**2 operand instructions:**

No forwarding:

* AND
* OR
* MOV
* ADD
* SUB

Forwarding and take first operand from memory and second operand from WB

**1 operand instructions:**

No forwarding:

* SETC
* CLRC
* IN
* OUT
* NOT
* NOP
* INC
* DEC

**Memory:**

No forwarding:

* LDD
* LDM
* STD

Load immediate in first pipe

Load immediate in second pipe

Store in memory

Both pipes uses memory

Forward and src from memory stage and dst from wb stage