

## START0/START1:

```

ALU_OP=0; BR_SEL=1;
WB_SEL=1; RB_SEL=0;
RF_WE=0; MM_SEL=0;
PC_RST=1; DM_WE=1;
PC_SEL=0; SWP_WE=0;
IR_LOAD=0; DATA_SEL=0;
PC_WRITE=0; SWP_SEL=0;
PC_SEL=0;
    
```

## FETCH:

```

ALU_OP=0; RB_SEL=0;
PC_RST=0; MM_SEL=0;
WB_SEL=0; DM_WE=1;
RF_WE=0; SWP_WE=0;
IR_LOAD=1; DATA_SEL=0;
PC_SEL=0; SWP_SEL=0;
PC_WRITE=1;
    
```

## DECODE:

```

IR_LOAD=0;
OPCODE=ALU_OP;
WB_SEL=0;
PC_WRITE=0;
IF (MM==0) {
    RB_SEL=0;
} ELSE {
    PC_WRITE=0;
}

OPCODE=BNR;
IF (MM & STAT != 0) {
    BR_SEL=1;
} ELSE {
    PC_SEL=1;
}

OPCODE=BRR;
IF (MM & STAT != 0) {
    BR_SEL=0;
} ELSE {
    PC_SEL=1;
}

OPCODE=BNR;
IF (MM & STAT != 0) {
    BR_SEL=0;
} ELSE {
    PC_SEL=1;
}

OPCODE=LOD;
PC_WRITE=0;
RB_SEL=1;

OPCODE=STR;
RB_SEL=1;
PC_WRITE=0;

OPCODE=SWP;
RB_SEL=1;
PC_WRITE=0;
    
```

## EXECUTE:

```

PC_WRITE=0;
OPCODE=ALU_OP;
IF (MM==8) ALU_OP=2'b01;
ELSE ALU_OP=2'b00;

OPCODE=SWP;
ALU_OP=2'b00;
SWP_WE=1;
DATA_SEL=0;

OPCODE=LOD;
ALU_OP=2'b01;
IF (MM=0) MM_SEL=2'b01;
IF (MM=1) MM_SEL=2'b10;
IF (MM=8) MM_SEL=2'b00;
IF (MM=9) MM_SEL=2'b00;

OPCODE=STR;
ALU_OP=2'b01;
IF (MM=0) MM_SEL=2'b01;
IF (MM=1) MM_SEL=2'b10;
IF (MM=8) MM_SEL=2'b00;
IF (MM=9) MM_SEL=2'b00;
    
```

## MEM:

```

OPCODE=LOD;
DM_WE=1;
WB_SEL=1;
RF_WE=1;
SWP_WE=0;

OPCODE=STR;
DM_WE=0;
WB_SEL=1;
RF_WE=0;
SWP_WE=0;

OPCODE=SWP;
SWP_WE=0;
RF_WE=1;
    
```

## WRITEBACK:

```

OPCODE=LOD;
RF_WE=1;
IF (MM=9) {
    WB_SEL=0;
    DATA_SEL=0;
    SWP_SEL=1;
}
IF (MM=1) {
    WB_SEL=0;
    DATA_SEL=0;
    SWP_SEL=1;
}

OPCODE=STR;
IF (MM=9) {
    WB_SEL=0;
    DATA_SEL=0;
    SWP_SEL=1;
}
IF (MM=1) {
    WB_SEL=0;
    DATA_SEL=0;
    SWP_SEL=1;
}

OPCODE=ALU_OP;
RF_WE=1;

OPCODE=SWP;
RF_WE=1;
SWP_SEL=1;
DATA_SEL=2;
    
```

→ To Fetch