

ISA Multiple Data Transfer (3A)

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Based on

ARM System-on-Chip Architecture, 2nd ed, Steve Furber

Stack Types and Stack Top Operations

$(F,E) \times (A,D) = \{ FA, FD, EA, ED \}$

Stack Types – Semantics

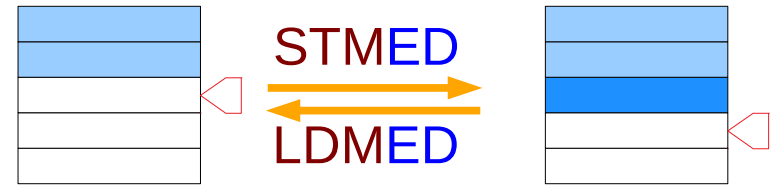
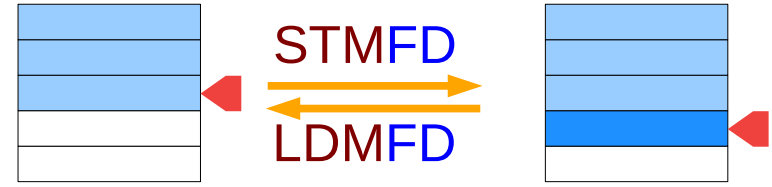
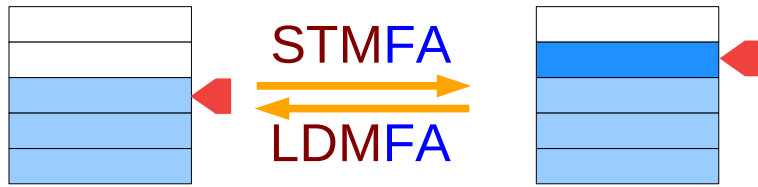
PUSH(STM) / POP(LDM) on an { FA / FD / EA / ED } type stack

$(I,D) \times (B,A) = \{ IB, IA, DB, DA \}$

Stack Top Operations – Syntax

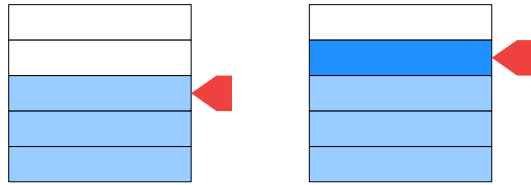
Do { Inc / Dec } stack top operation { Before / After } STM / LDM

Inverse Stack Operations

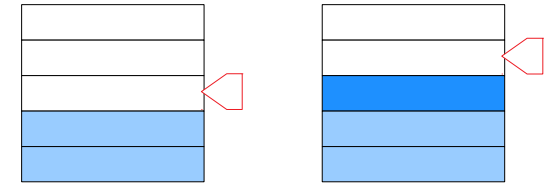


Complementary Stack Types

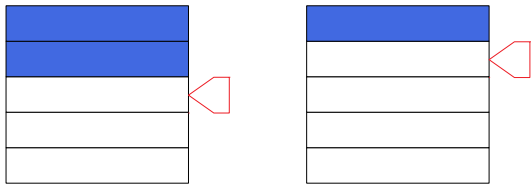
STMIB
FA stack



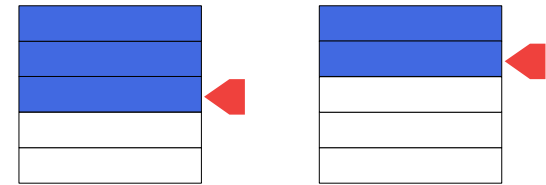
STMIA
EA stack



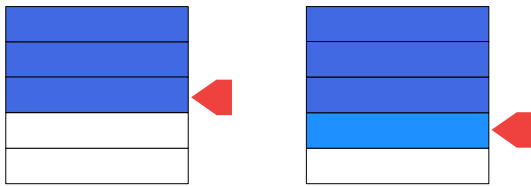
LDMIB
ED stack



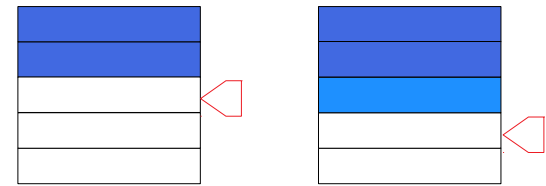
LDMIA
FD stack



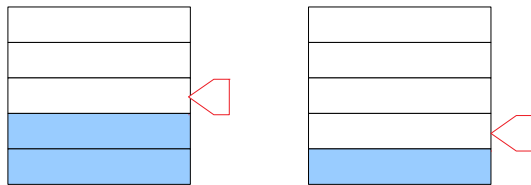
STMDB
FD stack



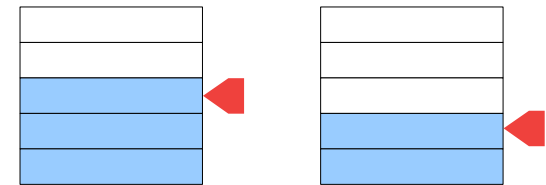
STMDA
ED stack



LDMDB
EA stack



LDMDA
FA stack



Inverse Stack Operations and Complementary Stacks

STMFA
LDMFA

STMFD
LDMFD

STMEA
LDMEA

STMED
LDMED

Inverse Stack Operations

STMIB ↑
LDMIB ↓

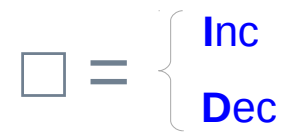
STMIA ↑
LDMIA ↓

STMDB ↓
LDMDB ↑

STMDA ↓
LDMDA ↑

Complementary Stacks

(Empty / Full) and (Before / After)



(F_ / E_) and (_B / _A) reasoning

STMF□ If the stack top is **full** **STM**□**B** then inc / dec the stack pointer **before** storing a new element

STME□ If the stack top is **empty** **STM**□**A** then inc / dec the stack pointer **after** storing a new element

LDMF□ If the stack top is **full** **LDM**□**A** then inc / dec the stack pointer **after** getting an element

LDME□ If the stack top is **empty** **LDM**□**B** then inc / dec the stack pointer **before** getting an element

□ = { Ascend
Descend

□ = { Inc
Dec

(Ascend / Descend) and (Increment / Decrement)



= { Full
Empty

= { Before
After

(_A / _D) and (I_ / D_) reasoning

STM□**A** To push
onto the **ascending** stack

STMI□ **Increment** the stack top pointer

STM□**D** To push
onto the **descending** stack

STMD□ **Decrement** the stack top pointer

LDM□**A** To pop
from the **ascending** stack

LDMD□ **Decrement** the stack top pointer

LDM□**D** To pop
from the **descending** stack

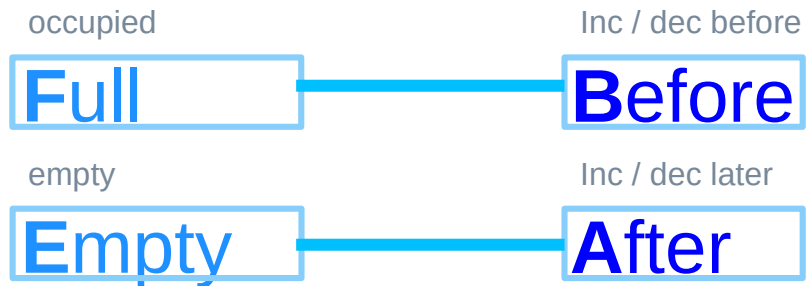
LDMI□ **Increment** the stack top pointer

