

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

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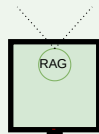
Repeat for
each weight
tile

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

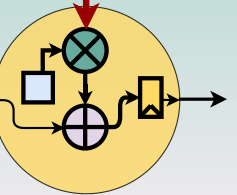
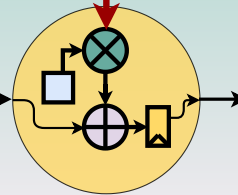
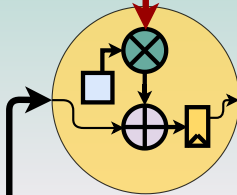
Repeat for
each weight
tile

L3: Channel
Memory

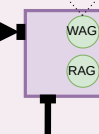


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Weight
multiplication
& partial sum
reduction



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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