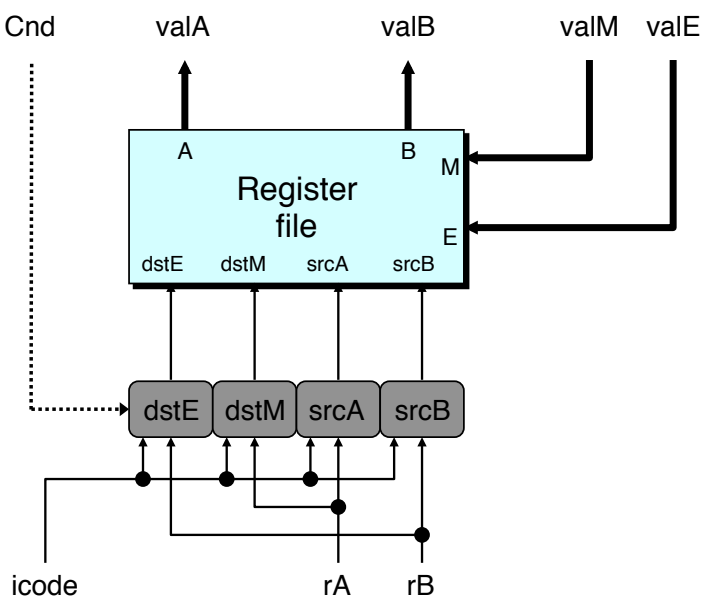
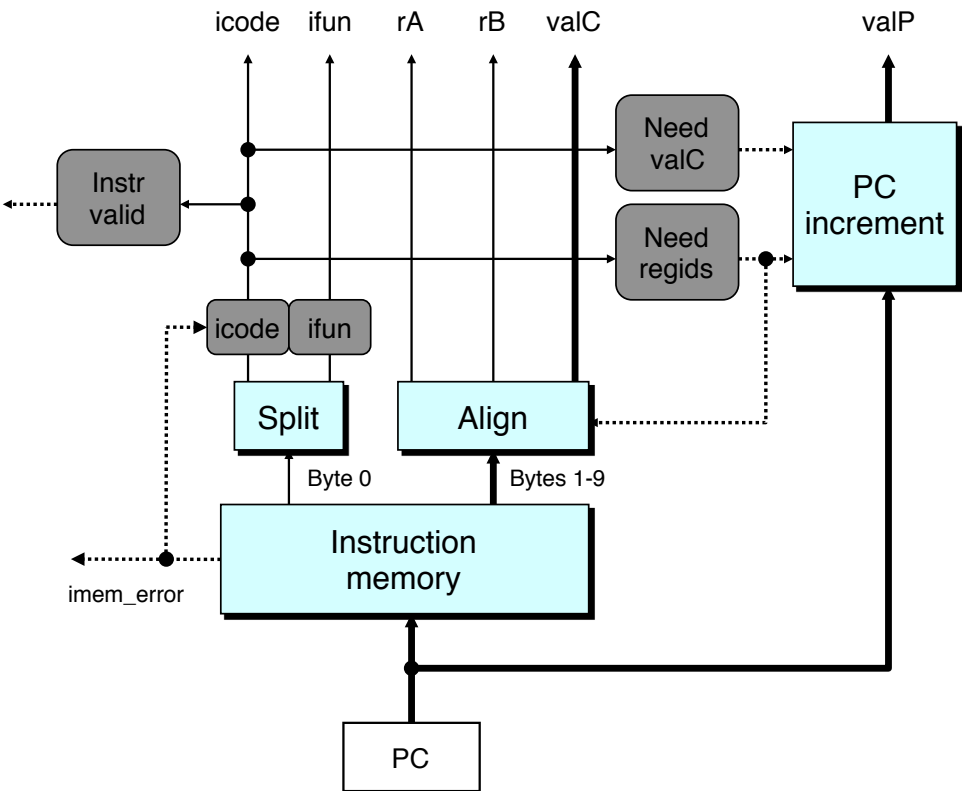


