Subroutines

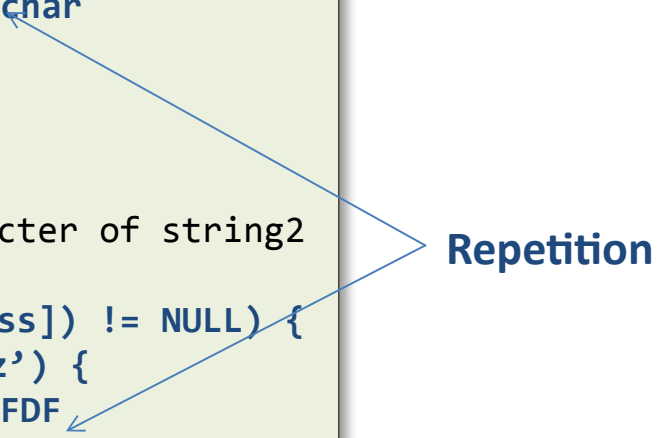
- Programs can be divided into blocks of instructions that each perform some specific task
  - generate a hamming code
  - find the length of a string
  - convert a string from UPPER CASE to lower case
  - play a sound

- Would like to avoid repeating the same set of operations throughout our programs
  - write the instructions to perform some specific task **once**
  - invoke the set of instructions **many times** to perform the same task

Example: uprcase

- Write a pseudo-code program that converts two strings stored in memory to UPPER CASE

```
address = address of first character of string1

while ((char = Memory.byte[address]) != NULL) {
     if (char ≥ ‘a’ AND char ≤ ‘z’) {
          char = char AND 0xFFFFFFDF
          Memory.byte[address] = char
     }
     address = address + 1
}

address = address of first character of string2

while ((char = Memory.byte[address]) != NULL) {
     if (char ≥ ‘a’ AND char ≤ ‘z’) {
          char = char AND 0xFFFFFFDF
          Memory.byte[address] = char
     }
     address = address + 1
}
```



Repetition

- Repetition of identical code leads to problems ...
  - harder to follow and understand
  - prone to mistakes
  - difficult to modify (modifications need to be repeated)
  - wasteful of memory

- Package the repeated code into a **subroutine**
  - changes only need to be made in one location
  - shorter
  - easier to follow and understand
  - less prone to mistakes

Example: uprcase

- UPPER CASE subroutine (pseudo-code)

```
uprcase (address)
{
    while ((char = Memory.byte[address]) != NULL)
{
        if (char ≥ ‘a’ AND char ≤ ‘z’) {
            char = char AND 0xFFFFFFDF
            Memory.byte[address] = char
        }
        address = address + 1
    }
}

address = address of first character of string1
uprcase (address)

address = address of first character of string2
uprcase (address)
```

Subroutines

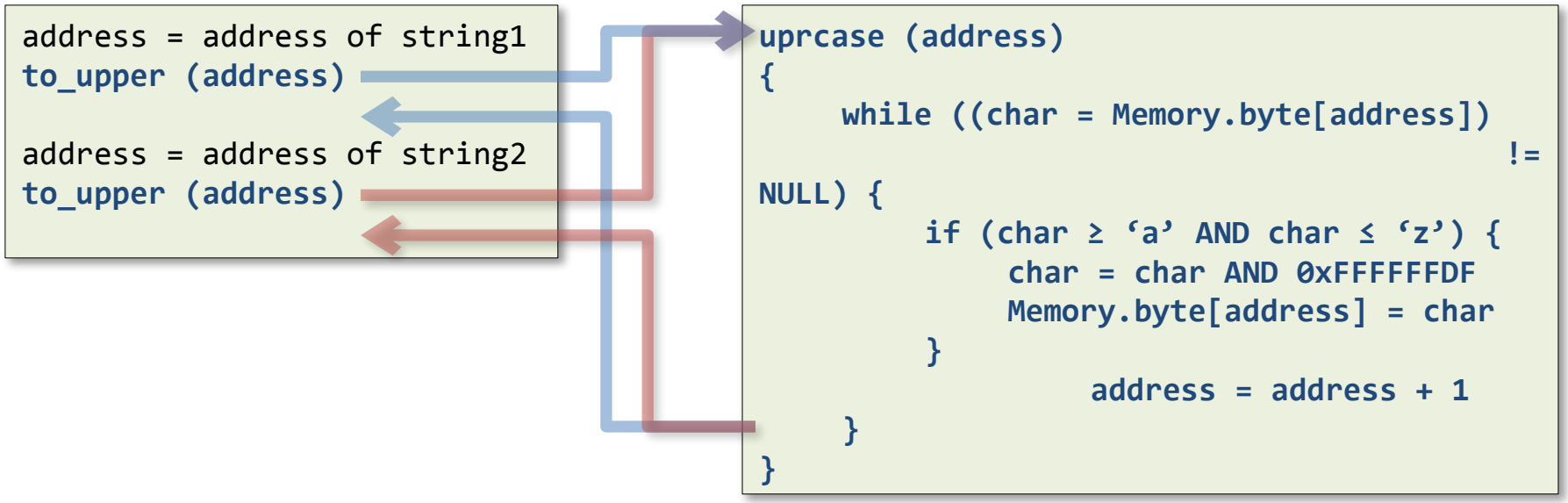
- When designing a program, it should be structured into **logical blocks (subroutines)**, each of which corresponds to a **specific task**
- Each subroutine can be programmed, tested and debugged independently of other subroutines
- Subroutines ...
  - facilitate good design
  - facilitate reuse
  - can be invoked (executed) many times
  - can invoke other subroutines (and themselves!)
  - correspond to procedures/functions/methods in high-level languages

