

### COMPUTER ORGANIZATION AND DESIGN



The Hardware/Software Interface

### **Chapter 4**

### **The Processor**

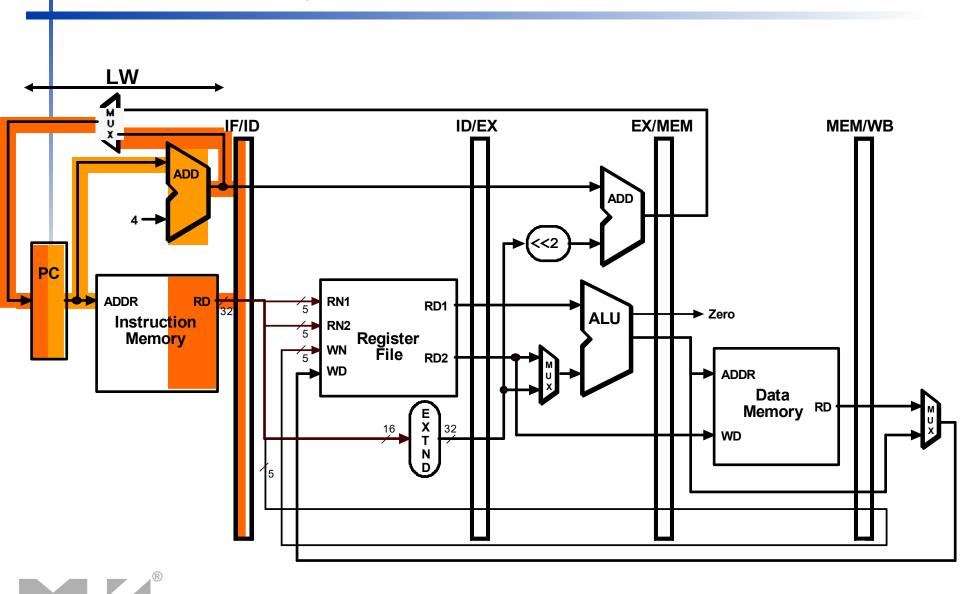
### Pipelined Example

Consider the following instruction sequence:

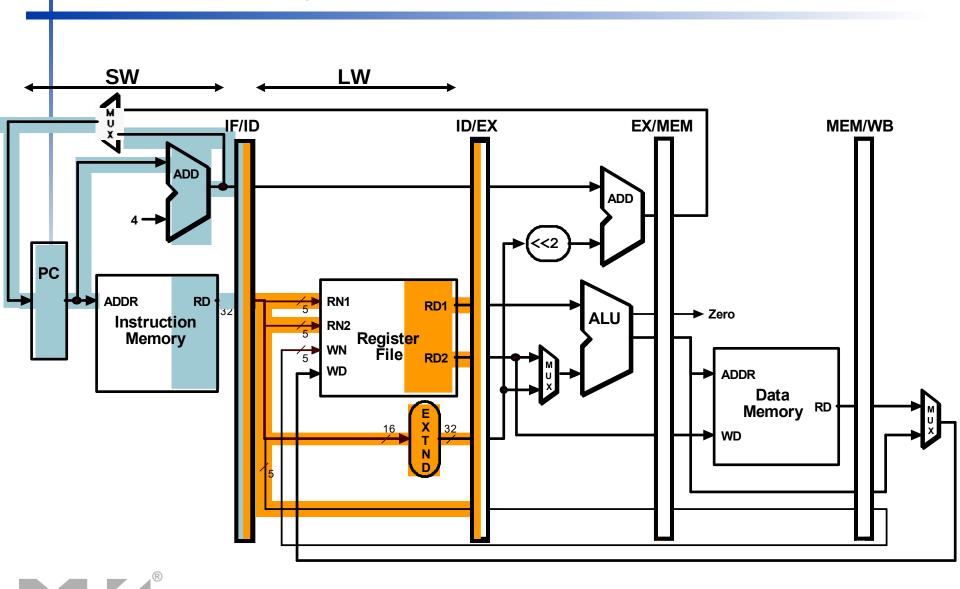
```
lw $t0, 10($t1)
sw $t3, 20($t4)
add $t5, $t6, $t7
sub $t8, $t9, $t10
```