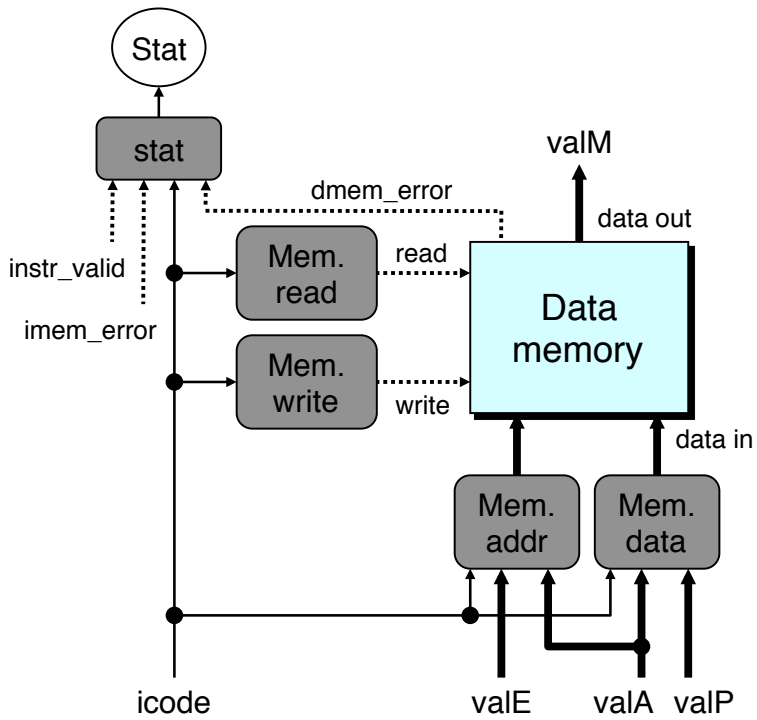
SEQ: hardware structure (defined in seq/seq-std.hcl)



