

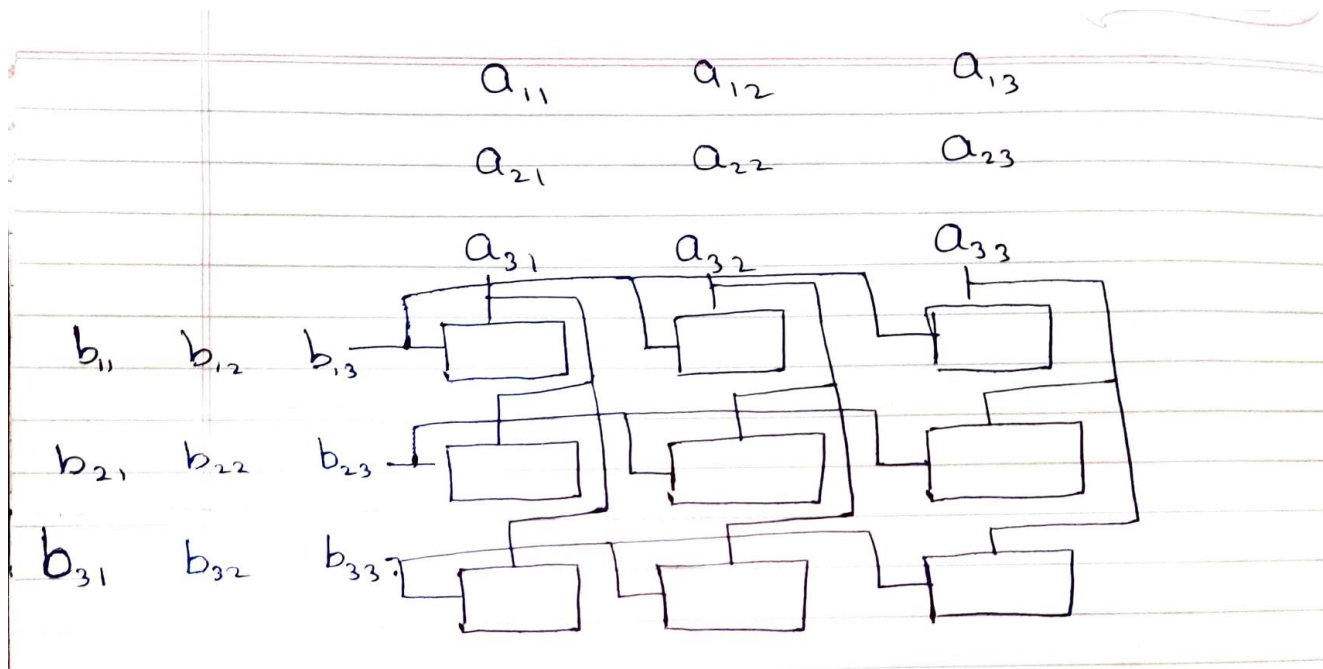
MODIFIED SYSTOLIC ARRAY

The modification I describe involves directly connecting the elements of the input matrices A and B to the processing elements (PEs) in a specific pattern, rather than feeding them into the array in a more sequential manner. This approach aims to reduce the number of clock cycles required to perform the matrix multiplication by exploiting parallel data distribution and processing.

- PE1 is connected to a_{33} and b_{33} , so it computes $a_{33} \times b_{33}$
- PE2 is connected to a_{31} and b_{32} , so it computes $a_{31} \times b_{32}$
- PE3 is connected to a_{31} and b_{31} , so it computes $a_{31} \times b_{31}$
- And so on, following the same pattern.

