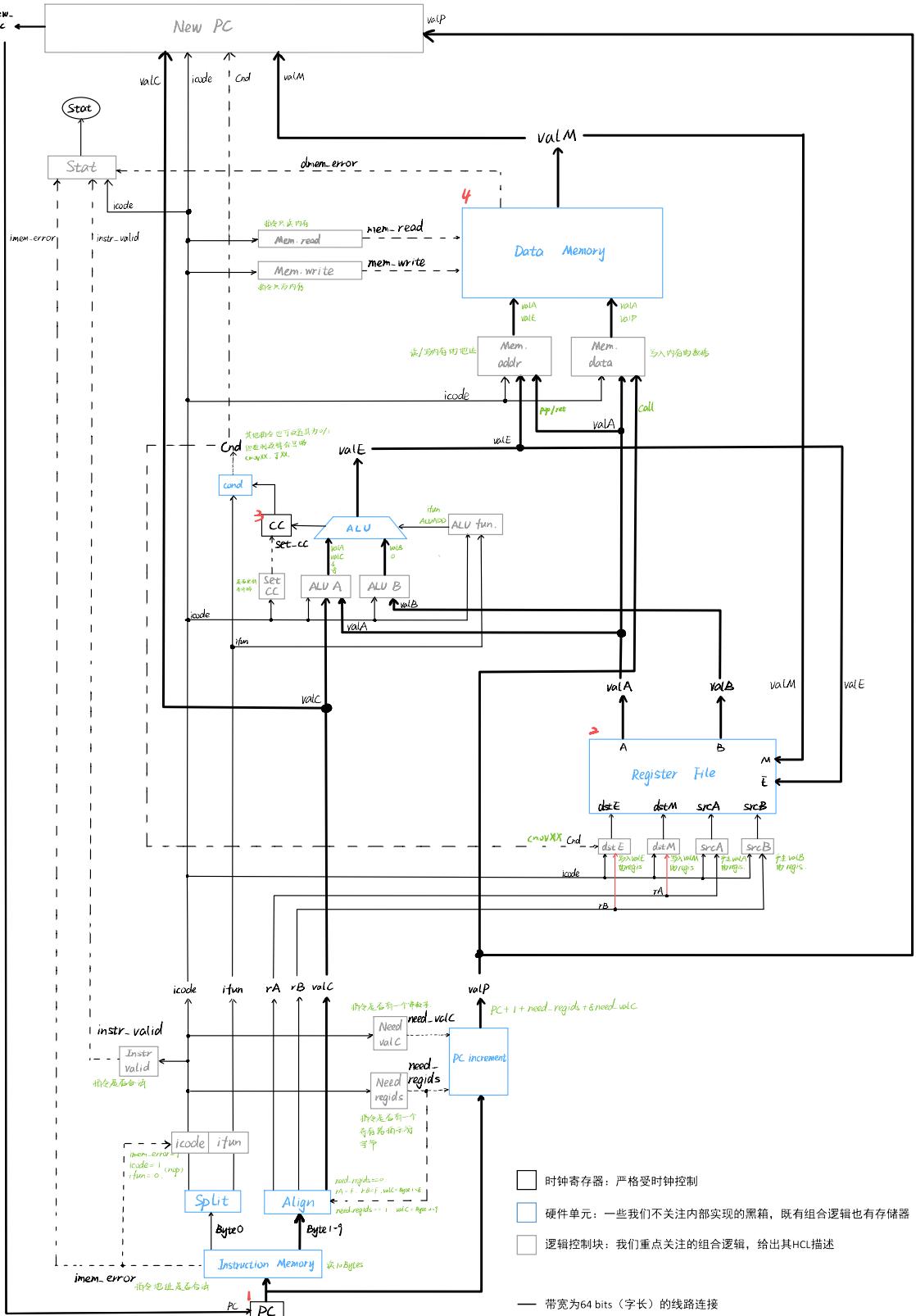


	rrmovq	irmovq	rmmovq	mrmovq	Opq	cmoveXX	jXX	call	ret	pushq	popq
Fetch	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC valP	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 10$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 10$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 10$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 2$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 9$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 9$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 1$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 2$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 2$	icode: ifun $\leftarrow M_i[PC]$ rA: rB $\leftarrow M_i[PC+1]$ valC $\leftarrow M_i[PC+2]$ valP $\leftarrow PC + 2$
Decode	valA, srcA valB, srcB	valA $\leftarrow R[rA]$		valA $\leftarrow R[rA]$ valB $\leftarrow R[rB]$	valA $\leftarrow R[rA]$ valB $\leftarrow R[rB]$	valA $\leftarrow R[rA]$ valB $\leftarrow R[rB]$		valA $\leftarrow R[rA]$ valB $\leftarrow R[rB]$			
Execute	valE Cond. codes	valE $\leftarrow o + valA$	valE $\leftarrow o + valC$	valE $\leftarrow valB + valC$	valE $\leftarrow valB \oplus valA$	valE $\leftarrow o + valA$ Set CC	valE $\leftarrow valB - 8$ Cond. codes	valE $\leftarrow valB + 8$ Cond. codes	valE $\leftarrow valB - 8$ Cond. codes	valE $\leftarrow valB + 8$ Cond. codes	valE $\leftarrow valB + 8$ Cond. codes
Memory	Read / Write			Mc[valE] $\leftarrow valA$	valM $\leftarrow Mc[valE]$			Mc[valE] $\leftarrow valP$	valM $\leftarrow Mc[valA]$	Mc[valE] $\leftarrow valA$	valM $\leftarrow Mc[valA]$
Write back	E port, dstE M port, dstM	R[rB] $\leftarrow valE$	R[rB] $\leftarrow valE$		RL[rA] $\leftarrow valM$	R[rB] $\leftarrow valE$	if Cond R[rB] $\leftarrow valE$	R[rB] $\leftarrow valE$	R[rB] $\leftarrow valE$	R[rB] $\leftarrow valE$	R[rA] $\leftarrow valM$
