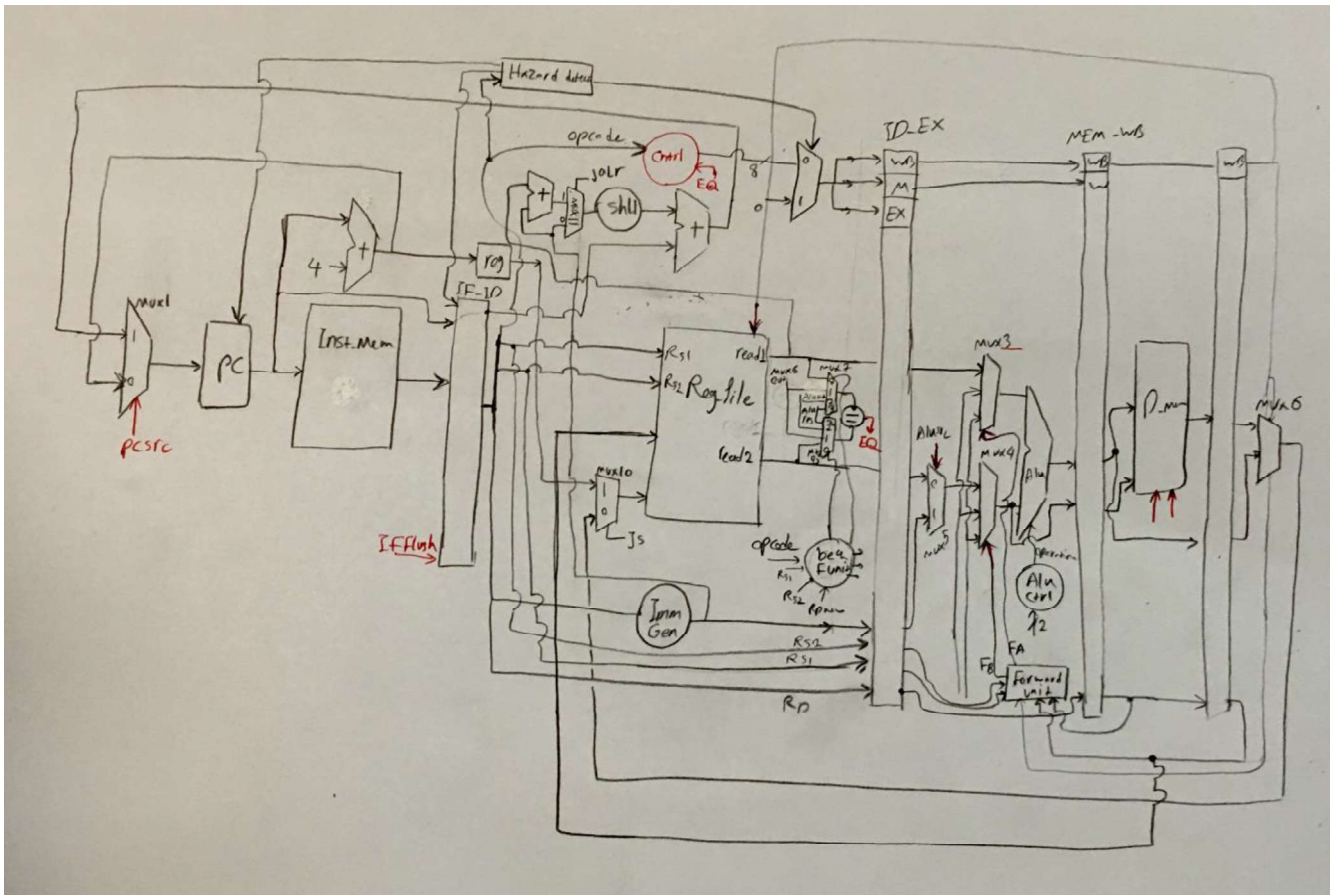


Data path:



We tested this code that includes any kind of possible hazards:

