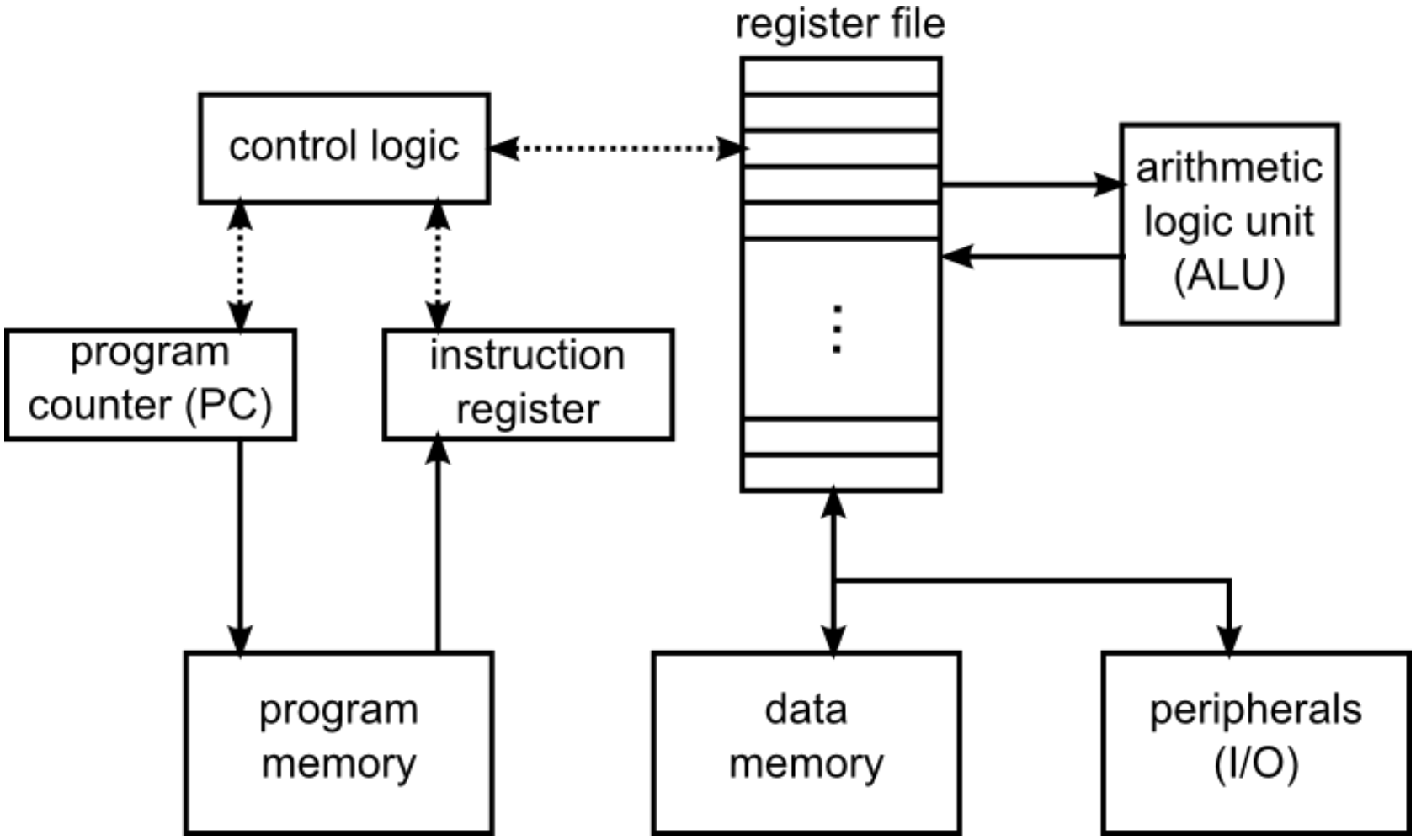
Hardware and Instruction Set Architecture

CSE 1302

Schedule Logistics

- Last 3 modules of semester will focus on assembly language
  - Lecture today, next Thursday, and Nov 12 (after exam 2)
  - Three assignments
  - There will be quizzes on this material
- Lecture next Thursday includes review for exam 2
  - Material in modules 4 to 7
  - Nov 5, in class
- Last lecture (Nov 19) will just be review for exam 3
  - Material will *not* be cumulative, just modules 8 to 10
  - Dec 3, in class

