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## HW #2 Report

### Part 0: Understand the given architecture

Instructions

Ld r6,32(r12)

Ld r2, 44(r13)

Mul r0,r2,r4

Sub r8,r2,r6

Div r10,r0,r6

Add r11,r0,r6

```
/* execution unit latencies */  
#define LAT_ADD 2 /* executed on ADD */  
#define LAT_SUB 2 /* executed on ADD */  
#define LAT_MUL 2 /* executed on MUL */  
#define LAT_DIV 4 /* executed on MUL */  
#define LAT_LD 1 /* executed on Memory Unit */  
#define LAT_ST 1 /* executed on Memory Unit */
```

Cycles	LD1	LD2	ADD1	ADD2	MULT1	MULT2
1	I					
2	E	I				
3	W	E			I	
4		W	I		E	
5			E		E	I
6			E	I	W	E
7			W	E		E
8				E		E
9				W		E
10						W

I estimate this sequence of instructions to take **10** cycles. My reasoning is depicted in the table above. The table visualizes the sequence of the instructions fed into the reservation stations with the step of the reservation station during its respective cycle.

I is the issue step, E is the execute step, and W is the write step.

## Part 1: Implement the basic Tomasulo Algorithm

Why do they appear in a reverse order?

They appear in a reverse order because if we have issue, execute, and write sequentially, then we could have issue, execute, and write all happen in the same cycle. Due to the nature of the CDB and data dependencies, finishing write before execute actually enables the features of tomasulo's algorithm.

Cycles	LD1	LD2	ADD1	ADD2	MULT1	MULT2
1	I					
2	E	I				
3	E	-			I	
4	W	E	I		-	
5		E	-		-	I
6		W	E	I	E	-
7			E	-	E	-
8			W	E	W	E
9				E		E
10				W		E
11						E
12						W

12 cycles estimated.

My set of instructions that I use for 3 data dependencies are as show below

```
inst[0].num=1; inst[0].op=LD; inst[0].rd=6; inst[0].rs=12; inst[0].rt=32;
// ld r6,32(r12)
inst[1].num=2; inst[1].op=LD; inst[1].rd=2; inst[1].rs=13; inst[1].rt=44;
// ld r2,44(r13)
inst[2].num=3; inst[2].op=DIV; inst[2].rd=0; inst[2].rs=2; inst[2].rt=4;
// div r0, r2, r4
inst[3].num=4; inst[3].op=ADD; inst[3].rd=8; inst[3].rs=0; inst[3].rt=3;
// add r8, r0, r3
inst[4].num=5; inst[4].op=SUB; inst[4].rd=7; inst[4].rs=0; inst[4].rt=1;
// sub r7, r0, r1
```

```

inst[5].num=6; inst[5].op=MUL; inst[5].rd=9; inst[5].rs=7; inst[5].rt=6;
// mul r9, r7, r6
inst[6].num=7; inst[6].op=ST; inst[6].rd=8; inst[6].rs=8; inst[6].rt=0;
// st r8,0(r8)

```

The console output can be shown at the end of the report.

### Part 3: HW speculation – 4 points

The sequence of instructions are stated as seen in my code below.

```

void init_inst()
{
    inst[0].num=1; inst[0].op=LD; inst[0].rd=0; inst[0].rs=1; inst[0].rt=0;
    // ld r0,0(r1)
    inst[1].num=2; inst[1].op=MUL; inst[1].rd=4; inst[1].rs=0; inst[1].rt=2;
    // mul r4,r0, r2
    inst[2].num=3; inst[2].op=ST; inst[2].rd=4; inst[2].rs=1; inst[2].rt=0;
    // st r4, 0(r1)
    inst[3].num=4; inst[3].op=ADDI; inst[3].rd=1; inst[3].rs=1; inst[3].rt=1;
    // addi r1, r1, 1
    inst[4].num=5; inst[4].op=BNE; inst[4].rd=1; inst[4].rs=2; inst[4].rt=6;
    // bne r1, r2, loop
    return;
}

```

We are expecting the reorder buffer to be implemented as an additional hardware speculation that will enhance parallelism within our preexisting processor that implements Tomasulo's algorithm. The reorder buffer is a circular queue with a head and tail pointers. The instruction would be assigned to the entry of the buffer at the tail which is the destination register. At the end of the execution step, we expect that the value is put into the instruction reorder buffer's position and then this value is stored in the register after deciding whether to be committed or not. The reorder buffer always holds the instructions that are expected to be ran if the branch is taken. This means that there needs to be more memory and power taken in order to implement the reorder buffer, but we can save latency with loops by feeding in the instruction immediately from the buffer by having it ready. In order completion is done by including the type of instruction, destination, and value. The previous rs tags are not the ids of the entries in the reorder buffer. The reorder buffer encompasses 4 different stages being the issue, execute, write, and commit, in comparison to the previous version not having a commit.

I have attached my code and results as can be seen in the attachments below.

The attachments below are labeled with headers that follow..

- Part 1 code
- Part 1 Given Instruction Console Output (LDLAT=1)
- Part 1 Given Instruction Console Output (LDLAT=2)
- PART 1 CODE PERSONAL INSTRUCTIONS
- Part 3 inst.c
- Part 3 inst.h
- Part 3 arch.c
- Part 3 arch.h
- Part 3 tomasulo.c
- Part 3 console output

### Part 1 Code

```
#include <stdio.h>
#include <stdlib.h>
#include "arch.h"

/*****
main
*****/
int main()
{
    int i,j;
    int done = 0;
    int cycle = 0;
    int num_issued_inst = 0;

    init_inst();
    init_fu();

    printf("===== TEST INSTRUCTION SEQUENCE =====\n");
    print_program();

    init_rs(); // initialize RS entries
    init_regs(); // initialize registers
    init_mem(); // initialize memory
```

```

printf(" CYCLE %d (initial state)\n",cycle);
print_rs(); // print initial RS state
print_regs(); // print initial register state

/*
1:ld1
2:ld2
3:st1
4:st2
5:add1
6:add2
7:add3
8:mul1
9:mul2
*/
/* simulation loop main */
while(!done) {

    /* increment the cycle */
    cycle++;

    /*****
    *      Step III: Write result
    *****/

    for(i=0;i<NUM_RS_ENTRIES;i++) {
        // complete STEP III here
        if(rs_array[i].is_result_ready){ //if execution is complete at R
            if((rs_array[i].op==ST)&& (rs_array[i].Qk==0)){ //if station
==store and RS[r].Qk==0
                set_mem(rs_array[i].A,rs_array[i].Vk);
                if(!is_mem_available){
                    is_mem_available=true;
                }
                reset_rs_entry(&rs_array[i]);
            }
        }
        else{//if station ==fp or load and cdb is available
            int j;
            for(j=0;j<16 ;j++){//j is num of reg
                if(regs[j].Qi==rs_array[i].id){
                    regs[j].val=rs_array[i].result;
                }
            }
        }
    }
}

```

```

        regs[j].Qi=0;
    }
}
int k;
for(k=0;k<NUM_RS_ENTRIES;k++){//j is num of reg
    if(rs_array[k].Qj==rs_array[i].id){
        rs_array[k].Vj=rs_array[i].result;
        rs_array[k].Qj=0;
    }
    if(rs_array[k].Qk==rs_array[i].id){
        rs_array[k].Vk=rs_array[i].result;
        rs_array[k].Qk=0;
    }
}
if((rs_array[i].op==ADD)|| (rs_array[i].op==SUB)) {
    if(!is_add_available)
        is_add_available=true;
}
if((rs_array[i].op==MUL)|| (rs_array[i].op==DIV)) {
    if(!is_mul_available)
        is_mul_available=true;
}
if((rs_array[i].op==LD)) {
    if(!is_mem_available)
        is_mem_available=true;
}
reset_rs_entry(&rs_array[i]);
}
}
}

/*****
*      Step II: Execute
*****/
for(i=0;i<NUM_RS_ENTRIES;i++) {
    // complete STEP II here
    bool eq0=(rs_array[i].Qj ==0) && (rs_array[i].Qk ==0);
    if((rs_array[i].op ==ADD)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0
        if(is_add_available){

