## muxControl (from controller)

## Datapath ph1, ph2 enData (from controller) reset reset enable enable enable a[7:0] 8 bits shiftClk1,2 muxControl[1:0] $\stackrel{\circ}{\underline{\underline{\omega}}}$ (from controller) $\stackrel{\circ}{\omega}$ 2 bits $\stackrel{\circ}{\nabla}$ ph1, ph2 Ph1, ph2 shiftIn 18 bits Mux x4 8 bits dOut[7:0] y[17:0] 18 bits 18 bits c3[7:0] (8 bits) c2[7:0] c1[7:0] c0[7:0] reset enable 8 bits 16 bits reset enData (from controller) coef[7:0] clearAccum (from controller) muxControl[1:0] (from controller)