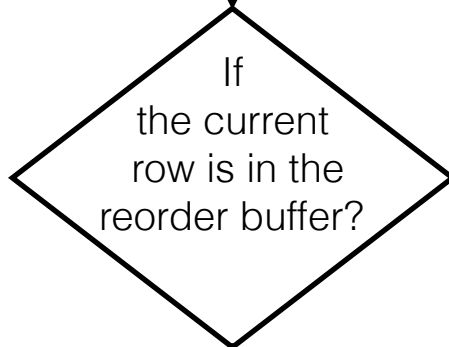


Start

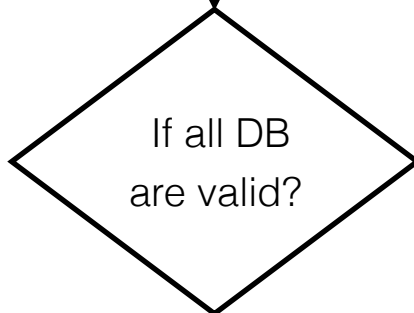


No

► Create an entry for the row in the reorder buffer.

Yes

► Update R/W, DB and Dvalid in the reorder buffer, invalidate PB and Pvalid.



No

Yes

► Encoding DB for PB, update PB and P_{valid} , Set Done bit.

Finish