

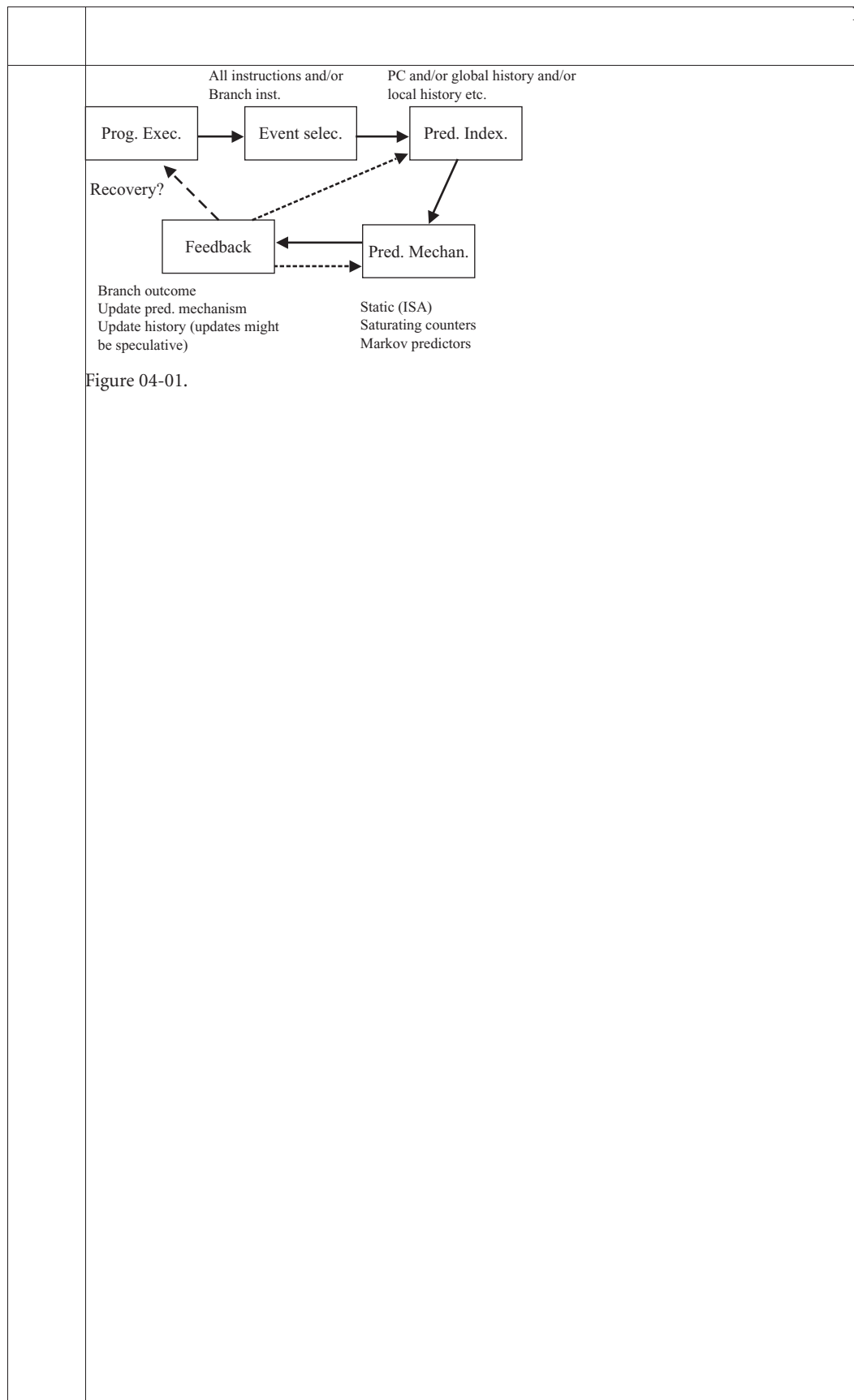


Figure 04-01.

