```
idle: if (data ready=0 and load coefficient=0) goto idle
    if (load coefficient=1) goto loadF0
store: if (data ready=0) goto eidle
    req[5] = data
                               ; Store data in a register
    err = 0
                               : reset error
zero:
    reg[0] = 0; zero out accumulator
sort1:
    reg[1] = reg[2]
                               ; Reorder registers
sort2:
    reg[2] = reg[3]
                               ; Reorder registers
sort3:
    reg[3] = reg[4]
                               ; Reorder registers
sort4:
    reg[4] = reg[5]
                               ; Reorder registers
mul1:
    reg[10] = reg[1] * reg[6]; sample2* F2
add1:
    reg[0] = reg[0] + reg[10]; add Large pos. coefficient
    if (V) goto eidle ; On overflow, err condition
mul2:
    reg[10] = reg[2] * reg[7] ; sample1* F1
sub1:
    reg[0] = reg[0] - reg[10]; sub Large neg. coefficient
    if (V) goto eidle ; On overflow, err condition
    else goto idle
mul3:
    reg[10] = reg[3] * reg[8]; sample2* F2
add2:
    reg[0] = reg[0] + reg[10]; add Large pos. coefficient
```

```
if (V) goto eidle ; On overflow, err condition
mul4:
   reg[10] = reg[4] * reg[9] ; sample1* F1
sub2:
   reg[0] = reg[0] - reg[10]; sub Large neg. coefficient
   if (V) goto eidle ; On overflow, err condition
   else goto idle
*******************
eidle:
   err = 1
   if (data_ready=1) goto store ; wait until data_ready=1
   if (data readv=0) goto eidle
loadF0:
   reg[9] = coef data
waitF1:
   if (load_coefficient=0) goto waitF1
loadF1:
   data[8] = coeff data
waitF2:
   if (load coefficient=1) goto waitF2
loadF2:
   data[7] = coeff_data
waitF3:
   if (load coefficent=1) goto waitF3
loadF3:
   data[6] = coeff data
   goto idle
```