

Predictor

```
Predictor();
bool get_prediction(const branch_record_c* br, const op_state_c* os);
void update_predictor(const branch_record_c* br, const op_state_c* os, bool taken);
-----
predictor_table local;
predictor_table global;
predictor_table choice;
path_history path_h;
```

predictor\_table

```
predictor_table(int ctr_bits, int table_size);
bool get_prediction(uint index);
void update_prediction(uint index, bool result);
~predictor_table();
-----
sat_counter* table;
```

path\_history

```
path_history();
uint get_history();
void update(bool result);
void revert_update();
-----
uint history;
uint old_msb;
```

sat\_counter

```
sat_counter(int bits);
void increment();
void decrement();
bool get_result();
-----
uint8 value;
uint8 limit;
```

