

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

(State, Action)

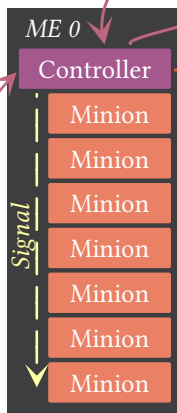
Other
Cores
/FUs

EMEM

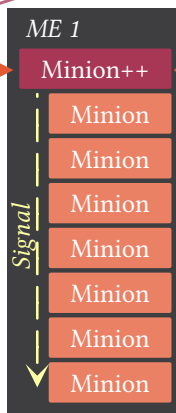
IN Ring

OUT Ring

OPaL
Cores



NN
Register



NN
Register

...

HashMap<
StateKey,
TilesActionPair,
>

HashMap<
RewardKey,
Reward,
>

Atomic
Writeback

Count

Values

Policy

Config

Local
CLS

Local
CTM

IMEM