10000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 0 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

10000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

10000.00ns DEBUG Performance Model Binary string:11100011101000000001000000010011

10000.00ns DEBUG Performance Model Operation type Data Processing

10000.00ns DEBUG Performance Model cond:E

10000.00ns DEBUG Performance Model Immediate bit:1

10000.00ns DEBUG Performance Model cmd:D

10000.00ns DEBUG Performance Model Set bit:0

10000.00ns DEBUG Performance Model Rn:0 Rd:1

10000.00ns DEBUG Performance Model rot:0 imm8:19

15000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe3a01013

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000000

my\_datapath.PCPlus4D = 0x00000000

my\_datapath.PCPlus4F = 0x00000004

my\_datapath.PCPlus8D = 0x00000004

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000004

my\_datapath.PC\_NEXT\_NEXT = 0x00000004

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = 0x00000000

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

15000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 0

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

16000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

16000.00ns DEBUG Performance Model PC:0x4 PC:0x4

16000.00ns DEBUG Performance Model Register:0: 0x0 0x0

16000.00ns DEBUG Performance Model Register:1: 0x0 0x0

16000.00ns DEBUG Performance Model Register:2: 0x0 0x0

16000.00ns DEBUG Performance Model Register:3: 0x0 0x0

16000.00ns DEBUG Performance Model Register:4: 0x0 0x0

16000.00ns DEBUG Performance Model Register:5: 0x0 0x0

16000.00ns DEBUG Performance Model Register:6: 0x0 0x0

16000.00ns DEBUG Performance Model Register:7: 0x0 0x0

16000.00ns DEBUG Performance Model Register:8: 0x0 0x0

16000.00ns DEBUG Performance Model Register:9: 0x0 0x0

16000.00ns DEBUG Performance Model Register:10: 0x0 0x0

16000.00ns DEBUG Performance Model Register:11: 0x0 0x0

16000.00ns DEBUG Performance Model Register:12: 0x0 0x0

16000.00ns DEBUG Performance Model Register:13: 0x0 0x0

16000.00ns DEBUG Performance Model Register:14: 0x0 0x0

16000.00ns DEBUG Performance Model Register:15: Not checked 0x8

16000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 1 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

16000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

16000.00ns DEBUG Performance Model Binary string:11100000100000010010000000000001

16000.00ns DEBUG Performance Model Operation type Data Processing

16000.00ns DEBUG Performance Model cond:E

16000.00ns DEBUG Performance Model Immediate bit:0

16000.00ns DEBUG Performance Model cmd:4

16000.00ns DEBUG Performance Model Set bit:0

16000.00ns DEBUG Performance Model Rn:1 Rd:2

16000.00ns DEBUG Performance Model shamt5:0 sh:0 Rm:1

25000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000013

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 111010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0xa01013

my\_datapath.InstructionD = 0xe3a01013

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe0812001

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000004

my\_datapath.PCPlus4D = 0x00000004

my\_datapath.PCPlus4F = 0x00000008

my\_datapath.PCPlus8D = 0x00000008

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000008

my\_datapath.PC\_NEXT\_NEXT = 0x00000008

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0011

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0001

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0011

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

25000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 0

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 111010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

26000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

26000.00ns DEBUG Performance Model PC:0x8 PC:0x8

26000.00ns DEBUG Performance Model Register:0: 0x0 0x0

26000.00ns DEBUG Performance Model Register:1: 0x0 0x0

26000.00ns DEBUG Performance Model Register:2: 0x0 0x0

26000.00ns DEBUG Performance Model Register:3: 0x0 0x0

26000.00ns DEBUG Performance Model Register:4: 0x0 0x0

26000.00ns DEBUG Performance Model Register:5: 0x0 0x0

26000.00ns DEBUG Performance Model Register:6: 0x0 0x0

26000.00ns DEBUG Performance Model Register:7: 0x0 0x0

26000.00ns DEBUG Performance Model Register:8: 0x0 0x0

26000.00ns DEBUG Performance Model Register:9: 0x0 0x0

26000.00ns DEBUG Performance Model Register:10: 0x0 0x0

26000.00ns DEBUG Performance Model Register:11: 0x0 0x0

26000.00ns DEBUG Performance Model Register:12: 0x0 0x0

26000.00ns DEBUG Performance Model Register:13: 0x0 0x0

26000.00ns DEBUG Performance Model Register:14: 0x0 0x0

26000.00ns DEBUG Performance Model Register:15: Not checked 0xc

26000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 2 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

26000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

26000.00ns DEBUG Performance Model Binary string:11100000000000010011000000000010

26000.00ns DEBUG Performance Model Operation type Data Processing

26000.00ns DEBUG Performance Model cond:E

26000.00ns DEBUG Performance Model Immediate bit:0

26000.00ns DEBUG Performance Model cmd:0

26000.00ns DEBUG Performance Model Set bit:0

26000.00ns DEBUG Performance Model Rn:1 Rd:3

26000.00ns DEBUG Performance Model shamt5:0 sh:0 Rm:2

35000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000013

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000001

my\_datapath.ExtImmE = 0x00000013

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 001000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x812001

my\_datapath.InstructionD = 0xe0812001

my\_datapath.InstructionE = 0xe3a01013

my\_datapath.InstructionF = 0xe0013002

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000008

my\_datapath.PCPlus4D = 0x00000008

my\_datapath.PCPlus4F = 0x0000000c

my\_datapath.PCPlus8D = 0x0000000c

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x0000000c

my\_datapath.PC\_NEXT\_NEXT = 0x0000000c

my\_datapath.RA1D = 0001

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0001

my\_datapath.RA2E = 0011

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0010

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0001

my\_datapath.Rn = 0001

my\_datapath.SHIFTED\_DATA = 0x00000013

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000013

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000013

my\_datapath.SrcBEData = 0x00000013

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0001

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

35000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 001000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

36000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

36000.00ns DEBUG Performance Model PC:0xc PC:0xc

36000.00ns DEBUG Performance Model Register:0: 0x0 0x0

36000.00ns DEBUG Performance Model Register:1: 0x0 0x0

36000.00ns DEBUG Performance Model Register:2: 0x0 0x0

36000.00ns DEBUG Performance Model Register:3: 0x0 0x0

36000.00ns DEBUG Performance Model Register:4: 0x0 0x0

36000.00ns DEBUG Performance Model Register:5: 0x0 0x0

36000.00ns DEBUG Performance Model Register:6: 0x0 0x0

36000.00ns DEBUG Performance Model Register:7: 0x0 0x0

36000.00ns DEBUG Performance Model Register:8: 0x0 0x0

36000.00ns DEBUG Performance Model Register:9: 0x0 0x0

36000.00ns DEBUG Performance Model Register:10: 0x0 0x0

36000.00ns DEBUG Performance Model Register:11: 0x0 0x0

36000.00ns DEBUG Performance Model Register:12: 0x0 0x0

36000.00ns DEBUG Performance Model Register:13: 0x0 0x0

36000.00ns DEBUG Performance Model Register:14: 0x0 0x0

36000.00ns DEBUG Performance Model Register:15: Not checked 0x10

36000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 3 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

36000.00ns DEBUG Performance Model Computer is stalled for this cycle

45000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000013

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000026

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000002

my\_datapath.ExtImmE = 0x00000001

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x013002

my\_datapath.InstructionD = 0xe0013002

my\_datapath.InstructionE = 0xe0812001

my\_datapath.InstructionF = 0xea000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000000c

my\_datapath.PCPlus4D = 0x0000000c

my\_datapath.PCPlus4F = 0x00000010

my\_datapath.PCPlus8D = 0x00000010

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000010

my\_datapath.PC\_NEXT\_NEXT = 0x00000010

my\_datapath.RA1D = 0001

my\_datapath.RA1E = 0001

my\_datapath.RA2D = 0010

my\_datapath.RA2E = 0001

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0011

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0010

my\_datapath.Rn = 0001

my\_datapath.SHIFTED\_DATA = 0x00000013

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000013

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000013

my\_datapath.SrcB = 0x00000013

my\_datapath.SrcBE = 0x00000013

my\_datapath.SrcBEData = 0x00000013

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0010

my\_datapath.WA3M = 0001

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

45000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

46000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

46000.00ns DEBUG Performance Model PC:0x10 PC:0x10

46000.00ns DEBUG Performance Model Register:0: 0x0 0x0

46000.00ns DEBUG Performance Model Register:1: 0x0 0x0

46000.00ns DEBUG Performance Model Register:2: 0x0 0x0

46000.00ns DEBUG Performance Model Register:3: 0x0 0x0

46000.00ns DEBUG Performance Model Register:4: 0x0 0x0

46000.00ns DEBUG Performance Model Register:5: 0x0 0x0

46000.00ns DEBUG Performance Model Register:6: 0x0 0x0

46000.00ns DEBUG Performance Model Register:7: 0x0 0x0

46000.00ns DEBUG Performance Model Register:8: 0x0 0x0

46000.00ns DEBUG Performance Model Register:9: 0x0 0x0

46000.00ns DEBUG Performance Model Register:10: 0x0 0x0

46000.00ns DEBUG Performance Model Register:11: 0x0 0x0

46000.00ns DEBUG Performance Model Register:12: 0x0 0x0

46000.00ns DEBUG Performance Model Register:13: 0x0 0x0

46000.00ns DEBUG Performance Model Register:14: 0x0 0x0

46000.00ns DEBUG Performance Model Register:15: Not checked 0x14

46000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 4 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