Simple Computer System

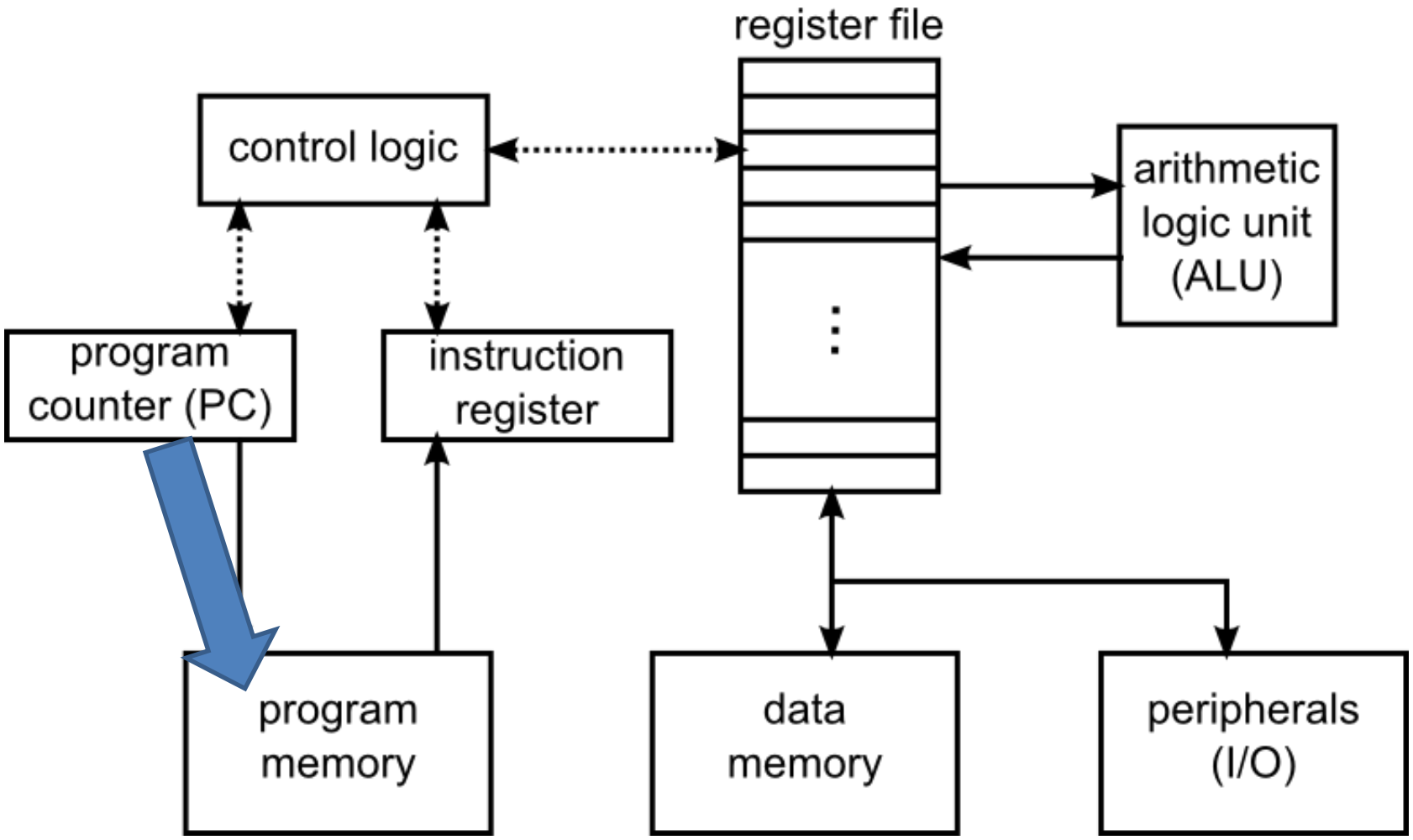


For Arduino, all of this is in a single AVR chip.
Chips of this type are called “microcontrollers”

