

VE370 Project 2

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1 Objective

This project aims at writing a pipeline stage processor of Risc-V in Verilog.

2 Tested Code

```
00100093      // addi      x1  x0  1
00200113      // addi      x2  x0  2
00300193      // addi      x3  x0  3
00400213      // addi      x4  x0  4
002080b3      // add x1    x1  x2
003080b3      // add x1    x1  x3
004080b3      // add x1    x1  x4
00500293      // addi      x5  x0  5
00600313      // addi      x6  x0  6
00700393      // addi      x7  x0  7
00800413      // addi      x8  x0  8
00900493      // addi      x9  x0  9
00a00513      // addi      x10 x0 10
00b00593      // addi      x11 x0 11
00c00613      // addi      x12 x0 12
00d00693      // addi      x13 x0 13
00e00713      // addi      x14 x0 14
00f00793      // addi      x15 x0 15
01000813      // addi      x16 x0 16
01100893      // addi      x17 x0 17
01200913      // addi      x18 x0 18
01300993      // addi      x19 x0 19
01400a13      // addi      x20 x0 20
01500a93      // addi      x21 x0 21
01600b13      // addi      x22 x0 22
01700b93      // addi      x23 x0 23
407302b3      // sub  x5    x6  x7
0062ffb3      // and  x31   x5  x6
0055e533      // or   x10   x11 x5
fff37f13      // andi     x30 x6  4095
0045a023      // sw   x4    0(x11)
```

```

0005a603      // lw  x12 0(x11)
00760833      // add x16 x12 x7
00b82023      // sw  x11 0(x16)
00082903      // lw  x18 0(x16)
007908b3      // add x17 x18 x7
0049a223      // sw  x4  4(x19)
00000013      // nop
00000013      // nop
0049aa03      // lw  x20 4(x19)
014ba223      // sw  x20 4(x23)
00000013      // nop
00000013      // nop
004bad83      // lw  x27 4(x23)
004baa83      // lw  x21 4(x23)
013aa223      // sw  x19 4(x21)
004aac83      // lw  x25 4(x21)
017b0c33      // add x24 x22 x23
00000013      // nop
00000013      // nop

```

3 Results

```

close_sim
INFO: [Simtcl 6-16] Simulation closed
launch_simulation
INFO: [Vivado 12-5682] Launching behavioral simulation in 'D:/
Study/SJTU/Junior/2021SU/VE370/Project/p2/Group_impl/
Group_impl.sim/sim_1/behav/xsim'
INFO: [SIM-utils-51] Simulation object is 'sim_1'
INFO: [SIM-utils-54] Inspecting design source files for '
testbench' in fileset 'sim_1'...
INFO: [USF-XSim-97] Finding global include files...
INFO: [USF-XSim-100] Fetching design files from 'sources_1'...(
this may take a while)...
INFO: [USF-XSim-101] Fetching design files from 'sim_1'...
INFO: [USF-XSim-2] XSim::Compile design
INFO: [USF-XSim-61] Executing 'COMPILE and ANALYZE' step in 'D:/
Study/SJTU/Junior/2021SU/VE370/Project/p2/Group_impl/
Group_impl.sim/sim_1/behav/xsim'
"xvlog --incr --relax -prj testbench_vlog.prj"
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/EX_MEM.v" into
library xil_defaultlib
INFO: [VRFC 10-311] analyzing module EXMEM
INFO: [VRFC 10-311] analyzing module EX_MEM_control
INFO: [VRFC 10-311] analyzing module EX_MEMimme
INFO: [VRFC 10-311] analyzing module EX_MEM_pc
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/ForwardingUnit.v"

```

```

    into library xil_defaultlib
INFO: [VRFC 10-311] analyzing module ForwardingUnit
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/ID_EX.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module ID_EX
INFO: [VRFC 10-311] analyzing module ID_EX_control
INFO: [VRFC 10-311] analyzing module ID_EX_imme
INFO: [VRFC 10-311] analyzing module ID_EX_pc
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/IF_ID.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module IF_ID
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/MEM_WB.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module MEMWB
INFO: [VRFC 10-311] analyzing module MEM_WB_control
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/alu.v" into library
    xil_defaultlib
INFO: [VRFC 10-311] analyzing module alu
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/alu_control.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module alu_control
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/control.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module control
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/data_memory.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module data_memory
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/
    HazardControlDetection.v" into library xil_defaultlib
INFO: [VRFC 10-311] analyzing module hazardControlDetection
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/
    immediate_generator.v" into library xil_defaultlib
INFO: [VRFC 10-311] analyzing module immediate_generator
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/instru_memory.v"
    into library xil_defaultlib
INFO: [VRFC 10-311] analyzing module instru_memory
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/register.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module register

```

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INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/next_pc.v" into
library xil_defaultlib
INFO: [VRFC 10-311] analyzing module next_pc
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/program_counter.v"
into library xil_defaultlib
INFO: [VRFC 10-311] analyzing module program_counter
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/mux.v" into library
xil_defaultlib
INFO: [VRFC 10-311] analyzing module one_64bit_mux
INFO: [VRFC 10-311] analyzing module two_64bit_mux
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/group/src/main.v" into library
xil_defaultlib
INFO: [VRFC 10-311] analyzing module alu_control
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'alu_control' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/alu_control.v:3]
INFO: [VRFC 10-311] analyzing module alu
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'alu' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2/
group/src/alu.v:3]
INFO: [VRFC 10-311] analyzing module control
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'control' [D:/Study/SJTU/Junior/2021SU/VE370/Project/
p2/group/src/control.v:3]
INFO: [VRFC 10-311] analyzing module data_memory
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'data_memory' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/data_memory.v:3]
INFO: [VRFC 10-311] analyzing module immediate_generator
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'immediate_generator' [D:/Study/SJTU/Junior/2021SU/
VE370/Project/p2/group/src/immediate_generator.v:3]
INFO: [VRFC 10-311] analyzing module instru_memory
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'instru_memory' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/instru_memory.v:3]
INFO: [VRFC 10-311] analyzing module next_pc
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'next_pc' [D:/Study/SJTU/Junior/2021SU/VE370/Project/
p2/group/src/next_pc.v:3]
INFO: [VRFC 10-311] analyzing module program_counter
WARNING: [VRFC 10-3609] overwriting previous definition of
module 'program_counter' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/program_counter.v:3]
INFO: [VRFC 10-311] analyzing module register
WARNING: [VRFC 10-3609] overwriting previous definition of

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```

    module 'register' [D:/Study/SJTU/Junior/2021SU/VE370/Project/
p2/group/src/register.v:3]
INFO: [VRFC 10-311] analyzing module IF_ID
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'IF_ID' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2/
group/src/IF_ID.v:3]
INFO: [VRFC 10-311] analyzing module ID_EX
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'ID_EX' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2/
group/src/ID_EX.v:3]
INFO: [VRFC 10-311] analyzing module ID_EX_control
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'ID_EX_control' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/ID_EX.v:51]
INFO: [VRFC 10-311] analyzing module ID_EX_imme
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'ID_EX_imme' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/ID_EX.v:110]
INFO: [VRFC 10-311] analyzing module ID_EX_pc
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'ID_EX_pc' [D:/Study/SJTU/Junior/2021SU/VE370/Project/
p2/group/src/ID_EX.v:138]
INFO: [VRFC 10-311] analyzing module EX_MEM
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'EX_MEM' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2
/group/src/EX_MEM.v:3]
INFO: [VRFC 10-311] analyzing module EX_MEM_control
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'EX_MEM_control' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/EX_MEM.v:44]
INFO: [VRFC 10-311] analyzing module EX_MEM_imme
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'EX_MEM_imme' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/EX_MEM.v:83]
INFO: [VRFC 10-311] analyzing module EX_MEM_pc
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'EX_MEM_pc' [D:/Study/SJTU/Junior/2021SU/VE370/Project
/p2/group/src/EX_MEM.v:101]
INFO: [VRFC 10-311] analyzing module MEMWB
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'MEMWB' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2
/group/src/MEMWB.v:3]
INFO: [VRFC 10-311] analyzing module MEM_WB_control
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'MEM_WB_control' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/MEM_WB.v:30]
INFO: [VRFC 10-311] analyzing module one_64bit_mux
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'one_64bit_mux' [D:/Study/SJTU/Junior/2021SU/VE370/
Project/p2/group/src/mux.v:3]

```