Convert Art

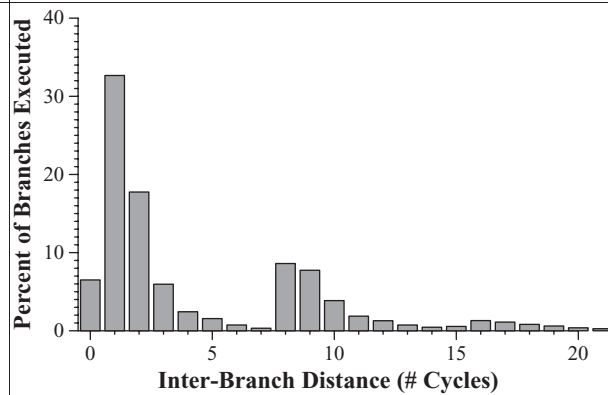
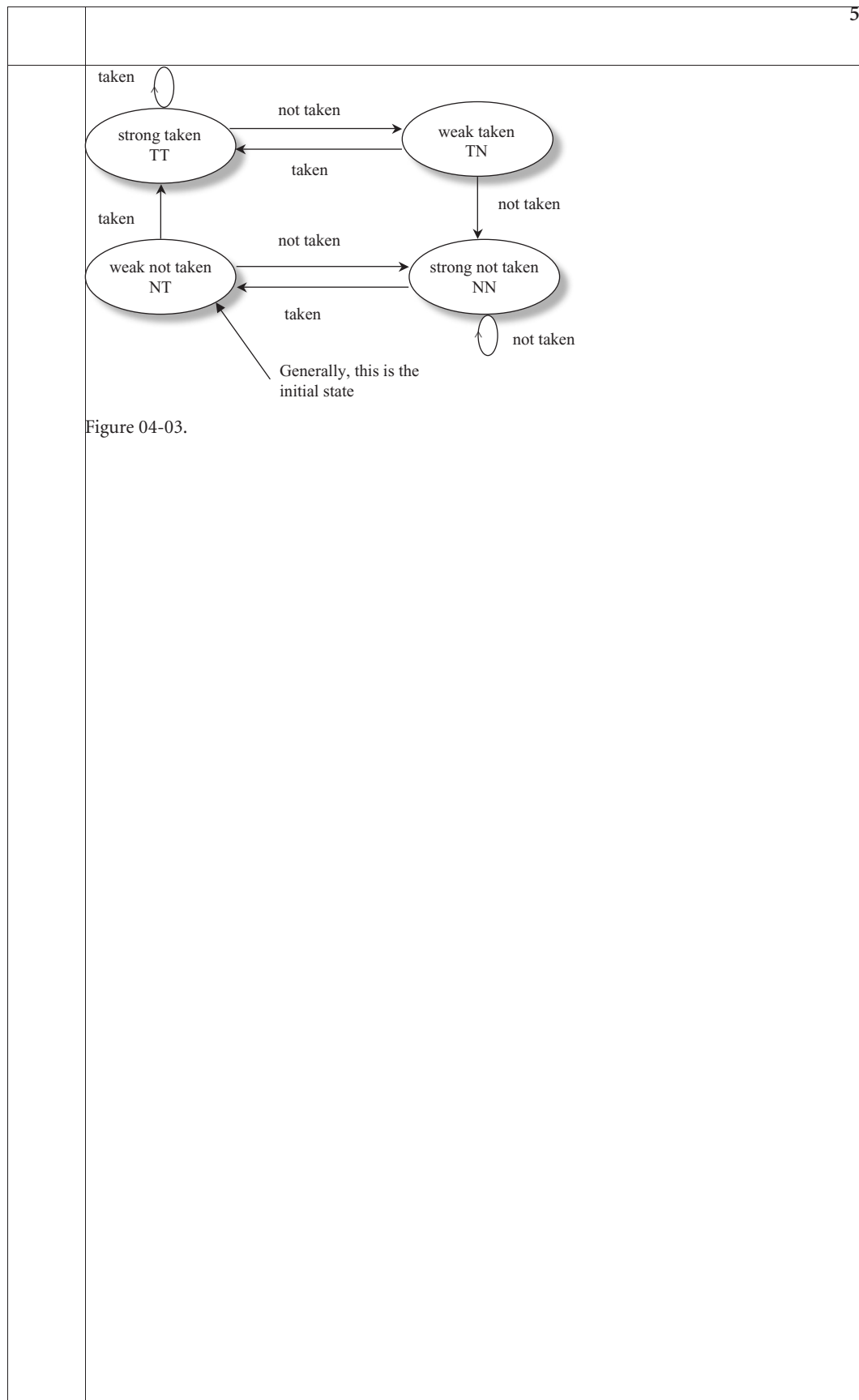


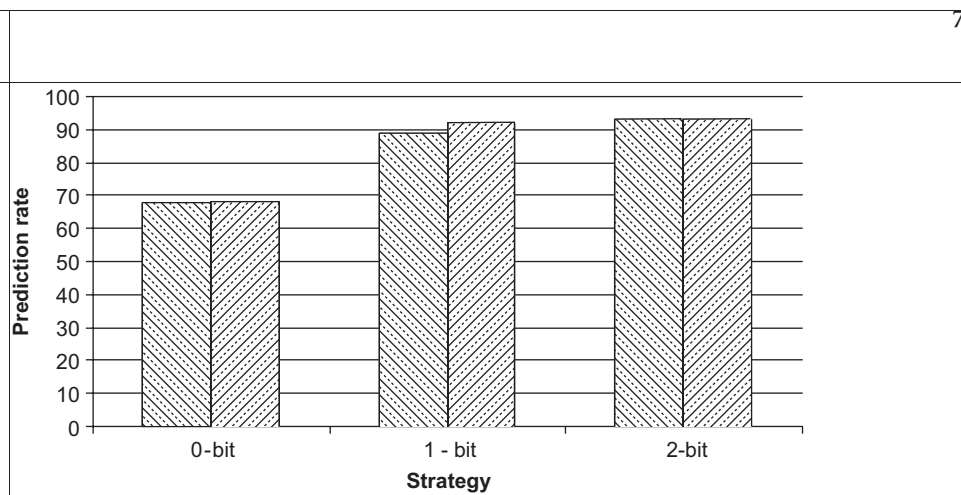
Figure 04-02.

Convert Art



Convert Art

Figure 04-03.



Convert Art

Figure 04-04.

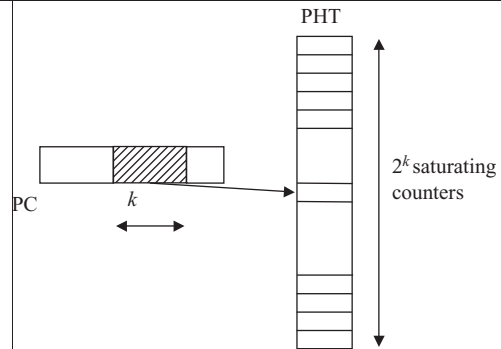


Figure 04-05.