Subroutine implementation

- **Call** and **Return** mechanism
- Invoking (**call**ing) a subroutine requires a deviation from the default sequential execution of instructions
  - Flow control again, like selection and iteration
- **Branch to the subroutine by modifying the Program Counter (PC) using a PC Modifying Instruction**
  - e.g. B, BEQ, BNE
  - When a program branches to a subroutine, the processor begins execution of the instructions that make up the subroutine
- When the subroutine has completed its task, the processor must be able to branch back (**return**) to the instruction immediately following the branch instruction that invoked the subroutine

Call/return example

- Consider the flow of execution of the program to fill memory with a specified value



- Branching to a subroutine: branch to the address (or label) of the first instruction in the subroutine (simple flow control)
- Returning from a subroutine: must have remembered the address of the instruction immediately following the branch instruction that invoked the subroutine

Implementing subroutine call/return

- Calling the subroutine (the long way!)
  - Save address of instruction immediately following branch instruction (**return address**) in a register (e.g. R14)
  - Branch (B) to the subroutine

```
...  ...            @
MOV  R14, pc        @ save return address
B    sub1           @ branch to the subroutine (labelled sub1)
???  ???, ???, ??   @ some random instruction after the branch
...  ...            @
```

- Returning from the subroutine
  - Copy (MOV) the return address from R14 into the Program Counter

```
...  ...            @
???  ???, ???, ???@ last subroutine instruction
MOV  pc, R14        @ return to the calling program
```

Branch and Link Instruction – BL

- Saving the return address before branching to a subroutine is a common operation

```
...  ...                @
MOV  R14, pc            @ save return address
B    sub1               @ branch to the subroutine (labelled sub1)
???  ???, ???, ??? @ some random instruction after the branch
...  ...                @
```

- The Branch and Link instruction (BL) is provided to perform the same task in a single instruction

```
...  ...            @
BL   sub1           @ branch to the sub1, saving return address
???  ???, ???, ??  @ some random instruction after the branch
...  ...            @
```

  - BL always saves the return address in R14, called the link register (LR)

Returning from a subroutine

- Having called the subroutine using BL, we can return in the same way as before ...

```
...  ...           @
???  ???, ???, ??  @ last subroutine instruction
MOV  pc, lr        @ return to the calling program
```

  - Note use of `lr` as a synonym for R14

- Above return method works but assembler will produce a warning and recommend the following ...

```
...  ...       @
???  ???, ??   @ last subroutine instruction
BX   lr        @ return to the calling program
```

  - Branch and eXchenge (BX) loads the contents of the link register (`lr`) into the program counter

Implementing the UPPER CASE subroutine

- Top level program

Branch and Link instruction saves address of the next instruction before branching to the instruction referred to by label `uprcase`

```
        LDR  r1, =str1@ load address of first string
        BL   uprcase       @ invoke uprcase subroutine

        LDR  r1, =str2@ load address of second string
        BL   uprcase       @ invoke uprcase subroutine

stop:   B    stop

@
@ Define strings to test program
@


str1:   .asciz   "motor"  @ NULL terminated test string
str2:   .asciz   "zero"   @ NULL terminated test string
```

Execution continues here after returning from the `uprcase` subroutine

Implementing UPPER CASE subroutine

- Subroutine

label for 1st instruction in subroutine

```
uprcase:
        B    testwh1       @ while ( (char = Memory.byte[address])
                           @                   != 0 ) {
wh1:    CMP  r0, #'a'      @  if (char >= 'a'
        BCC  endif1        @   AND
        CMP  r0, #'z'      @   char <= 'z')
        BHI  endif1        @  {
        BIC  r0, #0x00000020   @   char = char AND NOT 0x00000020
        STRB r0, [r1, #-1] @   Memory.byte[addres - 1] = char
endif1:                    @  }
testwh1: LDRB r0, [r1], #1 @ }
        CMP  r0, #0        @
        BNE  wh1           @
        BX   lr            @ return
```

Branch and eXchange instruction causes execution to continue at the instruction immediately following the instruction that branched to the subroutine

Nested subroutines

- Consider the following program

```
@ Top level program

          BL   sub1      @ call sub1

stop:     B    stop

@ sub1 subroutine
sub1:
          BL   sub2      @call sub2
          BX   lr        @ return from sub1

@ sub2 subroutine
sub2:
          BX   lr        @ return from sub2
```

- Top level program calls sub1, which in turn calls sub2
- What happens when we execute this program?