```

```

        is_add_available=false;
        rs_array[i].in_exec=true;
    }
    if(rs_array[i].in_exec)
        rs_array[i].exec_cycles--;
    if(rs_array[i].exec_cycles==0){
        rs_array[i].result = rs_array[i].Vj + rs_array[i].Vk;
        rs_array[i].is_result_ready=true;
    }
}

    if((rs_array[i].op ==SUB)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0
        if(is_add_available){
            is_add_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].result = rs_array[i].Vj - rs_array[i].Vk;
            rs_array[i].is_result_ready=true;
        }
    }

    if((rs_array[i].op ==MUL)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0
        if(is_mul_available){
            is_mul_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].result = rs_array[i].Vj * rs_array[i].Vk;
            rs_array[i].is_result_ready=true;
        }
    }

    if((rs_array[i].op ==DIV)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0

```

```

        if(is_mul_available){
            is_mul_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].result = rs_array[i].Vj / rs_array[i].Vk;
            rs_array[i].is_result_ready=true;
        }
    }
    if((rs_array[i].op ==LD)&& (rs_array[i].Qj==0)){//if fp rs and
RS[r].Qj ==0 and RS[r].Qk ==0
        if(is_mem_available){
            is_mem_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].A = rs_array[i].Vj +rs_array[i].A;
            rs_array[i].result = get_mem(rs_array[i].A);
            rs_array[i].is_result_ready=true;
        }
    }
    if((rs_array[i].op ==ST)&& (rs_array[i].Qj==0)){//if fp rs and
RS[r].Qj ==0 and RS[r].Qk ==0
        if(is_mem_available){
            is_mem_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].A = rs_array[i].Vj +rs_array[i].A;
            rs_array[i].is_result_ready=true;
        }
    }
}
}

```



```

/*****
*      Step I: Issue
*****/

/* wait if no RS entry is available */
if(num_issued_inst < NUM_OF_INST) {
    int cand_rs_id;
    if(inst[num_issued_inst].op==ADD) cand_rs_id =
obtain_available_rs(ADD_RS);
    else if(inst[num_issued_inst].op==SUB) cand_rs_id =
obtain_available_rs(ADD_RS);
    else if(inst[num_issued_inst].op==MUL) cand_rs_id =
obtain_available_rs(MUL_RS);
    else if(inst[num_issued_inst].op==DIV) cand_rs_id =
obtain_available_rs(MUL_RS);
    else if(inst[num_issued_inst].op==LD) cand_rs_id =
obtain_available_rs(LD_BUF);
    else if(inst[num_issued_inst].op==ST) cand_rs_id =
obtain_available_rs(ST_BUF);

    /* if there is an available RS entry */
    if(cand_rs_id!=-1) {
        /* issue the instruction: See Fig. 3.13 */
        RS * curr_rs = get_rs(cand_rs_id);
        if(curr_rs ==NULL) {
            printf("NO RS found with the given id\n");
            exit(1);
        }

        /* normal ALU operations */
        if(inst[num_issued_inst].op==ADD || inst[num_issued_inst].op==SUB
||
        inst[num_issued_inst].op== MUL ||  inst[num_issued_inst].op==DIV)
{
            int rd, rs, rt;
            rd = inst[num_issued_inst].rd;
            rs = inst[num_issued_inst].rs;
            rt = inst[num_issued_inst].rt;

            /* Rs */

```

```

    if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;
    else curr_rs->Vj = regs[rs].val;

    /* Rt */
    if(regs[rt].Qi!=0) curr_rs->Qk = regs[rt].Qi;
    else curr_rs->Vk = regs[rt].val;

    /* set busy */
    curr_rs->is_busy = true;
    curr_rs->op = inst[num_issued_inst].op;

    /* register update */
    regs[rd].Qi = curr_rs->id;

    /* set exec cycles */
    if(inst[num_issued_inst].op==ADD) curr_rs->exec_cycles=LAT_ADD;
    else if(inst[num_issued_inst].op==SUB)
curr_rs->exec_cycles=LAT_SUB;
        else if(inst[num_issued_inst].op==MUL)
curr_rs->exec_cycles=LAT_MUL;
        else if(inst[num_issued_inst].op==DIV)
curr_rs->exec_cycles=LAT_DIV;

    /* num issued ++ */
    num_issued_inst++;

} else if (inst[num_issued_inst].op==LD) {

    int rd, rs, imm;
    rd = inst[num_issued_inst].rd;
    rs = inst[num_issued_inst].rs;
    imm = inst[num_issued_inst].rt;

    /* Rs */
    if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;
    else curr_rs->Vj = regs[rs].val;

    /* addr */
    curr_rs->A = imm;

```

```

    /* set busy */
    curr_rs->is_busy = true;
    curr_rs->op = inst[num_issued_inst].op;

    /* set exec cycles */
    curr_rs->exec_cycles=LAT_LD;

    /* register update */
    regs[rd].Qi = curr_rs->id;

    /* num issued ++ */
    num_issued_inst++;

} else if (inst[num_issued_inst].op==ST) {

    int rd, rs, imm;
    rd = inst[num_issued_inst].rd;
    rs = inst[num_issued_inst].rs;
    imm = inst[num_issued_inst].rt;

    /* Rs */
    if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;
    else curr_rs->Vj = regs[rs].val;

    /* Rd */
    if(regs[rd].Qi!=0) curr_rs->Qk = regs[rd].Qi;
    else curr_rs->Vk = regs[rd].val;

    /* addr */
    curr_rs->A = imm;

    /* set busy */
    curr_rs->is_busy = true;
    curr_rs->op = inst[num_issued_inst].op;

    /* set exec cycles */
    curr_rs->exec_cycles=LAT_ST;

    /* num issued ++ */
    num_issued_inst++;

```

```

    }
}

/* print out the result */
printf(" CYCLE %d\n", cycle);
print_rs();
print_regs();

/* check the termination condition */
if( (num_issued_inst >= NUM_OF_INST) && !is_rs_active())
    done = 1;
}
return 0;
}

```

## Part 1 Given Instruction Console Output (LDLAT=1)

===== TEST INSTRUCTION SEQUENCE =====

```

I#1  ld  r6,32(r12)
I#2  ld  r2,44(r13)
I#3  mul  r0,r2,r4
I#4  sub  r8,r2,r6
I#5  div  r10,r0,r6
I#6  add  r11,r0,r6
* CYCLE 0 (initial state)

```

=====

=====

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	0	1	2	3	4	5	6	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 1

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	Yes	I#-1	ld	12	-1	#0	#0	32	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	0	1	2	3	4	5	6	7
Qi	#0	#0	#0	#0	#0	#0	#1	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

```
=====
* CYCLE 2
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   Yes  I#-1  ld   12  -1  #0  #0  44  Yes  Yes
#2  LD   Yes  I#-1  ld   13  -1  #0  #0  44  No   No
#3  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#5  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#6  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#8  MUL  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#9  MUL  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
=====
```

```
=====
Registers
```

```
-----
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  0   1   2   3   4   5   6   7
Qi   #0  #0  #2  #0  #0  #0  #1  #0
-----
      r8  r9  r10  r11  r12  r13  r14  r15
-----
val  8   9  10  11  12  13  14  15
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 3
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#2  LD   Yes  I#-1  ld   13  -1  #0  #0  57  Yes  Yes
#3  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#5  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#6  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
=====
```

```
#8 MUL Yes I#-1 mul -1 4 #2 #0 -1 No No
#9 MUL No I#-1 NONE -1 -1 #0 #0 -1 No No
```

#### Registers

```
-----
r0 r1 r2 r3 r4 r5 r6 r7
-----
val 0 1 2 3 4 5 12 7
Qi #8 #0 #2 #0 #0 #0 #0 #0
-----
r8 r9 r10 r11 r12 r13 r14 r15
-----
val 8 9 10 11 12 13 14 15
Qi #0 #0 #0 #0 #0 #0 #0 #0
-----
```

\* CYCLE 4

```
=====
=====
RS_id type Busy inst# Op Vj Vk Qi Qj A Exec Done
-----
#1 LD No I#-1 NONE -1 -1 #0 #0 -1 No No
#2 LD No I#-1 NONE -1 -1 #0 #0 -1 No No
#3 ST No I#-1 NONE -1 -1 #0 #0 -1 No No
#4 ST No I#-1 NONE -1 -1 #0 #0 -1 No No
#5 ADD Yes I#-1 sub 9 12 #0 #0 -1 No No
#6 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No
#7 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No
#8 MUL Yes I#-1 mul 9 4 #0 #0 -1 Yes No
#9 MUL No I#-1 NONE -1 -1 #0 #0 -1 No No
=====
=====
=====
```

