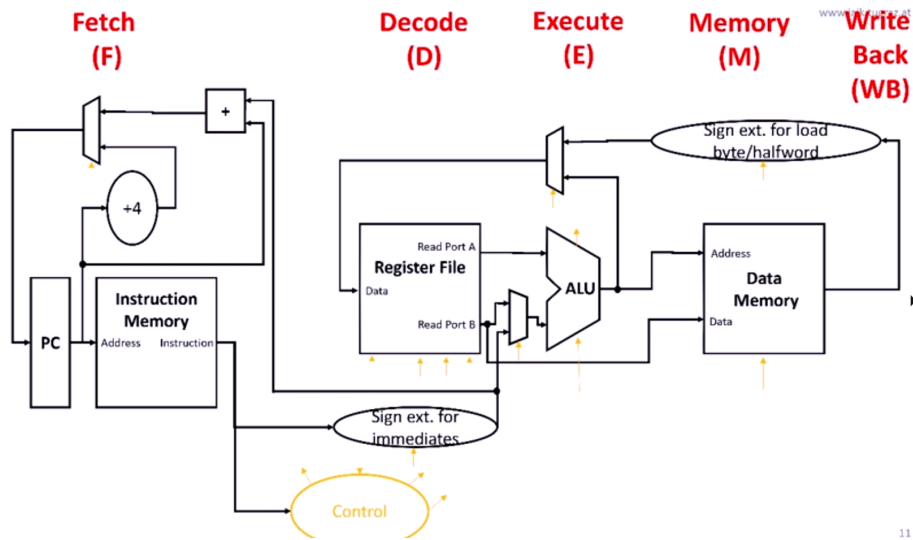


Overview



- alternative to [[Single Cycle Datapath]]
- operations needed for one instruction
 - split up into more fine granular operations
- limited concurrency
 - resources idle during different phases of instruction processing
 - e.g. fetch does nothing while decoding
 - solution [[Informatik/Computer Organization/Processor/Pipelining]]