

Walkthrough

lw \$s1, 0(\$s2) **IF** ID EX MEM MEM MEM WB √

addi \$s1, \$0, 7 IF ID EX WB √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#12
\$s2	#6
\$s3	#8

#6	512			
#8	80			
#12	0			

Walkthrough

lw #9, 0(#6) IF ID EX MEM MEM MEM WB √

addi \$s1, \$0, 7 IF ID EX WB √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#9
\$s2	#6
\$s3	#8

#6	512	#9	???
#8	80		
#12	0		

Walkthrough

lw #9, 0(#6) IF ID **EX** MEM MEM MEM WB √

addi **#20**, \$0, 7 IF ID EX WB √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#20
\$s2	#6
\$s3	#8

#6	512	#9	???
#8	80	#20	???
#12	0		

Walkthrough

lw #9, 0(#6) IF ID EX **MEM** MEM MEM WB √

addi #20, \$0, 7 IF ID **EX** WB √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#20
\$s2	#6
\$s3	#8

#6	512	#9	???
#8	80	#20	???
#12	0		

Walkthrough

lw #9, 0(#6) IF ID EX MEM **MEM** MEM WB √

addi #20, \$0, 7 IF ID **EX** **WB** √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#20
\$s2	#6
\$s3	#8

#6	512	#9	???
#8	80	#20	7
#12	0		

Walkthrough

lw #9, 0(#6) IF ID EX MEM MEM **MEM** WB √

addi #20, \$0, 7 IF ID **EX** WB √

...

sub \$s2, \$s3 \$s1 IF ID EX WB √

\$s1	#20
\$s2	#6
\$s3	#8

#6	512	#9	???
#8	80	#20	7
#12	0		

Walkthrough

lw #9, 0(#6) IF ID EX MEM MEM MEM **WB** √

addi #20, \$0, 7 IF ID **EX** WB √

...

sub \$s2, \$s3 \$s1 **IF** ID EX WB √

\$s1	#20
\$s2	#6
\$s3	#8

#6	512	#9	1234
#8	80	#20	7
#12	0		

Walkthrough

lw #9, 0(#6) IF ID EX MEM MEM MEM WB ✓

addi #20, \$0, 7 IF ID **EX** WB ✓

...

sub **#1, #8, #20** IF ID EX WB ✓

\$s1	#20
\$s2	#1
\$s3	#8

#6	512	#9	<u>1234</u>
#8	80	#20	<u>7</u>
#12	0	#1	???