Saving the link register

- Solution
  - Save the contents of the link register before a subroutine invokes a further nested subroutine
  - Restore the contents of the link register when the nested subroutine returns
  - Where should we save the contents of the link register?
- Revised sub1 from the previous example ...

```
@ sub1 subroutine
sub1:
        STMFD    sp!, {lr}     @ save link register
        BL   sub2                  @ call sub2
        LDMFD    sp!, {lr}     @ restore link register
        BX   lr                    @ return from sub1
```

  - Using this approach we can call as many nested subroutines as we need (almost ...)

Saving the link register

- A more general and efficient solution
  - Save the contents of the link register on the system stack at the start of every subroutine
  - Restore the contents of the link register immediately before returning at the end of every subroutine

```
@ subx subroutine
subx:
    STMFD    sp!, {lr}     @ save link register
    ...  ...
    ...  ...
    LDMFD    sp!, {lr}     @ restore link register
    BX   lr                     @ return from sub1
```

- More efficiently, we could restore the saved `lr` to the `pc`, avoiding the need for the BX instruction (preferred)

```
    ...  ...
    LDMFD    sp!, {pc}     @ restore link register
```

Multiple return points

- Single or multiple return points (e.g. `BX lr`) in a single subroutine?
- Good programming practice to have exactly one return point from every subroutine
  - i.e. only one `BX lr` instruction
  - return point should be at the end of the subroutine
- Your program will assemble and run with more than one return point or with return points in places other than the end of a subroutine ...
  - .. but is this desirable?

Unintended side effects

- Consider the following program which converts a string to UPPER CASE before making a copy of it in memory

```
        LDR  r0, =deststr  @ ptr1 = address of deststr
        LDR  r1, =teststr  @ ptr2 = address of teststr

        BL   uprcase       @ uprcase(ptr2)

do1:                       @ do {
        LDRB r2, [r1], #1  @  ch = Memory.Byte[ptr1++]
        STRB r2, [r0], #1  @  Memory.Byte[ptr2++] = ch
        CMP  r2, #0        @ } while (ch != NULL)@
        BNE  do1           @

stop:   B    stop

    ...  ...

teststr: .asciz   "xerox"
deststr: .space   256
```

Unintended side effects

- ... implementation of uprcase subroutine (as before)

```
@ UPPER CASE subroutine
uprcase:
         STMFD    sp!, {lr}
         B    testwh2       @ while ( (char = Memory.byte[address++])
                            @                  != 0) {
wh2:     CMP  r0, #'a'      @  if (char >= 'a'
         BCC  endif1        @   AND
         CMP  r0, #'z'      @   char <= 'z')
         BHI  endif1        @  {
         BIC  r0, #0x00000020   @   char = char AND NOT 0x00000020
         STRB r0, [r1, #-1] @   Memory.byte[addres - 1] = char
endif1:                     @  }
testwh2: LDRB r0, [r1], #1  @ }
         CMP  r0, #0        @
         BNE  wh2       @
         LDMFD    sp!, {pc}     @ return
```

- Why won't this program work when uprcase is used?

Unintended side effects

- When designing and writing subroutines, clearly and precisely define what effect the subroutine has
- Effects outside this definition should be considered unintended and should be hidden by the subroutine
- In the previous example, the calling top level program should not be effected by modifications to `r0` and `r1` made by the `uprcase` subroutine
- In general, subroutines should save the contents of the registers they use at the start of the subroutine and should restore the saved contents before returning
- **Save register contents on the system stack**

Avoiding unintended side effects

- Example: modified `uprcase` subroutine

```
@ UPPER CASE subroutine
uprcase:
          STMFD    sp!, {r0-r1,lr}
          B    testwh2            @ while ( (char = Memory.byte[address++])
                                  @                  != 0) {
wh2:      CMP  r0, #'a'           @  if (char >= 'a'
          BCC  endif1             @   AND
          CMP  r0, #'z'           @   char <= 'z')
          BHI  endif1             @  {
          BIC  r0, #0x00000020    @   char = char AND NOT 0x00000020
          STRB r0, [r1, #-1] @   Memory.byte[addres - 1] = char
endif1:                           @  }
testwh2:
          LDRB r0, [r1], #1  @ }
          CMP  r0, #0        @
          BNE  wh2       @
          LDMFD    sp!, {r0-r1,pc}    @ return
```

