

Đinh Đức Tài - 23122013

HTMT

Date:

AT23@ HCMUS

8 bits $A = 0110\ 1100$ $B = 0011\ 1010$

$(-B) = \text{bù 2 của } B = 11000110$

$A - B = A + (-B) \Rightarrow A - B = 0011\ 0010$

$$\begin{array}{r} 0110\ 1100 \\ + 1100\ 0110 \\ \hline 1\ 0011\ 0010 \end{array}$$

$A = 00010110$

$B = 00000101$

$$\begin{array}{r} A \quad Q_2 \quad Q_1 \quad M \\ 0000\ 0000 \quad 0000\ 0101 \quad 0 \quad 0001\ 0110 \\ 1110\ 1010 \quad 0000\ 0101 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 1111\ 0101 \quad 0000\ 0010 \quad 1 \quad \\ 0000\ 1011 \quad 0000\ 0010 \quad 1 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0101 \quad 1000\ 0001 \quad 0 \quad \\ 1110\ 1111 \quad 1000\ 0001 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 1111\ 0111 \quad 1100\ 0000 \quad 1 \quad \\ 0000\ 1101 \quad 1100\ 0000 \quad 1 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0110 \quad 1110\ 0000 \quad 0 \quad \\ 0000\ 0110 \quad 1110\ 0000 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0011 \quad 0110\ 0000 \quad 0 \quad \\ 0000\ 0011 \quad 0111\ 0000 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0001 \quad 1011\ 1000 \quad 0 \quad \\ 0000\ 0001 \quad 1011\ 1000 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0000 \quad 1101\ 1100 \quad 0 \quad \\ 0000\ 0000 \quad 1101\ 1100 \quad 0 \quad \end{array}$$

$$\begin{array}{r} 0000\ 0000 \quad 0110\ 1110 \quad 0 \quad \end{array}$$

$$\Rightarrow A \times B = 0000\ 0000\ 0110\ 1110$$

$A \times B$

0

1

2

4

5

6

7

8

morning glory

①

$$a = b + c - (d + A[i])$$

$\downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow$
 $x_0 \quad x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5$

```

MUL X6, X5, #8 // gán X6 ← offset i
LDUR X7, [X4, X6] // gán X7 ← A[i]
ADD X6, X3, X7 // gán X6 ← d + A[i]
ADD X0, X1, X2 // X0 ← b + c
SUB X0, X0, X6 // X0 ← (b+c) - (d + A[i])
  
```

②

\downarrow
 $A \rightarrow X5$
 \downarrow
 $\text{res} \rightarrow X1$

```

LDUR X1, [X5, #0] // X1 ← A[0]
LDUR X2, [X5, #8] // X2 ← A[1]
ADD X1, X1, X2 // X1 = A[0] + A[1]
LDUR X2, [X5, #16] // X2 ← A[2]
ADD X1, X1, X2 // X1 = Σ A[i], i = 0, 2
LDUR X2, [X5, #24] // X2 ← A[3]
ADD X1, X1, X2 // X1 = Σ A[i], i = 0, 3
LDUR X2, [X5, #32] // X2 ← A[4]
ADD X1, X1, X2 // X1 = Σ A[i], i = 0, 4
  
```

③

$\downarrow \quad \downarrow$
 $x \quad y$
 $\downarrow \quad \downarrow$
 $X1 \quad X2$

$X0 \leftarrow \max(x, y)$

```

CMP X1, X2 // so sánh X1, X2
B.GE MaxX1 // Nếu X1 ≥ X2, lấy MaxX1
MOV X0, X2
MaxX1: MOV X0, X1
  
```