46000.00ns DEBUG Performance Model Computer is stalled for this cycle

55000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000026

my\_datapath.ALUOutW = 0x00000013

my\_datapath.ALUResultE = 0x00000002

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0001

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000002

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 01

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 100000

my\_datapath.ImmSrcD = 10

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0xea000000

my\_datapath.InstructionE = 0xe0013002

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 10

my\_datapath.PCFetch = 0x00000010

my\_datapath.PCPlus4D = 0x00000010

my\_datapath.PCPlus4F = 0x00000014

my\_datapath.PCPlus8D = 0x00000014

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000014

my\_datapath.PC\_NEXT\_NEXT = 0x00000014

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 0001

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0010

my\_datapath.RD1 = 0x00000014

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000013

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 01

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000013

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000026

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000026

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000013

my\_datapath.SrcB = 0x00000026

my\_datapath.SrcBE = 0x00000026

my\_datapath.SrcBEData = 0x00000026

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0011

my\_datapath.WA3M = 0010

my\_datapath.WA3W = 0001

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

55000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 0

my\_controller.BControl = 1

my\_controller.BranchD = 1

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 100000

my\_controller.ImmSrcD = 10

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 10

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 01

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

56000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

56000.00ns DEBUG Performance Model PC:0x14 PC:0x14

56000.00ns DEBUG Performance Model Register:0: 0x0 0x0

56000.00ns DEBUG Performance Model Register:1: 0x13 0x13

56000.00ns DEBUG Performance Model Register:2: 0x0 0x0

56000.00ns DEBUG Performance Model Register:3: 0x0 0x0

56000.00ns DEBUG Performance Model Register:4: 0x0 0x0

56000.00ns DEBUG Performance Model Register:5: 0x0 0x0

56000.00ns DEBUG Performance Model Register:6: 0x0 0x0

56000.00ns DEBUG Performance Model Register:7: 0x0 0x0

56000.00ns DEBUG Performance Model Register:8: 0x0 0x0

56000.00ns DEBUG Performance Model Register:9: 0x0 0x0

56000.00ns DEBUG Performance Model Register:10: 0x0 0x0

56000.00ns DEBUG Performance Model Register:11: 0x0 0x0

56000.00ns DEBUG Performance Model Register:12: 0x0 0x0

56000.00ns DEBUG Performance Model Register:13: 0x0 0x0

56000.00ns DEBUG Performance Model Register:14: 0x0 0x0

56000.00ns DEBUG Performance Model Register:15: Not checked 0x18

56000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 5 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

56000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

56000.00ns DEBUG Performance Model Binary string:11101010000000000000000000000000

56000.00ns DEBUG Performance Model Operation type Branch (except Bx)

56000.00ns DEBUG Performance Model Link bit:0

56000.00ns DEBUG Performance Model imm24:0

65000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000002

my\_datapath.ALUOutW = 0x00000026

my\_datapath.ALUResultE = 0x00000014

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 1

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0010

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 1

my\_datapath.FlushE = 1

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0xea000000

my\_datapath.InstructionF = 0xe1a04101

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000014

my\_datapath.PCPlus4D = 0x00000014

my\_datapath.PCPlus4F = 0x00000018

my\_datapath.PCPlus8D = 0x00000018

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000018

my\_datapath.PC\_NEXT\_NEXT = 0x00000014

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 1111

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000014

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000026

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000026

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000014

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0011

my\_datapath.WA3W = 0010

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

65000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 1

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 1

my\_controller.BranchTakenE = 1

my\_controller.Cond = 0000

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

66000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

66000.00ns DEBUG Performance Model PC:0x14 PC:0x14

66000.00ns DEBUG Performance Model Register:0: 0x0 0x0

66000.00ns DEBUG Performance Model Register:1: 0x13 0x13

66000.00ns DEBUG Performance Model Register:2: 0x26 0x26

66000.00ns DEBUG Performance Model Register:3: 0x0 0x0

66000.00ns DEBUG Performance Model Register:4: 0x0 0x0

66000.00ns DEBUG Performance Model Register:5: 0x0 0x0

66000.00ns DEBUG Performance Model Register:6: 0x0 0x0

66000.00ns DEBUG Performance Model Register:7: 0x0 0x0

66000.00ns DEBUG Performance Model Register:8: 0x0 0x0

66000.00ns DEBUG Performance Model Register:9: 0x0 0x0

66000.00ns DEBUG Performance Model Register:10: 0x0 0x0

66000.00ns DEBUG Performance Model Register:11: 0x0 0x0

66000.00ns DEBUG Performance Model Register:12: 0x0 0x0

66000.00ns DEBUG Performance Model Register:13: 0x0 0x0

66000.00ns DEBUG Performance Model Register:14: 0x0 0x0

66000.00ns DEBUG Performance Model Register:15: Not checked 0x18

66000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 6 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

66000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

66000.00ns DEBUG Performance Model Binary string:11100001101000000100000100000001

66000.00ns DEBUG Performance Model Operation type Data Processing

66000.00ns DEBUG Performance Model cond:E

66000.00ns DEBUG Performance Model Immediate bit:0

66000.00ns DEBUG Performance Model cmd:D

66000.00ns DEBUG Performance Model Set bit:0

66000.00ns DEBUG Performance Model Rn:0 Rd:4

66000.00ns DEBUG Performance Model shamt5:2 sh:0 Rm:1

75000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000014

my\_datapath.ALUOutW = 0x00000002

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0011

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe1a04101

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000014

my\_datapath.PCPlus4D = 0x00000000

my\_datapath.PCPlus4F = 0x00000018

my\_datapath.PCPlus8D = 0x00000018

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000018

my\_datapath.PC\_NEXT\_NEXT = 0x00000018

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000002

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000002

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0011

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

75000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 0

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

76000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

76000.00ns DEBUG Performance Model PC:0x18 PC:0x18

76000.00ns DEBUG Performance Model Register:0: 0x0 0x0

76000.00ns DEBUG Performance Model Register:1: 0x13 0x13

76000.00ns DEBUG Performance Model Register:2: 0x26 0x26

76000.00ns DEBUG Performance Model Register:3: 0x2 0x2

76000.00ns DEBUG Performance Model Register:4: 0x0 0x0

76000.00ns DEBUG Performance Model Register:5: 0x0 0x0

76000.00ns DEBUG Performance Model Register:6: 0x0 0x0

76000.00ns DEBUG Performance Model Register:7: 0x0 0x0

76000.00ns DEBUG Performance Model Register:8: 0x0 0x0

76000.00ns DEBUG Performance Model Register:9: 0x0 0x0

76000.00ns DEBUG Performance Model Register:10: 0x0 0x0

76000.00ns DEBUG Performance Model Register:11: 0x0 0x0

76000.00ns DEBUG Performance Model Register:12: 0x0 0x0

76000.00ns DEBUG Performance Model Register:13: 0x0 0x0

76000.00ns DEBUG Performance Model Register:14: 0x0 0x0

76000.00ns DEBUG Performance Model Register:15: Not checked 0x1c

76000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 7 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

76000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

76000.00ns DEBUG Performance Model Binary string:11100000010000010101000100100010

76000.00ns DEBUG Performance Model Operation type Data Processing

76000.00ns DEBUG Performance Model cond:E

76000.00ns DEBUG Performance Model Immediate bit:0

76000.00ns DEBUG Performance Model cmd:2

76000.00ns DEBUG Performance Model Set bit:0

76000.00ns DEBUG Performance Model Rn:1 Rd:5

76000.00ns DEBUG Performance Model shamt5:2 sh:1 Rm:2

85000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000014

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000001

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 011010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0xa04101

my\_datapath.InstructionD = 0xe1a04101

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe0415122

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000018

my\_datapath.PCPlus4D = 0x00000018

my\_datapath.PCPlus4F = 0x0000001c

my\_datapath.PCPlus8D = 0x0000001c

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x0000001c

my\_datapath.PC\_NEXT\_NEXT = 0x0000001c

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0001

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000013

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000014

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0100

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000014

my\_datapath.Rm = 0001

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

85000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 0

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 011010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

86000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

86000.00ns DEBUG Performance Model PC:0x1c PC:0x1c

86000.00ns DEBUG Performance Model Register:0: 0x0 0x0

86000.00ns DEBUG Performance Model Register:1: 0x13 0x13

86000.00ns DEBUG Performance Model Register:2: 0x26 0x26

86000.00ns DEBUG Performance Model Register:3: 0x2 0x2

86000.00ns DEBUG Performance Model Register:4: 0x0 0x0

86000.00ns DEBUG Performance Model Register:5: 0x0 0x0

86000.00ns DEBUG Performance Model Register:6: 0x0 0x0

86000.00ns DEBUG Performance Model Register:7: 0x0 0x0

86000.00ns DEBUG Performance Model Register:8: 0x0 0x0

86000.00ns DEBUG Performance Model Register:9: 0x0 0x0

86000.00ns DEBUG Performance Model Register:10: 0x0 0x0

86000.00ns DEBUG Performance Model Register:11: 0x0 0x0

86000.00ns DEBUG Performance Model Register:12: 0x0 0x0

86000.00ns DEBUG Performance Model Register:13: 0x0 0x0

86000.00ns DEBUG Performance Model Register:14: 0x0 0x0

86000.00ns DEBUG Performance Model Register:15: Not checked 0x20

86000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 8 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

