

START OF THE PROGRAM

	Cycle 1	Cyc 2	Cyc 3	Cyc 4	Cyc 5	Cyc 6	Cyc 7	Cyc 8	Cyc 9	Cyc 10	Cyc 11	Cyc 12	Cyc 13	Cyc 14	Cyc 15	Cyc 16	Cyc 17	Cyc 18	Cyc 19	Cyc 20	Cyc 21	Cyc 22	Cyc 23	Cyc 24	Cyc 25	Cyc 26
LUI \$t0, 0x8000	Fetch	Deco	Ex	Mem	WB																					
ADDIU \$t0, \$t0, test_array		Fetch	Deco	Ex	Mem	WB																				
SUB \$t1, \$t1, \$t1			Fetch	Deco	Ex	Mem	WB																			
SUB \$t3, \$t3, \$t3				Fetch	Deco	Ex	Mem	WB																		
ADDI \$t4, \$0, 1000					Fetch	Deco	Ex	Mem	WB																	
								Ex BUBBLE	Mem BUBBLE	WB BUBBLE																
Loop1:BEQ \$t3,\$t4,OutLoop1						Fetch	Deco STALL	Deco	Ex	Mem	WB															
LW \$t5, 0(\$t0)							Fetch STALL	Fetch	Deco	Ex	Mem	WB														
										Ex BUBBLE	Mem BUBBLE	WB BUBBLE														
ADD \$t1, \$t1, \$t5								Fetch	Deco STALL	Deco	Ex	Mem	WB													
ADDI \$t0, \$t0, 4									Fetch STALL	Fetch	Deco	Ex	Mem	WB												
ADDI \$t3, \$t3, 1											Fetch	Deco	Ex	Mem	WB											
B Loop1												Fetch	Deco	Ex	Mem	WB										
OutLoop1: LUI \$t3, 0x8000													Fetch FLUSH	Deco BUBBLE	Ex BUBBLE	Mem BUBBLE	WB BUBBLE									
Loop1:BEQ \$t3,\$t4,OutLoop1															Fetch	Ex	Mem	WB								
LW \$t5, 0(\$t0)																Fetch	Deco	Ex	Mem	WB						
																	Ex BUBBLE	Mem BUBBLE	WB BUBBLE							
ADD \$t1, \$t1, \$t5																	Fetch	Deco STALL	Deco	Ex	Mem	WB				
ADDI \$t0, \$t0, 4																		Fetch STALL	Fetch	Deco	Ex	Mem	WB			
ADDI \$t3, \$t3, 1																			Fetch	Deco	Ex	Mem	WB			
B Loop1																				Fetch	Deco	Ex	Mem	WB		
OutLoop1: LUI \$t3, 0x8000																					Fetch FLUSH	Deco BUBBLE	Ex BUBBLE	Mem BUBBLE	WB BUBBLE	

END OF THE PROGRAM

B Loop1	Fetch	Deco	Ex	Mem	WB							
OutLoop1: LUI \$t3, 0x8000		Fetch FLUSH	Deco BUBBLE	Ex BUBBLE	Mem BUBBLE	WB BUBBLE						
Loop1:BEQ \$t3,\$t4,OutLoop1			Fetch	Deco	Ex	Mem	WB					
LW \$t5, 0(\$t0)				Fetch FLUSH	Deco BUBBLE	Ex BUBBLE	Mem BUBBLE	WB BUBBLE				
OutLoop1: LUI \$t3, 0x8000					Fetch	Deco	Ex	Mem	WB			
ADDIU \$t3, \$t3, Addition						Fetch	Deco	Ex	Mem	WB		
SW \$t1, 0(\$t3)							Fetch	Deco	Ex	Mem	WB	