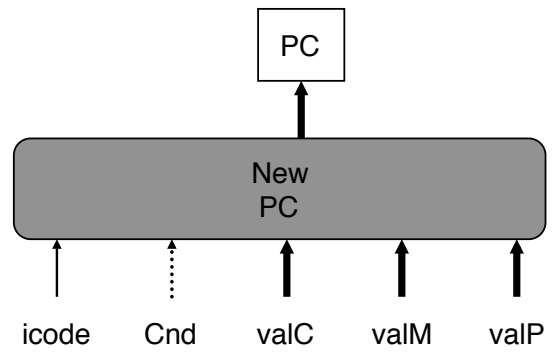
SEQ: decode and write-back stage



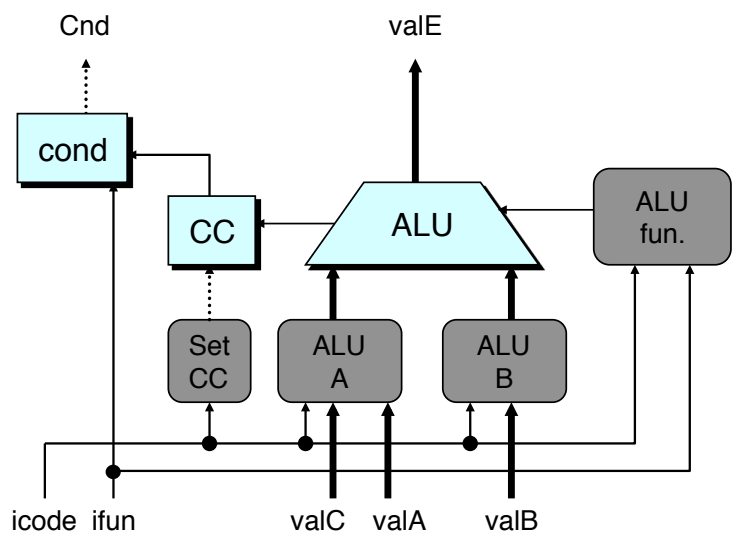
SEQ: fetch stage



