

Start Cycle

1. The registers operands are read. The destination register is read in case it's a store instruction.

2. Load/store instructions can specify shift bits to shift the operand for address calculation

3. The ALU calculates the address used to access memory

4. The address calculated is fed to memory. On stores, the destination register value is also sent to memory.

5. If the base register needs to be updated, or if the memory access is not completed yet, then the PC is not updated.