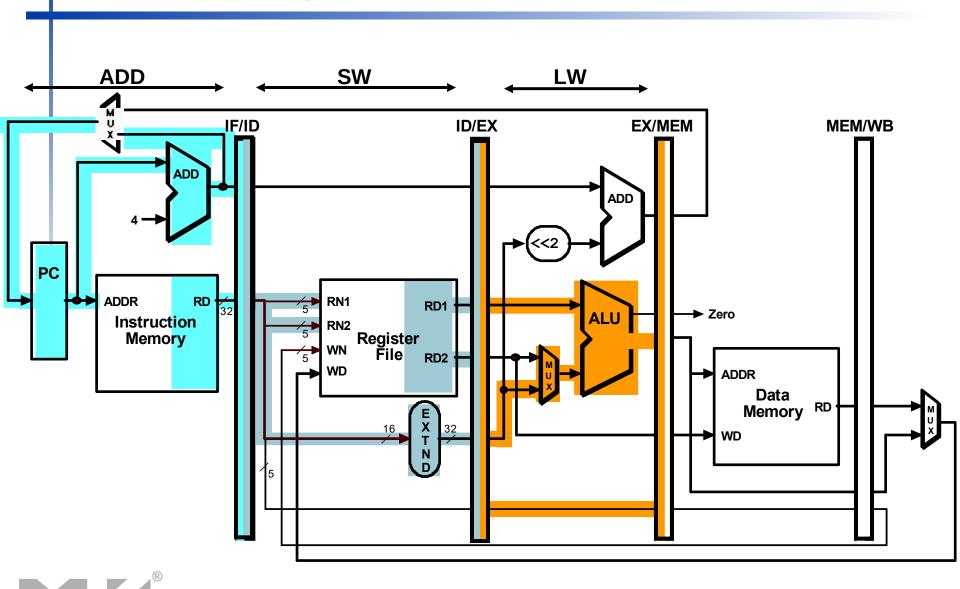
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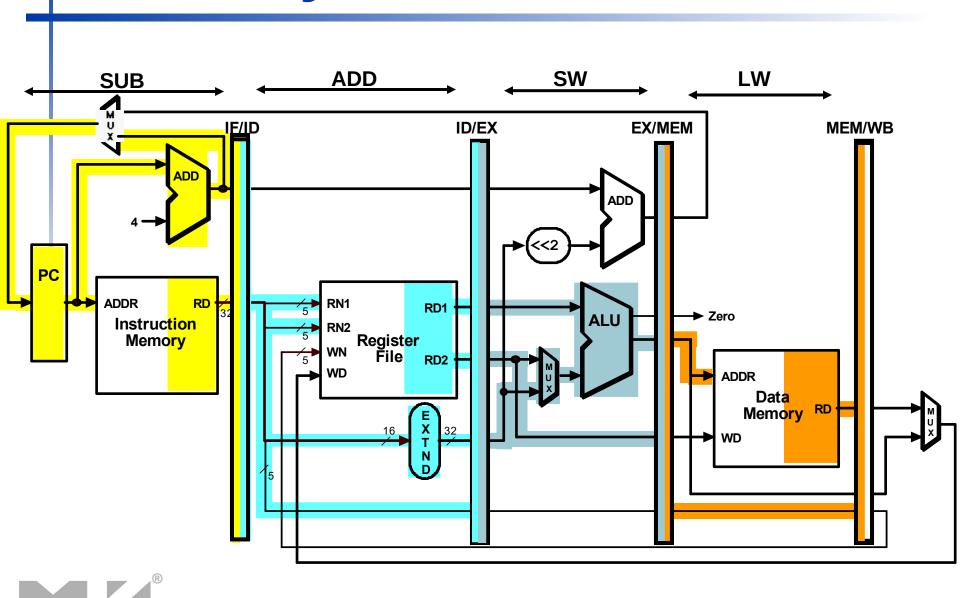
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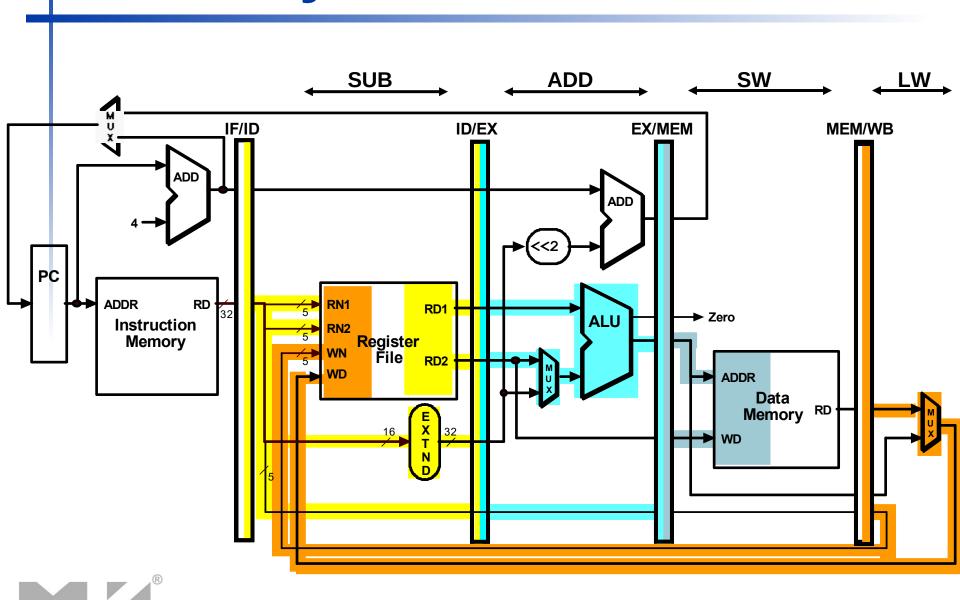
