

SQRS

Racine carrée de $a \in [0, 2^{32}]$

$$2^{16} \leq a < 2^{32}$$

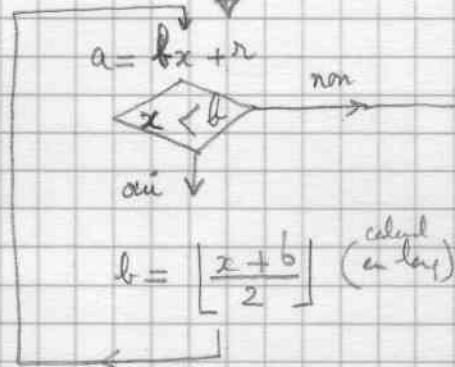
$$\rightarrow b = 2^{15} + \left\lfloor \frac{a}{2^{16}} \right\rfloor$$

$$0 \leq a < 2^{16}$$

$$\rightarrow b = 2^8$$

$$a = 0$$

$$\rightarrow \begin{cases} q = 0 \\ d4 = 0 \end{cases}$$



$$q = b$$

$$\text{si } x \neq q \rightarrow d4 = 1$$

$$\text{si } x = q \text{ et } r = 0 \rightarrow d4 = 0$$

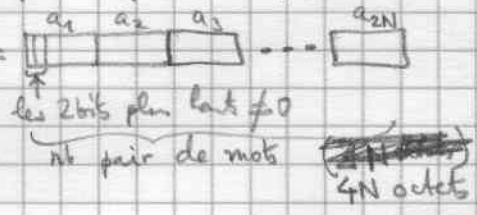
nts

SQRT1

Racine carrée de |a| (entier)

Si $a \in [0, 2^{32}[$ utilise SQRS (méthode de Héron)

Sinon Normaliser a en multipliant par 4^n $n \geq 0$
de sorte que $a' = 4^n a =$



Poser $q_{-1} = \sqrt{a_1 a_2}$ calculé par SQRS

Sit;

k	0	1	2	3	...
i(k)	4	8	12	20	36, ..., 4N

($i(k) = 4(1 + 2^k)$
sauf le dernier = 4N
et le premier = 4)

Pour $k = 0, 1, \dots$

→ Poser $a_k =$ les $i(k)$ premiers octets de $a' = a_1 a_2 \dots a_{i(k)}$

$$q_k^{(0)} = (q_{k-1}^{(0)})^2 16^{i(k) - i(k-1)}$$

On sait que $\left[q_{k-1}^{(0)} 16^{i(k) - i(k-1)} \right]^2 \leq a_k < q_k^{(0)2}$

$q_k^{(0)}$ est donc un point de départ convenable pour la méthode de Héron:

Pour $j = 0, 1, \dots$

$$a_k = q_k^{(j)} x + x^2 \quad x \in [0, q_k^{(j)}]$$

si $x \geq q_k^{(j)}$ fin $q_k = q_k^{(j)}$ et $d_k = \begin{cases} 0 & \text{racine exacte} \\ 1 & \text{'' approché} \end{cases}$

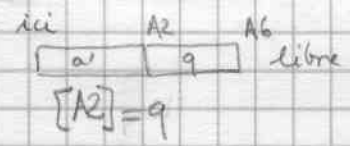
sinon $q_k^{(j+1)} = \left[\frac{q_k^{(j)} + x}{2} \right]$

augmenter j

En réalité, la boucle sur j n'est effectuée que pour la première et dernière valeur de k.

Sinon on prend $q_k = q_k^{(1)}$

augmenter k



```
ISQ17: MOVE.L 4(SP), A2
      MOVE (A2), D0      ; i.e. A2 = q
      MOVE D0, D1
      ADD D0, D0
      MOVE (SP), D2
```

```
CLR -(SP) ; f
SUBQ #4, D0 ; suite 4, 8, 12, 20, ..., f(n)
BNE ISQ19 ; 0 4 8 16 ...
```

```
MOVEQ #2, D0
MOVE D0, (SP) ; ⊗
```

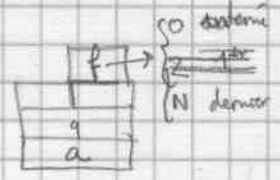
```
ISQ19: ADD D0, D0
      ADDQ #4, D0
      CMP D2, D0
      BCS ISQ20
      MOVE D2, D0
      MOVE D0, (SP)
```

```
ISQ20: MOVE.L 10(SP), A0 ; a'
      MOVE D0, (A0)
      ASR #1, D0
      SUB D1, D0
      MOVE D0, -(SP) ; Δq
      MOVE.L A2, A0
      MOVEQ #1, D0
      MOVE.L A0, -(SP)
      MOVE.L A6, A1
      MOVE #1001, (A6)+
      BSR XADD1
      MOVE.L (SP), A0
      BSR XLBT6
      MOVE.L (SP)+, A2 ; q+1
      MOVE (SP)+, D0 ; Δq
      ADD D0, (A2)
```