PC update	PC	PC $\leftarrow valP$	PC $\leftarrow valP$	PC $\leftarrow valP$	PC $\leftarrow valP$	PC $\leftarrow valP$	PC $\leftarrow valP$	PC $\leftarrow valC$	PC $\leftarrow valM$	PC $\leftarrow valP$	PC $\leftarrow valP$



```

bool need_regs = icode in {JRMMOVQ, IOPQ, IPUSHQ, IPOPQ};
JRMMOVQ, IOPQ, IPUSHQ, IPOPQ;
bool need_valC = icode in {IIRMOVQ, JRMMOVQ, JRMMOVQ, IJXX, SCALL};
I: RNONE;
J:

```

```

word dest = L
icode == JRMMOVQ && Cnd : RB;
icode in {IIRMOVQ, IOPQ} : RB;
icode in {ICALL, IRET, JPUSHQ, JPOPQ} : RSP;
I: RNONE;
J:
word destM = L
icode in {IIRMOVQ, IOPQ} : RA;
icode in {IRET, IPOPQ} : RSP;
I: RNONE;
J:
word srcA = L
icode in {JRMMOVQ, IOPQ} : RA;
icode in {IRET, JPUSHQ} : RSP;
I: RNONE;
J:
word srcB = L
icode in {JRMMOVQ, IOPQ} : RB;
icode in {ICALL, IRET, JPUSHQ, JPOPQ} : RSP;
I: RNONE;
J:

```

```

word alua = L
icode in {IIRMOVQ, IOPQ} : valA;
icode in {IIRMOVQ, IOPQ, IJXX} : valC;
icode in {ICALL, IPUSHQ} : -8;
icode in {IRET, IPOPQ} : 8;
I:
word alub = L
icode in {JRMMOVQ, IOPQ, ICALL, IRET, JPUSHQ, JPOPQ} : valB;
icode in {JRMMOVQ, IOPQ} : valB;
I:
word alufun = L
icode == IOPQ : ifun;
I: ALUADD;
J:
bool set_cc = icode == IOPQ;

```

```

word mem_addr = L
icode in {JRMMOVQ, IOPQ, ICALL, IPUSHQ} : valA;
icode in {IRET, IPOPQ} : valA;
I:
word mem_data = L
icode in {JRMMOVQ, IPUSHQ} : valA;
icode == JCALL : valP;
I:
bool mem_read = icode in {JRMMOVQ, IRET, IPOPQ};
bool mem_write = icode in {JRMMOVQ, ICALL, IPUSHQ};
word stat = L
imem_error || dmem_error : SADR;
Instr_valid : SINS;
icode == JHALT : SHLT;
I: SAOK;
J:
word new_pc = L
icode == IJXX && Cnd : valC;
icode == ICALL : valC;
icode == IRET, valM;
I: valP;
I:

```

1 → 2 → 3 → 4: 支取冲控制