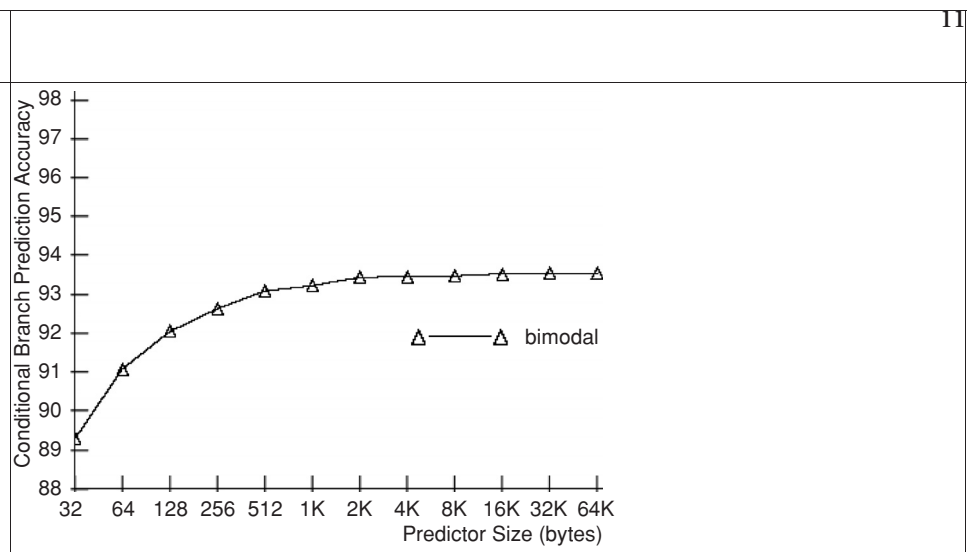


Figure 04-06.

Relabel Art

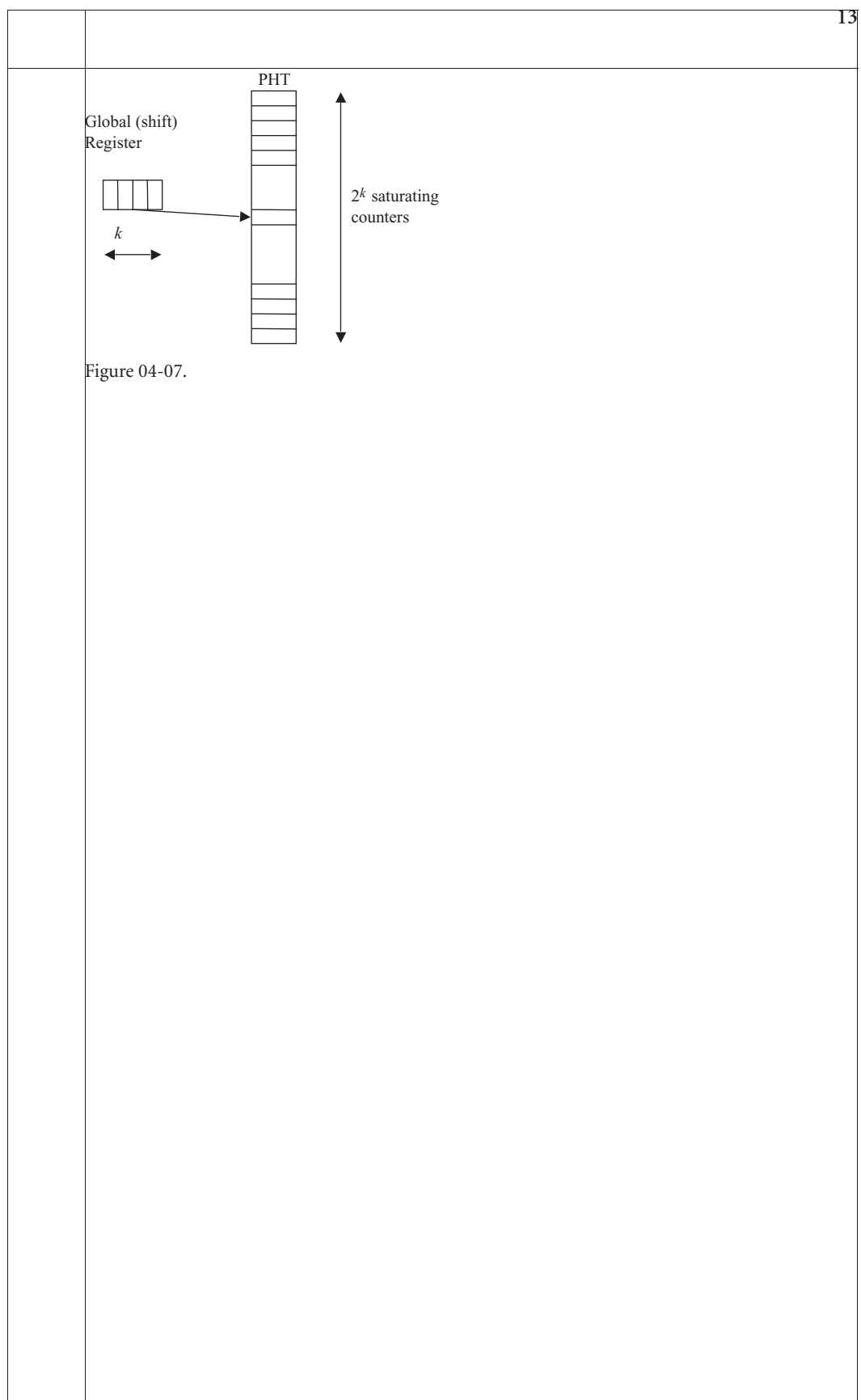


Figure 04-07.

