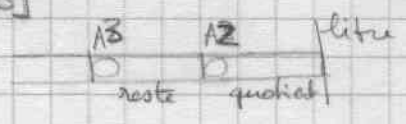


division de [A0] par [A1]

[A0] = [A2] \* [A1] + [A3]



```

XDIV1: CMP #4000, (A1)
      BEQ ERR DV
  
```

```

XDIV1: MOVE.L A0, A4
      MOVE.L A1, A5
      BSR XCMP1
      MOVE.L A4, A0
      BCS KA92
  
```

1919,0

cmp [A1], [A0]

→ [A0] < [A1] mettre [A0]; 0

→ [A0] = [A1] mettre 0; 1

↓ [A0] > [A1]

```

      BEQ KA93
  
```

```

      BCLR
      MOVE.L A5, A1
  
```

subit pour A1

```

XDIV1A: MOVE (A1)+, D1
      AND #5FFF, D1
      BCLR #14, D1
  
```

← il faut que A0 = A4 et A1 = A5 pour bon fonctionnement

```

      BEQ KA81
  
```

→ [A1] long

```

      KA74: CMP #1, D1
  
```

```

      BEQ KA94
  
```

→ division par 1 mettre 0; [A0]

```

      BNE KA74 → [A1] court
      CMP #2, D1
      BNE KA81 → [A1] long
      MOVE (A1), D1
  
```

```

      MOVE (A0)+, D0
      AND.L #5FFF, D0
      BCLR #14, D0
  
```

→ [A0] court : division D0.L / D1.W

```

      BNE KA76
      CMP #2, D0
      BNE KA77
  
```

→ [A0] long division D1.W

```

      MOVE (A0)+, D0
  
```

```

KA76: DIVU D1, D0
  
```

```

      SWAP D0
  
```

```

      BSR XPOSED0 ← MOVE.L A2, A3
  
```

```

      SWAP D0
  
```

```

      BRA XPOSED0
  
```

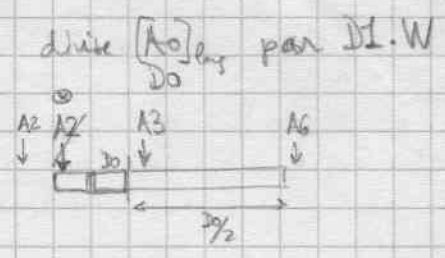
```

KA77: MOVE.L A6, A3
      MOVE.L A3, A2
      MOVE.L D0, (A3)+
      MOVE.L A3, A6
      ADD    D0, A6
      VERAG

      MOVE   D0, D2
      ASR   #1, D2
      SUBQ  #1, D2
      CLR.L D3
      MOVE  (A0)+, D3
      DIVU D1, D3
      TST  D3
      BNE  KA79
      SUBQ #2, -2(A3)
      SUBQ #2, A6
      BRA  KA80
  
```

```

KA77: MOVE.L A6, A2
      LEA 4(A2), A3
      ADDQ #1, A3
      MOVE D0, (A3)+
  
```



```

KA78: MOVE (A0)+, D3
      DIVU D1, D3
  
```

```

KA79: MOVE D3, (A3)+
KA80: DBRA D0, KA78
      SWAP D5
  
```

```

MOVE.L A2, A3
BSET #14, D3
MOVE D3, (A2)+
CMP #2, (A2)
BEQ KA38
RTS
  
```

```

CMP #2000, D3
BCS KA800
MOVE #2, (A2)+
MOVE D3, (A2)+
BRA KA801
  
```

```

KA800: BSET #14, D3
       MOVE D3, (A2)+
       MOVE.L A2, A0
       ADDQ #2, A2
       BSR  XLB76
       LEA 2(A3), A2
  
```

```

KA801: CMP #2, (A2)
       BEQ KA38
       RTS
  
```

① divise {A0} (A0) par {A3} (A1) ← desc  
 Do D1 ← laqueurs

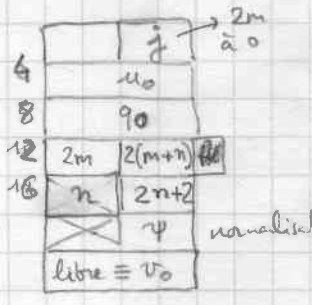
```
KAB1: MOVE (A0), D0
MH70: MOVE (A1), D3 ← AND #1FFF, D0
```

