

Part 4

CHAPTER 3

Architecture and Organization



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Pseudo instructions

- ❑ A *pseudo instruction* is an operation that the programmer can use when writing code.
 - The actual instruction ***does not*** have a ***direct*** machine language equivalent.
 - For example, you ***can't*** write `MOV r0,#0x12345678` to load register r0 with the 32-bit value 0x12345678 because the instruction is only 32 bits long in total.
 - Instead, you can use `LDR r0, = 0x12345678` *pseudo instruction*,
Yes, it is = not # **It is NOT** `MOV r0, = 0x12345678`
 - the assembler will generate suitable code to carry out the same action.
 - *store the constant* 12345678₁₆ in a so-called *literal pool* or *constant pool* somewhere in memory ***after the current AREA***
 - *generates suitable code* to load the stored constant 12345678₁₆ to r0

Pseudo instructions

- ❑ Another *pseudo instruction* is **ADR r0, label**, which loads the 32-bit address of the line 'label' into register r0, using the appropriate code generated by the assembler.
- ❑ The following fragment demonstrates the use of the **ADR** *pseudo instruction*.

```
ADR r1,MyArray ;set up r1 to point to MyArray  
                  ; loads register r1 with the 32-bit address of MyArray
```

...

```
LDR r3,[r1]      ;read an element using the pointer
```

```
MyArray DCD 0x12345678 ;the address of this data will be loaded to r1
```

- ❑ The programmer does not have to know how the assembler generates suitable code to implement such *pseudo instructions*.
- ❑ All this is done automatically.
- ❑ This can be realized by utilizing the *program counter relative addressing*

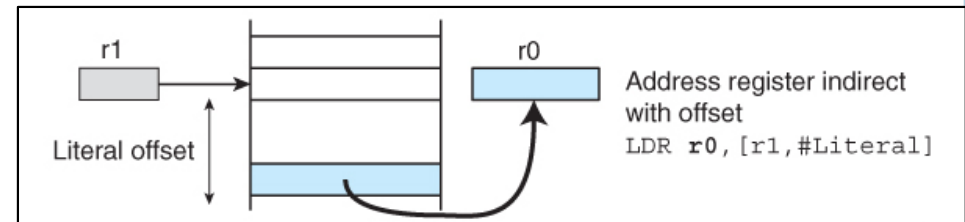
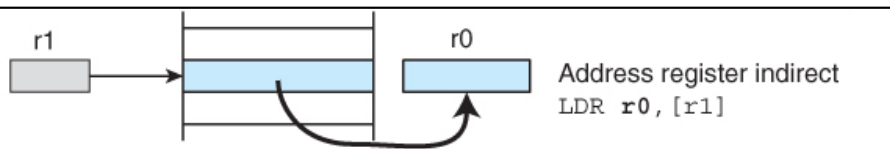
But as a student, you need to know it!!

Program Counter Relative Addressing

- ❑ Register *indirect relative addressing allows* us to
 - *specify the location of an operand with respect to a register value.*

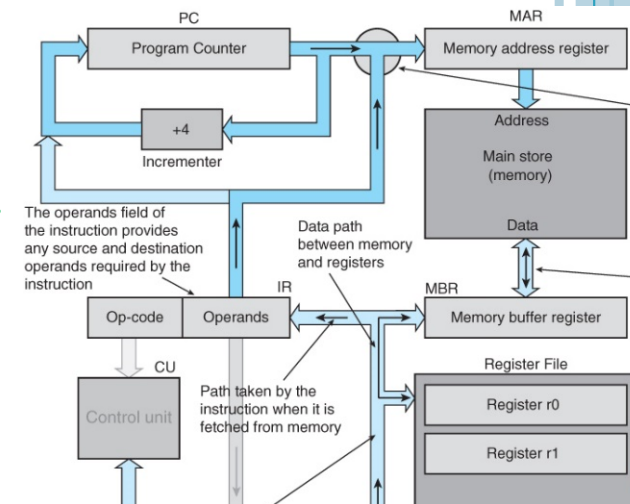
❑ LDR **r0**, [r1] specifies that the operand address is in r1

❑ LDR **r0**, [r1, #16] specifies that the operand is 16 bytes onward from r1.