Convert Art

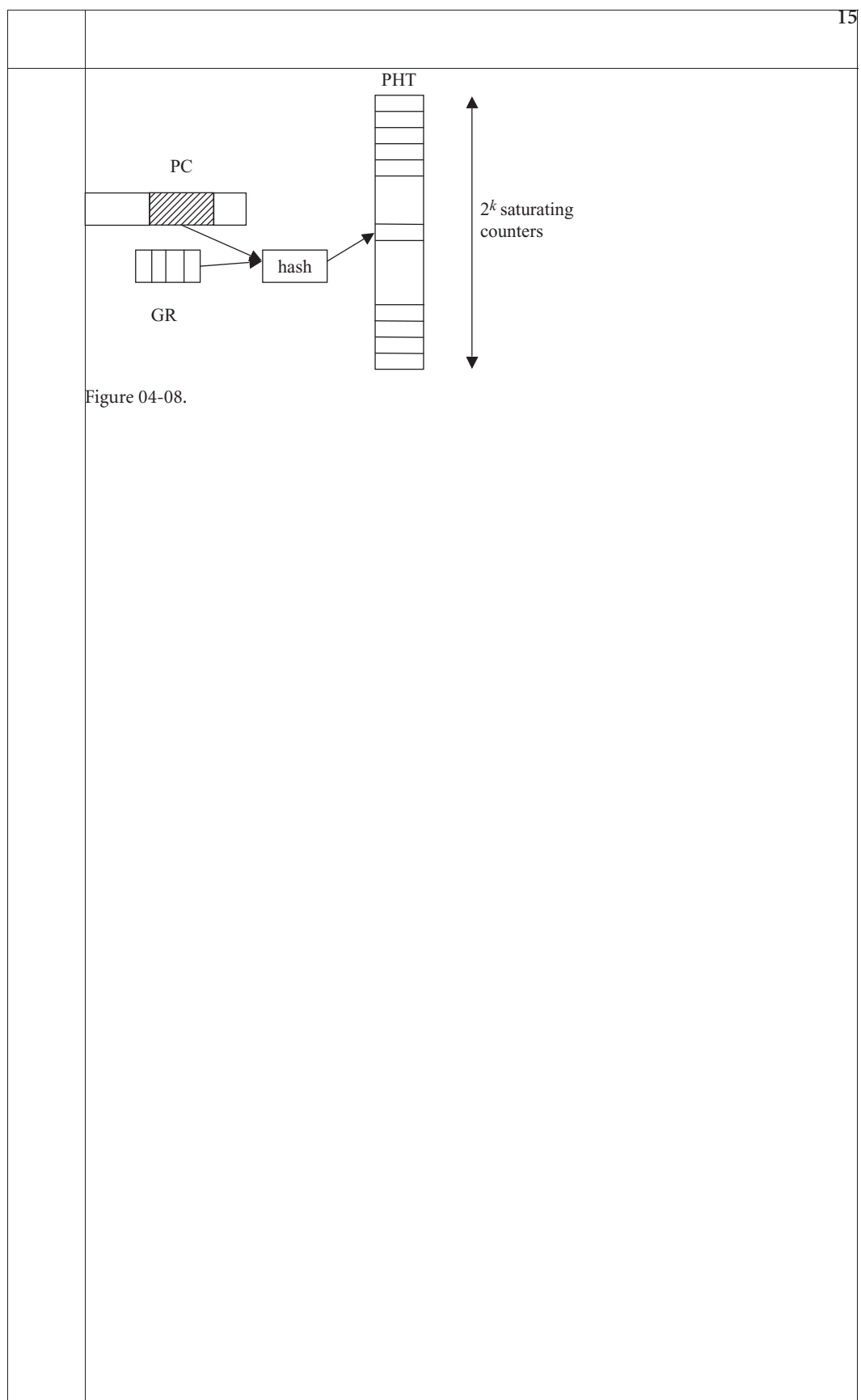
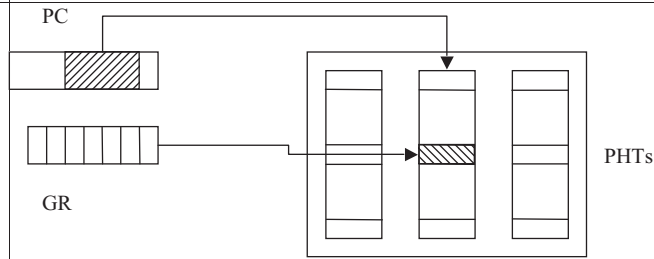


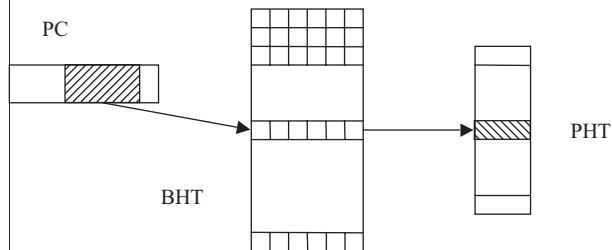
Figure 04-08.

Convert Art

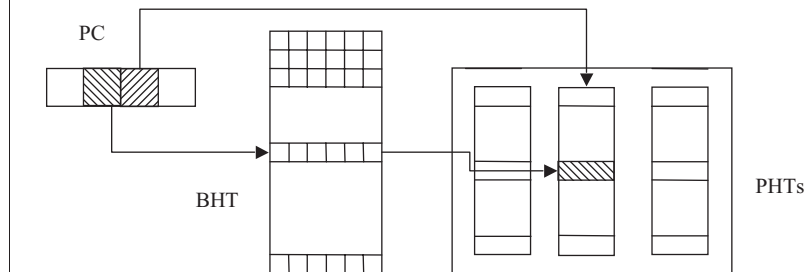
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(a) 1 Global register, several PHTs (Global-set). Selected bits of the PC point to a PHT; the GR points to a row of the PHTs



(b) Table of local history registers (BHT) and one PHT (Set-global). Selected bits of the PC point to a local history register which in turns points to a saturating counter in the PHT.



(c) Table of local history registers (BHT) and several PHTs (Set-set). Selected bits of the PC point to a local history register which in turns points to a row in the PHTs. Other bits of the PC select the PHT.

Figure 04-09.