```

INFO: [VRFC 10-311] analyzing module two_64bit_mux
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'two_64bit_mux' [D:/Study/SJTU/Junior/2021SU/VE370/
    Project/p2/group/src/mux.v:25]
INFO: [VRFC 10-311] analyzing module main
INFO: [VRFC 10-2263] Analyzing Verilog file "D:/Study/SJTU/
    Junior/2021SU/VE370/Project/p2/group/src/testbench.v" into
    library xil_defaultlib
INFO: [VRFC 10-311] analyzing module alu_control
INFO: [VRFC 10-311] analyzing module alu
INFO: [VRFC 10-311] analyzing module control
INFO: [VRFC 10-311] analyzing module data_memory
INFO: [VRFC 10-311] analyzing module immediate_generator
INFO: [VRFC 10-311] analyzing module instru_memory
INFO: [VRFC 10-311] analyzing module next_pc
INFO: [VRFC 10-311] analyzing module program_counter
INFO: [VRFC 10-311] analyzing module register
INFO: [VRFC 10-311] analyzing module IF_ID
INFO: [VRFC 10-311] analyzing module ID_EX
INFO: [VRFC 10-311] analyzing module ID_EX_control
INFO: [VRFC 10-311] analyzing module ID_EX_imme
INFO: [VRFC 10-311] analyzing module ID_EX_pc
INFO: [VRFC 10-311] analyzing module EX_MEM
INFO: [VRFC 10-311] analyzing module EX_MEM_control
INFO: [VRFC 10-311] analyzing module EX_MEM_imme
INFO: [VRFC 10-311] analyzing module EX_MEM_pc
INFO: [VRFC 10-311] analyzing module MEMWB
INFO: [VRFC 10-311] analyzing module MEM_WB_control
INFO: [VRFC 10-311] analyzing module one_64bit_mux
INFO: [VRFC 10-311] analyzing module two_64bit_mux
INFO: [VRFC 10-311] analyzing module main
WARNING: [VRFC 10-3609] overwriting previous definition of
    module 'main' [D:/Study/SJTU/Junior/2021SU/VE370/Project/p2/
    group/src/main.v:18]
INFO: [VRFC 10-311] analyzing module testbench
run_program: Time (s): cpu = 00:00:00 ; elapsed = 00:00:05 .
    Memory (MB): peak = 1844.254 ; gain = 0.000
INFO: [USF-XSim-69] 'compile' step finished in '5' seconds
INFO: [USF-XSim-3] XSim::Elaborate design
INFO: [USF-XSim-61] Executing 'ELABORATE' step in 'D:/Study/SJTU
    /Junior/2021SU/VE370/Project/p2/Group_impl/Group_impl.sim/
    sim_1/behav/xsim'
"xelab -wto 4debe8d2cc774e4f82b6b4a336ea92a6 --incr --debug
    typical --relax --mt 2 -L xil_defaultlib -L unisims_ver -L
    unimacro_ver -L secureip --snapshot testbench_behav x
    il_defaultlib.testbench xil_defaultlib.glbl -log
    elaborate.log"
Vivado Simulator 2019.1
Copyright 1986-1999, 2001-2019 Xilinx, Inc. All Rights Reserved.
Running: E:/Softwares/Xilinx/Vivado/2019.1/bin/unwrapped/win64.o

```



```

/xelab.exe -wto 4debe8d2cc774e4f82b6b4a336ea92a6 --incr --
debug typical --relax --mt 2 -L xil_defaultlib -L unisims_ver
-L unimacro_ver -L secureip --snapshot testbench_behav x
il_defaultlib.testbench xil_defaultlib.glbl -log
elaborate.log
Using 2 slave threads.
Starting static elaboration
Completed static elaboration
Starting simulation data flow analysis
Completed simulation data flow analysis
Time Resolution for simulation is 1ps
Compiling module xil_defaultlib.program_counter
Compiling module xil_defaultlib.instru_memory
Compiling module xil_defaultlib.IF_ID
Compiling module xil_defaultlib.control
Compiling module xil_defaultlib.alu_control
Compiling module xil_defaultlib.ID_EX_control
Compiling module xil_defaultlib.immediate_generator
Compiling module xil_defaultlib.ID_EX_imme
Compiling module xil_defaultlib.register
Compiling module xil_defaultlib.ID_EX
Compiling module xil_defaultlib.ID_EX_pc
Compiling module xil_defaultlib.two_64bit_mux
Compiling module xil_defaultlib.ForwardingUnit
Compiling module xil_defaultlib.alu
Compiling module xil_defaultlib.EX_MEM
Compiling module xil_defaultlib.EX_MEM_control
Compiling module xil_defaultlib.EX_MEM_imme
Compiling module xil_defaultlib.EX_MEM_pc
Compiling module xil_defaultlib.next_pc
Compiling module xil_defaultlib.one_64bit_mux
Compiling module xil_defaultlib.data_memory
Compiling module xil_defaultlib.MEM_WB
Compiling module xil_defaultlib.MEM_WB_control
Compiling module xil_defaultlib.hazardControlDetection
Compiling module xil_defaultlib.main
Compiling module xil_defaultlib.testbench
Compiling module xil_defaultlib.glbl
Built simulation snapshot testbench_behav
INFO: [USF-XSim-69] 'elaborate' step finished in '3' seconds
INFO: [USF-XSim-4] XSim::Simulate design
INFO: [USF-XSim-61] Executing 'SIMULATE' step in 'D:/Study/SJTU/
Junior/2021SU/VE370/Project/p2/Group_impl/Group_impl.sim/
sim_1/behav/xsim '
INFO: [USF-XSim-98] *** Running xsim
with args "testbench_behav -key {Behavioral:sim_1:Functional:
testbench} -tclbatch {testbench.tcl} -log {simulate.log}"
INFO: [USF-XSim-8] Loading simulator feature
Vivado Simulator 2019.1
Time resolution is 1 ps

```

```

source testbench.tcl
# set curr_wave [current_wave_config]
# if { [string length $curr_wave] == 0 } {
#     if { [llength [get_objects]] > 0 } {
#         add_wave /
#         set_property needs_save false [current_wave_config]
#     } else {
#         send_msg_id Add_Wave-1 WARNING "No top level signals
#         found. Simulator will start without a wave window. If you
#         want to open a wave window go to 'File->New Waveform
#         Configuration' or type 'create_wave_config' in the TCL
#         console."
#     }
# }
# }
# run 1000ns
instruction = 0x00000013

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00100093

```

```

Time:          0, CLK = 1, PC = 0x00000000

```

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000
[x2] = 0x0000000000000000
[x3] = 0x0000000000000000
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000

```



```
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000001
instruction = 0x00200113
```

Time: 20, CLK = 1, PC = 0x00000004

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000
[x2] = 0x0000000000000000
[x3] = 0x0000000000000000
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
```

```
ALUcontrol: 0x2
immediate: 0x0000000000000002
instruction = 0x00300193
```

Time: 40, CLK = 1, PC = 0x00000008

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000
[x2] = 0x0000000000000000
[x3] = 0x0000000000000000
```

```

[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000003

instruction = 0x00400213

Time: 60, CLK = 1, PC = 0x0000000c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000
[x2] = 0x0000000000000000
[x3] = 0x0000000000000000
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000

```

```

[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000004

instruction = 0x002080b3

Time: 80, CLK = 1, PC = 0x00000010

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000001
[x2] = 0x0000000000000000
[x3] = 0x0000000000000000
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000

```

```

[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x003080b3

```

Time: 100, CLK = 1, PC = 0x00000014

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000001
[x2] = 0x0000000000000002
[x3] = 0x0000000000000000
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x004080b3

```

Time: 120, CLK = 1, PC = 0x00000018

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000001
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000000
[x5] = 0x0000000000000000

```

```

[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00500293

Time: 140, CLK = 1, PC = 0x0000001c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000001
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000

```

```

[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000005

instruction = 0x00600313

Time: 160, CLK = 1, PC = 0x00000020

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000003
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```


ALUcontrol: 0x2
immediate: 0x0000000000000006
instruction = 0x00700393

Time: 180, CLK = 1, PC = 0x00000024

[x0] = 0x0000000000000000
[x1] = 0x0000000000000006
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

ALUcontrol: 0x2
immediate: 0x0000000000000007
instruction = 0x00800413

Time: 200, CLK = 1, PC = 0x00000028

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000000
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000

```

[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000008

instruction = 0x00900493

Time: 220, CLK = 1, PC = 0x0000002c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000000
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000

```

```

[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000009
instruction = 0x00a00513

```

Time: 240, CLK = 1, PC = 0x00000030

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000000
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x000000000000000a

```

instruction = 0x00b00593

Time: 260, CLK = 1, PC = 0x00000034

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000000
[x9] = 0x0000000000000000
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

ALUcontrol: 0x2

immediate: 0x000000000000000b

instruction = 0x00c00613

Time: 280, CLK = 1, PC = 0x00000038

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000000

```

[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x2

immediate: 0x0000000000000000c

instruction = 0x00d00693

Time: 300, CLK = 1, PC = 0x0000003c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000

```

```

[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x000000000000000d
instruction = 0x00e00713

```

Time: 320, CLK = 1, PC = 0x00000040

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x000000000000000e
instruction = 0x00f00793

```

Time: 340, CLK = 1, PC = 0x00000044

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

ALUcontrol: 0x2

immediate: 0x0000000000000000f

instruction = 0x01000813

Time: 360, CLK = 1, PC = 0x00000048

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b

```

[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000010
instruction = 0x01100893

```

```

Time:          380, CLK = 1, PC = 0x0000004c
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000

```

```
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
```

```
ALUcontrol: 0x2
```

```
immediate: 0x0000000000000011
```

```
instruction = 0x01200913
```

```
Time: 400, CLK = 1, PC = 0x00000050
```

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000
[x16] = 0x0000000000000000
[x17] = 0x0000000000000000
[x18] = 0x0000000000000000
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
```

```
ALUcontrol: 0x2
```

```
immediate: 0x0000000000000012
```

```
instruction = 0x01300993
```

```
Time: 420, CLK = 1, PC = 0x00000054
```

```
[x0] = 0x0000000000000000
```

```

[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x00000000000000000
[x17] = 0x00000000000000000
[x18] = 0x00000000000000000
[x19] = 0x00000000000000000
[x20] = 0x00000000000000000
[x21] = 0x00000000000000000
[x22] = 0x00000000000000000
[x23] = 0x00000000000000000
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000000
[x31] = 0x00000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000013
instruction = 0x01400a13

