

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

(State, Action)

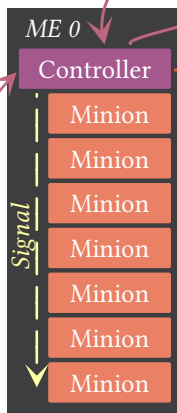
Other  
Cores  
/FUs

EMEM

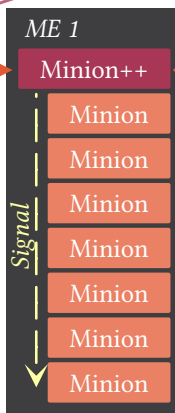
IN Ring

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