

```

WAIT:
  STATE: WAIT
  X_MODIFY: +1
  X_COUNT: 0

STREAM_1D:
  START_IDX:
  0
  STATE: GENERATE
  X_MODIFY: +1
  X_COUNT: 2X

WAIT:
  STATE: WAIT
  X_MODIFY: +1
  X_COUNT: 6

STREAM_1D:
  START_IDX:
  2X
  STATE: GENERATE
  X_MODIFY: +1
  X_COUNT: (X-2)*Y

```

Setup
Phase

Run
Phase

Repeat for
Each Weight
Tile

L3: Channel
Memory



```

WAIT:
  STATE: WAIT
  X_MODIFY: +1
  X_COUNT: 9+2X

```

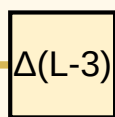
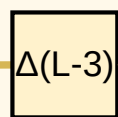
```

WRITE_1D_LOOP:
  START_IDX: 0
  STATE:
  GENERATE
  X_MODIFY: +1
  X_COUNT: X*Y
  Y_MODIFY: -X*Y
  Y_COUNT: C-1

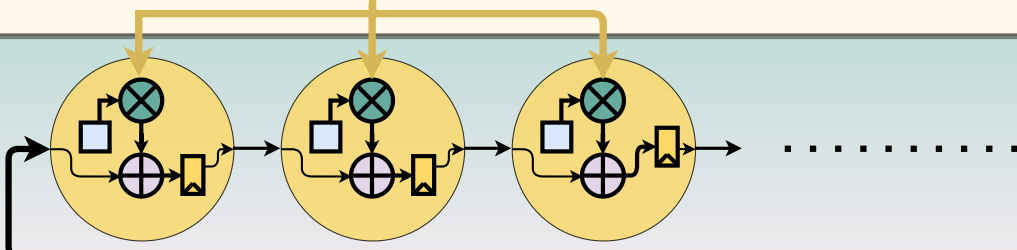
```

Repeat for
Each Weight
Tile

L2: Verticle
Reuse Memory



Weight
multiplication
& partial sum
reduction



OFmap
Memory

```

WAIT:
  STATE: WAIT
  X_MODIFY: +1
  X_COUNT: 2X

```

```

READ_1D_LOOP:
  START_IDX: 0
  STATE:
  GENERATE
  X_MODIFY: +1
  X_COUNT: X*Y
  Y_MODIFY: -X*Y
  Y_COUNT: C

```

Repeat for
Each Weight
Tile