86000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

86000.00ns DEBUG Performance Model Binary string:11100001100000110110000101100011

86000.00ns DEBUG Performance Model Operation type Data Processing

86000.00ns DEBUG Performance Model cond:E

86000.00ns DEBUG Performance Model Immediate bit:0

86000.00ns DEBUG Performance Model cmd:C

86000.00ns DEBUG Performance Model Set bit:0

86000.00ns DEBUG Performance Model Rn:3 Rd:6

86000.00ns DEBUG Performance Model shamt5:2 sh:3 Rm:3

95000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x0000004c

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000022

my\_datapath.ExtImmE = 0x00000001

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000100

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x415122

my\_datapath.InstructionD = 0xe0415122

my\_datapath.InstructionE = 0xe1a04101

my\_datapath.InstructionF = 0xe1836163

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000001c

my\_datapath.PCPlus4D = 0x0000001c

my\_datapath.PCPlus4F = 0x00000020

my\_datapath.PCPlus8D = 0x00000020

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000020

my\_datapath.PC\_NEXT\_NEXT = 0x00000020

my\_datapath.RA1D = 0001

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0010

my\_datapath.RA2E = 0001

my\_datapath.RD1 = 0x00000013

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000026

my\_datapath.RD2E = 0x00000013

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00100010

my\_datapath.Rd = 0101

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0010

my\_datapath.Rn = 0001

my\_datapath.SHIFTED\_DATA = 0x0000004c

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000013

my\_datapath.SHIFT\_SHAMT = 00010

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000013

my\_datapath.SrcBE = 0x0000004c

my\_datapath.SrcBEData = 0x0000004c

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0100

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

95000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0010

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000100

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

96000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

96000.00ns DEBUG Performance Model PC:0x20 PC:0x20

96000.00ns DEBUG Performance Model Register:0: 0x0 0x0

96000.00ns DEBUG Performance Model Register:1: 0x13 0x13

96000.00ns DEBUG Performance Model Register:2: 0x26 0x26

96000.00ns DEBUG Performance Model Register:3: 0x2 0x2

96000.00ns DEBUG Performance Model Register:4: 0x0 0x0

96000.00ns DEBUG Performance Model Register:5: 0x0 0x0

96000.00ns DEBUG Performance Model Register:6: 0x0 0x0

96000.00ns DEBUG Performance Model Register:7: 0x0 0x0

96000.00ns DEBUG Performance Model Register:8: 0x0 0x0

96000.00ns DEBUG Performance Model Register:9: 0x0 0x0

96000.00ns DEBUG Performance Model Register:10: 0x0 0x0

96000.00ns DEBUG Performance Model Register:11: 0x0 0x0

96000.00ns DEBUG Performance Model Register:12: 0x0 0x0

96000.00ns DEBUG Performance Model Register:13: 0x0 0x0

96000.00ns DEBUG Performance Model Register:14: 0x0 0x0

96000.00ns DEBUG Performance Model Register:15: Not checked 0x24

96000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 9 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

96000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

96000.00ns DEBUG Performance Model Binary string:11100001101000000111111001000110

96000.00ns DEBUG Performance Model Operation type Data Processing

96000.00ns DEBUG Performance Model cond:E

96000.00ns DEBUG Performance Model Immediate bit:0

96000.00ns DEBUG Performance Model cmd:D

96000.00ns DEBUG Performance Model Set bit:0

96000.00ns DEBUG Performance Model Rn:0 Rd:7

96000.00ns DEBUG Performance Model shamt5:28 sh:2 Rm:6

105000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0010

my\_datapath.ALUOutM = 0x0000004c

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x0000000a

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000063

my\_datapath.ExtImmE = 0x00000022

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 011000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x836163

my\_datapath.InstructionD = 0xe1836163

my\_datapath.InstructionE = 0xe0415122

my\_datapath.InstructionF = 0xe1a07e46

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000020

my\_datapath.PCPlus4D = 0x00000020

my\_datapath.PCPlus4F = 0x00000024

my\_datapath.PCPlus8D = 0x00000024

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000024

my\_datapath.PC\_NEXT\_NEXT = 0x00000024

my\_datapath.RA1D = 0011

my\_datapath.RA1E = 0001

my\_datapath.RA2D = 0011

my\_datapath.RA2E = 0010

my\_datapath.RD1 = 0x00000002

my\_datapath.RD1E = 0x00000013

my\_datapath.RD2 = 0x00000002

my\_datapath.RD2E = 0x00000026

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00100010

my\_datapath.Rd = 0110

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0011

my\_datapath.Rn = 0011

my\_datapath.SHIFTED\_DATA = 0x00000009

my\_datapath.SHIFT\_CONTROL = 01

my\_datapath.SHIFT\_DATA = 0x00000026

my\_datapath.SHIFT\_SHAMT = 00010

my\_datapath.SrcAE = 0x00000013

my\_datapath.SrcB = 0x00000026

my\_datapath.SrcBE = 0x00000009

my\_datapath.SrcBEData = 0x00000009

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0101

my\_datapath.WA3M = 0100

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000013

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

105000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1100

my\_controller.ALUControlE = 0010

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 011000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

106000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

106000.00ns DEBUG Performance Model PC:0x24 PC:0x24

106000.00ns DEBUG Performance Model Register:0: 0x0 0x0

106000.00ns DEBUG Performance Model Register:1: 0x13 0x13

106000.00ns DEBUG Performance Model Register:2: 0x26 0x26

106000.00ns DEBUG Performance Model Register:3: 0x2 0x2

106000.00ns DEBUG Performance Model Register:4: 0x0 0x0

106000.00ns DEBUG Performance Model Register:5: 0x0 0x0

106000.00ns DEBUG Performance Model Register:6: 0x0 0x0

106000.00ns DEBUG Performance Model Register:7: 0x0 0x0

106000.00ns DEBUG Performance Model Register:8: 0x0 0x0

106000.00ns DEBUG Performance Model Register:9: 0x0 0x0

106000.00ns DEBUG Performance Model Register:10: 0x0 0x0

106000.00ns DEBUG Performance Model Register:11: 0x0 0x0

106000.00ns DEBUG Performance Model Register:12: 0x0 0x0

106000.00ns DEBUG Performance Model Register:13: 0x0 0x0

106000.00ns DEBUG Performance Model Register:14: 0x0 0x0

106000.00ns DEBUG Performance Model Register:15: Not checked 0x28

106000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 10 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

106000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

106000.00ns DEBUG Performance Model Binary string:11100101100000010010000001010101

106000.00ns DEBUG Performance Model Operation type Memory

106000.00ns DEBUG Performance Model Load bit:0

106000.00ns DEBUG Performance Model Rn:1 Rn:2

106000.00ns DEBUG Performance Model imm12:85

115000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1100

my\_datapath.ALUOutM = 0x0000000a

my\_datapath.ALUOutW = 0x0000004c

my\_datapath.ALUResultE = 0x80000002

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0100

my\_datapath.ExtImmD = 0x00000046

my\_datapath.ExtImmE = 0x00000063

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 011010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0xa07e46

my\_datapath.InstructionD = 0xe1a07e46

my\_datapath.InstructionE = 0xe1836163

my\_datapath.InstructionF = 0xe5812055

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000024

my\_datapath.PCPlus4D = 0x00000024

my\_datapath.PCPlus4F = 0x00000028

my\_datapath.PCPlus8D = 0x00000028

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000028

my\_datapath.PC\_NEXT\_NEXT = 0x00000028

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0011

my\_datapath.RA2D = 0110

my\_datapath.RA2E = 0011

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000002

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000002

my\_datapath.REG\_FILE\_DATA = 0x0000004c

my\_datapath.ROT\_VALUE = 00100010

my\_datapath.Rd = 0111

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x0000004c

my\_datapath.Rm = 0110

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x80000000

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000002

my\_datapath.SHIFT\_SHAMT = 00010

my\_datapath.SrcAE = 0x00000002

my\_datapath.SrcB = 0x00000002

my\_datapath.SrcBE = 0x80000000

my\_datapath.SrcBEData = 0x80000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0110

my\_datapath.WA3M = 0101

my\_datapath.WA3W = 0100

my\_datapath.WriteDataM = 0x00000026

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

115000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 1100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 011010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

116000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

116000.00ns DEBUG Performance Model PC:0x28 PC:0x28

116000.00ns DEBUG Performance Model Register:0: 0x0 0x0

116000.00ns DEBUG Performance Model Register:1: 0x13 0x13

116000.00ns DEBUG Performance Model Register:2: 0x26 0x26

116000.00ns DEBUG Performance Model Register:3: 0x2 0x2

116000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

116000.00ns DEBUG Performance Model Register:5: 0x0 0x0

116000.00ns DEBUG Performance Model Register:6: 0x0 0x0

116000.00ns DEBUG Performance Model Register:7: 0x0 0x0

116000.00ns DEBUG Performance Model Register:8: 0x0 0x0

116000.00ns DEBUG Performance Model Register:9: 0x0 0x0

116000.00ns DEBUG Performance Model Register:10: 0x0 0x0

116000.00ns DEBUG Performance Model Register:11: 0x0 0x0

116000.00ns DEBUG Performance Model Register:12: 0x0 0x0

116000.00ns DEBUG Performance Model Register:13: 0x0 0x0

116000.00ns DEBUG Performance Model Register:14: 0x0 0x0

116000.00ns DEBUG Performance Model Register:15: Not checked 0x2c

116000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 11 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

