

The ARM Architecture

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Introduction

ARM – a 32-bit RISC processor architecture

- ARM licenses
 - Implementation license
 - Hard cores
 - Soft cores
 - Architecture license

ARM features

- ARM features
 - simple
 - cheap
 - low-power
 - modular
 - high-performance

	Frequency	Power	Performance
PXA255	400MHz	0.3w	480MIPS
Pentium 2	900MHz	14w	477MIPS

History



BBC micro

- ARM Version 1:
- ARM1 by Acorn Computers – the 1st commercial RISC processor



History



Archimedes

- ARM Version 2:
- Coprocessor support
 - On-chip cache

- Cores:
- ARM2, ARM3



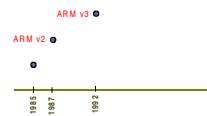
History



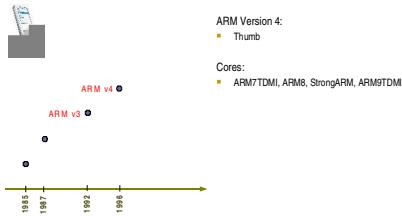
Apple Newton

- ARM Version 3:
- 32-bit
 - MMU
 - Coprocessor emulation
 - 64-bit MAC

- Cores:
- ARM 6, ARM 7 (by ARM Ltd)

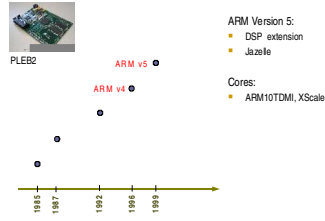


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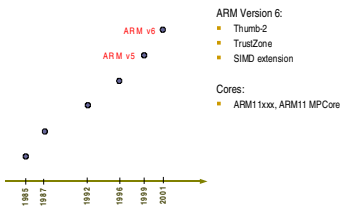
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History



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History



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The ARM ISA

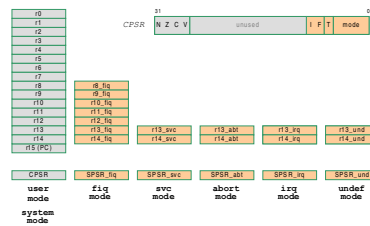
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ISA overview

- RISC features:
 - Load-store architecture
 - Fixed-length 32-bit instructions
 - 3-address instruction format
 - Large register bank
- But:
 - No register windows
 - Multiple-cycle instructions

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Registers



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Types of instructions

- Data processing instructions
- Data transfer instructions
- Control flow instructions

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Data processing instructions

- Addition, subtraction, multiplication, comparison, bitwise ops
- Multiply-accumulate
- Two 32-bit operands, 32/64-bit result
- Second operand can be register or immediate
- Second operand can be shifted or rotated
- Optional modification of condition codes

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Data transfer instructions

- 4/2/1-byte load/store
 - base + offset addressing
 - auto-indexing

```
LDR r0, [r1, #4]!
```
- Multiple register transfer
 - load/store up to 16 registers
 - auto-indexing

```
LDMIA r0!, {r2-r9}
```

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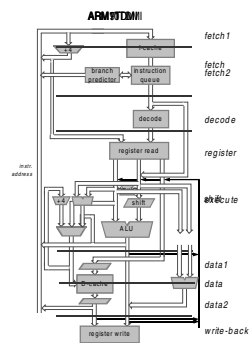
Control flow instructions

- Unconditional & conditional branches
- Conditional execution
- Branch and link

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ARM Pipeline Evolution

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Exceptions

- Reset
- Data abort
- FIQ
- IRQ
- Prefetch abort
- Supervisor call (SWI); undefined instruction

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Coprocessors

- Up to 16 co-processors
 - up to 16 registers per coprocessor
 - load-store architecture
- Coprocessor instructions
 - data processing (internal to coprocessor)
 - load-store (controlled by ARM)
 - register transfer

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Memory System

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Cache

- Cache organisation
 - separate instruction and data cache
 - virtually addressed
 - set-associative
 - copy-back
 - cache lock-down capability

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Protection

- Closed systems
 - protection unit
 - no address translation
 - 8 regions
- General-purpose systems
 - memory management unit

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Memory management unit

- 2-level page table
 - 1M, 64K, 16K, 4K, 1K pages
 - no-access/read-only/read-write protection
- Separate instruction and data TLBs

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Context switches

- Page table switch cost
 - TLB flush
 - cache purge
 - TLB & cache reload
- Protection domains
 - 16 domains
 - manager/client/no-access protection scheme
- Fast context switch extension
 - 128x32M process blocks

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ISA extensions

- Thumb
- Jazelle
- SIMD

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