- ❑ Suppose that we use *r15*, i.e., *the PC*, to generate an address by writing LDR **r0**, [PC, #16].

- The operand is 16 bytes onward from the PC
- i.e., **8 + 16 = 24** bytes from the current instruction.
 - *The ARM's PC in most of the cases is 8 bytes from the current instruction to be executed, due to **pipelining** (automatically fetches the next instruction before the current one has been executed).*



- ❑ If the program and its data are relocated elsewhere in memory, the *relative offset* does not change.

Having **ADR r4, P3** at line 08 will utilize the ADD instruction and the PC value to load the address of P3 in R4. To be translated to: **ADD r4, PC, #0x4**

Pseudo instructions

FIGURE 3.20

To understand all these questions, try to put each pair of instructions in an assembly program and analyze the disassembly result.

What is the difference between **LDR r4, P3** and **ADR r4, P3**?

The **LDR** will load the value of P3 in r4. The **ADR** will utilize ADD/SUB to load the address of P3 in r4.

What will be the generated code if you replaced **LDR r4, P3** by **ADR r4, P3**?

What is the difference between **ADR r4, P3** and **LDR r4, = P3**?

Note that there is a difference between **LDR r4, P3** and **LDR r4, = P3**

The 1st one will load the VALUE of P3 in R4.

The 2nd one will copy the ADDRESS of P3 at the literal pool and then load the value of this address in R4.

Note that there is a difference between **LDR r4, = 0x1234** and **LDR r4, = P3**

The 1st one will copy 0x1234 at the literal pool and then load the value of this address in R4.

The 2nd one will copy the ADDRESS of P3 at the literal pool and then load the value of this address in R4.

4:	LDR	r0,=0x12345678	PC+18=0+18=20, (R0)=20
0x00000000	E59F0018	LDR	R0, [PC, #0x0018] 0x00 + 0x08 + 0x18 = 0x20
5:	ADR	r1, Table	
0x00000004	E28F1008	ADD	R1, PC, #0x00000008 0x04 + 0x08 + 0x08 = 0x14
6:	ADR	r2, Table1	
0x00000008	E28F2008	ADD	R2, PC, #0x00000008 0x08 + 0x08 + 0x08 = 0x18
7:	LDR	r3, = 0xAAAAAAAA	
0x0000000C	E59F3010	LDR	R3, [PC, #0x0010] 0x0C + 0x08 + 0x10 = 0x24
8:	LDR	r4, P3	
0x00000010	E59F4004	LDR	R4, [PC, #0x0004] 0x10 + 0x08 + 0x04 = 0x1C
0x00000014	ABCD DCBA	BLGE	0xFF377304
0x00000018	FFFFFF	(???)	
0x0000001C	22222222	EORCS	R2, R2, #0x20000002
0x00000020	12345678	EORNES	R5, R4, #0x07800000
0x00000024	AAAAAAA	BGE	0xFEAAAAAD4 ← literal pool.
0x00000028	00000000	ANDEQ	R0, R0, R0

PseudoInst.asm	
01	AREA ConstPool, CODE, READONLY
02	ENTRY
03	
04	LDR r0,=0x12345678
05	ADR r1, Table
06	ADR r2, Table1
07	LDR r3, = 0xAAAAAAAA
08	LDR r4, P3
09	
10	Table DCD 0xABCD DCBA
11	Table1 DCD 0xFFFFFFFF
12	P3 DCD 0x22222222

In "**ADR r4, P3**", the distance between **P3** and the **ADR** instruction MUST be represented as 0-255 and a rotation!!, while in "**LDR r4, = P3**", the distance Must be < 4096 (i.e., < 4K).