a' = des do^{premier} octets de a'

do = augmentation de longueur de q+1

pose q+1



```
MOVE.L A6, A0
ADD D0, A6
ADD D0, A6
BSR VERAG
```

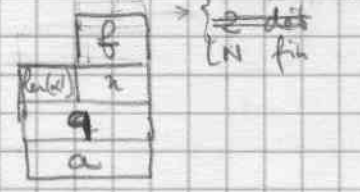
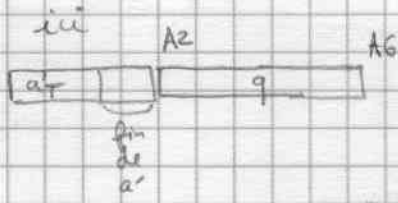
inutile de vérifier (puisque place par q+1)

```
ASR #1, D0
SUBQ #1, D0
ISQ22: CLR (A6)+
      DBRA D0, ISQ22
```



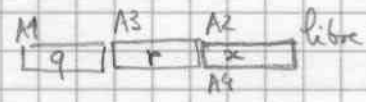
```

ISQ24: MOVEM.L 6(SP), A0/A1
      EXG  A0, A1
      q a'
  
```



```

BSR  XDIV1
  
```



$$a' = qx + r$$

```

MOVE (SP)+, D2
  
```

```

BEQ  ISQ28
      → ne pas comparer
  
```

```

MOVE.L A2, A0
  
```

```

MOVE.L 4(SP), A1
  
```

```

MOVEQ #1, D4
BSR  XCMP1
      cmp q, x
  
```

```

BCS  ISQ28
      → x < q continuer
  
```

↓ $x \geq q$: fin

```

MOVE.L A3, A6
  
```

```

BNE  ISQ26
      → x > q d4 = 1
  
```

```

CMP  #4000, (A6)
  
```

```

BNE  ISQ26
      → x = q mais r ≠ 0
  
```

```

MOVEQ #0, D4
      ) r = 0 exacte
  
```

```

ISQ26: SUBQ #2, D2
      BEQ  ISQ17
  
```

```

ISQ26: MOVEM.L (SP)+, D2/A0
  
```

```

MOVE.L D4, -(SP)
NEG  D2
  
```

```

BSR  XROT
  
```

```

MOVE.L 4(SP), A0
  
```

```

BSR  XLB76
  
```

```

MOVEM.L (SP)+, D4/A2
  
```

```

RTS
  
```

```

ISQ28: MOVE  D2, -(SP)
  
```

```

MOVE.L A2, A1
  
```

```

MOVE.L 6(SP), A0
  
```

```

BSR  XADD1
  
```

```

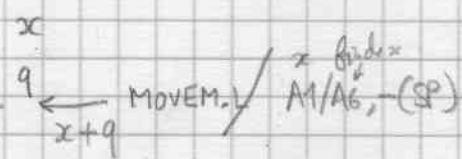
MOVE.L A2, A0
  
```

```

MOVEQ #-1, D2
  
```

```

BSR  XROT
  
```



$$\left\lfloor \frac{x+q}{2} \right\rfloor$$

technique de calcul de d_1 et d_2 pour $a \in [0, 2^{32}]$
 sachant que $d_1^2 = \lfloor \sqrt{a} \rfloor = b \in [0, 2^{16}]$
 et $d_2^2 = \begin{cases} 0 & \text{si } x^2 = a \\ 1 & \text{sinon} \end{cases}$

débit d1/d2/d4

75.5

```

SQRS: MOVE.L D0, D1
      BEQ  ISQ41
      SWAP D1
      TST  D1
      BEQ  ISQ48

      OR  #16, SR
      BRA ISQ41
    
```

$\rightarrow a \geq (2^{16})^2$

$\rightarrow a = 0$

$\rightarrow a < 2^{16}$

```

ISQ40: ADD  D2, D1
ISQ41: ROR  #1, D1
    
```

```

ISQ42: MOVE.L D0, D2
      DIVU  D1, D2
      BVS  ISQ46
      CMP  D1, D2
      BCS  ISQ40
      BNE  ISQ46
    
```

$\rightarrow x \geq 2^{16}$

$d_0 = a = bx + r$
 $d_1 = b$
 $d_2 = \lfloor \frac{r}{x} \rfloor$

$\rightarrow x < b$

$\rightarrow b^2 \neq a$

```

ISQ33 BNE  ISQ46
ISQ44: MOVEQ #0, D4
      RTS
    
```

$\rightarrow b^2 \neq a$

```

ISQ46: MOVEQ #1, D4
      RTS
    
```

```

ISQ48: MOVE #100, D1
      BRA  ISQ42
    
```

temps de calculs (vérifiés)

d0 _H	temps
FFFF	45 μs
7FFF	100 μs
3FFF	123
1FFF	130
FFF	145
7FF	151
FF	188
F	228
1	262
0	114 μs