

Bundle 0 Bundle 1 Bundle 2

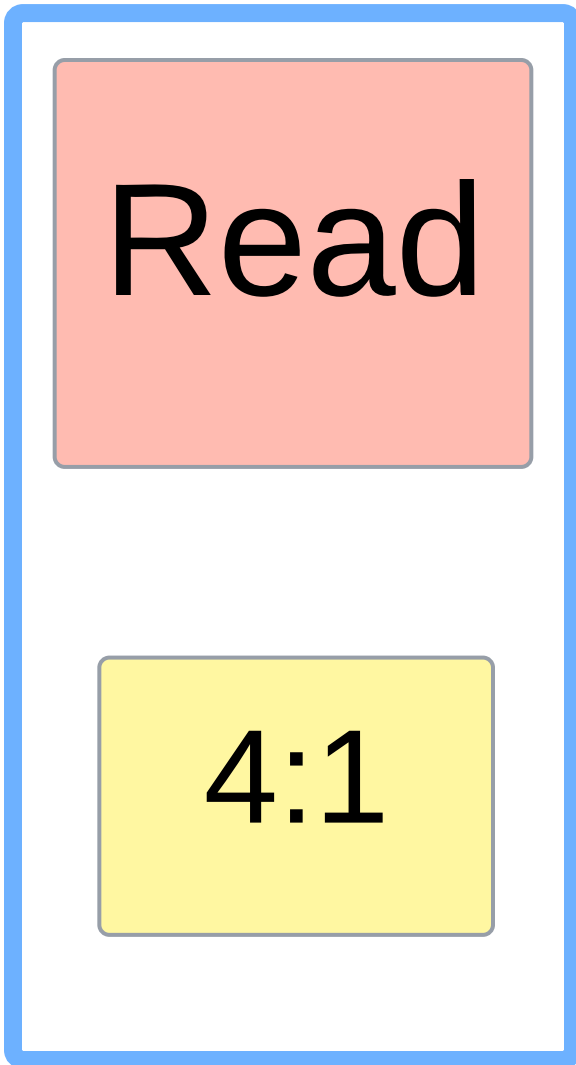
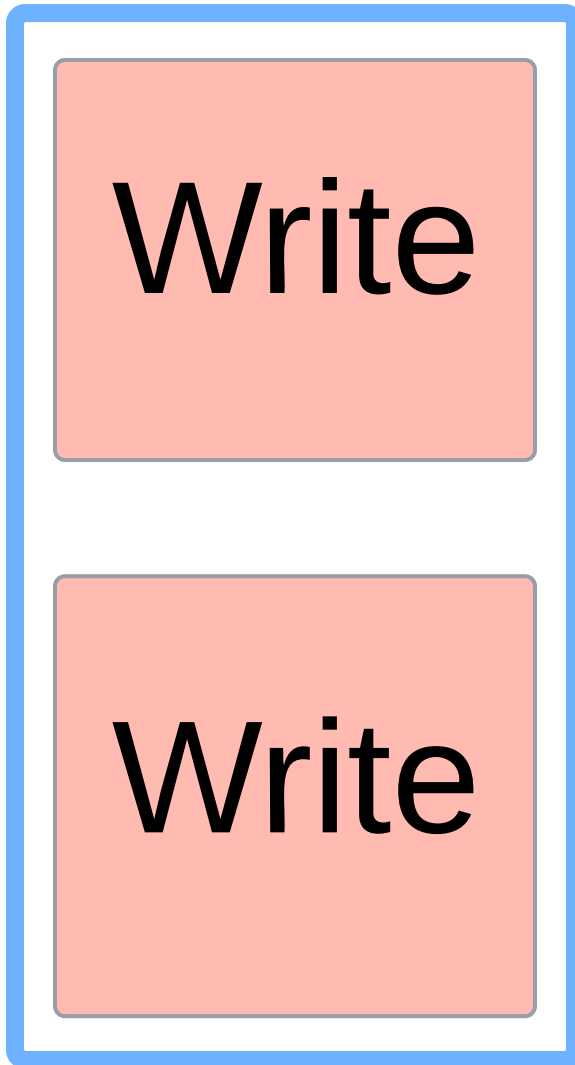
Bundle 3

L

I

J

K



Read Write Engine

Read Mode	
Operation 7 Bits	MEM_READ
Sequence 16 Bits	v'
array_pointer 64 Bits	frontier
Result 4 Bytes	$frontier[n]$

