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out-c2181031.txt

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```
./test/run-c2181031.sh
TEST: c2181031
./freess -exe program-c2181031 -wins 8 -pregs 8 -robs 10 -llat 2 -lqs 3 -sqs 3 -int no
```

LIST OF INITIALIZATION PARAMETERS

-----[General]

```
Program Name      = program-c2181031
Silent           = no
Interactive       = no
Mode             = no
Iterations       = 3
Starting Clock Cycle = 0
Tomasulo Mode    = no
```

-----[Architecture]

```
Logical Registers = 8
Physical Registers = 8
Pipeline Structure = FDFIXWC
Unified LSU       = yes
Load over Store Pri = yes
In-Order Issue   = no
In-Order Complete = no
Unified Disp./Issue = yes
Early RS Release = yes
Data Mem. Pipe   = yes
Fetch Width      = 4
Decode Width     = 4
Dispatch Width   = 4
Issue Width      = 4
Write-Back Width = 4
Commit Width     = 4
Window Size      = 8
ROB Size         = 10
Integer ALU Units = 4
Integer ALU Latency = 0
Int. ALU Res.Stat. = 100
Integer Mult. Units = 1
Integer Mult. Latency = 4
Integer Mul. Pipe = yes
Int. Mul. Res.Stat. = 100
Integer Div. Units = 1
Integer Div. Latency = 4
Integer Div. Pipe = yes
Int. Div. Res.Stat. = 100
Floating Point Units = 4
Floating Point Mul = 1
Load Units       = 1
Load Latency     = 2
Load Pipe        = yes
Store Units      = 1
Store Latency    = 1
Store Pipe       = yes
Store Waits      = no
Load/Store Res.Stat. = 100
Branch Units     = 1
Branch Latency   = 0
Branch Res.Stat. = 100
Load Queue Size  = 3
Store Queue Size = 3
Speculation      = yes
Write Back Latency = 0
```

-----[Program Defaults]

```
Log File Name = def.log
```

* Input program: 'program-c2181031'

```
x1 <-- 00000010
x4 <-- 00000040
x5 <-- 00000050
x6 <-- 00000060
000) 1 2 1 0 --> LW    x2,0(x1)
001) 7 4 2 2 --> MUL   x4,x2,x2
002) 2 4 1 0 --> SW    x4,0(x1)
003) 6 1 1 4 --> ADDI  x1,x1,4
004) 4 2 0 -5 --> BNE  x2,x0,-5
```

* TOTAL_INSTRUCTIONS=5

* NUMBER_OF_ITERATIONS=3

```
    STAGE = 4 entries.
    FETCH STAGE = 4 entries.
    DECODE STAGE = 4 entries.
    DISPATCH STAGE = 4 entries.
    ISSUE STAGE = 4 entries.
    EXECUTE STAGE = 12 entries.
    COMPLETE STAGE = 4 entries.
    COMMIT STAGE = 4 entries.
```

Consider the following snippet of code running on 4-ways out-of-order superscalar processor.
Initially, x1=0x0010, x4=0x0040, x5=0x0050, x6=0x0060 and the other registers contain zero.

```
lab1:  LW    x2,0(x1)
      MUL   x4,x2,x2
      SW    x4,0(x1)
      ADDI  x1,x1,4
      BNE  x2,x0,lab1
```

Working hypothesis:

- * the fetch, decode and commit stages are 4 instructions wide
- * the instruction window has 8 slots
- * we have 8 physical registers in the free pool (excluding P0 which is hardwired to 0)
- * the reorder buffer has 10 entries
- * the integer multiplier has 4 stages
- * the load/store queues have 3 slots each and a common effective-address calculation unit
- * there are 4 ALUs for arithmetic and logic operations and for branching
- * an ALU/BRANCH performs its operation in the same cycle when the operation is issued
- * reads require 1 clock cycle (after the addressing phase)
- * when accessing memory (M), reads have precedence over writes and must be executed in-order
- * the register file has 4 input- and 4 output-ports
- * there are 8 logical registers (excluding x0 which is hardwired to 0)
- * the store operation leaves the issue stage as it is inserted in the store queue
- * when the X stage finds a free slot in the LQ/SQ, also a slot in the I stage is reserved
- * branches are predicted taken

Calculate the total cycles, needed to execute 3 iterations of the above loop on such machine;
complete the following chart until the end of the third iteration of the code fragment above, including the
renamed stream the precise evolution of the free pool of the physical registers (the register map), the
Instruction Window, the Reorder Buffer (ROB) and the Load Queue (LQ) and Store Queue (SQ).
Note: Ci, Cj, Ck, Cl indicate the cycle when the corresponding physical registers are available in IW

PHYSICAL REGS: 1 2 3 4 5 6 7 8

```
qi: 1 1 1 1 1 1 1 1
vi: 00 00 00 00 00 00 00 00
```

```
REG.FILE: xi: 1 2 3 4 5 6 7 8
           Pi: - - - - - - - -
```


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```

002] SW x4,0(x1) 0 1 2 4 ,0(P1)<-P3 002> SW - P3 P1 0 - 4 - 002) 002 - - 1 0 0 |---- LW P2 0010 3|
003] ADDI x1,x1,4 0 1 2 3 3 4 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - 003) 003 x1 P1 0 0 1 |-----
004] BNE x2,x0,-5 1 2 3 ,P2,P0,-5 003) BNE - P2 P0 -5 . 3 - 004) 004 - - 0 0 0
005] LW x2,0(x1) 2 3 4 P5,0(P4) 004) LW P5 P4 - 0 4 - - 005) 000 x2 P2 0 0 0
006] MUL x4,x2,x2 2 3 4 P6,P5,P5 005) MUL P6 P5 P5 - . - 006) 001 x4 P3 0 0 0
007] SW x4,0(x1) 2 3 4 ,0(P4)<-P6 006) SW - P6 P4 0 - 4 - 007) 002 - - 1 0 0
008] ADDI x1,x1,4 2 3 4 P7,P4,4 007) ADDI P7 P4 - 4 4 - - 008) 003 x1 P4 0 0 0
009] BNE x2,x0,-5 3 4 ,P5,P0,-5
010] LW x2,0(x1) 4
011] MUL x4,x2,x2 4
012] SW x4,0(x1) 4
013] ADDI x1,x1,4 4

```

Press ENTER to continue (PC=4,IC=14,CK=4,CTOT=5,IPC=2.80)...

```

=====
PHYSICAL REGS: 1 2 3 4 5 6 7 8
                * * * * *
qi: 0 1 1 0 1 1 1 1
vi: 10 00 00 14 00 00 18 00
=====
REG.FILE: xi: 1 2 3 4 5 6 7 8
          Pi: 7 8 1 6 0 0 0 0
          Qi: 1 1 0 1 0 0 0 0
          Vi: 00000014 00000000 00000000 00000040 00000050 00000060 00000000 00000000
=====

