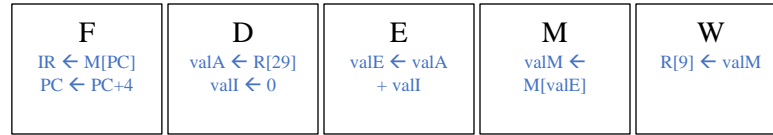
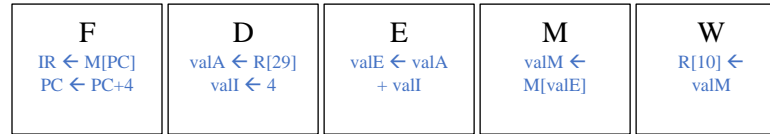


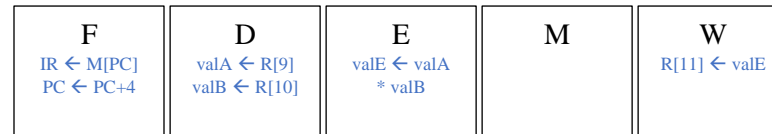
Loading b from the stack
1. lw \$t1, 0(\$sp)



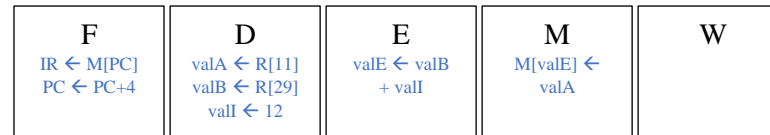
Loading e from the stack
2. lw \$t2, 4(\$sp)



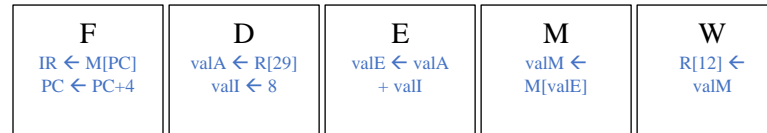
\$t3 = \$t1 * \$t2
3. mul \$t3, \$t1,\$t2



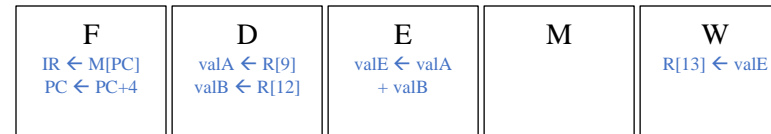
Storing a onto the stack
4. sw \$t3, 12(\$sp)



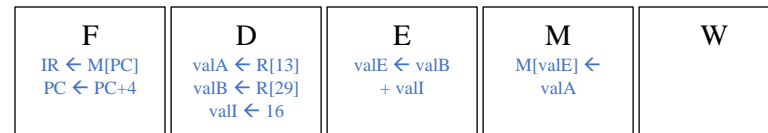
Loading f from the stack
5. lw \$t4, 8(\$sp)



\$t5 = \$t1 + \$t4
6. add \$t5, \$t1,\$t4



Storing c onto the stack
7. sw \$t5, 16(\$sp)



Pipeline registers not included in the diagrams. Assume there are pipeline registers between each stage and after W stage

Each clock cycle is not directly above the other to conserve space, this does not change functionality

C Code:
a = b * e;
c = b + f;

2. There are multiple data hazards within the MIPS machine instructions

Data Hazards:

- Instruction 3 depends on instruction 1 and 2 for \$t1, \$t2
- Instruction 4 requires instruction 3 to execute to get \$t3
- Instruction 6 depends on instruction 1 and 5 for \$t1, \$t4
- Instruction 7 requires instruction 6 to execute to get \$t5

Loading b from the stack
lw \$t1, 0(\$sp)

Loading e from the stack
lw \$t2, 4(\$sp)