```

Time: 440, CLK = 1, PC = 0x00000058

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d

```

```

[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x00000000000000010
[x17] = 0x00000000000000000
[x18] = 0x00000000000000000
[x19] = 0x00000000000000000
[x20] = 0x00000000000000000
[x21] = 0x00000000000000000
[x22] = 0x00000000000000000
[x23] = 0x00000000000000000
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000000
[x31] = 0x00000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000014
instruction = 0x01500a93

```

Time: 460, CLK = 1, PC = 0x0000005c

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x00000000000000010
[x17] = 0x00000000000000011
[x18] = 0x00000000000000000
[x19] = 0x00000000000000000
[x20] = 0x00000000000000000
[x21] = 0x00000000000000000
[x22] = 0x00000000000000000
[x23] = 0x00000000000000000
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000

```

```

[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000015
instruction = 0x01600b13

```

Time: 480, CLK = 1, PC = 0x00000060

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000000
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000016
instruction = 0x01700b93

```

Time: 500, CLK = 1, PC = 0x00000064

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002

```



```

[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000000
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x2
immediate: 0x0000000000000017
instruction = 0x407302b3

```

Time: 520, CLK = 1, PC = 0x00000068

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f

```

```

[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000000
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x6

immediate: 0x0000000000000000

instruction = 0x0062ffb3

Time: 540, CLK = 1, PC = 0x0000006c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000000
[x23] = 0x0000000000000000
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000

```

```
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000
ALUcontrol: 0x0
immediate: 0x0000000000000000
instruction = 0x0055e533
```

Time: 560, CLK = 1, PC = 0x00000070

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x00000000000000005
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x00000000000000010
[x17] = 0x00000000000000011
[x18] = 0x00000000000000012
[x19] = 0x00000000000000013
[x20] = 0x00000000000000014
[x21] = 0x00000000000000015
[x22] = 0x00000000000000016
[x23] = 0x00000000000000000
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000000
[x31] = 0x00000000000000000
```

```
ALUcontrol: 0x1
immediate: 0x0000000000000000
instruction = 0xffff37f13
```

Time: 580, CLK = 1, PC = 0x00000074

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
```

```

[x5] = 0x0000000000000005
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000000

```

ALUcontrol: 0x0

immediate: 0x ffffffff ffffffff

instruction = 0x0045a023

Time: 600, CLK = 1, PC = 0x00000078

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x000000000000000a
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011

```

```

[x18] = 0x00000000000000012
[x19] = 0x00000000000000013
[x20] = 0x00000000000000014
[x21] = 0x00000000000000015
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000000
[x31] = 0x00000000000000000

```

ALUcontrol: 0x2

immediate: 0x00000000000000000

instruction = 0x0005a603

Time: 620, CLK = 1, PC = 0x0000007c

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x0000000000000000a
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000000c
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x00000000000000010
[x17] = 0x00000000000000011
[x18] = 0x00000000000000012
[x19] = 0x00000000000000013
[x20] = 0x00000000000000014
[x21] = 0x00000000000000015
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000000

```

```
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00760833
```

Time: 640, CLK = 1, PC = 0x00000080

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000000
[x31] = 0x0000000000000006
```

```
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00b82023
```

Time: 660, CLK = 1, PC = 0x00000084

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
```



```

[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

Time: 680, CLK = 1, PC = 0x00000084

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x000000000000000c
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014

```

```

[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x000000000000000000
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000000
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00082903

```

Time: 700, CLK = 1, PC = 0x00000088

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x000000000000000010
[x17] = 0x000000000000000011
[x18] = 0x000000000000000012
[x19] = 0x000000000000000013
[x20] = 0x000000000000000014
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x000000000000000000
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000000
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

instruction = 0x007908b3

Time: 720, CLK = 1, PC = 0x0000008c

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x0000000000000010
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x0049a223

Time: 740, CLK = 1, PC = 0x00000090

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009

```

[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

Time: 760, CLK = 1, PC = 0x00000090

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000011
[x18] = 0x0000000000000012
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017

```

```

[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x00000013

```

Time: 780, CLK = 1, PC = 0x00000094

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000011
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 800, CLK = 1, PC = 0x00000098

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000011
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000014
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x0049aa03

```

Time: 820, CLK = 1, PC = 0x0000009c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004

```

```

[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000014
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x000000000000000000
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000000
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000004
instruction = 0x014ba223

```

Time: 840, CLK = 1, PC = 0x000000a0

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000014
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x000000000000000000
[x25] = 0x000000000000000000

```

```

[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x00000013

```

Time: 860, CLK = 1, PC = 0x000000a4

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000014
[x21] = 0x00000000000000015
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 880, CLK = 1, PC = 0x000000a8

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a

```



```

[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000014
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x004bad83

```

Time: 900, CLK = 1, PC = 0x000000ac

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e

```

```

[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x004baa83

```

Time: 920, CLK = 1, PC = 0x000000b0

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000000

```

```

[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x013aa223

```

Time: 940, CLK = 1, PC = 0x000000b4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x004aac83

```

Time: 960, CLK = 1, PC = 0x000000b8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003

```

```

[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000015
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000000
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000004
instruction = 0x017b0c33

```

```

Time:          980, CLK = 1, PC = 0x000000bc
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b

```

```

[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000015
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x000000000000000000
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
INFO: [USF-XSim-96] XSim completed. Design snapshot '
    testbench_behav ' loaded.
INFO: [USF-XSim-97] XSim simulation ran for 1000ns
launch_simulation: Time (s): cpu = 00:00:03 ; elapsed = 00:00:11
    . Memory (MB): peak = 1844.254 ; gain = 0.000
run all

```

Time: 1000, CLK = 1, PC = 0x000000c0

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017

```

```

[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1020, CLK = 1, PC = 0x000000c4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x0000000000000000
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1040, CLK = 1, PC = 0x000000c8

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x00000000000000000
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1060, CLK = 1, PC = 0x000000cc

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004

```

```

[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1080, CLK = 1, PC = 0x000000d0

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000

```



```

[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1100, CLK = 1, PC = 0x000000d4

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1120, CLK = 1, PC = 0x000000d8

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a

```

```

[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 1140, CLK = 1, PC = 0x000000dc

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e

```

```

[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1160, CLK = 1, PC = 0x000000e0

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004

```

```
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1180, CLK = 1, PC = 0x000000e4

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
```

```
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1200, CLK = 1, PC = 0x000000e8

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
```

```

[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          1220, CLK = 1, PC = 0x000000ec
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b

```

```

[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x00000013

```

Time: 1240, CLK = 1, PC = 0x000000f0

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000

```

```

[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1260, CLK = 1, PC = 0x000000f4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1280, CLK = 1, PC = 0x000000f8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff

```

```

[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          1300, CLK = 1, PC = 0x000000fc
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b

```



```

[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0x000000013

```

Time: 1320, CLK = 1, PC = 0x00000100

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

Time: 1340, CLK = 1, PC = 0x00000104

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

Time: 1360, CLK = 1, PC = 0x00000108

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007

```

[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 1380, CLK = 1, PC = 0x0000010c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004

```

```

[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1400, CLK = 1, PC = 0x00000110

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

instruction = 0x00000013

Time: 1420, CLK = 1, PC = 0x00000114

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 1440, CLK = 1, PC = 0x00000118

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009

```

[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1460, CLK = 1, PC = 0x0000011c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016

```

```

[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x00000013

```

Time: 1480, CLK = 1, PC = 0x00000120

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x00000013

```

Time: 1500, CLK = 1, PC = 0x00000124

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 1520, CLK = 1, PC = 0x00000128

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b


```

[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          1540, CLK = 1, PC = 0x0000012c
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d

```

```

[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1560, CLK = 1, PC = 0x00000130

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1580, CLK = 1, PC = 0x00000134

```

[x0] = 0x0000000000000000

```

```

[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1600, CLK = 1, PC = 0x00000138

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d

```

```

[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1620, CLK = 1, PC = 0x0000013c

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000

```

```

[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1640, CLK = 1, PC = 0x00000140

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1660, CLK = 1, PC = 0x00000144

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002

```

```

[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1680, CLK = 1, PC = 0x00000148

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f

```

```

[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1700, CLK = 1, PC = 0x0000014**c**

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000

```

```
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1720, CLK = 1, PC = 0x00000150

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1740, CLK = 1, PC = 0x00000154

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
```



```

[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1760, CLK = 1, PC = 0x00000158

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012

```

```

[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          1780, CLK = 1, PC = 0x0000015c
[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006

```

```
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1800, CLK = 1, PC = 0x00000160

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x00000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 1820, CLK = 1, PC = 0x00000164

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
```

```

[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1840, CLK = 1, PC = 0x00000168

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013

```

```

[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1860, CLK = 1, PC = 0x0000016c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2

```

immediate: 0x0000000000000000
instruction = 0x00000013

Time: 1880, CLK = 1, PC = 0x00000170

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000
instruction = 0x00000013

Time: 1900, CLK = 1, PC = 0x00000174

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008

```

[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1920, CLK = 1, PC = 0x00000178

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004

```

```

[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1940, CLK = 1, PC = 0x0000017c

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 1960, CLK = 1, PC = 0x00000180

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 1980, CLK = 1, PC = 0x00000184

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff

```

[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          2000, CLK = 1, PC = 0x00000188

```

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016

```

```

[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x00000013

```

Time: 2020, CLK = 1, PC = 0x0000018c

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x00000013

```

Time: 2040, CLK = 1, PC = 0x00000190

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 2060, CLK = 1, PC = 0x00000194

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b

```

[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2080, CLK = 1, PC = 0x00000198

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d

```

```

[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2100, CLK = 1, PC = 0x0000019c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2120, CLK = 1, PC = 0x000001a0

```

[x0] = 0x0000000000000000

```

```

[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2140, CLK = 1, PC = 0x000001a4

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d

```

```

[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2160, CLK = 1, PC = 0x000001a8

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000

```



```

[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2180, CLK = 1, PC = 0x000001ac

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2200, CLK = 1, PC = 0x000001b0

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002

