

# GA144 running C

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**C on GA144?**





1 micro-op: 7 pJ

1 RAM access: 4000 pJ

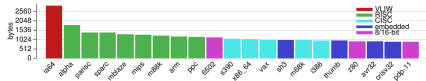


Fig. 2. Total size of benchmarks (includes some platform-specific code, so does not strictly reflect code density)

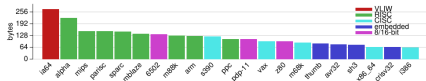


Fig. 3. Size of LZSS decompression code

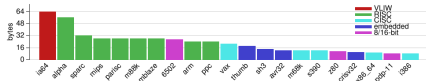


Fig. 4. Size of string concatenation code (machines with auto-increment addressing modes and dedicated string instructions perform better)

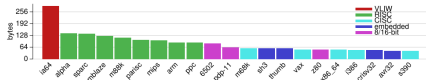


Fig. 5. Size of string searching code (aligned load instructions help, since four bytes at arbitrary offsets can be compared at once. CISC architectures as well as avr32 and MIPS benefit)

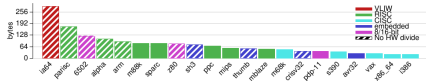
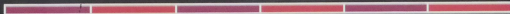


Fig. 6. Size of integer printing code (hardware divide helps code density)

digital pdp-11

digital equipment corporation · maynard, massachusetts

ADDRESS REGISTER



RUN

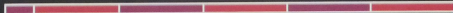
BUS

FETCH

EXEC



DATA



SOURCE

DESTINATION

ADDRESS



OFF

POWER

PANEL  
LOCK



SWITCH REGISTER



LOAD  
ADDR

EXAM

CONT

ENABLE

HALT

S-INSTR

START

DEP



15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

R0

R1

R2

R3

R4

R5

R6/SP

R7/PC

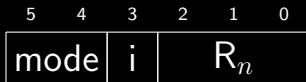


15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

opcode

src

dst



- 0  $R_n$
- 1  $[R_n+]$
- 2  $[-R_n]$
- 3  $[R_n+X]$

PUSH R0

MOV R0, [-SP]

POP R0

MOV [SP+] ,R0

MOV 123,R0

MOV [PC+] ,R0

123

```
MOV [SP+], PC
```



508

6-bit field decode:  
27 instruction words

**using 64 word RAM  
registers in 0-7**



**ADD [R3+],[SP+20]**  
**read, read, math, write**

ram@ ( addr -- v )

ram! ( v addr -- )

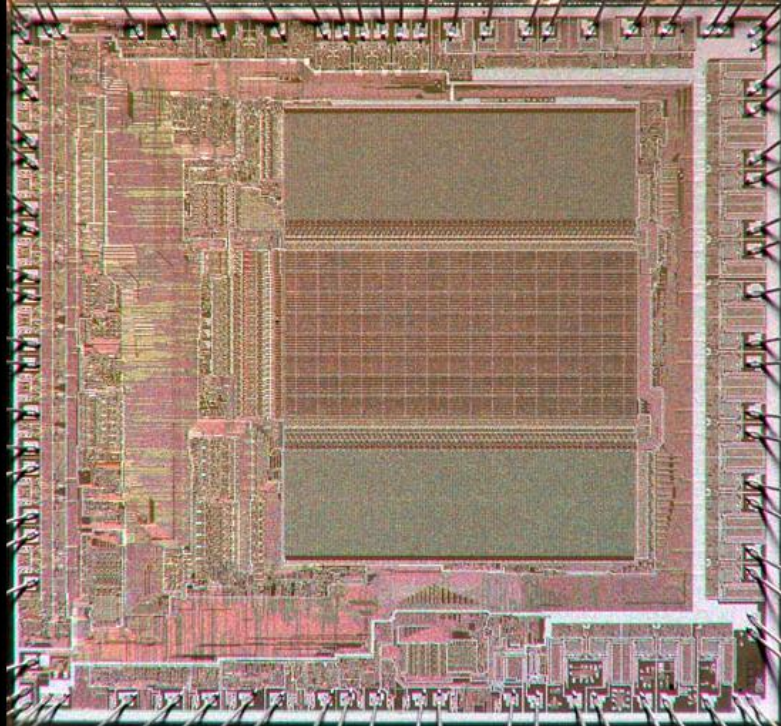
ram@ ( addr -- v )

ram! ( v -- )

**ADD [R3+],[SP+20]**

**... ram@ ... ram@ + ram!**

**ADD [R3+],[SP+20]  
srcdst + ram!**



606

607

608

609

506

507

508

509

406

407

408

409

0170000 \ ADD

0060000

call srcdst

+

.

jump ram!



0170000 \ MOV

0010000

call srcdst

drop

.

jump ram!

606

607

608

609

506

507

508

509

406

407

408

409

**live demo**

**hopefully**

606

607

608

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506

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509

406

407

408

409

**bytes: too hard**

**flags: way too hard**

**orthogonality is good**

**decode is a waste**



**C VM is possible**