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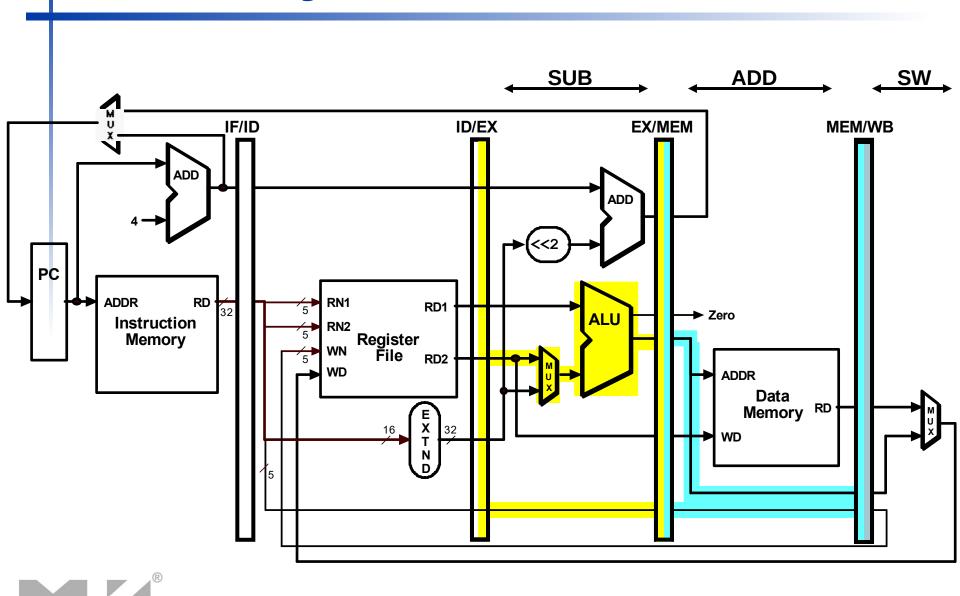
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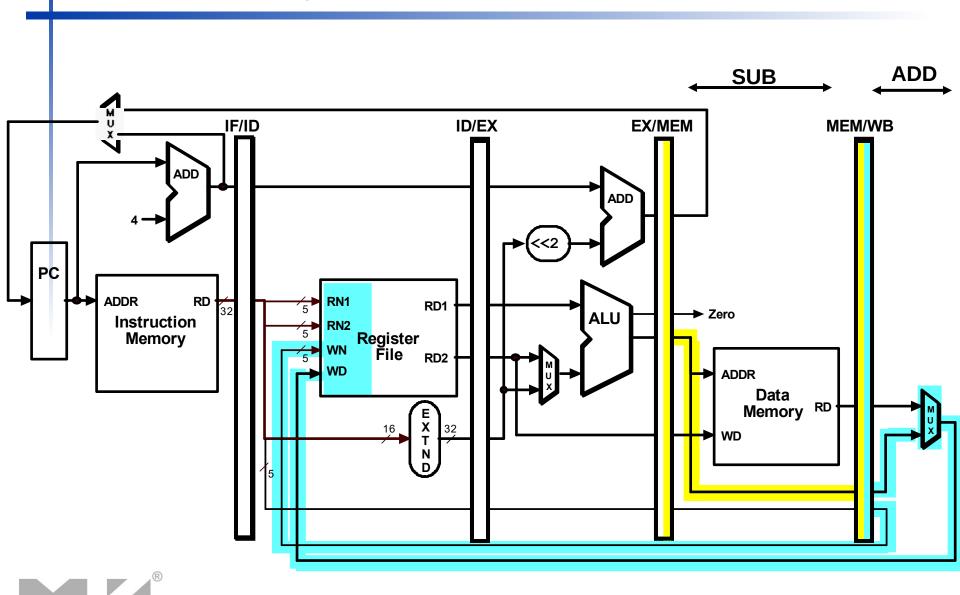
