



Tile Based On Architecture
then pad tiles

		Padded Channel																																	
Filter	F0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	F1	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	F2	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	F3	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	F4	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	F5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Low utilization due to
Filter Unroll

Low utilization due to both
Channel Unroll & Filter Unroll

Low utilization due
to Channel Unroll