

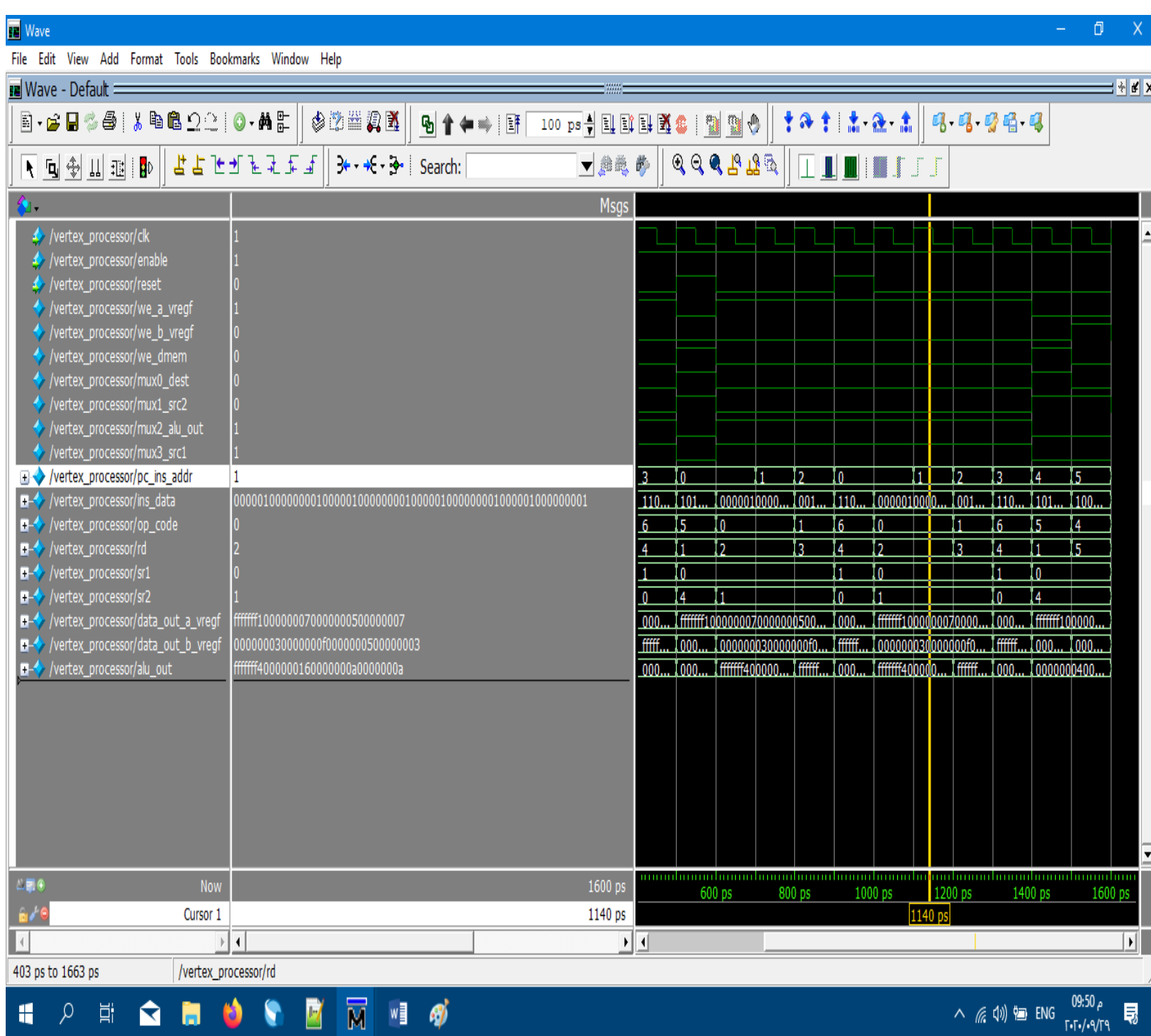
0	ADD	R2,R0,R1	000_0010_0000_0001
1	MUL	R3,R0,R1	001_0011_0000_0001
2	MOV	R4,R1	110_0100_0001_0000
3	STR	R1=[R0,#4]	101_0001_0000_0100
4	LDR	R5=[R0,#4]	100_0101_0000_0100

```

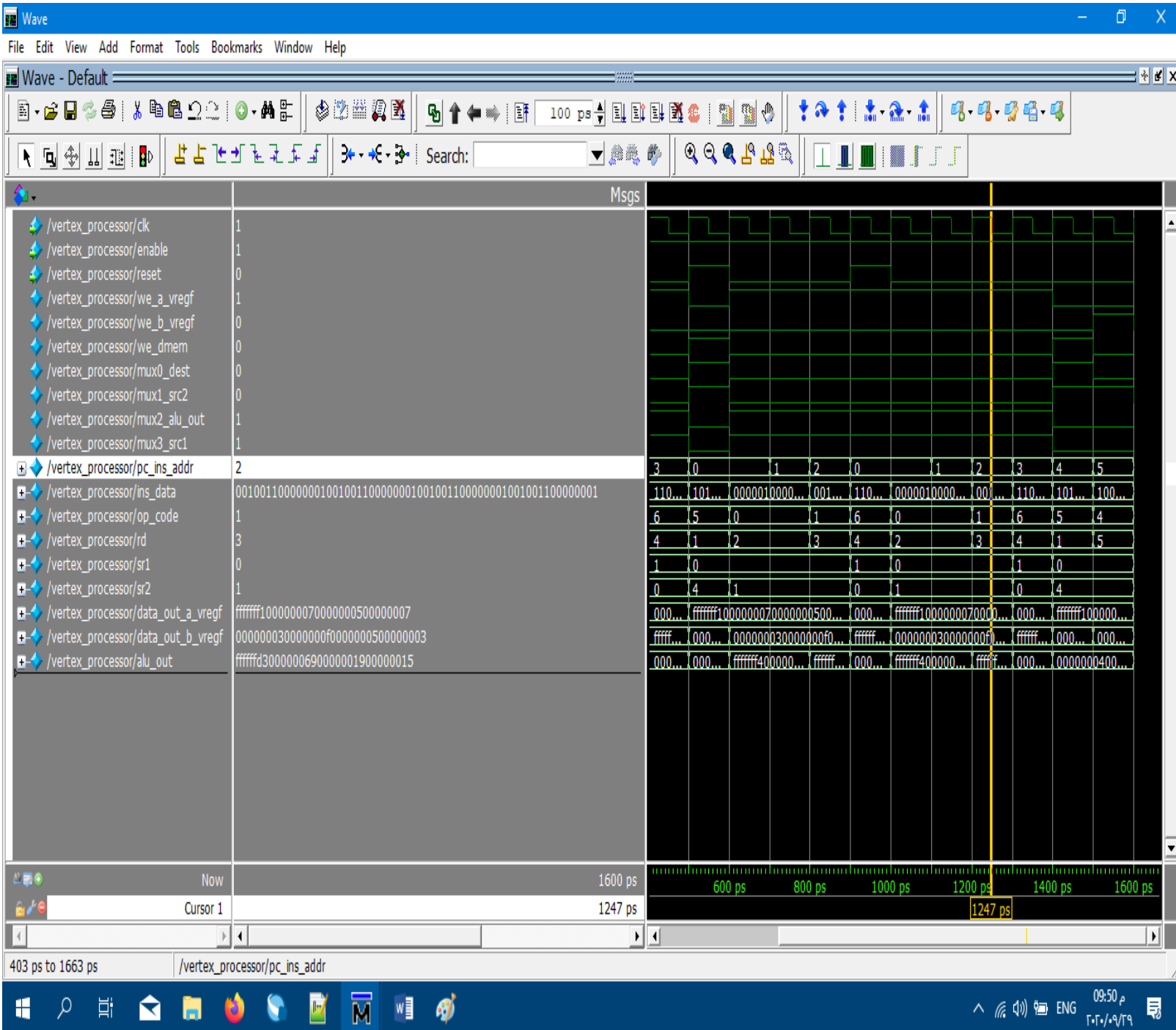
//ADD rd,sr1,sr2      >>>> rd = sr1 + sr2
// Mul  rd,sr1,sr2      >>>> rd = sr1 * sr2
// Mov  rd,sr1          >>>> rd = sr1
// STR  rd,[sr1,#imm4]  >>>> data_mem[sr1+imm4] = rd
// LDR  rd,[sr1,#imm4]  >>>> rd = data_mem[sr1+imm4]