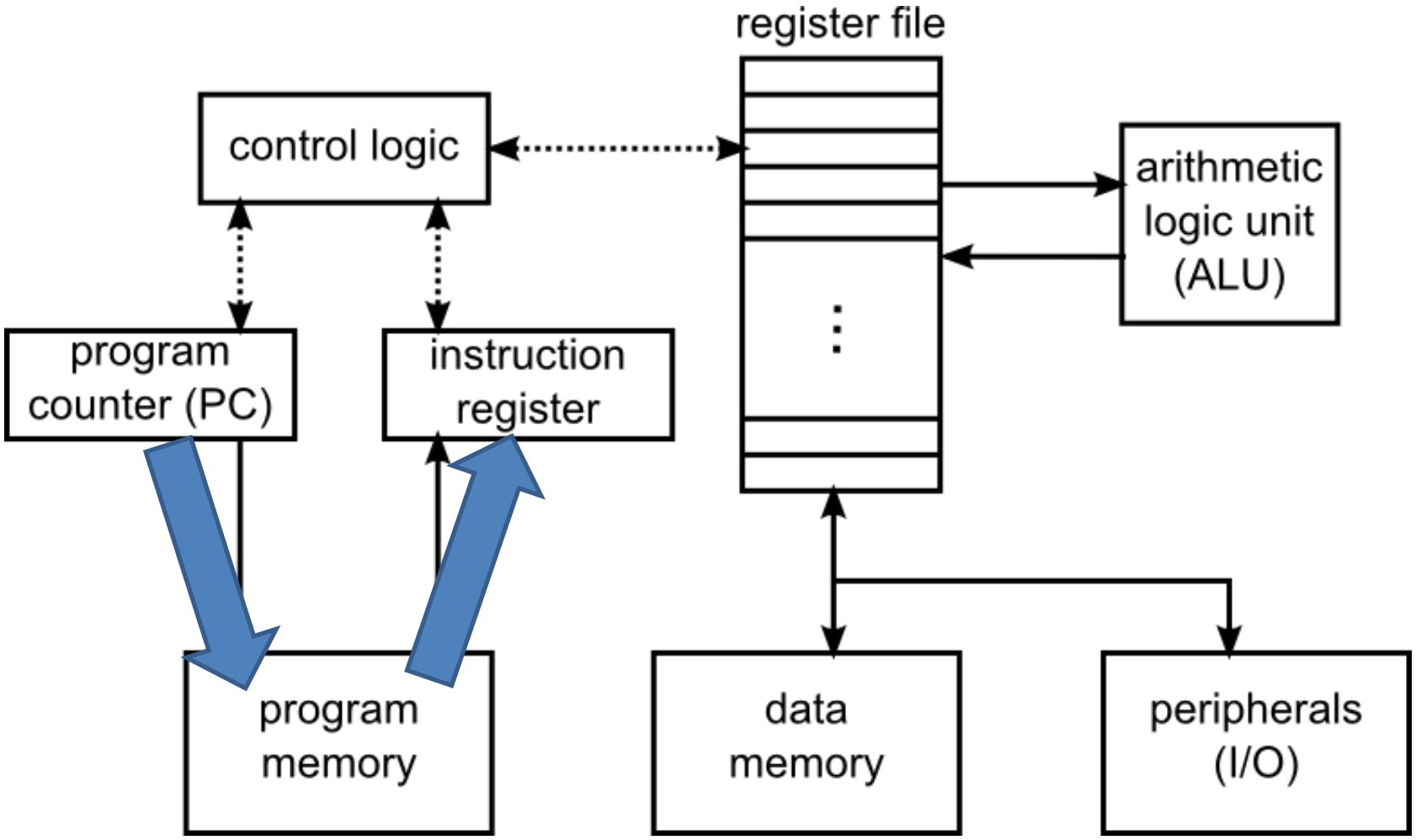
Fetch-Decode-Execute Cycle

- Fetch: grab (fetch) the instruction to be executed. It's address is in the instruction pointer (IP) or program counter (PC)
- Decode: figure out what instruction it is and what is to be done (e.g., this is an ADD inst. that needs two values from the register file)
- Execute: do the real work and store the result somewhere (as told by the instruction)

Fetch


register file
control logic
arithmetic
logic unit
(ALU)
program
counter (PC)
instruction
register
program
memory
data
memory
peripherals
(I/O)

