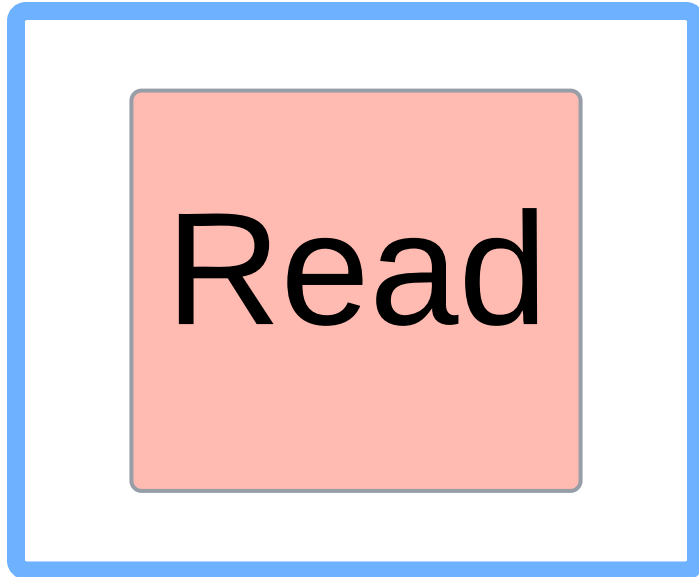
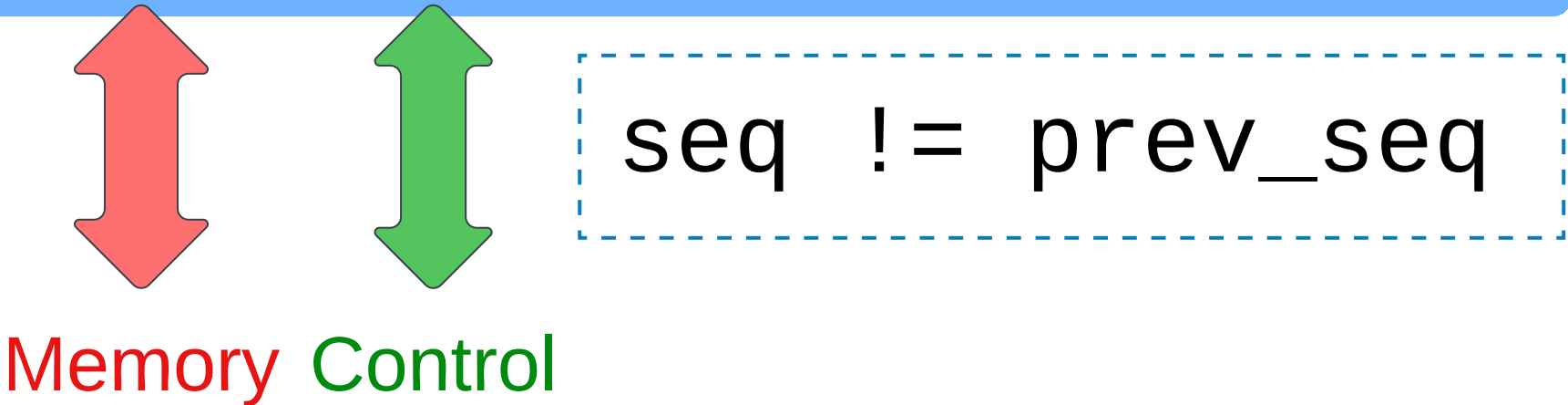


Bundle 3

D



E



$$PR'(v) := \sum_{u \in inNeighbor(v)} divClause(u)$$

Bundle 0

ALU Engine

ALU Mode	
Operation 7 Bits	ACCUM
Sequence 16 Bits	$u$
operands 32 Bytes	$divClause[u]$
Result 4 Bytes	Sum

Sum+ $divClause[u]$

Bundle 1

F

