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CSCE-312

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Lab 6: Transformation Table

Fetch

Instructions	Fetch
halt	icode:ifun ← M1[PC] valP ← PC + 1
nop	icode:ifun ← M1[PC] valP ← PC + 1
rrmovq rA, rB	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valP \leftarrow PC + 2
irmovq V, rB	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valC \leftarrow M8[PC + 2] valP \leftarrow PC + 10
rmmovq rA, D(rB)	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valC \leftarrow M8[PC + 2] valP \leftarrow PC + 10
mrmovq D(rB), rA	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valC \leftarrow M8[PC + 2] valP \leftarrow PC + 10

OPq rA, rB	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valP \leftarrow PC + 2
jXX Dest	icode:ifun \leftarrow M1[PC] valC \leftarrow M8[PC + 1] valP \leftarrow PC + 9
cmovXX rA, rB	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC + 1] valP \leftarrow PC + 2
pushq rA	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valP \leftarrow PC + 2
pop rA	icode:ifun \leftarrow M1[PC] rA:rB \leftarrow M1[PC +1] valP \leftarrow PC + 2

Decode

Instructions	Decode
halt	n/a
nop	n/a
rrmovq rA, rB	$valA \leftarrow R[rA]$
irmovq V, rB	n/a
rmmovq rA, D(rB)	$valA \leftarrow R[rA]$ $valB \leftarrow R[rB]$
mrmovq D(rB), rA	$valB \leftarrow R[rB]$
OPq rA, rB	$valA \leftarrow R[rA]$ $valB \leftarrow R[rB]$
jXX Dest	n/a
cmovXX rA, rB	$valA \leftarrow R[rA]$
pushq rA	$valA \leftarrow R[\%rA]$ $valB \leftarrow R[\%rsp]$
pop rA	$valA \leftarrow R[\%rsp]$ $valB \leftarrow R[\%rsp]$

Execute

Instructions	Execute
halt	cpu.stat = HALT
nop	n/a
rrmovq rA, rB	$valE \leftarrow 0 + valA$
irmovq V, rB	$valE \leftarrow 0 + valC$
rmmovq rA, D(rB)	$valE \leftarrow valC + valB$
mrmovq D(rB), rA	valE ←valC + valB
OPq rA, rB	valE ← valB OP valA set CC
jXX Dest	$cnd \leftarrow cond(CC, ifun)$
cmovXX rA, rB	$valE \leftarrow 0 + valA$
pushq rA	valE ← valB + - 8
pop rA	valE ← valB + 8

Memory

OPq rA, rB

jXX Dest

pushq rA

pop rA

cmovXX rA, rB

n/a

n/a

n/a

 $M8[valE] \leftarrow valA$

 $valM \leftarrow M8[valA]$

Write Back

Instructions	Write Back
halt	n/a
nop	n/a
rrmovq rA, rB	$R[rB] \leftarrow valE$
irmovq V, rB	$R[rB] \leftarrow valE$
rmmovq rA, D(rB)	n/a
mrmovq D(rB), rA	$R[rA] \leftarrow valM$
OPq rA, rB	$R[rB] \leftarrow valE$
jXX Dest	n/a
cmovXX rA, rB	$R[rB] \leftarrow valE$
pushq rA	$R[\%rsp] \leftarrow valE$
pop rA	$R[\%rA] \leftarrow valM$ $R[\%rsp] \leftarrow valE$

PC Update

Instructions PC Update $PC \leftarrow 0$ halt $PC \leftarrow valP$ nop $PC \leftarrow valP$ rrmovq rA, rB irmovq V, rB $PC \leftarrow valP$ $PC \leftarrow valP$ rmmovq rA, D(rB) $PC \leftarrow valP$ mrmovq D(rB), rA OPq rA, rB $PC \leftarrow valP$ $PC \leftarrow cnd ? valC:valP$ jXX Dest $PC \leftarrow valP$ cmovXX rA, rB $PC \leftarrow valP$ pushq rA $PC \leftarrow valP$ pop rA