

# Example

→ 0x04: DADDIU R3,R1,#-2  
BNEZ R3,L1 ;branch b1 (aa!=2)  
DADD R1,R0,R0 ;aa=0  
L1: DADDIU R3,R2,#-2  
0x10: BNEZ R3,L2 ;branch b2 (bb!=2)  
DADD R2,R0,R0 ;bb=0  
L2: DSUBU R3,R1,R2 ;R3=aa-bb  
0x1C: BEQZ R3,L3 ;branch b3 (aa==bb)

GHR		PC[3:2]	
0	0	0	1

0000	0
0001	0
0010	0
0011	0
0100	0
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
1110	0
1111	0

Predicted NT

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0x1C: BEQZ  R3,L3      ;branch b3 (aa==bb)

```


GHR    PC[3:2]

0	1	0	1
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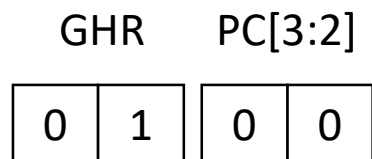
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0010	0
0011	0
0100	0
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
1110	0
1111	0

Actually T

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0000	0
0001	1
0010	0
0011	0
0100	0
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
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GHR PC[3:2]

1	1	0	0
---	---	---	---

0000	0
0001	1
0010	0
0011	0
0100	1
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
1110	0
1111	0

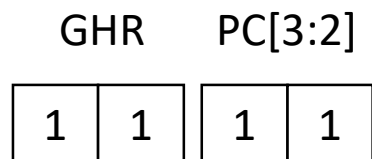
Actually T

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0000	0
0001	1
0010	0
0011	0
0100	1
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GHR PC[3:2]

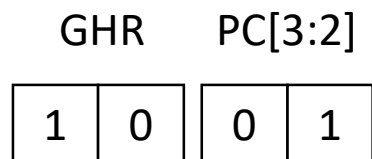
1	0	1	1
---	---	---	---

0000	0
0001	1
0010	0
0011	0
0100	1
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
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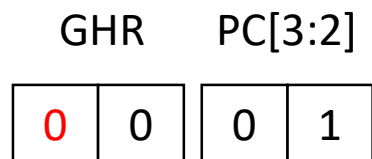
0000	0
0001	1
0010	0
0011	0
0100	1
0101	0
0110	0
0111	0
1000	0
1001	0
1010	0
1011	0
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0001	1
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0110	0
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1000	0
1001	0
1010	0
1011	0
1100	0
1101	0
1110	0
1111	0

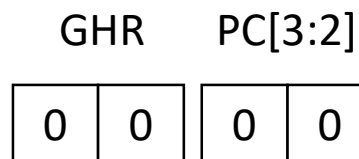
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