```

```

[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2220, CLK = 1, PC = 0x000001b4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f

```

```

[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2240, CLK = 1, PC = 0x000001b8

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000

```

```
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 2260, CLK = 1, PC = 0x000001bc

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
```

```
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 2280, CLK = 1, PC = 0x000001c0

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
```

```

[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 2300, CLK = 1, PC = 0x000001c4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012

```

```

[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          2320, CLK = 1, PC = 0x000001c8
[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006

```

```
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 2340, CLK = 1, PC = 0x000001cc

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013
```

Time: 2360, CLK = 1, PC = 0x000001d0

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
```

```

[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2380, CLK = 1, PC = 0x000001d4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013

```



```

[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

Time: 2400, CLK = 1, PC = 0x000001d8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2

```

immediate: 0x0000000000000000
instruction = 0x00000013

Time: 2420, CLK = 1, PC = 0x000001dc

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000
instruction = 0x00000013

Time: 2440, CLK = 1, PC = 0x000001e0

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008

```

[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0x00000013

```

```

Time:          2460, CLK = 1, PC = 0x000001e4
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004

```

```

[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x000000013

```

Time: 2480, CLK = 1, PC = 0x000001e8

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0x000000013

```

Time: 2500, CLK = 1, PC = 0x000001ec

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 2520, CLK = 1, PC = 0x000001f0

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff

```

[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0x00000013

Time: 2540, CLK = 1, PC = 0x000001f4

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017

```

```

[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0x00000013

```

Time: 2560, CLK = 1, PC = 0x000001f8

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0x00000013

```

Time: 2580, CLK = 1, PC = 0x000001fc

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2600, CLK = 1, PC = 0x00000200

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004

```



```

[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 2620, CLK = 1, PC = 0x00000204

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000

```

```

[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2640, CLK = 1, PC = 0x00000208

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2660, CLK = 1, PC = 0x0000020c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a

```

```

[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 2680, CLK = 1, PC = 0x00000210

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e

```

```

[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 2700, CLK = 1, PC = 0x00000214

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004

```

```

[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2720, CLK = 1, PC = 0x00000218

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2740, CLK = 1, PC = 0x0000021c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003

```

```

[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2760, CLK = 1, PC = 0x00000220

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b

```

```

[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 2780, CLK = 1, PC = 0x00000224

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000

```

```

[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2800, CLK = 1, PC = 0x00000228

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2820, CLK = 1, PC = 0x0000022c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff

```



```

[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

```

Time:          2840, CLK = 1, PC = 0x00000230
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b

```

```

[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 2860, CLK = 1, PC = 0x00000234

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

Time: 2880, CLK = 1, PC = 0x00000238

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

Time: 2900, CLK = 1, PC = 0x0000023c

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007

```

[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 2920, CLK = 1, PC = 0x00000240

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004

```

```

[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 2940, CLK = 1, PC = 0x00000244

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

instruction = 0xxxxxxxxx

Time: 2960, CLK = 1, PC = 0x00000248

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 2980, CLK = 1, PC = 0x0000024c

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009

```

[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3000, CLK = 1, PC = 0x00000250

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016

```

```

[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 3020, CLK = 1, PC = 0x00000254

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 3040, CLK = 1, PC = 0x00000258

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 3060, CLK = 1, PC = 0x0000025c

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b

```

[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

```

Time:          3080, CLK = 1, PC = 0x0000260
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d

```

```

[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3100, CLK = 1, PC = 0x00000264

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3120, CLK = 1, PC = 0x00000268

```

[x0] = 0x0000000000000000

```

```

[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

```

Time:          3140, CLK = 1, PC = 0x0000026c
[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d

```

```

[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 3160, CLK = 1, PC = 0x00000270

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000

```

```

[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3180, CLK = 1, PC = 0x00000274

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3200, CLK = 1, PC = 0x00000278

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002

```

```

[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3220, CLK = 1, PC = 0x000027c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f

```

```

[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0xxxxxxxx

```

Time: 3240, CLK = 1, PC = 0x00000280

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000

```



```
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3260, CLK = 1, PC = 0x00000284

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3280, CLK = 1, PC = 0x00000288

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
```

```

[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

```

Time:          3300, CLK = 1, PC = 0x0000028c
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012

```

```

[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3320, CLK = 1, PC = 0x00000290

```

[x0] = 0x000000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006

```

```
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3340, CLK = 1, PC = 0x00000294

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3360, CLK = 1, PC = 0x00000298

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
```

```

[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3380, CLK = 1, PC = 0x0000029c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013

```

```

[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3400, CLK = 1, PC = 0x000002a0

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2

```

```
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3420, CLK = 1, PC = 0x000002a4

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
```

ALUcontrol: 0x2

```
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3440, CLK = 1, PC = 0x000002a8

```
[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
```

```

[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3460, CLK = 1, PC = 0x000002ac

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004

```



```

[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 3480, CLK = 1, PC = 0x000002b0

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0xfffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0xfffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 3500, CLK = 1, PC = 0x000002b4

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 3520, CLK = 1, PC = 0x000002b8

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff

```

[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxx

Time: 3540, CLK = 1, PC = 0x000002bc

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017

```

```

[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0xxxxxxxx

```

Time: 3560, CLK = 1, PC = 0x000002c0

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0xxxxxxxx

```

Time: 3580, CLK = 1, PC = 0x000002c4

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3600, CLK = 1, PC = 0x000002c8

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004

```

```

[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 3620, CLK = 1, PC = 0x000002cc

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000

```

```

[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3640, CLK = 1, PC = 0x000002d0

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3660, CLK = 1, PC = 0x000002d4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a

```

```

[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 3680, CLK = 1, PC = 0x000002d8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e

```



```

[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxx

```

Time: 3700, CLK = 1, PC = 0x000002dc

```

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xfffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xfffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004

```

```

[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3720, CLK = 1, PC = 0x000002e0

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3740, CLK = 1, PC = 0x000002e4

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003

```

```

[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3760, CLK = 1, PC = 0x000002e8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b

```

```

[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000
[x30] = 0x000000000000000006
[x31] = 0x000000000000000006
ALUcontrol: 0x2
immediate: 0x000000000000000000
instruction = 0xxxxxxxxx

```

Time: 3780, CLK = 1, PC = 0x000002**ec**

```

[x0] = 0x000000000000000000
[x1] = 0x00000000000000000a
[x2] = 0x000000000000000002
[x3] = 0x000000000000000003
[x4] = 0x000000000000000004
[x5] = 0x ffffffffffffffffffff
[x6] = 0x000000000000000006
[x7] = 0x000000000000000007
[x8] = 0x000000000000000008
[x9] = 0x000000000000000009
[x10] = 0x ffffffffffffffffffff
[x11] = 0x00000000000000000b
[x12] = 0x000000000000000004
[x13] = 0x00000000000000000d
[x14] = 0x00000000000000000e
[x15] = 0x00000000000000000f
[x16] = 0x00000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x00000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x000000000000000004
[x21] = 0x000000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x000000000000000000
[x26] = 0x000000000000000000
[x27] = 0x000000000000000004
[x28] = 0x000000000000000000
[x29] = 0x000000000000000000

```

```
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3800, CLK = 1, PC = 0x000002f0

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx
```

Time: 3820, CLK = 1, PC = 0x000002f4

```
[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
```

```

[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3840, CLK = 1, PC = 0x00002f8

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b

```

```

[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006
ALUcontrol: 0x2
immediate: 0x00000000000000000
instruction = 0xxxxxxxx

```

Time: 3860, CLK = 1, PC = 0x000002fc

```

[x0] = 0x00000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0x ffffffff ffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0x ffffffff ffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x00000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x00000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x00000000000000016
[x23] = 0x00000000000000017
[x24] = 0x0000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

```

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

Time: 3880, CLK = 1, PC = 0x00000300

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

Time: 3900, CLK = 1, PC = 0x00000304

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007


```

[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006

```

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 3920, CLK = 1, PC = 0x00000308

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004

```

```

[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000
instruction = 0xxxxxxxxx

```

Time: 3940, CLK = 1, PC = 0x0000030c

```

[x0] = 0x0000000000000000
[x1] = 0x000000000000000a
[x2] = 0x0000000000000002
[x3] = 0x0000000000000003
[x4] = 0x0000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x0000000000000006
[x7] = 0x0000000000000007
[x8] = 0x0000000000000008
[x9] = 0x0000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
ALUcontrol: 0x2
immediate: 0x0000000000000000

```

instruction = 0xxxxxxxxx

Time: 3960, CLK = 1, PC = 0x00000310

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009
[x10] = 0xffffffffffffffff
[x11] = 0x0000000000000000b
[x12] = 0x00000000000000004
[x13] = 0x0000000000000000d
[x14] = 0x0000000000000000e
[x15] = 0x0000000000000000f
[x16] = 0x0000000000000000b
[x17] = 0x000000000000000012
[x18] = 0x0000000000000000b
[x19] = 0x000000000000000013
[x20] = 0x00000000000000004
[x21] = 0x00000000000000004
[x22] = 0x000000000000000016
[x23] = 0x000000000000000017
[x24] = 0x00000000000000002d
[x25] = 0x00000000000000000
[x26] = 0x00000000000000000
[x27] = 0x00000000000000004
[x28] = 0x00000000000000000
[x29] = 0x00000000000000000
[x30] = 0x00000000000000006
[x31] = 0x00000000000000006

ALUcontrol: 0x2

immediate: 0x0000000000000000

instruction = 0xxxxxxxxx

Time: 3980, CLK = 1, PC = 0x00000314

[x0] = 0x0000000000000000
[x1] = 0x0000000000000000a
[x2] = 0x00000000000000002
[x3] = 0x00000000000000003
[x4] = 0x00000000000000004
[x5] = 0xffffffffffffffff
[x6] = 0x00000000000000006
[x7] = 0x00000000000000007
[x8] = 0x00000000000000008
[x9] = 0x00000000000000009