□ = { **Full**
Empty

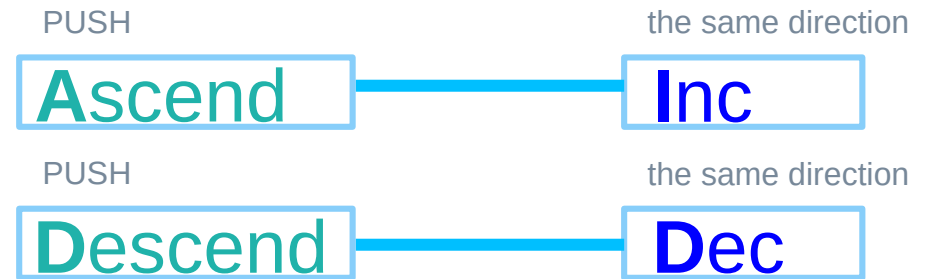
□ = { **Before**
After

STM / LDM Equivalence Summary

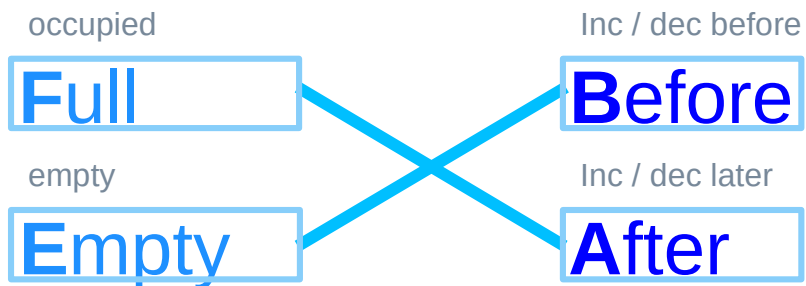
STM



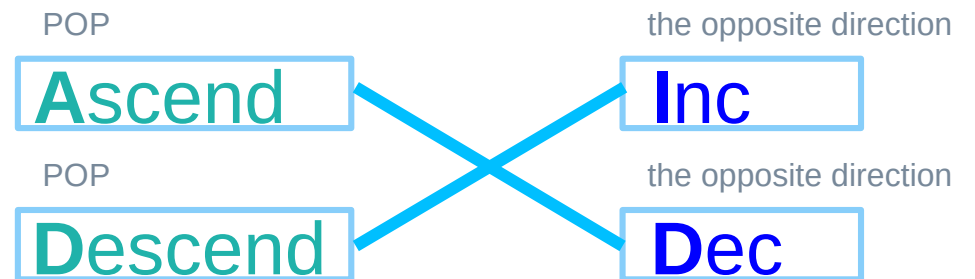
STM



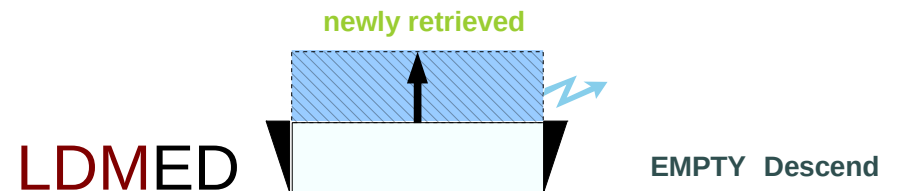
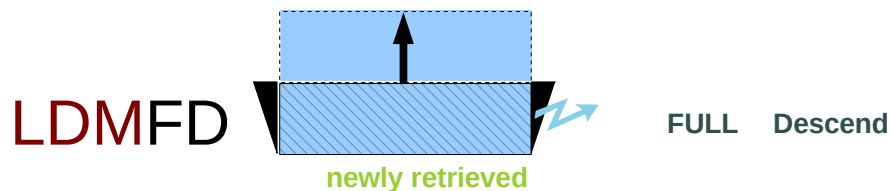
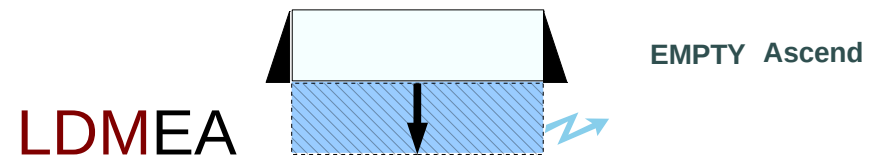
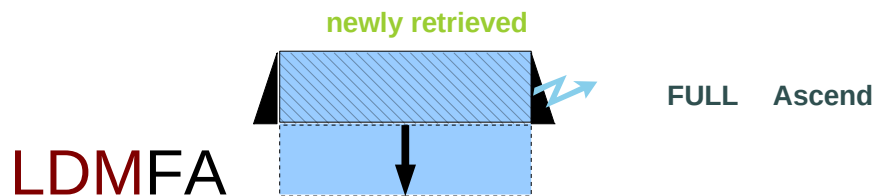
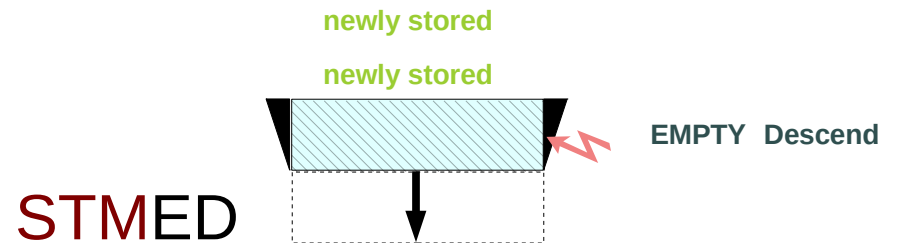
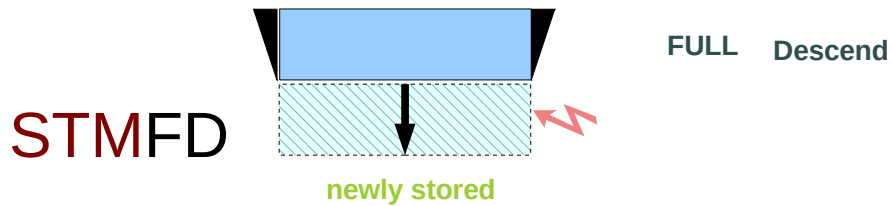
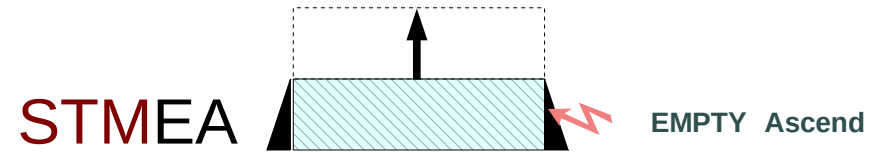
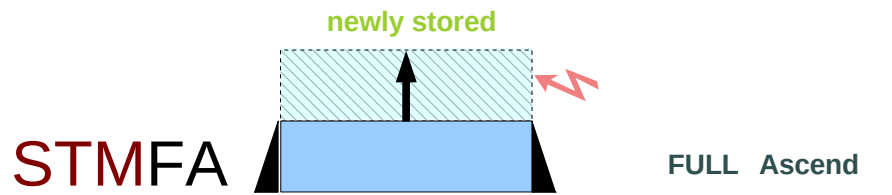
LDM



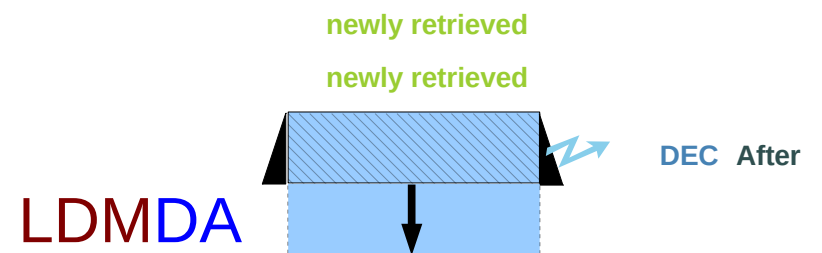
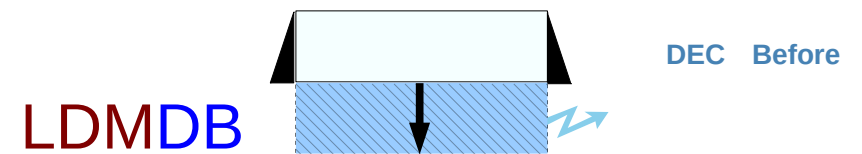
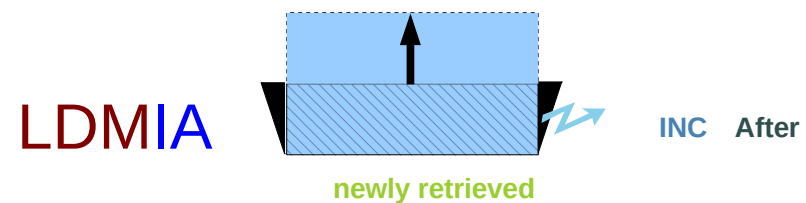
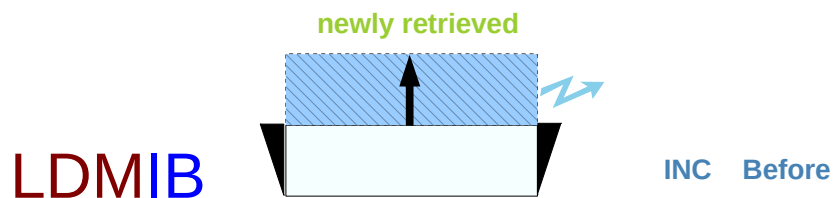
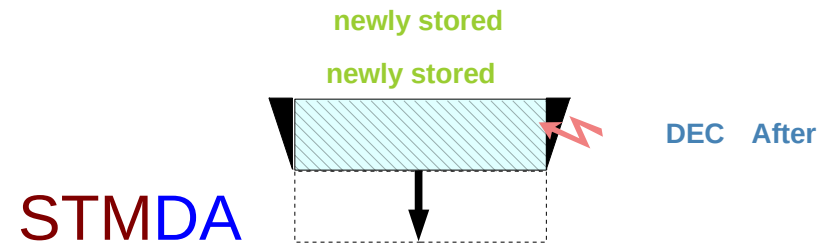
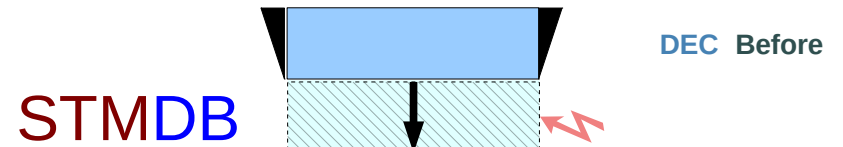
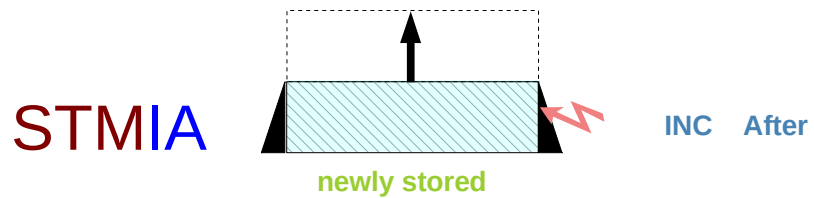
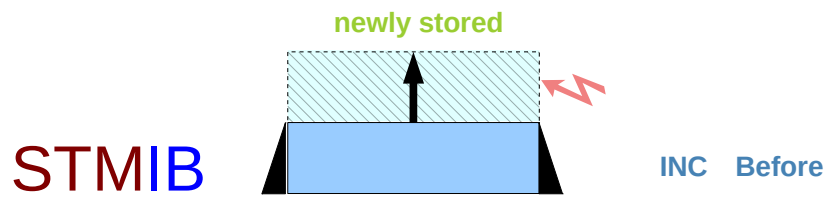
LDM




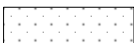

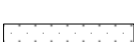
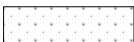

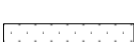

Stack View – (STM,LDM) x (F,E) x (A,D)



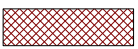
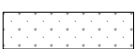