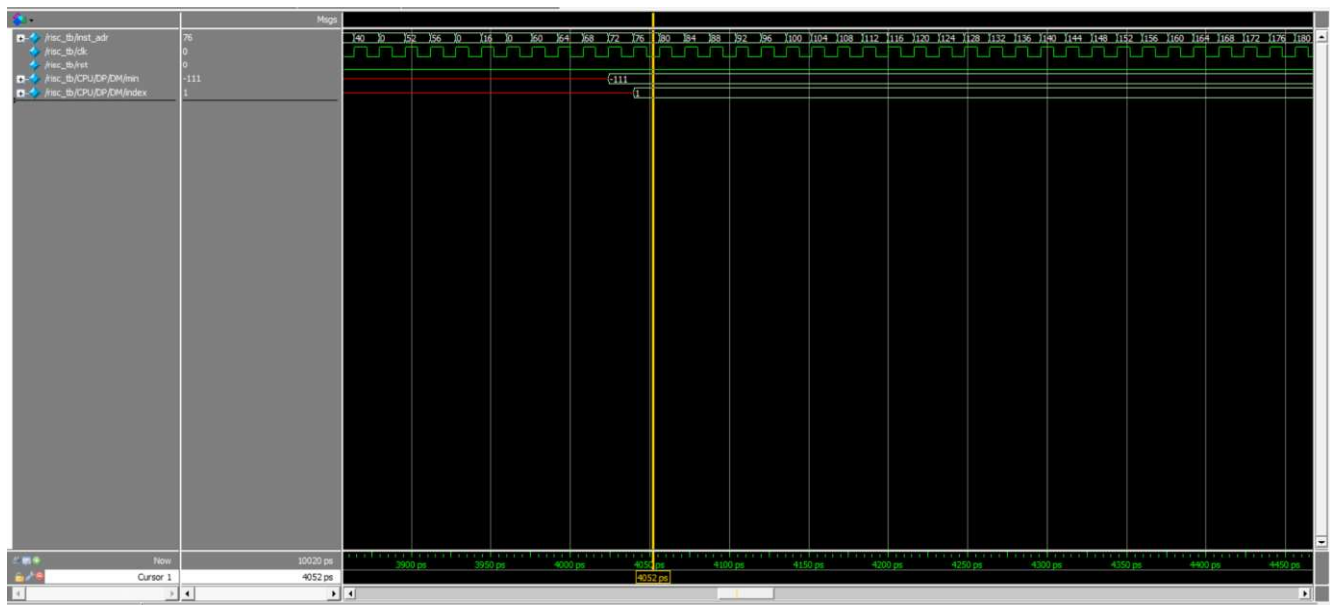
```
//      add    R8, R0, R0 0
//      addi   R10, R0, 20 4
//      ld     R2, 1000(R8) 8
//      add    R3, R0, R8 12
// Loop: beq    R8, R10, END_LOOP 16
//      add    R13, R8, R8 20      /////
//      add    R13, R13, R13 24    ////
//      add    R13, R13, R13 28
//      ld     R7, 1000(R13) 32    ///
//      slt    R11, R7, R2 36
//      beq    R0, R11, END_IF 40  //////////////////
//      add    R2, R0, R7 44      /////
//      add    R3, R0, R8 48
// END_IF: addi  R8, R8, 1 52
//      J      LOOP 56          //// (beq)
// END_LOOP: sd, R2, 2000(R0) 60
//      sd, R3, 2004(R0) 64
```

Simulations:



```
64'd8; //0
64'd11; //1
64'd11; //2
64'd5; //3
64'd4; //4
64'd5; //5
64'd6; //6
64'd7; //7
64'd7; //8
64'd0; //9
64'd101; //10
64'd11; //11
64'd12; //12
64'd13; //13
64'd5; //14
64'd14; //15
64'd14; //16
64'd11; //17
64'd11; //18
64'd11; //19
```

