Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1			
F2 ¬ F0/F3	FP Divider				
F6 ¬ F0*F6	FP Mult				
F2 ¬ F4 + F8	FP Adder2				
F4 ¬ F12 - F10	FP Adder1				

F2 can't read F0 yet

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2		
F2 ¬ F0/F3	FP Divider	2			
F6 ¬ F0*F6	FP Mult				
F2 ¬ F4 + F8	FP Adder2				
F4 ¬ F12 - F10	FP Adder1				

F2 can't read F0 yet, have to wait to issue

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	
F2 ¬ F0/F3	FP Divider	2			
F6 ¬ F0*F6	FP Mult	3			
F2 ¬ F4 + F8	FP Adder2				

F4 ¬ F12 -	FP Adder1		
1 10			

F2 and F6 can't read F0 yet

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2			
F6 ¬ F0*F6	FP Mult	3			
F2 ¬ F4 + F8	FP Adder2	4			
F4 ¬ F12 - F10	FP Adder1				

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2	5		
F6 ¬ F0*F6	FP Mult	3	5		
F2 ¬ F4 + F8	FP Adder2	4			
F4 ¬ F12 - F10	FP Adder1	5			

Adder2 has to wait for divider to finish Last operation can start because adder1 is available

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2	5	6	
F6 ¬ F0*F6	FP Mult	3	5	6	
F2 ¬ F4 + F8	FP Adder2	4			
F4 ¬ F12 - F10	FP Adder1	5	6		

Adder2 still waiting for F2

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2	5	6	7
F6 ¬ F0*F6	FP Mult	3	5	6	7
F2 ¬ F4 + F8	FP Adder2	4	7		
F4 ¬ F12 - F10	FP Adder1	5	6	7	

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2	5	6	7
F6 ¬ F0*F6	FP Mult	3	5	6	7
F2 ¬ F4 + F8	FP Adder2	4	7	8	
F4 ¬ F12 - F10	FP Adder1	5	6	7	8

Instruction	Functional Unit	Issue	Dispatch	Execution	Write Result
F0 ¬ F0 + 20	FP Adder1	1	2	3	4
F2 ¬ F0/F3	FP Divider	2	5	6	7
F6 ¬ F0*F6	FP Mult	3	5	6	7
F2 ¬ F4 + F8	FP Adder2	4	7	8	
F4 ¬ F12 - F10	FP Adder1	5	6	7	8