

# F28HS Hardware-Software Interface: Systems Programming

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<sup>0</sup>No proprietary software has been used in producing these slides



# Outline

- 1 Tutorial 1: Using Python and the Linux FS for GPIO Control
- 2 Tutorial 2: Programming an LED
- 3 Tutorial 3: Programming a Button input device
- 4 Tutorial 4: Inline Assembler with gcc
- 5 Tutorial 5: Programming an LCD Display
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## Tutorial 4: Inline Assembler with gcc

- So far we have developed either C or Assembler programs separately.
- Linking the compiled code of both C and Assembler sources together we can call one from the other.
- This is ok, but sometimes inconvenient because
  - ▶ Code needs to comply with **ARM Assembler sub-routine calling conventions**.
  - ▶ errors occur only at link time, and carry little information
  - ▶ we can't easily parameterise the Assembler code (e.g. with the `gpio` base address)
- In this tutorial we will cover **how to embed assembler code into a C program, using the gcc and the GNU toolchain**

# Basic ARM Assembler Instructions

<code>MOV R0, R1</code>	move the value from register R1 into register R0
<code>LDR R0, [R1]</code>	load the value from the location stored in register R1 into register R0
<code>STR R0, [R1]</code>	store the value in register R0 into the location stored in register R1
<code>ADD R0, R1, R2</code>	add the values in registers R1 and R2, and store the result in register R0

# A Simple Example

## Essentials

val provides the input  
asm code returns its value  
val3 receives the output

Look-up the value in val and copy it to val3:

```
static volatile int val = 1024, val3,  
asm( /* multi-line example of value look-up and return  
*/  
    "\tMOV_R0,_%[value]\n"          /* load the address  
        into R0 */  
    "\tLDR_%[result],_%[R0,_%#0]\n" /* get and return  
        the value at that address */  
    : [result] "=r" (val3)          /* output parameter */  
    : [value] "r" (&val)           /* input parameter */  
    : "r0", "cc" );                /* registers used */  
  
fprintf(stderr, "Value_lookup_at_address_%x_(expect_%d)  
:_%d\n", &val, val, val3);
```

<sup>0</sup>Sample source in [sample0.c](#); see also [ARM inline assembly blog](#)

## Example explained

- The `asm` command defines a block of assembler code that is put at that location into the C code (embedded).
- The assembler code itself is written as a sequence of strings, each starting with a TAB (`\t`) and ending with a newline (`\n`) to match usual assembler code formatting.
- Inside the strings, the code can refer to arguments provided in the “output parameter” and “input parameter” sections.
- These sections define a **name** (e.g. `result`) that can be used in the assembler code (e.g.  `%[result]`), and which is bound to a concrete variable or value (e.g. `val3`).
- Think of these in the same way as formatting strings in `printf` statements.

## Example explained (cont'd)

- For example the line  

```
: [result] "=r" (val3)
```

says “the name `result`, which is referred to in the assembler code as  `%[result]`, is bound to the C variable `val3`; moreover, it should be represented as a register (`"r"`)”
- So, what this example code does is to load the address of the C variable `val` into the register `R0`, and then to load the value at this address, i.e. the contents of the C variable `val`, into the C variable `val3`, which should be kept in a register (`"r"`)
- The last section of the `asm` block defines which registers are modified by this assembler block. This information is needed by the compiler when doing register allocation.

# GCC Extended Assembler Commands

Using gcc you can embed assembler code into your C programs, i.e. write “inline assembler” code in C.

The format for the inline assembler code is

```
asm [volatile] ( AssemblerTemplate  
                  : OutputOperands  
                  [ : InputOperands  
                  [ : Clobbers ] ] )
```

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<sup>0</sup>See [GCC Manual, Section “Extended Asm”](#)

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                  : OutputOperands
                  [ : InputOperands
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*AssemblerTemplate*: This is a literal string that is the template for the assembler code. It is a combination of fixed text and tokens that refer to the input, output, and goto parameters.

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The format for the inline assembler code is

```
asm [volatile] ( AssemblerTemplate
                  : OutputOperands
                  [ : InputOperands
                  [ : Clobbers ] ] )
```

**OutputOperands:** A comma-separated list of the C variables modified by the instructions in the AssemblerTemplate. An empty list is permitted.

