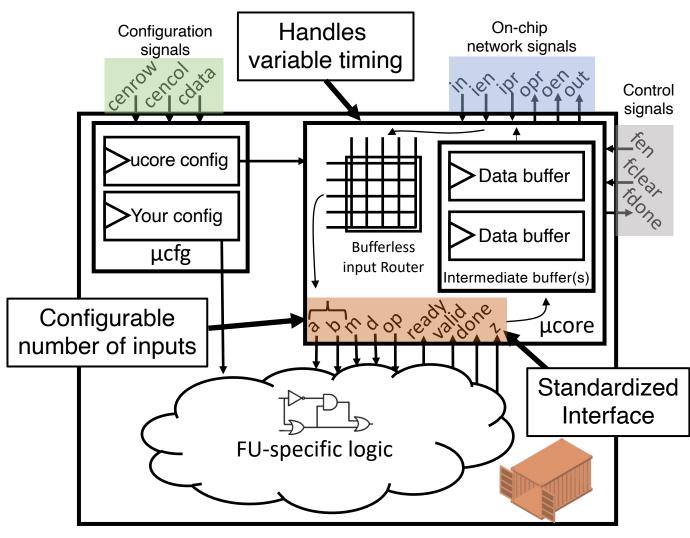
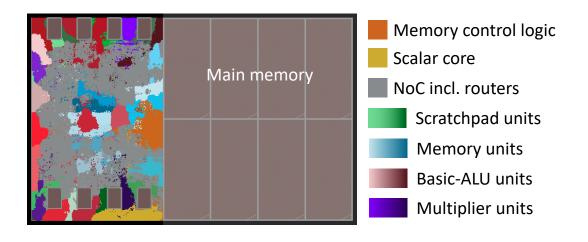
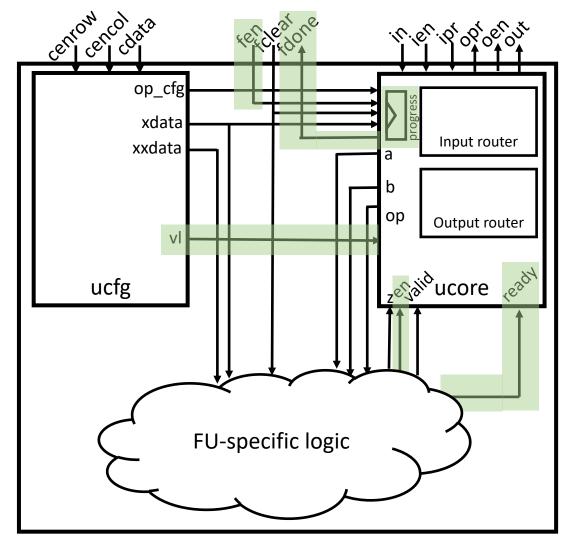


