

Start Cycle

1. The register list bit field is decoded and the correct destination register is selected to on each iteration.

2. The offset to the base register changes every iteration. The offset is obtained in this logic block

3. The ALU calculates the address used to access memory using the load/store multiple offset

4. The PC is not updated until all load or store operations have completed.

5. The instruction updates its state and stores it in the thread state.