- Any registers used are saved on the stack (along with the link register) at the start of the subroutine
- These are restored before returning

Passing parameters

- Information must be passed **to** and **from** a subroutine using a **fixed and well defined interface**, known to both the subroutine and calling programs
- `uprcase` subroutine had single `address` parameter

```
uprcase (address)
{
    ...
}

address = address of first character of string1
uprcase (address)

...
```

- Simplest way to pass parameters to/from a subroutine is to use well defined registers, e.g. for `uprcase`:
  - `address` ↔ `r1`

Example: fillmem

- Design and write an ARM Assembly Language subroutine that fills a sequence of words in memory with the same 32-bit value
- Pseudo-code solution

```
fillmem (address, length, value)
{
     count = 0@
     while (count < length)
     {
          Memory.Word[address] = value@
          address = address + 4@
          count = count + 1@
     }
}
```

- 3 parameters
  - address – start address in memory
  - length – number of words to store
  - value – value to store

Example: `fillmem` Version 1

- First version

```
@ fillmem subroutine
@ Fills a contiguous sequence of words in memory with the same value
@ parameters  r0: address – address of first word to be filled
@         r1: length – number of words to be filled
@         r2: value – value to store in each word
fillmem:
          STMFD     sp!, {r0-r2,r4,lr}@ save registers
          MOV  r4, #0                   @ count = 0
wh1:      CMP  r4, r1                   @ while (count < length)
          BHS  endwh1                   @ {
          STR  r2, [r0, r4, LSL #2]     @  Memory.Word[address] = value
          ADD  r4, #1                   @  count = count + 1
          B    wh1                      @ }
endwh1:                                 @
          LDMFD     sp!, {r0-r2,r4,pc}@ restore registers
```

Example: `fillmem` Version 2

- Second version

```
@ fillmem subroutine
@ Fills a contiguous sequence of words in memory with the same value
@ parameters  r0: address – address of first word to be filled
@         r1: length – number of words to be filled
@         r2: value – value to store in each word
fillmem:
          STMFD     sp!, {r0-r1,lr}    @ save registers
          CMP  r1, #0          @ while (length != 0)
          B    testwh1         @ {
wh1:      STR  r2, [r0], #4    @  Memory.Word[address] = value
                               @  address = address + 4
          SUBS r1, #1          @  length = length – 1
testwh1:
          BNE  wh1             @ }
          LDMFD     sp!, {r0-r1,pc}    @ restore registers
```

Parameters

- In high level languages, the interface is defined by the programmer and the compiler enforces it
- In assembly language, the interface must be both defined and enforced by the programmer
- Parameter types
  - **Variable parameters:** Changes made to the parameter by the subroutine should be visible to the caller
  - **Value parameters:** The subroutine must not change the value of the parameter (or, any changes must not be visible outside the subroutine)

Example: count1s

- Design and write an ARM Assembly Language subroutine that counts the number of set bits in a word

```
@ count1s subroutine
@ Counts the number of set bits in a word
@ parameters  r0: count (var) – count of set bits
@         r1: wordval (val) – word in which 1s will be counted
count1s:
          STMFD     sp!, {r1,lr}  @ save registers
          MOV  r0, #0             @ count = 0
wh1:
          CMP  r1, #0             @ while (wordval != 0)
          BEQ  endwh1             @ {
          MOVS r1, r1, LSR #1     @  wordval = wordval >> 1@ (update carry)
          ADC  r0, r0, #0         @  count = count + 0 + carry
          B    wh1                @ }
endwh1:                           @
          LDMFD     sp!, {r1,pc}  @ restore registers
```

Example: count1s

- **count** Parameter
  - **variable** parameter
  - used to return the count of 1s to the calling program
  - changes made by the subroutine should be visible to the calling program
  - should not be saved (and restored) on the stack

- **wordval** parameter
  - **value** parameter
  - used to pass the word in which 1s are to be counted to the count1s subroutine
  - should be saved / restored on the stack at the start / end of the subroutine to hide any modifications

Parameters

- It is good programming practice to save ...
  - any value parameters
  - any registers used internally by the subroutine
  - (and the link register!)

  ... on the system stack at the start of a subroutine and restore them before returning to the calling program
- Avoids unexpected side-effects

- Also remember: a subroutine should pop off everything that it pushed onto the stack
  - Not doing this is like to cause errors that may be difficult to correct

Passing parameters by reference

- Often parameters passed to/from a subroutine are too large to be stored in registers
  - e.g. 128-bit integer, ASCII string, image, list of integers
- Solution: the calling program ...
  - stores the parameter in memory
  - uses a register to pass a pointer to the parameter to the subroutine (an address)
- Example
  - Design and write an ARM Assembly Language subroutine that will add two 128-bit integers
  - Require 4 words for each operand and 4 words for the result

Example: add128

- Begin with a program and data to test the subroutine ...

```
        LDR  r1, =val1     @ load 1st 128bit value
        LDR  r2, =val2     @ load 2nd 128bit value
        LDR  r0, =result       @    load address for 128bit result

        BL   add128

stop:   B    stop


@    ...  ...
@    <the subroutine will go here>
@    ...  ...



val1 :    .4byte   0x57FD30C2,0x387156F3,0xFE4D6750,0x037CB1A0
val2:     .4byte   0x02BA862D,0x298B3AD4,0x213CF1D2,0xFD00357C
result:   .space   16
```

- ... design and write the subroutine ...