```

```

=====
STAGES: F D P I X W C RENAMED-STR INSTRUCTION-WINDOW REORDER-BUFFER A M L S B F X D
TOTAL SLOTS: 4 4 4 4 12 4 4 8 8 10 4 1 1 0 1 4 1 1
BUSY SLOTS: 4 1 0 0 2 1 0 8 5 10 0 0 0 0 0 0 0 0
STALLS: 0 1 0 0 0 0 1 1 0 0 0 6 6 0 0 0 0 0
=====
PC INSTRUCTION F D P I X W C P1,Pj Pk P1 IW# OPCODE P1 Pj Pk I/P1 Cj Ck Cl ROB# PC x1 oPi s x c
000] LW x2,0(x1) 0 1 2 3 4 P2,0(P1) ---- LW P2 P1 - 0 3 3 - 000) 000 x2 - 0 0 0
001] MUL x4,x2,x2 0 1 2 P3,P2,P2 001) MUL P3 P2 P2 - . - 001) 001 x4 - 0 0 0
002] SW x4,0(x1) 0 1 2 4 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - 002) 002 - - 1 0 0
003] ADDI x1,x1,4 0 1 2 3 3 4 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - 003) 003 x1 P1 0 0 1
004] BNE x2,x0,-5 1 2 3 ,P2,P0,-5 003) BNE - P2 P0 -5 . 3 - 004) 004 - - 0 0 0
005] LW x2,0(x1) 2 3 4 5 P5,0(P4) 004> LW P5 P4 - 0 5 5 - 005) 000 x2 P2 0 0 0
006] MUL x4,x2,x2 2 3 4 P6,P5,P5 005) MUL P6 P5 P5 - . - 006) 001 x4 P3 0 0 0
007] SW x4,0(x1) 2 3 4 ,0(P4)<-P6 006) SW - P6 P4 0 - 4 - 007) 002 - - 1 0 0
008] ADDI x1,x1,4 2 3 4 5 5 P7,P4,4 007> ADDI P7 P4 - 4 5 5 - 008) 003 x1 P4 0 0 0
009] BNE x2,x0,-5 3 4 5 P8,P0,-5 007) BNE - P5 P0 -5 . 5 - 009) 004 - - 0 0 0
010] LW x2,0(x1) 4 5 P8,0(P7)
011] MUL x4,x2,x2 4
012] SW x4,0(x1) 4
013] ADDI x1,x1,4 4
014] BNE x2,x0,-5 5

```

Press ENTER to continue (PC=0,IC=15,CK=5,CTOT=6,IPC=2.50)...

```

@0005 stall due to DATA_WAIT in C when moving ADDI/003 from W to C.
@0005 stall due to no S-unit available for SW/007
@0005 stall due to no S-unit available for SW/007
@0005 stall due to no S-unit available for SW/007
@0005 stall due to Physical registers not available
@0005 stall due to DATA_WAIT in D when moving MUL/011 from F to D.

```

```

=====
PHYSICAL REGS: 1 2 3 4 5 6 7 8
                * * * * *
qi: 0 0 1 0 1 1 0 1
vi: 10 00 00 14 00 00 18 00
=====
REG.FILE: xi: 1 2 3 4 5 6 7 8
          Pi: 7 8 1 6 0 0 0 0
          Qi: 0 1 0 1 0 0 0 0
          Vi: 00000018 00000000 00000000 00000040 00000050 00000060 00000000 00000000
=====

```

```

=====
STAGES: F D P I X W C RENAMED-STR INSTRUCTION-WINDOW REORDER-BUFFER A M L S B F X D
TOTAL SLOTS: 4 4 4 4 12 4 4 8 8 10 4 1 1 0 1 4 1 1
BUSY SLOTS: 4 1 0 0 2 1 0 8 2 10 0 0 0 0 0 0 0 0
STALLS: 0 2 1 0 0 2 2 0 1 0 6 6 0 0 0 0 0
=====
PC INSTRUCTION F D P I X W C P1,Pj Pk P1 IW# OPCODE P1 Pj Pk I/P1 Cj Ck Cl ROB# PC x1 oPi s x c
000] LW x2,0(x1) 0 1 2 3 4 6 P2,0(P1) ---- LW P2 P1 - 0 3 3 - 000) 000 x2 - 0 0 0
001] MUL x4,x2,x2 0 1 2 6 6 P3,P2,P2 001> MUL P3 P2 P2 - 6 6 - 001) 001 x4 - 0 0 0
002] SW x4,0(x1) 0 1 2 4 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - 002) 002 - - 1 0 0
003] ADDI x1,x1,4 0 1 2 3 3 4 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - 003) 003 x1 P1 0 0 1
004] BNE x2,x0,-5 1 2 3 6 6 6 ,P2,P0,-5 003> BNE - P2 P0 -5 6 6 - 004) 004 - - 0 0 1
005] LW x2,0(x1) 2 3 4 5 6 P5,0(P4) ---- LW P5 P4 - 0 5 5 - 005) 000 x2 P2 0 0 0
006] MUL x4,x2,x2 2 3 4 P6,P5,P5 005) MUL P6 P5 P5 - . - 006) 001 x4 P3 0 0 0
007] SW x4,0(x1) 2 3 4 6 ,0(P4)<-P6 006> SW - P6 P4 0 - 6 - 007) 002 - - 1 0 0
008] ADDI x1,x1,4 2 3 4 5 5 6 P7,P4,4 ---- ADDI P7 P4 - 4 5 5 - 008) 003 x1 P4 0 0 1
009] BNE x2,x0,-5 3 4 5 P8,P0,-5 007) BNE - P5 P0 -5 . 5 - 009) 004 - - 0 0 0
010] LW x2,0(x1) 4 5 P8,0(P7)
011] MUL x4,x2,x2 4
012] SW x4,0(x1) 4
013] ADDI x1,x1,4 4
014] BNE x2,x0,-5 5

```

Press ENTER to continue (PC=0,IC=15,CK=6,CTOT=7,IPC=2.14)...

```

@0006 stall due to DATA_WAIT in C when moving ADDI/003 from W to C.
@0006 stall due to ROB full
@0006 stall due to NO_ROB_SLOTS in P when moving LW/010 from D to P.
@0006 stall due to Physical registers not available
@0006 stall due to DATA_WAIT in D when moving MUL/011 from F to D.

