| Time | 130 ns 140 ns | 150 ns 160 | ns 170 bs 180 hs 190 hs | 200 nis 210 nis 220 nis 230 | ns 240 ns 250 ns 260 ns |
|------------------------------|----------------|--------------|-------------------------|---|-------------------------|
| clk=1 | | | | <u> </u> | |
| enable=1 | | | | | |
| reset=0 | | | | | |
| call=0 | | | | | |
| ret=0 | | | | | |
| cansave[3:0]=0 | 0 | | | X1 X2 X3 | |
| cansavenext[3:0]=0 | 0 | | |)\(\sigma \frac{1}{\sigma} \)\(\sigma \frac{1}{\sigma} \) | |
| canrestore[3:0]=3 | 3 | | | X2 X1 X0 | |
| canrestorenext[3:0]=3 | 3 | | | X1 X0 | |
| | | | | | |
| cwp[3:0]=3 | 4) (5 | | χ6 |),7 | X4 |
| swp[3:0]=0 | 1 X 2 | | χ3 | χ4 | χ3 |
| | * | | 7 | | |
| currentstate=spillstate | spillstate /w+ | +Xspillstate | /w+/spillstate | /w+/retsta+ /fillsta | e /w+/fillstate |
| nextstate=waitstate | | spillstate | /w+ /spillstate | /wai+/rets+ /fillstate | /wa+/fillstate |
| spill=1 | | | | | |
| fill=0 | | | | | |
| dataack=0 | | | | | |
| mmustrobe=1 | | | | | |
| | | | | | |
| wr=1 | | | | | |
| datain_s[31:0]=DABBAD00 | DEADBEEF | | | | |
| add_wr[4:0]=2 | 16 | | | | |
| add_wr_out[5:0]=50 | 16 X32 | | X48 | X0 X48X32 | X16 |
| | | | | | |
| rd1=0 | | | | | |
| add_rd1[4:0]=0 | 0 | | | | |
| add_rd1_out[5:0]=48 | 0 (16 | | χ32 | X48 X32X16 | χο |
| out1_s[31:0]=F00DBABE | FOODBABE | | | | |
| | | | | | |
| rd2=0 | | | | | |
| add_rd2[4:0]=0 | 0 | | | | |
| add_rd2_out[5:0]=48 | 0 X 16 | | χ32 | X48 X32X16 | χο |
| out2_s[31:0]=DEADBEEF | DEADBEEF | | | | |
| | | | | | |
| registers[0][31:0]=DEADBEEF | DABBAD00 | | | | |
| registers[16][31:0]=00000000 | DEADBEEF | | | | |
| registers[32][31:0]=F00DBABE | F00DBABE DE | EADBEEF | | | |
| registers[34][31:0]=DABBAD00 | DABBAD00 | | | | |
| registers[50][31:0]=00000000 | DABBAD00 | | | | |
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