Example: add128


```
@ add128 subroutine
@ Adds two 128-bit integers
@ Parameters    r0: pResult (val) - result
@          r1: pVal1 (val) - first integer
@          r2: pVal2 (val) - second integer
add128:
     STMFD sp!, {r0-r2,r5-r7,lr} @ save registers

     LDR   r5, [r1], #4    @  tmp1 = Memory.Word[pVal1]@ pVal1 = pVal1 + 4
     LDR   r6, [r2], #4    @  tmp2 = Memory.Word[pVal2]@ pVal2 = pVal2 + 4
     ADDS  r7, r5, r6 @  tmpResult = tmp1 + tmp2@ (update C flag)
     STR   r7, [r0], #4    @  Memory.Word[pResult]@ pResult = pResult + 4

     LDR   r5, [r1], #4    @  tmp1 = Memory.Word[pVal1]@ pVal1 = pVal1 + 4
     LDR   r6, [r2], #4    @  tmp2 = Memory.Word[pVal2]@ pVal2 = pVal2 + 4
     ADCS  r7, r5, r6 @  tmpResult = tmp1 + tmp2@ (update C flag)
     STR   r7, [r0], #4    @  Memory.Word[pResult]@ pResult = pResult + 4

     LDR   r5, [r1], #4    @  tmp1 = Memory.Word[pVal1]@ pVal1 = pVal1 + 4
     LDR   r6, [r2], #4    @  tmp2 = Memory.Word[pVal2]@ pVal2 = pVal2 + 4
     ADCS  r7, r5, r6 @  tmpResult = tmp1 + tmp2@ (update C flag)
     STR   r7, [r0], #4    @  Memory.Word[pResult]@ pResult = pResult + 4

     LDR   r5, [r1], #4    @  tmp1 = Memory.Word[pVal1]@ pVal1 = pVal1 + 4
     LDR   r6, [r2], #4    @  tmp2 = Memory.Word[pVal2]@ pVal2 = pVal2 + 4
     ADCS  r7, r5, r6 @  tmpResult = tmp1 + tmp2@ (update C flag)
     STR   r7, [r0], #4    @  Memory.Word[pResult]@ pResult = pResult + 4

     LDMFD sp!, {r0-r2,r5-r7,pc} @ restore registers
```

Example

- Although the subroutine was modifying the 12-bit result, the `pResult` parameter passed to it (in `r0`) should be treated as a value parameter
- Remember, modifications to value parameters should be hidden from code external to subroutine

- The four repeated blocks of code could be replaced with a single block in a loop
  - Left as an exercise
  - Iterate over each of the 4 words in the 128-bit value
  - Pay attention to propagation of C flag from each iteration to the next (a CMP will overwrite any C-out from ADD/ADC)

Passing parameters on the stack

- If there are insufficient registers to pass parameters to a subroutine, the system stack can be used in its place
  - Commonly used by high-level languages
  - Similar to passing parameters by reference but using the stack pointer instead of a dedicated pointer

- General approach
  - Calling program pushes parameters onto the stack
  - Subroutine accesses parameters on the stack, relative to the stack pointer
  - Calling program pops parameters off the stack after the subroutine has returned

Example: `fillmem`

- Re-write the `fillmem` subroutine to pass parameters on the stack (instead of registers)

- Pseudo-code reminder

```
fillmem (address, length, value)
{
    count = 0@
    while (count < length)
    {
        Memory.Word[address] = value@
        address = address + 4@
        count = count + 1@
    }
}
```

Example: `fillmem` Version 3

- First, write a program to test the subroutine

```
        LDR  r0, =tstarea       @ Load address to be filled
        LDR  r1, =32            @ Load number of words to be filled
        LDR  r2, =0xC0C0C0C0    @ Load value to fill

        STR  r0, [sp, #-4]!     @ Push address parameter on stack
        STR  r1, [sp, #-4]!     @ Push length parameter on stack
        STR  r2, [sp, #-4]!     @ Push value parameter on stack

        BL   fillmem            @ Call fillmem subroutine

        ADD  sp, sp, #12        @ Efficiently pop parameters off stack

stop:   B    stop



tstarea: .space   256

    END
```