Fetch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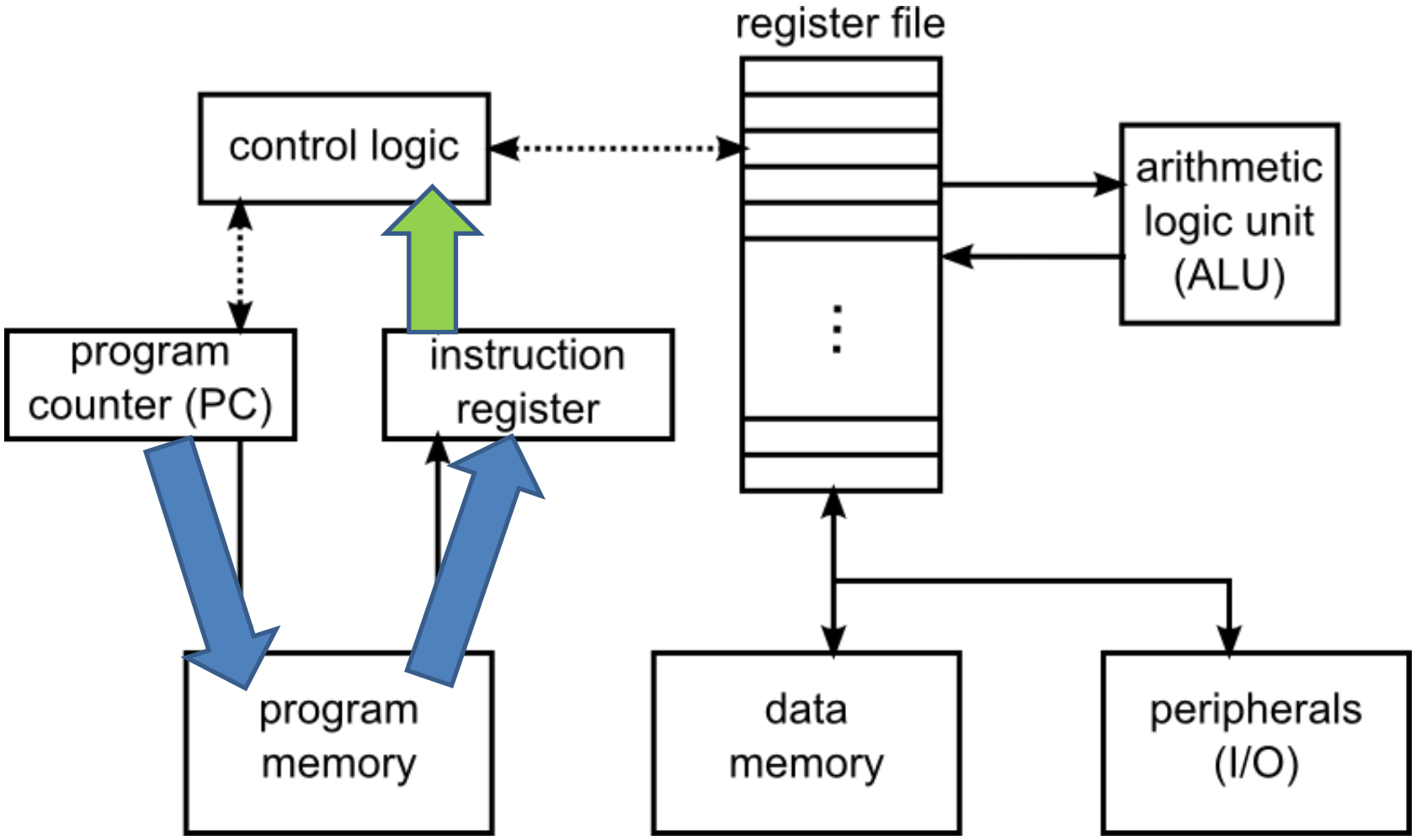
Decode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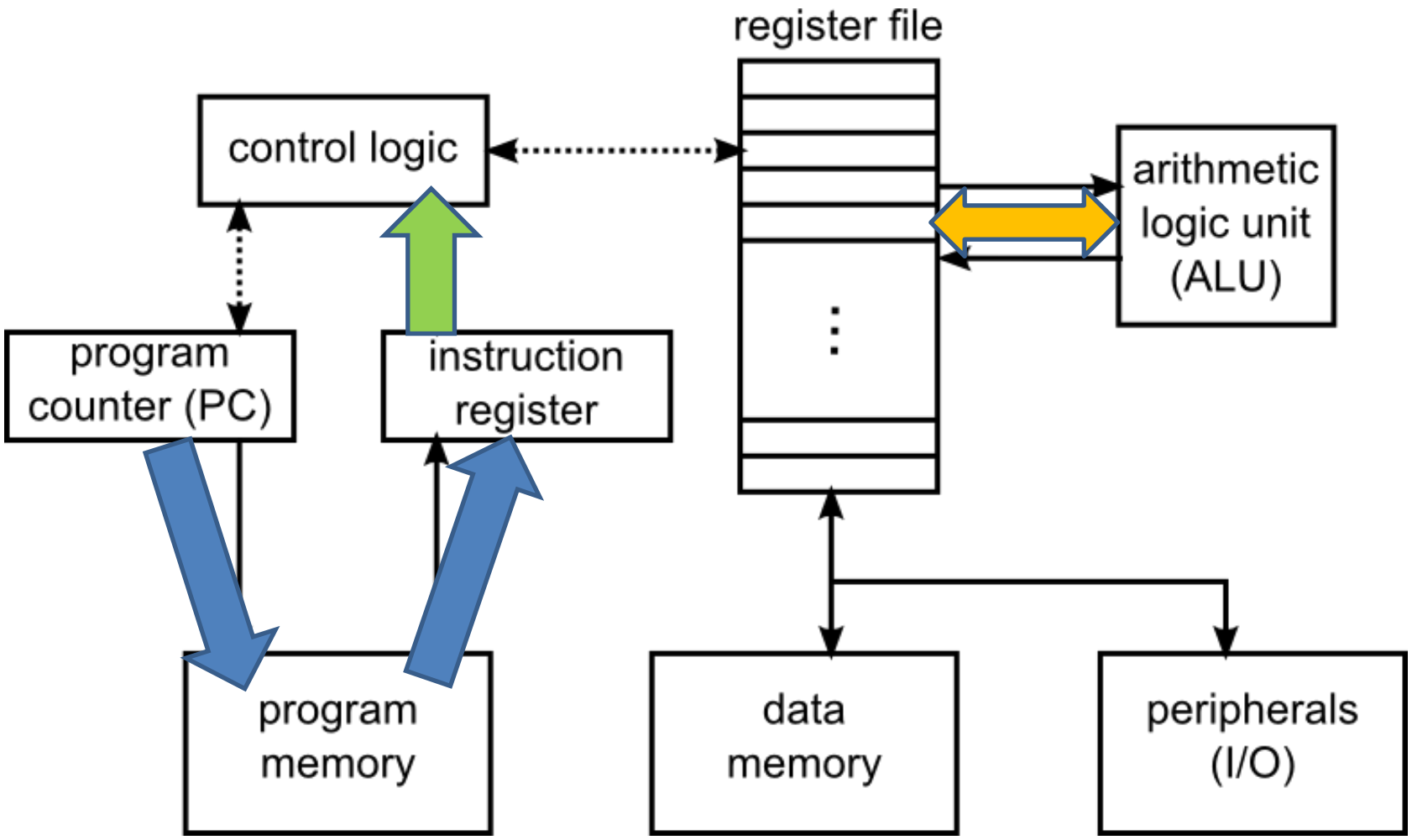