```

```

=====
PHYSICAL REGS: 1 2 3 4 5 6 7 8
                * * * * *
qi: 0 0 1 0 1 1 0 1
vi: 10 00 00 14 00 00 18 00
=====
REG.FILE: xi: 1 2 3 4 5 6 7 8
          Pi: 7 8 1 6 0 0 0 0
          Qi: 0 1 0 1 0 0 0 0
          Vi: 00000018 00000000 00000000 00000040 00000050 00000060 00000000 00000000
=====

```

```

=====
STAGES: F D P I X W C RENAMED-STR INSTRUCTION-WINDOW REORDER-BUFFER A M L S B F X D
TOTAL SLOTS: 4 4 4 4 12 4 4 8 8 10 4 1 1 0 1 4 1 1
BUSY SLOTS: 4 0 0 0 2 0 0 8 3 10 0 0 0 0 0 0 0 0
STALLS: 0 3 1 0 0 2 3 0 1 0 6 6 0 0 0 0 0
=====
PC INSTRUCTION F D P I X W C P1,Pj Pk P1 IW# OPCODE P1 Pj Pk I/P1 Cj Ck Cl ROB# PC x1 oPi s x c
000] LW x2,0(x1) 0 1 2 3 4 6 P2,0(P1) ---- LW P2 P1 - 0 3 3 - 000) 000 x2 - 0 0 0
001] MUL x4,x2,x2 0 1 2 6 6 P3,P2,P2 ---- MUL P3 P2 P2 - 6 6 - 001) 001 x4 - 0 0 0
002] SW x4,0(x1) 0 1 2 4 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - 002) 002 - - 1 0 0
003] ADDI x1,x1,4 0 1 2 3 3 4 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - 003) 003 x1 P1 0 0 1
004] BNE x2,x0,-5 1 2 3 6 6 6 ,P2,P0,-5 ---- BNE - P2 P0 -5 6 6 - 004) 004 - - 0 0 1
005] LW x2,0(x1) 2 3 4 5 6 P5,0(P4) ---- LW P5 P4 - 0 5 5 - 005) 000 x2 P2 0 0 0
006] MUL x4,x2,x2 2 3 4 P6,P5,P5 005) MUL P6 P5 P5 - . - 006) 001 x4 P3 0 0 0
007] SW x4,0(x1) 2 3 4 6 ,0(P4)<-P6 ---- SW - P6 P4 0 - 6 - 007) 002 - - 1 0 0
008] ADDI x1,x1,4 2 3 4 5 5 6 P7,P4,4 ---- ADDI P7 P4 - 4 5 5 - 008) 003 x1 P4 0 0 1
009] BNE x2,x0,-5 3 4 5 P8,P0,-5 007) BNE - P5 P0 -5 . 5 - 009) 004 - - 0 0 0
010] LW x2,0(x1) 4 5 P8,0(P7) 000) LW P8 P7 - 0 7 - - 000) 000 x2 P5 0 0 0
011] MUL x4,x2,x2 4
012] SW x4,0(x1) 4
013] ADDI x1,x1,4 4
014] BNE x2,x0,-5 5

```

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----- Press ENTER to continue (PC=0,IC=15,CK=7,CTOT=8,IPC=1.87) ...
 @007 stall due to Physical registers not available
 @007 stall due to DATA_WAIT in D when moving MUL/011 from F to D.

PHYSICAL REGS:															1	2	3	4	5	6	7	8																					
															*	*	*	*	*	*	*	*																					
qi:															0	0	1	0	0	1	0	1																					
vi:															10	00	00	14	00	00	18	00																					
REG.FILE:															xi:	1		2		3		4		5		6		7		8													
															Pi:	7		8				6																					
															Qi:	0		1		0		1		0		0		0		0													
															Vi:	00000018	00000000	00000000	00000040	00000050	00000060	00000000	00000000																				
STAGES:															F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW					REORDER-BUFFER					A	M	L	S	B	F	X	D			
TOTAL SLOTS:															4	4	4	4	12	4	4	8	8					10					4	1	1	0	1	4	1	1			
BUSY SLOTS:															4	0	0	0	2	1	0	8	0					10					0	0	0	0	0	0	0	0			
STALLS:															0	4	1	0	0	0	2	4	0					1					0	0	6	6	0	0	0	0			
PC INSTRUCTION															F	D	P	I	X	W	C	P1,Pj Pk P1	IW#	OPCD	P1	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	x1	oP1	s	x	c					
000] LW x2,0(x1)															0	1	2	3	4	6	7	P2,0(P1)	----	LW	P2	P1	-	0	3	3	-	----	000	x2	-	0	0	1	LQ(1)				
001] MUL x4,x2,x2															0	1	2	6	6			P3,P2,P2	----	MUL	P3	P2	P2	-	6	6	-	001)	001	x4	-	0	0	0	PC OP P1 EFAD C1				
002] SW x4,0(x1)															0	1	2	4				,0(P1)<-P3	----	SW	-	P3	P1	0	-	4	-	002)	002	-	-	1	0	0	---- LW P2 0010 3				
003] ADDI x1,x1,4															0	1	2	3	3	4		P4,P1,4	----	ADDI	P4	P1	-	4	3	3	-	003)	003	x1	P1	0	0	1	---- LW P5 0014 5				
004] BNE x2,x0,-5															1	2	3	6	6	6		,P2,P0,-5	----	BNE	-	P2	P0	-5	6	6	-	004)	004	-	-	0	0	1	010] LW P8 0018 8				
005] LW x2,0(x1)															2	3	4	5	6	8		P5,0(P4)	----	LW	P5	P4	-	0	5	5	-	005)	000	x2	P2	0	0	1					
006] MUL x4,x2,x2															2	3	4	8	8			P6,P5,P5	005>	MUL	P6	P5	P5	-	8	8	-	006)	001	x4	P3	0	0	0					
007] SW x4,0(x1)															2	3	4	6				,0(P4)<-P6	----	SW	-	P6	P4	0	-	6	-	007)	002	-	-	1	0	0					
008] ADDI x1,x1,4															2	3	4	5	5	6		P7,P4,4	----	ADDI	P7	P4	-	4	5	5	-	008)	003	x1	P4	0	0	1	SQ(2)				
009] BNE x2,x0,-5															3	4	5	8	8	8		,P5,P0,-5	007>	BNE	-	P5	P0	-5	8	8	-	009)	004	-	-	0	0	1	PC OP P1 EFAD C1				
010] LW x2,0(x1)															4	5	7	8				P8,0(P7)	000>	LW	P8	P7	-	0	8	8	-	000)	000	x2	P5	0	0	0	. SW P3 0010 .				
011] MUL x4,x2,x2															4																							. SW P6 0014 .					
012] SW x4,0(x1)															4																												
013] ADDI x1,x1,4															4																												
014] BNE x2,x0,-5															5																												

----- Press ENTER to continue (PC=0,IC=15,CK=8,CTOT=9,IPC=1.67) ...
 @008 stall due to Physical registers not available
 @008 stall due to DATA_WAIT in D when moving MUL/011 from F to D.

