HW 4

- You are given a 3D object with size 256^3. Each element is a 32-bit integer.
  - Please implement the a mean filter on the 3D object using the Xilinx FPGA XC6VLX240T-1FFG1156
    - Mean operation for each voxel is defined as the average of its neighbor 3*3*3 voxel values.
    - Rounding to a nearest integer
    - Boundary voxels do not need to be computed
  - Please report the area, latency, and power of your design
    - Note: consider the data reuse in this code to reduce the bandwidth pressure
- Each team needs to submit only one design. Please include all team members' names on the submission.