116000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

116000.00ns DEBUG Performance Model Binary string:11100101100100111000000001100110

116000.00ns DEBUG Performance Model Operation type Memory

116000.00ns DEBUG Performance Model Load bit:1

116000.00ns DEBUG Performance Model Rn:3 Rn:8

116000.00ns DEBUG Performance Model imm12:102

125000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x80000002

my\_datapath.ALUOutW = 0x0000000a

my\_datapath.ALUResultE = 0xfffffff8

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0101

my\_datapath.ExtImmD = 0x00000055

my\_datapath.ExtImmE = 0x00000046

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 011000

my\_datapath.ImmSrcD = 01

my\_datapath.Inst = 0x812055

my\_datapath.InstructionD = 0xe5812055

my\_datapath.InstructionE = 0xe1a07e46

my\_datapath.InstructionF = 0xe5938066

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 01

my\_datapath.PCFetch = 0x00000028

my\_datapath.PCPlus4D = 0x00000028

my\_datapath.PCPlus4F = 0x0000002c

my\_datapath.PCPlus8D = 0x0000002c

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x0000002c

my\_datapath.PC\_NEXT\_NEXT = 0x0000002c

my\_datapath.RA1D = 0001

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0010

my\_datapath.RA2E = 0110

my\_datapath.RD1 = 0x00000013

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000026

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x0000000a

my\_datapath.ROT\_VALUE = 11011100

my\_datapath.Rd = 0010

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 10

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x0000000a

my\_datapath.Rm = 0101

my\_datapath.Rn = 0001

my\_datapath.SHIFTED\_DATA = 0xfffffff8

my\_datapath.SHIFT\_CONTROL = 10

my\_datapath.SHIFT\_DATA = 0x80000002

my\_datapath.SHIFT\_SHAMT = 11100

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x80000002

my\_datapath.SrcBE = 0xfffffff8

my\_datapath.SrcBEData = 0xfffffff8

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0111

my\_datapath.WA3M = 0110

my\_datapath.WA3W = 0101

my\_datapath.WriteDataM = 0x00000002

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

125000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 011000

my\_controller.ImmSrcD = 01

my\_controller.MemWriteD = 1

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 01

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 10

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

126000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

126000.00ns DEBUG Performance Model PC:0x2c PC:0x2c

126000.00ns DEBUG Performance Model Register:0: 0x0 0x0

126000.00ns DEBUG Performance Model Register:1: 0x13 0x13

126000.00ns DEBUG Performance Model Register:2: 0x26 0x26

126000.00ns DEBUG Performance Model Register:3: 0x2 0x2

126000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

126000.00ns DEBUG Performance Model Register:5: 0xa 0xa

126000.00ns DEBUG Performance Model Register:6: 0x0 0x0

126000.00ns DEBUG Performance Model Register:7: 0x0 0x0

126000.00ns DEBUG Performance Model Register:8: 0x0 0x0

126000.00ns DEBUG Performance Model Register:9: 0x0 0x0

126000.00ns DEBUG Performance Model Register:10: 0x0 0x0

126000.00ns DEBUG Performance Model Register:11: 0x0 0x0

126000.00ns DEBUG Performance Model Register:12: 0x0 0x0

126000.00ns DEBUG Performance Model Register:13: 0x0 0x0

126000.00ns DEBUG Performance Model Register:14: 0x0 0x0

126000.00ns DEBUG Performance Model Register:15: Not checked 0x30

126000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 12 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

126000.00ns DEBUG Performance Model Computer is stalled for this cycle

135000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0xfffffff8

my\_datapath.ALUOutW = 0x80000002

my\_datapath.ALUResultE = 0x00000068

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0110

my\_datapath.ExtImmD = 0x00000066

my\_datapath.ExtImmE = 0x00000055

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 011001

my\_datapath.ImmSrcD = 01

my\_datapath.Inst = 0x938066

my\_datapath.InstructionD = 0xe5938066

my\_datapath.InstructionE = 0xe5812055

my\_datapath.InstructionF = 0xe1520008

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 01

my\_datapath.PCFetch = 0x0000002c

my\_datapath.PCPlus4D = 0x0000002c

my\_datapath.PCPlus4F = 0x00000030

my\_datapath.PCPlus8D = 0x00000030

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000030

my\_datapath.PC\_NEXT\_NEXT = 0x00000030

my\_datapath.RA1D = 0011

my\_datapath.RA1E = 0001

my\_datapath.RA2D = 0110

my\_datapath.RA2E = 0010

my\_datapath.RD1 = 0x00000002

my\_datapath.RD1E = 0x00000013

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000026

my\_datapath.REG\_FILE\_DATA = 0x80000002

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 1000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x80000002

my\_datapath.Rm = 0110

my\_datapath.Rn = 0011

my\_datapath.SHIFTED\_DATA = 0x00000026

my\_datapath.SHIFT\_CONTROL = 10

my\_datapath.SHIFT\_DATA = 0x00000026

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000013

my\_datapath.SrcB = 0x00000026

my\_datapath.SrcBE = 0x00000055

my\_datapath.SrcBEData = 0x00000026

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0010

my\_datapath.WA3M = 0111

my\_datapath.WA3W = 0110

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

135000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 1

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 011001

my\_controller.ImmSrcD = 01

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 1

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 1

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 01

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

136000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

136000.00ns DEBUG Performance Model PC:0x30 PC:0x30

136000.00ns DEBUG Performance Model Register:0: 0x0 0x0

136000.00ns DEBUG Performance Model Register:1: 0x13 0x13

136000.00ns DEBUG Performance Model Register:2: 0x26 0x26

136000.00ns DEBUG Performance Model Register:3: 0x2 0x2

136000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

136000.00ns DEBUG Performance Model Register:5: 0xa 0xa

136000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

136000.00ns DEBUG Performance Model Register:7: 0x0 0x0

136000.00ns DEBUG Performance Model Register:8: 0x0 0x0

136000.00ns DEBUG Performance Model Register:9: 0x0 0x0

136000.00ns DEBUG Performance Model Register:10: 0x0 0x0

136000.00ns DEBUG Performance Model Register:11: 0x0 0x0

136000.00ns DEBUG Performance Model Register:12: 0x0 0x0

136000.00ns DEBUG Performance Model Register:13: 0x0 0x0

136000.00ns DEBUG Performance Model Register:14: 0x0 0x0

136000.00ns DEBUG Performance Model Register:15: Not checked 0x34

136000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 13 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

136000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

136000.00ns DEBUG Performance Model Binary string:11100001010100100000000000001000

136000.00ns DEBUG Performance Model Operation type Data Processing

136000.00ns DEBUG Performance Model cond:E

136000.00ns DEBUG Performance Model Immediate bit:0

136000.00ns DEBUG Performance Model cmd:A

136000.00ns DEBUG Performance Model Set bit:1

136000.00ns DEBUG Performance Model Rn:2 Rd:0

136000.00ns DEBUG Performance Model shamt5:0 sh:0 Rm:8

145000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000068

my\_datapath.ALUOutW = 0xfffffff8

my\_datapath.ALUResultE = 0x00000068

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0111

my\_datapath.ExtImmD = 0x00000008

my\_datapath.ExtImmE = 0x00000066

my\_datapath.FlushD = 0

my\_datapath.FlushE = 1

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 010101

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x520008

my\_datapath.InstructionD = 0xe1520008

my\_datapath.InstructionE = 0xe5938066

my\_datapath.InstructionF = 0x1a000012

my\_datapath.L = 0

my\_datapath.MemWriteM = 1

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000030

my\_datapath.PCPlus4D = 0x00000030

my\_datapath.PCPlus4F = 0x00000034

my\_datapath.PCPlus8D = 0x00000034

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000034

my\_datapath.PC\_NEXT\_NEXT = 0x00000034

my\_datapath.RA1D = 0010

my\_datapath.RA1E = 0011

my\_datapath.RA2D = 1000

my\_datapath.RA2E = 0110

my\_datapath.RD1 = 0x00000026

my\_datapath.RD1E = 0x00000002

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0xfffffff8

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0xfffffff8

my\_datapath.Rm = 1000

my\_datapath.Rn = 0010

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000002

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000066

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 1

my\_datapath.StallF = 1

my\_datapath.WA3E = 1000

my\_datapath.WA3M = 0010

my\_datapath.WA3W = 0111

my\_datapath.WriteDataM = 0x00000026

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

145000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0010

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 1

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 010101

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 1

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 1

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

146000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

146000.00ns DEBUG Performance Model PC:0x30 PC:0x30

146000.00ns DEBUG Performance Model Register:0: 0x0 0x0

146000.00ns DEBUG Performance Model Register:1: 0x13 0x13

146000.00ns DEBUG Performance Model Register:2: 0x26 0x26

146000.00ns DEBUG Performance Model Register:3: 0x2 0x2

146000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

146000.00ns DEBUG Performance Model Register:5: 0xa 0xa

146000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

146000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

146000.00ns DEBUG Performance Model Register:8: 0x0 0x0

146000.00ns DEBUG Performance Model Register:9: 0x0 0x0

146000.00ns DEBUG Performance Model Register:10: 0x0 0x0

146000.00ns DEBUG Performance Model Register:11: 0x0 0x0

146000.00ns DEBUG Performance Model Register:12: 0x0 0x0

146000.00ns DEBUG Performance Model Register:13: 0x0 0x0

146000.00ns DEBUG Performance Model Register:14: 0x0 0x0

146000.00ns DEBUG Performance Model Register:15: Not checked 0x34

146000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 14 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