#### Registers

```
-----
r0 r1 r2 r3 r4 r5 r6 r7
-----
val 0 1 9 3 4 5 12 7
Qi #8 #0 #0 #0 #0 #0 #0 #0
-----
r8 r9 r10 r11 r12 r13 r14 r15
-----
```

val 8 9 10 11 12 13 14 15  
Qi #5 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 5

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	sub	9	12	#0	#0	-1	Yes	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul	9	4	#0	#0	-1	Yes	Yes
#9	MUL	Yes	I#-1	div	-1	12	#8	#0	-1	No	No

Registers

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

val 0 1 9 3 4 5 12 7  
Qi #8 #0 #0 #0 #0 #0 #0 #0

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

val 8 9 10 11 12 13 14 15  
Qi #5 #0 #9 #0 #0 #0 #0 #0

\* CYCLE 6

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	sub	9	12	#0	#0	-1	Yes	Yes



#6	ADD	Yes	I#-1	add	36	12	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7	
val	36	1	9	3	4	5	12	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

r8	r9	r10	r11	r12	r13	r14	r15	
val	8	9	10	11	12	13	14	15
Qi	#5	#0	#9	#6	#0	#0	#0	#0

# \* CYCLE 7

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	Yes	I#-1	add	36	12	#0	#0	-1	Yes	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7	
val	36	1	9	3	4	5	12	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

```

      r8  r9  r10  r11  r12  r13  r14  r15
-----
val -3  9  10  11  12  13  14  15
Qi  #0  #0  #9  #6  #0  #0  #0  #0
-----

=====
* CYCLE 8
=====

=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#2  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#3  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#4  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#5  ADD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#6  ADD  Yes  I#-1  add  36  12  #0  #0  -1  Yes  Yes
#7  ADD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#8  MUL  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#9  MUL  Yes  I#-1  div  36  12  #0  #0  -1  Yes  No
=====

=====

Registers
-----

      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  36  1  9  3  4  5  12  7
Qi  #0  #0  #0  #0  #0  #0  #0  #0
-----

      r8  r9  r10  r11  r12  r13  r14  r15
-----
val -3  9  10  11  12  13  14  15
Qi  #0  #0  #9  #6  #0  #0  #0  #0
-----

=====
* CYCLE 9
=====

=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#2  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#3  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No

```

#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	Yes

```
=====
=====
=====
```

# Registers

```
-----
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  36  1  9  3  4  5  12  7
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
-----
      r8  r9  r10  r11  r12  r13  r14  r15
-----
val  -3  9  10  48  12  13  14  15
Qi   #0  #0  #9  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 10
=====
=====
```

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

```
=====
=====
=====
```

# Registers

```
-----
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  36  1  9  3  4  5  12  7
```

Qi #0 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val -3 9 3 48 12 13 14 15

Qi #0 #0 #0 #0 #0 #0 #0 #0

## Part 1 Given Instruction Console Output (LDLAT=2)

===== TEST INSTRUCTION SEQUENCE =====

I#1 ld r6,32(r12)

I#2 ld r2,44(r13)

I#3 mul r0,r2,r4

I#4 sub r8,r2,r6

I#5 div r10,r0,r6

I#6 add r11,r0,r6

\* CYCLE 0 (initial state)

=====

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

=====

## Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 0 1 2 3 4 5 6 7

Qi #0 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15

Qi #0 #0 #0 #0 #0 #0 #0 #0

```
=====
* CYCLE 1
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   Yes  I#-1  ld   12  -1  #0  #0  32  No   No
#2  LD   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#3  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#5  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#6  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#8  MUL  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#9  MUL  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
=====
```

```
=====
Registers
-----
```

```

r0  r1  r2  r3  r4  r5  r6  r7
-----
val  0  1  2  3  4  5  6  7
Qi  #0  #0  #0  #0  #0  #0  #1  #0
-----
r8  r9  r10  r11  r12  r13  r14  r15
-----
val  8  9  10  11  12  13  14  15
Qi  #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 2
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   Yes  I#-1  ld   12  -1  #0  #0  32  Yes  No
#2  LD   Yes  I#-1  ld   13  -1  #0  #0  44  No   No
#3  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#5  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#6  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE -1  -1  #0  #0  -1  No   No
=====
```

#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

val	0	1	2	3	4	5	6	7
Qi	#0	#0	#2	#0	#0	#0	#1	#0

	r8	r9	r10	r11	r12	r13	r14	r15
--	----	----	-----	-----	-----	-----	-----	-----

val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 3

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	Yes	I#-1	ld	12	-1	#0	#0	44	Yes	Yes
#2	LD	Yes	I#-1	ld	13	-1	#0	#0	44	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul	-1	4	#2	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

val	0	1	2	3	4	5	6	7
Qi	#8	#0	#2	#0	#0	#0	#1	#0

	r8	r9	r10	r11	r12	r13	r14	r15
--	----	----	-----	-----	-----	-----	-----	-----

```

val  8  9 10 11 12 13 14 15
Qi #0 #0 #0 #0 #0 #0 #0 #0

```

```

=====
* CYCLE 4
=====
=====

```

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	Yes	I#-1	ld	13	-1	#0	#0	44	Yes	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	sub	-1	12	#2	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul	-1	4	#2	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

```

=====
Registers
=====

```

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

```

val  0  1  2  3  4  5 12  7
Qi #8 #0 #2 #0 #0 #0 #0 #0

```

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

```

val  8  9 10 11 12 13 14 15
Qi #5 #0 #0 #0 #0 #0 #0 #0

```

```

=====
* CYCLE 5
=====
=====

```

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	Yes	I#-1	ld	13	-1	#0	#0	57	Yes	Yes
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	sub	-1	12	#2	#0	-1	No	No

```
#6 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No
#7 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No
#8 MUL Yes I#-1 mul -1 4 #2 #0 -1 No No
#9 MUL Yes I#-1 div -1 12 #8 #0 -1 No No
```

#### Registers

```
-----
r0 r1 r2 r3 r4 r5 r6 r7
-----
val 0 1 2 3 4 5 12 7
Qi #8 #0 #2 #0 #0 #0 #0 #0
-----
r8 r9 r10 r11 r12 r13 r14 r15
-----
val 8 9 10 11 12 13 14 15
Qi #5 #0 #9 #0 #0 #0 #0 #0
-----
```

#### \* CYCLE 6

```
-----
RS_id type Busy inst# Op Vj Vk Qi Qj A Exec Done
-----
#1 LD No I#-1 NONE -1 -1 #0 #0 -1 No No
#2 LD No I#-1 NONE -1 -1 #0 #0 -1 No No
#3 ST No I#-1 NONE -1 -1 #0 #0 -1 No No
#4 ST No I#-1 NONE -1 -1 #0 #0 -1 No No
#5 ADD Yes I#-1 sub 9 12 #0 #0 -1 Yes No
#6 ADD Yes I#-1 add -1 12 #8 #0 -1 No No
#7 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No
#8 MUL Yes I#-1 mul 9 4 #0 #0 -1 Yes No
#9 MUL Yes I#-1 div -1 12 #8 #0 -1 No No
-----
```

#### Registers

```
-----
r0 r1 r2 r3 r4 r5 r6 r7
-----
val 0 1 9 3 4 5 12 7
Qi #8 #0 #0 #0 #0 #0 #0 #0
-----
```



```

      r8  r9  r10  r11  r12  r13  r14  r15
-----
val  8  9  10  11  12  13  14  15
Qi  #5  #0  #9  #6  #0  #0  #0  #0
-----

=====
* CYCLE 7
=====
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#2  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#3  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#4  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#5  ADD  Yes  I#-1  sub  9  12  #0  #0  -1  Yes  Yes
#6  ADD  Yes  I#-1  add  -1  12  #8  #0  -1  No  No
#7  ADD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#8  MUL  Yes  I#-1  mul  9  4  #0  #0  -1  Yes  Yes
#9  MUL  Yes  I#-1  div  -1  12  #8  #0  -1  No  No
=====

=====
Registers
-----
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  0  1  9  3  4  5  12  7
Qi  #8  #0  #0  #0  #0  #0  #0  #0
-----

      r8  r9  r10  r11  r12  r13  r14  r15
-----
val  8  9  10  11  12  13  14  15
Qi  #5  #0  #9  #6  #0  #0  #0  #0
-----

=====
* CYCLE 8
=====
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#2  LD  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No
#3  ST  No  I#-1  NONE  -1  -1  #0  #0  -1  No  No