```

[x10] = 0xffffffffffffffff
[x11] = 0x000000000000000b
[x12] = 0x0000000000000004
[x13] = 0x000000000000000d
[x14] = 0x000000000000000e
[x15] = 0x000000000000000f
[x16] = 0x000000000000000b
[x17] = 0x0000000000000012
[x18] = 0x000000000000000b
[x19] = 0x0000000000000013
[x20] = 0x0000000000000004
[x21] = 0x0000000000000004
[x22] = 0x0000000000000016
[x23] = 0x0000000000000017
[x24] = 0x000000000000002d
[x25] = 0x0000000000000000
[x26] = 0x0000000000000000
[x27] = 0x0000000000000004
[x28] = 0x0000000000000000
[x29] = 0x0000000000000000
[x30] = 0x0000000000000006
[x31] = 0x0000000000000006
$stop called at time : 4 us : File "D:/Study/SJTU/Junior/2021SU/
VE370/Project/p2/group/src/testbench.v" Line 21

```

Appendix

Main

```

`timescale 1ns / 1ps

`include "alu_control.v"
`include "alu.v"
`include "control.v"
`include "data_memory.v"
`include "immediate_generator.v"
`include "instru_memory.v"
`include "next_pc.v"
`include "program_counter.v"
`include "register.v"
`include "IF_ID.v"
`include "ID_EX.v"
`include "EXMEM.v"
`include "MEMWB.v"
`include "mux.v"

module main(input clk);

    wire [31:0] pc_in , pc_out ,

```

```

        IF_ID_pc ,
        ID_EX_pc ,
        EX_MEM_pc;

wire [6:0] im_funct7;
wire [2:0] im_funct3;
wire [6:0] im_opcode;

wire [31:0] im_instru;
wire [31:0] IF_ID_instru;

wire c_Branch , c_MemRead , c_MemtoReg , c_MemWrite , c_ALUSrc ,
     c_RegWrite , c_Jump ,
     ID_EX_Branch , ID_EX_MemRead , ID_EX_MemtoReg ,
     ID_EX_MemWrite , ID_EX_ALUSrc , ID_EX_RegWrite ,
     ID_EX_Jump ,
     EX_MEM_Branch , EX_MEM_MemRead , EX_MEM_MemtoReg ,
     EX_MEM_MemWrite , EX_MEM_RegWrite , EX_MEM_Jump ,
     MEM_WB_RegWrite , MEM_WB_MemtoReg , MEM_WB_MemRead;

wire [1:0] c_ALUOp;

wire [3:0] c_ALUcontrol;
wire [3:0] ID_EX_ALUcontrol;

wire [63:0] r_wbdata ,
            mem_data ,
            MEM_WB_mem_data ,
            r_read1 ,
            r_read2 ,
            ID_EX_Read1 ,
            ID_EX_Read2 ,
            EX_MEM_Read2;

wire [4:0] ID_EX_Rs1 ,
           ID_EX_Rs2 ,
           ID_EX_Rd ,
           EX_MEM_Rd ,
           MEM_WB_Rd;

wire [63:0] ALUin1 , ALUin2;

wire [63:0] MemWriteData;

wire c_zero ,
     EX_MEM_zero;

wire [63:0] alu_result ,
           EX_MEM_alu_result ,
           MEM_WB_alu_result;

```

```

    wire [63:0] imme,
              ID_EX_imme,
              EX_MEM_imme;

    wire [63:0] zeros;

    wire [1:0] ForwardA, ForwardB; // for ALU
    wire MemSrc; // for load-store
    wire IF_Flush, ID_EX_Flush;
    wire ID_branch, RegWrite, ID_jump, PCWrite, IF_ID_Write;

    // wire ID_equal;
    wire [4:0] IF_ID_Rs1, IF_ID_Rs2, EX_MEM_Rs2;

    assign zeros = 64'b0;

/* IF */
program_counter asset_pc(clk, pc_in, pc_out);

instru_memory asset_im(pc_out, im_instru);

IF_ID asset_if_id(clk, IF_Flush, IF_ID_Write, pc_out, im_instru,
                  IF_ID_pc, im_funct7, im_funct3, im_opcode, IF_ID_instru);

/* ID */
control asset_control(im_opcode, c_Branch, c_MemRead, c_MemtoReg,
                      , c_ALUOp, c_MemWrite, c_ALUSrc, c_RegWrite, c_Jump);

alu_control asset_aluct(clk, c_ALUOp, im_funct7, im_funct3,
                        c_ALUcontrol);

ID_EX_control asset_id_ex_ctrl(clk, ID_EX_Flush, c_Branch,
                                c_MemRead, c_MemtoReg, c_MemWrite, c_ALUSrc, c_RegWrite,
                                c_Jump, c_ALUcontrol,
                                ID_EX_Branch, ID_EX_MemRead, ID_EX_MemtoReg, ID_EX_MemWrite,
                                ID_EX_ALUSrc, ID_EX_RegWrite, ID_EX_Jump, ID_EX_ALUcontrol);

immediate_generator asset_ig(clk, IF_ID_instru, im_opcode, imme)
;

ID_EX_imme asset_id_ex_imme(clk, ID_EX_Flush, imme, ID_EX_imme);

register asset_reg(clk, MEM_WB_RegWrite, c_Branch, c_Jump,
                  IF_ID_pc, IF_ID_instru, MEM_WB_Rd, r_wbdata, r_read1, r_read2
                  );

ID_EX asset_id_ex(clk, ID_EX_Flush, r_read1, r_read2,
                  IF_ID_instru, ID_EX_Read1, ID_EX_Read2, ID_EX_Rs1, ID_EX_Rs2,
                  ID_EX_Rd);

```

```

ID_EX_pc  asset_ID_EX_pc( clk , ID_EX_Flush , IF_ID_pc , ID_EX_pc );

/* EX */

two_64bit_mux  asset_alu_mux1( ForwardA , ID_EX_Read1 , r_wbdata ,
    EX_MEM_alu_result , zeros , ALUin1 );

two_64bit_mux  asset_alu_mux2( ForwardB , ID_EX_Read2 , r_wbdata ,
    EX_MEM_alu_result , zeros , ALUin2 );

ForwardingUnit  asset_forwarding_unit( ID_EX_Rs1 , ID_EX_Rs2 ,
    EX_MEM_Rs2 , EX_MEM_Rd , MEMWB_Rd , EX_MEM_RegWrite ,
    MEM_WB_RegWrite , EX_MEM_MemWrite , MEM_WB_MemRead , ForwardA ,
    ForwardB , MemSrc );

alu  asset_alu( ID_EX_ALUSrc , ID_EX_ALUcontrol , ALUin1 , ALUin2 ,
    ID_EX_imme , c_zero , alu_result );

EX_MEM  asset_ex_mem( clk , c_zero , alu_result , ID_EX_Read2 ,
    ID_EX_Rd , ID_EX_Rs2 , EX_MEM_zero , EX_MEM_alu_result ,
    EX_MEM_Read2 , EX_MEM_Rd , EX_MEM_Rs2 );

EX_MEM_control  asset_ex_mem_ctrl( clk , ID_EX_Branch ,
    ID_EX_MemRead , ID_EX_MemtoReg , ID_EX_MemWrite , ID_EX_RegWrite
    ,
    ID_EX_Jump , EX_MEM_Branch , EX_MEM_MemRead , EX_MEM_MemtoReg ,
    EX_MEM_MemWrite , EX_MEM_RegWrite , EX_MEM_Jump );

EX_MEM_imme  asset_ex_mem_imme( clk , ID_EX_imme , EX_MEM_imme );

EX_MEM_pc  asset_EX_MEM_pc( clk , ID_EX_pc , EX_MEM_pc );

/* MEM */
next_pc  asset_next_pc( clk , EX_MEM_Jump , EX_MEM_Branch ,
    EX_MEM_zero , PCWrite , pc_out , EX_MEM_alu_result , EX_MEM_imme ,
    pc_in );

one_64bit_mux  asset_mem_wb_memsrc_mux( MemSrc , EX_MEM_Read2 ,
    mem_data , MemWriteData );

data_memory  asset_dm( clk , EX_MEM_MemWrite , EX_MEM_MemRead ,
    EX_MEM_alu_result , MemWriteData , mem_data );

MEMWB  asset_mem_wb( clk , mem_data , EX_MEM_alu_result , EX_MEM_Rd ,
    MEM_WB_mem_data , MEM_WB_alu_result , MEMWB_Rd );

MEM_WB_control  asset_mem_wb_ctrl( clk , EX_MEM_MemtoReg ,
    EX_MEM_RegWrite , EX_MEM_MemRead , MEM_WB_MemtoReg ,
    MEM_WB_RegWrite , MEM_WB_MemRead );

```

```

one_64bit_mux asset_mem_wb_mux(MEM_WB_MemtoReg,
    MEM_WB_alu_result, MEM_WB_mem_data, r_wbdata);

assign IF_ID_Rs1 = IF_ID_instru[19:15];
assign IF_ID_Rs2 = IF_ID_instru[24:20];

