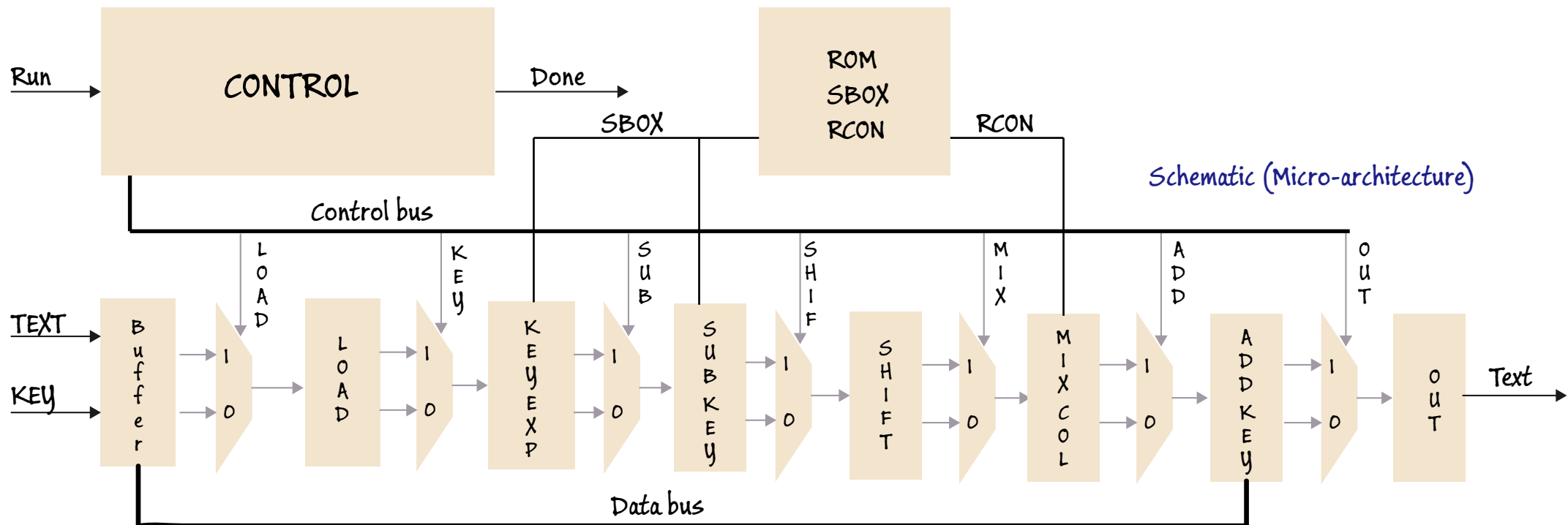


FSM (ISA architecture)

Fetch one instruction per round from instruction set which stored at ROM

	sub_bytes	shift_rows	mix_column	add_keys
1	0	0	0	1
2	1	1	1	1
3	1	1	1	1
4	1	1	1	1
5	1	1	1	1
6	1	1	1	1
7	1	1	1	1
8	1	1	1	1
9	1	1	1	1
10	1	1	1	1
11	1	1	0	1

Ecrption 128 (opt_128 architecture)



Schematic (Micro-architecture)