Example: fillmem Version 3

- `fillmem` subroutine with stack parameters

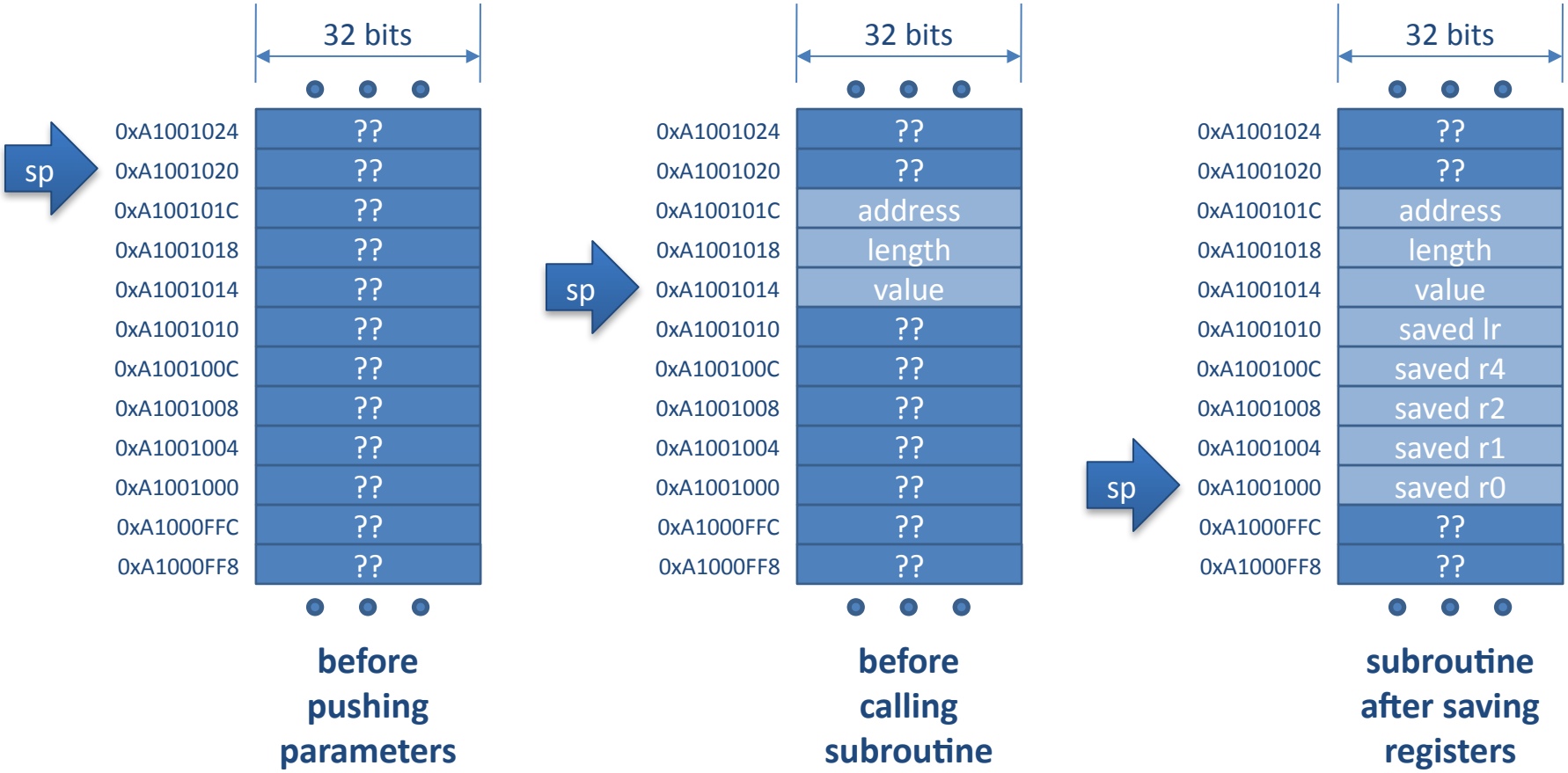
```
@ fillmem subroutine
@ Fills a contiguous sequence of words in memory with the same value
@ parameters  [sp+0]: value – value to store in each word
@         [sp+4]: length – number of words to be filled
@         [sp+8]: address – address of first word to be filled
fillmem:
          STMFD     sp!, {r0-r2,r4,lr}@ save registers

          LDR  r0, [sp, #8+20]    @ load address parameter
          LDR  r1, [sp, #4+20]    @ load length parameter
          LDR  r2, [sp, #0+20]    @ load value parameter

          MOV  r4, #0             @ count = 0
wh1:      CMP  r4, r1             @ while (count < length)
          BHS  endwh1             @ {
          STR  r2, [r0, r4, LSL #2] @  Memory.Word[address] = value
          ADD  r4, #1             @  count = count + 1
          B    wh1                @ }
endwh1:
     LDMFD     sp!, {r0-r2,r4,pc}@ restore registers
```