(D1) Normalise

```
MOVEQ #-1, D2
```

```
MH71: ADDQ #1, D2
ADD D3, D3
BCC MH71
MOVE.L AG, A3 ←
MOVEM.L D0/D1/D2 /A6, -(SP)
```

facteur de normalisation:  $2^{D2}$   
 $0 \leq D2 \leq 15$   
 MOVE D1, D3  
 ASR #1, D1  
 ADDQ #2, D3 ← SWAP D1  
 MOVE D3, D1  
 ADDQ #2, D0  
 /A6, -(SP)



```
MOVE.L A5, A0
BSR XROT (D91) pose diviseur 2D2 (v)
```

```
MOVE.L A4, A0
BSR XROT
MOVE.L A2, A1
MOVEM.L (SP), D0/D1
```

pose diviseur  $2^{D2}$  (v)  
 pose divise de  $\frac{u_j}{b}$   
 met A2 sur u<sub>0</sub>

```
MOVE (A2), D2
AND #1FFF, D2
CMP D2, D0
MH72
CLR -(A2)
```

```
MH72: MOVEM.L (SP), D0/D1
```



```
(D2) MH7: SUB D1, D0 ← MOVE D0, (SP)
      R #2, D0
```

```
CLR (SP)
CLR (A3)+
MOVE (A3) D6
MOVE.L (A3), D5
```

$v_0 = 0$   
 $D6.W = v_1$  (D3)  
 $D5.W = v_2$   
 $D5.L = v_1b + v_2$   
 $D4 = b - 1$

A2 sur u<sub>j</sub>  
 A1 après v<sub>m</sub>  
 A6 en libre pour q<sub>j</sub>

```
MOVEM.L D0/A2/A6, -(SP)
ADD D0, A6
BSR VERAG
SUB D0, A6
```

```
MH73: MOVEQ #-1, D4
CMP (A2), D6
BEQ MH74
MOVE.L (A2), D4
```

$D4 = u_j b + u_{j+1}$

```
DIVU D6, D4
MOVE.L D4, D3
MOVE 4(A2), D3
```

$D4 = \boxed{r} \boxed{\hat{q}}$

~~$D3.L = (u_j b + u_{j+1} - \hat{q} v_1) b + u_{j+2}$~~

```
BRA MH75
MH74: MOVE.L (A2), D3
ADD D6, D3
BCS MH77
SWAP D3
```

$u_j, u_{j+1} = v_1 \quad \hat{q} = b - 1 \quad r = v_1 + u_{j+1}$

$\rightarrow r > b$   
 $D3.L = \boxed{r} \boxed{\times}$

```
MH75: MOVE 4(A2), D3
MOVE D5, D0
MULU D4, D0
SUB.L D0, D3
BCC MH77
```

$D3.L = \boxed{r} \boxed{u_{j+2}} = (u_j b + u_{j+1} - \hat{q} v_1) b + u_{j+2}$

$D0.L = v_2 \hat{q}$

①  $\hat{q} \rightarrow \hat{q}-1$

```

MH76: SUBQ #1, D4
      ADD.L D5, D3
      BCC MH76

```

movable DS:

$$DS = DS + \frac{v_1 b + v_2}{15}$$

```

MH77: MOVEM 16(SP), D2/D3
      MOVE.L A2, A3
      ADD D3, A3
      MOVE.L A1, A0

```

④ D4  
 soustraction  $\hat{q}$  ( $u_j, \dots, u_{j+m}$ )  
 plus  $\hat{q}$  ( $v_1, \dots, v_n$ )

```

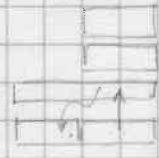
MH78: MOVEQ #0, D0
      MOVEQ #0, D3
      MOVE -(A0), D1
      MULL D4, D1
      SUB.L D1, D0
      MOVE -(A3), D3
      ADD.L D3, D0
      MOVE D0, (A3)
      CLR D0
      SWAP D0
      DBRA D2, MH78
      TST.L D0

```

$D0 < b$

$D1 \leq (b-1)^2$

correction  
 Voir page 50.3a



X cas  $\hat{q}$  trop grand

⑤ curvy?