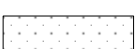
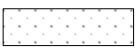
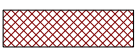


Block Copy View – (STM,LDM) x (I, D) x (B,A)



Block copy view → Stack view

STMIB ↑	PUSH ↑	Ascending	Inc Before ST		Full	STMFA ↑
STMIA ↑	PUSH ↑	Ascending	Inc After ST		Empty	STMFA ↑
STMDB ↓	PUSH ↓	Descending	Dec Before ST		Full	STMFA ↑
STMDA ↓	PUSH ↓	Descending	Dec After ST		Empty	STMFA ↑
LDMIB ↑	POP ↓	Descending	Inc Before LD		Empty	STMFA ↑
LDMIA ↑	POP ↓	Descending	Inc After LD		Full	STMFA ↑
LDMDB ↓	POP ↑	Ascending	Dec Before LD		Empty	STMFA ↑
LMDA ↓	POP ↑	Ascending	Dec Before LD		Full	STMFA ↑
						STMED ↓
						LDMED ↓
						LDMFD ↓
						LDMEA ↑
						LDMFA ↑

Stack view → Block copy view

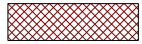
STMFA	↑		Full	Ascending	↑	PUSH	Inc Before ST	STMIB	↑
STMEA	↑		Empty	Ascending	↑	PUSH	Inc After ST	STMIA	↑
STMFD	↓		Full	Descending	↓	PUSH	Dec Before ST	STMDB	↓
STMED	↓		Empty	Descending	↓	PUSH	Dec After ST	STMDA	↓
LDMED	↓		Empty	Descending	↓	POP	Inc Before LD	LDMIB	↑
LDMFD	↓		Full	Descending	↓	POP	Inc After LD	LDMIA	↑
LDMEA	↑		Empty	Ascending	↑	POP	Dec Before LD	LDMDB	↓
LDMFA	↑		Full	Ascending	↑	POP	Dec Before LD	LMDA	↓

STM Equivalent Operations – (I,D) x (B,A)

STM

Full Ascending ↑

Increasing Before ST ↑



IB =
FA

STM

Empty Ascending ↑

Increasing After ST ↑

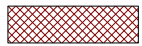


IA =
EA

STM

Full Descending ↓

Decreasing Before ST ↓

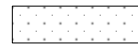


DB =
FD

STM

Empty Descending ↓

Decreasing After ST ↓



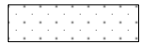
DA =
ED

LDM Equivalent Operations – (I,D) x (B,A)

