

Code to Circuits

How computer programs become
electrical signals

C Code

```
size_t strlen(const char *string)
{
    size_t len = 0;

    while(*string++ != 0)
    {
        len ++;
    }
    return len;
}
```

Assembly

```
; R0: string
strlen:
    mov r1, 0    ; len = 0
.loop
    ldrbz r2, [r0]
    and r2, r2
    jz .end
    add r0, 1    ; string++
    add r1, 1    ; len++
    jmp .loop
.end:
    mov r0, r1   ; return len
    jmp lr
```

Binary

strlen:

01100000 ; MOV R1, 0x0

.loop:

C6200000 ; LRDBZ R2, [R0+0x0]

38220000 ; TEST R2, R2

80000003 ; JMP.Z .+3*4 (to .end)

21000001 ; ADD R0, 1

21100001 ; ADD R1, 1

8FFFFFFA ; JMP.AL .-6 (to .loop)

.end: 00010000 ; MOV R0, R1

A0EE0000 ; JMP.AL R14 (Always, LR)

Instruction Format (ALU)

```

/----- 0: ALU Operation

```

```
|/-- Switch operand order (0 for this instruction)
```

```
|| /-- Destination register (R0)
```

$$|| \quad \quad \quad / \quad - \quad - \quad |$$

00100001 00000000 00000000 00000001

$$\left| \begin{array}{c} - / \backslash - \\ \backslash \text{-----} \end{array} \right|$$

```
|          |          \-- 20-bit immediate
```

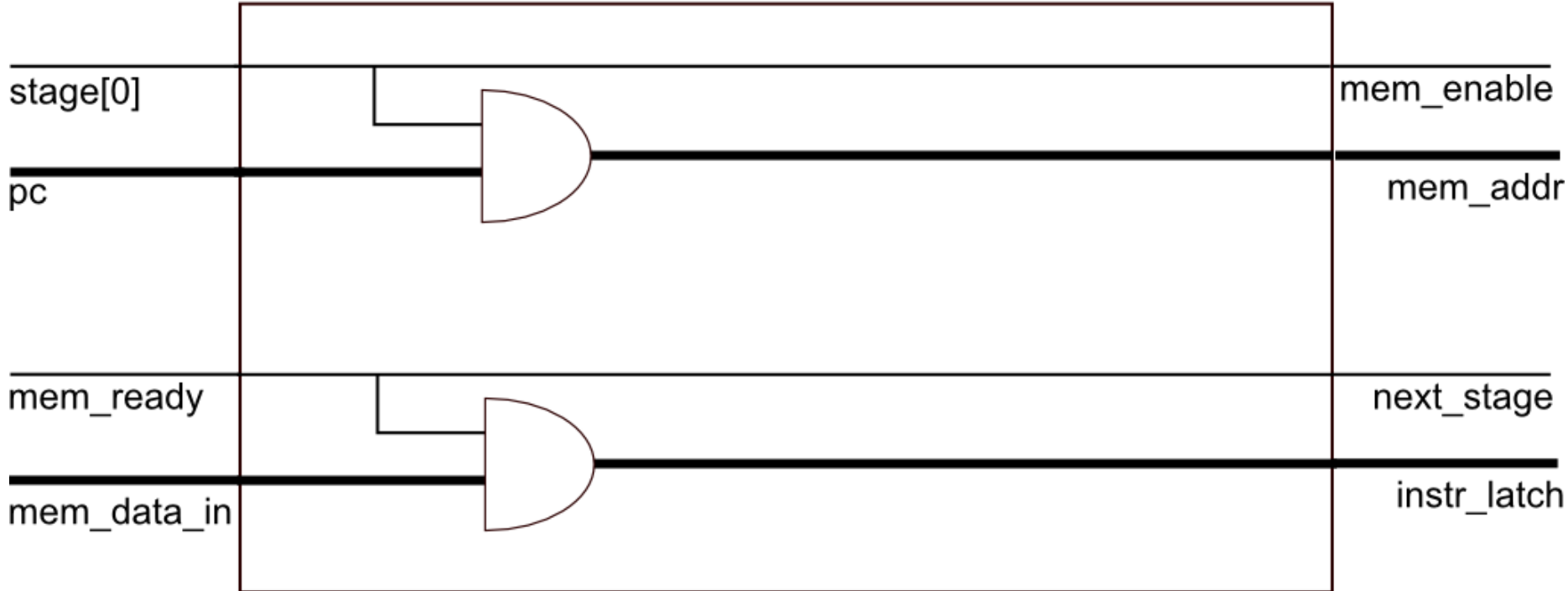
```
| \-- Addressing mode (1: imm20)
```

```
\-- ALU Operation (4: Add)
```

