## CPE 316: Assignment 1 Christopher Cuadros, Dylan Sandall

## **LED Counter Code**

```
HAL Init();
SystemClock_Config();
RCC->AHB2ENR |= (RCC AHB2ENR GPIOAEN | RCC AHB2ENR GPIOCEN);
GPIOC->MODER &= \sim (GPIO MODER MODE0);
GPIOC->MODER \&= \sim (GPIO MODER MODE1);
GPIOC->MODER \&= \sim (GPIO MODER MODE2);
GPIOC->MODER |= (GPIO MODER MODE0 0);
GPIOC->MODER |= (GPIO_MODER_MODE1_0);
GPIOC->MODER |= (GPIO MODER MODE2 0);
GPIOA->MODER &= ~(GPIO MODER MODE4);
GPIOA->PUPDR &= ~(GPIO PUPDR PUPD4);
                            GPIOC->ODR |= GPIO PIN 0;
                            GPIOC->ODR |= GPIO PIN 1;
                            GPIOC->ODR |= GPIO PIN 2;
                      HAL Delay(200);
```

## **Video Demonstration of LED Counter**

## **Execution Timing Benchmarks**

Timing Function	uint8_t	int32_t	float	double
Subroutine Call	324 ns	310 ns	486 ns	592 ns
test_var = num + 1	350 ns	323 ns	434 ns	1.90 us
test_var = num * 3	373 ns	347 ns	486 ns	2.22 us
test_var = num / 3	385 ns	373 ns	586 ns	3.05 us
test_var = sqrt(num)	NA	21.5 us	21.5 us	20.5 us
test_var = sin(num)	NA	38.4 us	38.2 us	38.2 us

For the simple operations (nop, add, multiply, divide) the majority of the time is due to the function call overhead. For more complex operations that make use of floating point numbers, execution time can vary greatly, and the function call overhead is minor.