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HW#7

1. pi: .float 3.14159
CircleArea: VLDR S1,pi
VMUL.F32 S0,S0,S0
VMUL.F32 S0,S0,S1
BX LR

2. LDR R1,=0
MUL R0,R0,4
Next: CMP R1,R0
BGE Done
VLDR S2,[S0],R1
VLDR S3,[S1],R1
VMUL.F32 S2,S2,S3
VSTR S2,[S0],R1
ADD R1,R1,4
B Next
Done: BX LR

6. LDR R1,=0
MUL R0,R0,4
Next: CMP R1,R0
BGE Done
VLDR S1,[S0],R1
VADD.F32 S2,S2,S1
ADD R1,R1,4
B Next
Done: SDIV R0,R0,4
VLDR S3,[R0]
VCVT.F32.S32 S3,S3
VDIV.F32 S2,S2,S3
VSTR S2,S0

8.

VSQRT S0,S0	Fetch	Decode	Execute(13)	Execute			
VSTR S0,[R0]		Fetch	Decode	Stall	Execute	Execute	
BX LR					Fetch	Decode	Execute
Time->							