










For AE, there are three main points:

Objects	
Name	Value
>  r[7:0]	bf
>  A[3:0]	f
>  B[3:0]	f
>  i[31:0]	16
>  j[31:0]	16
>  ErrorCounter[7:0]	76
>  ErrorDistance[15:0]	1572
>  MaxError[15:0]	42
>  RED[31:0]	244111

Second is performance, it is completed by Vivado automatically. Just set the multiplier as top and run synthesis. When finish synthesis, it can be seen like this:

Last is deployment in application, there are two application, image blending and CNN. Image blending is completed in Matlab, and CNN is implemented in Verilog. The code is also open-source. When running image blending, the preprocessing and comparison of image is in Matlab and pixel multiplication is in Vivado using proposed approximate multipliers. For example, the pictures may like this:



```
Vivado Simulator 2018.3
Time resolution is 1 ps
relaunch_sim: Time (s): cpu = 00:00:01 ; elapsed = 00:00:33 . Memory (MB): peak = 1380.457 ; gain = 0.000
run all
1st input image : original value = 8, decision = 8 at 26715000 ps ==> Success
2nd input image : original value = 2, decision = 2 at 40075000 ps ==> Success
3rd input image : original value = 9, decision = 9 at 53435000 ps ==> Success
4th input image : original value = 6, decision = 6 at 66795000 ps ==> Success
5th input image : original value = 7, decision = 7 at 80155000 ps ==> Success
6th input image : original value = 1, decision = 1 at 93515000 ps ==> Success
7th input image : original value = 3, decision = 3 at 106875000 ps ==> Success
8th input image : original value = 6, decision = 6 at 120235000 ps ==> Success
9th input image : original value = 2, decision = 2 at 133595000 ps ==> Success
10th input image : original value = 3, decision = 3 at 146955000 ps ==> Success
```

For implement details, please email: Yaoshangshang96@outlook.com