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

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

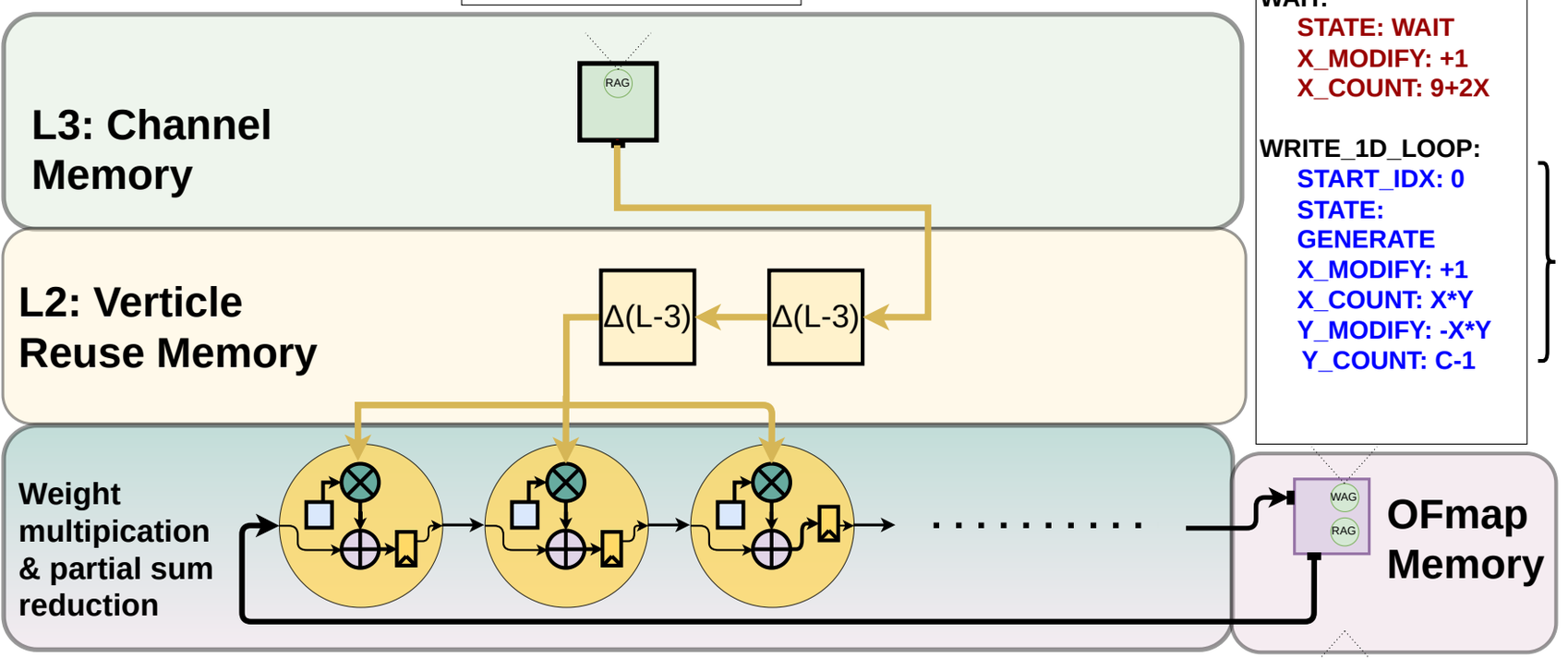
WAIT:
STATE: WAIT
X_MODIFY: +1
X_COUNT: 6

Transience Phase

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

Steady State

Repeat for Each Weight Tile . . . .



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

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