Note Title 27-07-2012

July 27

Last Class : ARM Instructions.

(ADD/SUB/ CMP/B)

```
sum = 0;
for (i = 1; i < 100; i++)
    sum += i;
```

```
        MOV   R1, #0
        MOV   R0, #1
.Loop   CMP   R0, #100
        BGE   .exit
        ADD   R1, R1, R0
        ADD   R0, R0, #1
        B     .Loop
.exit
```

```
i = 10;
switch (i){
    case 1:
        j=2;
        break;

    case 2:
        j=3;
        break;
    default:
        j=4;
}
```

```
        MOV   R0, #10

        CMP   R0, #1.
        BNE   .next1
        MOV   R1, #2
        B     .exit

.next1  CMP   R0, #2
        BNE.  next 2
        MOV   R1, #3
        B.    exit

.next2  MOV   R1, #4

.exit
```

Functions

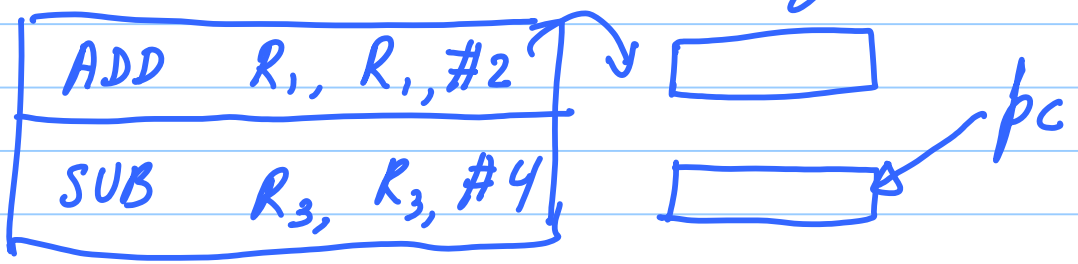
pc ← program counter.

program ↔ array of instructions in memory

each instruction is of the same size

4 bytes

PC → index into this array.



Link register :

```
int j=0;
foo() {
    j=7;
}
main() {
    k=5;
    foo();
    k+=j;
}
```

(k ↦ R0)
(j ↦ R1)

```
MOV   R1, #0
MOV   R0, #5
BL    .foo      ---...  (lr=pc+4)
ADD   R0, R0, R1
B     .exit

.foo  MOV   R1, #7
      MOV   pc, lr   (return)
```