LDM

Empty Descending ↓

Increasing Before LD ↑

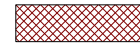


IB =
ED

LDM

Full Descending ↓

Increasing After LD ↑

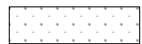


IA =
FD

LDM

Empty Ascending ↑

Decreasing Before LD ↓



DB =
EA

LDM

Full Ascending ↑

Decreasing After LD ↓

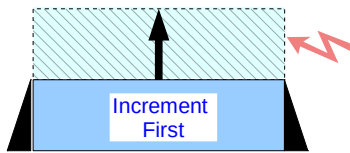


DA =
FA

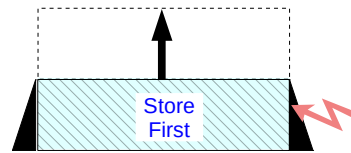
(STM, LDM) x (I, D) x (B, A) orders

Ascending Stack PUSH

STMIB



STMIA

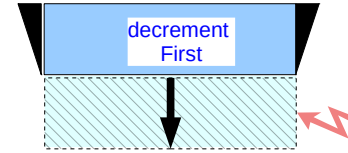


STMFA

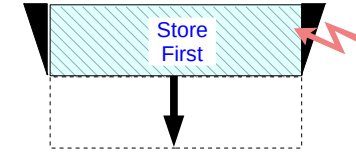
STMEA

Descending Stack PUSH

STMDB



STMDA

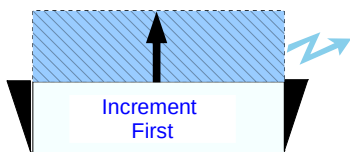


STMFD

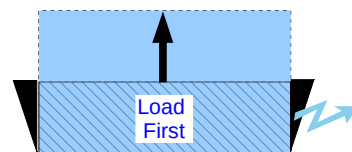
STMED

Descending Stack POP

LDMIB



LDMIA

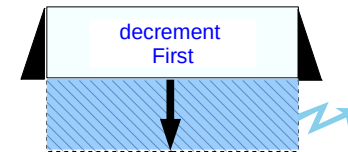


LDMED

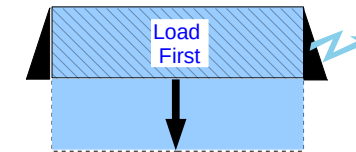
LDMFD

Ascending Stack POP

LDMDB



LDMDA



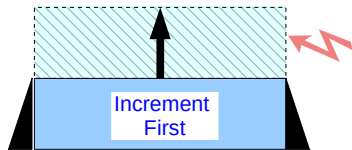
LDMEA

LDMFA

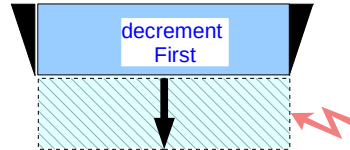
(STM, LDM) x (F, E) x (A, D) orders

Full Top PUSH

STMFA



STMFD

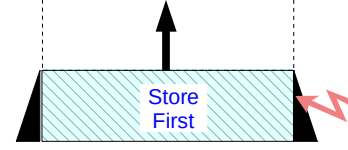


STMIB

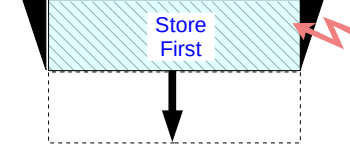
STMDB

Empty Top PUSH

STMEA



STMED

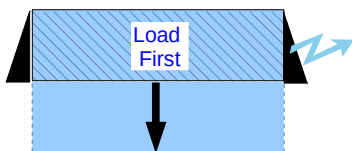


STMIA

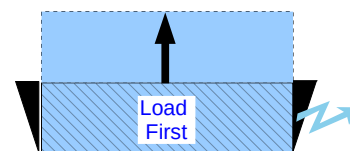
STMDA

Full Top POP

LDMFA



LDMFD

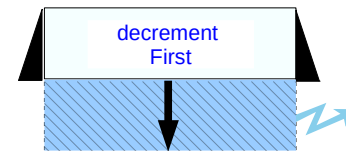


LDMDA

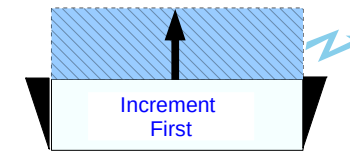
LDMIA

Empty Top POP

LDMEA



LDMED

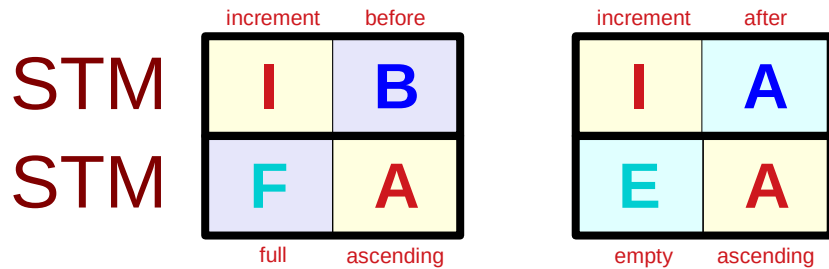


LDMDB

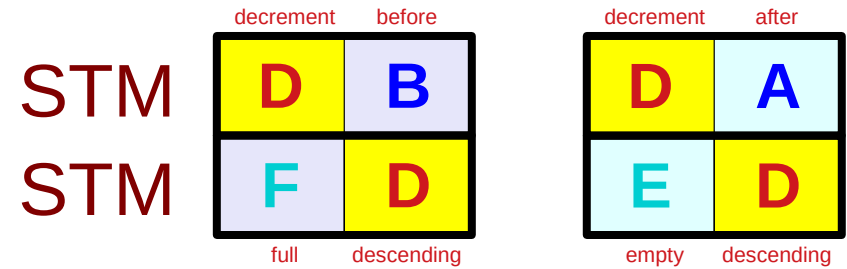
LDMIB

(STM, LDM) x (I, D) x (B, A) orders

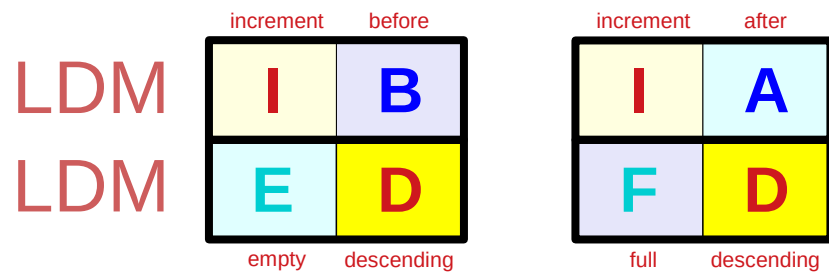
Ascending Stack PUSH



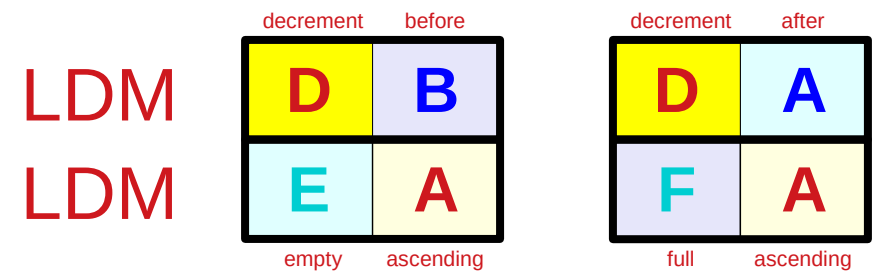
Descending Stack PUSH



Descending Stack POP

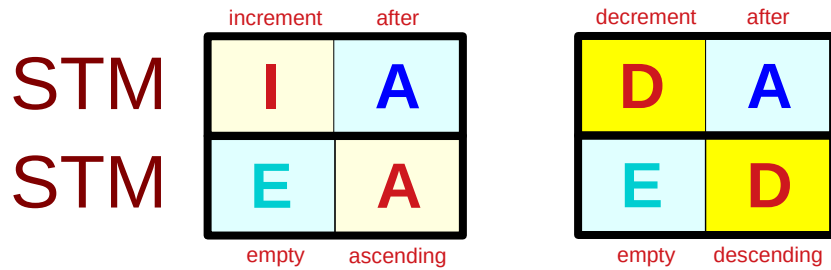


Ascending Stack POP

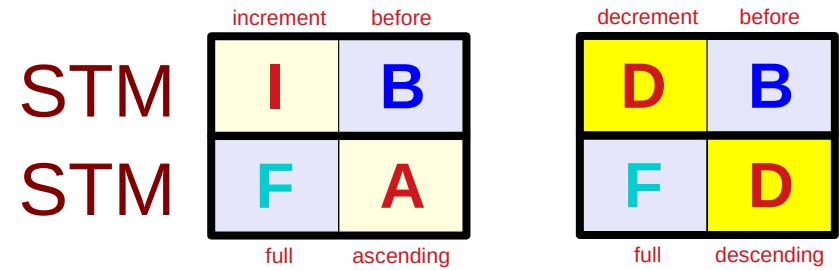


(STM, LDM) x (E, F) x (A, D) orders

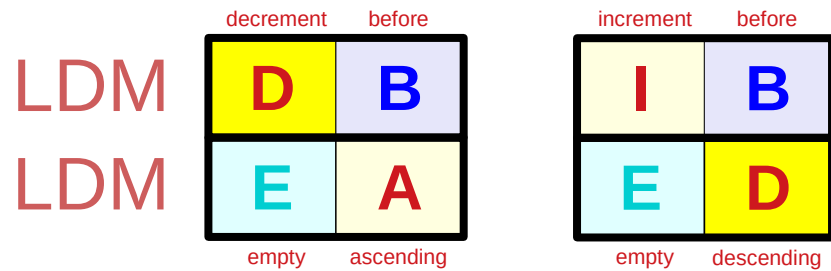
Empty Top PUSH



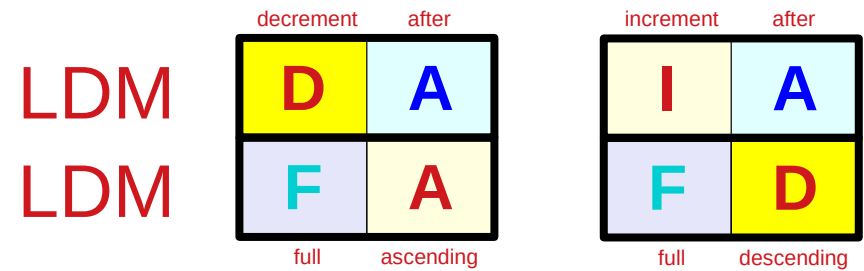
Full Top PUSH



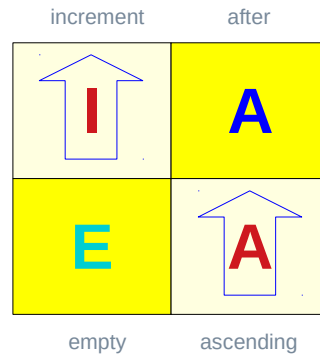
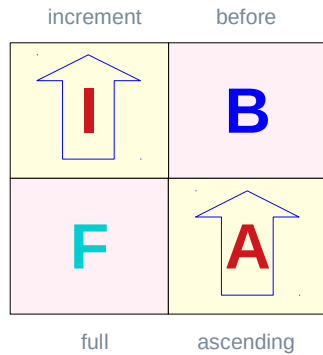
Empty Top POP



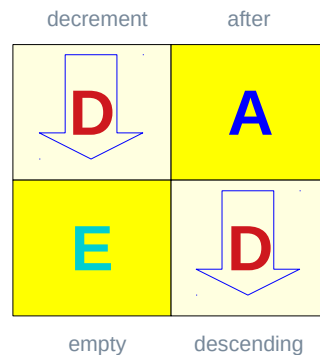
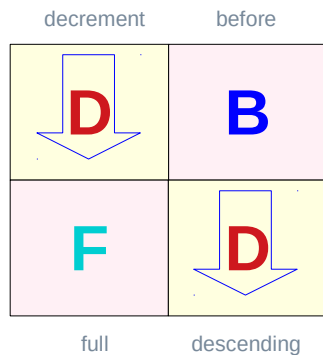
Full Top POP



STM in the same direction : (Inc – Asc), (Dec – Dsc)



Ascending

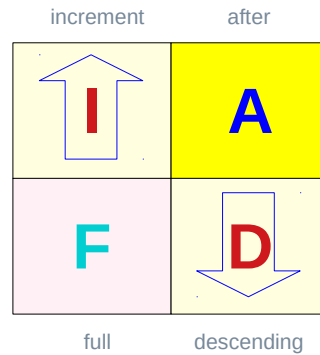
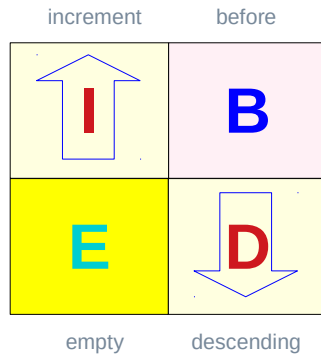


Descending

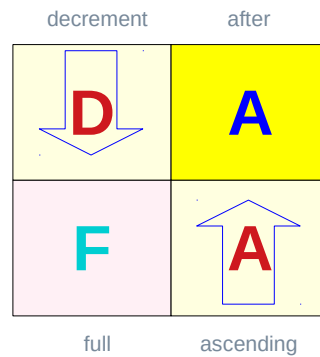
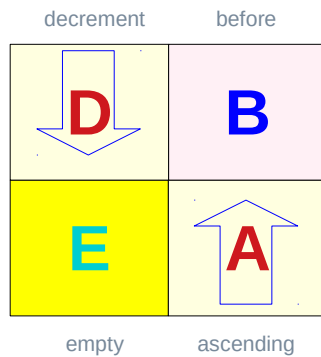
FULL

EMPTY

LDM in the opposite direction : (Inc – Dsc), (Dec – Asc)



