6,4
       DCB 7,9,2,2,2,1
EoS    DCB 0xFF
       END
```

1. Read the first digit in the string and call it New_Digit
2. Set the Current_Run_Value to New_Digit
3. Set the Current_Run_Length to 1
4. Set the Max_Run to 1
5. REPEAT
6. Read the next digit in the sequence (i.e., read a New_Digit)
7. IF its value is the same as Current_Run_Value
8. THEN Current_Run_Length = Current_Run_Length + 1
9. ELSE {Current_Run_Length = 1
10. Current_Run_Value = New_Digit}
11. IF Current_Run_Length > Max_Run
12. THEN Max_Run = Current_Run_Length
13. UNTIL The last digit is read