PHYSICAL REGS:															1	2	3	4	5	6	7	8																							
															*	*	*	*	*	*	*	*																							
qi:															0	0	1	0	0	1	0	1																							
vi:															10	00	00	14	00	00	18	00																							
REG.FILE:															xi:	1		2		3		4		5		6		7		8															
Pi:															7		8						6																						
Qi:															0		1		0		1		0		0		0																		
Vi:															00000018	00000000	00000000	00000000	00000040	00000050	00000060	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000														
STAGES:															F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW					REORDER-BUFFER					A	M	L	S	B	F	X	D					
TOTAL SLOTS:															4	4	4	4	12	4	4	8	8					10					4	1	1	0	1	4	1	1					
BUSY SLOTS:															4	0	0	0	3	1	0	8	0					10					0	0	0	0	0	0	0	0					
STALLS:															0	5	1	0	0	0	3	5	0					1					0	0	6	6	0	0	0	0					
PC INSTRUCTION															F	D	P	I	X	W	C	P1,Pj Pk P1	IW#	OPCD	P1	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	x1	oP1	s	x	c							
000] LW x2,0(x1)															0	1	2	3	4	6	7	P2,0(P1)	----	LW	P2	P1	-	0	3	3	-	----	000	x2	-	0	0	1	LQ(0)						
001] MUL x4,x2,x2															0	1	2	6	6			P3,P2,P2	----	MUL	P3	P2	P2	-	6	6	-	001)	001	x4	-	0	0	0	PC OP P1 EFAD C1						
002] SW x4,0(x1)															0	1	2	4				,0(P1)<-P3	----	SW	-	P3	P1	0	-	4	-	002)	002	-	-	1	0	0	----- LW P2 0010 3						
003] ADDI x1,x1,4															0	1	2	3	4			P4,P1,4	----	ADDI	P4	P1	-	4	3	3	-	003)	003	x1	P1	0	0	1	----- LW P5 0014 5						
004] BNE x2,x0,-5															1	2	3	6	6	6		,P2,P0,-5	----	BNE	-	P2	P0	-5	6	6	-	004)	004	-	-	0	0	1	----- LW P8 0018 8						
005] LW x2,0(x1)															2	3	4	5	6	8		P5,0(P4)	----	LW	P5	P4	-	0	5	5	-	005)	000	x2	P2	0	0	1							
006] MUL x4,x2,x2															2	3	4	8				P6,P5,P5	----	MUL	P6	P5	P5	-	8	8	-	006)	001	x4	P3	0	0	0							
007] SW x4,0(x1)															2	3	4	6				,0(P4)<-P6	----	SW	-	P6	P4	0	-	6	-	007)	002	-	-	1	0	0							
008] ADDI x1,x1,4															2	3	4	5	6			P7,P4,4	----	ADDI	P7	P4	-	4	5	5	-	008)	003	x1	P4	0	0	1	SQ(2)						
009] BNE x2,x0,-5															3	4	5	8	8			,P5,P0,-5	----	BNE	-	P5	P0	-5	8	8	-	009)	004	-	-	0	0	1	PC OP P1 EFAD C1						
010] LW x2,0(x1)															4	5	7	8	9			P8,0(P7)	----	LW	P8	P7	-	0	8	8	-	000)	000	x2	P5	0	0	0	. SW P3 0010 .						
011] MUL x4,x2,x2															4																										. SW P6 0014 .				
012] SW x4,0(x1)															4																														
013] ADDI x1,x1,4															4																														
014] BNE x2,x0,-5															5																														

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STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	4	0	0	0	1	1	0	8	0	10	0	0	0	0	0	0	0	0
STALLS:	0	7	1	0	0	0	5	7	0	1	0	0	6	6	0	0	0	0

PC	INSTRUCTION	F	D	P	I	X	W	C	P1,Pj	Pk	P1	IW#	OPCD	P1	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	x1	oP1	s	x	c			
0000	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)				---	LW	P2	P1	-	0	3	3	-	---	000	x2	-	0	0	1	LQ(0)	
0011	MUL x4,x2,x2	0	1	2	6	6	11		P3,P2,P2			---	MUL	P3	P2	P2	-	6	6	-	---	001	x4	-	0	0	1	PC OP P1 EFAD C1		
0022	SW x4,0(x1)	0	1	2	4	11	11		,0(P1)<-P3			---	SW	-	P3	P1	0	-	4	-	---	002	-	-	1	0	1	---		
0033	ADDI x1,x1,4	0	1	2	3	3	4		P4,P1,4			---	ADDI	P4	P1	-	4	3	3	-	---	003	x1	P1	0	0	1	---		
0044	BNE x2,x0,-5	1	2	3	6	6	6		,P2,P0,-5			---	BNE	-	P2	P0	-5	6	6	-	---	004	-	-	0	0	1	---		
0055	LW x2,0(x1)	2	3	4	5	6	8		P5,0(P4)			---	LW	P5	P4	-	0	5	5	-	---	005	000	x2	P2	0	0	---		
0066	MUL x4,x2,x2	2	3	4	8	8			P6,P5,P5			---	MUL	P6	P5	P5	-	8	8	-	---	006	001	x4	P3	0	0	---		
0077	SW x4,0(x1)	2	3	4	6				,0(P4)<-P6			---	SW	-	P6	P4	0	-	6	-	---	007	002	-	-	1	0	---		
0088	ADDI x1,x1,4	2	3	4	5	6			P7,P4,4			---	ADDI	P7	P4	-	4	5	5	-	---	008	003	x1	P4	0	0	---		
0099	BNE x2,x0,-5	3	4	5	8	8			,P5,P0,-5			---	BNE	-	P5	P0	-5	8	8	-	---	009	004	-	-	0	0	---		
0100	LW x2,0(x1)	4	5	7	8	9	11		P8,0(P7)			---	LW	P8	P7	-	0	8	8	-	---	000	000	x2	P5	0	0	---		
0111	MUL x4,x2,x2	4																												
0122	SW x4,0(x1)	4																												
0133	ADDI x1,x1,4	4																												
0144	BNE x2,x0,-5	5																												

Press ENTER to continue (PC=0,IC=15,CK=11,CTOT=12,IPC=1.25)...

@011 stall due to DATA_WAIT in C when moving LW/005 from W to C.

@011 stall due to Physical registers not available

@011 stall due to DATA_WAIT in D when moving MUL/011 from F to D.