146000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

146000.00ns DEBUG Performance Model Binary string:00011010000000000000000000010010

146000.00ns DEBUG Performance Model Operation type Branch (except Bx)

146000.00ns DEBUG Performance Model Link bit:0

146000.00ns DEBUG Performance Model imm24:18

155000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0010

my\_datapath.ALUOutM = 0x00000068

my\_datapath.ALUOutW = 0x00000068

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0010

my\_datapath.ExtImmD = 0x00000008

my\_datapath.ExtImmE = 0x00000008

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 010101

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x520008

my\_datapath.InstructionD = 0xe1520008

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0x1a000012

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000030

my\_datapath.PCPlus4D = 0x00000030

my\_datapath.PCPlus4F = 0x00000034

my\_datapath.PCPlus8D = 0x00000034

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000034

my\_datapath.PC\_NEXT\_NEXT = 0x00000034

my\_datapath.RA1D = 0010

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 1000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000026

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000068

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = 0x00000026

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000068

my\_datapath.Rm = 1000

my\_datapath.Rn = 0010

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 1000

my\_datapath.WA3W = 0010

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

155000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0010

my\_controller.ALUControlE = 0010

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 010101

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 1

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

156000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

156000.00ns DEBUG Performance Model PC:0x34 PC:0x34

156000.00ns DEBUG Performance Model Register:0: 0x0 0x0

156000.00ns DEBUG Performance Model Register:1: 0x13 0x13

156000.00ns DEBUG Performance Model Register:2: 0x26 0x26

156000.00ns DEBUG Performance Model Register:3: 0x2 0x2

156000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

156000.00ns DEBUG Performance Model Register:5: 0xa 0xa

156000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

156000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

156000.00ns DEBUG Performance Model Register:8: 0x0 0x0

156000.00ns DEBUG Performance Model Register:9: 0x0 0x0

156000.00ns DEBUG Performance Model Register:10: 0x0 0x0

156000.00ns DEBUG Performance Model Register:11: 0x0 0x0

156000.00ns DEBUG Performance Model Register:12: 0x0 0x0

156000.00ns DEBUG Performance Model Register:13: 0x0 0x0

156000.00ns DEBUG Performance Model Register:14: 0x0 0x0

156000.00ns DEBUG Performance Model Register:15: Not checked 0x38

156000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 15 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

156000.00ns DEBUG Performance Model Computer is stalled for this cycle

165000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0010

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000068

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0001

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 1000

my\_datapath.ExtImmD = 0x00000048

my\_datapath.ExtImmE = 0x00000008

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 01

my\_datapath.Funct = 100000

my\_datapath.ImmSrcD = 10

my\_datapath.Inst = 0x000012

my\_datapath.InstructionD = 0x1a000012

my\_datapath.InstructionE = 0xe1520008

my\_datapath.InstructionF = 0x0a000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 1

my\_datapath.Op = 10

my\_datapath.PCFetch = 0x00000034

my\_datapath.PCPlus4D = 0x00000034

my\_datapath.PCPlus4F = 0x00000038

my\_datapath.PCPlus8D = 0x00000038

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000038

my\_datapath.PC\_NEXT\_NEXT = 0x00000038

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 0010

my\_datapath.RA2D = 0010

my\_datapath.RA2E = 1000

my\_datapath.RD1 = 0x00000038

my\_datapath.RD1E = 0x00000026

my\_datapath.RD2 = 0x00000026

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000026

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = 0x00000026

my\_datapath.RegSrcD = 01

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000026

my\_datapath.Rm = 0010

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000026

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000026

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000026

my\_datapath.SrcB = 0x00000026

my\_datapath.SrcBE = 0x00000026

my\_datapath.SrcBEData = 0x00000026

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 1000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

165000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 0010

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 0

my\_controller.BControl = 1

my\_controller.BranchD = 1

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0001

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 100000

my\_controller.ImmSrcD = 10

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 1

my\_controller.Op = 10

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 01

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

166000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

166000.00ns DEBUG Performance Model PC:0x38 PC:0x38

166000.00ns DEBUG Performance Model Register:0: 0x0 0x0

166000.00ns DEBUG Performance Model Register:1: 0x13 0x13

166000.00ns DEBUG Performance Model Register:2: 0x26 0x26

166000.00ns DEBUG Performance Model Register:3: 0x2 0x2

166000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

166000.00ns DEBUG Performance Model Register:5: 0xa 0xa

166000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

166000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

166000.00ns DEBUG Performance Model Register:8: 0x26 0x26

166000.00ns DEBUG Performance Model Register:9: 0x0 0x0

166000.00ns DEBUG Performance Model Register:10: 0x0 0x0

166000.00ns DEBUG Performance Model Register:11: 0x0 0x0

166000.00ns DEBUG Performance Model Register:12: 0x0 0x0

166000.00ns DEBUG Performance Model Register:13: 0x0 0x0

166000.00ns DEBUG Performance Model Register:14: 0x0 0x0

166000.00ns DEBUG Performance Model Register:15: Not checked 0x3c

166000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 16 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

166000.00ns DEBUG Performance Model Computer is stalled for this cycle

175000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000080

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000048

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 100000

my\_datapath.ImmSrcD = 10

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x0a000000

my\_datapath.InstructionE = 0x1a000012

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 10

my\_datapath.PCFetch = 0x00000038

my\_datapath.PCPlus4D = 0x00000038

my\_datapath.PCPlus4F = 0x0000003c

my\_datapath.PCPlus8D = 0x0000003c

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x0000003c

my\_datapath.PC\_NEXT\_NEXT = 0x0000003c

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 1111

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0010

my\_datapath.RD1 = 0x0000003c

my\_datapath.RD1E = 0x00000038

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000026

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 01

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000012

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000012

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000038

my\_datapath.SrcB = 0x00000026

my\_datapath.SrcBE = 0x00000048

my\_datapath.SrcBEData = 0x00000012

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

175000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 1

my\_controller.BControl = 1

my\_controller.BranchD = 1

my\_controller.BranchE = 1

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0001

my\_controller.CondEx = 0

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 100000

my\_controller.ImmSrcD = 10

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 10

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 01

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

176000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

176000.00ns DEBUG Performance Model PC:0x3c PC:0x3c

176000.00ns DEBUG Performance Model Register:0: 0x0 0x0

176000.00ns DEBUG Performance Model Register:1: 0x13 0x13

176000.00ns DEBUG Performance Model Register:2: 0x26 0x26

176000.00ns DEBUG Performance Model Register:3: 0x2 0x2

176000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

176000.00ns DEBUG Performance Model Register:5: 0xa 0xa

176000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

176000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

176000.00ns DEBUG Performance Model Register:8: 0x26 0x26

176000.00ns DEBUG Performance Model Register:9: 0x0 0x0

176000.00ns DEBUG Performance Model Register:10: 0x0 0x0

176000.00ns DEBUG Performance Model Register:11: 0x0 0x0

176000.00ns DEBUG Performance Model Register:12: 0x0 0x0

176000.00ns DEBUG Performance Model Register:13: 0x0 0x0

176000.00ns DEBUG Performance Model Register:14: 0x0 0x0

176000.00ns DEBUG Performance Model Register:15: Not checked 0x40

176000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 17 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

176000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

176000.00ns DEBUG Performance Model Binary string:00001010000000000000000000000000

176000.00ns DEBUG Performance Model Operation type Branch (except Bx)

176000.00ns DEBUG Performance Model Link bit:0

176000.00ns DEBUG Performance Model imm24:0

185000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000080

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x0000003c

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 1

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 1

my\_datapath.FlushE = 1

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x0a000000

my\_datapath.InstructionF = 0xeb000002

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000003c

my\_datapath.PCPlus4D = 0x0000003c

my\_datapath.PCPlus4F = 0x00000040

my\_datapath.PCPlus8D = 0x00000040

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000040

my\_datapath.PC\_NEXT\_NEXT = 0x0000003c

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 1111

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x0000003c

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x0000003c

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000026

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

185000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 1

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 1

my\_controller.BranchTakenE = 1

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

186000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

186000.00ns DEBUG Performance Model PC:0x3c PC:0x3c

186000.00ns DEBUG Performance Model Register:0: 0x0 0x0

186000.00ns DEBUG Performance Model Register:1: 0x13 0x13

186000.00ns DEBUG Performance Model Register:2: 0x26 0x26

186000.00ns DEBUG Performance Model Register:3: 0x2 0x2

186000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

186000.00ns DEBUG Performance Model Register:5: 0xa 0xa

186000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

186000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

186000.00ns DEBUG Performance Model Register:8: 0x26 0x26

186000.00ns DEBUG Performance Model Register:9: 0x0 0x0

186000.00ns DEBUG Performance Model Register:10: 0x0 0x0

186000.00ns DEBUG Performance Model Register:11: 0x0 0x0

186000.00ns DEBUG Performance Model Register:12: 0x0 0x0

186000.00ns DEBUG Performance Model Register:13: 0x0 0x0

186000.00ns DEBUG Performance Model Register:14: 0x0 0x0

186000.00ns DEBUG Performance Model Register:15: Not checked 0x40

186000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 18 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