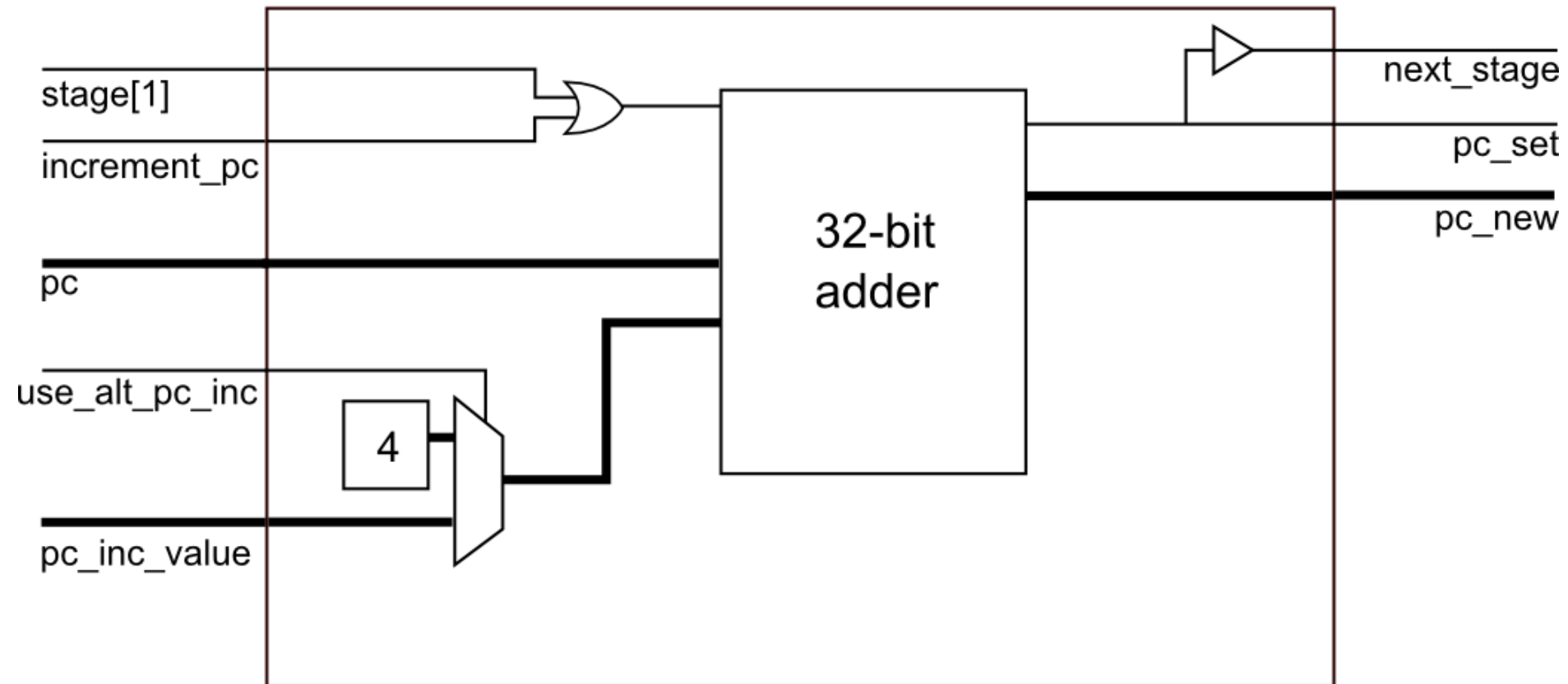
CPU Stages

- Instruction load
- Increment the instruction pointer
- Instruction decode and operand loading
- Actual calculation
- Operand writeback

