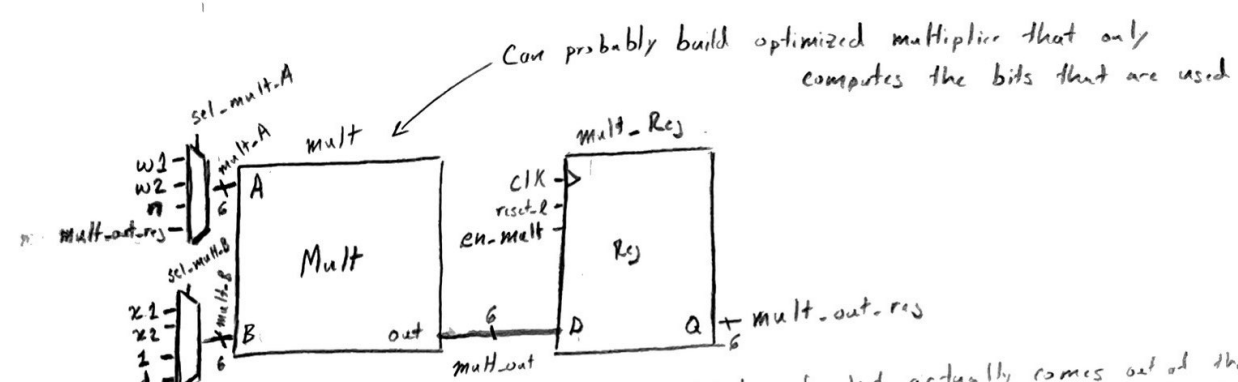
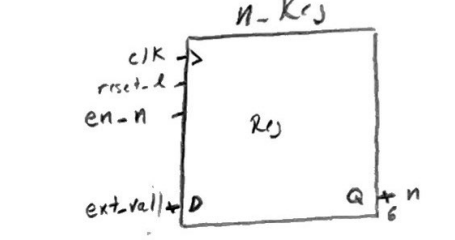
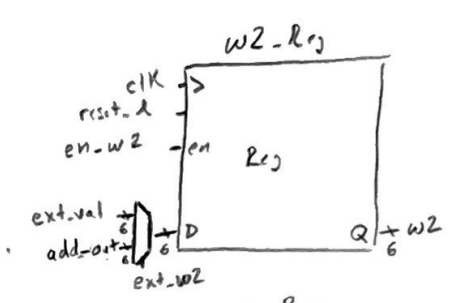
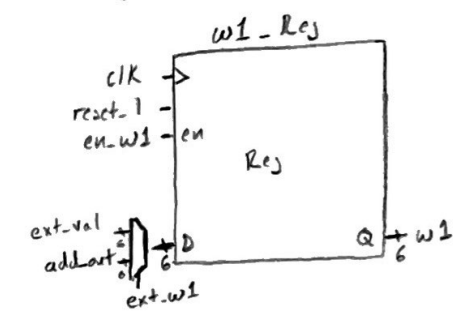
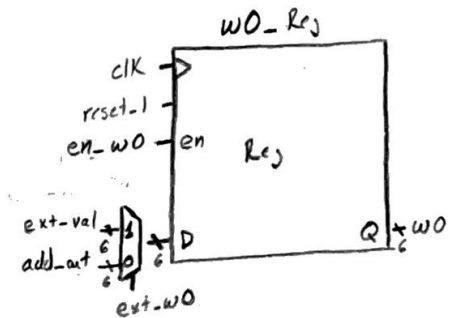
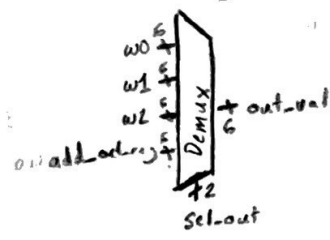
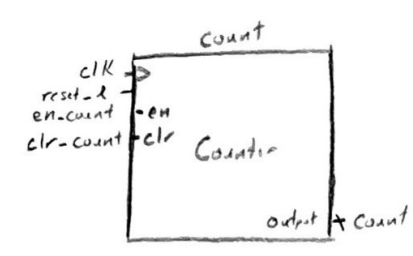
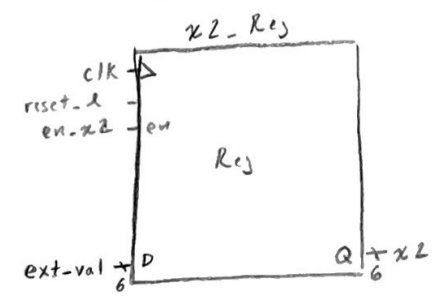
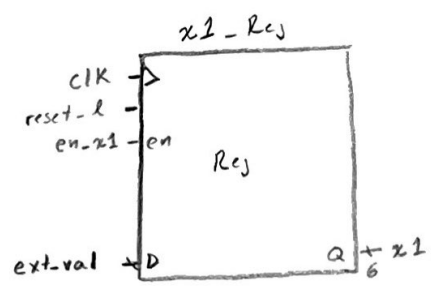
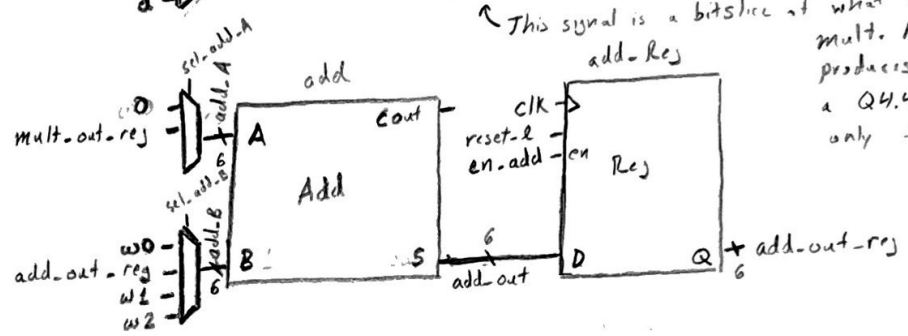


\* Using Q3.3 fixed point format  
6-bits

\* As of right now the multiplier is assumed to be combinational.



This signal is a bitslice of what actually comes out of the mult. Mult of two 8 bit #s produces a 16 bit num. If using a Q4.4 Fixed point format we only take the middle 8 bits



If (add-out-reg > 0) class = 1  
else class = 0

If (correct) d = 1  
else d = -1

\*only update when correct & class