186000.00ns DEBUG Performance Model Computer is stalled for this cycle

195000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x0000003c

my\_datapath.ALUOutW = 0x00000080

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xeb000002

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000003c

my\_datapath.PCPlus4D = 0x00000000

my\_datapath.PCPlus4F = 0x00000040

my\_datapath.PCPlus8D = 0x00000040

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000040

my\_datapath.PC\_NEXT\_NEXT = 0x00000040

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000080

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000080

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

195000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

196000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

196000.00ns DEBUG Performance Model PC:0x40 PC:0x40

196000.00ns DEBUG Performance Model Register:0: 0x0 0x0

196000.00ns DEBUG Performance Model Register:1: 0x13 0x13

196000.00ns DEBUG Performance Model Register:2: 0x26 0x26

196000.00ns DEBUG Performance Model Register:3: 0x2 0x2

196000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

196000.00ns DEBUG Performance Model Register:5: 0xa 0xa

196000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

196000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

196000.00ns DEBUG Performance Model Register:8: 0x26 0x26

196000.00ns DEBUG Performance Model Register:9: 0x0 0x0

196000.00ns DEBUG Performance Model Register:10: 0x0 0x0

196000.00ns DEBUG Performance Model Register:11: 0x0 0x0

196000.00ns DEBUG Performance Model Register:12: 0x0 0x0

196000.00ns DEBUG Performance Model Register:13: 0x0 0x0

196000.00ns DEBUG Performance Model Register:14: 0x0 0x0

196000.00ns DEBUG Performance Model Register:15: Not checked 0x44

196000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 19 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

196000.00ns DEBUG Performance Model Computer is stalled for this cycle

205000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x0000003c

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 1110

my\_datapath.ExtImmD = 0x00000008

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 110000

my\_datapath.ImmSrcD = 10

my\_datapath.Inst = 0x000002

my\_datapath.InstructionD = 0xeb000002

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe3a00e33

my\_datapath.L = 1

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 10

my\_datapath.PCFetch = 0x00000040

my\_datapath.PCPlus4D = 0x00000040

my\_datapath.PCPlus4F = 0x00000044

my\_datapath.PCPlus8D = 0x00000044

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000044

my\_datapath.PC\_NEXT\_NEXT = 0x00000044

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000044

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000040

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 11

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x0000003c

my\_datapath.Rm = 0010

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

205000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0100

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 1

my\_controller.ALUSrcE = 0

my\_controller.BControl = 1

my\_controller.BranchD = 1

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 110000

my\_controller.ImmSrcD = 10

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 10

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 11

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

206000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

206000.00ns DEBUG Performance Model PC:0x44 PC:0x44

206000.00ns DEBUG Performance Model Register:0: 0x0 0x0

206000.00ns DEBUG Performance Model Register:1: 0x13 0x13

206000.00ns DEBUG Performance Model Register:2: 0x26 0x26

206000.00ns DEBUG Performance Model Register:3: 0x2 0x2

206000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

206000.00ns DEBUG Performance Model Register:5: 0xa 0xa

206000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

206000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

206000.00ns DEBUG Performance Model Register:8: 0x26 0x26

206000.00ns DEBUG Performance Model Register:9: 0x0 0x0

206000.00ns DEBUG Performance Model Register:10: 0x0 0x0

206000.00ns DEBUG Performance Model Register:11: 0x0 0x0

206000.00ns DEBUG Performance Model Register:12: 0x0 0x0

206000.00ns DEBUG Performance Model Register:13: 0x0 0x0

206000.00ns DEBUG Performance Model Register:14: 0x0 0x40

206000.00ns DEBUG Performance Model Register:15: Not checked 0x48

206000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 20 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

206000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

206000.00ns DEBUG Performance Model Binary string:11101011000000000000000000000010

206000.00ns DEBUG Performance Model Operation type Branch (except Bx)

206000.00ns DEBUG Performance Model Link bit:1

206000.00ns DEBUG Performance Model imm24:2

215000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0100

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x0000004c

my\_datapath.ALUSrcE = 1

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 1

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000033

my\_datapath.ExtImmE = 0x00000008

my\_datapath.FlushD = 1

my\_datapath.FlushE = 1

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 111010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0xa00e33

my\_datapath.InstructionD = 0xe3a00e33

my\_datapath.InstructionE = 0xeb000002

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000044

my\_datapath.PCPlus4D = 0x00000044

my\_datapath.PCPlus4F = 0x00000048

my\_datapath.PCPlus8D = 0x00000048

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000048

my\_datapath.PC\_NEXT\_NEXT = 0x0000004c

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 1111

my\_datapath.RA2D = 0011

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000044

my\_datapath.RD2 = 0x00000002

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0011

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000002

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000002

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000044

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000008

my\_datapath.SrcBEData = 0x00000002

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

215000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0100

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 1

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 1

my\_controller.BranchTakenE = 1

my\_controller.Cond = 1110

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 111010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

216000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

216000.00ns DEBUG Performance Model PC:0x4c PC:0x4c

216000.00ns DEBUG Performance Model Register:0: 0x0 0x0

216000.00ns DEBUG Performance Model Register:1: 0x13 0x13

216000.00ns DEBUG Performance Model Register:2: 0x26 0x26

216000.00ns DEBUG Performance Model Register:3: 0x2 0x2

216000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

216000.00ns DEBUG Performance Model Register:5: 0xa 0xa

216000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

216000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

216000.00ns DEBUG Performance Model Register:8: 0x26 0x26

216000.00ns DEBUG Performance Model Register:9: 0x0 0x0

216000.00ns DEBUG Performance Model Register:10: 0x0 0x0

216000.00ns DEBUG Performance Model Register:11: 0x0 0x0

216000.00ns DEBUG Performance Model Register:12: 0x0 0x0

216000.00ns DEBUG Performance Model Register:13: 0x0 0x0

216000.00ns DEBUG Performance Model Register:14: 0x0 0x40

216000.00ns DEBUG Performance Model Register:15: Not checked 0x50

216000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 21 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

216000.00ns DEBUG Performance Model Computer is stalled for this cycle

225000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x0000004c

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000033

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 01

my\_datapath.ForwardBE = 01

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe12fff1e

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000004c

my\_datapath.PCPlus4D = 0x00000000

my\_datapath.PCPlus4F = 0x00000050

my\_datapath.PCPlus8D = 0x00000050

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000050

my\_datapath.PC\_NEXT\_NEXT = 0x00000050

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

225000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

226000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

226000.00ns DEBUG Performance Model PC:0x50 PC:0x50

226000.00ns DEBUG Performance Model Register:0: 0x0 0x0

226000.00ns DEBUG Performance Model Register:1: 0x13 0x13

226000.00ns DEBUG Performance Model Register:2: 0x26 0x26

226000.00ns DEBUG Performance Model Register:3: 0x2 0x2

226000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

226000.00ns DEBUG Performance Model Register:5: 0xa 0xa

226000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

226000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

226000.00ns DEBUG Performance Model Register:8: 0x26 0x26

226000.00ns DEBUG Performance Model Register:9: 0x0 0x0

226000.00ns DEBUG Performance Model Register:10: 0x0 0x0

226000.00ns DEBUG Performance Model Register:11: 0x0 0x0

226000.00ns DEBUG Performance Model Register:12: 0x0 0x0

226000.00ns DEBUG Performance Model Register:13: 0x0 0x0

226000.00ns DEBUG Performance Model Register:14: 0x0 0x40

226000.00ns DEBUG Performance Model Register:15: Not checked 0x54

226000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 22 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

226000.00ns DEBUG Performance Model Computer is stalled for this cycle

235000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x0000004c

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x0000001e

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 010010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x2fff1e

my\_datapath.InstructionD = 0xe12fff1e

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000050

my\_datapath.PCPlus4D = 0x00000050

my\_datapath.PCPlus4F = 0x00000054

my\_datapath.PCPlus8D = 0x00000054

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000054

my\_datapath.PC\_NEXT\_NEXT = 0x00000054

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 1110

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000054

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000040

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x0000004c

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 1111

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x0000004c

my\_datapath.Rm = 1110

my\_datapath.Rn = 1111

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

235000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 1

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 010010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