```

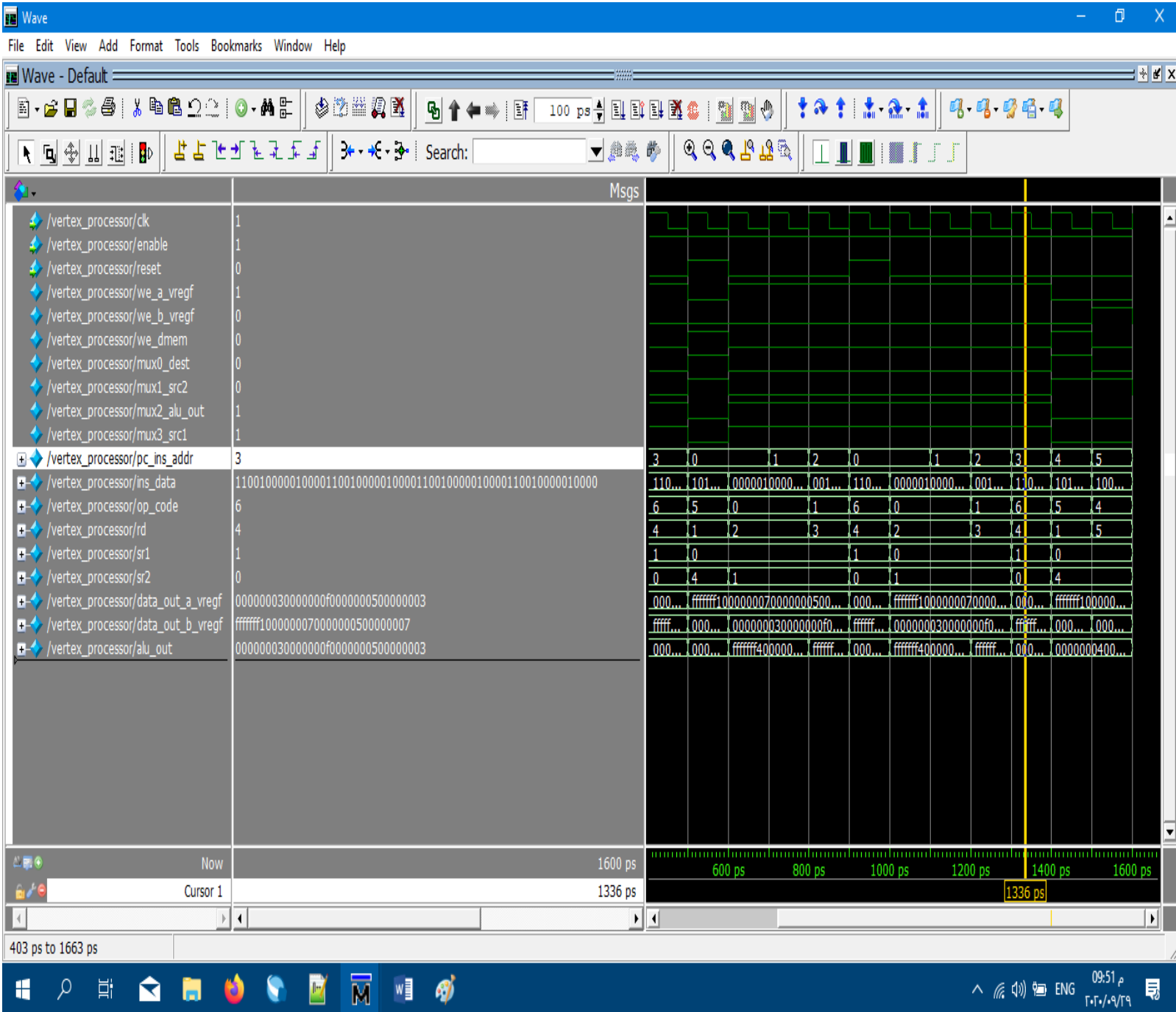
ADD R2,R0,R1



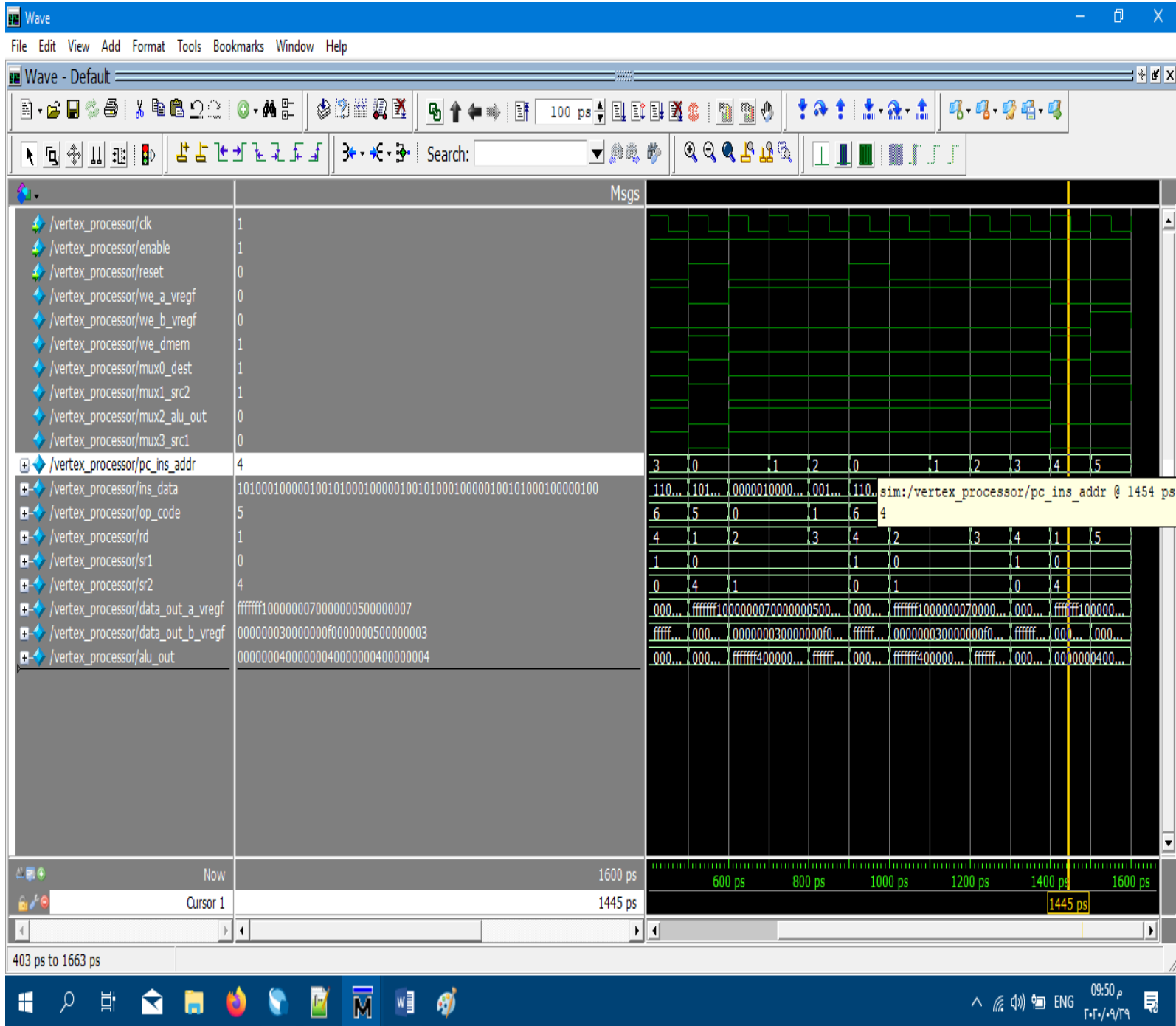
MUL R3,R0,R1



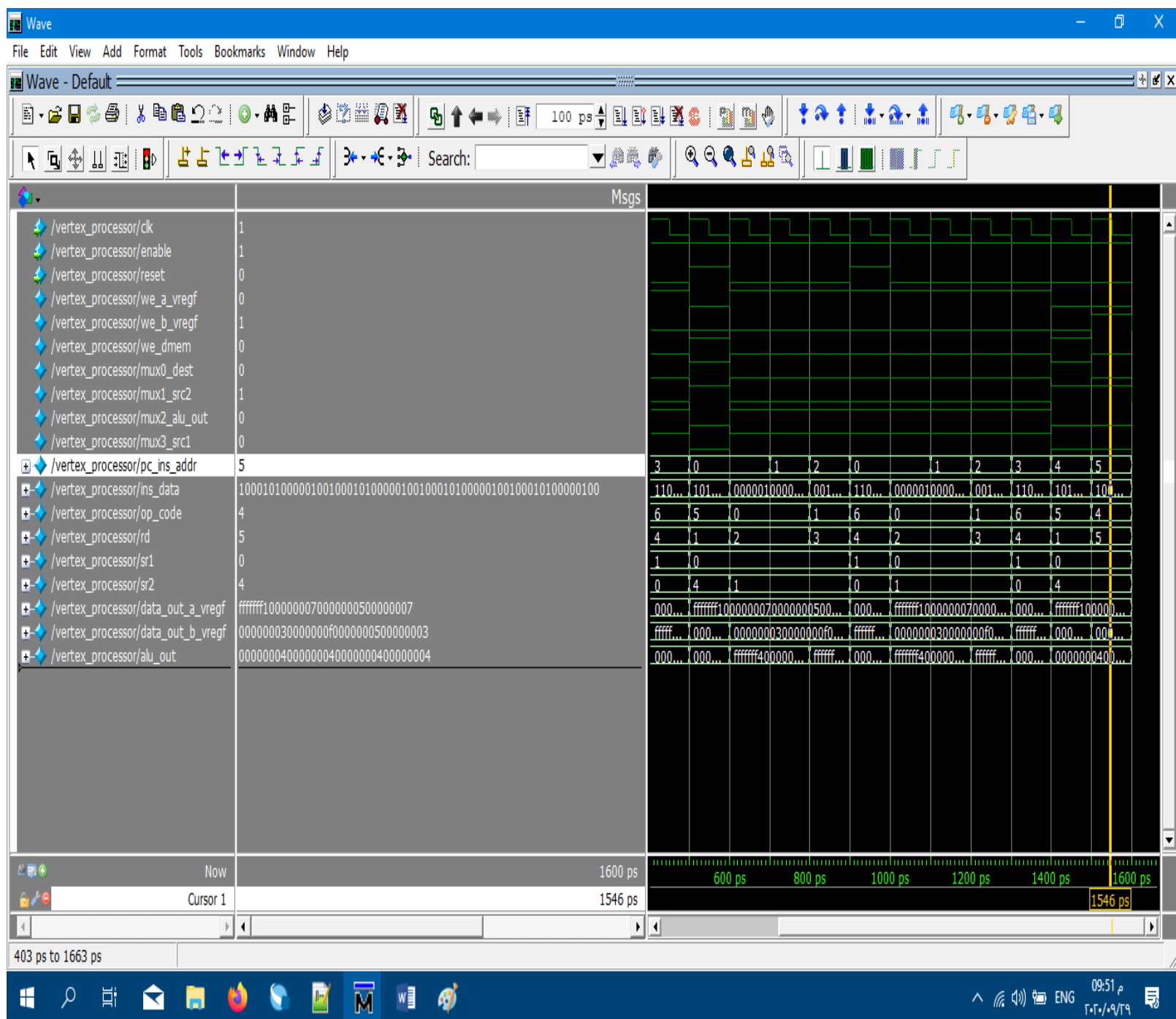
MOV R4,R1



STR R1=[R0,#4]



LDR R5=[R0,#4]



Special_reg_file

Memory Data - /vertex_processor/reg_file0/sreg_file	
File Edit View Bookmarks Window Help	
Memory Data - /vertex_processor/reg_file0/sreg_file	
[Icons]	
0000000f	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
0000000e	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
0000000d	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
0000000c	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
0000000b	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
0000000a	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000009	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000008	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000007	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000006	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000005	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000004	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000003	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000002	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000001	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
00000000	000000000000000000000000000000

Vector_reg_file

Memory Data - /vertex_processor/reg_file1/vreg_file	
File Edit View Bookmarks Window Help	
Memory Data - /vertex_processor/reg_file1/vreg_file	
[Icons]	
15	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
14	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
13	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
12	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
11	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
10	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
9	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
8	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
7	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
6	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
5	0000000300000000f000000050000003
4	0000000300000000f000000050000003
3	fffffffd3000000690000001900000015
2	fffffffd4000000160000000a0000000a
1	0000000300000000f000000050000003
0	fffffffd1000000070000000500000007

data_memory

Memory Data - /vertex_processor/d_mem0/d_mem	
File Edit View Bookmarks Window Help	
Memory Data - /vertex_processor/d_mem0/d_mem	
[Icons]	
36	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
35	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
34	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
33	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
32	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
31	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
30	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
29	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
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12	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
11	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
10	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
9	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
8	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
7	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
6	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
5	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
4	0000000300000000f000000050000003
3	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
2	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
1	xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Address: decimal Data: hexadecimal