# **Assembly Programming**

Lecture 07

Josh Brake
Harvey Mudd College

## Outline

- Compilation process overview
- C to assembly examples
  - Arithmetic
  - Logical
  - Conditional execution
  - Loops
- Design Example

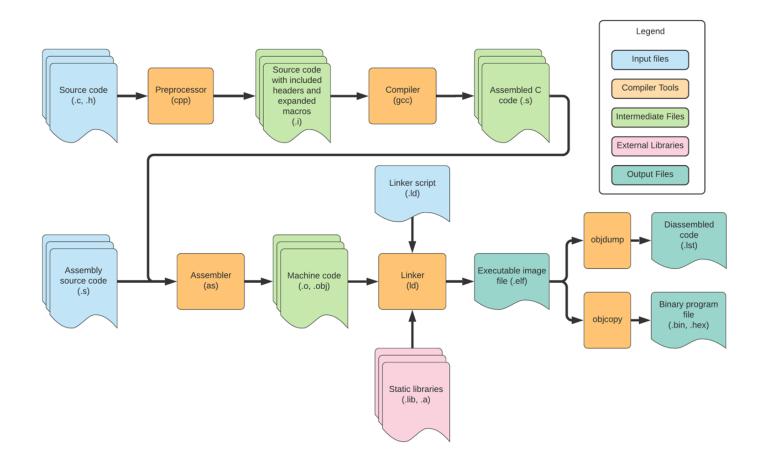
## **Learning Objectives**

By the end of this lecture you should be able to...

- List the steps of the program compilation process
- Recall the assembly idioms for common C programming structures

## **Compilation Process**

This example is for the GNU Compiler Collection (gcc)



# C to Assembly Examples

### Arithmetic Ex. 1

C

$$1 \ a = b + c;$$

#### Arithmetic Ex. 2

C

```
1 a = b + 2 * c - d;
```

## Arithmetic Ex. 3

C

```
1 a = d / 4;
```

C

**ARM Assembly** 

1 a = b & c;

C

**ARM Assembly** 

1 a = b | c;

C

**ARM Assembly** 

1 a = b ^ c;

C

```
1 \ a = b << c;
```

C

```
1 \ a = b << c;
```

C

```
1 if (a) b = 1;
```

C

```
1 if (a != b) c = d;
```

C

```
1 if (a) c = 3;
```

C

```
1 if (a > b) {
2   // do stuff 1
3   }
4 else {
5   // do stuff 2
6  }
```

C

```
1 if (a > b) c = 1;
2 else c = 0;
```

C

```
1 int sum = 0, i = 0;
2 // sum in R0, i in R1
3
4 sum = 0;
5 for (i = 0; i < 10; i++)
6     sum = sum + i;</pre>
```

C

```
1 int i, j; // in R1, R2
2 int q; // in R3
3
4 for (i = 2; i < 8; i++)
5 for (j = 1; j < i; j++)
6 q = q + i - j;</pre>
```

C

```
1 int i = 0; // in R1
2 unsigned int a1[20], a2[20];
3 // in R4, R5
4 for (i = 0; i < 20; i++){
5  a1[i] = a2[i]/2;
6 }</pre>
```

C

```
1 i = 1;
2 j = 0;
3 while (i <= 2048){
4   a1[j++] = i;
5   i = i * 2;
6 }</pre>
```

#### C

```
1 char * str1, str2;
2 // R4, R5
3 int i = 0;
4
5 do {
6  str2[i] = str1[i];
7 }
8 while (str1[i++]);
```

# Design Example: Low-pass Filter

#### **Problem Statement**

Design a 4-sample running average filter for the following data

```
1 \times = [42,54,60,72,78,86,100,112,124,130]
```

#### **Steps**

- 1. Write C code
- 2. Translate to assembly

## C Code

# **Assembly Code**

# **Assembly Code**

#### Wrap up

- Assembly programming is most straightforward when you have a particular construct in a higher-level language like C in mind.
- Pay special attention to details like variable types (signed vs. unsigned), sizes, and the addressing modes (e.g., byte vs. word).
- Basic flow is load data into registers from memory, do something with the loaded data, store the result back in memory.