PHYSICAL REGS:	1	2	3	4	5	6	7	8
qi:	1	0	0	0	1	0	0	0
vi:	10	00	00	14	00	00	10	00

REG.FILE:	xi:	1	2	3	4	5	6	7	8
Pi:	7	8			1				
Qi:	0	0			0				0
Vi:	00000010	00000000	00000000	00000000	00000000	00000050	00000060	00000000	00000000

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	2	2	0	0	1	0	0	8	0	6	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	5	8	0	1	0	6	6	0	0	0	0	0

PC	INSTRUCTION	F	D	P	I	X	W	C	P1,Pj	Pk	P1	IW#	OPCD	P1	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	x1	oP1	s	x	c			
0000	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)			---	LW	P2	P1	-	0	3	3	-	---	000	x2	-	0	0	1	LQ(0)		
0011	MUL x4,x2,x2	0	1	2	6	6	11	12	P3,P2,P2			---	MUL	P3	P2	P2	-	6	6	-	---	001	x4	-	0	0	1	PC OP P1 EFAD C1		
0022	SW x4,0(x1)	0	1	2	4	11	11	12	,0(P1)<-P3			---	SW	-	P3	P1	0	-	4	-	---	002	-	-	1	0	1	---		
0033	ADDI x1,x1,4	0	1	2	3	3	4	12	P4,P1,4			---	ADDI	P4	P1	-	4	3	3	-	---	003	x1	P1	0	0	1	---		
0044	BNE x2,x0,-5	1	2	3	6	6	6	12	,P2,P0,-5			---	BNE	-	P2	P0	-5	6	6	-	---	004	-	-	0	0	1	---		
0055	LW x2,0(x1)	2	3	4	5	6	8		P5,0(P4)			---	LW	P5	P4	-	0	5	5	-	---	005	000	x2	P2	0	0	---		
0066	MUL x4,x2,x2	2	3	4	8	8			P6,P5,P5			---	MUL	P6	P5	P5	-	8	8	-	---	006	001	x4	P3	0	0	---		
0077	SW x4,0(x1)	2	3	4	6				,0(P4)<-P6			---	SW	-	P6	P4	0	-	6	-	---	007	002	-	-	1	0	---		
0088	ADDI x1,x1,4	2	3	4	5	6			P7,P4,4			---	ADDI	P7	P4	-	4	5	5	-	---	008	003	x1	P4	0	0	---		
0099	BNE x2,x0,-5	3	4	5	8	8			,P5,P0,-5			---	BNE	-	P5	P0	-5	8	8	-	---	009	004	-	-	0	0	---		
0100	LW x2,0(x1)	4	5	7	8	9	11		P8,0(P7)			---	LW	P8	P7	-	0	8	8	-	---	000	000	x2	P5	0	0	---		
0111	MUL x4,x2,x2	4	12						P8,P8,P8			---	MUL	P8	P8	P8	-	13	13	-	---	001	001	x4	P6	0	0	---		
0122	SW x4,0(x1)	4	12						,0(P7)<-P1			---	SW	-	P1	P7	0	-	13	-	---	002	002	-	-	1	0	---		
0133	ADDI x1,x1,4	4																												
0144	BNE x2,x0,-5	5																												

Press ENTER to continue (PC=0,IC=15,CK=12,CTOT=13,IPC=1.15)...

@012 stall due to Physical registers not available

@012 stall due to DATA_WAIT in D when moving ADDI/013 from F to D.

PHYSICAL REGS:	1	2	3	4	5	6	7	8
qi:	1	1	0	0	0	0	0	0
vi:	10	00	00	14	00	00	10	00

REG.FILE:	xi:	1	2	3	4	5	6	7	8
Pi:	2	8			1				
Qi:	1	0			0				0
Vi:	00000010	00000000	00000000	00000000	00000050	00000060	00000000	00000000	

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	2	0	0	0	1	0	8	2	7	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	5	8	0	1	0	6	6	0	0	0	0	0

PC	INSTRUCTION	F	D	P	I	X	W	C	P1,Pj	Pk	P1	IW#	OPCD	P1	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	x1	oP1	s	x	c	
0000	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)			---	LW	P2	P1	-	0	3	3	-	---	000	x2	-	0	0	1	LQ(0)
0011	MUL x4,x2,x2	0	1	2	6	6	11	12	P3,P2,P2			---	MUL	P3	P2	P2	-	6	6	-	---	001	x4	-	0	0	1	PC OP P1 EFAD C1
0022	SW x4,0(x1)	0	1	2	4	11	11	12	,0(P1)<-P3			---	SW	-	P3	P1	0	-	4	-	---	002	-	-	1	0	1	---
0033	ADDI x1,x1,4	0	1	2	3	3	4	12	P4,P1,4			---	ADDI	P4	P1	-	4	3	3	-	---	003	x1	P1	0	0	1	---
0044	BNE x2,x0,-5	1	2	3	6	6	6	12	,P2,P0,-5			---	BNE	-	P2	P0	-5	6	6	-	---	004	-	-	0	0	1	---
0055	LW x2,0(x1)	2	3	4	5	6	8	13	P5,0(P4)			---	LW	P5	P4	-	0	5	5	-	---	000	x2	P2	0	0	1	---
0066	MUL x4,x2,x2	2	3	4	8	8	13		P6,P5,P5			---	MUL	P6	P5	P5	-	8	8	-	---	006	001	x4	P3	0	0	---
0077	SW x4,0(x1)	2	3	4	6	13	13		,0(P4)<-P6			---	SW	-	P6	P4	0	-	6	-	---	007	00					