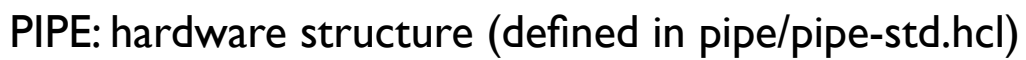
SEQ: memory state

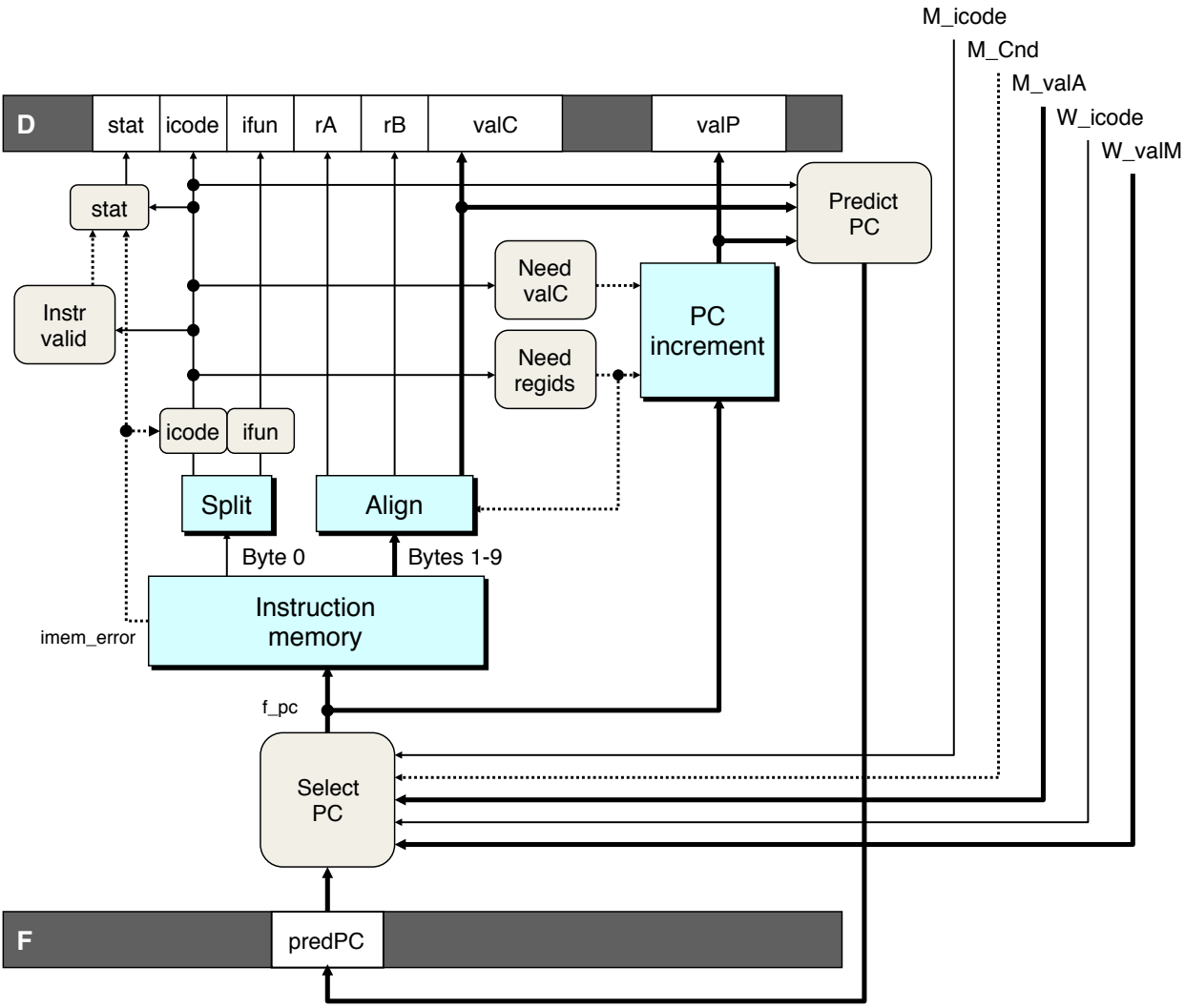


SEQ: PC update stage

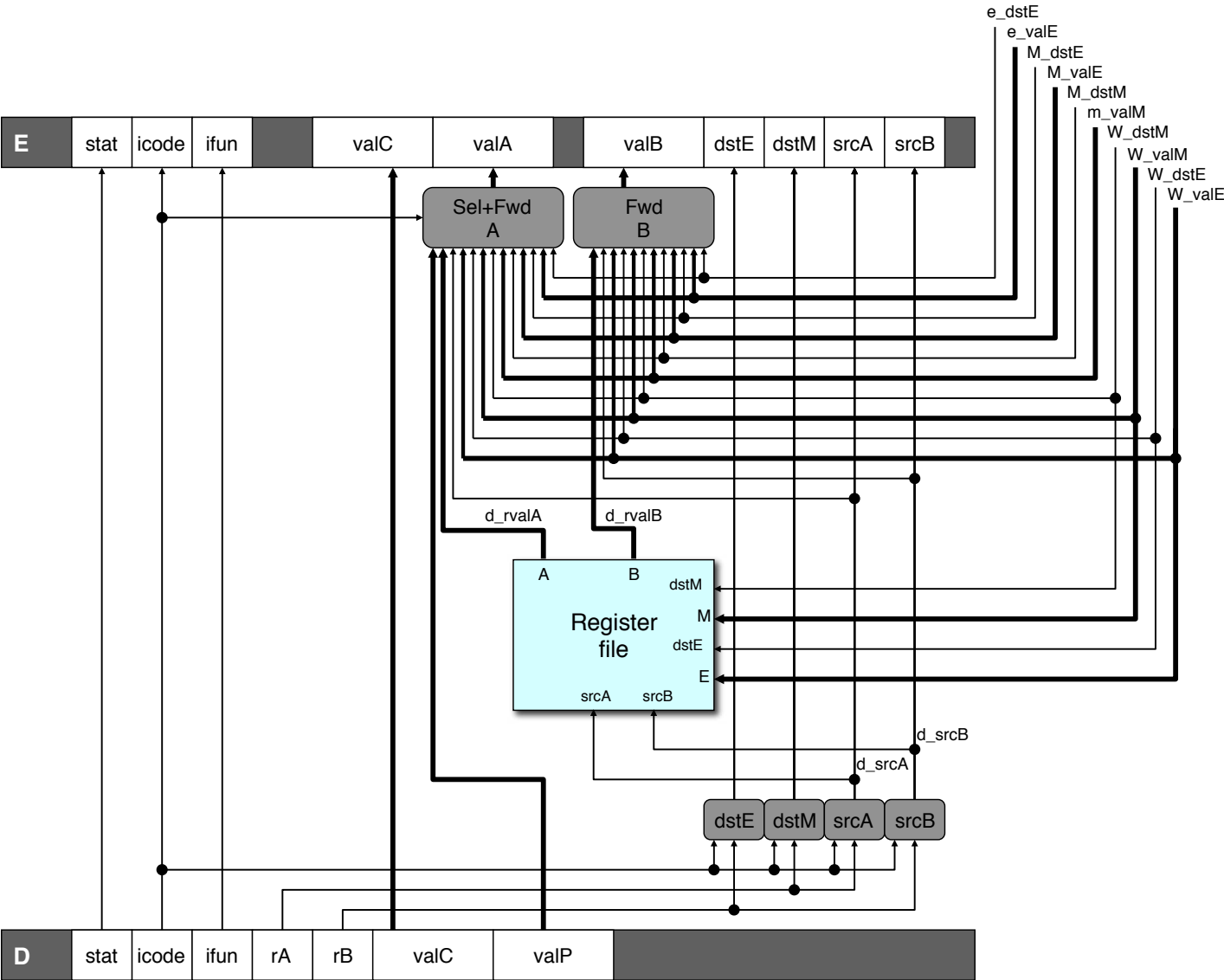