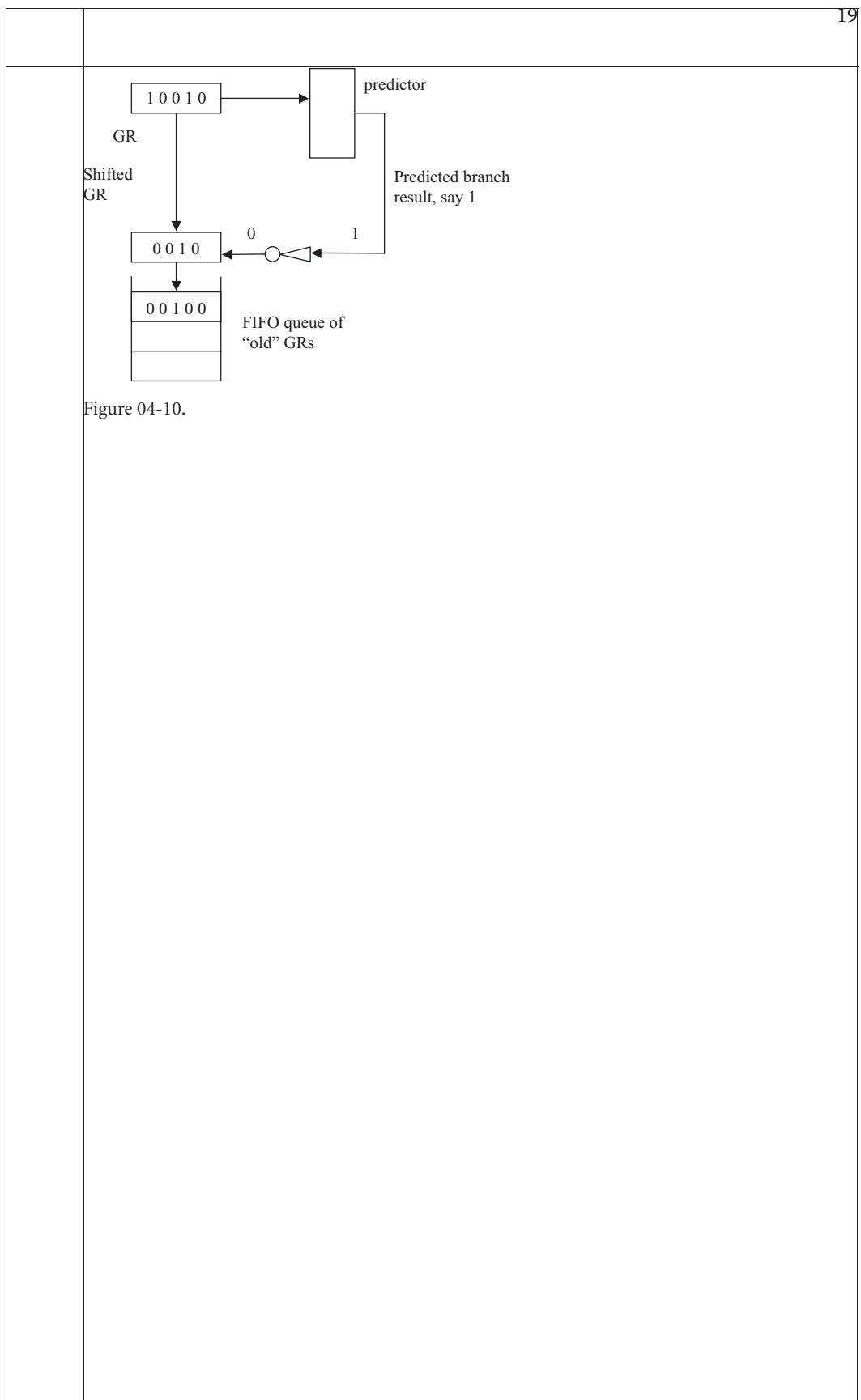


Figure 04-10.