```

#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	Yes	I#-1	add	36	12	#0	#0	-1	Yes	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	36	1	9	3	4	5	12	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	-3	9	10	11	12	13	14	15
Qi	#0	#0	#9	#6	#0	#0	#0	#0

\* CYCLE 9

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	Yes	I#-1	add	36	12	#0	#0	-1	Yes	Yes
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	36	1	9	3	4	5	12	7

Qi #0 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val -3 9 10 11 12 13 14 15

Qi #0 #0 #9 #6 #0 #0 #0 #0

\* CYCLE 10

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	No

Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 36 1 9 3 4 5 12 7

Qi #0 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val -3 9 10 48 12 13 14 15

Qi #0 #0 #9 #0 #0 #0 #0 #0

\* CYCLE 11

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
----	----	----	------	------	----	----	----	----	----	----	----

#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	div	36	12	#0	#0	-1	Yes	Yes

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	36	1	9	3	4	5	12	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

  

	r8	r9	r10	r11	r12	r13	r14	r15
val	-3	9	10	48	12	13	14	15
Qi	#0	#0	#9	#0	#0	#0	#0	#0

\* CYCLE 12

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

```
-----
val 36 1 9 3 4 5 12 7
Qi #0 #0 #0 #0 #0 #0 #0 #0
-----
```

```
-----
      r8  r9  r10  r11  r12  r13  r14  r15
-----
```

```
val -3 9 3 48 12 13 14 15
Qi #0 #0 #0 #0 #0 #0 #0 #0
-----
=====
```

## PART 1 CODE PERSONAL INSTRUCTIONS

===== TEST INSTRUCTION SEQUENCE =====

```
l#1 ld r6,32(r12)
l#2 ld r2,44(r13)
l#3 div r0,r2,r4
l#4 add r8,r0,r3
l#5 sub r7,r0,r1
l#6 mul r9,r7,r6
l#7 st r8,0(r8)
* CYCLE 0 (initial state)
```

```
=====
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
```

```
-----
#1 LD  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#2 LD  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#3 ST  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#4 ST  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#5 ADD  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#6 ADD  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#7 ADD  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#8 MUL  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
#9 MUL  No  l#-1  NONE  -1  -1  #0  #0  -1  No  No
=====
=====
=====
```

Registers

```
-----
      r0  r1  r2  r3  r4  r5  r6  r7
-----
```

```
val 0 1 2 3 4 5 6 7
Qi #0 #0 #0 #0 #0 #0 #0 #0
```

```
-----
      r8  r9  r10  r11  r12  r13  r14  r15
-----
```

```
val  8  9  10  11  12  13  14  15
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 1
=====
```

```
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
```

```
#1  LD  Yes  l#-1  ld  12  -1  #0  #0  32  No  No
#2  LD  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#3  ST  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#4  ST  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#5  ADD  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#6  ADD  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#7  ADD  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#8  MUL  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
#9  MUL  No   l#-1  NONE -1  -1  #0  #0  -1  No  No
=====
```

```
=====
Registers
-----
```

```
      r0  r1  r2  r3  r4  r5  r6  r7
-----
```

```
val  0  1  2  3  4  5  6  7
Qi   #0  #0  #0  #0  #0  #0  #1  #0
-----
```

```
      r8  r9  r10  r11  r12  r13  r14  r15
-----
```

```
val  8  9  10  11  12  13  14  15
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 2
=====
```

```
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
```

```
#1  LD  Yes  l#-1  ld  12  -1  #0  #0  44  Yes  Yes
#2  LD  Yes  l#-1  ld  13  -1  #0  #0  44  No   No
```

#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

val	0	1	2	3	4	5	6	7
Qi	#0	#0	#2	#0	#0	#0	#1	#0

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 3

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	Yes	I#-1	ld	13	-1	#0	#0	57	Yes	Yes
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	div	-1	4	#2	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

val 0 1 2 3 4 5 12 7  
Qi #8 #0 #2 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15  
Qi #0 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 4

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	-1	3	#8	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	div	9	4	#0	#0	-1	Yes	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 0 1 9 3 4 5 12 7  
Qi #8 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15  
Qi #5 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 5

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------



#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	-1	3	#8	#0	-1	No	No
#6	ADD	Yes	I#-1	sub	-1	1	#8	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	div	9	4	#0	#0	-1	Yes	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	0	1	9	3	4	5	12	7
Qi	#8	#0	#0	#0	#0	#0	#0	#6

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#5	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 6

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	-1	3	#8	#0	-1	No	No
#6	ADD	Yes	I#-1	sub	-1	1	#8	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	div	9	4	#0	#0	-1	Yes	No
#9	MUL	Yes	I#-1	mul	-1	12	#6	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

---

val	0	1	9	3	4	5	12	7
Qi	#8	#0	#0	#0	#0	#0	#0	#6

---

	r8	r9	r10	r11	r12	r13	r14	r15
--	----	----	-----	-----	-----	-----	-----	-----

---

val	8	9	10	11	12	13	14	15
Qi	#5	#9	#0	#0	#0	#0	#0	#0

---

=====

\* CYCLE 7

=====

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

---

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st	-1	-1	#5	#5	0	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	-1	3	#8	#0	-1	No	No
#6	ADD	Yes	I#-1	sub	-1	1	#8	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	div	9	4	#0	#0	-1	Yes	Yes
#9	MUL	Yes	I#-1	mul	-1	12	#6	#0	-1	No	No

---

=====

Registers

---

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

---

val	0	1	9	3	4	5	12	7
Qi	#8	#0	#0	#0	#0	#0	#0	#6

---

	r8	r9	r10	r11	r12	r13	r14	r15
--	----	----	-----	-----	-----	-----	-----	-----

---

val	8	9	10	11	12	13	14	15
Qi	#5	#9	#0	#0	#0	#0	#0	#0

---

=====

\* CYCLE 8

=====

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st	-1	-1	#5	#5	0	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	2	3	#0	#0	-1	Yes	No
#6	ADD	Yes	I#-1	sub	2	1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	mul	-1	12	#6	#0	-1	No	No

Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	2	1	9	3	4	5	12	7
Qi	#0	#0	#0	#0	#0	#0	#0	#6

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#5	#9	#0	#0	#0	#0	#0	#0

\* CYCLE 9

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st	-1	-1	#5	#5	0	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	add	2	3	#0	#0	-1	Yes	Yes
#6	ADD	Yes	I#-1	sub	2	1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	mul	-1	12	#6	#0	-1	No	No

## Registers

```
-----  
      r0  r1  r2  r3  r4  r5  r6  r7  
-----
```

```
val  2  1  9  3  4  5 12  7  
Qi   #0  #0  #0  #0  #0  #0  #0  #6  
-----
```

```
      r8  r9  r10  r11  r12  r13  r14  r15  
-----
```

```
val  8  9 10 11 12 13 14 15  
Qi   #5  #9  #0  #0  #0  #0  #0  #0  
-----
```

```
=====
```

\* CYCLE 10

```
=====
```

```
=====
```

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

```
-----
```

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st 5	5	#0	#0	5	Yes	Yes	
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	Yes	I#-1	sub 2	1	#0	#0	-1	Yes	No	
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	mul -1	12	#6	#0	-1	No	No	

```
=====
```

=====

## Registers

```
-----  
      r0  r1  r2  r3  r4  r5  r6  r7  
-----
```

```
val  2  1  9  3  4  5 12  7  
Qi   #0  #0  #0  #0  #0  #0  #0  #6  
-----
```

```
      r8  r9  r10  r11  r12  r13  r14  r15  
-----
```

```
val  5  9 10 11 12 13 14 15  
Qi   #0  #9  #0  #0  #0  #0  #0  #0  
-----
```

```
=====
```