236000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

236000.00ns DEBUG Performance Model PC:0x54 PC:0x54

236000.00ns DEBUG Performance Model Register:0: 0x0 0x0

236000.00ns DEBUG Performance Model Register:1: 0x13 0x13

236000.00ns DEBUG Performance Model Register:2: 0x26 0x26

236000.00ns DEBUG Performance Model Register:3: 0x2 0x2

236000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

236000.00ns DEBUG Performance Model Register:5: 0xa 0xa

236000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

236000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

236000.00ns DEBUG Performance Model Register:8: 0x26 0x26

236000.00ns DEBUG Performance Model Register:9: 0x0 0x0

236000.00ns DEBUG Performance Model Register:10: 0x0 0x0

236000.00ns DEBUG Performance Model Register:11: 0x0 0x0

236000.00ns DEBUG Performance Model Register:12: 0x0 0x0

236000.00ns DEBUG Performance Model Register:13: 0x0 0x0

236000.00ns DEBUG Performance Model Register:14: 0x0 0x40

236000.00ns DEBUG Performance Model Register:15: Not checked 0x58

236000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 23 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

236000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

236000.00ns DEBUG Performance Model Binary string:11100001001011111111111100011110

236000.00ns DEBUG Performance Model Operation type BX

236000.00ns DEBUG Performance Model Rm: 14

245000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000040

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 1

my\_datapath.BranchTakenE = 1

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x0000001e

my\_datapath.FlushD = 1

my\_datapath.FlushE = 1

my\_datapath.ForwardAE = 00

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0xe12fff1e

my\_datapath.InstructionF = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000054

my\_datapath.PCPlus4D = 0x00000054

my\_datapath.PCPlus4F = 0x00000058

my\_datapath.PCPlus8D = 0x00000058

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000058

my\_datapath.PC\_NEXT\_NEXT = 0x00000040

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 1111

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 1110

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000054

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000040

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 11111110

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000040

my\_datapath.SHIFT\_SHAMT = 11110

my\_datapath.SrcAE = 0x00000054

my\_datapath.SrcB = 0x00000040

my\_datapath.SrcBE = 0x00000040

my\_datapath.SrcBEData = 0x00000040

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 1111

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

245000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 1

my\_controller.BranchTakenE = 1

my\_controller.Cond = 0000

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 0

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

246000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

246000.00ns DEBUG Performance Model PC:0x40 PC:0x40

246000.00ns DEBUG Performance Model Register:0: 0x0 0x0

246000.00ns DEBUG Performance Model Register:1: 0x13 0x13

246000.00ns DEBUG Performance Model Register:2: 0x26 0x26

246000.00ns DEBUG Performance Model Register:3: 0x2 0x2

246000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

246000.00ns DEBUG Performance Model Register:5: 0xa 0xa

246000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

246000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

246000.00ns DEBUG Performance Model Register:8: 0x26 0x26

246000.00ns DEBUG Performance Model Register:9: 0x0 0x0

246000.00ns DEBUG Performance Model Register:10: 0x0 0x0

246000.00ns DEBUG Performance Model Register:11: 0x0 0x0

246000.00ns DEBUG Performance Model Register:12: 0x0 0x0

246000.00ns DEBUG Performance Model Register:13: 0x0 0x0

246000.00ns DEBUG Performance Model Register:14: 0x0 0x40

246000.00ns DEBUG Performance Model Register:15: Not checked 0x44

246000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 24 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

246000.00ns DEBUG Performance Model \*\*\*\*\*\* Current Instruction \*\*\*\*\*\*\*\*\*

246000.00ns DEBUG Performance Model Binary string:11100011101000000000111000110011

246000.00ns DEBUG Performance Model Operation type Data Processing

246000.00ns DEBUG Performance Model cond:E

246000.00ns DEBUG Performance Model Immediate bit:1

246000.00ns DEBUG Performance Model cmd:D

246000.00ns DEBUG Performance Model Set bit:0

246000.00ns DEBUG Performance Model Rn:0 Rd:0

246000.00ns DEBUG Performance Model rot:14 imm8:51

255000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000040

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 01

my\_datapath.ForwardBE = 01

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe3a00e33

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000040

my\_datapath.PCPlus4D = 0x00000000

my\_datapath.PCPlus4F = 0x00000044

my\_datapath.PCPlus8D = 0x00000044

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000044

my\_datapath.PC\_NEXT\_NEXT = 0x00000044

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 1111

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000040

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

255000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 0

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

256000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

256000.00ns DEBUG Performance Model PC:0x44 PC:0x44

256000.00ns DEBUG Performance Model Register:0: 0x0 0x0

256000.00ns DEBUG Performance Model Register:1: 0x13 0x13

256000.00ns DEBUG Performance Model Register:2: 0x26 0x26

256000.00ns DEBUG Performance Model Register:3: 0x2 0x2

256000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

256000.00ns DEBUG Performance Model Register:5: 0xa 0xa

256000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

256000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

256000.00ns DEBUG Performance Model Register:8: 0x26 0x26

256000.00ns DEBUG Performance Model Register:9: 0x0 0x0

256000.00ns DEBUG Performance Model Register:10: 0x0 0x0

256000.00ns DEBUG Performance Model Register:11: 0x0 0x0

256000.00ns DEBUG Performance Model Register:12: 0x0 0x0

256000.00ns DEBUG Performance Model Register:13: 0x0 0x0

256000.00ns DEBUG Performance Model Register:14: 0x40 0x40

256000.00ns DEBUG Performance Model Register:15: Not checked 0x48

256000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 25 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

256000.00ns DEBUG Performance Model Computer is stalled for this cycle

265000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000040

my\_datapath.ALUResultE = 0x00000000

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 1111

my\_datapath.ExtImmD = 0x00000033

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 111010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0xa00e33

my\_datapath.InstructionD = 0xe3a00e33

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000044

my\_datapath.PCPlus4D = 0x00000044

my\_datapath.PCPlus4F = 0x00000048

my\_datapath.PCPlus8D = 0x00000048

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000048

my\_datapath.PC\_NEXT\_NEXT = 0x00000048

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0011

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000002

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000040

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 0

my\_datapath.ResultW = 0x00000040

my\_datapath.Rm = 0011

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000000

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000000

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000000

my\_datapath.SrcBE = 0x00000000

my\_datapath.SrcBEData = 0x00000000

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 1111

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 1

my\_datapath.clk = 1

my\_datapath.reset = 0

265000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 111010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 0

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

266000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

266000.00ns DEBUG Performance Model PC:0x-1 PC:0x48

266000.00ns DEBUG Performance Model Register:0: 0x0 0x0

266000.00ns DEBUG Performance Model Register:1: 0x13 0x13

266000.00ns DEBUG Performance Model Register:2: 0x26 0x26

266000.00ns DEBUG Performance Model Register:3: 0x2 0x2

266000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

266000.00ns DEBUG Performance Model Register:5: 0xa 0xa

266000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

266000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

266000.00ns DEBUG Performance Model Register:8: 0x26 0x26

266000.00ns DEBUG Performance Model Register:9: 0x0 0x0

266000.00ns DEBUG Performance Model Register:10: 0x0 0x0

266000.00ns DEBUG Performance Model Register:11: 0x0 0x0

266000.00ns DEBUG Performance Model Register:12: 0x0 0x0

266000.00ns DEBUG Performance Model Register:13: 0x0 0x0

266000.00ns DEBUG Performance Model Register:14: 0x40 0x40

266000.00ns DEBUG Performance Model Register:15: Not checked 0x4c

266000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 26 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

266000.00ns DEBUG Performance Model Computer is stalled for this cycle

275000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 1101

my\_datapath.ALUOutM = 0x00000000

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000330

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000033

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 00

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0xe3a00e33

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000048

my\_datapath.PCPlus4D = 0x00000048

my\_datapath.PCPlus4F = 0x0000004c

my\_datapath.PCPlus8D = 0x0000004c

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x0000004c

my\_datapath.PC\_NEXT\_NEXT = 0x0000004c

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0011

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000002

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 11011100

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000330

my\_datapath.SHIFT\_CONTROL = 11

my\_datapath.SHIFT\_DATA = 0x00000033

my\_datapath.SHIFT\_SHAMT = 11100

my\_datapath.SrcAE = 0x00000000

my\_datapath.SrcB = 0x00000002

my\_datapath.SrcBE = 0x00000330

my\_datapath.SrcBEData = 0x00000330

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 0

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

275000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 1101

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 1110

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 00

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 0

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

276000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

276000.00ns DEBUG Performance Model PC:0x-1 PC:0x4c

276000.00ns DEBUG Performance Model Register:0: 0x0 0x0

276000.00ns DEBUG Performance Model Register:1: 0x13 0x13

276000.00ns DEBUG Performance Model Register:2: 0x26 0x26

276000.00ns DEBUG Performance Model Register:3: 0x2 0x2

276000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

276000.00ns DEBUG Performance Model Register:5: 0xa 0xa

276000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

276000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

276000.00ns DEBUG Performance Model Register:8: 0x26 0x26

276000.00ns DEBUG Performance Model Register:9: 0x0 0x0

276000.00ns DEBUG Performance Model Register:10: 0x0 0x0

276000.00ns DEBUG Performance Model Register:11: 0x0 0x0

276000.00ns DEBUG Performance Model Register:12: 0x0 0x0

276000.00ns DEBUG Performance Model Register:13: 0x0 0x0

276000.00ns DEBUG Performance Model Register:14: 0x40 0x40

276000.00ns DEBUG Performance Model Register:15: Not checked 0x50

276000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 27 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

