# C\_clkgate.v

Line 42~45, “clk” edge or level triggered?

# C\_damq\_ctrl.v

Push/pop queue head/tail

# C\_damq\_tracker.v

C\_fifo\_tracker.v

Queue full/empty/almost\_full/2free/errors

# C\_decr.v

Wrap when decrement by 1

Line 107 ~113 carry necessary?

# Mesh4x4.v

Op/ip 0 left, 1 right, 2 up, 3 bot, 4 local

Line 105 num\_routers = (num\_nodes + (?) num\_nodes\_per\_router -1) / num\_nodes\_per\_router;

Line 522 ?

Line 794/798 if (channel\_router\_0\_op/ip\_4[1] )? In mesh3x3

If (channel\_router\_x\_op/ip\_4[1]) in mesh4x4

Line 1071 flow\_ctrl\_router\_4\_ip\_2 -> flow\_ctrl\_router\_5\_ip\_2

Line 1263/1268 14\*? Should be 15?

Line 1362~1377 not 0000 0001 0010 …? Correct order?

Line 1414 dest\_addr\_type 3’b001?

Line 1437 sent\_flits\_count? Calculated that way?

Line 2539 received\_flits\_count

Line 2595 and after, looks right, but not sure

# C\_fbgen.v

Random # generator (LFSR-like)?

# Testbench.v

Line 529 flow\_ctrl\_router\_4\_ip\_2 -> flow\_ctrl\_router\_5\_ip\_2

# C\_interleave.v