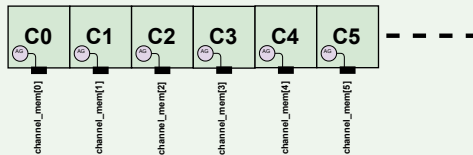
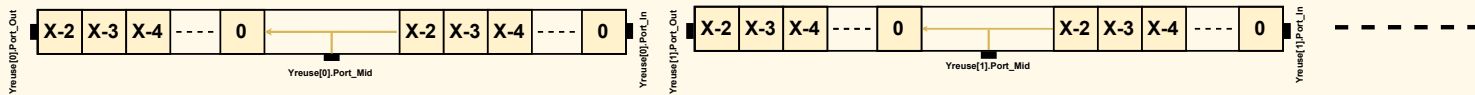


L3: Channel Memory



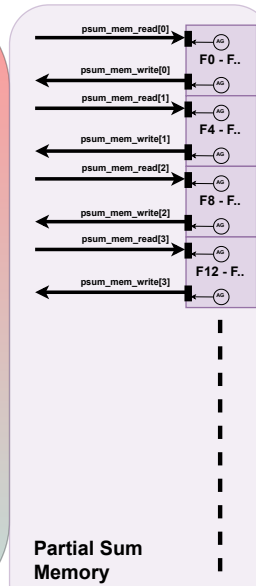
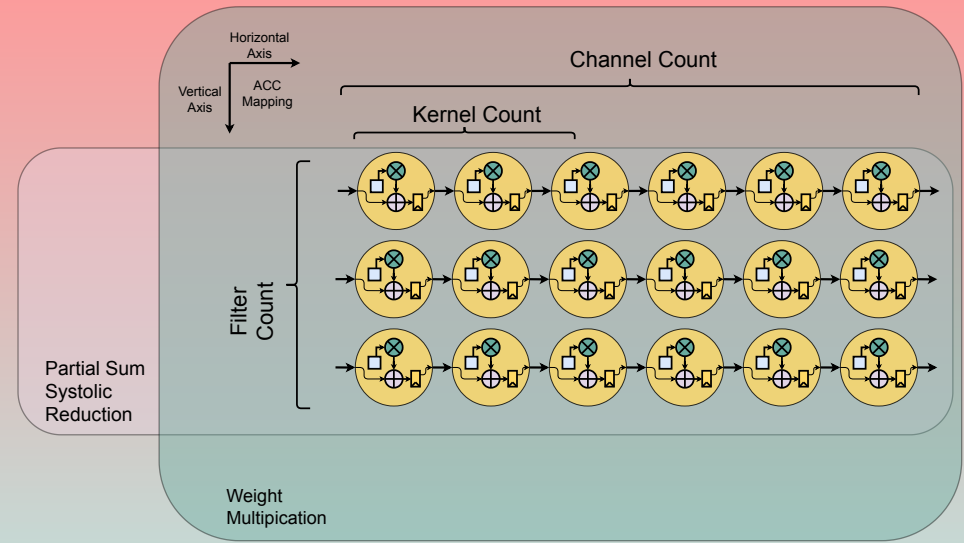
L2: Verticle Reuse Memory



```
while (1)
{
    // Get psum_ins from psum_read ports
    for (int f = 0; f < filter_count; f++)
    {
        PE &first_pe_in_row = pe_array[f][0];
        first_pe_in_row.psum_in = psum_mem_read[f].read();
    }
    for (int f = 0; f < filter_count; f++)
    {
        for (int c = 0; c < channel_count - 1; c++)
        {
            // Compute psums
            PE &cur_pe = pe_array[f][c];
            PE &next_pe = pe_array[f][c + 1];
            next_pe.psum_in = cur_pe.compute(channel_mem[c].read());
        }
        // Writeback psum outs
        PE &data1_pe &last_pe = pe_array[f][channel_count - 1];
        psum_mem_write[filter_row] = last_pe.compute(channel_mem[channel_count - 1].read());
    }
}
```

1x1/ GEMM Compute Loop

Compute array and connectivity represented as loops with port indexing



Partial Sum Memory