276000.00ns DEBUG Performance Model Computer is stalled for this cycle

285000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000330

my\_datapath.ALUOutW = 0x00000000

my\_datapath.ALUResultE = 0x00000330

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 0000

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x00000000

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 000000

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x000000

my\_datapath.InstructionD = 0x00000000

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0xe12fff1e

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x0000004c

my\_datapath.PCPlus4D = 0x0000004c

my\_datapath.PCPlus4F = 0x00000050

my\_datapath.PCPlus8D = 0x00000050

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000050

my\_datapath.PC\_NEXT\_NEXT = 0x00000050

my\_datapath.RA1D = 0000

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 0000

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000000

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000000

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000000

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 0000

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000000

my\_datapath.Rm = 0000

my\_datapath.Rn = 0000

my\_datapath.SHIFTED\_DATA = 0x00000330

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000330

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000330

my\_datapath.SrcB = 0x00000330

my\_datapath.SrcBE = 0x00000330

my\_datapath.SrcBEData = 0x00000330

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000002

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 1

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

285000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 0000

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 0

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 0000

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 01

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 000000

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 1

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 1

my\_controller.clk = 1

my\_controller.reset = 0

286000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

286000.00ns DEBUG Performance Model PC:0x-1 PC:0x50

286000.00ns DEBUG Performance Model Register:0: 0x0 0x0

286000.00ns DEBUG Performance Model Register:1: 0x13 0x13

286000.00ns DEBUG Performance Model Register:2: 0x26 0x26

286000.00ns DEBUG Performance Model Register:3: 0x2 0x2

286000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

286000.00ns DEBUG Performance Model Register:5: 0xa 0xa

286000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

286000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

286000.00ns DEBUG Performance Model Register:8: 0x26 0x26

286000.00ns DEBUG Performance Model Register:9: 0x0 0x0

286000.00ns DEBUG Performance Model Register:10: 0x0 0x0

286000.00ns DEBUG Performance Model Register:11: 0x0 0x0

286000.00ns DEBUG Performance Model Register:12: 0x0 0x0

286000.00ns DEBUG Performance Model Register:13: 0x0 0x0

286000.00ns DEBUG Performance Model Register:14: 0x40 0x40

286000.00ns DEBUG Performance Model Register:15: Not checked 0x54

286000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Clock cycle: 28 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

286000.00ns DEBUG Performance Model Computer is stalled for this cycle

295000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT DATAPATH Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_datapath.ALUControlE = 0000

my\_datapath.ALUOutM = 0x00000330

my\_datapath.ALUOutW = 0x00000330

my\_datapath.ALUResultE = 0x00000330

my\_datapath.ALUSrcE = 0

my\_datapath.BX = 0

my\_datapath.BranchTakenE = 0

my\_datapath.Cond = 1110

my\_datapath.Debug\_Source\_select= zzzz

my\_datapath.Debug\_out = 0x00000000

my\_datapath.DestSelect = 0000

my\_datapath.ExtImmD = 0x0000001e

my\_datapath.ExtImmE = 0x00000000

my\_datapath.FlushD = 0

my\_datapath.FlushE = 0

my\_datapath.ForwardAE = 10

my\_datapath.ForwardBE = 10

my\_datapath.Funct = 010010

my\_datapath.ImmSrcD = 00

my\_datapath.Inst = 0x2fff1e

my\_datapath.InstructionD = 0xe12fff1e

my\_datapath.InstructionE = 0x00000000

my\_datapath.InstructionF = 0x00000000

my\_datapath.L = 0

my\_datapath.MemWriteM = 0

my\_datapath.MemtoRegW = 0

my\_datapath.Op = 00

my\_datapath.PCFetch = 0x00000050

my\_datapath.PCPlus4D = 0x00000050

my\_datapath.PCPlus4F = 0x00000054

my\_datapath.PCPlus8D = 0x00000054

my\_datapath.PCSrcW = 0

my\_datapath.PC\_NEXT = 0x00000054

my\_datapath.PC\_NEXT\_NEXT = 0x00000054

my\_datapath.RA1D = 1111

my\_datapath.RA1E = 0000

my\_datapath.RA2D = 1110

my\_datapath.RA2E = 0000

my\_datapath.RD1 = 0x00000054

my\_datapath.RD1E = 0x00000000

my\_datapath.RD2 = 0x00000040

my\_datapath.RD2E = 0x00000000

my\_datapath.REG\_FILE\_DATA = 0x00000330

my\_datapath.ROT\_VALUE = 00000000

my\_datapath.Rd = 1111

my\_datapath.ReadDataM = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.ReadDataW = xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

my\_datapath.RegSrcD = 00

my\_datapath.RegWriteW = 1

my\_datapath.ResultW = 0x00000330

my\_datapath.Rm = 1110

my\_datapath.Rn = 1111

my\_datapath.SHIFTED\_DATA = 0x00000330

my\_datapath.SHIFT\_CONTROL = 00

my\_datapath.SHIFT\_DATA = 0x00000330

my\_datapath.SHIFT\_SHAMT = 00000

my\_datapath.SrcAE = 0x00000330

my\_datapath.SrcB = 0x00000330

my\_datapath.SrcBE = 0x00000330

my\_datapath.SrcBEData = 0x00000330

my\_datapath.StallD = 0

my\_datapath.StallF = 0

my\_datapath.WA3E = 0000

my\_datapath.WA3M = 0000

my\_datapath.WA3W = 0000

my\_datapath.WriteDataM = 0x00000000

my\_datapath.Write\_Z\_ENABLE = 1

my\_datapath.Z\_FLAG = 0

my\_datapath.Z\_OUT = 0

my\_datapath.clk = 1

my\_datapath.reset = 0

295000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\* DUT Controller Signals \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

my\_controller.ALUControlD = 1101

my\_controller.ALUControlE = 0000

my\_controller.ALUSrcD = 0

my\_controller.ALUSrcE = 0

my\_controller.BControl = 0

my\_controller.BranchD = 1

my\_controller.BranchE = 0

my\_controller.BranchTakenE = 0

my\_controller.Cond = 1110

my\_controller.CondE = 0000

my\_controller.CondEx = 1

my\_controller.FlagWriteD = 00

my\_controller.FlagWriteE = 01

my\_controller.FuncControl = 0

my\_controller.Funct = 010010

my\_controller.ImmSrcD = 00

my\_controller.MemWriteD = 0

my\_controller.MemWriteE = 0

my\_controller.MemWriteM = 0

my\_controller.MemtoRegD = 0

my\_controller.MemtoRegE = 0

my\_controller.MemtoRegM = 0

my\_controller.MemtoRegW = 0

my\_controller.Op = 00

my\_controller.PCSrcD = 0

my\_controller.PCSrcE = 0

my\_controller.PCSrcM = 0

my\_controller.PCSrcW = 0

my\_controller.RegSrcD = 00

my\_controller.RegWriteD = 0

my\_controller.RegWriteE = 1

my\_controller.RegWriteM = 1

my\_controller.RegWriteW = 1

my\_controller.Write\_Z\_ENABLE = 1

my\_controller.Z\_FLAG = 0

my\_controller.clk = 1

my\_controller.reset = 0

296000.00ns DEBUG Performance Model \*\*\*\*\*\*\*\*\*\*\*\*\* Performance Model / DUT Data \*\*\*\*\*\*\*\*\*\*\*\*\*\*

296000.00ns DEBUG Performance Model PC:0x-1 PC:0x54

296000.00ns DEBUG Performance Model Register:0: 0x330 0x330

296000.00ns DEBUG Performance Model Register:1: 0x13 0x13

296000.00ns DEBUG Performance Model Register:2: 0x26 0x26

296000.00ns DEBUG Performance Model Register:3: 0x2 0x2

296000.00ns DEBUG Performance Model Register:4: 0x4c 0x4c

296000.00ns DEBUG Performance Model Register:5: 0xa 0xa

296000.00ns DEBUG Performance Model Register:6: 0x80000002 0x80000002

296000.00ns DEBUG Performance Model Register:7: 0xfffffff8 0xfffffff8

296000.00ns DEBUG Performance Model Register:8: 0x26 0x26

296000.00ns DEBUG Performance Model Register:9: 0x0 0x0

296000.00ns DEBUG Performance Model Register:10: 0x0 0x0

296000.00ns DEBUG Performance Model Register:11: 0x0 0x0

296000.00ns DEBUG Performance Model Register:12: 0x0 0x0

296000.00ns DEBUG Performance Model Register:13: 0x0 0x0

296000.00ns DEBUG Performance Model Register:14: 0x40 0x40

296000.00ns DEBUG Performance Model Register:15: Not checked 0x58

297000.00ns INFO cocotb.regression Pipeline\_test ←[32mpassed←[49m←[39m

297000.00ns INFO cocotb.regression \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*\* TEST STATUS SIM TIME (ns) REAL TIME (s) RATIO (ns/s) \*\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*\* Pipeline\_Test.Pipeline\_test ←[32m PASS ←[49m←[39m 297000.00 0.34 867714.50 \*\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*\* TESTS=1 PASS=1 FAIL=0 SKIP=0 297000.00 0.50 597465.16 \*\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

make[1]: Leaving directory '/c/Users/alper/Desktop/EE/EE5-2/EE446/Prelim/Exp4/Pipeline\_ARM/Test'

(base) PS C:\Users\alper\Desktop\EE\EE5-2\EE446\Prelim\Exp4\Pipeline\_ARM\Test>