EXAMPLE: SCOREBOARDING (in-order issue, out-of-order completion)

i1: R4<-R0*R2
i2: R6<-R4*R8 RAW with i1
i3: R8<-R2+R12 WAR with i2
i4: R4<-R14+R16 WAW with i1

Pipeline architecture

mult1	six cycle latency
mult2	six cycle latency
add	one cycle latency
shift	one cycle latency

cycle 1

instruction status

i1	issue
i2	
i3	
i4	

functional unit status

	Ua	op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
shift	0								
mult1	1	i1	R4	R0	R2	?	?	1	1
mult2	0								
add	0								

register result status

R0	R2	R4	R6	R8	R10	R12	R14	R16
0	0	mult1	0	0	0	0	0	0

cycle 2

instruction status

i1	dispatch
i2	issue
i3	
i4	

functional unit status

	Ua	op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
shift	0								
mult1	1	i1	R4	R0	R2	?	?	1	1
mult2	1	i2	R6	R4	R8	mult1	?	0	1
add	0								

register result status

R0	R2	R4	R6	R8	R10	R12	R14	R16
0	0	mult1	mult2	0	0	0	0	0

cycle 3

instruction status

i1	exec(1)
i2	issue
i3	issue
i4	

functional unit status

	Ua	op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
shift	0								
mult1	1	i1	R4	R0	R2	?	?	1	1
mult2	1	i2	R6	R4	R8	mult1	?	0	1
add	1	i3	R8	R2	R12	?	?	1	1

register result status

R0	R2	R4	R6	R8	R10	R12	R14	R16
0	0	mult1	mult2	add	0	0	0	0