	Inetri	uction	Iteration	In	struction statu	ıs	Hardware				
1> LDURD D6, [X2, #32] 2> LDURD D2, [X3, #44] 3> FMULD D0, D2, D4 4> FSUBD D8, D2, D6	iteration	Issue	Execute	Write result		Issue = 1 instru	ıcción				
	1> LDURD D6	, [X2, #32]		<b>~</b>				Load = 6 RS / 1	1 clk		
	2> LDURD D2	, [X3, #44]						Store = 6 RS /	1 clk		
	3> FMULD D0	, D2, D4						Suma punto flo	clk		
	4> FSUBD D8	, D2, D6						Multiplicación p	ounto flotante = 2	2 RS / 6 clk	
	5> FDIVD D0	, D0, D6									
	6> FADDD D6	, D8, D2									
	Na	me			Re	servation statio	ons		= 1 instrucción = 6 RS / 1 clk = 6 RS / 1 clk punto flotante = 3 RS / 2 clk icación punto flotante = 2 RS / 6 clk		
	Nume		Busy	Ор	Vj	Vk	Qj	Qk	Α		
	laod 1			load	[x2]	32	0	0			
	load 2										
	load 3										
	store 1										
	store 2										
	store 3										
	FP alu 1										
	FP alu 2										
	FP alu 3										
	FP mult 1										
	FP mult 2										
Register Status											
		D0	D1	D2	D3	D4	D5	D6	D7	D8	
	Qi							load 1			
		X0	X1	X2	X3	X4	X5	X6	X7	X8	
	Qi										

Instruction	Iteration	lı	nstruction stat	us			Hardware				
instruction	iteration	Issue	Execute	Write result		Issue = 1 instru	ucción				
1> LDURD D6, [X2, #32]		<b>~</b>				Load = 6 RS /	1 clk				
2> LDURD D2, [X3, #44]		<b>~</b>				Store = 6 RS /	1 clk				
3> FMULD D0, D2, D4						Suma punto flo	otante = 3 RS /	2 clk			
4> FSUBD D8, D2, D6						Multiplicación	ounto flotante =	2 RS / 6 clk			
5> FDIVD D0, D0, D6											
6> FADDD D6, D8, D2											
Name		_	Re	eservation station	ons						
	Busy	Op	Vj	Vk	Qj	Qk	Α				
laod 1		load	[x2]	32	0	0	[x2] + 32	calcular esta ad	ddres toma ui	n clock com	npleto
load 2		laod	[x3]	44	0	0					
load 3	Ц										
store 1											
store 2											
store 3											
FP alu 1											
FP alu 2											
FP alu 3											
FP mult 1											
FP mult 2											
1 50		T ===		er Status	T	T ===					
D0	D1	D2	D3	D4	D5	D6	D7	D8			
Qi	2/4	load 2	1 1/0	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \	load 1	\	\ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			
X0	X1	X2	X3	X4	X5	X6	X7	X8			
Qi		1				1		1			

Inotru	otion	Iteration	Ir	nstruction state	us			Hardware					
Instruction  1> LDURD D6. [X2, #32]		iteration	Issue Execute Write result Issue = 1 ins				Issue = 1 instru	ıcción					
1> LDURD D6, [X2, #32]			<b>~</b>	<b>~</b>			Load = 6 RS /						
2> LDURD D2, [X3, #44]			<b>~</b>				Store = 6 RS /	1 clk					
3> FMULD D0, D2, D4			<b>~</b>				Suma punto flo	uma punto flotante = 3 RS / 2 clk ultiplicación punto flotante = 2 RS / 6 clk					
4> FSUBD D8,	, D2, D6						Multiplicación p	ounto flotante =	2 RS / 6 clk				
5> FDIVD D0,	, D0, D6												
6> FADDD D6,	, D8, D2												
Nai	mo			Re	servation statio	ns							
INAI	ille	Busy	Op	Vj	Vk	Qj	Qk	Α					
laod 1		$\checkmark$	load	[x2]	32	0	0	[x2] + 32	para este clock la	a addres ya	esta calcula	ida	
load 2			laod	[x3]	44	0	0	[x3]+44	en este clock cal	culo la addr			
load 3													
store 1													
store 2													
store 3													
FP alu 1													
FP alu 2													
FP alu 3													
FP mult 1			mult	-	[D4]	load 2	0	-					
FP mult 2													
Register Status													
	D0	D1	D2	D3	D4	D5	D6	D7	D8				
Qi	FP mult 1		load 2				load 1						
	X0	X1	X2	X3	X4	X5	X6	X7	X8				
Qi													