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011] MUL x4,x2,x2 4 12 13 14 14 P1,P8,P8 000> MUL P1 P8 P8 - 14 14 - 001) 001 x4 P6 0 0 0 ---- SW P6 0014 13
012] SW x4,0(x1) 4 12 13 14 0(P7)<-P1 001> SW - P1 P7 0 - 14 - 002) 002 - - 1 0 0 . SW P1 0010 .
013] ADDI x1,x1,4 4 13 14 P2,P7,4 000) ADDI P2 P7 - 4 14 - 003) 003 x1 P7 0 0 0 +-----+
014] BNE x2,x0,-5 5 13 14 ,P8,P0,-5 001) BNE - P8 P0 -5 14 14 - 004) 004 - - 0 0 0

```

Press ENTER to continue (PC=0,IC=15,CK=14,CTOT=15,IPC=1.00)...

PHYSICAL REGS: 1 2 3 4 5 6 7 8
 * * * * *
 qi: 1 1 1 1 1 0 0 0
 vi: 00 14 00 14 00 00 10 00

REG.FILE: xi: 1 2 3 4 5 6 7 8
 Pi: 2 8 0 1 0 0 0 0
 Qi: 1 0 0 1 0 0 0 0
 Vi: 00000014 00000000 00000000 00000000 00000050 00000060 00000000 00000000

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	0	0	0	2	0	0	5	0	4	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	5	8	0	1	0	0	6	6	0	0	0	

PC	INSTRUCTION	F	D	P	I	X	W	C	Pi,Pj Pk P1	IW#	OPCD	Pi	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	xi	oPi	s	x	c	
000]	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)	----	LW	P2	P1	-	0	3	3	-	----	000	x2	-	0	0	1	
001]	MUL x4,x2,x2	0	1	2	6	6	11	12	P3,P2,P2	----	MUL	P3	P2	P2	-	6	6	-	----	001	x4	-	0	0	1	
002]	SW x4,0(x1)	0	1	2	4	11	11	12	0(P1)<-P3	----	SW	-	P3	P1	0	-	4	-	----	002	-	-	1	0	1	
003]	ADDI x1,x1,4	0	1	2	3	3	4	12	P4,P1,4	----	ADDI	P4	P1	-	4	3	3	-	----	003	x1	P1	0	0	1	
004]	BNE x2,x0,-5	1	2	3	6	6	6	12	P2,P0,-5	----	BNE	-	P2	P0	-5	6	6	-	----	004	-	-	0	0	1	
005]	LW x2,0(x1)	2	3	4	5	6	8	13	P5,0(P4)	----	LW	P5	P4	-	0	5	5	-	----	000	x2	P2	0	0	1	
006]	MUL x4,x2,x2	2	3	4	8	13	14	14	P6,P5,P5	----	MUL	P6	P5	P5	-	8	8	-	----	001	x4	P3	0	0	1	
007]	SW x4,0(x1)	2	3	4	6	13	13	14	0(P4)<-P6	----	SW	-	P6	P4	0	-	6	-	----	002	-	-	1	0	1	
008]	ADDI x1,x1,4	2	3	4	5	5	6	14	P7,P4,4	----	ADDI	P7	P4	-	4	5	5	-	----	003	x1	P4	0	0	1	
009]	BNE x2,x0,-5	3	4	5	8	8	14	14	P5,P0,-5	----	BNE	-	P5	P0	-5	8	8	-	----	004	-	-	0	0	1	
010]	LW x2,0(x1)	4	5	7	8	9	11	15	P8,0(P7)	----	LW	P8	P7	-	0	8	8	-	----	000	x2	P5	0	0	1	
011]	MUL x4,x2,x2	4	12	13	14	14	14	14	P1,P8,P8	----	MUL	P1	P8	P8	-	14	14	-	----	001	x4	P6	0	0	0	
012]	SW x4,0(x1)	4	12	13	14	14	14	14	0(P7)<-P1	----	SW	-	P1	P7	0	-	14	-	----	002	002	-	1	0	0	
013]	ADDI x1,x1,4	4	13	14	15	15	15	15	P2,P7,4	000>	ADDI	P2	P7	-	4	15	15	-	----	003	003	x1	P7	0	0	0
014]	BNE x2,x0,-5	5	13	14	15	15	15	15	,P8,P0,-5	001>	BNE	-	P8	P0	-5	15	15	-	----	004	004	-	0	0	1	

Press ENTER to continue (PC=0,IC=15,CK=15,CTOT=16,IPC=0.94)...

PHYSICAL REGS: 1 2 3 4 5 6 7 8
 * * * * *
 qi: 1 0 1 1 1 0 0 0
 vi: 00 14 00 14 00 00 10 00

REG.FILE: xi: 1 2 3 4 5 6 7 8
 Pi: 2 8 0 1 0 0 0 0
 Qi: 0 0 0 1 0 0 0 0
 Vi: 00000014 00000000 00000000 00000000 00000050 00000060 00000000 00000000

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	0	0	0	1	1	0	5	0	4	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	5	8	0	1	0	0	6	6	0	0	0	

PC	INSTRUCTION	F	D	P	I	X	W	C	Pi,Pj Pk P1	IW#	OPCD	Pi	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	xi	oPi	s	x	c	
000]	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)	----	LW	P2	P1	-	0	3	3	-	----	000	x2	-	0	0	1	
001]	MUL x4,x2,x2	0	1	2	6	6	11	12	P3,P2,P2	----	MUL	P3	P2	P2	-	6	6	-	----	001	x4	-	0	0	1	
002]	SW x4,0(x1)	0	1	2	4	11	11	12	0(P1)<-P3	----	SW	-	P3	P1	0	-	4	-	----	002	-	-	1	0	1	
003]	ADDI x1,x1,4	0	1	2	3	3	4	12	P4,P1,4	----	ADDI	P4	P1	-	4	3	3	-	----	003	x1	P1	0	0	1	
004]	BNE x2,x0,-5	1	2	3	6	6	6	12	P2,P0,-5	----	BNE	-	P2	P0	-5	6	6	-	----	004	-	-	0	0	1	
005]	LW x2,0(x1)	2	3	4	5	6	8	13	P5,0(P4)	----	LW	P5	P4	-	0	5	5	-	----	000	x2	P2	0	0	1	
006]	MUL x4,x2,x2	2	3	4	8	13	14	14	P6,P5,P5	----	MUL	P6	P5	P5	-	8	8	-	----	001	x4	P3	0	0	1	
007]	SW x4,0(x1)	2	3	4	6	13	13	14	0(P4)<-P6	----	SW	-	P6	P4	0	-	6	-	----	002	-	-	1	0	1	