Execute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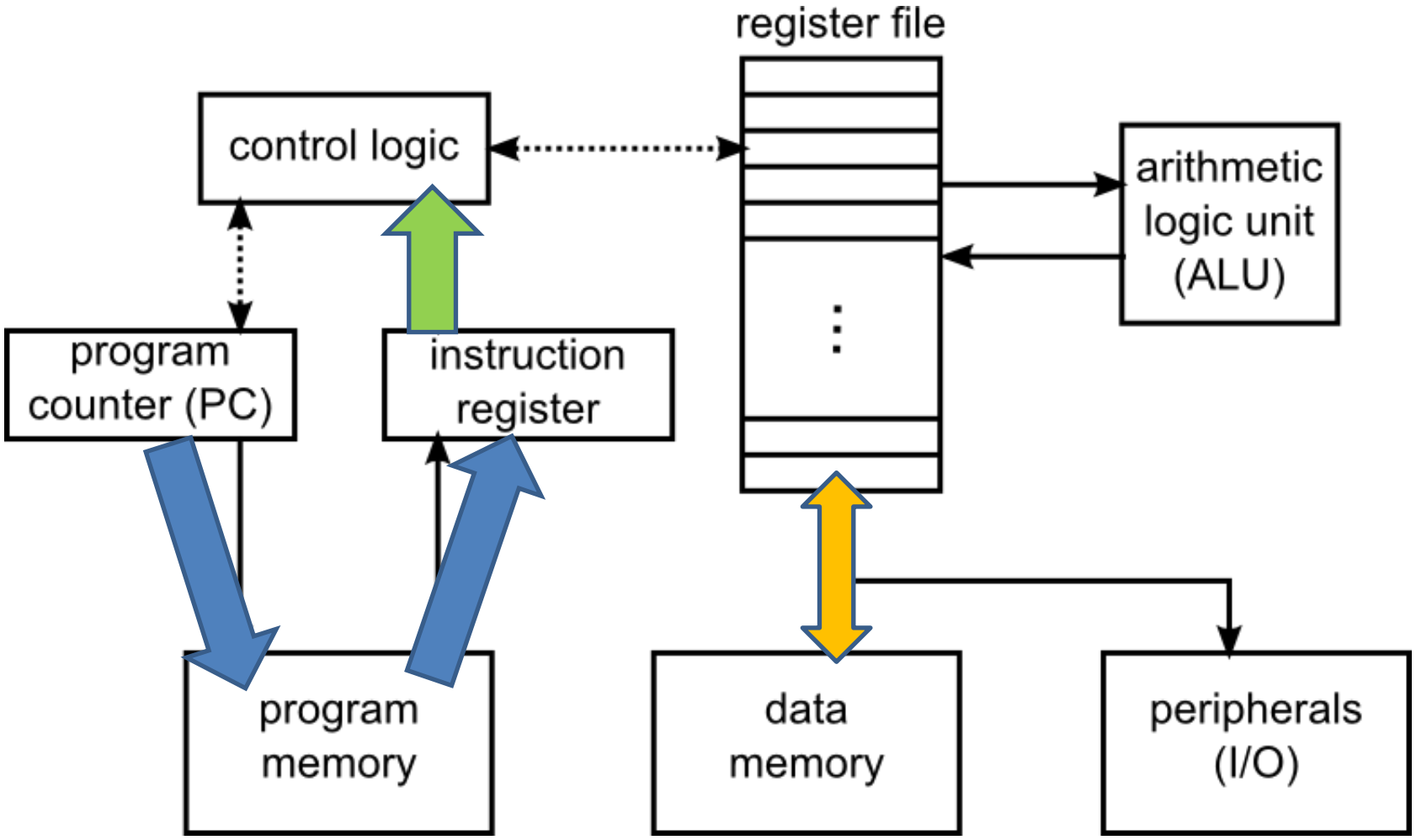
Execute (2)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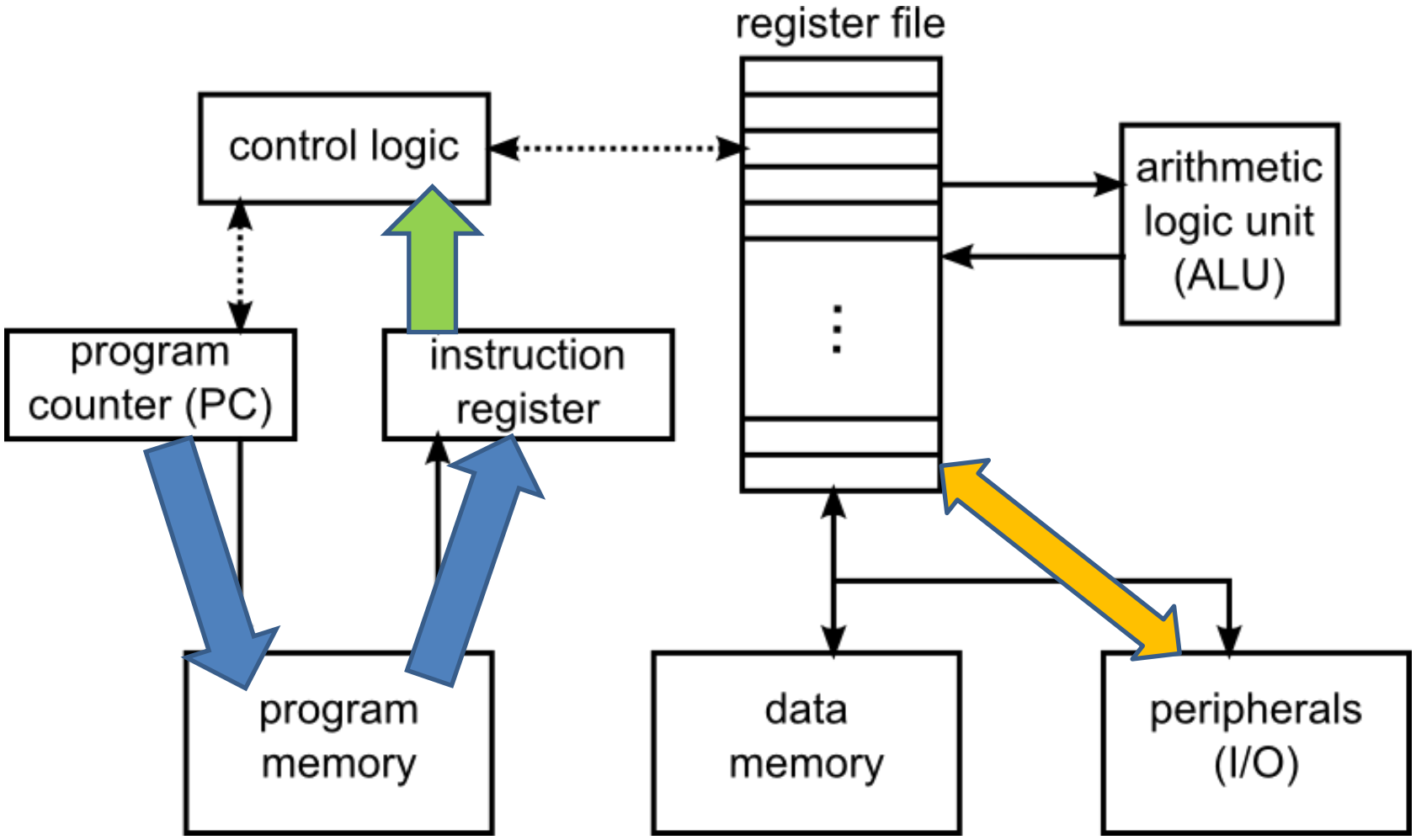