/* Hazard Detection Unit */
hazardControlDetection asset_hazardControlDetection(IF_ID_Rs1,
    IF_ID_Rs2, ID_EX_Rs2, EX_MEM_Rs2, ID_EX_Rd, EX_MEM_Rd,
    c_MemWrite,
    ID_EX_MemRead, EX_MEM_MemRead, ID_EX_Branch, ID_EX_Jump, c_zero,
    ID_EX_RegWrite, PCWrite, IF_ID_Write, ID_EX_Flush, IF_Flush)
    ;

endmodule

```

Hazard Detection Unit

```

`timescale 1ns / 1ps

module hazardControlDetection(
    input [4:0] IF_ID_Rs1,
    input [4:0] IF_ID_Rs2,
    input [4:0] ID_EX_Rs2,
    input [4:0] EX_MEM_Rs2,
    input [4:0] ID_EX_Rd,
    input [4:0] EX_MEM_Rd,
    input IF_ID_MemWrite,
    input ID_EX_MemRead,
    input EX_MEM_MemRead,
    input ID_branch,
    input ID_jump,
    input c_zero,
    input ID_EX_RegWrite,
    output PCWrite,
    output IF_ID_Write,
    output ID_EX_Flush,
    output IF_Flush
);

wire PCHold; // if PCHold==1, hold PC and IF/ID

assign PCHold = ( (ID_EX_MemRead && ~IF_ID_MemWrite) && (
    ID_EX_Rd == IF_ID_Rs1 || ID_EX_Rd == IF_ID_Rs2) ) // lw hazard
    || ( (ID_branch) && (ID_EX_MemRead) && (ID_EX_Rd ==
    IF_ID_Rs1 || ID_EX_Rd == IF_ID_Rs2) ) // lw followed by branch
    || ( (ID_branch) && (EX_MEM_MemRead) && (EX_MEM_Rd

```



```

        == IF_ID_Rs1 || EX_MEMRd == IF_ID_Rs2) ) // lw
        followed by nop and then branch
    || ( (ID_branch) && (ID_EX_RegWrite) && (ID_EX_Rd !=
        5'b0) && (ID_EX_Rd == IF_ID_Rs1 || ID_EX_Rd ==
        IF_ID_Rs2) ) // R-format followed by branch
    || ( (ID_branch) && (ID_EX_RegWrite) && (ID_EX_Rd ==
        5'b0) && (ID_EX_Rd == IF_ID_Rs1 || ID_EX_Rd ==
        IF_ID_Rs2) ) ; // addi followed by branch
// note we leave out the case that R-format followed by a nop
// then a branch, because that is solved by forwarding path

assign PCWrite=~PCHold; // if PCWrite==0, don't write in new
    instruction, IM decode the current instruction again

assign IF_ID_Write=~PCHold; // if IF_ID_Write==0, IF/ID register
    keeps the current instruction

assign ID_EX_Flush=PCHold; // if ID_EX_Flush=1, all control
    signals in ID/EX are 0 (implemented in ID/EX register later)

assign IF_Flush = (PCHold==0) && ( (ID_jump) || (ID_branch &&
    c_zero) );

endmodule

```

IF_ID

```

`timescale 1ns / 1ps

module IF_ID(
    input clock,
    input IF_flush,
    input IF_ID_Write,
    input [31:0] pc,
    input [31:0] in,
    output reg [31:0] pc_next,
    output reg [6:0] funct7, // [31-25]
    output reg [2:0] funct3, // [14-12]
    output reg [6:0] opcode, // [6-0]
    output reg [31:0] instru // [31-0]
);

initial
begin
    pc_next <= 0;
    instru <= 0;
    funct7 <= 0;
    funct3 <= 0;
    opcode <= 0;
end

```

```

always @(posedge clock)
begin
    if (IF_flush == 1) begin
        pc_next <= 0;
        instru <= 0;
        funct7 <= 0;
        funct3 <= 0;
        opcode <= 0;
    end else if (IF_ID_Write == 1) begin
        pc_next <= pc;
        instru <= in;
        funct7 <= in[31:25];
        funct3 <= in[14:12];
        opcode <= in[6:0];
    end else begin
        pc_next <= pc_next;
        instru <= instru;
        funct7 <= funct7;
        funct3 <= funct3;
        opcode <= opcode;
    end

    // $display("funct7 = 0x%H", funct7);
    // $display("funct3 = 0x%H", funct3);
    // $display("opcode = 0x%H", opcode);
end

endmodule

```

ID_EX

```

`timescale 1ns / 1ps

module ID_EX(
    input clock,
    input ID_flush,
    input [63:0] ReadDataIn1,
    input [63:0] ReadDataIn2,
    input [31:0] instru,
    output reg [63:0] ReadDataOut1,
    output reg [63:0] ReadDataOut2,
    output reg [4:0] Rs1,
    output reg [4:0] Rs2,
    output reg [4:0] Rd
);

initial
begin
    ReadDataOut1 = 0;

```

```

        ReadDataOut2 = 0;
        Rs1 = 0;
        Rs2 = 0;
        Rd = 0;
end

always @(posedge clock)
begin
    if (ID_flush == 1) begin
        ReadDataOut1 = 0;
        ReadDataOut2 = 0;
        Rs1 = 0;
        Rs2 = 0;
        Rd = 0;
    end else begin
        ReadDataOut1 = ReadDataIn1;
        ReadDataOut2 = ReadDataIn2;
        Rs1 = instru[19:15];
        Rs2 = instru[24:20];
        Rd = instru[11:7];
    end

    // $display("ID_flush = 0x%H", ID_flush);
    // $display("ReadDataOut1 = 0x%H", ReadDataOut1);
    // $display("ReadDataOut2 = 0x%H", ReadDataOut2);
    // $display("Rs1 = 0x%H", Rs1);
    // $display("Rs2 = 0x%H", Rs2);
    // $display("Rd = 0x%H", Rd);
end

endmodule

module ID_EX_control(
    input clock ,
    input ID_flush ,
    input i_Branch ,
    input i_MemRead ,
    input i_MemtoReg ,
    input i_MemWrite ,
    input i_ALUSrc ,
    input i_RegWrite ,
    input i_Jump ,
    input [3:0] i_ALUcontrol ,
    output reg o_Branch ,
    output reg o_MemRead ,
    output reg o_MemtoReg ,
    output reg o_MemWrite ,
    output reg o_ALUSrc ,
    output reg o_RegWrite ,
    output reg o_Jump ,

```

```

        output reg [3:0] o_ALUcontrol
    );

    initial
    begin
        o_Branch = 0;
        o_MemRead = 0;
        o_MemtoReg = 0;
        o_MemWrite = 0;
        o_ALUSrc = 0;
        o_RegWrite = 0;
        o_Jump = 0;
        o_ALUcontrol = 0;
    end

    always @(posedge clock)
    begin
        if (ID_flush == 0) begin
            o_Branch = i_Branch;
            o_MemRead = i_MemRead;
            o_MemtoReg = i_MemtoReg;
            o_MemWrite = i_MemWrite;
            o_ALUSrc = i_ALUSrc;
            o_RegWrite = i_RegWrite;
            o_Jump = i_Jump;
            o_ALUcontrol = i_ALUcontrol;
        end else begin
            o_Branch = 0;
            o_MemRead = 0;
            o_MemtoReg = 0;
            o_MemWrite = 0;
            o_ALUSrc = 0;
            o_RegWrite = 0;
            o_Jump = 0;
            o_ALUcontrol = 0;
        end
    end

endmodule

module ID_EX_imme(
    input clock ,
    input ID_flush ,
    input [63:0] immediate ,
    output reg [63:0] immediate_out
);

    initial
    begin

```

```

        immediate_out = 0;
    end

    always @(posedge clock)
    begin
        if (ID_flush == 0) begin
            immediate_out = immediate;
        end else begin
            immediate_out = 0;
        end

        // $display("ID_flush: 0x%H", ID_flush);
        // $display("immediate: 0x%H", immediate);
        // $display("immediate_out: 0x%H", immediate_out);
    end
end

endmodule

module ID_EX_pc(
    input clock,
    input ID_flush,
    input [31:0] pc,
    output reg [31:0] pc_next
);

    initial
    begin
        pc_next = 0;
    end

    always @(posedge clock)
    begin
        if (ID_flush == 0) begin
            pc_next = pc;
        end else begin
            pc_next = 0;
        end
    end
end

endmodule

```

EX_MEM

```

`timescale 1ns / 1ps

module EXMEM(
    input clock,
    input Zero,
    input [63:0] ALUresultIn,

```

```

        input [63:0] ReadData2In ,
        input [4:0] RegisterRd ,
        input [4:0] RegisterRs2 ,
        output reg ZeroOut ,
        output reg [63:0] ALUresultOut ,
        output reg [63:0] ReadData2Out ,
        output reg [4:0] Rd ,
        output reg [4:0] Rs2
    );

initial
begin
    ZeroOut <= 0;
    ALUresultOut <= 0;
    ReadData2Out <= 0;
    Rd <= 0;
    Rs2 <= 0;
end

always @(posedge clock)
begin
    ZeroOut <= Zero;
    ALUresultOut <= ALUresultIn;
    ReadData2Out <= ReadData2In;
    Rd <= RegisterRd;
    Rs2 <= RegisterRs2;

    // $display("Zero = 0x%H", ZeroOut);
    // $display("ALUresult = 0x%H", ALUresultOut);
    // $display("ReadData2 = 0x%H", ReadData2Out);
    // $display("Rd = 0x%H", Rd);
    // $display("RegisterRs2 = 0x%H", Rs2);
end

endmodule

module EX_MEM_control(
    input clock ,
    input i_Branch ,
    input i_MemRead ,
    input i_MemtoReg ,
    input i_MemWrite ,
    input i_RegWrite ,
    input i_Jump ,
    output reg o_Branch ,
    output reg o_MemRead ,
    output reg o_MemtoReg ,
    output reg o_MemWrite ,
    output reg o_RegWrite ,

```

