

	CMOV*
Fetch	icode:ifun = M1[PC] rA:rB = M1[PC+1] valP = PC + 2
Decode	valA = R[rA]
Execute	valE = valA + 0 Cnd = Cond(CC, ifun)
Memory	
Writeback	R[rB] = Cnd ? valE : do nothing
PC Update	PC = valP

	IRMOVQ
Fetch	icode: ifun = M1[PC] rA:rB = M1[PC+1] valP = PC + 10
Decode	valA = M1[PC+2]
Execute	valE = valA + 0
Memory	
Writeback	R[rB] = valE
PC Update	PC = valP

	MRRMOVQ	RMMOVQ
Fetch	$\text{icode:ifun} = M1[PC]$ $\text{rA:rB} = M1[PC+1]$ $\text{valP} = PC + 2$ $\text{valC} = M8[PC+2]$	$\text{icode:ifun} = M1[PC]$ $\text{rA:rB} = M1[PC+1]$ $\text{valP} = PC + 10$ $\text{valC} = M8[PC+2]$
Decode	$\text{valB} = R[rB]$	$\text{valA} = R[rA]$ $\text{valB} = R[rB]$
Execute	$\text{valE} = \text{valB} + \text{valC}$	$\text{valE} = \text{valC} + \text{valB}$
Memory	$\text{valM} = M8[\text{valE}]$	$M8[\text{valE}] = \text{valA}$
Writeback	$R[rA] = \text{valM}$	
PC Update	$PC = \text{valP}$	$PC = \text{valP}$

	OPq
Fetch	icode:ifun = M1[PC] rA:rB = M1[PC+1] valP = PC + 2
Decode	valA = R[rA] valB = R[rB]
Execute	valE = valB OP valA set CC
Memory	N/A
Writeback	R[rB] = valE
PC Update	PC = valP

	PUSHQ	CALL
Fetch	icode:ifun = M1[PC] rA:rB = M1[PC+1] valP = PC+2	icode:ifun = M1[PC] valC = M8[PC+1] valP = PC + 9
Decode	valA = R[rA] valB = R[%rsp]	valB = R[%rsp]
Execute	valE = valB - 8	valE = valB + (-8)
Memory	M8[valE] = valA	M8[valE] = valP
Writeback	R[%rsp] = valE	R[%rsp] = valE
PC Update	PC = valP	PC = valC

	POPQ	RET
Fetch	icode:ifun = M1[PC] rA:rB=M1[PC+1] valP=PC+2	icode:ifun = M1[PC] valP=PC+1
Decode	valA=R[rsp] valB=R[rsp]	valA = R[%rsp] valB = R[%rsp]
Execute	valE=valB+8	valE = valB + 8
Memory	valM=M8[valA]	valM = M8[valA]
Writeback	R[rsp] = valE R[rA] = valM	r[%rsp] = valE
PC Update	PC=valP	PC = valM

	J*
Fetch	icode: ifun = M1[PC] rA:rB = M1[PC+1] valP = PC + 9 valC = M1[PC+2]
Decode	
Execute	valE = valC + 0 Cnd = Cond(CC, ifun)
Memory	
Writeback	
PC Update	PC = cnd ? valE : valP