

| Signal              | Plugin       | Type                 | Default          |
|---------------------|--------------|----------------------|------------------|
| PC                  | Fetcher      | UInt(32 bits)        |                  |
| INSTRUCTION         | Fetcher      | Bits(32 bits)        |                  |
| REGFILE_RJ_ENABLE   | RegisterFile | Bool()               | False            |
| REGFILE_RK_ENABLE   | RegisterFile | Bool()               | False            |
| REGFILE_RJ_ADDR     | RegisterFile | UInt(5 bits)         | I(9:5)           |
| REGFILE_RK_ADDR     | RegisterFile | UInt(5 bits)         | I(14:10)         |
| REGFILE_RJ          | RegisterFile | Bits(32 bits)        |                  |
| REGFILE_RK          | RegisterFile | Bits(32 bits)        |                  |
| REGFILE_RD_ENABLE   | RegisterFile | Bool()               | False            |
| REGFILE_RD_ADDR     | RegisterFile | UInt(5 bits)         | I(4:0)           |
| REGFILE_RD          | RegisterFile | Bits(32 bits)        |                  |
| LUC_OP              | IntAlu       | LucOp()              | LucOp.si12()     |
| LUC_OUT             | IntAlu       | Bits(32 bits)        |                  |
| WRITE_AT_LUC        | IntAlu       | Bool()               | False            |
| ALU_OP              | IntAlu       | AluOp()              | AluOp.add()      |
| ALU_SRC1            | IntAlu       | AluSrc1()            | AluSrc1.rj()     |
| ALU_SRC2            | IntAlu       | AluSrc2()            | AluSrc2.rk()     |
| ALU_OUT             | IntAlu       | Bits(32 bits)        |                  |
| WRITE_AT_ALU        | IntAlu       | Bool()               | False            |
| BYPASS_ENABLE_STAGE | Bypass       | UInt(stageCountBits) | U(0)             |
| SHIFTER_OP          | Shifter      | ShifterOp()          | ShifterOp.sll()  |
| SHIFTER_SRC2        | Shifter      | ShifterSrc2()        | ShifterSrc2.rj() |
| SHIFTER_OUT         | Shifter      | Bits(32 bits)        |                  |
| WRITE_AT_SHIFTER    | Shifter      | Bool()               | False            |