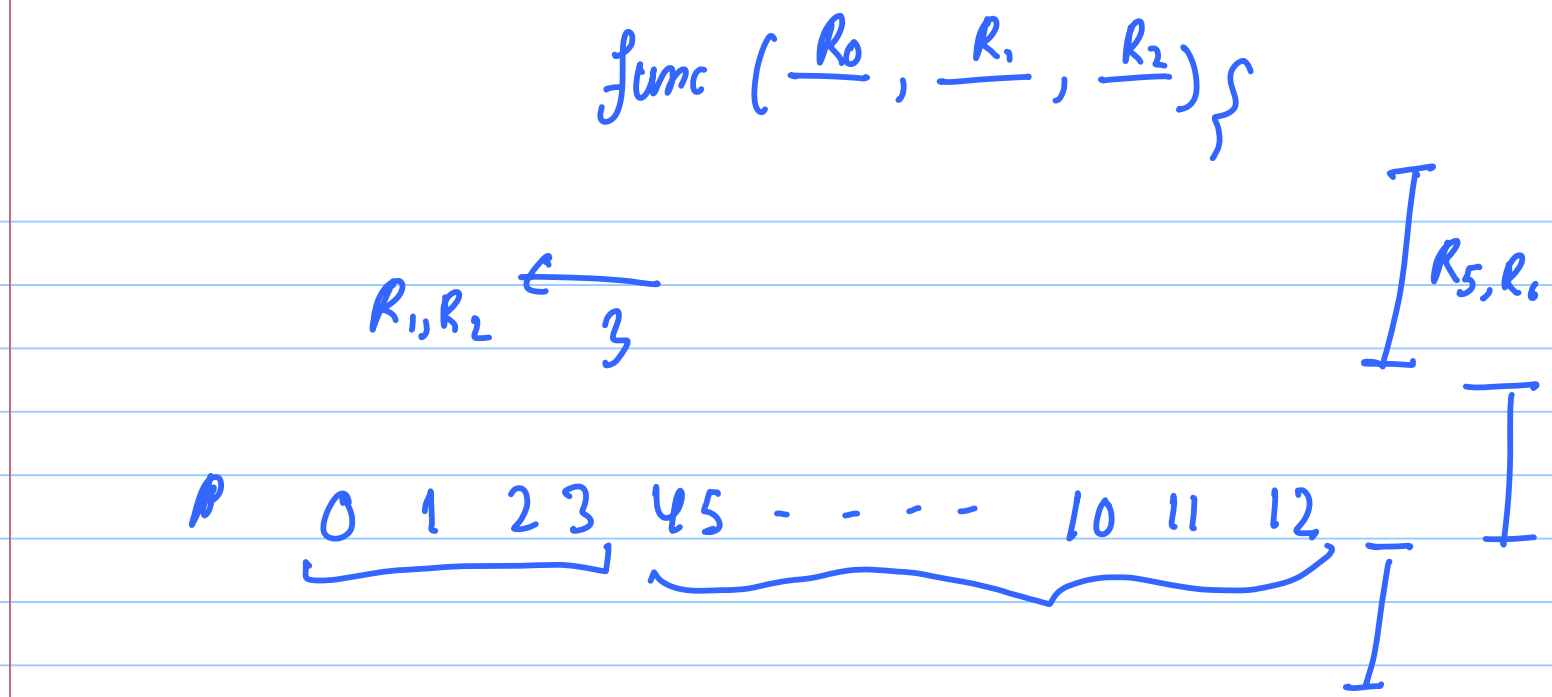
```
int foo (int x){
    return (x+2);
}

main (){
    i = 0; j=3;
    j += foo(i);
    [printf(j);]
}
```

```
(i → R0)  (j → R1)

MOV   R0, #0   (i = 0)
BL    .foo
MOV   R1, #3
ADD   R1, R1, R0
B .exit
.foo  ADD   R0, R0, #2
      MOV   PC, LR
```

Take home point: pass and obtain values in functions through registers.



Basic Concepts

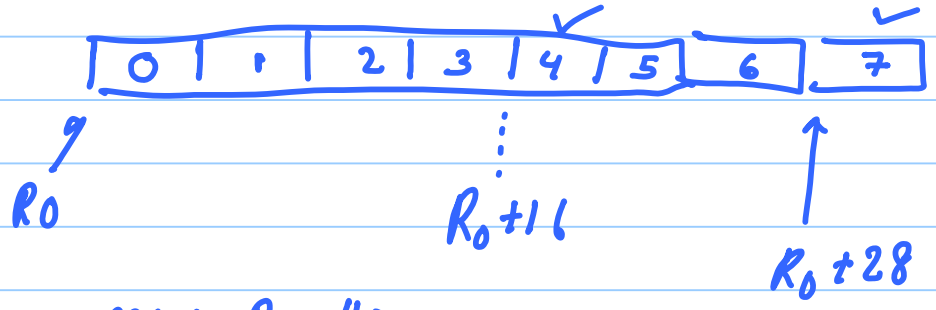
1) B, BL
(LR ← pc + 4)

2) Args, Ret vals passed through regs.

3) mov PC, LR
(return)

```
int A[];
A[4] = 0;
A[7] = 19;
```

(A (ptr in main mem) → R0)




```
MOV  R1, #0
STR  R1, [R0, #16]
```

[R0, #16] — loc. in memory

(mem[R0+16] = 0)

```
MOV  R2, #19
STR  R2, [R0, #28]
```

$x = A[4]$

$(x \rightarrow R_1)$

$\angle DR \quad R_1, [R_0, \#16]$