\* CYCLE 11

=====												
=====												
RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done	
-----												
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#6	ADD	Yes	I#-1	sub	2	1	#0	#0	-1	Yes	Yes	
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#9	MUL	Yes	I#-1	mul	-1	12	#6	#0	-1	No	No	
=====												
=====												

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7								
val	2	1	9	3	4	5	12	7								
Qi	#0	#0	#0	#0	#0	#0	#0	#0	#6							
	r8	r9	r10	r11	r12	r13	r14	r15								
val	5	9	10	11	12	13	14	15								
Qi	#0	#9	#0	#0	#0	#0	#0	#0	#0							

\* CYCLE 12

=====												
=====												
RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done	
-----												
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No	
#9	MUL	Yes	I#-1	mul	1	12	#0	#0	-1	Yes	No	

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	2	1	9	3	4	5	12	1
Qi	#0	#0	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	5	9	10	11	12	13	14	15
Qi	#0	#9	#0	#0	#0	#0	#0	#0

\* CYCLE 13

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	Yes	I#-1	mul	1	12	#0	#0	-1	Yes	Yes

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	2	1	9	3	4	5	12	1
Qi	#0	#0	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	5	9	10	11	12	13	14	15
Qi	#0	#9	#0	#0	#0	#0	#0	#0

```
=====
* CYCLE 14
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#2  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#3  ST   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#5  ADD  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#6  ADD  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#8  MUL  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#9  MUL  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
=====
```

```
=====
Registers
-----
```

```
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  2   1   9   3   4   5  12   1
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
      r8  r9  r10  r11  r12  r13  r14  r15
-----
val  5  12  10  11  12  13  14  15
Qi   #0  #0  #0  #0  #0  #0  #0  #0
-----
```

### Part 3 inst.c

```
#include "inst.h"
#include <stdio.h>

INST inst[NUM_OF_INST]; /* instruction array */
/*****
* instruction initialization
*****/
void init_inst()
```

```

{
    inst[0].num=1; inst[0].op=LD; inst[0].rd=0; inst[0].rs=1; inst[0].rt=0;
    // ld r0,0(r1)
    inst[1].num=2; inst[1].op=MUL; inst[1].rd=4; inst[1].rs=0; inst[1].rt=2;
    // mul r4,r0, r2
    inst[2].num=3; inst[2].op=ST; inst[2].rd=4; inst[2].rs=1; inst[2].rt=0;
    // st r4, 0(r1)
    inst[3].num=4; inst[3].op=ADDI; inst[3].rd=1; inst[3].rs=1; inst[3].rt=1;
    // addi r1, r1, 1
    inst[4].num=5; inst[4].op=BNE; inst[4].rd=1; inst[4].rs=2; inst[4].rt=6;
    // bne r1, r2, loop
    return;
}

/* print an instruction */
void print_inst(INST ins) {
    printf("I#%d\t",ins.num);
    if(ins.op==ADD) printf("add\ttr%d,r%d,r%d\n",ins.rd,ins.rs,ins.rt);
    else if(ins.op==SUB) printf("sub\ttr%d,r%d,r%d\n",ins.rd,ins.rs,ins.rt);
    else if(ins.op==MUL) printf("mul\ttr%d,r%d,r%d\n",ins.rd,ins.rs,ins.rt);
    else if(ins.op==DIV) printf("div\ttr%d,r%d,r%d\n",ins.rd,ins.rs,ins.rt);
    else if(ins.op==LD) printf("ld\ttr%d,%d(r%d)\n",ins.rd,ins.rt,ins.rs);
    else if(ins.op==ST) printf("st\ttr%d,%d(r%d)\n",ins.rd,ins.rt,ins.rs);
    else if(ins.op==ADDI) printf("addi\ttr%d,%d(r%d)\n",ins.rd,ins.rt,ins.rs);
    else if(ins.op==BNE) printf("bne\ttr%d,%d(r%d)\n",ins.rd,ins.rt,ins.rs);
    else printf("unknown\n");
}

void print_program() {
    int i=0;
    for(i=0;i<NUM_OF_INST;i++) print_inst(inst[i]);
}

```

### Part 3 inst.h

```

/*****
operations
*****/

```



```

#define NUM_OF_OP_TYPES 8
enum op_type {ADD, SUB, MUL, DIV, LD, ST, ADDI, BNE };

/* data structure for an instruction */
typedef struct instruction {
    int num; /* number: starting from 1 */
    enum op_type op; /* operation type */
    int rd; /* destination register id */
    int rs; /* source regsiter id or base register for ld/st */
    int rt; /* target regsiter id or addr offset for ld/st */
} INST;

#define NUM_OF_INST 5
extern INST inst[NUM_OF_INST]; /* instruction array */

void init_inst();
void print_inst(INST ins);
void print_program();

```

### Part 3 arch.c

```

#include <stdio.h>
#include "arch.h"

REG regs[NUM_REGS];
int mem_arr[MEM_SIZE];
RS rs_array[NUM_RS_ENTRIES];
ROB rob_array[ROB_SIZE];

bool is_add_available;
bool is_mul_available;
bool is_mem_available;
bool is_bne_available;

bool is_rs_active()
{
    int i;
    for(i=0;i<NUM_RS_ENTRIES;i++)

```

```
    if(rs_array[i].is_busy) return true;
    return false;
}

void set_mem(int addr, int val)
{
    mem_arr[addr] = val;
    return;
}

int get_mem(int addr)
{
    return mem_arr[addr];
}

void init_mem()
{
    int i;
    for(i=0;i<MEM_SIZE;i++) mem_arr[i] = i%16;
    return;
}

void init_fu()
{
    is_add_available=true;
    is_mul_available=true;
    is_mem_available=true;
    is_bne_available=true;
    return;
}

void init_regs()
{
    int i=0;
    for(i=0;i<NUM_REGS;i++)
    {
        regs[i].num = i;
        regs[i].val = i;
        regs[i].Qi = 0;
    }
}
```

```

}

void init_rob()
{
    int i=0;
    for(i=0;i<ROB_SIZE;i++)
    {
        rob_array[i].op = i;
        rob_array[i].destination = i;
        rob_array[i].value = i;
        rob_array[i].ready = true;
    }
}

bool is_rob_available(){
    int i=0;
    for(i=0;i<ROB_SIZE;i++){
        if (rob_array[i].ready = true) return true;
    }
    return false;
}

void print_regs()
{
    int i=0;

    printf("=====\n");
    printf("Registers\n");

    printf("-----\n");
    for(i=0;i<NUM_REGS;i++)
    {
        if(i%8==7) {
            printf(" \tr%d\tr%d\tr%d\tr%d\tr%d\tr%d\tr%d\tr%d\n",
                regs[i-7].num,
                regs[i-6].num,
                regs[i-5].num,
                regs[i-4].num,
                regs[i-3].num,

```

```

        regs[i-2].num,
        regs[i-1].num,
        regs[i].num);

printf("-----\n");

    printf("val\t%d\t%d\t%d\t%d\t%d\t%d\t%d\t%d\n",
        regs[i-7].val,
        regs[i-6].val,
        regs[i-5].val,
        regs[i-4].val,
        regs[i-3].val,
        regs[i-2].val,
        regs[i-1].val,
        regs[i].val);

    printf("Qi\t#%d\t#%d\t#%d\t#%d\t#%d\t#%d\t#%d\t#%d\n",
        regs[i-7].Qi,
        regs[i-6].Qi,
        regs[i-5].Qi,
        regs[i-4].Qi,
        regs[i-3].Qi,
        regs[i-2].Qi,
        regs[i-1].Qi,
        regs[i].Qi);

printf("-----\n");
}

}

printf("=====\n");
return;
}

void reset_rs_entry(RS * t)
{
    t->is_busy = false;
    t->op = -1;
    t->Qj = 0;