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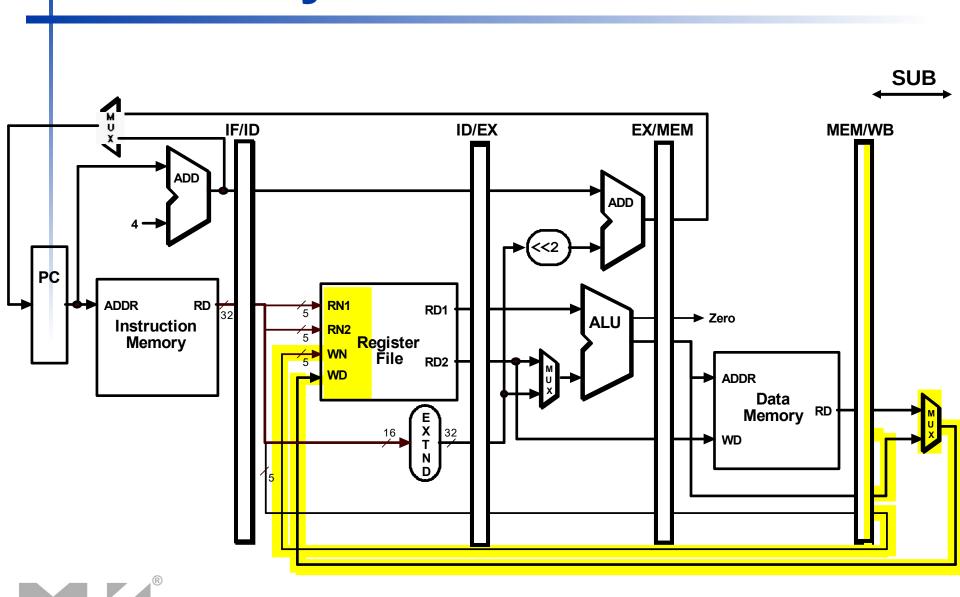
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# **Clock Cycle 8**



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