```

        output reg o_Jump
    );

    initial
    begin
        o_Branch <= 0;
        o_MemRead <= 0;
        o_MemtoReg <= 0;
        o_MemWrite <= 0;
        o_RegWrite <= 0;
        o_Jump <= 0;
    end

    always @(posedge clock)
    begin
        o_Branch <= i_Branch;
        o_MemRead <= i_MemRead;
        o_MemtoReg <= i_MemtoReg;
        o_MemWrite <= i_MemWrite;
        o_RegWrite <= i_RegWrite;
        o_Jump <= i_Jump;
    end

endmodule


module EX_MEM_imme(
    input clock ,
    input [63:0] immediate ,
    output reg [63:0] immediate_out
);

    initial
    begin
        immediate_out <= 0;
    end

    always @(posedge clock)
    begin
        immediate_out <= immediate;
    end

endmodule


module EX_MEM_pc(
    input clock ,
    input [31:0] pc ,
    output reg [31:0] pc_next
);

```

```

initial
begin
    pc_next <= 0;
end

always @(posedge clock)
begin
    pc_next <= pc;
end

endmodule

```

MEM_WB

```

`timescale 1ns / 1ps
module MEMWB(
    input clock ,
    input [63:0] MemoryDataIn ,
    input [63:0] AluResultIn ,
    input [4:0] RegisterRd ,
    output reg [63:0] MemoryDataOut ,
    output reg [63:0] AluResultOut ,
    output reg [4:0] Rd
);

initial
begin
    MemoryDataOut <= 0;
    AluResultOut <= 0;
    Rd <= 0;
end

always @(posedge clock)
begin
    MemoryDataOut = MemoryDataIn;
    AluResultOut = AluResultIn;
    Rd = RegisterRd;
end

endmodule

module MEM_WB_control(
    input clock ,
    input i_MemtoReg ,
    input i_RegWrite ,
    input i_MemRead ,
    output reg o_MemtoReg ,
    output reg o_RegWrite ,
    output reg o_MemRead

```



```

);

initial
begin
    o_MemtoReg <= 0;
    o_RegWrite <= 0;
    o_MemRead <= 0;
end

always @(posedge clock)
begin
    o_MemtoReg <= i_MemtoReg;
    o_RegWrite <= i_RegWrite;
    o_MemRead <= i_MemRead;

    // $display("MEM_WB_RegWrite: 0x%H", o_RegWrite);
    // $display("MEM_WB_MemRead: 0x%H", o_MemRead);
end

endmodule

```

Common Register

```

`timescale 1ns / 1ps

module common_reg(
    input clock,
    input in,
    output reg out
);

initial
begin
    out <= 0;
end

always @(posedge clock)
begin
    out <= in;
end

endmodule

```

Forwarding Unit

```

`timescale 1ns / 1ps

module ForwardingUnit(
    input [4:0] ID_EX_Rs1,
    input [4:0] ID_EX_Rs2,
    input [4:0] EX_MEM_Rs2,

```

```

    input [4:0] EX_MEM_Rd,
    input [4:0] MEM_WB_Rd,
    input EX_MEM_RegWrite,
    input MEM_WB_RegWrite,
    input EX_MEM_MemWrite,
    input MEM_WB_MemRead,
    output reg [1:0] ForwardA, // for ALU
    output reg [1:0] ForwardB, // for ALU
    output reg MemSrc // for load-store
);

initial begin
    ForwardA <= 2'b00;
    ForwardB <= 2'b00;
    MemSrc <= 1'b0;
end

// ForwardA
always @(*) begin
    if (EX_MEM_RegWrite == 1 && EX_MEM_Rd != 0 && EX_MEM_Rd ==
        ID_EX_Rs1) ForwardA <= 2'b10; //EX
    else if (MEM_WB_RegWrite == 1 && MEM_WB_Rd != 0 && MEM_WB_Rd
        == ID_EX_Rs1) ForwardA <= 2'b01; //MEM
    else ForwardA <= 2'b00;
end

// ForwardB
always @(*) begin
    if (EX_MEM_RegWrite == 1 && EX_MEM_Rd != 0 && EX_MEM_Rd ==
        ID_EX_Rs2) ForwardB <= 2'b10; //EX
    else if (MEM_WB_RegWrite == 1 && MEM_WB_Rd != 0 && MEM_WB_Rd
        == ID_EX_Rs2) ForwardB <= 2'b01; //MEM
    else ForwardB <= 2'b00;
end

// MemSrc
always @(*) begin
    if (EX_MEM_MemWrite == 1 && MEM_WB_MemRead == 1 && (
        MEM_WB_Rd == EX_MEM_Rs2)) MemSrc <= 1'b1;
    else MemSrc <= 1'b0;
end

endmodule

```

Control Unit

```

`timescale 1ns / 1ps

module control(
    input [6:0] opcode,

```

```

output reg Branch ,
output reg MemRead ,
output reg MemtoReg ,
output reg [1:0] ALUOp ,
output reg MemWrite ,
output reg ALUSrc ,
output reg RegWrite ,
output reg Jump
);

initial begin
    Branch = 0;
    MemRead = 0;
    MemtoReg = 0;
    ALUOp = 2'b00;
    MemWrite = 0;
    ALUSrc = 0;
    RegWrite = 0;
    Jump = 0;
end

always @(*) begin
    case (opcode)
        7'b0110011: begin // R-type
            Branch = 0;
            MemRead = 0;
            MemtoReg = 0;
            ALUOp = 2'b10;
            MemWrite = 0;
            ALUSrc = 0;
            RegWrite = 1;
            Jump = 0;
        end
        7'b0000011: begin // Load
            Branch = 0;
            MemRead = 1;
            MemtoReg = 1;
            ALUOp = 2'b00;
            MemWrite = 0;
            ALUSrc = 1;
            RegWrite = 1;
            Jump = 0;
        end
        7'b0010011: begin // immediate
            Branch = 0;
            MemRead = 0;
            MemtoReg = 0;
            ALUOp = 2'b10;
            MemWrite = 0;
            ALUSrc = 1;

```

```

    RegWrite = 1;
    Jump = 0;
end
7'b0100011: begin // S-type
    Branch = 0;
    MemRead = 0;
    MemtoReg = 0;
    ALUOp = 2'b00;
    MemWrite = 1;
    ALUSrc = 1;
    RegWrite = 0;
    Jump = 0;
end
7'b1100111: begin // jalr
    Branch = 0;
    MemRead = 0;
    MemtoReg = 0;
    ALUOp = 2'b11;
    MemWrite = 0;
    ALUSrc = 1;
    RegWrite = 1;
    Jump = 1;
end
7'b1100011: begin // SB-type
    Branch = 1;
    MemRead = 0;
    MemtoReg = 0;
    ALUOp = 2'b01;
    MemWrite = 0;
    ALUSrc = 0;
    RegWrite = 0;
    Jump = 0;
end
7'b1101111: begin // UJ-type
    Branch = 1;
    MemRead = 0;
    MemtoReg = 0;
    ALUOp = 2'b11;
    MemWrite = 0;
    ALUSrc = 0;
    RegWrite = 1;
    Jump = 1;
end
default:
    ;
endcase

// $display("Branch = %H;MemRead = %H;MemtoReg = %H;ALUOp =
// %H;MemWrite = %H;ALUSrc = %H;RegWrite = %H;Jump = %H;",
// Branch, MemRead, MemtoReg, ALUOp, MemWrite, ALUSrc,

```

```

        RegWrite, Jump);
    end
endmodule

```

Mux

```

`timescale 1ns / 1ps

module one_64bit_mux(
    input source ,
    input [63:0] input0 ,
    input [63:0] input1 ,
    output reg [63:0] out
);

    initial begin
        out <= 64'b0;
    end

    always @(*) begin
        case (source)
            1'b0:
                out = input0;
            1'b1:
                out = input1;
        endcase
    end
endmodule

module two_64bit_mux(
    input [1:0] source ,
    input [63:0] input0 ,
    input [63:0] input1 ,
    input [63:0] input2 ,
    input [63:0] input3 ,
    output reg [63:0] out
);

    initial begin
        out <= 64'b0;
    end

    always @(*) begin
        case (source)
            2'b00:
                out = input0;
            2'b01:
                out = input1;

```



```

end
7'b1100111: begin // jalr
    if (instru[31] == 1) begin
        immediate = {NEG[51:0], instru[31:20]};
    end else begin
        immediate = {52'b0, instru[31:20]};
    end
end
end
7'b1100011: begin // SB-type
    if (instru[31] == 1) begin
        immediate = {NEG[50:0], instru[31], instru[7], instru
            [30:25], instru[11:8], 1'b0};
    end else begin
        immediate = {51'b0, instru[31], instru[7], instru
            [30:25], instru[11:8], 1'b0};
    end
end
end
7'b1101111: begin // UJ-type
    if (instru[31] == 1) begin
        immediate = {NEG[42:0], instru[31], instru[19:12],
            instru[20], instru[30:21], 1'b0};
    end else begin
        immediate = {43'b0, instru[31], instru[19:12], instru
            [20], instru[30:21], 1'b0};
    end
end
end
default:
    immediate = 64'b0;
endcase

$display("immediate: 0x%H", immediate[63:0]);
end

endmodule

```

Registers

```

`timescale 1ns / 1ps

module register(
    input clk,
    input RegWrite,
    input Branch,
    input Jump,
    input [31:0] pc,
    input [31:0] instru,
    input [4:0] rd,
    input [63:0] WriteData,
    output [63:0] ReadData1,
    output [63:0] ReadData2

```

