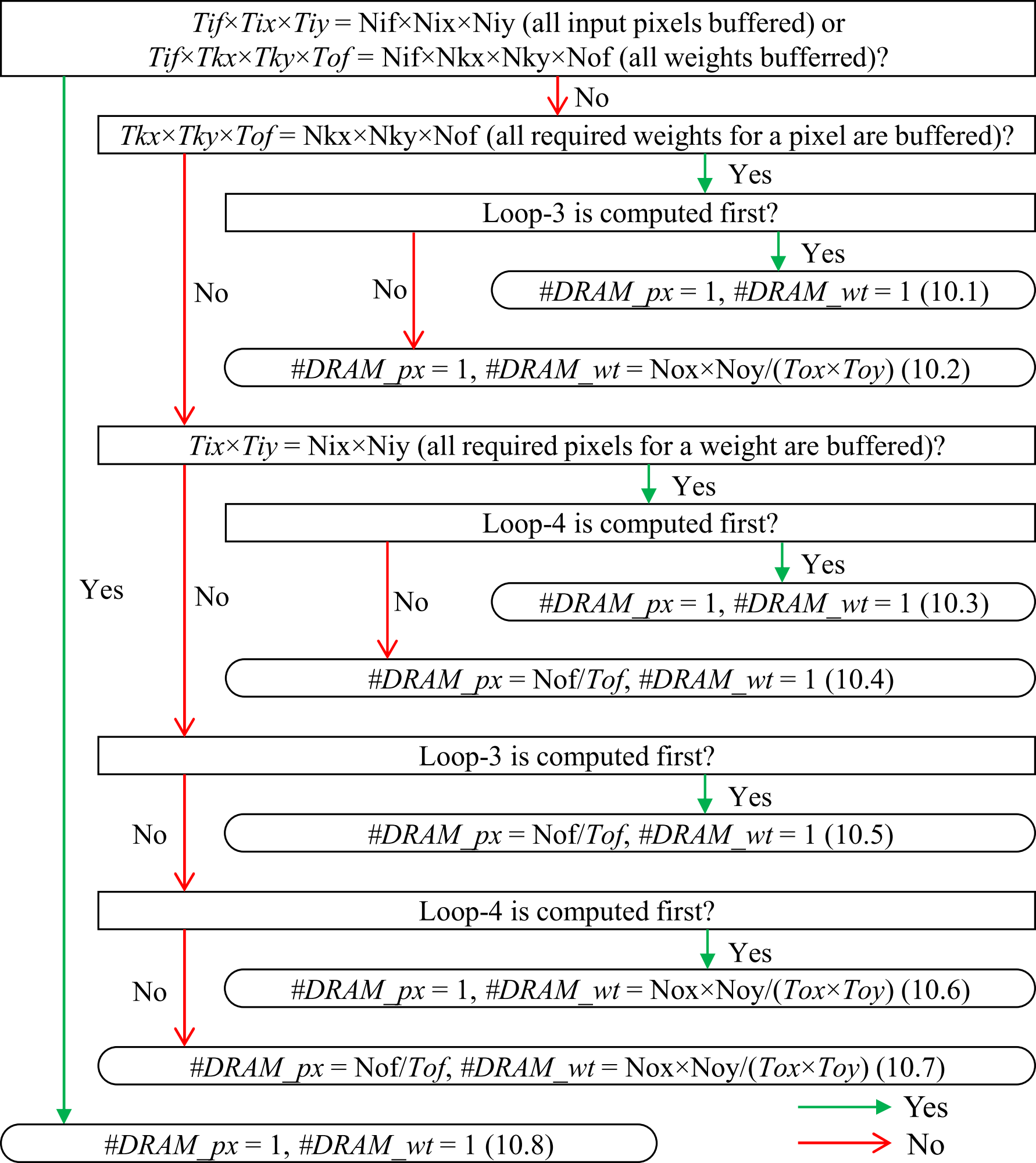
Tif×Tix×Tiy = Nif×Nix×Niy (all input pixels buffered) or
Tif×Tkx×Tky×Tof = Nif×Nkx×Nky×Nof (all weights bufferred)?
No
Tkx×Tky×Tof = Nkx×Nky×Nof (all required weights for a pixel are buffered)?
Yes
Loop-3 is computed first?
Yes
No
No
#DRAM_px = 1, #DRAM_wt = 1 (10.1)
#DRAM_px = 1, #DRAM_wt = Nox×Noy/(Tox×Toy) (10.2)
Tix×Tiy = Nix×Niy (all required pixels for a weight are buffered)?
Yes
Loop-4 is computed first?
Yes
Yes
No
No
#DRAM_px = 1, #DRAM_wt = 1 (10.3)
#DRAM_px = Nof/Tof, #DRAM_wt = 1 (10.4)
Loop-3 is computed first?
Yes
No
#DRAM_px = Nof/Tof, #DRAM_wt = 1 (10.5)
Loop-4 is computed first?
Yes
No
#DRAM_px = 1, #DRAM_wt = Nox×Noy/(Tox×Toy) (10.6)
#DRAM_px = Nof/Tof, #DRAM_wt = Nox×Noy/(Tox×Toy) (10.7)
#DRAM_px = 1, #DRAM_wt = 1 (10.8)
Yes
No