```

```

    t->Qk = 0;
    t->Vj = -1;
    t->Vk = -1;
    t->A = -1;
    t->exec_cycles = -1;
    t->result = -1;
    t->in_exec = false;
    t->is_result_ready = false;
    t->inst_num = -1;
    return;
}

/*****
* initialize RS
*****/
void init_rs()
{
    int i;
    int curr_ind=0;
    RS * curr_entry;
    /* common for all */
    for(i=0;i<NUM_RS_ENTRIES;i++) {
        curr_entry = &(rs_array[i]);
        curr_entry->id = i+1;
        curr_entry->is_busy = false;
        curr_entry->op = -1;
        curr_entry->Qj = 0;
        curr_entry->Qk = 0;
        curr_entry->Vj = -1;
        curr_entry->Vk = -1;
        curr_entry->A = -1;
        curr_entry->exec_cycles = -1;
        curr_entry->result = -1;
        curr_entry->in_exec = false;
        curr_entry->is_result_ready = false;
        curr_entry->inst_num = -1;
    }
    /* types */
    for(i=0;i<NUM_LD_BUF;i++) rs_array[curr_ind++].type=LD_BUF;

```

```

for(i=0;i<NUM_ST_BUF;i++) rs_array[curr_ind++].type=ST_BUF;
for(i=0;i<NUM_ADD_RS;i++) rs_array[curr_ind++].type=ADD_RS;
for(i=0;i<NUM_MUL_RS;i++) rs_array[curr_ind++].type=MUL_RS;
for(i=0;i<NUM_BNE_RS;i++) rs_array[curr_ind++].type=BNE_RS;

}

/*****
* print RS
*****/
void print_rs()
{
    int i;

printf("=====
=====\\n");
    printf("RS_id\\ttype\\tBusy\\tinst#\\tOp\\tVj\\tVk\\tQi\\tQj\\tA\\tExec\\tDone\\n");

printf("-----
-----\\n");
    for(i=0;i<NUM_RS_ENTRIES;i++) {
        printf("#%d\\t",rs_array[i].id); // id
        if(rs_array[i].type==LD_BUF) printf("LD\\t"); // RS buff type
        else if(rs_array[i].type==ST_BUF) printf("ST\\t");
        else if(rs_array[i].type==ADD_RS) printf("ADD\\t");
        else if(rs_array[i].type==MUL_RS) printf("MUL\\t");
        else if(rs_array[i].type==BNE_RS) printf("BNE\\t");
        else printf("NONE\\t");
        if(rs_array[i].is_busy) printf("Yes\\t"); else printf("No\\t"); // Busy
        printf("I#%d\\t",rs_array[i].inst_num);
        if(rs_array[i].op==ADD) printf("add\\t"); // instr type
        else if(rs_array[i].op==SUB) printf("sub\\t");
        else if(rs_array[i].op==MUL) printf("mul\\t");
        else if(rs_array[i].op==DIV) printf("div\\t");
        else if(rs_array[i].op==LD) printf("ld\\t");
        else if(rs_array[i].op==ST) printf("st\\t");
        else if(rs_array[i].op==ADDI) printf("st\\t");
        else if(rs_array[i].op==BNE) printf("st\\t");
    }
}

```

```

        else printf("NONE\t");

printf("%d\t%d\t#%d\t#%d\t%d\t",rs_array[i].Vj,rs_array[i].Vk,rs_array[i].
Qj,rs_array[i].Qk,rs_array[i].A);
    if(rs_array[i].in_exec) printf("Yes\t"); else printf("No\t"); // in
Execution?
    if(rs_array[i].is_result_ready) printf("Yes\n"); else printf("No\n");
// done Execution?

}

printf("=====\n");

return;
}

int obtain_available_rs(enum rs_type t)
{
    int i;
    for(i=0;i<NUM_RS_ENTRIES;i++) {
        if((rs_array[i].type==t) && !rs_array[i].is_busy) return
rs_array[i].id;
    }
    return -1; /* no available RS entriy */
}

RS * get_rs(int id)
{
    int i=0;
    for(i=0;i<NUM_RS_ENTRIES;i++) {
        if(rs_array[i].id == id) return &(rs_array[i]);
    }
    return NULL;
}

ROB * get_ROB(int index)
{
    int i=0;
    for(i=0;i<NUM_RS_ENTRIES;i++) {
        if(rob_array[i].destination == index) return &(rs_array[i]);
    }
}

```

```

}

return NULL;
}

```

### Part 3 arch.h

```

#include <stdbool.h>
#include "inst.h"

/*****
    architecture definition
*****/

/* num of RS or load/store buffer entries */
#define ROB_SIZE 16

enum rs_type {LD_BUF, ST_BUF, ADD_RS, MUL_RS, BNE_RS};
enum rob_type {BRANCH, MEM, FP};

#define NUM_LD_BUF 2
#define NUM_ST_BUF 2
#define NUM_ADD_RS 3
#define NUM_MUL_RS 2
#define NUM_BNE_RS 2

#define NUM_RS_ENTRIES
(NUM_LD_BUF+NUM_ST_BUF+NUM_ADD_RS+NUM_MUL_RS+NUM_BNE_RS)

extern bool is_add_available;
extern bool is_mul_available;
extern bool is_mem_available;
extern bool is_bne_available;

#define MEM_SIZE 1024 /* memory size in word */
extern int mem_arr[MEM_SIZE];

/* registers */
#define NUM_REGS 16

/* execution unit latencies */

```



```

#define LAT_ADD 2 /* executed on ADD */
#define LAT_SUB 2 /* executed on ADD */
#define LAT_MUL 2 /* executed on MUL */
#define LAT_DIV 4 /* executed on MUL */
#define LAT_LD 1 /* executed on Memory Unit */
#define LAT_ST 1 /* executed on Memory Unit */

#define LAT_ADDI 2 /* executed on ADDI */
#define LAT_BNE 4 /* executed on BNE */

typedef struct a_reg {
    int num; /* register id starting from 0 */
    int val; /* value */
    int reorder;
    bool busy;
    int Qi; /* the number of the RS entry that contains the operation whose
result should be stored into this reg */
} REG;

typedef struct reorder_buffer
{
    enum op_type op; //ADD, SUB, MUL, DIV, LD, ST, ADDI, BNE
    int destination; /*register number or memory address*/
    int value;
    bool ready;
} ROB;

extern ROB rob_array[ROB_SIZE];
extern REG regs[NUM_REGS];

/* data structure for an RS/LB/SB entry */
typedef struct reservation_station {
    int id; /* RS id starting from 1 */
    bool is_busy; /* is busy? */
    enum rs_type type; /* 0:LD, 1:ST, 2:ADD, 3:MUL 4:BNE*/
    enum op_type op; /* ADD, SUB, MUL, DIV, LD, ST, ADDI, BNE */
    int Qj, Qk; /* ids of the RS entries */
    int Vj, Vk; /* values */

```

```

int A;    /* address for LD/ST */
int exec_cycles; /* remaining execution cycles */
int result; /* result */
bool in_exec; /* is in execution? */
bool is_result_ready; /* is result ready? */
int inst_num; /* instruction number */
int destination;
} RS;

extern RS rs_array[NUM_RS_ENTRIES];

void set_mem(int addr, int val);
int get_mem(int addr);
void init_mem();

void init_regs();
void print_regs();

void init_fu();

void init_rs();
void print_rs();

void init_rob();

bool is_rob_available();
int obtain_available_rs(enum rs_type t);
RS * get_rs(int id);
bool is_rs_active();
void reset_rs_entry(RS * t);

```

### Part 3 tomasulo.c

```

#include <stdio.h>
#include <stdlib.h>
#include "arch.h"

```

```

/*****
main
*****/
int main()
{
    int i,j;
    int done = 0;
    int cycle = 0;
    int num_issued_inst = 0;
    int num_rob_entries=0;
    int h=0;

    init_inst();
    init_fu();

    printf("===== TEST INSTRUCTION SEQUENCE =====\n");
    print_program();

    init_rs(); // initialize RS entries
    init_regs(); // initialize registers
    init_mem(); // initialize memory

    printf("* CYCLE %d (initial state)\n",cycle);
    print_rs(); // print initial RS state
    print_regs(); // print initial register state

/*
1:ld1
2:ld2
3:st1
4:st2
5:add1
6:add2
7:add3
8:mul1
9:mul2
*/
    /* simulation loop main */
    while(!done) {