Descending

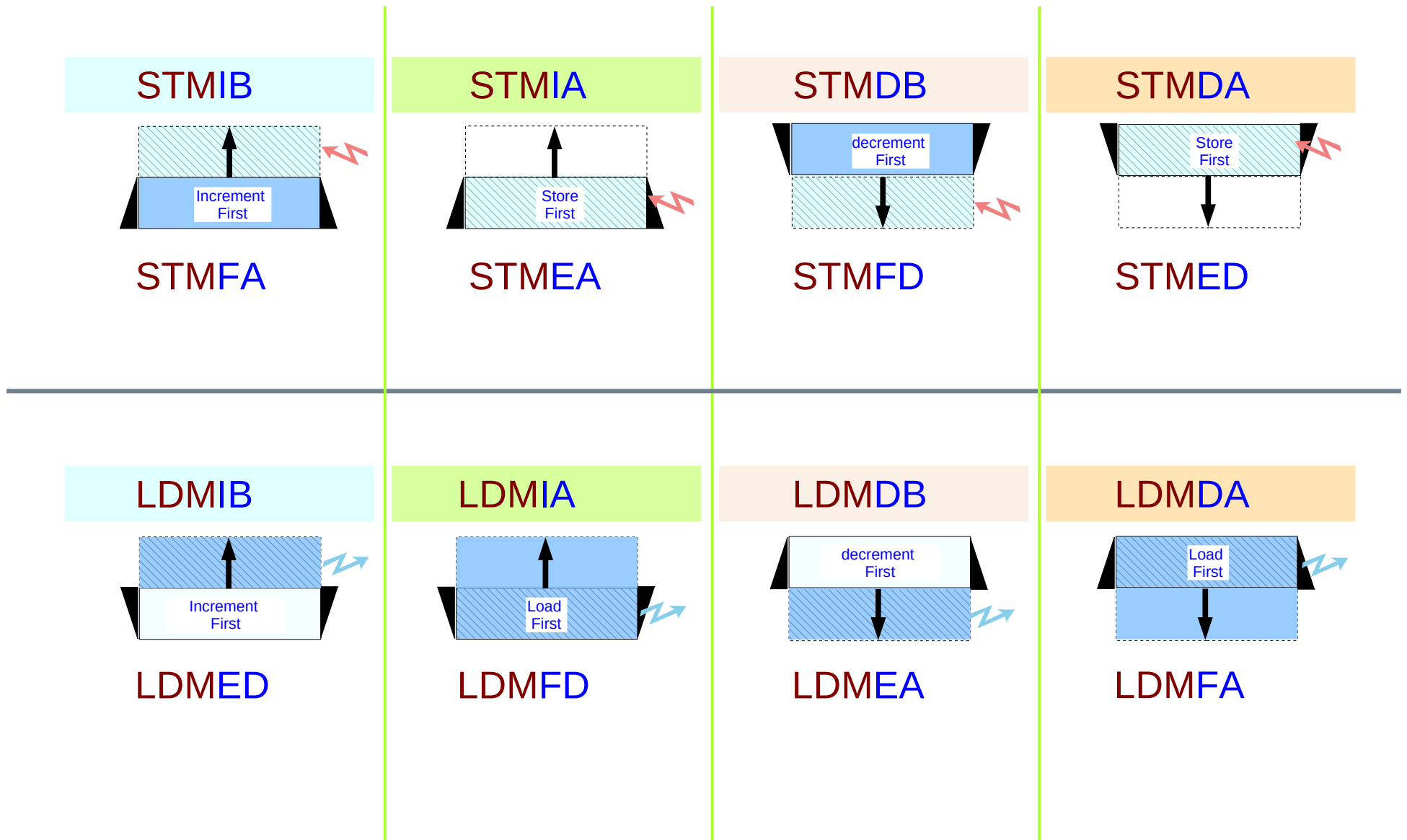


Ascending

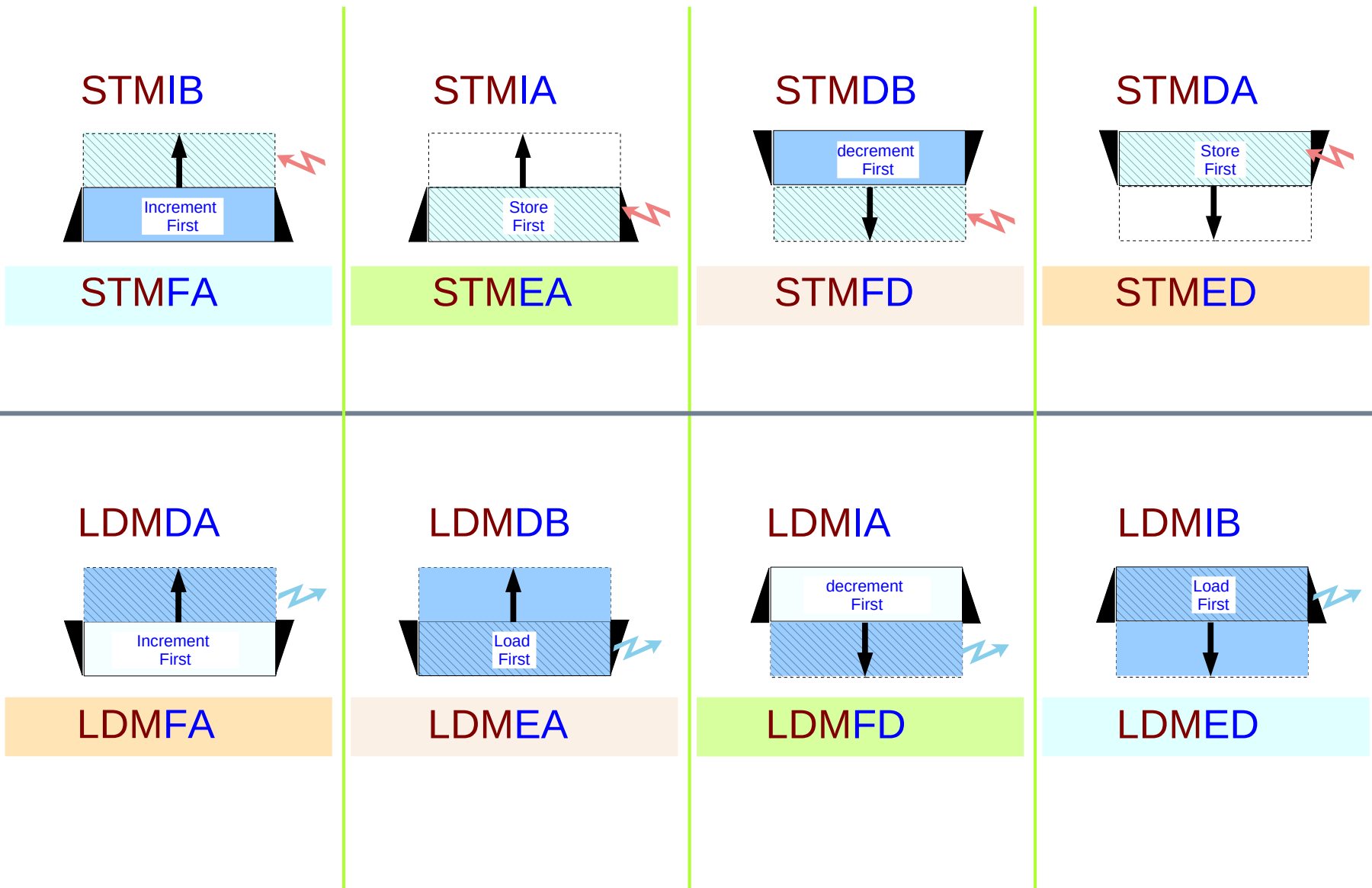
EMPTY

FULL

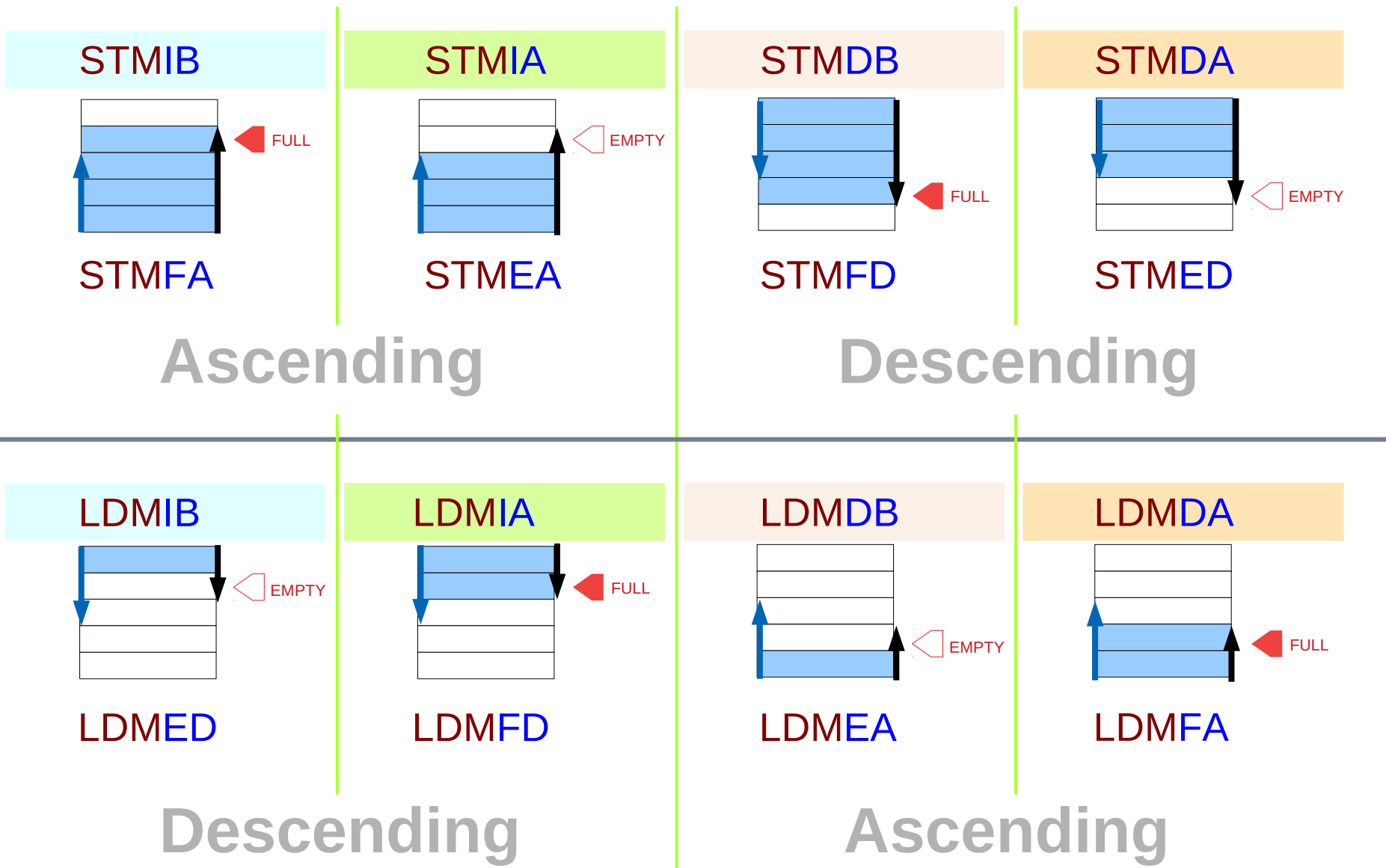
Equivalence – (STM, LDM) x (I, D) x (B, A)