Min = 0
Index = 9



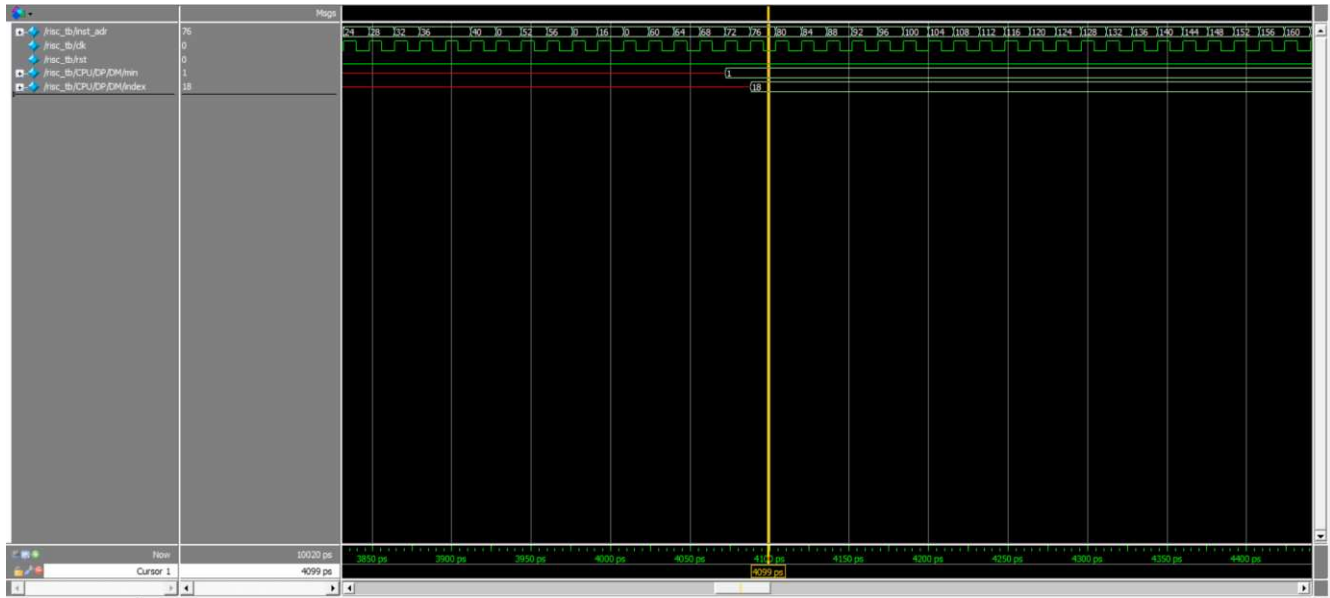
Min = -111

Index = 1

```

64'd8;      //0
-64'd111;   //1
64'd11;     //2
64'd5;      //3
64'd4;      //4
64'd5;      //5
64'd6;      //6
64'd7;      //7
64'd7;      //8
64'd3;      //9
64'd101;    //10
64'd11;     //11
64'd12;     //12
64'd13;     //13
64'd5;      //14
64'd14;     //15
64'd14;     //16
64'd11;     //17
64'd11;     //18
64'd11;     //19

```

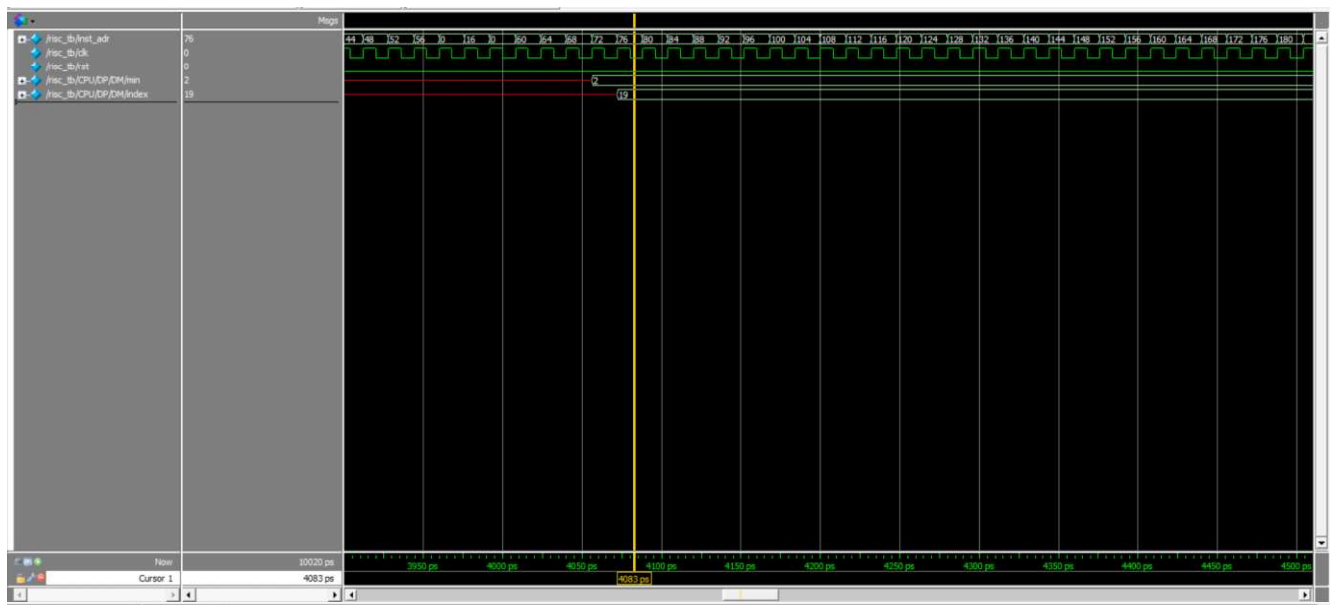


Min = 1
Index = 18

```

64'd8; //0
64'd111; //1
64'd11; //2
64'd5; //3
64'd4; //4
64'd5; //5
64'd6; //6
64'd7; //7
64'd7; //8
64'd3; //9
64'd101; //10
64'd11; //11
64'd12; //12
64'd13; //13
64'd5; //14
64'd14; //15
64'd14; //16
64'd11; //17
64'd1; //18
64'd11; //19