Convert Art

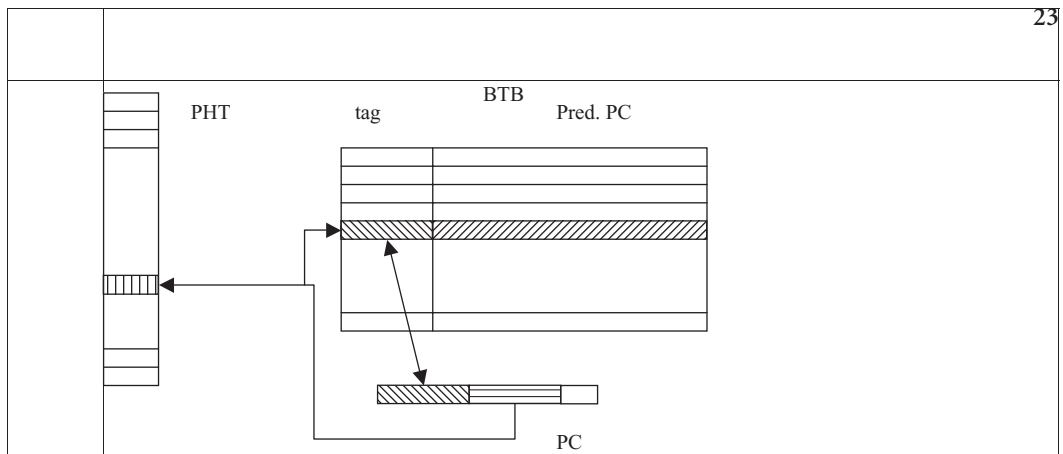


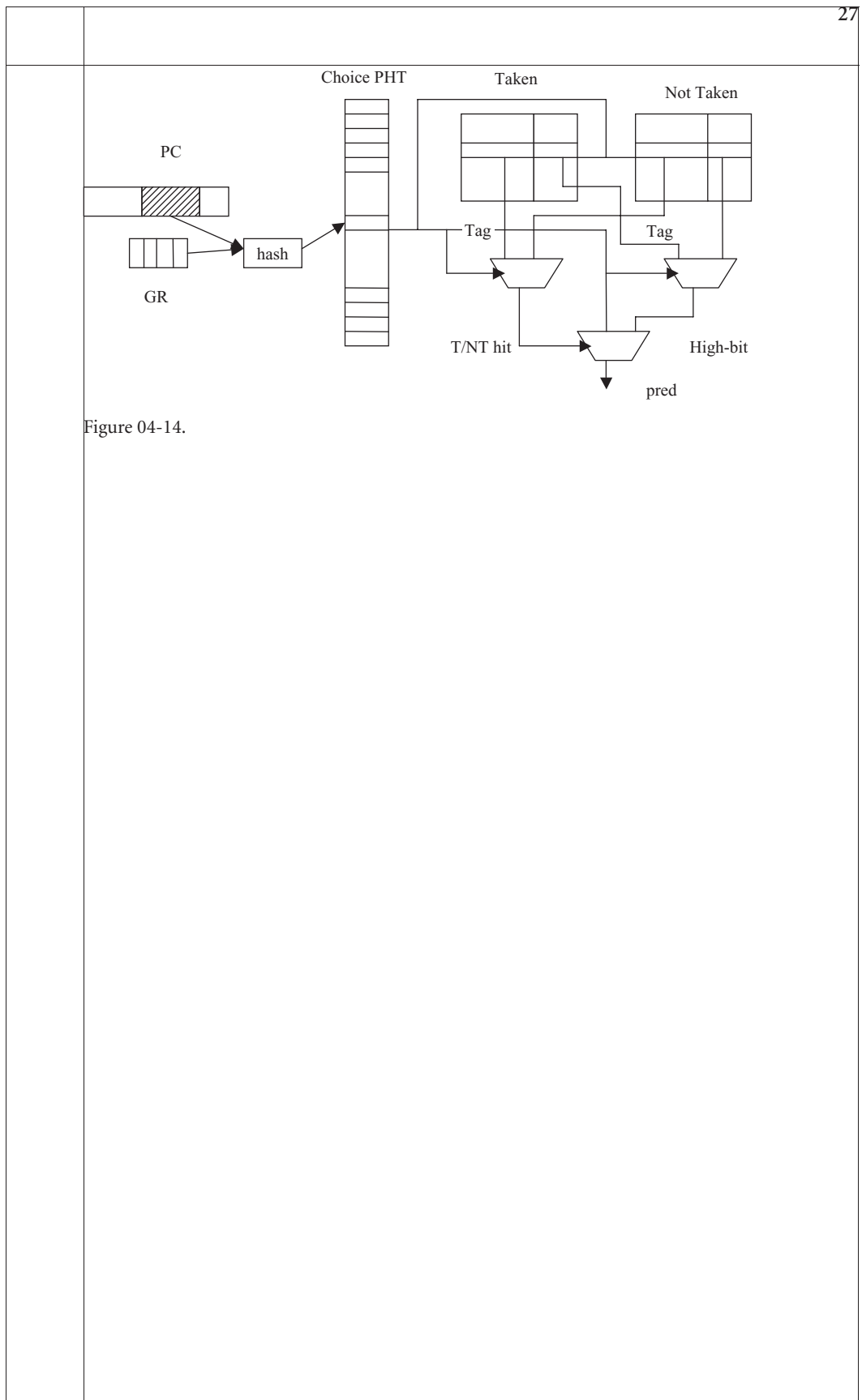
Figure 04-12.

Convert Art



Figure 04-13.

Convert Art



Convert Art

Figure 04-14.

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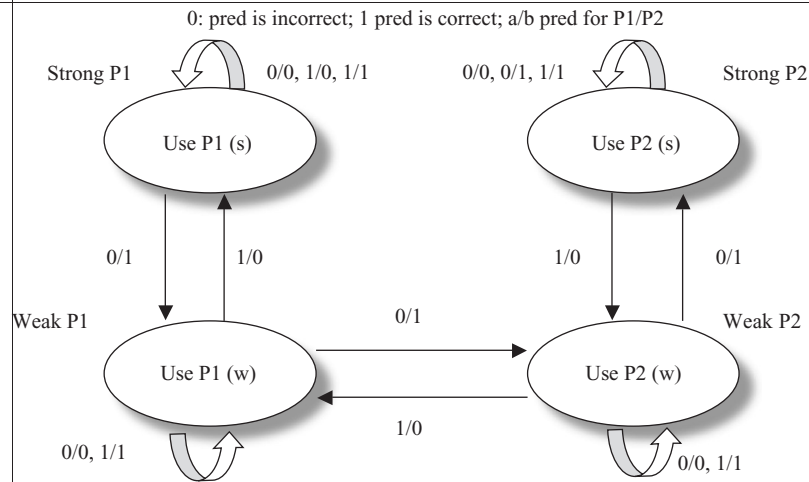


Figure 04-15.