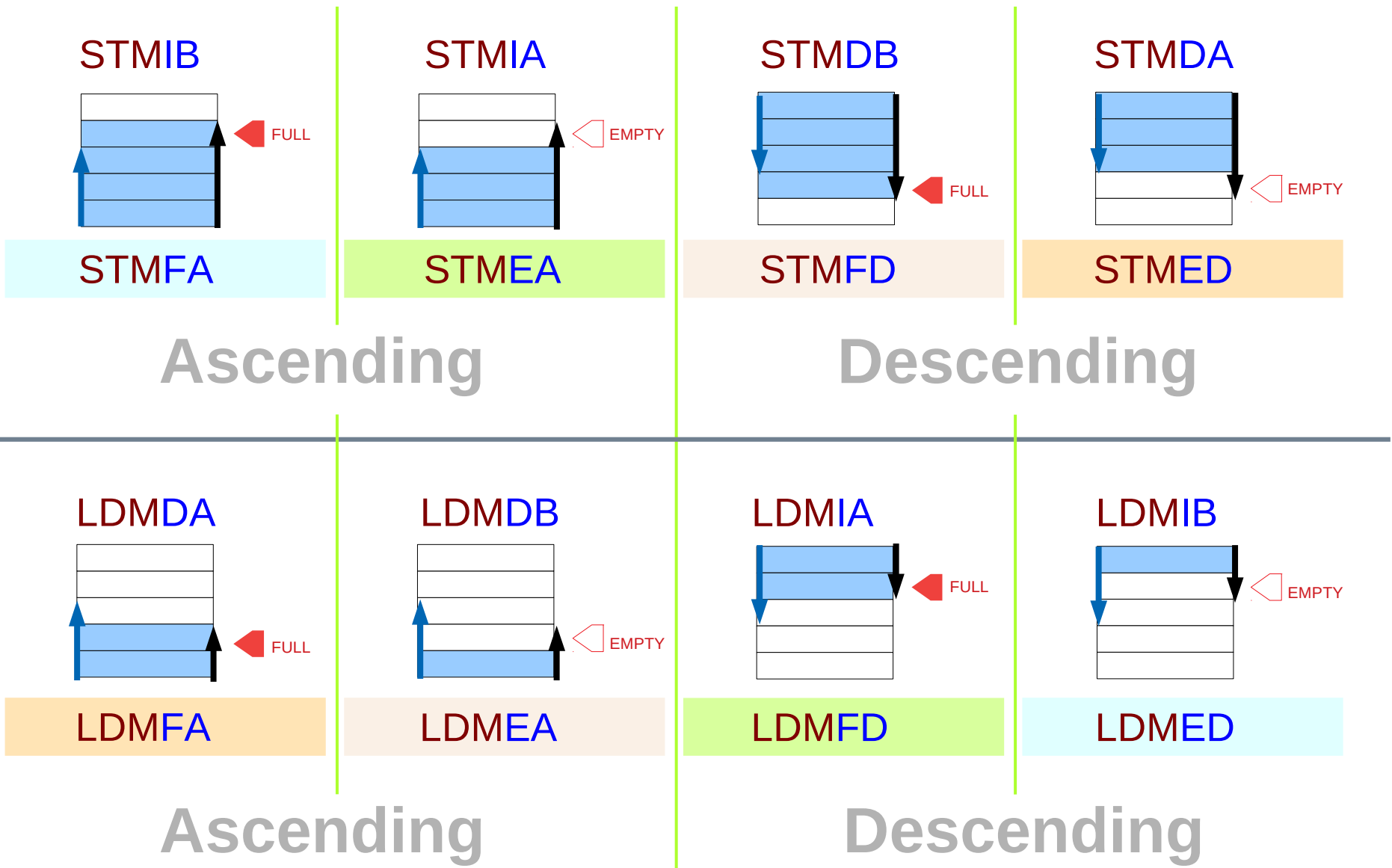
Equivalence – (STM, LDM) x (F, E) x (A, D)



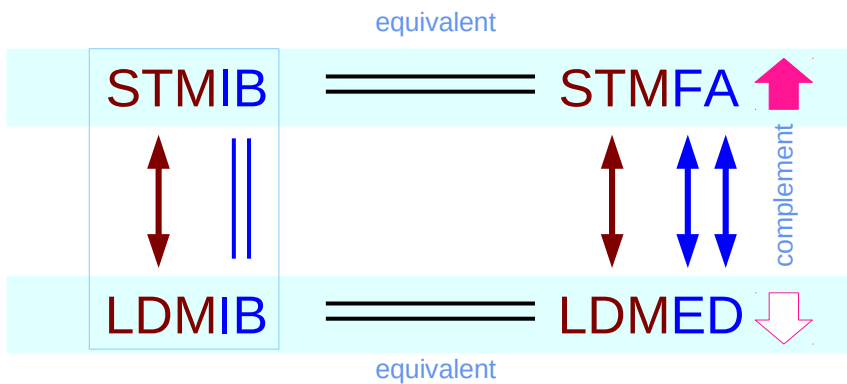
Stack view – (STM, LDM) x (I, D) x (B, A)



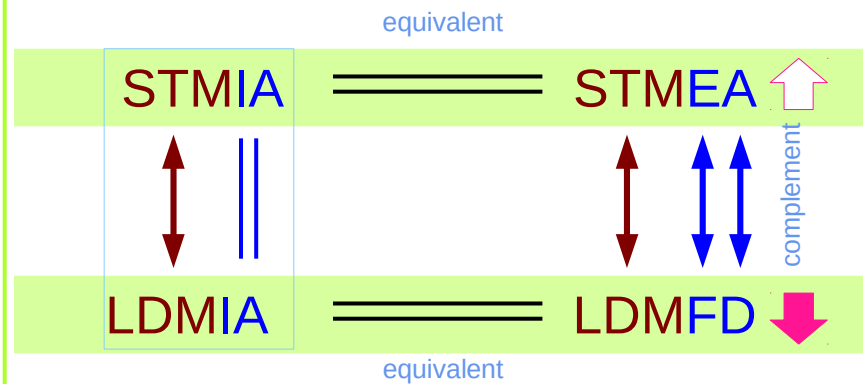
Stack view – (STM, LDM) x (F, E) x (A, D)



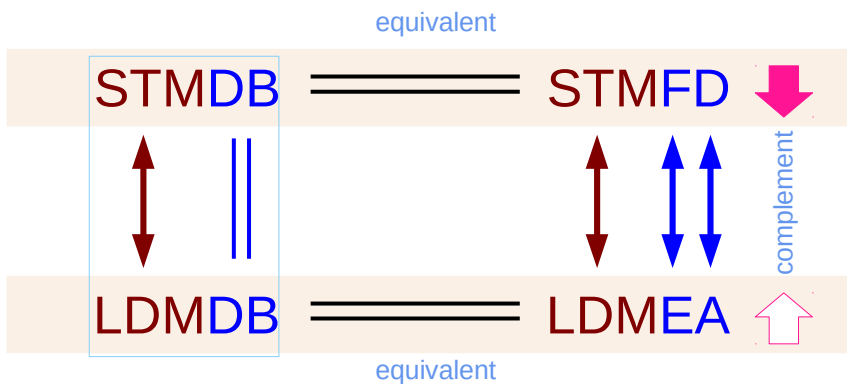
Equivalent & Complementary Relations – (I,D) x(B, A)



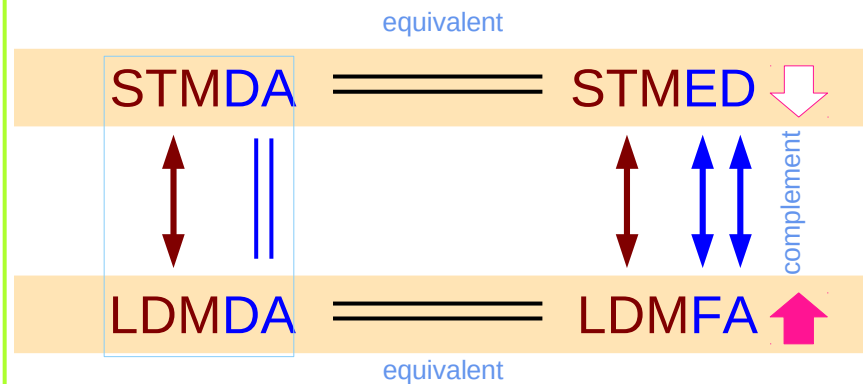
Complementary Stacks



Complementary Stacks

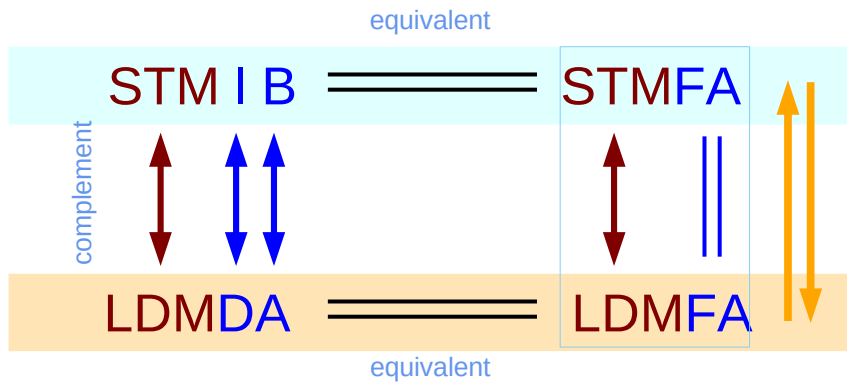


Complementary Stacks

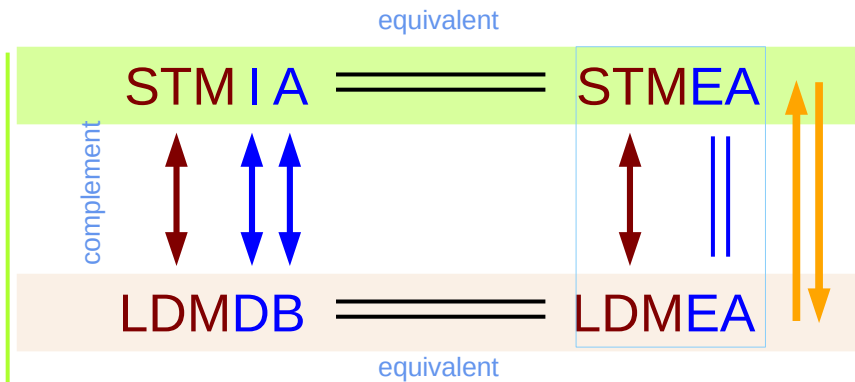


Complementary Stacks

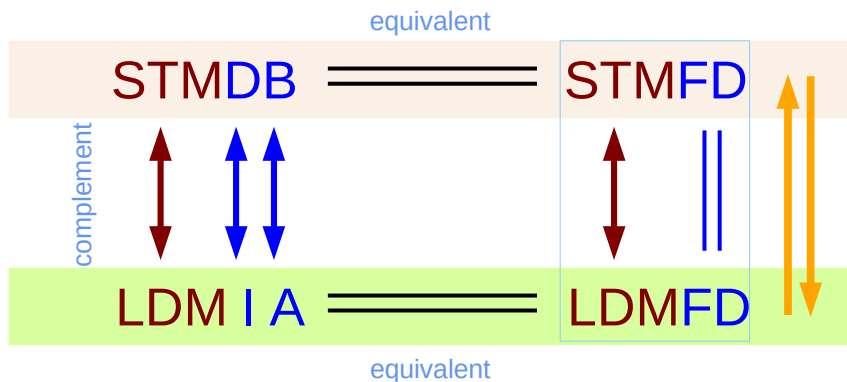
Equivalent & Complementary Relations – (F,E) x (A,D)