Instruction	Iteration		nstruction stat	us			Hardware				
mstruction	iteration	Issue	Execute	Write result		Issue = 1 instru	ıcción				
1> LDURD D6, [X2, #32]		<b>✓</b>	$\checkmark$	<b>~</b>		Load = 6 RS /	1 clk				
2> LDURD D2, [X3, #44]		~	$\checkmark$			Store = 6 RS / 1 clk					
3> FMULD D0, D2, D4		~				Suma punto flo	tante = 3 RS /	2 clk			
4> FSUBD D8, D2, D6		~				Multiplicación p	ounto flotante =	2 RS / 6 clk			
5> FDIVD D0, D0, D6											
6> FADDD D6, D8, D2											
				⊥ ⊔							
Name		Reservation stations									
	Busy	Ор	Vj	Vk	Qj	Qk	Α				
laod 1											
load 2		laod	[x3]	44	0	0	[x3]+44	ya esta calculad	a la addr		
load 3											
store 1											
store 2											
store 3	+=			10.01							
FP alu 1		sub		[D6]	load 2	0					
FP alu 2											
FP alu 3 FP mult 1		po ult		[D4]	load 2	0					
FP mult 2		mult	-	[D4]	IUau Z	0	-				
T F IIIuit Z											
		ı	Regist	er Status			I	ı			
D0	D1	D2	D3	D4	D5	D6	D7	D8			
Qi FP mult 1		load 2						FP alu 1			
X0	X1	X2	X3	X4	X5	X6	X7	X8			
Qi											

Instruction		Iteration	1	nstruction stat	us	Hardware				
เกรเ	ruction	iteration	Issue	Execute	Write result	Issue = 1 instrucción				
1> LDURD D	6, [X2, #32]		<b>~</b>	<b>~</b>	<b>~</b>		Load = 6 RS /	1 clk		
2> LDURD D2, [X3, #44]			Store = 6 RS / 1 clk							
3> FMULD D	0, D2, D4		<b>~</b>				Suma punto flo	otante = 3 RS	/ 2 clk	
4> FSUBD D	08, D2, D6		<b>~</b>				Multiplicación	punto flotante	= 2 RS / 6 clk	
5> FDIVD D0, D0, D6			$\checkmark$							
6> FADDD D	06, D8, D2									
N	lame	ļ		R	eservation statio	ons		1		
		Busy	Op	Vj	Vk	Qj	Qk	Α		
laod 1										
load 2									esta escribier	
load 3										
store 1										
store 2		-								
store 3					_					
FP alu 1			sub	[D2]	[D6]	0	0			
FP alu 2										
FP alu 3										
FP mult 1			mult	[D2]	[D4]	0	0	-		
FP mult 2			div		[D6]	FP mult 1	0	_		
				Regist	er Status					
	D0	D1	D2	D3	D4	D5	D6	D7	D8	
Qi	FP mult 2				†	20		<u> </u>	FP alu 1	
	X0	X1	X2	Х3	X4	X5	X6	X7	X8	
Qi	-					-	-			

Instruction	Iteration	ı	nstruction stat	us			Hardware				
instruction	iteration	Issue	Execute	Write result		Issue = 1 instru	ıcción				
1> LDURD D6, [X2, #32]		>	<b>✓</b>	<b>&gt;</b>		Load = 6 RS /	1 clk				
2> LDURD D2, [X3, #44]		<b>&gt;</b>	<b>~</b>	<b>\</b>		Store = 6 RS /	1 clk				
3> FMULD D0, D2, D4		<b>&gt;</b>	<b>~</b>			Suma punto flo	Suma punto flotante = 3 RS / 2				
4> FSUBD D8, D2, D6		>	<b>~</b>			Multiplicación p	Multiplicación punto flotante =				
5> FDIVD D0, D0, D6		>									
6> FADDD D6, D8, D2		>									
Name			Re	eservation station	ons	_	1				
	Busy	Ор	Vj	Vk	Qj	Qk A					
laod 1	<u> </u>										
load 2								escribio			
load 3	$\bot$ $\sqcup$										
store 1	$\bot$										
store 2	$\perp$										
store 3											
FP alu 1		sub	[D2]	[D6]	0	0					
FP alu 2	$\perp$	add		[D2]	FP alu 1	0					
FP alu 3					_	_					
FP mult 1		mult	[D2]	[D4]	0	0	-				
FP mult 2	<u> </u>	div		[D6]	FP mult 1	0					
			Dogist	or Status							
D0	D1	Do		er Status	DE	D6	D7	D8			
Qi FP mult 2	וט	D2	D3	D4	D5	FP alu 2	D7	FP alu 1			
X0	X1	X2	X3	X4	X5	X6	X7	X8			
Qi		^∠	۸٥	Λ4	Λΰ						