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The format for the inline assembler code is

```
asm [volatile] ( AssemblerTemplate
                  : OutputOperands
                  [ : InputOperands
                  [ : Clobbers ] ] )
```

*InputOperands*: A comma-separated list of C expressions read by the instructions in the *AssemblerTemplate*. An empty list is permitted.

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# GCC Extended Assembler Commands

Using gcc you can embed assembler code into your C programs, i.e. write “inline assembler” code in C.

The format for the inline assembler code is

```
asm [volatile] ( AssemblerTemplate
                  : OutputOperands
                  [ : InputOperands
                  [ : Clobbers ] ])
```

**Clobbers**: A comma-separated list of registers or other values changed by the AssemblerTemplate, beyond those listed as outputs. An empty list is permitted.

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<sup>0</sup>See [GCC Manual, Section “Extended Asm”](#)

## Another Example

Using a pair data structure, the function below computes the sum of both fields.

```
typedef struct {
    ulong min;  ulong max;
} pair_t;

ulong sumpair_asm(pair_t *pair) {
    ulong res;
    asm volatile( /* sum over int values */
                 "\tLDR_R0,_[%[inp],_#0]\n"
                 "\tLDR_R1,_[%[inp],_#4]\n"
                 "\tADD_R0,_R0,_R1\n"
                 "\tMOV_%[result],_R0\n"
                 : [result] "=r" (res)
                 : [inp] "r" (pair)
                 : "r0", "r1", "cc" );

    return res;
}
```

### Essentials

C variable `pair` is passed as `inp`

"r": keep in register

"=r": the register is written to

# Modifiers and constraints to the input/output operands

When mapping **names** to C **variables** or **expressions**, the following constraints and modifiers can be specified:

<b>Constraint</b>	Specification
f	Floating point registers f0 ... f7
r	General register r0 ... r15
m	Memory address
I	Immediate value

<b>Modifier</b>	Specification
=	Write-only operand, usually used for all output operands
+	Read-write operand, must be listed as an output operand
&	A register that should be used for output only

E.g. : `[result] "=r" (res)`

means that the name `result` should be a register in the assembler code, and that it will be written to, by the assembler code.

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## Extended inline assembler: Example

Using a pair data structure, the function below puts the smaller value into the `min` and the larger value into the `max` field:

```
typedef struct {
    ulong min;  ulong max;
} pair_t;

void minmax_c(pair_t *pair) {
    ulong t;
    if (pair->min > pair->max) {
        t = pair->min;
        pair->min = pair->max;
        pair->max = t;
    }
}
```

<sup>0</sup>Sample source: [sumav1\\_asm.c](#)

## Extended inline assembler: Example

```
void minmax_asm(pair_t *pair) {
    pair_t *res;
    asm volatile("\tLDR_R0,_[%[inp],_#0]\n"
                "\tLDR_R1,_[%[inp],_#4]\n"
                "\tCMP_R0,_R1\n"
                "\tBLE_done\n"
                "\tMOV_R3,_R0\n"
                "\tMOV_R0,_R1\n"
                "\tMOV_R1,_R3\n"
                "done:_STR_R0,_[%[inp],_#0]\n"
                "\tSTR_R1,_[%[inp],_#4]\n"
                : [result] "=r" (res)
                : [inp] "r" (pair)
                : "r0", "r1", "r3", "cc" );
}
```

# Discussion

- `inp` needs to be in a register, because it contains the base address in a load operation (`LDR`)
- we don't use `res` in this case, but it usually needs the `"=r"` modifier and constraint
- the clobber list must name **all registers that are modified** in the code: `r0, r1, r3`
- we could pass in an immediate value `sizeof(ulong)` and use it instead of the literal `#4` to make the code less hardware-dependent

# Summary

- With gcc's in-line assembler commands (`asm`) you can embed assembler code into C code.
- This avoids having to write code in separate files and then link them together.
- The assembler code can be parameterised over C variables and expressions, to simplify passing arguments.
- Care needs to be taken to define **constraints** and **modifiers** (keep data in registers or memory)
- Registers that are modified need to be explicitly identified in the “clobber list”.
- It is recommended to use such in-line assembler code for CW2, where you need to develop an application in C and assembler.

Sample sources: [sample0.c](#), and [sumav1\\_asm.c](#) and [Gitlab repo Inline Assembler](#) 