M = Load/store PE S = Scratchpad PE B = Basic ALU PE C = Multiplier PE

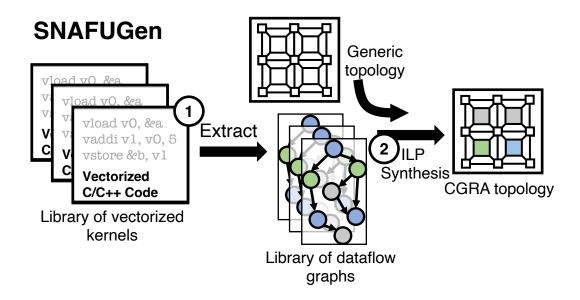


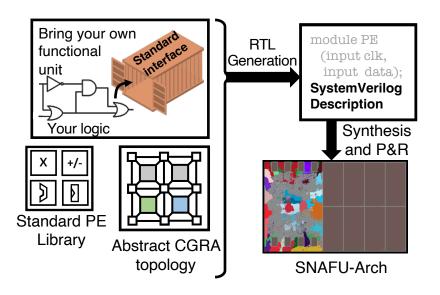
**Processing Element** 

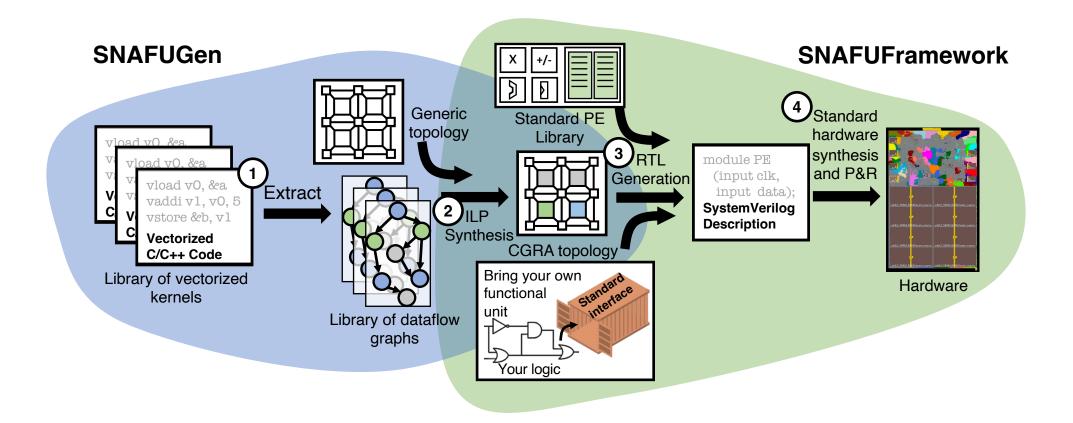


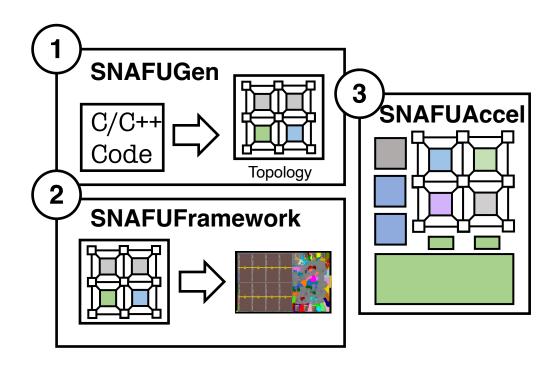


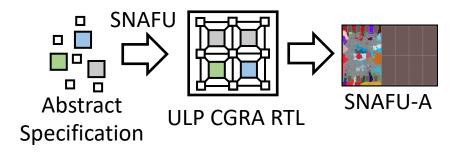
Functional unit

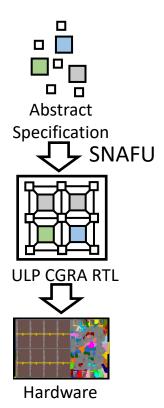


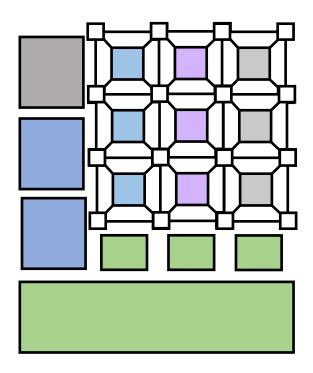


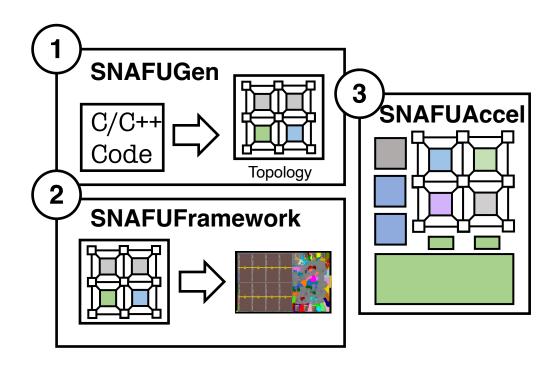


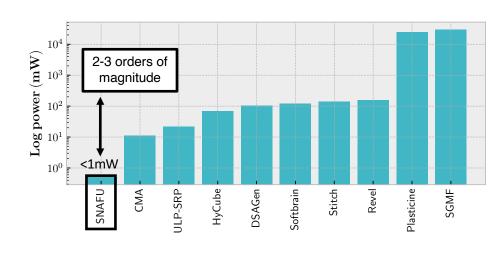