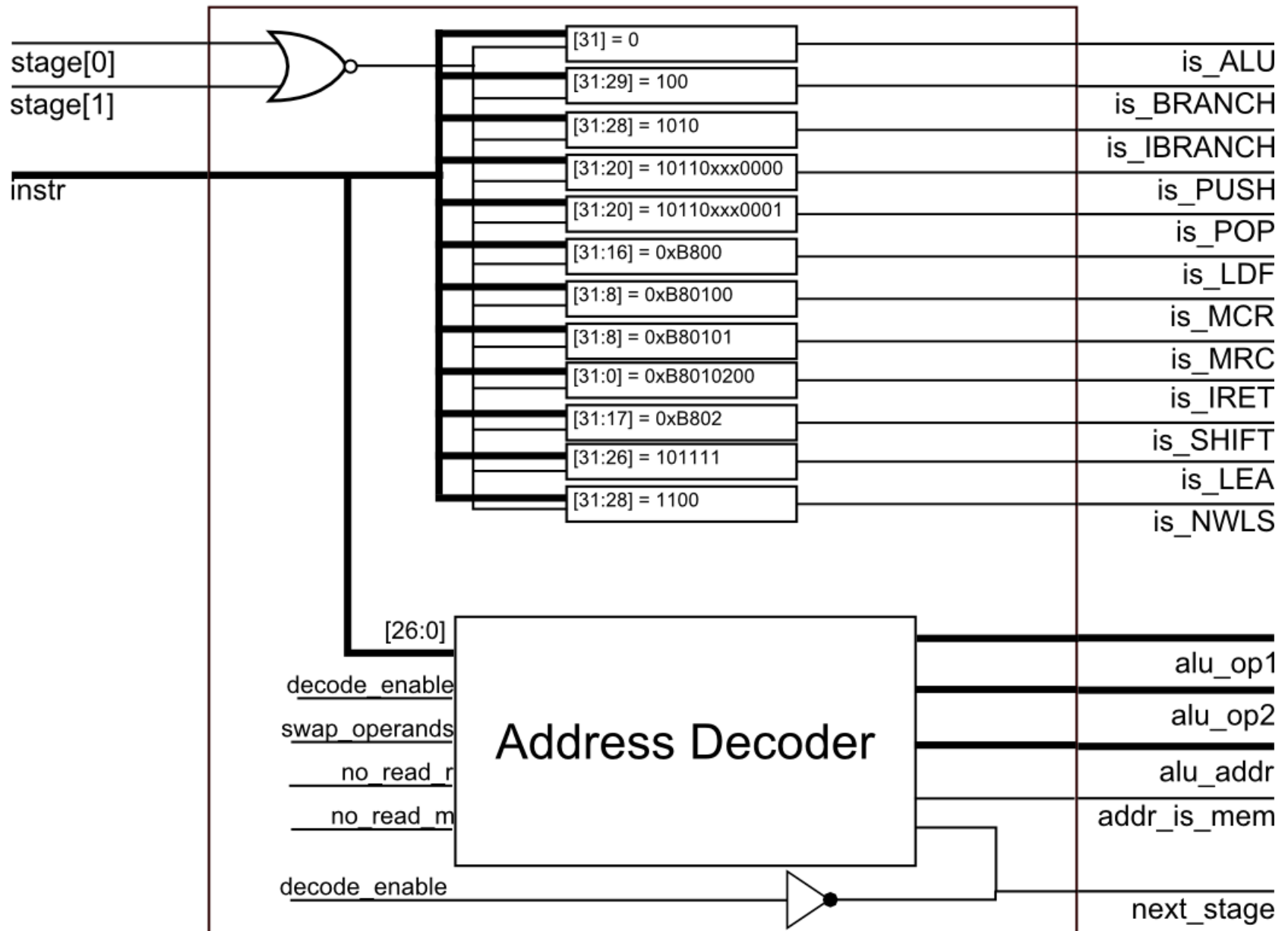
Stage #1: Instruction Read



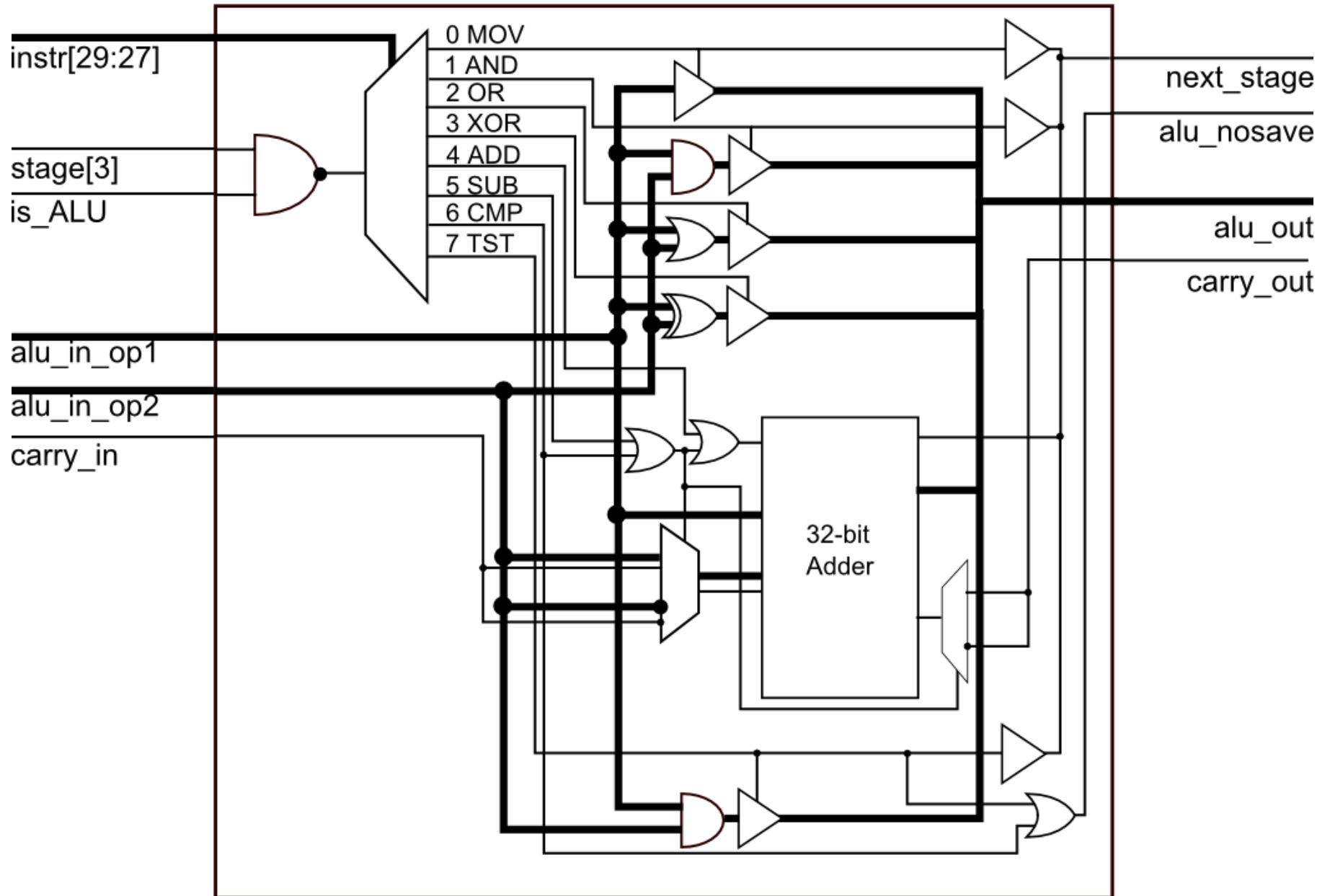
Stage #2: Increment PC



Stage #3: Decode



Stage #4: ALU Operate



Stage #5: ALU Save