Convert Art

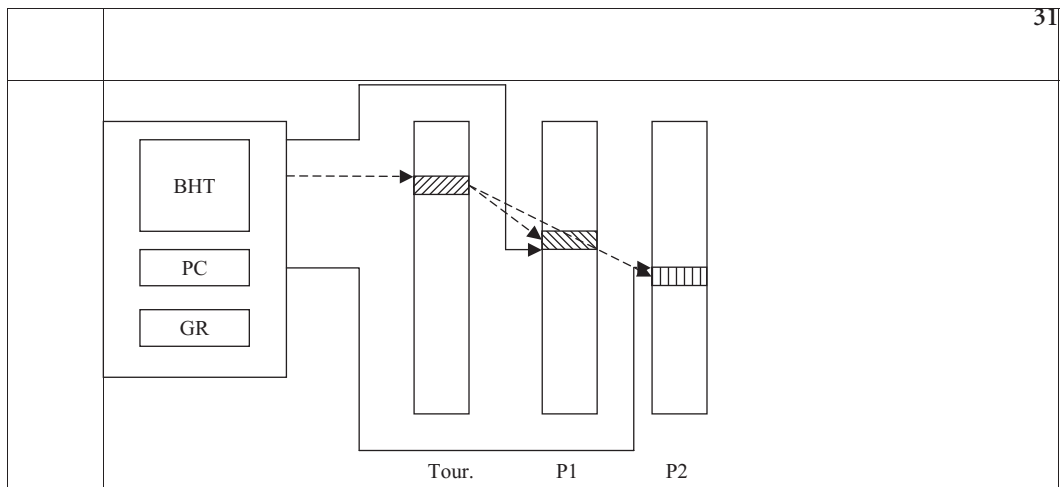


Figure 04-16.

Convert Art

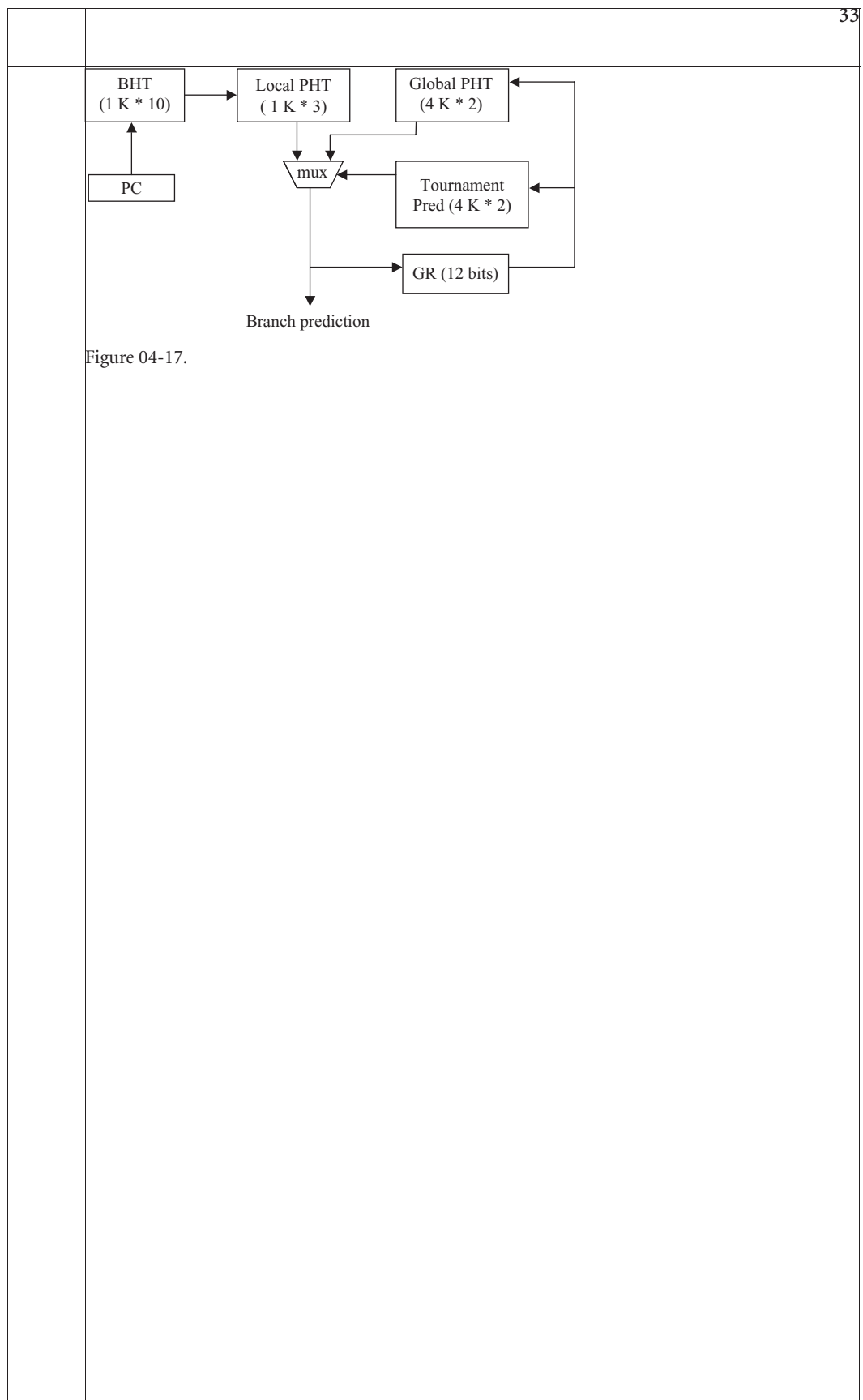
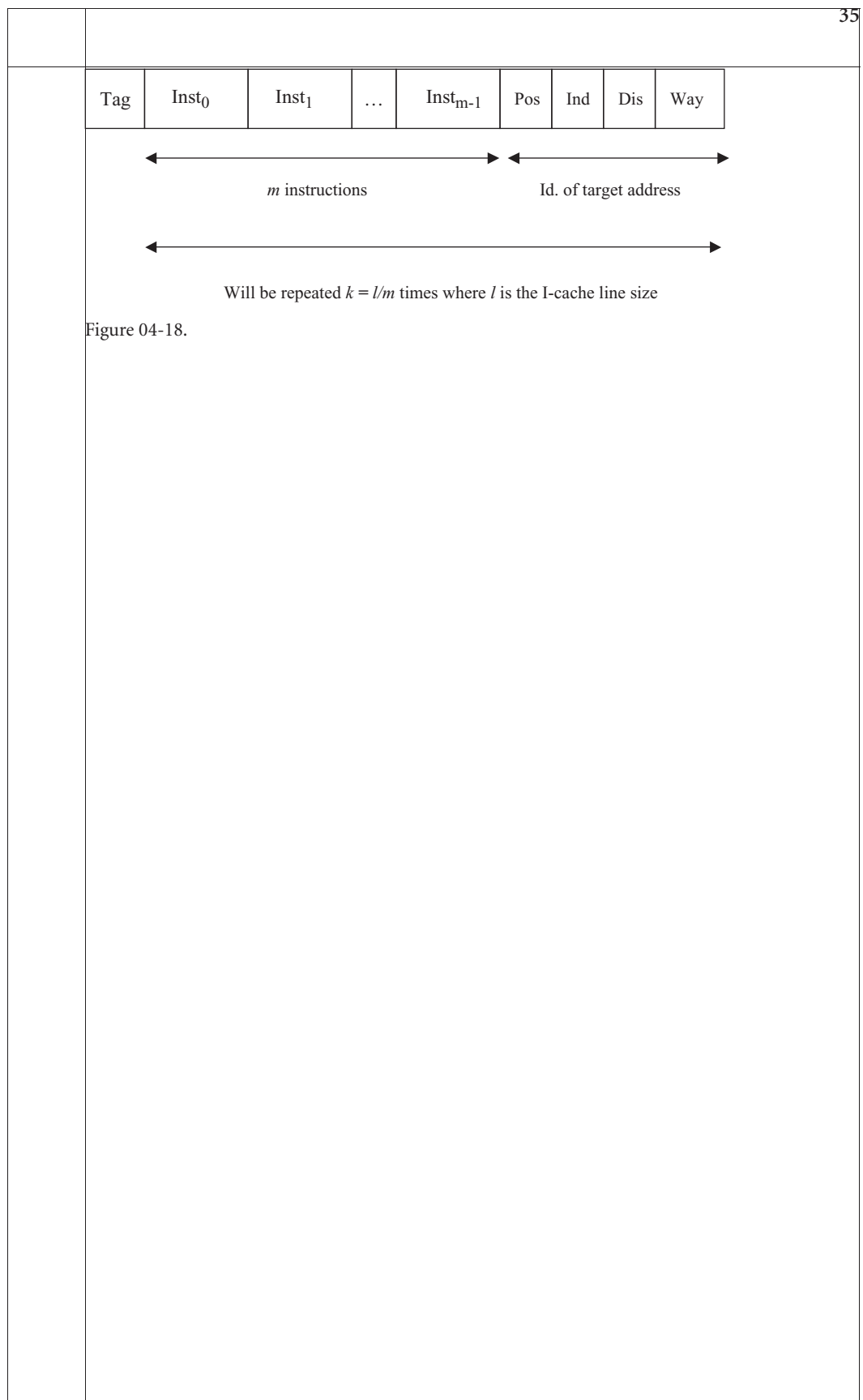


