

```

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
  
```

Transience Phase

Steady State

Repeat for Each Weight Tile . . . .

L3: Channel Memory

L2: Verticle Reuse Memory

Weight multiplication & partial sum reduction

```

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

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