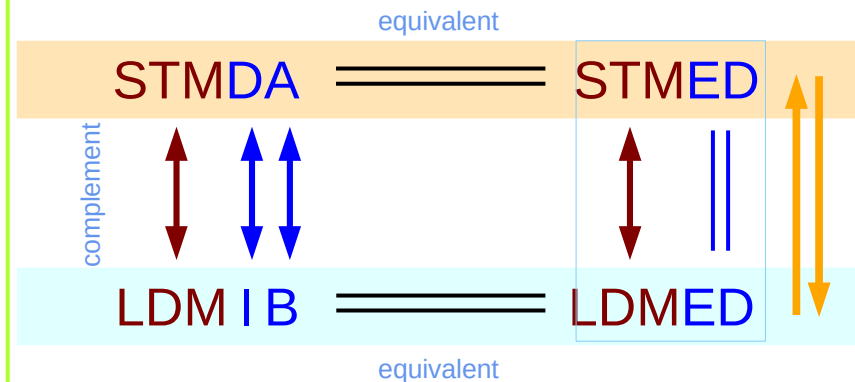
Inverse Stack Operations



Inverse Stack Operations



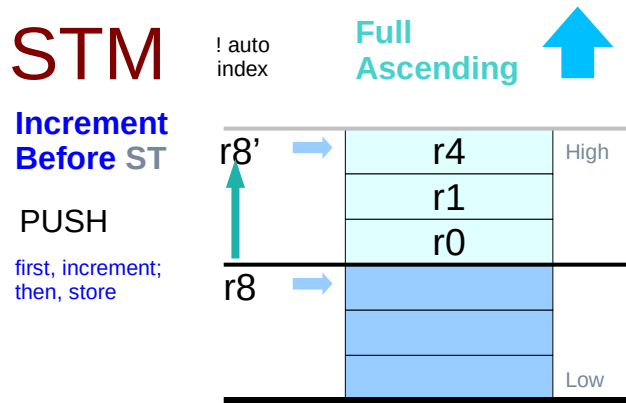
Inverse Stack Operations



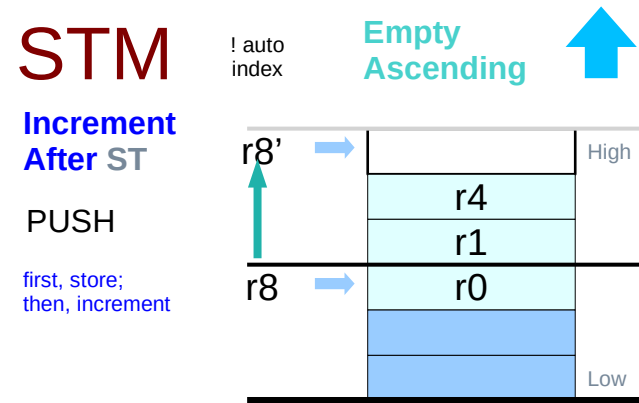
Inverse Stack Operations

Examples of Multiple Data Transfers

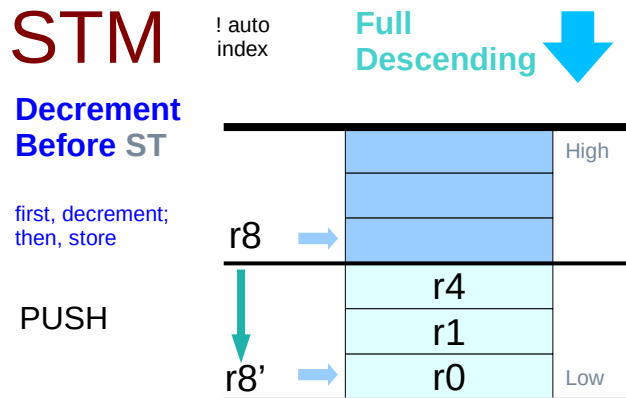
Multiple Data Transfer – STM (I,D)x(B,A)



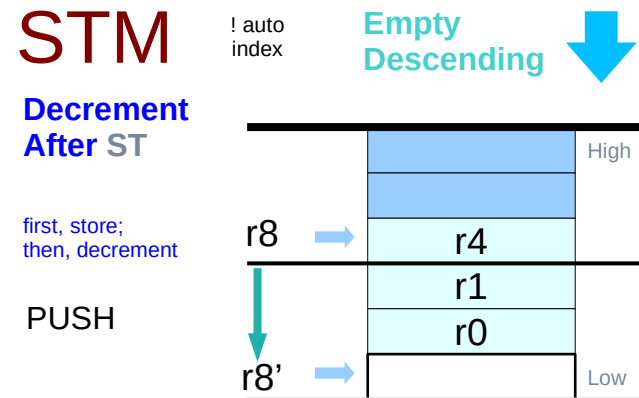
STMIB r8! {r0, r1, r4}
STMFA r8! {r0, r1, r4}



STMIA r8! {r0, r1, r4}
STMFA r8! {r0, r1, r4}



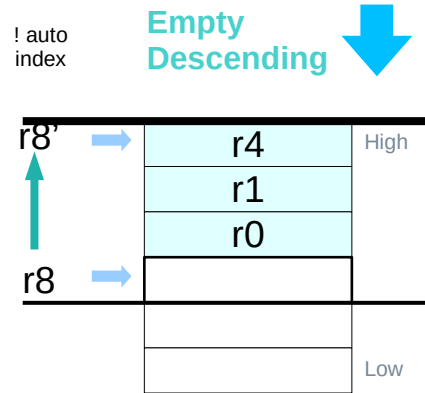
STMDB r8! {r0, r1, r4}
STMFD r8! {r0, r1, r4}



STMDA r8! {r0, r1, r4}
STMED r8! {r0, r1, r4}

Multiple Data Transfer – LDM (I,D)x(B,A)

LDM



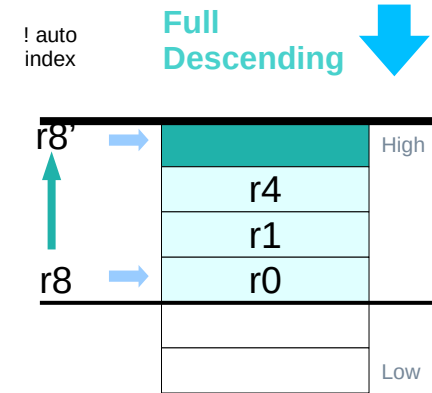
Increment Before LD

POP

first, increment; then, store

LDMIB r8! {r0, r1, r4}
LDMED r8! {r0, r1, r4}

LDM



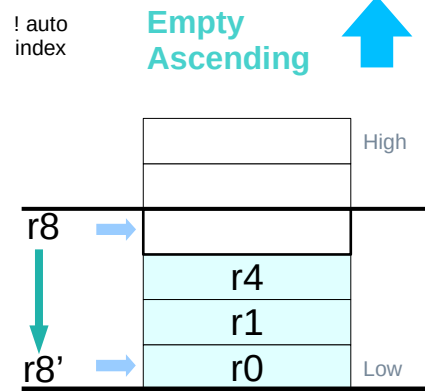
Increment After LD

POP

first, store; then, increment

LDMIA r8! {r0, r1, r4}
LDMFD r8! {r0, r1, r4}

LDM



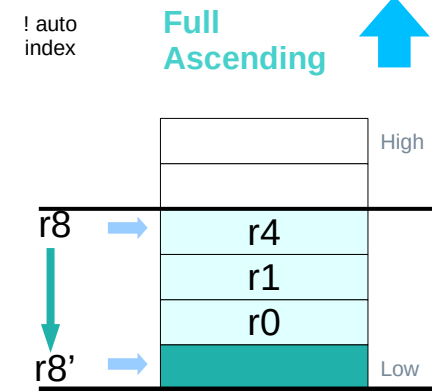
Decrement Before LD

POP

first, decrement; then, store

LDMDB r8! {r0, r1, r4}
LDMEA r8! {r0, r1, r4}

LDM



Decrement After LD

POP

first, store; then, decrement

LDMDA r8! {r0, r1, r4}
LDMFA r8! {r0, r1, r4}

A Multiple Data Transfer as a sequence of Single Data Transfers

STM with auto-indexing – (I,D) x (B,A)

STMIB **r8!**, ← {r0,r1,r4}
STMED **r8!**, ← {r0,r1,r4}

STMIA **r8!**, ← {r0,r1,r4}
STMFD **r8!**, ← {r0,r1,r4}

STR r0, → [r8, #4]!
STR r1, → [r8, #4]!
STR r4, ↓ → [r8, #4]!

STR r0, → [r8], #1
STR r1, → [r8], #1
STR r4, ↓ → [r8], #1

STMDB **r0!**, ← {r0,r1,r4}
STMEA **r0!**, ← {r0,r1,r4}

STMDA **r8!**, ← {r0,r1,r4}
STMFA **r8!**, ← {r0,r1,r4}

STR r4, ↑ → [r0, #-4]!
STR r1, ↑ → [r0, #-4]!
STR r0, ↑ → [r0, #-4]!