Execute (3)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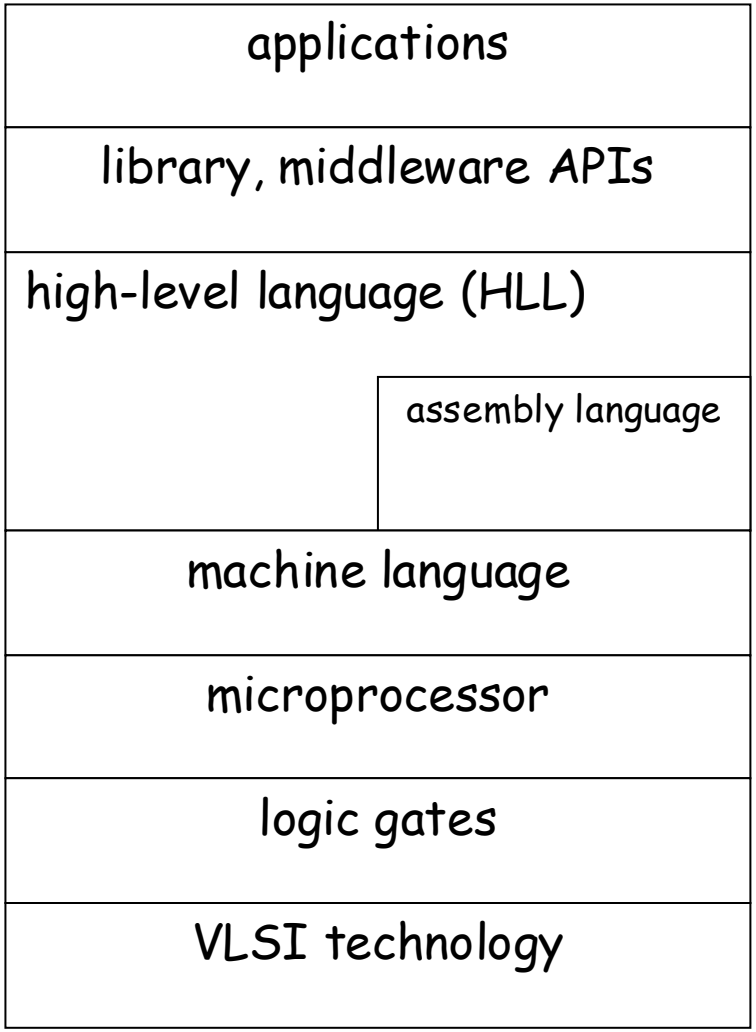
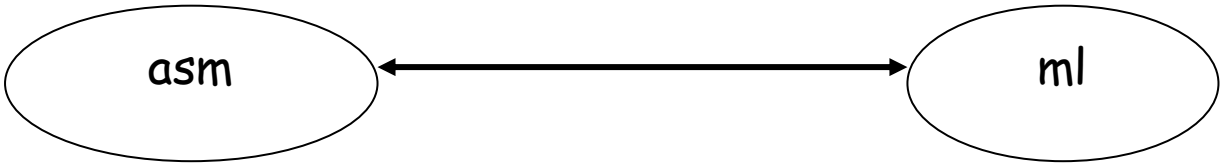
Abstraction Levels



