

# Stage Computation: ret

	ret	
Fetch	icode:ifun $\leftarrow M_1[PC]$	Read instruction byte
Decode	valA $\leftarrow R[\%esp]$ valB $\leftarrow R[\%esp]$	Read operand stack pointer Read operand stack pointer
Execute	valE $\leftarrow \text{valB} + 4$	Increment stack pointer
Memory	valM $\leftarrow M_4[\text{valA}]$	Read return address
Write back	$R[\%esp] \leftarrow \text{valE}$	Update stack pointer
PC update	$PC \leftarrow \text{valM}$	Set PC to return address

- Use ALU to increment stack pointer
- Read return address from memory