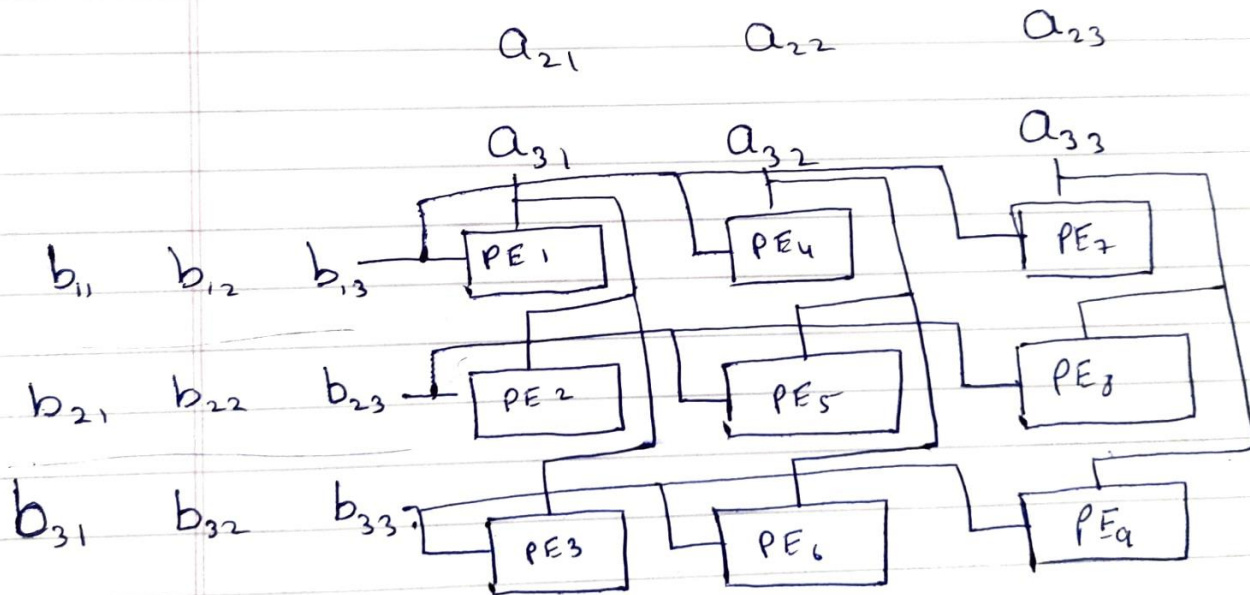
After the first clock cycle in the modified systolic array, the following computations will take place in the processing elements (PEs):

1. PE1 will compute $a_{33} \times b_{33}$
2. PE2 will compute $a_{31} \times b_{32}$
3. PE3 will compute $a_{31} \times b_{31}$
4. PE4 will compute $a_{32} \times b_{33}$
5. PE5 will compute $a_{32} \times b_{32}$
6. PE6 will compute $a_{32} \times b_{31}$
7. PE7 will compute $a_{33} \times b_{33}$
8. PE8 will compute $a_{33} \times b_{32}$
9. PE9 will compute $a_{33} \times b_{31}$



Here a_{31} is i/p to $\rightarrow PE_1, PE_2, PE_3$ at same clock edge, together

b_{13} is i/p to $\rightarrow PE_1, PE_4, PE_7 \rightarrow$ together.