HLLs, assembly, vs. machine language

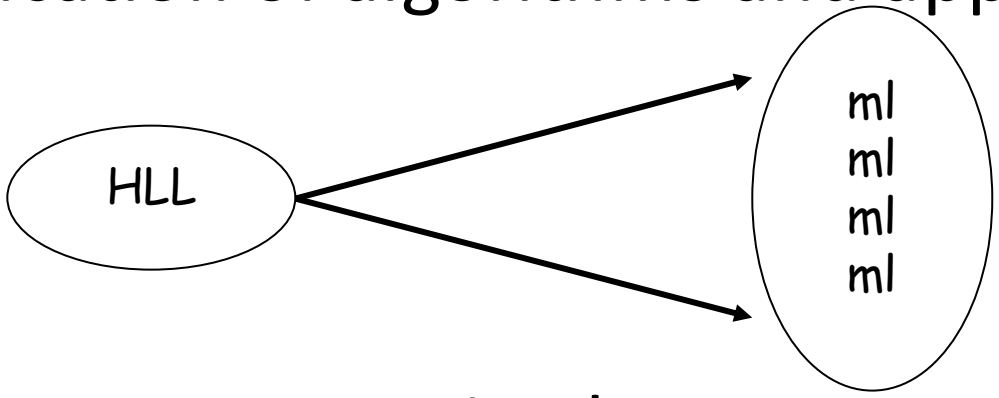
- machine language = binary (i.e., computer readable) image of program code
- assembly language = human readable (and writeable) syntax directly representing machine language



- one-to-one mapping between asm and machine language

HLLs, assembly, vs. machine language

- high-level language = designed for human specification of algorithms and applications

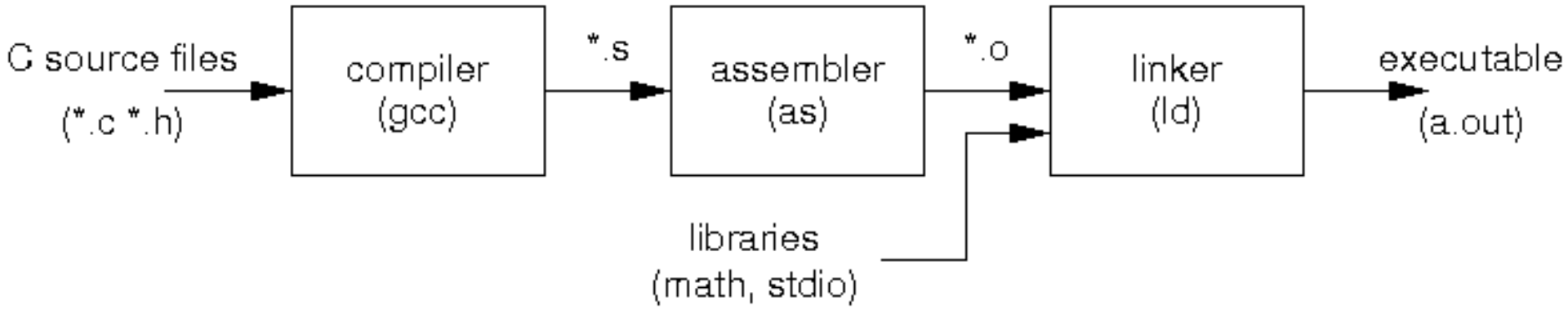


- one-to-many mapping between HLL and machine language
- Assembly/machine language is very much architecture dependent
- HLLs are (largely) architecture independent

Why use assembly language?

- Direct control over the hardware
  - "I want the machine to execute these exact instructions."
- Historical reasons
  - execution efficiency (speed, code size, etc.)
  - lack of suitable HLL compiler (embedded)
- Today
  - Limited need as an authoring language
  - Very useful for investigation – understanding!

gcc workflow



Instruction Set Architecture (ISA)

- Programmer's view of the processor. It includes the following components:
  - Instruction set: the collection of instructions that are supported by the processor.
  - Register file: the programmer-visible storage within the processor.
  - Memory: the logical organization of the memory (again, programmer's view)
  - Operating modes: some processors have subsets of the instructions that are privileged based on being in a given "mode." (The Arduino AVR processor doesn't have this, but the x86 processor inside a PC does.)

AVR Instruction Set

- Arithmetic operations: (add, sub, mul, etc.)
- Boolean operations: (and, or, etc.)
- Shift operations: (left shift, right shift)
- Comparison operations: (<, ≤, >, ≥, =, ≠)
- Memory operations: (load, store)
  - Data movement operations are the only ops that reference memory, all others are to/from registers

AVR Instruction Set

- Control flow operations:
  - Unconditional branch: (jmp)
  - Conditional branch: (breq, brne, etc.)
  - Procedure call/return: (call, ret)
- Peripheral access: (in, out)
- System operations: (nop, sleep, etc.)

AVR Register File

- 32 general-purpose registers in the AVR ISA:
  - Each 8 bits wide, named R0 to R31
  - Sometimes paired for 16-bit data – e.g., (R5:R4) has least significant bits in R4 and msbits in R5
  - Last 3 register pairs used for addressing – they are named X (R27:R26), Y (R29:R28), and Z (R31:R30)
- 3 special-purpose registers
  - PC – program counter (16 bits wide)
  - SREG – Status register (8 bits wide)
  - SP – stack pointer (16 bits wide), for system stack

Status Register

- SREG is status register $\Rightarrow$ status bits retaining results of previous operations:
  - C – carry – result of unsigned add is too large
  - Z – zero – result of previous operation is 0
  - N – negative – result of operation is negative
  - V – overflow – result of signed op is out of range
  - S – sign – true sign = N xor V
  - H – half carry – used for BCD arithmetic
  - T – bit copy – used by bit load and store inst.
  - I – interrupt – interrupts are enabled

