

WAIT:

STATE: WAIT  
X\_MODIFY: 0  
X\_COUNT: 0

STREAM\_1D:

START\_IDX:  
0  
STATE:  
GENERATE  
X\_MODIFY:  
+1  
X\_COUNT:  
 $X*Y$

WAIT:

STATE: WAIT  
X\_MODIFY:  
+1  
X\_COUNT: 1

STREAM\_1D:

START\_IDX:  
0  
STATE:  
GENERATE  
X\_MODIFY:  
+1  
X\_COUNT:  
 $X*Y$

WAIT:

STATE: WAIT  
X\_MODIFY:  
+1  
X\_COUNT: 2

STREAM\_1D:

START\_IDX:  
0  
STATE:  
GENERATE  
X\_MODIFY:  
+1  
X\_COUNT:  
 $X*Y$

.....

repeat:  
C times

WAIT:

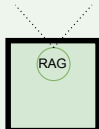
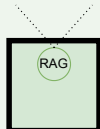
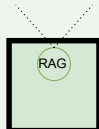
STATE: WAIT  
X\_MODIFY: +1  
X\_COUNT: 9

WRITE\_1D\_LOOP:

START\_IDX: 0  
STATE:  
GENERATE  
X\_MODIFY: +1  
X\_COUNT:  $X*Y$   
Y\_MODIFY:  $-X*Y$   
Y\_COUNT: C-1

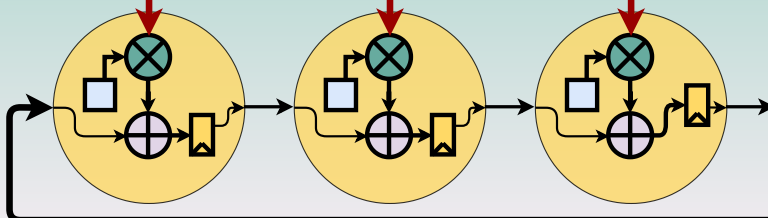
repeat:  
F times  
if !pad

L3: Channel  
Memory



.....

Weight  
multiplication  
& partial sum  
reduction



.....



OFmap  
Memory

READ\_1D\_LOOP:

START\_IDX: 0  
STATE:  
GENERATE  
X\_MODIFY: +1  
X\_COUNT:  $X*Y$   
Y\_MODIFY:  $-X*Y$   
Y\_COUNT: 2

repeat:  
F times  
if !pad