Example: `fillmem`

- Could push the parameters onto the stack more efficiently with a single STMFD instruction
  - But we're being explicit – subroutines will usually specify order for operands on stack
- Important that calling program restores the system stack to its original state
  - Pop off the three parameters
  - Quickly and simply done by adding 12 to sp.
- Subroutine doesn't pop parameters off the stack
  - Accesses them in-place, using offsets relative to the stack pointer.
- Subroutine saves some registers to the stack
  - compensate by adding addition offset (+20) to parameter offsets

Example: `fillmem`

- Stack state



Passing parameters on the stack

- What happens the fillmem example if we change the list of registers that we save? (Or worse manipulate the stack during the execution of the subroutine)

```
fillmem
     STMFD    sp!, {r0-r4,lr}    @ save registers

     LDR  r0, [sp, #8+20]    @ load address parameter
     LDR  r1, [sp, #4+20]    @ load length parameter
     LDR  r2, [sp, #0+20]    @ load value parameter

     MOV  r4, #0         @ count = 0@
wh1  CMP  r4, r1         @ while (count < length)
     BHS  endwh1         @ {
     STR  r2, [r0, r4, LSL #2] @  Memory.Word[address] = value@
     ADD  r4, #1         @  count = count + 1@
     B    wh1       @ }
endwh1
     LDMFD    sp!, {r0-r4,pc}    @ restore registers
```

- Offsets to parameters on the stack will change at design time (and perhaps at runtime)

