



Fetch	nop	mov r4, r5	mov r6, &EDE	mov r6, &EDE	mov r7, r8	<stall>	<stall>	mov r9, r10	nop	nop	nop
Decode	nop	nop	mov r4, r5	mov r6, &EDE	<stall>	<stall>	<stall>	mov r7, r8	mov r9, r10	nop	nop
Execute	nop	nop	nop	mov r4, r5	mov r6, &EDE	mov r6, &EDE	mov r6, &EDE	mov r6, &EDE	mov r7, r8	mov r9, r10	nop

Frontend and Execution unit are both
accessing the memory at the same time