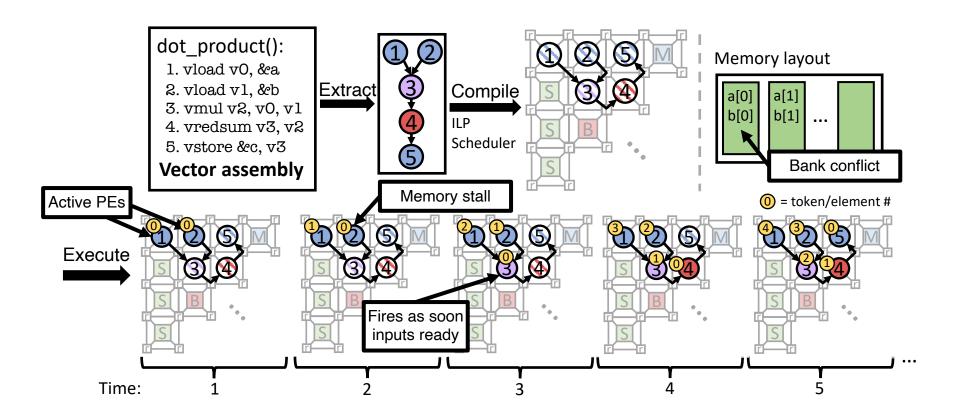


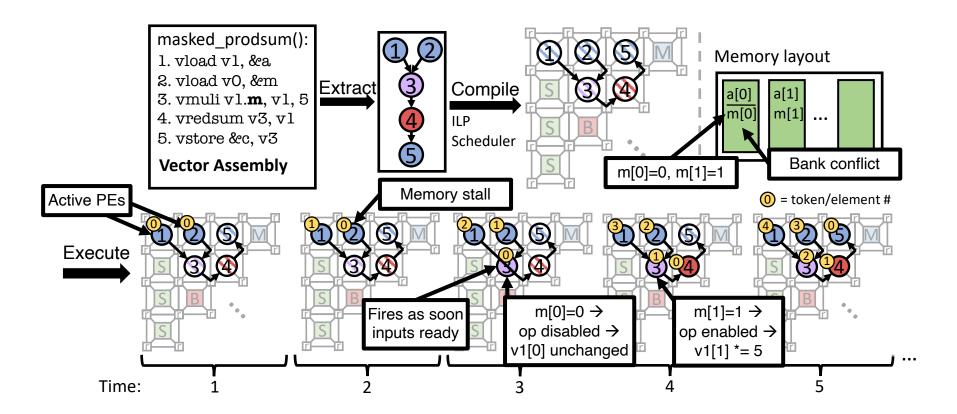


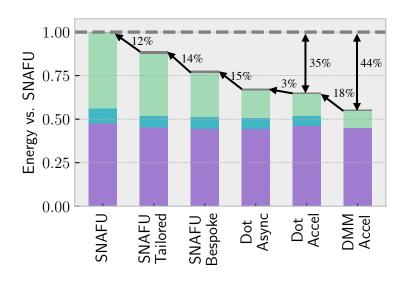


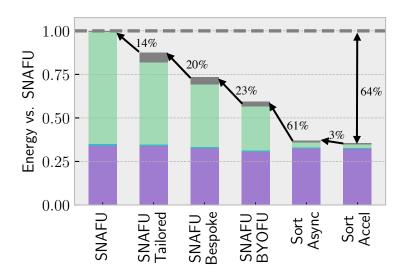


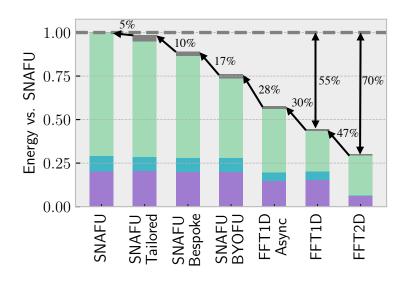




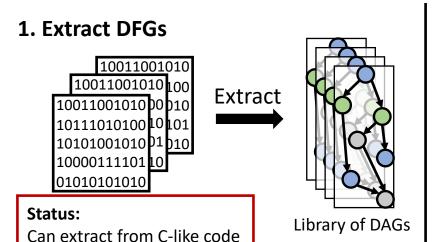




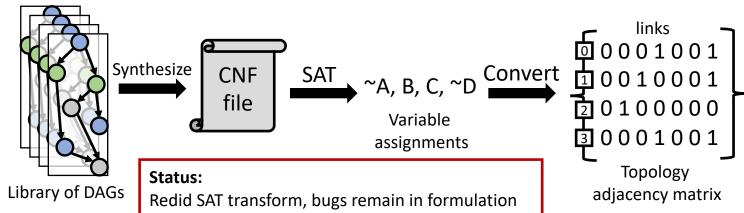




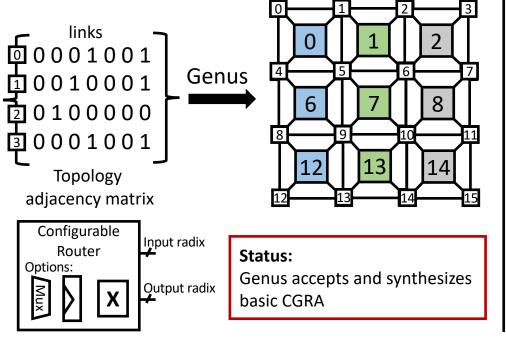
## Compilation Pipeline



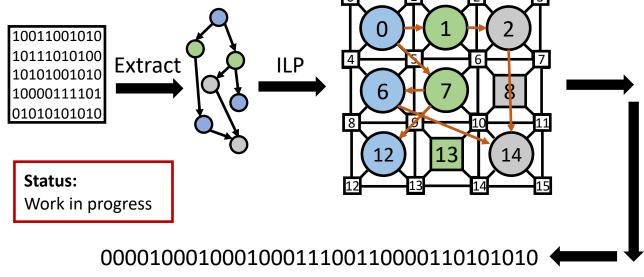
## 2. Synthesize fabric











**Bitstream** 