SEQ: execute state

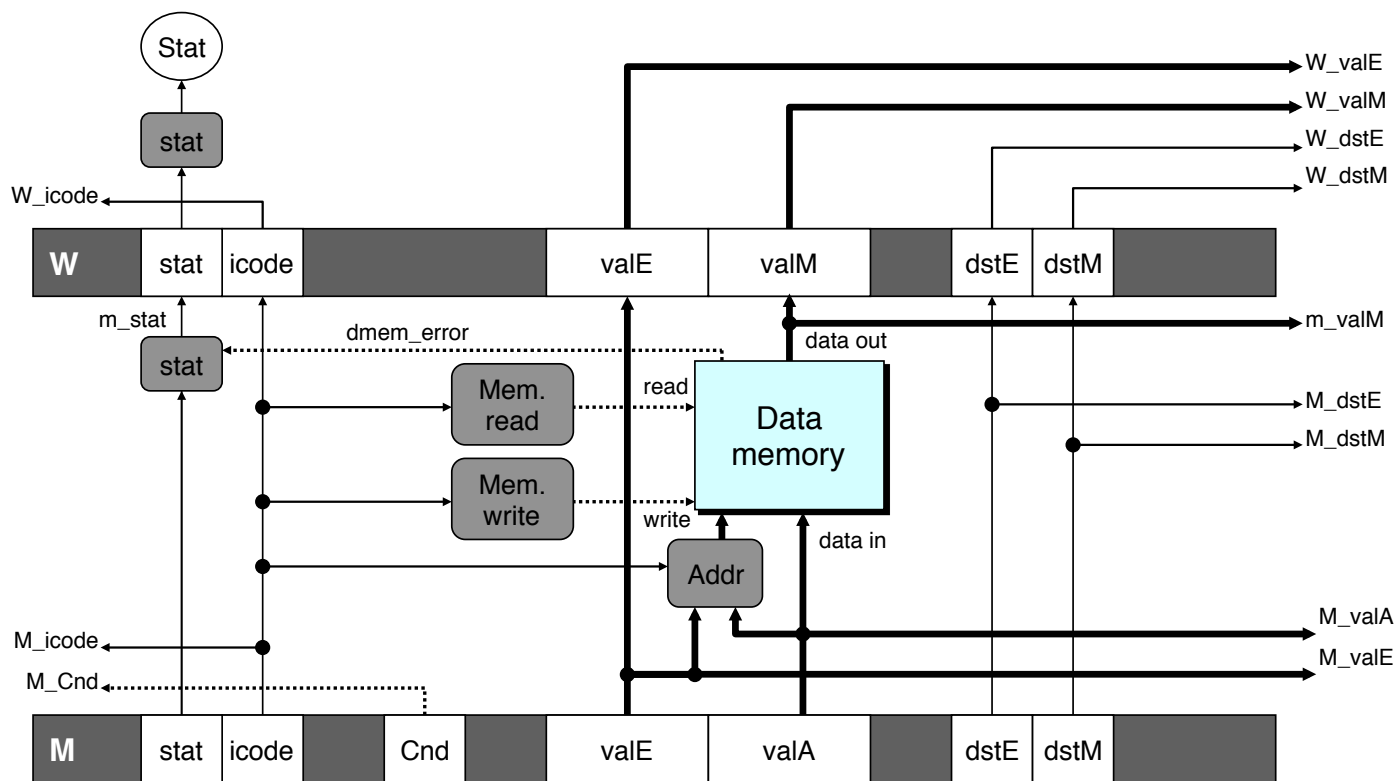




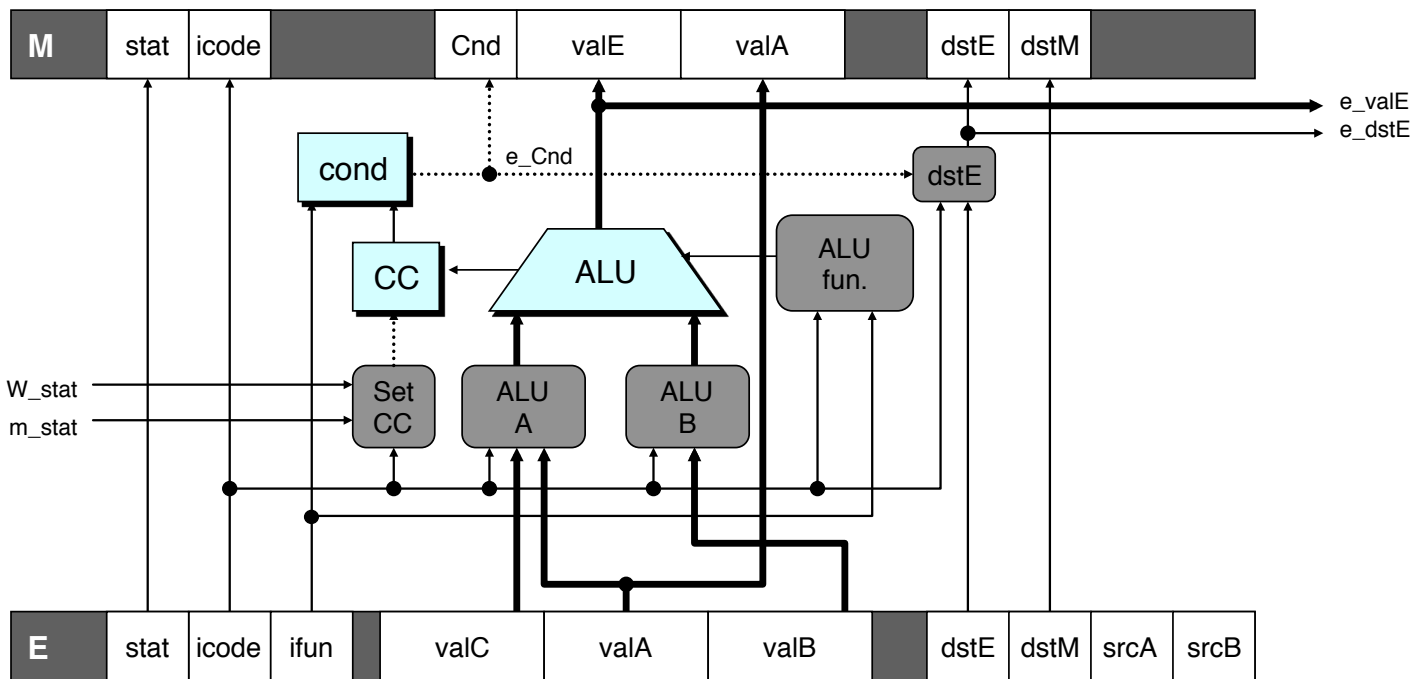
PIPE: PC selection and fetch logic



