

n_clock	n_test	FETCH	DECODE	EXECUTE	MEMORY	WRITEBACK	HAZARDS!
0		or	X	X	X	X	
1		inv	or	X	X	X	
2		and	inv	or	X	X	
3		addc	and	inv	or	X	
4	0	sub	add	and	inv	or	
5		addc	sub	add	and	inv	FORWARD!
6		subc	addc	sub	add	and	
7		load	subc	addc	sub	add	
8	1	store	load	subc	addc	sub	
9		loadi	store	load	subc	addc	
10		storei	loadi	store	load	subc	
11		mov	storei	loadi	store	load	IGNORED (FW)
12		load	mov	storei	loadi	store	FORWARD!
13	2	add	load	mov	storei	loadi	
14		loadi	add	load	mov	storei	STALL!
15		loadi	add	NOP	load	mov	
16		jump	add	add	NOP	load	FORWARD!
17	3	or	jump	loadi	add	NOP	FORWARD!
18		or	or	jump	loadi	add	BRANCHCTRL
19	4	bz	NOP	NOP	jump	loadi	
20		or	bz	NOP	NOP	jump	
21		or	or	bz	NOP	NOP	BRANCHCTRL
22	5	bnz	NOP	NOP	bz	NOP	
23		or	bnz	NOP	NOP	bz	
24		or	or	bnz	NOP	NOP	BRANCHCTRL
25	6	bc	NOP	NOP	bnz	NOP	
26		or	bc	NOP	NOP	bnz	
27		bv	or	bc	NOP	NOP	BRANCHCTRL
28	7	bv	NOP	NOP	bc	NOP	
29		jal	bv	NOP	NOP	bc	
30		or	jal	bv	NOP	NOP	BRANCHCTRL
31	8	jal	NOP	NOP	bv	NOP	
32		or	jal	NOP	NOP	bv	
33		or	or	jal	NOP	NOP	BRANCHCTRL
34	9	jral	NOP	NOP	jal	NOP	
35		or	jral	NOP	NOP	jal	
36		ret	or	jral	NOP	NOP	BRANCHCTRL
37	10	ret	NOP	NOP	jral	NOP	
38		or	ret	NOP	NOP	jral	
39		or	or	ret	NOP	NOP	BRANCHCTRL
40	11	bv	NOP	NOP	ret	NOP	