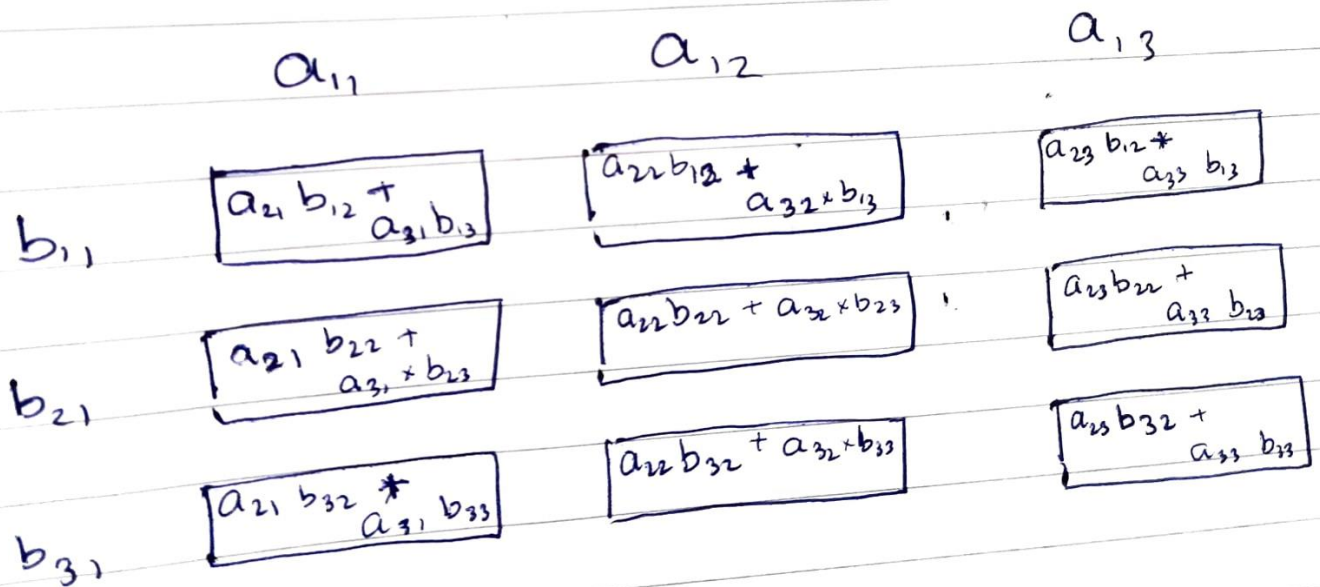
After 1st clock cycle

		a_{11}	a_{12}	a_{13}
		a_{21}	a_{22}	a_{23}
b_{11}	b_{12}	$a_{31} \times b_{13}$	$a_{32} \times b_{13}$	$a_{33} \times b_{13}$
b_{21}	b_{22}	$a_{31} \times b_{23}$	$a_{32} \times b_{23}$	$a_{33} \times b_{23}$
b_{31}	b_{32}	$a_{31} \times b_{33}$	$a_{32} \times b_{33}$	$a_{33} \times b_{33}$

In the second clock cycle of this modified systolic array architecture, the following computations and data propagations will occur:

1. PE1 will accumulate $(a_{21}b_{12} + a_{31}b_{13})$
2. PE2 will accumulate $(a_{21}b_{22} + a_{31}b_{23})$
3. PE3 will accumulate $(a_{21}b_{32} + a_{31}b_{33})$
4. PE4 will accumulate $(a_{22}b_{12} + a_{32}b_{13})$
5. PE5 will accumulate $(a_{22}b_{22} + a_{32}b_{23})$
6. PE6 will accumulate $(a_{22}b_{32} + a_{32}b_{33})$
7. PE7 will accumulate $(a_{23}b_{12} + a_{33}b_{13})$
8. PE8 will accumulate $(a_{23}b_{22} + a_{33}b_{23})$
9. PE9 will accumulate $(a_{23}b_{32} + a_{33}b_{33})$

After ~~2~~ 2nd clock cycle.



And so on for 3rd clock cycle.

```

module systolic #(parameter SYS_ROW = 9, parameter SYS_COL = 9)
(
    input M_AXI_ACLK,
    input M_AXI_ARESETN,
    input init_txn_pulse,
    input M_AXI_WREADY,
    input axi_wvalid,
    input[7:0] write_index,

    input [SYS_ROW*32 -1 : 0] wt_data,
    input [SYS_COL*32 -1 : 0] in_data,
    input start,

    output s_axi_wdata

);

    reg [31:0] reg_out_data[SYS_COL-1:0][SYS_ROW-1:0];

    genvar j;
    genvar i;
    generate
        for (i = 0; i < SYS_ROW ; i = i + 1) begin
            for (j = 0; j < SYS_COL ; j = j + 1) begin : genblk1
                processing_element pe(
                    .clk(M_AXI_ACLK),
                    .in_a(in_data[SYS_COL*32-1 - 32*j -:32]),
                    .in_b( wt_data[SYS_ROW*32-1 - 32*i -:32]),
                    .out_c(reg_out_data[j][i])
                );
            end
        end
    endgenerate

```

Inside the `genblk1` block, a `processing_element` instance is created with the following connections:

- `clk`: Connected to the `M_AXI_ACLK` input, providing the clock signal.
- `in_a`: Connected to the corresponding element of the input matrix A (`in_data`).
- `in_b`: Connected to the corresponding element of the input matrix B (`wt_data`).
- `out_c`: Connected to the corresponding element of the `reg_out_data` array, which will store the computed result.

The `processing_element` module (not shown in the provided code) is responsible for performing the actual multiplication and accumulation operations based on the input elements (`in_a` and `in_b`). The computed results are stored in the `reg_out_data` array, which can be accessed through the `s_axi_wdata` output port.