

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);  
bool make_decision(const branch_record_c* br);
```

```
predictor_table local;  
predictor_table global;  
predictor_table choice;  
path_history path_h;
```

path_history

```
path_history();  
uint16_t get_history();  
void update(bool result);  
uint16_t history;
```

predictor_table

```
predictor_table(int ctr_bits, int table_size);  
bool get_prediction(unsigned int index);  
void update_prediction(unsigned int index, bool result);  
~predictor_table();  
Sat_counter** table;  
int table_len;  
unsigned int index_mask;
```

Sat_counter

```
Sat_counter(int bits);  
void update_count(bool count_up);  
bool get_result();  
uint8_t value;  
uint8_t limit;  
uint8_t counter_bits;
```