General Form

label: opcode operands comment

- Label is optional
- Opcode is the specific instruction (e.g., add)
- Operands specify data for operation
  - AVR is 2-operand machine, 1st operand is dest.
- Comments use different notations
  - Many assemblers (incl. AVR) ; comment
  - Or some other notation, e.g., # comment

Pseudo-operations

Pseudo-ops are commands to assembler

.text	means “text section”, or instructions are next
.data	means “data section”
.byte	reserves data storage

```
var:   .byte   10
```

reserves one byte, initializes it to 10, and makes var a label that is address of byte

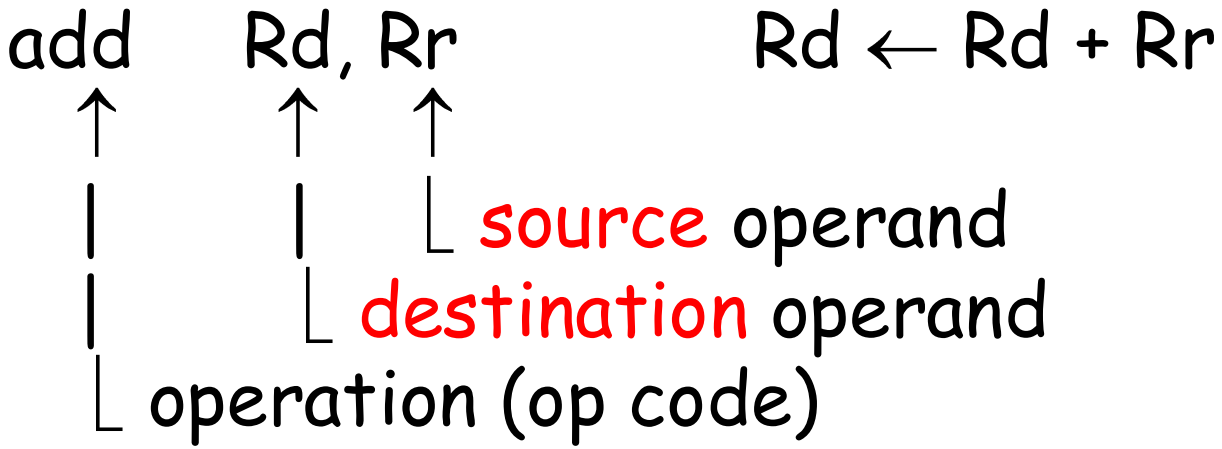
Example

```
byte rshift2(byte x) {
        return(x >> 2);
}
```

```
        .text                   ;code segment follows
        .global rshift2         ;tell linker about rshift2
rshift2:
        lsr r24                 ;do actual work
        lsr r24                 ;result is in r24
        ldi r25, 0              ;return value in r25:r24
        ret                     ;return
```

Addressing Modes

- Register addressing – operand is in register



$0 \leq d \leq 31, 0 \leq r \leq 31$

- Immediate addressing – operand is explicitly present in code

subi Rd, 10 $\quad\quad$ Rd ← Rd – 10

↑

└ "immediate" operand

- Constant values use C notation:
  - Default base is 10
  - Hex uses 0x notation (10_{16} is written 0x10)
  - Negative constants are allowed, e.g., -12

Cautions

- Assembly has no understanding of data type
  - Programmer must handle multi-byte data
  - No conversions, Load (ld) just copies bits in memory to same bits in register
- Addresses are 16 bits
  - Requires two registers (r31:r30) and two loads
    - lo8(x) gives low byte of x, hi8(x) gives high byte of x
    - Use Load Immediate (ldi), because x is the address

Quiz Time

- Go to Canvas and answer the single question on Quiz 8A

True or False:

add is an example of an AVR assembly language opcode

Assembly and C

Each can call the other, but assembly routine must follow rules set by C compiler

- r0 is temporary, alter with impunity
- r1 is zero, if changed in assembly, change back
- r2 to r17 and r28 to r29 are callee save
  - Called routine must save if it wishes to use register
- r18 to r27 and r30 to r31 are caller save
  - Calling routine must save register if value is to be preserved across the call

Register Usage Conventions in AVR C

Register	Description	Assembly code called from C (callee)	Assembly code that calls C (caller)
r0	Temporary	Save and restore if using	Save and restore if using
r1	Always zero	Must clear before returning	Must clear before calling
r2-r17	"callee-save"	Save and restore if using	Can freely use
r28			
r29			
r18-r27	"caller-save"	Can freely use	Save and restore if using
r30			
r31			

Parameters and Return Values

- Two-byte return values go in `r25:r24`
- Parameters go in register pairs
  - First parameter in `r25:r24`
  - Second param. in `r23:r22`
  - Third param. in `r21:r20`
  - Etc.

- One-byte return values and parameters use low byte of two-byte register pairs

Multi-byte Data Manipulation

- Use bits in SREG to save intermediate values
- *C* bit (carry) for addition, e.g,

  r9:r8 ← r9:r8 + r5:r4

```
add r8, r4      ;adds lsbits and puts carry in C
adc r9, r5      ;uses carry from prev. add
```