```



Min = 2
Index = 19

```

64'd8;      //0
64'd111;    //1
64'd11;     //2
64'd5;      //3
64'd4;      //4
64'd5;      //5
64'd6;      //6
64'd7;      //7
64'd7;      //8
64'd13;     //9
64'd101;    //10
64'd11;     //11
64'd12;     //12
64'd13;     //13
64'd5;      //14
64'd14;     //15
64'd14;     //16
64'd11;     //17
64'd11;     //18
64'd2;     //19

```



Min = -7

Index = 7

```

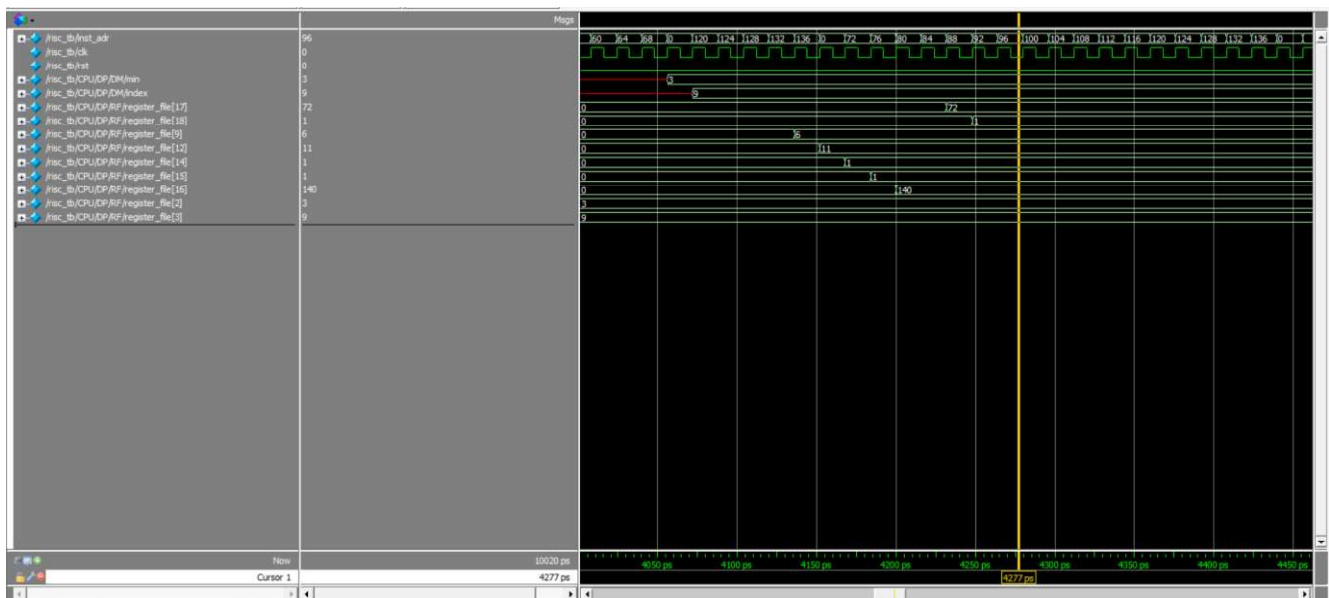
64'd8; //0
64'd111; //1
64'd11; //2
64'd5; //3
64'd14; //4
64'd15; //5
64'd6; //6
-64'd7; //7
64'd5; //8
64'd13; //9
64'd101; //10
64'd11; //11
64'd12; //12
64'd13; //13
64'd115; //14
64'd14; //15
64'd14; //16
64'd11; //17
64'd11; //18
64'd10; //19

```

In order to check other instructions such as sll and slr and jalr and jal and ... we used this code:

```
//      jal  X1, TEST      68
// RETURN: sll  R17,R3,R2   72
//      srl  R18,R3,R2     76

// TEST:  sub  R9,R3,R2    120
//      or   R12,R3,R2     124
//      and  R14,R3,R2     128
//      slti R15,R2,20     132
//      jalr R16 RETURN(R2) 136
```



The results are totally correct.