⑥ add back

```

SUBQ #1, D4
MOVEM 16(SP), D2/D3
MOVE.L A2, A3
ADD D3, A3
MOVE.L A1, A0

```

```

MH80: ADDX -(A0), -(A3)
      DBRA D2, MH80
MH81: MOVE D4, (A6)+
MH82: MOVE.L (SP)+, D0
      SUBQ #2, D0
      BMI MH82
      MOVE.L D0, -(SP)
      ADDQ #2, A2
      BRA MH73

```

~~TST (A3)~~  
~~BNE ERRFAT~~

$q_j$

⑦  $j = j+1$

$\rightarrow fin$

1

convertisse à p 50.3

M.

MOVEQ #0, D0

$d0 \leq b$

MH78: MOVE -(A0), D1

MULU D4, D1

$d1^2 \leq (b-1)^2 + b = b^2 - b + 1$

ADD.L D0, D1

$d1^2 \leq \text{FFFF0001}$

MOVE.L D1, D0  
CLR D0  
SWAP D0

SUB D1, -(A3)

BCC MH79

ADDQ.L #1, D0

MH79: DBRA D2, MH78

TST.L D0

MH82: MOVE.L (SP)+, A1 <sup>u<sub>0</sub></sup>

MOVE.L 6(SP), D1

ASR #1, D1

BSR XPOSEA1 <sup>pose</sup>  $\rightarrow 2^{D3}$  en A2

MOVE.L A2, A0

MOVEM.L 18(SP), D2/A6 <sup>libre</sup>

NEG D2

BSR XROT

MOVE.L (SP)+, A1 <sup>9<sub>0</sub></sup>

MOVE (SP)+, D1 <sup>2m</sup>

ASR #1, D1

BSR XPOSEA1 9 en A2

ADD #10, SP

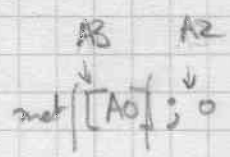
MOVE.L (SP)+, A3 9L en A3

RTS

```

α KA92: BSR XPOSE1 ← BCLR #7, (A2)
      MOVE.L A2, A3
      BRA XPOSEZ

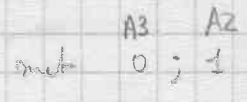
```



```

β KA93: BSR XPOSEZ
      MOVE.L A2, A3
XPOSEUN: MOVEQ #1, D0
      BRA XPOSED0

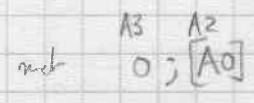
```



```

γ KA94: BSR XPOSEZ
      MOVE.L A2, A5
      BSR XPOSE1 ← BCLR #7, (A2)
      MOVE.L A5, A3
      RTS

```

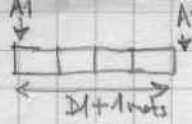


```

ERRDV: MOVE #2, D0
      BRA RER

```

contenu  
et pose



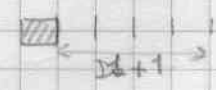
en A2  
libre

détruit D0, D1, D2  
A1<sup>5</sup> = après la zone

```
XPOSEM: MOVE (A1)+, D0
        BNE KB10
        DBRA D1, XPOSEM1
        ↓ [A1]=0
        BRA XPOSEZ
```

```
KB10: TST D1
      BEQ XPOSED0
```

pose D0



```
MOVE.L A6, A2
MOVE D1, D2
ADDQ #1, D2
ADD D2, D2
MOVE D2, (A6)+
ADD D2, A6
VER A6
LEA 2(A2), A6
MOVE D0, (A6)+
SUBQ #1, D1
```

```
KB11: MOVE (A1)+, (A6)+
      DBRA D1, KB11
      RTS
```