```

);

reg [63:0] RegData [31:0]; // register data

// initialize the register data
integer i;
initial begin
    for (i = 0; i < 32; i = i + 1) begin
        RegData[i] = 64'b0;
    end
end

assign ReadData1 = RegData[instru[19:15]];
assign ReadData2 = RegData[instru[24:20]];

always @(negedge clk) begin
    if (RegWrite == 1) begin
        if (Branch == 1 & Jump == 1 & instru[11:7] != 5'b0) begin
            RegData[instru[11:7]] = {32'b0, pc + 4};
        end else if (rd != 5'b0) begin
            RegData[rd] = WriteData;
        end
    end
end

endmodule

```

ALU Control

```

`timescale 1ns / 1ps

module alu_control(
    input clock,
    input [1:0] ALUOp,
    input [6:0] funct7,
    input [2:0] funct3,
    output reg [3:0] ALUcontrol
);

always @(negedge clock) begin
    case (ALUOp)
        2'b00: // add
            ALUcontrol = 4'b0010;
        2'b01: begin
            case (funct3)
                3'b000: // beq sub
                    ALUcontrol = 4'b0110;
                3'b001: // bne
                    ALUcontrol = 4'b0011;
                3'b100: // blt

```



```

        ALUcontrol = 4'b1000;
    3'b101: // bge
        ALUcontrol = 4'b0111;
    default: // ADD
        ALUcontrol = 4'b0010;
    endcase
end
2'b10: begin
    case (funct3)
        3'b000: begin // add
            case (funct7)
                7'b0000000: // add
                    ALUcontrol = 4'b0010;
                7'b0100000: // sub
                    ALUcontrol = 4'b0110;
                default: // add
                    ALUcontrol = 4'b0010;
            endcase
        end
        3'b001: // sll
            ALUcontrol = 4'b0100;
        3'b010: // slt
            ALUcontrol = 4'b0111;
        3'b100: // or
            ALUcontrol = 4'b1001;
        3'b110: // or
            ALUcontrol = 4'b0001;
        3'b111: // and
            ALUcontrol = 4'b0000;
        default: begin
            case (funct7)
                7'b1101111: // add
                    ALUcontrol = 4'b0010;
                default:
                    ALUcontrol = ALUcontrol;
            endcase
        end
    endcase
end
2'b11: // ADD
    ALUcontrol = 4'b0010;
endcase

$display("ALUcontrol: 0x%H", ALUcontrol);
end

endmodule

```

ALU

```

`timescale 1ns / 1ps

module alu(
    input ALUSrc,
    input [3:0] ALUcontrol,
    input [63:0] data1,
    input [63:0] read2,
    input [63:0] imme,
    output reg zero,
    output reg [63:0] ALUresult
);

    reg [63:0] data2;

    always @(*) begin
        if (ALUSrc == 0) begin
            data2 = read2;
        end else begin
            data2 = imme;
        end
    end

    always @(*) begin
        case (ALUcontrol)
            4'b0000: // AND
                ALUresult = data1 & data2;
            4'b0001: // OR
                ALUresult = data1 | data2;
            4'b0010: // ADD
                ALUresult = data1 + data2;
            4'b0011: // NEQ
                ALUresult = (data1 == data2) ? 1 : 0;
            4'b0100: // SLL
                ALUresult = data1 << data2;
            4'b0110: // SUB
                ALUresult = data1 - data2;
            4'b0111: // SLT
                ALUresult = (data1 < data2) ? 1 : 0;
            4'b1000: // SGE
                ALUresult = (data1 < data2) ? 0 : 1;
            4'b1001: // XOR
                ALUresult = data1 ^ data2;
            4'b1100: // NOR
                ALUresult = data1 | ~ data2;
            default:
                ALUresult = 64'b0;
        endcase

        if (ALUresult == 0) begin
            zero = 1;
        end
    end
endmodule

```


DataMemory

```
`timescale 1ns / 1ps

module data_memory(
    input  clk ,
    input  MemWrite,
    input  MemRead,
    input  [63:0]  ALUresult ,
    input  [63:0]  writeData ,
    output reg [63:0]  readData
);

    parameter NONE = 64'b0;
    parameter SIZE = 128;
    reg [63:0] mem [SIZE - 1:0];

    // initially set default data to 0
    integer i;
    initial begin
        for (i = 0; i < SIZE; i = i + 1) begin
            mem[i] = NONE;
        end
    end

    // Write back Data Memory
    always @(*) begin
        if (MemRead == 1) begin
            readData = mem[ALUresult];
        end
    end

    // Write memory
    always @(negedge clk) begin
        if (MemWrite == 1) begin
            mem[ALUresult] = writeData;
        end
    end

endmodule
```

Next PC

```
`timescale 1ns / 1ps

module next_pc(
    input  clock ,
    input  Jump,
    input  Branch,
    input  Zero ,
```

```

input PCWrite,
input [31:0] old,
input [63:0] alu_result,
input [63:0] immediate,
output reg [31:0] next
);

reg [31:0] new;
reg [63:0] origin;
reg [63:0] jump;

initial begin
    next = 32'b0;
    origin = 64'b0;
end

always @(old) begin
    new = old + 4;
    origin = {32'b0, old[31:0]};
end

always @(immediate, origin) begin
    jump = origin + (immediate>>1);
end

always @(posedge clock) begin
    // assign next program counter value
    if (PCWrite == 1) begin
        if (Branch == 1 & (Zero == 1 | Jump == 1)) begin
            next = jump[31:0];
        end else begin
            next = new;
        end
        if (Jump == 1 & Branch == 0) begin
            next = alu_result[31:0];
        end
    end else begin
        next = next;
    end

    // $display("Jump = 0x%H", Jump);
    // $display("Branch = 0x%H", Branch);
    // $display("Zero = 0x%H", Zero);
    // $display("PCWrite = 0x%H", PCWrite);
    // $display("old = 0x%H", old);
    // $display("origin = 0x%H", origin);
    // $display("jump = 0x%H", jump);
    // $display("new = 0x%H", new);
    // $display("next = 0x%H", next);
end

```

```
endmodule
```

Program Counter

```
`timescale 1ns / 1ps

module program_counter(
    input  clk,
    input  [31:0] in,
    output reg [31:0] out
);

    initial begin
        out = -4;
    end

    always @(negedge clk) begin
        out = in;
    end

endmodule
```

TestBench

```
`timescale 1ns / 1ps

`include "main.v"

module testbench;
    integer currTime;
    reg clk;

    main uut(
        .clk (clk)
    );

    initial begin
        #0
        clk = 0;
        currTime = -10;
        uut.asset_pc.out = -4;
        $display("
=====
                ");

        #2000 $display("
=====
                ");
        #2000 $stop;
    end
endmodule
```

```

end

always @(posedge clk) begin
    // indicating a posedge clk triggered
    $display("

    ");
    #1; // wait for writing back
    $display("Time: %d, CLK = %d, PC = 0x%H", currTime, clk, uut
        .asset_pc.out);
    $display("[x0] = 0x%H", uut.asset_reg.RegData[0]);
    $display("[x1] = 0x%H", uut.asset_reg.RegData[1]);
    $display("[x2] = 0x%H", uut.asset_reg.RegData[2]);
    $display("[x3] = 0x%H", uut.asset_reg.RegData[3]);
    $display("[x4] = 0x%H", uut.asset_reg.RegData[4]);
    $display("[x5] = 0x%H", uut.asset_reg.RegData[5]);
    $display("[x6] = 0x%H", uut.asset_reg.RegData[6]);
    $display("[x7] = 0x%H", uut.asset_reg.RegData[7]);
    $display("[x8] = 0x%H", uut.asset_reg.RegData[8]);
    $display("[x9] = 0x%H", uut.asset_reg.RegData[9]);
    $display("[x10] = 0x%H", uut.asset_reg.RegData[10]);
    $display("[x11] = 0x%H", uut.asset_reg.RegData[11]);
    $display("[x12] = 0x%H", uut.asset_reg.RegData[12]);
    $display("[x13] = 0x%H", uut.asset_reg.RegData[13]);
    $display("[x14] = 0x%H", uut.asset_reg.RegData[14]);
    $display("[x15] = 0x%H", uut.asset_reg.RegData[15]);
    $display("[x16] = 0x%H", uut.asset_reg.RegData[16]);
    $display("[x17] = 0x%H", uut.asset_reg.RegData[17]);
    $display("[x18] = 0x%H", uut.asset_reg.RegData[18]);
    $display("[x19] = 0x%H", uut.asset_reg.RegData[19]);
    $display("[x20] = 0x%H", uut.asset_reg.RegData[20]);
    $display("[x21] = 0x%H", uut.asset_reg.RegData[21]);
    $display("[x22] = 0x%H", uut.asset_reg.RegData[22]);
    $display("[x23] = 0x%H", uut.asset_reg.RegData[23]);
    $display("[x24] = 0x%H", uut.asset_reg.RegData[24]);
    $display("[x25] = 0x%H", uut.asset_reg.RegData[25]);
    $display("[x26] = 0x%H", uut.asset_reg.RegData[26]);
    $display("[x27] = 0x%H", uut.asset_reg.RegData[27]);
    $display("[x28] = 0x%H", uut.asset_reg.RegData[28]);
    $display("[x29] = 0x%H", uut.asset_reg.RegData[29]);
    $display("[x30] = 0x%H", uut.asset_reg.RegData[30]);
    $display("[x31] = 0x%H", uut.asset_reg.RegData[31]);
end

always #10 begin
    clk = ~clk;
    currTime = currTime + 10;
end

endmodule

```