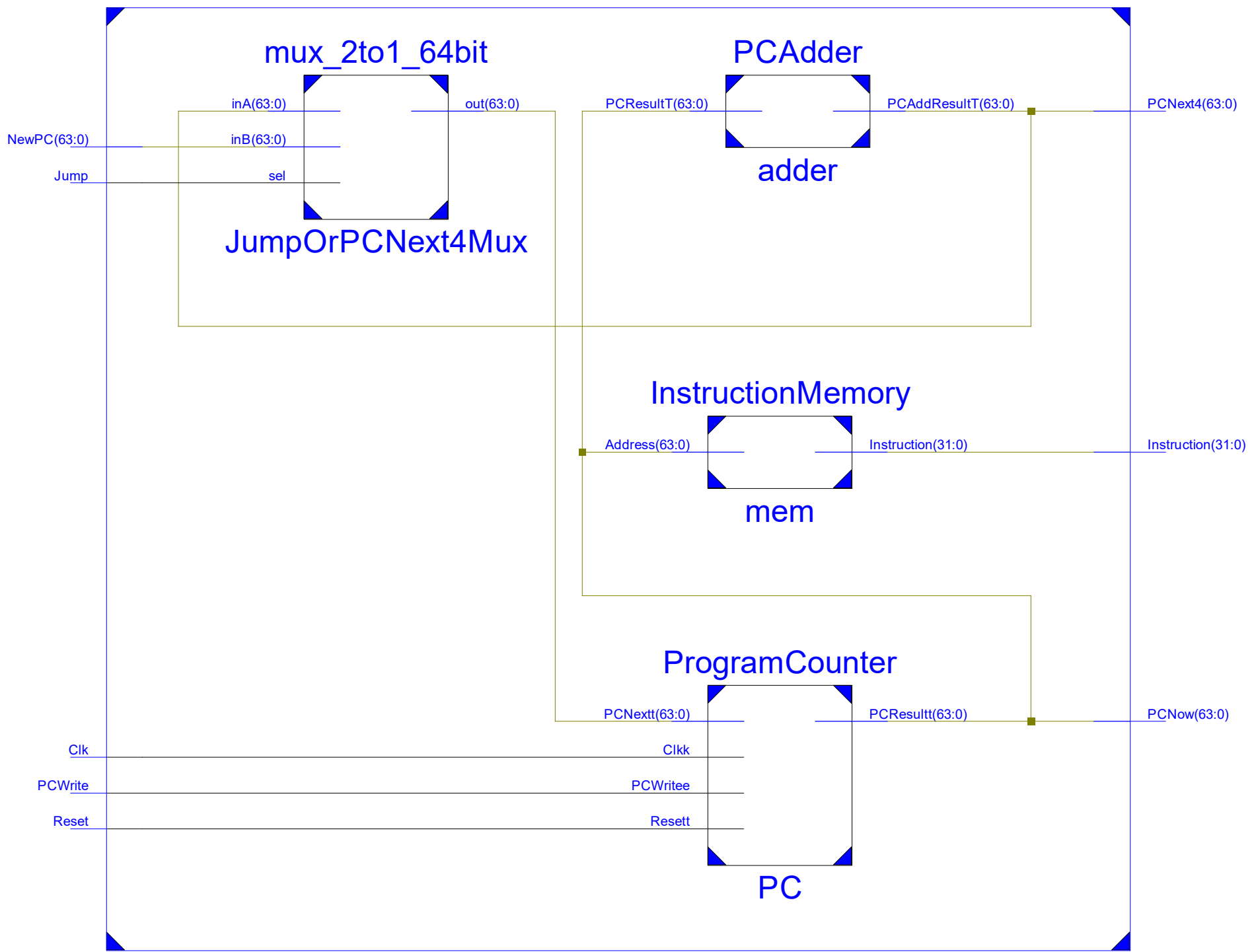


InstructionFetchUnit: 1



InstructionFetchUnit