

①
→ CMP #1, D1
BEQ XPOSE

{A0} D1.L

avec $10 < D1 < 8000$

XXPRN:

```

KBS2: MOVE (A0), D0
      BCLR #15, D0
      MOVEQ #11, D4

```

```

      BCLR #14, D0
      BEQ KBS25

```

```

KBS1: MOVEQ #3, D3
      ASL D4, D3
      BSET #14, D3
      CMP D0, D3
      BNE KBS23

```

↓ cas {A0} = 2^{D2+1}

```

ADDR #1, D4
      MVLW D1, D4
      CMP.L #8000, D4
      BCC KBS25
      EXG D1, D4
      BSR XXPRN
      BTST #0, D4
      BEQ KBS22
      BTST #15, (A0)
      BEQ KBS22
      BSET #15, (A0)

```

2^{D1 * {A0}}

KBS2: RTS

```

KBS23: DECS D4, KBS21
      ↓
      KBS25

```

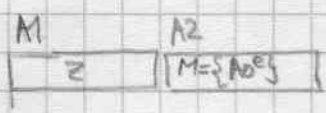
2	1000	50
2	32000	0,01
4	32000	740
4	46000	0,01
3	1000	0,06
(3/5)	1000	0,1 0,1
3	2000	0,2
5	2000	0,4
(3/5)	2000	25007

```

KBS25
KBS2: BSR XPOSEUN
MOVE.L A2, A1
BSR XPOSE
MOVEM.L A1/A2, -(SP)
KBS3: ASR.L #1, D1

```

pose {A0} ^{AD1.L}
 il est sur la pile K

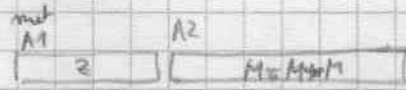


x

```

MOVEM.L D1/D1, -(SP)
MOVE.L A2, A0

```



```

KBS5: MOVE.L A0, A1
(KBS5): BSR XMULR
MOVE.L 8(SP), A0

BSR XEFFC
MOVE.L (SP)+, D1
BRA KBS3 ← MOVE.L (SP), A1

```



```

BCC KBS5
BSR XMULS2
MOVE.L A2, A1
MOVE.L 8(SP), A0

```

$z * M$
 $A1 = z * M$

```

KBS7: ADD #12, SP ← RTS
KBS70: MOVE (SP)+, D0 → rts
BPL KB49
inverse
MOVE.L A2, -(SP)
MOVE.L A2, A0
BSR XINVS2
MOVE.L (SP)+, A0
BRA XEFFC

```

```

BSR XPOSE
MOVE.L 4(SP), A0
MOVE.L A2, A3
MOVE.L A1, A2

```

$A2 = M$

```

BSR XEFFC
TST.L (SP)
BEQ KBS7
MOVE.L A3, A2
BSR XEFFC
MOVE.L A2, 8(SP)
MOVE.L A2, A0
MOVE.L 4(SP), A1

```



x