② Principios del diseño de hardware

I. "La simplicidad favorece la regularidad"
II. "Entre mas pequeño mas rapido"
III. "Hacer el caso comun mas rapido"
IV.

③ Convertir a instrucciones de bajo nivel

```
int x=0;
int y=8;
int z=1;
```

```
Add %g0, 0, %L0
Add %g0, 8, %L1
Add %g0, 1, %L2
```

```
%L1  %L0
y = x + 3
%L3  %L2
z = z + 3
x = (x - z) + (3 + y)
```

```
Add %L0, 3, %L1
Add %L2, 3, %L2

Sub %L0, %L2, %L0
Add %L1, 3, %L1
Add %L1, %L0, %L1
```

④ Usar Ld y St

```
a[4] = a[2] + x
```

```
Ld [%L0 + (2*4)] %L1
Add %L1, %L2, %L2
St %L3 [%L2 + (4*4)]
```

```
y[0] = y[40] + 13
```

```
Ld [%L0 + (40*4)] %L1
Add %L1, 13, %L1
St %L2 [%L1 + (0*4)]
```

⑤

```
int i=3;
int p=2;
return i+3;
```

```
Add g0, 3, %L0   (1)
Add g0, 2, %L1   (2)
Add L0, 3, %L0   (3)
```

```
int p=3;
int x=1;
int z=4;
int w=0;
w = (p+40) + (x-z);
return 0
```

```
Add g0, 3, %L0   (4)
Add g0, 1, %L1   (5)
Add g0, 4, %L2   (6)
Add g0, 0, %L3   (7)

Add %L0, 40, %L0
Add %L1, %L2, %L1
Add %L0, %L1, %L3
```

b. n = -12 OR %gØ, -12, %LØ
a = -11 OR %gØ, -11, %L1
b = -14 OR %gØ, -14, %L2

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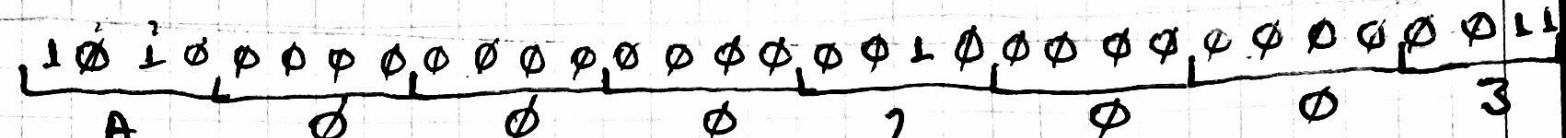
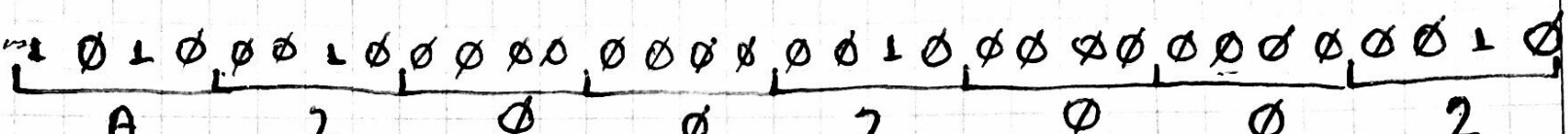
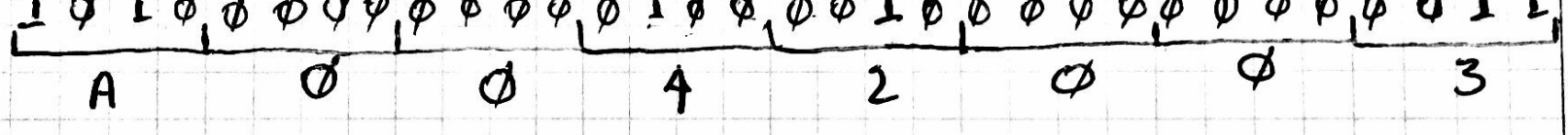
① 

② 

③ 

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OP3 OR ØØØØ1Ø