

{Rewards, State,  
Config, Tile Config,  
Policy Data}

(State, Action)

Other  
Cores  
/FUs

EMEM

IN Ring

OUT Ring

OPaL  
Cores

ME 0

Controller

Minion

Minion

Minion

Minion

Minion

Minion

Minion

Signal

ME 1

Minion++

Minion

Minion

Minion

Minion

Minion

Minion

Minion

Signal

NN  
Register

NN  
Register

...

HashMap<  
Key,  
(State, Act),  
>

HashMap<  
Key,  
Reward,  
>

Atomic  
Writeback

Count

Values

Policy

Config

Local  
CLS

Local  
CTM

IMEM