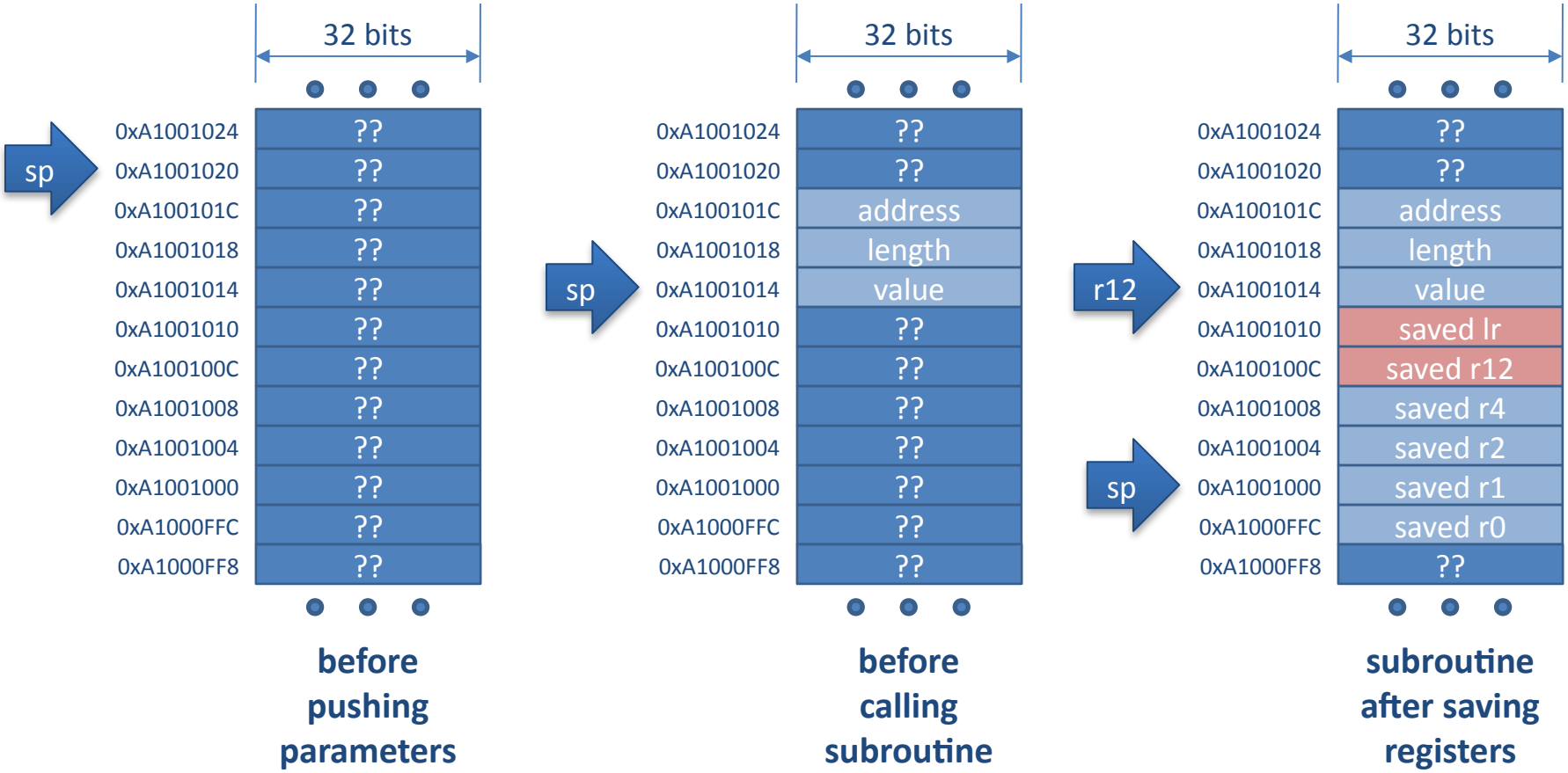
Example: fillmem Version 4

- Workaround – at start of subroutine
  - Save contents of a “scratch” register and lr
  - Copy sp + 8 to “scratch” register
  - Continue to push data onto the stack as required
  - Access parameters relative to “scratch” register

```
fillmem
    STMFD    sp!, {r12, lr}         @ save r12, lr
    ADD  r12, sp, #8        @ scratch = sp + 8
    STMFD    sp!, {r0-r4}       @ save registers

    LDR  r0, [r12, #8]      @ load address parameter
    LDR  r1, [r12, #4]      @ load length parameter
    LDR  r2, [r12, #0]      @ load value parameter

    <remainder of subroutine as before>

    LDMFD    sp!, {r0-r4}       @ restore registers
    LDMFD    sp!, {r12, pc}         @ restore r12, pc
```

Example: `fillmem` Version 4

- Stack state



ARM APCS

- AAPCS – ARM Application Procedure Call Standard
  http://infocenter.arm.com/help/topic/com.arm.doc.ihi0042d/IHI0042D_aapcs.pdf
- Writing subroutines that adhere to this standard allows subroutines to be separately written and assembled
- Contract between subroutine callers and callees
- Standard specifies
  - how parameters must be passed to subroutines
  - which registers must have their contents preserved across subroutine invocations (and which are corruptible)
  - special roles for certain registers
  - a Full Descending stack pointed to by R13 (sp)
  - etc.

ARM APCS

- Simplified AAPCS register specification

Register	Notes
r0	Parameters to and results from subroutine Otherwise may be corrupted
r1	
r2	
r3	
r4	Variables Must be preserved
r5	
r6	
r7	
r8	
r9	
r10	
r11	
r12	Scratch register (corruptible)
r13	Stack Pointer (SP)
r14	Link Register (LR)
r15	Program Counter (PC)

Recursion

- Subroutines can invoke themselves – **recursion**

- Example: Design, write and test a subroutine to compute x^n

$$x^n = \begin{cases} 1 & \text{if } n = 0 \\ x & \text{if } n = 1 \\ (x^2)^{n/2} & \text{if } n \text{ is even} \\ x.(x^2)^{n/2} & \text{if } n \text{ is odd} \end{cases}$$

The TST instruction performs a bitwise AND operation on the value in and the value of. This is the same as an ANDS instruction, except that the result is discarded

Example: power

- Pseudo-code solution

```
power (x, n)
{
    if (n == 0)
    {
        result = 1
    }
    else if (n == 1)
    {
        result = x
    }
    else if (n & 1 == 0)
    {
        result = power (x . x, n >> 1)
    }
    else
    {
        result = x . power (x . x, (n – 1) >>
1)
    }
}
```

Example: power


```
@ power subroutine
@ Compute x^n
@ Parameters: r0: result (variable) - x^n
@         r1: x (value) - x
@         r2: n (value) - n
power:
          STMFD    sp!, {r1-r2,r4,lr}@ save registers

          CMP  r2, #0             @ if (n == 0)
          BNE  else11             @ {
          MOV  r0, #1             @  result = 1@
          B    endif1             @ }
else11:   CMP  r2, #1             @ else if (n == 1)
          BNE  else12             @ {
          MOV  r0, r1             @  result = x@
          B    endif1             @ }
else12:   TST  r2, #1             @ else if (n & 1 == 0)
          BNE  else13             @ {
          MOV  r4, r1             @  tmpx = x
          MUL  r1, r4, r1         @  x = tmpx * x
          MOV  r2, r2, LSR #1     @  n = n / 2
          BL   power              @  result = power (x, n)
          B    endif1             @ }
```

... continued ...

Example: power

... continued ...

```
                                @ else {
else13:  MOV  r4, r1            @  tmpx = x
         MUL  r1, r4, r1        @  x = x * tmpx
         SUB  r2, r2, #1        @  n = n - 1
         MOV  r2, r2, LSR #1        @  n = n / 2
         BL   power             @  result = power (x, n)
         MUL  r0, r4, r0        @  result = tmpx * result
endif1:                         @ }

         LDMFD    sp!, {r1-r2,r4,pc}@ restore registers
```