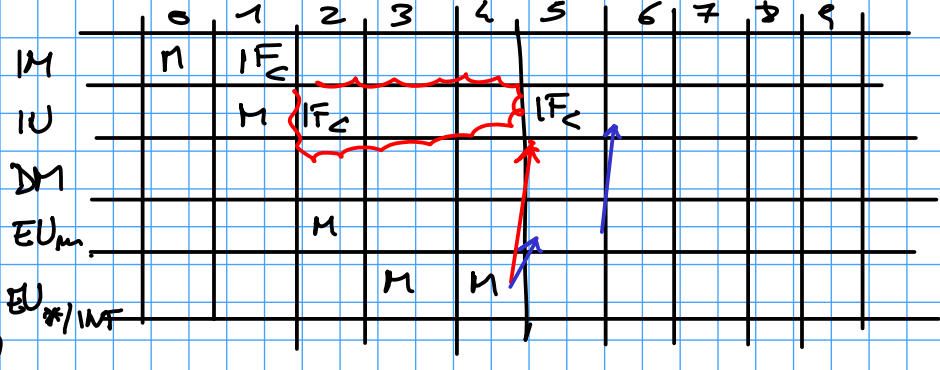


MUL R3, R5, R6

IF< R6, Rn, loop

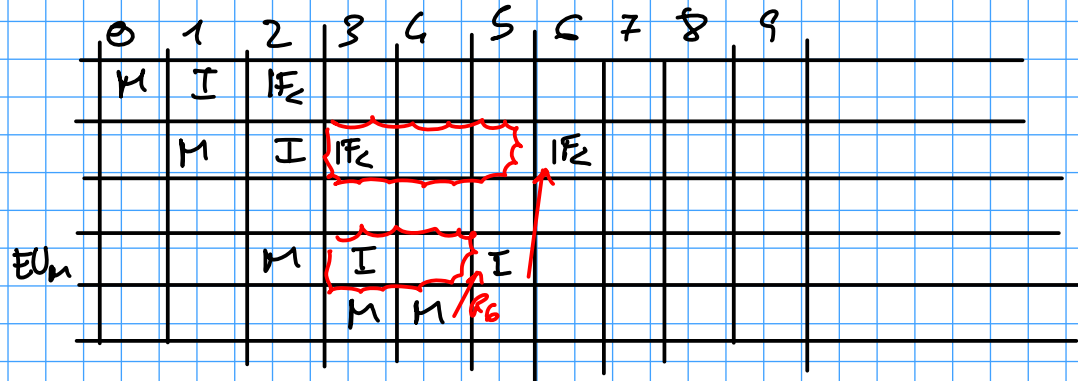


zt

dup EU-EU

dup IU-EU

MUL R3, R5, R6
 INC R6
 IF< R6, Rn, loop

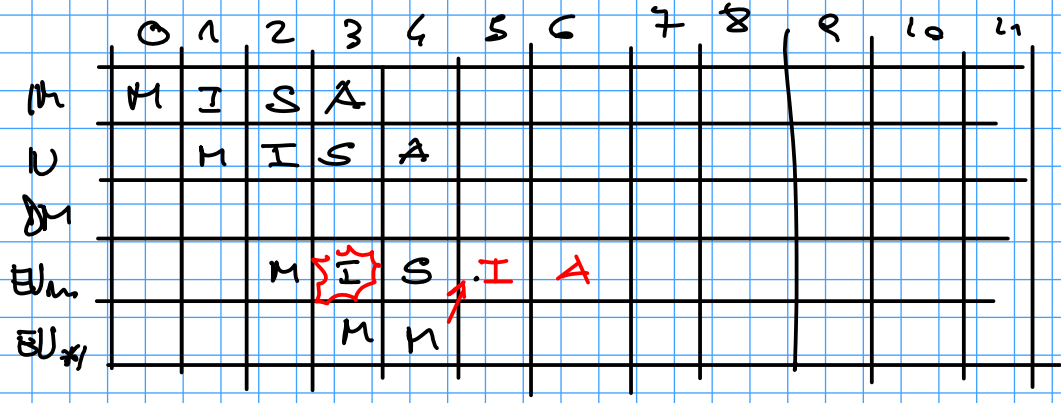


MUL R3, R5, R6

INC R6

SUB R1, R2, R3

ADD R8, R9, R10



Loop Unrolling

```

fn(i=0; i<N; i++)
  x[i] = a[i] + b[i];
    
```

```

loop : { LOAD
        LOAD
        ADD
        STORE } C(loop)

C(fn) { INC
      IFZ ... loop
      XXX
    }
    
```

M			IFZ	LD		
U			IFZ	LD		

```

(N è pari) for (i=0; i<N; i+=2) {
  C(loop)(i)   x[i] = a[i] + b[i];
  C(loop)(i+1) x[i+1] = a[i+1] + b[i+1];
}
    
```

fattore di unrolling

DELAYED BRANCH

delay slot } IFZ R_i, R_N, loop, "delayed" } se il salto è preso
 ADD R₁, R₂, R₃ } esegui comunque lo ADD
 e poi salta

no delayed

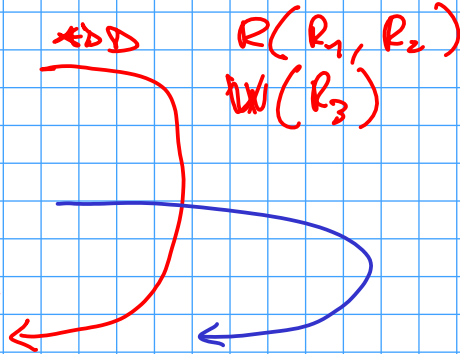
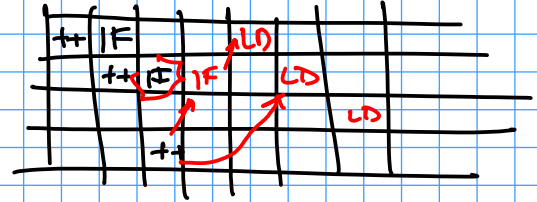
con delayed

M	IFZ	A	T	
U		IFZ	X	T

	IFZ	A	T	
		IFZ	A	T

for(i)
 $x[i] = a[i] + b[i];$

loop: LOAD R_0, R_i, R_1 ①
 LOAD R_0, R_i, R_2 ②
 ADD R_1, R_2, R_3 ③
 STORE R_0, R_i, R_3 ④
 INC R_i ⑤
 IFZ $R_i, R_N, loop, delayed$
 ①



STORE ④
 IFZ $R_i, R_N+1, loop, delayed$
 INC R_i

→ LOAD R_0, R_i, R_1

loop: LOAD ←
 ADD
 STORE
 INC R_i
 IFZ $R_i, R_N, delayed$ ←
 LOAD R_0, R_i, R_1

