

9.11 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18.

fld [] [] [] []

fdi.v.d x11

fmul.d

fld x4

19 20 21 22 23 24 25 26 27 28 29 30 31

fmul.d

fld

fadd.d

fadd.d

fsd

fsd

add;

~~5410~~ add;

sub

bnz

∴ 需要 31 个 CLK

(2) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

fld []

fdi.d xii

fmul.d x5

fld

fadd.d

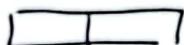
fadd.d



扫描全能王 创建

24 25 26 27 28 29 30 31 32 33

10.

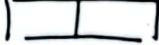
fsd 

fsd 

addi 

addi 

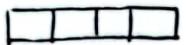
sub 

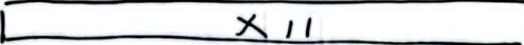
bnz 

需要 29 个 CLK

(3) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

fld 

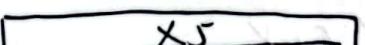
fld 

fdiv.d 

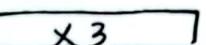
fadd.d 

fsd 

addi 

fmul.d 

21 22 23 24 25 26 27 28 29 30.

fadd.d 

fsd 

addi 

sub 

bnz .



扫描全能王 创建

10. Loop fld T9 , O(ao)

fmul.d T11 .fo. T10

fdiv.d T12 T9 T11

fld T13 O(a1)

fadd.d T14 fo T13.

fsub.d T15 . T12 T14

fsd T15 O(o1)

11. ①显式重命名是指在代码中显式地修改变量名，它的优点在于易于理解和维护，因为它不会对变量的用途产生任何影响，缺点是产生大量冗余代码。

②隐式重命名是指使用特定的规则自动为变量生成新名称，以避免命名冲突和提高代码的可读性。缺点是可能会导致变量的用途变得不清晰。



扫描全能王 创建