008]	ADDI x1,x1,4	2	3	4	5	5	6	14	P7,P4,4	----	ADDI	P7	P4	-	4	5	5	-	----	003	x1	P4	0	0	1	
009]	BNE x2,x0,-5	3	4	5	8	8	14	14	P5,P0,-5	----	BNE	-	P5	P0	-5	8	8	-	----	004	-	-	0	0	1	
010]	LW x2,0(x1)	4	5	7	8	9	11	15	P8,0(P7)	----	LW	P8	P7	-	0	8	8	-	----	000	x2	P5	0	0	1	
011]	MUL x4,x2,x2	4	12	13	14	14	14	14	P1,P8,P8	----	MUL	P1	P8	P8	-	14	14	-	----	001	x4	P6	0	0	0	
012]	SW x4,0(x1)	4	12	13	14	14	14	14	0(P7)<-P1	----	SW	-	P1	P7	0	-	14	-	----	002	002	-	1	0	0	
013]	ADDI x1,x1,4	4	13	14	15	15	16	16	P2,P7,4	----	ADDI	P2	P7	-	4	15	15	-	----	003	003	x1	P7	0	0	1
014]	BNE x2,x0,-5	5	13	14	15	15	15	15	,P8,P0,-5	----	BNE	-	P8	P0	-5	15	15	-	----	004	004	-	0	0	1	

Press ENTER to continue (PC=0,IC=15,CK=16,CTOT=17,IPC=0.88)...

PHYSICAL REGS: 1 2 3 4 5 6 7 8
 * * * * *
 qi: 1 0 1 1 1 0 0 0
 vi: 00 14 00 14 00 00 10 00

REG.FILE: xi: 1 2 3 4 5 6 7 8
 Pi: 2 8 0 1 0 0 0 0
 Qi: 0 0 0 1 0 0 0 0
 Vi: 00000014 00000000 00000000 00000000 00000050 00000060 00000000 00000000

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	0	0	0	1	1	0	5	0	4	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	6	8	0	1	0	0	6	6	0	0	0	

PC	INSTRUCTION	F	D	P	I	X	W	C	Pi,Pj Pk P1	IW#	OPCD	Pi	Pj	Pk	I/P1	Cj	Ck	Cl	ROB#	PC	xi	oPi	s	x	c
000]	LW x2,0(x1)	0	1	2	3	4	6	7	P2,0(P1)	----	LW	P2	P1	-	0	3	3	-	----	000	x2	-	0	0	1
001]	MUL x4,x2,x2	0	1	2	6	6	11	12	P3,P2,P2	----	MUL	P3	P2	P2	-	6	6	-	----	001	x4	-	0	0	1
002]	SW x4,0(x1)	0	1	2	4	11	11	12	0(P1)<-P3	----	SW	-	P3	P1	0	-	4	-	----	002	-	-	1	0	1
003]	ADDI x1,x1,4	0	1	2	3	3	4	12	P4,P1,4	----	ADDI	P4	P1	-	4	3	3	-	----	003	x1	P1	0	0	1
004]	BNE x2,x0,-5	1	2	3	6	6	6	12	P2,P0,-5	----	BNE	-	P2	P0	-5	6	6	-	----	004	-	-	0	0	1
005]	LW x2,0(x1)	2	3	4	5	6	8	13	P5,0(P4)	----	LW	P5	P4	-	0	5	5	-	----	000	x2	P2	0	0	1
006]	MUL x4,x2,x2	2	3	4	8	13	14	14	P6,P5,P5	----	MUL	P6	P5	P5	-	8	8	-	----	001	x4	P3	0	0	1
007]	SW x4,0(x1)	2	3	4	6	13	13	14	0(P4)<-P6	----	SW	-	P6	P4	0	-	6	-	----	002	-	-	1	0	1
008]	ADDI x1,x1,4	2	3	4	5	5	6	14	P7,P4,4	----	ADDI	P7	P4	-	4	5	5	-	----	003	x1	P4	0	0	1
009]	BNE x2,x0,-5	3	4	5	8	8	14	14	P5,P0,-5	----	BNE	-	P5	P0	-5	8	8	-	----	004	-	-	0	0	1
010]	LW x2,0(x1)	4	5	7	8	9	11	15	P8,0(P7)	----	LW	P8	P7	-	0	8	8	-	----	000	x2	P5	0	0	1
011]	MUL x4,x																								

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out-c2181031.txt

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```

001] MUL x4,x2,x2 0 1 2 6 6 11 12 P3,P2,P2 ---- MUL P3 P2 P2 - 6 6 - ---- 001 x4 - 0 0 1 PC OP P1 EFAD C1
002] SW x4,0(x1) 0 1 2 4 11 11 12 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - ---- 002 - - 1 0 1 ---- LW P2 0010 3
003] ADDI x1,x1,4 0 1 2 3 3 4 12 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - ---- 003 x1 P1 0 0 1 ---- LW P5 0014 5
004] BNE x2,x0,-5 1 2 3 6 6 6 12 ,P2,P0,-5 ---- BNE - P2 P0 -5 6 6 - ---- 004 - - 0 0 1 ---- LW P8 0018 8
005] LW x2,0(x1) 2 3 4 5 6 8 13 P5,0(P4) ---- LW P5 P4 - 0 5 5 - ---- 000 x2 P2 0 0 1
006] MUL x4,x2,x2 2 3 4 8 8 13 14 P6,P5,P5 ---- MUL P6 P5 P5 - 8 8 - ---- 001 x4 P3 0 0 1
007] SW x4,0(x1) 2 3 4 6 13 13 14 ,0(P4)<-P6 ---- SW - P6 P4 0 - 6 - ---- 002 - - 1 0 1
008] ADDI x1,x1,4 2 3 4 5 5 6 14 P7,P4,4 ---- ADDI P7 P4 - 4 5 5 - ---- 003 x1 P4 0 0 1
009] BNE x2,x0,-5 3 4 5 8 8 8 14 ,P5,P0,-5 ---- BNE - P5 P0 -5 8 8 - ---- 004 - - 0 0 1
010] LW x2,0(x1) 4 5 7 8 9 11 15 P8,0(P7) ---- LW P8 P7 - 0 8 8 - ---- 000 x2 P5 0 0 1
011] MUL x4,x2,x2 4 12 13 14 14 P1,P8,P8 ---- MUL P1 P8 P8 - 14 14 - ---- 001 001 x4 P6 0 0 0
012] SW x4,0(x1) 4 12 13 14 ,0(P7)<-P1 ---- SW - P1 P7 0 - 14 - ---- 002 002 - - 1 0 0
013] ADDI x1,x1,4 4 13 14 15 15 16 P2,P7,4 ---- ADDI P2 P7 - 4 15 15 - ---- 003 003 x1 P7 0 0 1
014] BNE x2,x0,-5 5 13 14 15 15 15 ,P8,P0,-5 ---- BNE - P8 P0 -5 15 15 - ---- 004 004 - - 0 0 1

```

Press ENTER to continue (PC=0,IC=15,CK=18,CTOT=19,IPC=0.79)...

@018 stall due to DATA_WAIT in C when moving ADDI/013 from W to C.

```

=====
PHYSICAL REGS: 1 2 3 4 5 6 7 8
                * *
qi: 0 0 1 1 1 0 0 0
vi: 00 14 00 14 00 00 10 00
=====
REG.FILE: x1: 1 2 3 4 5 6 7 8
          Pi: 2 8 - 1 - - - -
          Qi: 0 0 0 0 0 0 0 0
          Vi: 00000014 00000000 00000000 00000000 00000050 00000060 00000000 00000000
=====

```

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	0	0	0	0	0	1	0	5	4	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	8	8	0	1	0	0	6	6	0	0	0	0

```

PC INSTRUCTION F D P I X W C P1,Pj Pk P1 IW# OPCODE P1 Pj Pk I/P1 Cj Ck Cl ROB# PC x1 oP1 s x c
000] LW x2,0(x1) 0 1 2 3 4 6 7 P2,0(P1) ---- LW P2 P1 - 0 3 3 - ---- 000 x2 - 0 0 1 LQ(0 )
001] MUL x4,x2,x2 0 1 2 6 6 11 12 P3,P2,P2 ---- MUL P3 P2 P2 - 6 6 - ---- 001 x4 - 0 0 1 PC OP P1 EFAD C1
002] SW x4,0(x1) 0 1 2 4 11 11 12 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - ---- 002 - - 1 0 1 ---- LW P2 0010 3
003] ADDI x1,x1,4 0 1 2 3 3 4 12 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - ---- 003 x1 P1 0 0 1 ---- LW P5 0014 5
004] BNE x2,x0,-5 1 2 3 6 6 6 12 ,P2,P0,-5 ---- BNE - P2 P0 -5 6 6 - ---- 004 - - 0 0 1 ---- LW P8 0018 8
005] LW x2,0(x1) 2 3 4 5 6 8 13 P5,0(P4) ---- LW P5 P4 - 0 5 5 - ---- 000 x2 P2 0 0 1
006] MUL x4,x2,x2 2 3 4 8 8 13 14 P6,P5,P5 ---- MUL P6 P5 P5 - 8 8 - ---- 001 x4 P3 0 0 1
007] SW x4,0(x1) 2 3 4 6 13 13 14 ,0(P4)<-P6 ---- SW - P6 P4 0 - 6 - ---- 002 - - 1 0 1
008] ADDI x1,x1,4 2 3 4 5 5 6 14 P7,P4,4 ---- ADDI P7 P4 - 4 5 5 - ---- 003 x1 P4 0 0 1
009] BNE x2,x0,-5 3 4 5 8 8 8 14 ,P5,P0,-5 ---- BNE - P5 P0 -5 8 8 - ---- 004 - - 0 0 1
010] LW x2,0(x1) 4 5 7 8 9 11 15 P8,0(P7) ---- LW P8 P7 - 0 8 8 - ---- 000 x2 P5 0 0 1
011] MUL x4,x2,x2 4 12 13 14 14 19 P1,P8,P8 ---- MUL P1 P8 P8 - 14 14 - ---- 001 001 x4 P6 0 0 1
012] SW x4,0(x1) 4 12 13 14 19 19 ,0(P7)<-P1 ---- SW - P1 P7 0 - 14 - ---- 002 002 - - 1 0 1
013] ADDI x1,x1,4 4 13 14 15 15 16 P2,P7,4 ---- ADDI P2 P7 - 4 15 15 - ---- 003 003 x1 P7 0 0 1
014] BNE x2,x0,-5 5 13 14 15 15 15 ,P8,P0,-5 ---- BNE - P8 P0 -5 15 15 - ---- 004 004 - - 0 0 1

```

Press ENTER to continue (PC=0,IC=15,CK=19,CTOT=20,IPC=0.75)...

@019 stall due to DATA_WAIT in C when moving ADDI/013 from W to C.

```

=====
PHYSICAL REGS: 1 2 3 4 5 6 7 8
                * *
qi: 0 0 1 1 1 1 0
vi: 00 14 00 14 00 00 10 00
=====
REG.FILE: x1: 1 2 3 4 5 6 7 8
          Pi: 2 8 - 1 - - - -
          Qi: 0 0 0 0 0 0 0 0
          Vi: 00000010 00000000 00000000 00000000 00000050 00000060 00000000 00000000
=====

```

STAGES:	F	D	P	I	X	W	C	RENAMED-STR	INSTRUCTION-WINDOW	REORDER-BUFFER	A	M	L	S	B	F	X	D
TOTAL SLOTS:	4	4	4	4	12	4	4	8	8	10	4	1	1	0	1	4	1	1
BUSY SLOTS:	0	0	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0
STALLS:	0	8	1	0	0	0	8	8	0	1	0	0	6	6	0	0	0	0

```

PC INSTRUCTION F D P I X W C P1,Pj Pk P1 IW# OPCODE P1 Pj Pk I/P1 Cj Ck Cl ROB# PC x1 oP1 s x c
000] LW x2,0(x1) 0 1 2 3 4 6 7 P2,0(P1) ---- LW P2 P1 - 0 3 3 - ---- 000 x2 - 0 0 1 LQ(0 )
001] MUL x4,x2,x2 0 1 2 6 6 11 12 P3,P2,P2 ---- MUL P3 P2 P2 - 6 6 - ---- 001 x4 - 0 0 1 PC OP P1 EFAD C1
002] SW x4,0(x1) 0 1 2 4 11 11 12 ,0(P1)<-P3 ---- SW - P3 P1 0 - 4 - ---- 002 - - 1 0 1 ---- LW P2 0010 3
003] ADDI x1,x1,4 0 1 2 3 3 4 12 P4,P1,4 ---- ADDI P4 P1 - 4 3 3 - ---- 003 x1 P1 0 0 1 ---- LW P5 0014 5
004] BNE x2,x0,-5 1 2 3 6 6 6 12 ,P2,P0,-5 ---- BNE - P2 P0 -5 6 6 - ---- 004 - - 0 0 1 ---- LW P8 0018 8
005] LW x2,0(x1) 2 3 4 5 6 8 13 P5,0(P4) ---- LW P5 P4 - 0 5 5 - ---- 000 x2 P2 0 0 1
006] MUL x4,x2,x2 2 3 4 8 8 13 14 P6,P5,P5 ---- MUL P6 P5 P5 - 8 8 - ---- 001 x4 P3 0 0 1
007] SW x4,0(x1) 2 3 4 6 13 13 14 ,0(P4)<-P6 ---- SW - P6 P4 0 - 6 - ---- 002 - - 1 0 1
008] ADDI x1,x1,4 2 3 4 5 5 6 14 P7,P4,4 ---- ADDI P7 P4 - 4 5 5 - ---- 003 x1 P4 0 0 1
009] BNE x2,x0,-5 3 4 5 8 8 8 14 ,P5,P0,-5 ---- BNE - P5 P0 -5 8 8 - ---- 004 - - 0 0 1
010] LW x2,0(x1) 4 5 7 8 9 11 15 P8,0(P7) ---- LW P8 P7 - 0 8 8 - ---- 000 x2 P5 0 0 1
011] MUL x4,x2,x2 4 12 13 14 14 19 20 P1,P8,P8 ---- MUL P1 P8 P8 - 14 14 - ---- 001 001 x4 P6 0 0 1
012] SW x4,0(x1) 4 12 13 14 19 19 ,0(P7)<-P1 ---- SW - P1 P7 0 - 14 - ---- 002 002 - - 1 0 1
013] ADDI x1,x1,4 4 13 14 15 15 16 20 P2,P7,4 ---- ADDI P2 P7 - 4 15 15 - ---- 003 003 x1 P7 0 0 1
014] BNE x2,x0,-5 5 13 14 15 15 15 20 ,P8,P0,-5 ---- BNE - P8 P0 -5 15 15 - ---- 004 004 - - 0 0 1

```

Press ENTER to continue (PC=0,IC=15,CK=20,CTOT=21,IPC=0.71)...

Program 'program-c2181031' FINISHED

PC=0,IC=15,CK=21,IPC=0.71
Goodbye.