```

```

/* increment the cycle */
cycle++;
/*****

*      Step IV: Commit
*****/

/*****

*      Step III: Write result
*****/

for(i=0;i<NUM_RS_ENTRIES;i++) {
    // complete STEP III here
    if(rs_array[i].is_result_ready){//if execution is complete at R
        if((rs_array[i].op==ST)&& (rs_array[i].Qk==0)){ //if station
==store and RS[r].Qk==0
            set_mem(rs_array[i].A,rs_array[i].Vk);
            if(!is_mem_available){
                is_mem_available=true;
            }
            reset_rs_entry(&rs_array[i]);
        }
    }
    else{//if station ==fp or load and cdb is available
        int j;
        for(j=0;j<16 ;j++){//j is num of reg
            if(regs[j].Qi==rs_array[i].id){
                regs[j].val=rs_array[i].result;
                regs[j].Qi=0;
            }
        }
        int k;
        for(k=0;k<NUM_RS_ENTRIES;k++){//j is num of reg
            if(rs_array[k].Qj==rs_array[i].id){
                rs_array[k].Vj=rs_array[i].result;
                rs_array[k].Qj=0;
            }
            if(rs_array[k].Qk==rs_array[i].id){
                rs_array[k].Vk=rs_array[i].result;
                rs_array[k].Qk=0;
            }
        }
    }
}

```

```

    }
}

if((rs_array[i].op==ADD)|| (rs_array[i].op==SUB)|| (rs_array[i].op==BNE)|| (rs_array[i].op==ADDI)) {
    if(!is_add_available)
        is_add_available=true;
}
if((rs_array[i].op==MUL)|| (rs_array[i].op==DIV)) {
    if(!is_mul_available)
        is_mul_available=true;
}
if((rs_array[i].op==LD)) {
    if(!is_mem_available)
        is_mem_available=true;
}
reset_rs_entry(&rs_array[i]);
}
}

/*****
*      Step II: Execute
*****/
for(i=0;i<NUM_RS_ENTRIES;i++) {
    // complete STEP II here
    bool eq0=(rs_array[i].Qj ==0) && (rs_array[i].Qk ==0);
    if(((rs_array[i].op ==ADD)|| (rs_array[i].op ==ADDI))&& eq0){//if fp
rs and RS[r].Qj ==0 and RS[r].Qk ==0
        if(is_add_available){
            is_add_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].result = rs_array[i].Vj + rs_array[i].Vk;
            rs_array[i].is_result_ready=true;
        }
    }
}
}

```

```

        if(((rs_array[i].op ==SUB)|| (rs_array[i].op ==BNE))&& eq0){//if fp rs
and RS[r].Qj ==0 and RS[r].Qk ==0
            if(is_add_available){
                is_add_available=false;
                rs_array[i].in_exec=true;
            }
            if(rs_array[i].in_exec)
                rs_array[i].exec_cycles--;
            if(rs_array[i].exec_cycles==0){
                rs_array[i].result = rs_array[i].Vj - rs_array[i].Vk;
                rs_array[i].is_result_ready=true;
            }
        }

        if((rs_array[i].op ==MUL)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0
            if(is_mul_available){
                is_mul_available=false;
                rs_array[i].in_exec=true;
            }
            if(rs_array[i].in_exec)
                rs_array[i].exec_cycles--;
            if(rs_array[i].exec_cycles==0){
                rs_array[i].result = rs_array[i].Vj * rs_array[i].Vk;
                rs_array[i].is_result_ready=true;
            }
        }

        if((rs_array[i].op ==DIV)&& eq0){//if fp rs and RS[r].Qj ==0 and
RS[r].Qk ==0
            if(is_mul_available){
                is_mul_available=false;
                rs_array[i].in_exec=true;
            }
            if(rs_array[i].in_exec)
                rs_array[i].exec_cycles--;
            if(rs_array[i].exec_cycles==0){
                rs_array[i].result = rs_array[i].Vj / rs_array[i].Vk;
                rs_array[i].is_result_ready=true;
            }
        }

```

```

    }

    if((rs_array[i].op ==LD)&& (rs_array[i].Qj==0)){//if fp rs and
RS[r].Qj ==0 and RS[r].Qk ==0
        if(is_mem_available){
            is_mem_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].A = rs_array[i].Vj +rs_array[i].A;
            rs_array[i].result = get_mem(rs_array[i].A);
            rs_array[i].is_result_ready=true;
        }
    }

    if((rs_array[i].op ==ST)&& (rs_array[i].Qj==0)){//if fp rs and
RS[r].Qj ==0 and RS[r].Qk ==0
        if(is_mem_available){
            is_mem_available=false;
            rs_array[i].in_exec=true;
        }
        if(rs_array[i].in_exec)
            rs_array[i].exec_cycles--;
        if(rs_array[i].exec_cycles==0){
            rs_array[i].A = rs_array[i].Vj +rs_array[i].A;
            rs_array[i].is_result_ready=true;
        }
    }

}

}

/*****
*      Step I: Issue
*****/

/* wait if no RS entry is available */
if(num_issued_inst < NUM_OF_INST) {
    int cand_rs_id;
    if(inst[num_issued_inst].op==ADD) cand_rs_id =
obtain_available_rs(ADD_RS);

```

```

        else if(inst[num_issued_inst].op==SUB) cand_rs_id =
obtain_available_rs(ADD_RS);
        else if(inst[num_issued_inst].op==MUL) cand_rs_id =
obtain_available_rs(MUL_RS);
        else if(inst[num_issued_inst].op==DIV) cand_rs_id =
obtain_available_rs(MUL_RS);
        else if(inst[num_issued_inst].op==LD) cand_rs_id =
obtain_available_rs(LD_BUF);
        else if(inst[num_issued_inst].op==ST) cand_rs_id =
obtain_available_rs(ST_BUF);
        else if(inst[num_issued_inst].op==ADDI) cand_rs_id =
obtain_available_rs(ADD_RS);
        else if(inst[num_issued_inst].op==BNE) cand_rs_id =
obtain_available_rs(BNE_RS);
        if(num_rob_entries<ROB_SIZE){
            int h=0;
        }

/* if there is an available RS entry AND ROB ENTRY AVAILABLE*/
if(cand_rs_id!=-1 && is_rob_available()) { //ROB ARRAY CHEKC
    /* issue the instruction: See Fig. 3.13 */
    RS * curr_rs = get_rs(cand_rs_id);

    if(curr_rs ==NULL) {
        printf("NO RS found with the given id\n");
        exit(1);
    }

    /* normal ALU operations */
    if(inst[num_issued_inst].op==ADD || inst[num_issued_inst].op==SUB
|| inst[num_issued_inst].op==BNE||
        inst[num_issued_inst].op== MUL || inst[num_issued_inst].op==DIV
|| inst[num_issued_inst].op==ADDI) {
        int rd, rs, rt;
        rd = inst[num_issued_inst].rd;
        rs = inst[num_issued_inst].rs;
        rt = inst[num_issued_inst].rt;

        /* Rs */
        if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;

```



```

        else curr_rs->Vj = regs[rs].val;

        /* Rt */
        if(regs[rt].Qi!=0) curr_rs->Qk = regs[rt].Qi;
        else curr_rs->Vk = regs[rt].val;

        /* set busy */
        curr_rs->is_busy = true;
        curr_rs->op = inst[num_issued_inst].op;

        /* register update */
        regs[rd].Qi = curr_rs->id;

        /* set exec cycles */
        if(inst[num_issued_inst].op==ADD) curr_rs->exec_cycles=LAT_ADD;
        else if(inst[num_issued_inst].op==SUB)
curr_rs->exec_cycles=LAT_SUB;
        else if(inst[num_issued_inst].op==MUL)
curr_rs->exec_cycles=LAT_MUL;
        else if(inst[num_issued_inst].op==DIV)
curr_rs->exec_cycles=LAT_DIV;
        else if(inst[num_issued_inst].op==ADDI)
curr_rs->exec_cycles=LAT_ADDI;
        else if(inst[num_issued_inst].op==BNE)
curr_rs->exec_cycles=LAT_BNE;

        /* num issued ++ */
        num_issued_inst++;

    } else if (inst[num_issued_inst].op==LD) {

        int rd, rs, imm;
        rd = inst[num_issued_inst].rd;
        rs = inst[num_issued_inst].rs;
        imm = inst[num_issued_inst].rt;

        /* Rs */
        if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;
        else curr_rs->Vj = regs[rs].val;