STR r4, ↑ → [r8], #-4
STR r1, ↑ → [r8], #-4
STR r0, ↑ → [r8], #-4

LDM with auto-indexing – (I,D) x (B, A)

LDMIB **r8!**, → {r0,r1,r4}
LDMED **r8!**, → {r0,r1,r4}

LDMIA **r8!**, → {r0,r1,r4}
LDMFD **r8!**, → {r0,r1,r4}

LDR r0, ← [r8, #4]!
LDR r1, ← [r8, #4]!
LDR r4, ← [r8, #4]!

LDR r0, ← [r8], #4
LDR r1, ← [r8], #4
LDR r4, ← [r8], #4

LDMDB **r8!**, → {r0,r1,r4}
LDMEA **r8!**, → {r0,r1,r4}

LMDA **r8!**, → {r0,r1,r4}
LDMFA **r8!**, → {r0,r1,r4}

LDR r4, ← [r8, #-4]!
LDR r1, ← [r8, #-4]!
LDR r0, ← [r8, #-4]!

LDR r4, ← [r8], #-4
LDR r1, ← [r8], #-4
LDR r0, ← [r8], #-4

STM without auto-indexing – (I,D) x (B,A)

STMIB r8, ← {r0,r1,r4}
STMED r8, ← {r0,r1,r4}

STR r0, → [r8, #4]
STR r1, → [r8, #8]
STR r4, ↓ → [r8, #12]

STMIA r8, ← {r0,r1,r4}
STMFD r8, ← {r0,r1,r4}

STR r0, → [r8, #0]
STR r1, → [r8, #4]
STR r4, ↓ → [r8, #8]

STMDB r8, ← {r0,r1,r4}
STMEA r8, ← {r0,r1,r4}

STR r4, ↑ → [r0, #-4]
STR r1, ↑ → [r0, #-8]
STR r0, ↑ → [r0, #-12]

STMDA r8, ← {r0,r1,r4}
STMFA r8, ← {r0,r1,r4}

STR r4, ↑ → [r8, #0]
STR r1, ↑ → [r8, #-4]
STR r0, ↑ → [r8, #-8]

LDM without auto-indexing – (I,D) x (B,A)

LDMIB r8, → {r0,r1,r4}
LDMED r8, → {r0,r1,r4}

LDR r0, ← [r8, #4]
LDR r1, ← [r8, #8]
LDR r4, ← [r8, #12]

LDMIA r8, → {r0,r1,r4}
LDMFD r8, → {r0,r1,r4}

LDR r2, ← [r8, #0]
LDR r3, ← [r8, #4]
LDR r4, ← [r8, #8]

LDMDB r8, → {r0,r1,r4}
LDMEA r8, → {r0,r1,r4}

LDR r4, ← [r8, #-4]
LDR r1, ← [r8, #-8]
LDR r0, ← [r8, #-12]

LMDA r8, → {r0,r1,r4}
LDMFA r8, → {r0,r1,r4}

LDR r4, ← [r8, #0]
LDR r1, ← [r8, #-4]
LDR r0, ← [r8, #-6]

A Multiple Data Transfer

- conceptual
 increment / decrement
 before / after
 STM / LDM

Multiple Data Transfer – STM (I,D)x(B,A)

Before

STM

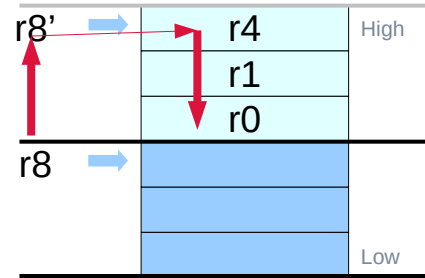
! auto index

Full Ascending 

Increment Before ST

PUSH

first, increment; then, store



STMIB r8! {r0, r1, r4}

STMFA r8! {r0, r1, r4}

Before

STM

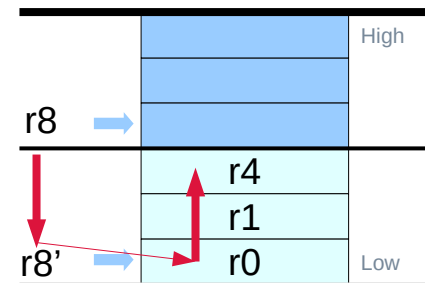
! auto index

Full Descending 

Decrement Before ST

PUSH

first, decrement; then, store



STMDB r8! {r0, r1, r4}

STMFD r8! {r0, r1, r4}

STM

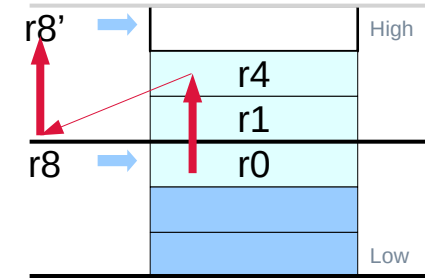
! auto index

Empty Ascending 

Increment After ST

PUSH

first, store; then, increment



STMIA r8! {r0, r1, r4}

STMEA r8! {r0, r1, r4}

After

STM

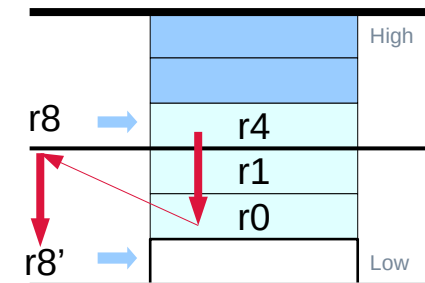
! auto index

Empty Descending 

Decrement After ST

PUSH

first, store; then, decrement



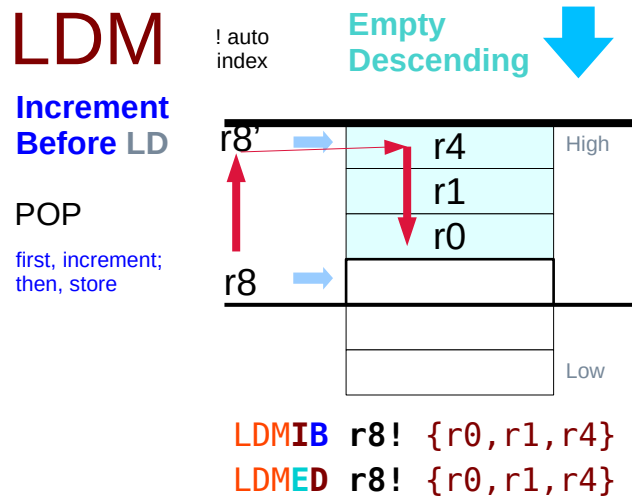
STMDA r8! {r0, r1, r4}

STMED r8! {r0, r1, r4}

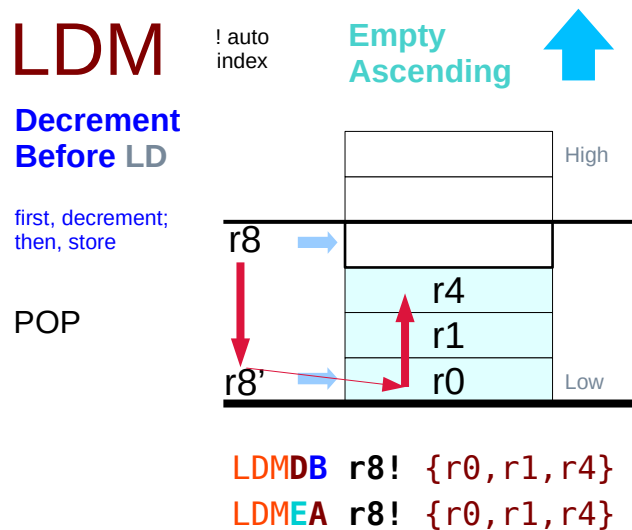
After

Multiple Data Transfer – LDM (I,D)x(B,A)

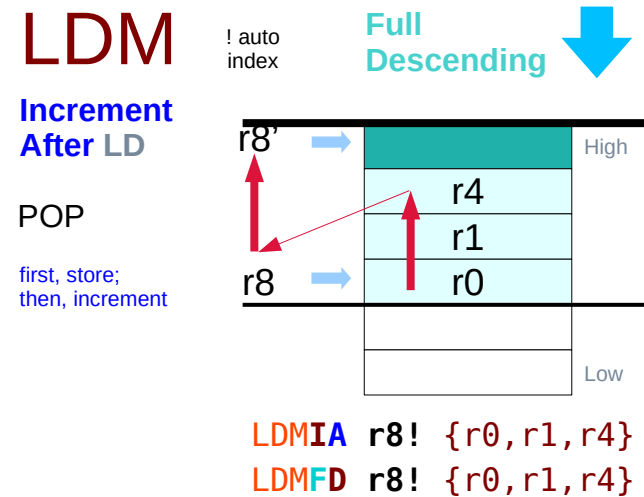
Before



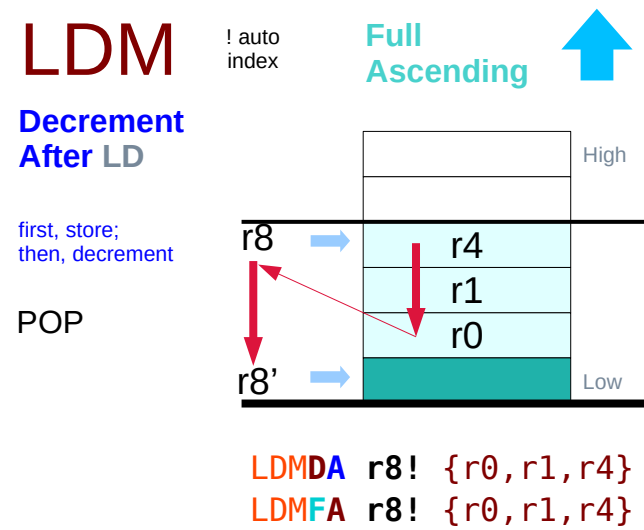
Before



After



After



References

- [1] <ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf>
- [2] <https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf>