

LOOP: # Instructions shown in dynamic order. (Instructions repeated.)

```

# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16
ldc1 f0, 0($1)  IF ID Q  L1 L2 WC
mul.d f0, f0, f2  IF ID Q           M1 M2 M3 M4 M5 M6 WC
sdc1 0($1), f0   IF ID Q  L1           L2 WC
addi $1, $1, 8   IF ID Q  EX WB           C
bne $2, $0 LOOP  IF ID Q  B  WB           C
sub $2, $1, $3   IF ID Q  EX WB           C
# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
ldc1 f0, 0($1)           IF ID Q  L1 L2 WB           C
mul.d f0, f0, f2         IF ID Q           M1 M2 M3 M4 M5 M6 WC
sdc1 0($1), f0           IF ID Q  L1           L2 WC
addi $1, $1, 8           IF ID Q  EX WB           C
bne $2, $0 LOOP         IF ID Q  B  WB           C
sub $2, $1, $3           IF ID Q  EX WB           C
# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
ldc1 f0, 0($1)           IF ID Q  L1 L2 WB           C
mul.d f0, f0, f2         IF ID Q           M1 M2 M3 M4 M5 M6 WC
sdc1 0($1), f0           IF ID Q  L1           L2 WC
addi $1, $1, 8           IF ID Q  EX WB           C
bne $2, $0 LOOP         IF ID Q  B  WB           C
sub $2, $1, $3           IF ID Q  EX WB           C
# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
ldc1 f0, 0($1)           IF ID Q  L1 L2 WB           C
mul.d f0, f0, f2         IF ID Q           M1 M2 M3 M4 M5

```

...

```

# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
ID Map
f0 99          97,96      94,93      91,90
$1 98          95        92          89

```

In cycle one first 97 is assigned to f0, then 96 (replacing 97). The same sort of replacement occurs in cycles 4 and 7.

```

# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
# FALL 2002 HERE

```

a
b
c

```

# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
Commit Map
f0 99          97          96  94 93  91 90
$1 98          95          92          89

```

```

# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17
Physical Register File
99          1.0          ]
98          0x1000          ]
97          [          10          ]
96          [          11          ]
95          [          0x1008          ]
94          [          20          ]
93          [          2.2          ]
92          [          0x1010          ]
# Cycle      0  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17

```