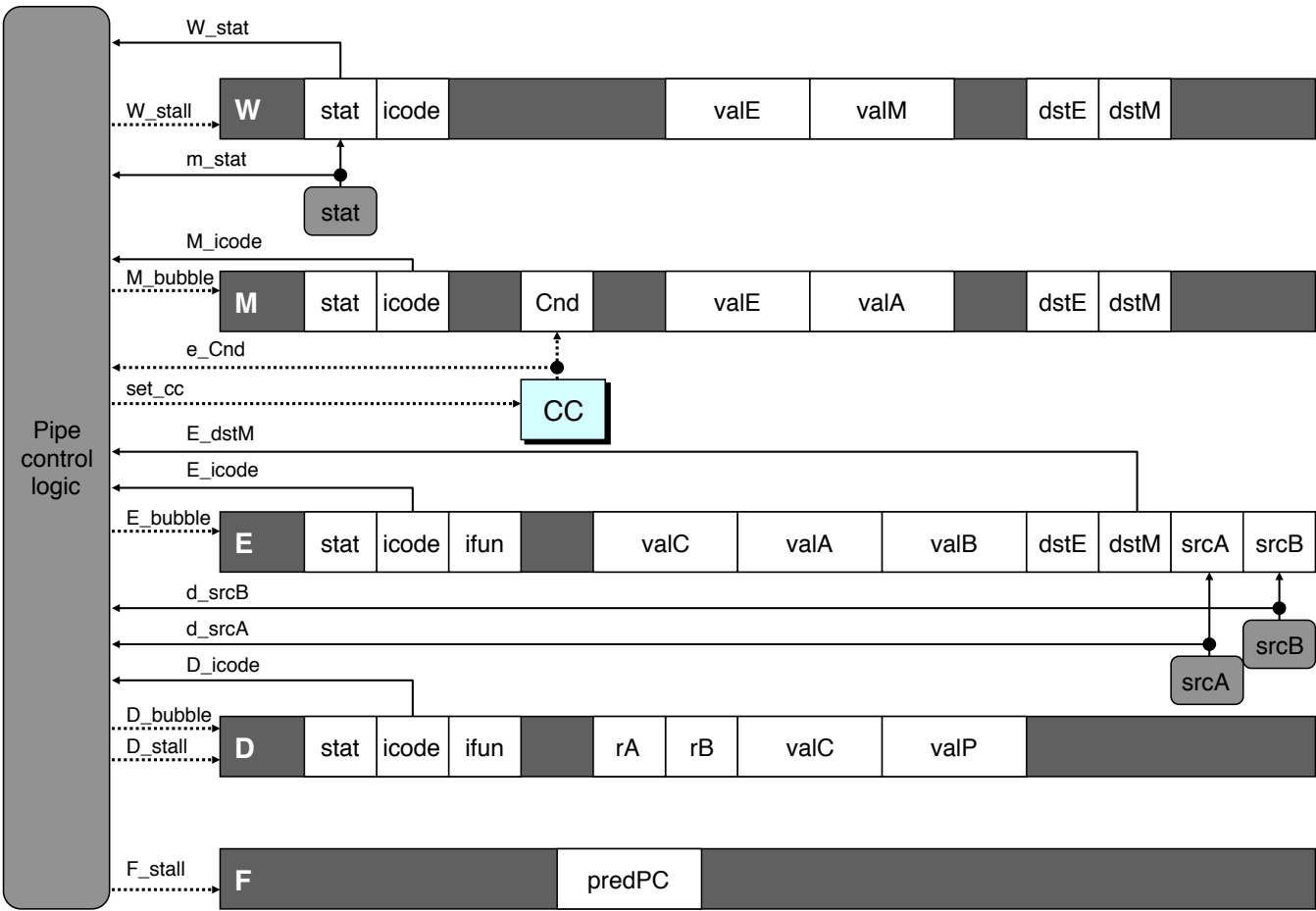
PIPE: decode and write-back stage logic



PIPE: memory stage logic



PIPE: execute stage logic



PIPE: pipeline control logic