Figure 04-17.

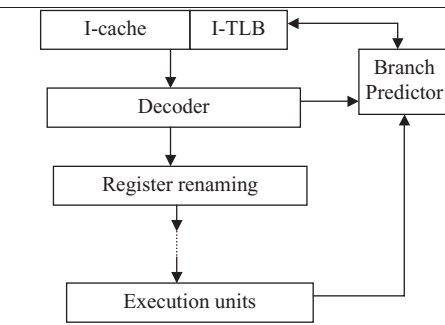
Convert Art



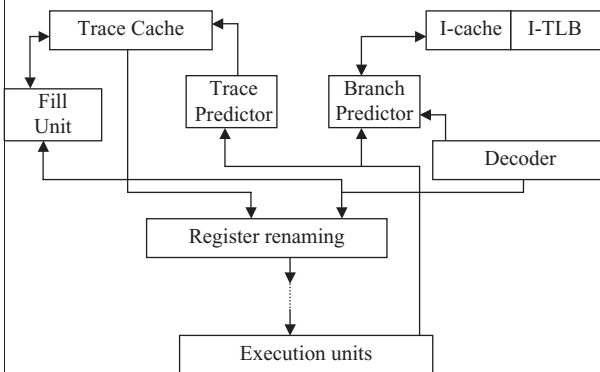
Convert Art

Figure 04-18.

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(a) Instruction Fetch Unit using an I-cache



(b) Instruction Fetch Unit using a Trace cache

Figure 04-19.

Convert Art

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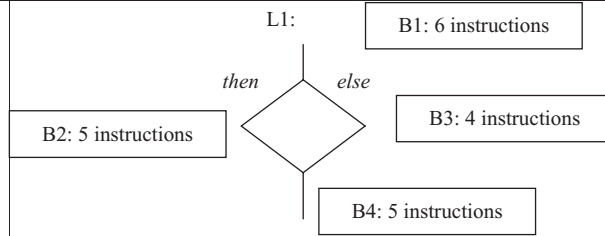


Figure 04-20.

Convert Art

41

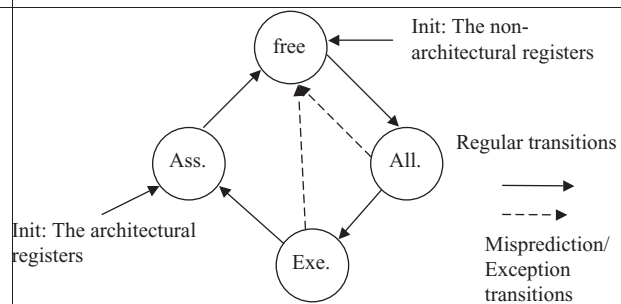


Figure 04-21.

Convert Art