

Fig 4-1 分岐なしの命令実行

| PC              | PC+1             | PC+2             | PC+3             |
|-----------------|------------------|------------------|------------------|
| Fetch Inst(PC)  |                  |                  |                  |
| Exec Inst(PC-1) | Fetch Inst(PC+1) |                  |                  |
|                 | Exec Inst(PC)    | Fetch Inst(PC+2) |                  |
|                 |                  | Exec Inst(PC+1)  | Fetch Inst(PC+3) |
|                 |                  |                  | Exec Inst(PC+2)  |

Fig 4-2 Inst(PC)がGoto Aであった場合

| PC              | PC+1             | A             | A+1             |
|-----------------|------------------|---------------|-----------------|
| Fetch Inst(PC)  |                  |               |                 |
| Exec Inst(PC-1) | Fetch Inst(PC+1) |               |                 |
|                 | Goto A           | Fetch Inst(A) |                 |
|                 |                  | Flush         | Fetch Inst(A+1) |
|                 |                  |               | Exec Inst(A)    |

Fig 4-3 Inst(PC)がBSFで、スキップが起きない場合

| PC              | PC+1             | PC+2             | PC+3             |
|-----------------|------------------|------------------|------------------|
| Fetch Inst(PC)  |                  |                  |                  |
| Exec Inst(PC-1) | Fetch Inst(PC+1) |                  |                  |
|                 | BSF fff,ddd      | Fetch Inst(PC+2) |                  |
|                 |                  | Exec Inst(PC+1)  | Fetch Inst(PC+3) |
|                 |                  |                  | Exec Inst(PC+2)  |

Fig 4-4 Inst(PC)がBSFで、スキップが起きる場合

| PC              | PC+1             | PC+2             | PC+3             |
|-----------------|------------------|------------------|------------------|
| Fetch Inst(PC)  |                  |                  |                  |
| Exec Inst(PC-1) | Fetch Inst(PC+1) |                  |                  |
|                 | BSF fff,ddd      | Fetch Inst(PC+2) |                  |
|                 |                  | Flush            | Fetch Inst(PC+3) |
|                 |                  |                  | Exec Inst(PC+2)  |