Qui2-5

Inst-1 F D E W Inst-2 F D E W Inst-3 F D E W Inst-4 F D E W Inst-5 F D E W Inst-6 F D E W	Instruction /	ĸ 1	2	3	4	5	6	7	8	9	(0	
Inst-3 F D E W Inst-y F D E W Inst-5 F D E W Inst-6 F D E W	The state of the s	Charles de la company de la co	D	E			W			The life on the		
Trust-y FD E W Trust-5 FD E W Trust-6 FD E W	Inst-2	F	D	E			w				in the second	
Inst-G FD EW	Iwst-3		F	Þ			E		W			
Int-G FD EW	Inst-Y		F	D			E		w			nan strange free
	Inst-5			F	D				E	w		
A CONTRACT OF THE PARTY OF THE	Inst-6			F	D					E	W	

Q wi 2-6

Actister renaming is a technique that usually increases the usability of same type of registers without any conflicts.

So it mean we can use the registers in processor by a rename those registers in differen instruction enecution.

2

We can remove write after write (WAR)

(WAW) and write after read (WAR)

dependencies by Register renaming.

Here example at avoid these dependencies

For example at avoid these dependencies

we can write the following code

J1: R36 - R3a + R5a

J2: R46 - R36+1

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I3: \$3e = 25a+1

I4: R762- 13c+ 146

0 Out-of-onder issuing policy prefer this technique. constaged to some So it mean we can we the fired in processor by & rechame those registers . Moidus- No Moitesunteri monstrib mi was san remove white after read (was)

(was) and write after read (was)

d-pontoneics by Register remains Fore emample on to avoid these dependence Stos Enjoyelled - M. Stime was see II: R36 6- R30 00 + R50 72: RHO6-126+1 13. \$30 E- RSa+1 JUS 1- 080 - 7-12 : WI

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