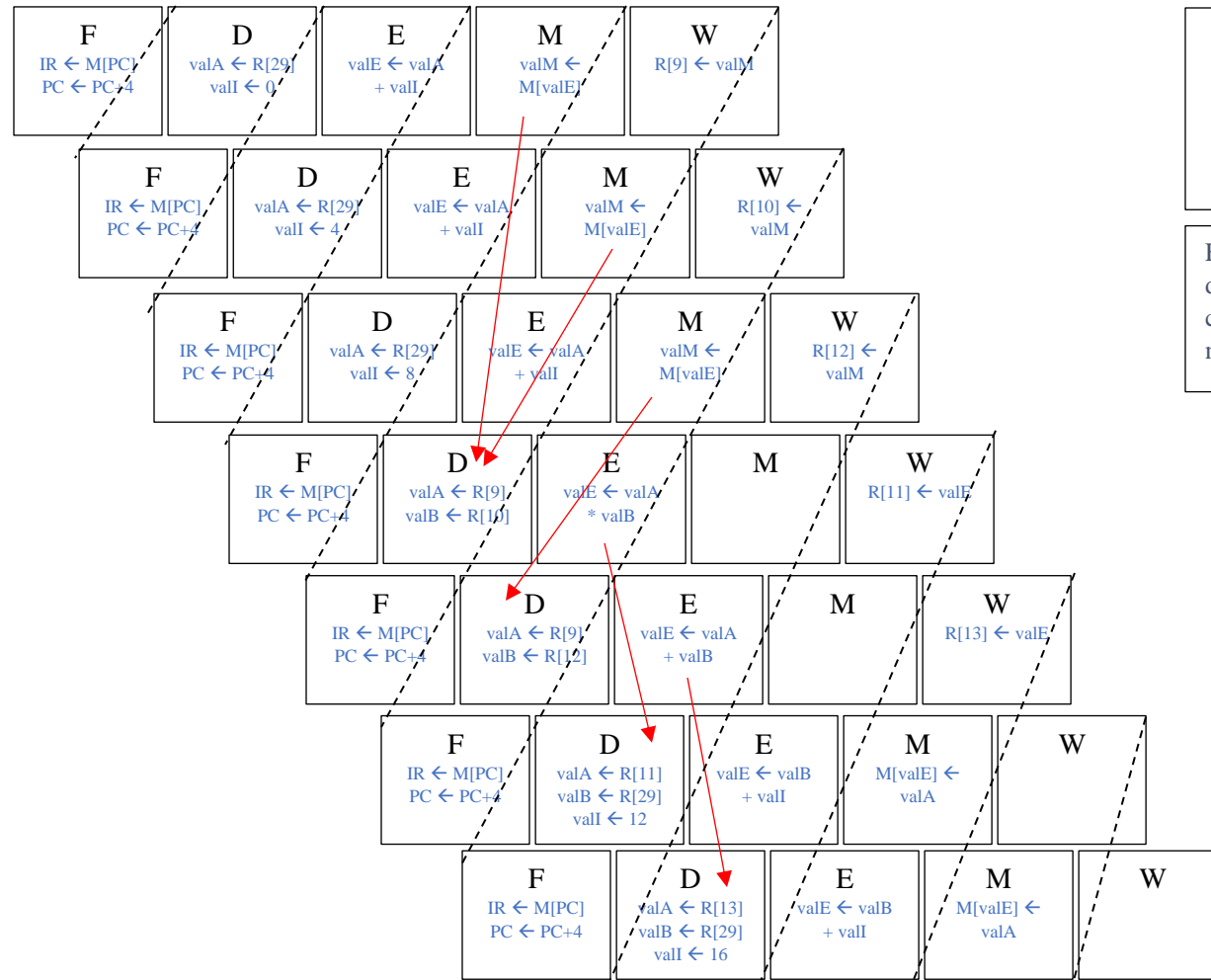
Loading f from the stack
lw \$t4, 8(\$sp)

\$t3 = \$t1 * \$t2
mul \$t3, \$t1, \$t2

\$t5 = \$t1 + \$t4
add \$t5, \$t1, \$t4

Storing a onto the stack
sw \$t3, 12(\$sp)

Storing c onto the stack
sw \$t5, 16(\$sp)



Pipeline registers not included in the diagrams. Assume there are pipeline registers between each stage and after W stage

Each clock cycle is not directly above the other to conserve space, this does not change functionality

- The **red lines** symbolize data forwarding
 - Instruction 1 and 2 are forwarded to instruction 4
 - Instruction 3 is forwarded to instruction 5
 - Instruction 4 is forwarded to instruction 6
 - Instruction 5 is forwarded to instruction 7
- \$t1 has been written to by the time we get to the decode stage of the *add* instruction so data forwarding of \$t1 is not required