```

```

    /* addr */
    curr_rs->A = imm;

    /* set busy */
    curr_rs->is_busy = true;
    curr_rs->op = inst[num_issued_inst].op;

    /* set exec cycles */
    curr_rs->exec_cycles=LAT_LD;

    /* register update */
    regs[rd].Qi = curr_rs->id;

    /* num issued ++ */
    num_issued_inst++;

} else if (inst[num_issued_inst].op==ST) {

    int rd, rs, imm;
    rd = inst[num_issued_inst].rd;
    rs = inst[num_issued_inst].rs;
    imm = inst[num_issued_inst].rt;

    /* Rs */
    if(regs[rs].Qi!=0) curr_rs->Qj = regs[rs].Qi;
    else curr_rs->Vj = regs[rs].val;

    /* Rd */
    if(regs[rd].Qi!=0) curr_rs->Qk = regs[rd].Qi;
    else curr_rs->Vk = regs[rd].val;

    /* addr */
    curr_rs->A = imm;

    /* set busy */
    curr_rs->is_busy = true;
    curr_rs->op = inst[num_issued_inst].op;

    /* set exec cycles */
    curr_rs->exec_cycles=LAT_ST;

```

```

        /* num issued ++ */
        num_issued_inst++;
    }
}

/* print out the result */
printf(" CYCLE %d\n", cycle);
print_rs();
print_regs();

/* check the termination condition */
if( (num_issued_inst>=NUM_OF_INST) && !is_rs_active())
    done =1;
}
return 0;
}

```

### Part 3 console output

[lkim@linuxvdi14 tomasulo p3]\$ ./tomasulo

===== TEST INSTRUCTION SEQUENCE =====

I#1 ld r0,0(r1)

I#2 mul r4,r0,r2

I#3 st r4,0(r1)

I#4 addi r1,1(r1)

I#5 bne r1,6(r2)

\* CYCLE 0 (initial state)

=====

=====

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

val	0	1	2	3	4	5	6	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 1

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	Yes	I#-1	ld	1	-1	#0	#0	0	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

r0	r1	r2	r3	r4	r5	r6	r7
----	----	----	----	----	----	----	----

val 0 1 2 3 4 5 6 7  
Qi #1 #0 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15  
Qi #0 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 2

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	Yes	I#-1	ld	1	-1	#0	#0	1	Yes	Yes
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul	-1	2	#1	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 0 1 2 3 4 5 6 7  
Qi #1 #0 #0 #0 #8 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15  
Qi #0 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 3

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st 1	-1	#0	#8	0	No	No	
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul 1 2	#0	#0	-1	Yes	No		
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

Registers

	r0	r1	r2	r3	r4	r5	r6	r7
--	----	----	----	----	----	----	----	----

val	1	1	2	3	4	5	6	7
Qi	#0	#0	#0	#0	#8	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
--	----	----	-----	-----	-----	-----	-----	-----

val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 4

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
-------	------	------	-------	----	----	----	----	----	---	------	------

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	Yes	I#-1	st 1	-1	#0	#8	1	Yes	Yes	
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	Yes	I#-1	st 1 1	#0	#0	-1	No	No		
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	Yes	I#-1	mul 1 2	#0	#0	-1	Yes	Yes		
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

#11 BNE No I#-1 NONE -1 -1 #0 #0 -1 No No

Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 1 1 2 3 4 5 6 7

Qi #0 #5 #0 #0 #8 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

val 8 9 10 11 12 13 14 15

Qi #0 #0 #0 #0 #0 #0 #0 #0

\* CYCLE 5

RS\_id type Busy inst# Op Vj Vk Qi Qj A Exec Done

#1 LD No I#-1 NONE -1 -1 #0 #0 -1 No No  
#2 LD No I#-1 NONE -1 -1 #0 #0 -1 No No  
#3 ST No I#-1 NONE -1 -1 #0 #0 -1 No No  
#4 ST No I#-1 NONE -1 -1 #0 #0 -1 No No  
#5 ADD Yes I#-1 st 1 1 #0 #0 -1 Yes No  
#6 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No  
#7 ADD No I#-1 NONE -1 -1 #0 #0 -1 No No  
#8 MUL No I#-1 NONE -1 -1 #0 #0 -1 No No  
#9 MUL No I#-1 NONE -1 -1 #0 #0 -1 No No  
#10 BNE Yes I#-1 st 2 6 #0 #0 -1 No No  
#11 BNE No I#-1 NONE -1 -1 #0 #0 -1 No No

Registers

r0 r1 r2 r3 r4 r5 r6 r7

val 1 1 2 3 2 5 6 7

Qi #0 #10 #0 #0 #0 #0 #0 #0

r8 r9 r10 r11 r12 r13 r14 r15

```
-----
val  8  9 10 11 12 13 14 15
Qi  #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 6
=====
```

```
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#2  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#3  ST   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#4  ST   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#5  ADD  Yes  I#-1  st  1  1  #0  #0  -1  Yes  Yes
#6  ADD  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#7  ADD  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#8  MUL  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#9  MUL  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#10 BNE  Yes  I#-1  st  2  6  #0  #0  -1  No   No
#11 BNE  No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
=====
```

```
=====
Registers
-----
```

```
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val  1  1  2  3  2  5  6  7
Qi  #0  #10 #0  #0  #0  #0  #0  #0
-----
```

```
      r8  r9  r10 r11 r12 r13 r14 r15
-----
val  8  9 10 11 12 13 14 15
Qi  #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 7
=====
```

```
=====
RS_id  type  Busy  inst#  Op  Vj  Vk  Qi  Qj  A  Exec  Done
-----
#1  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
#2  LD   No   I#-1  NONE  -1  -1  #0  #0  -1  No   No
-----
```



#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	Yes	I#-1	st 2 6	#0	#0	-1	Yes	No		
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

# Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	1	1	2	3	2	5	6	7
Qi	#0	#10	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

\* CYCLE 8

RS_id	type	Busy	inst#	Op	Vj	Vk	Qi	Qj	A	Exec	Done
#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	Yes	I#-1	st 2 6	#0	#0	-1	Yes	No		
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

---

r0
r1
r2
r3
r4
r5
r6
r7

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

```
=====
* CYCLE 9
=====
=====
```

#1	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#2	LD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#3	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#4	ST	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#5	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#6	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	Yes	I#-1	st 2	6	#0	#0	-1	Yes	No	
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

---

r0 r1 r2 r3 r4 r5 r6 r7

r8	r9	r10	r11	r12	r13	r14	r15
----	----	-----	-----	-----	-----	-----	-----

---

```
=====
* CYCLE 10
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A   Exec  Done
-----
```

```
#1 LD   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#2 LD   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#3 ST   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#4 ST   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#5 ADD  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#6 ADD  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#7 ADD  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#8 MUL  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#9 MUL  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#10 BNE  Yes  I#-1  st 2  6  #0  #0  -1  Yes  Yes
#11 BNE  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
=====
```

```
=====
Registers
-----
```

```
      r0  r1  r2  r3  r4  r5  r6  r7
-----
val   1   1   2   3   2   5   6   7
Qi    #0  #10 #0  #0  #0  #0  #0  #0
-----
```

```
      r8  r9  r10  r11  r12  r13  r14  r15
-----
val   8   9  10  11  12  13  14  15
Qi    #0  #0  #0  #0  #0  #0  #0  #0
-----
```

```
=====
* CYCLE 11
=====
```

```
=====
RS_id  type  Busy  inst#  Op   Vj  Vk  Qi  Qj  A   Exec  Done
-----
```

```
#1 LD   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#2 LD   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#3 ST   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#4 ST   No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#5 ADD  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
#6 ADD  No   I#-1  NONE   -1  -1  #0  #0  -1  No   No
=====
```

#7	ADD	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#8	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#9	MUL	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#10	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No
#11	BNE	No	I#-1	NONE	-1	-1	#0	#0	-1	No	No

=====

=====

=====

## Registers

	r0	r1	r2	r3	r4	r5	r6	r7
val	1	-4	2	3	2	5	6	7
Qi	#0	#0	#0	#0	#0	#0	#0	#0

	r8	r9	r10	r11	r12	r13	r14	r15
val	8	9	10	11	12	13	14	15
Qi	#0	#0	#0	#0	#0	#0	#0	#0

=====

=====