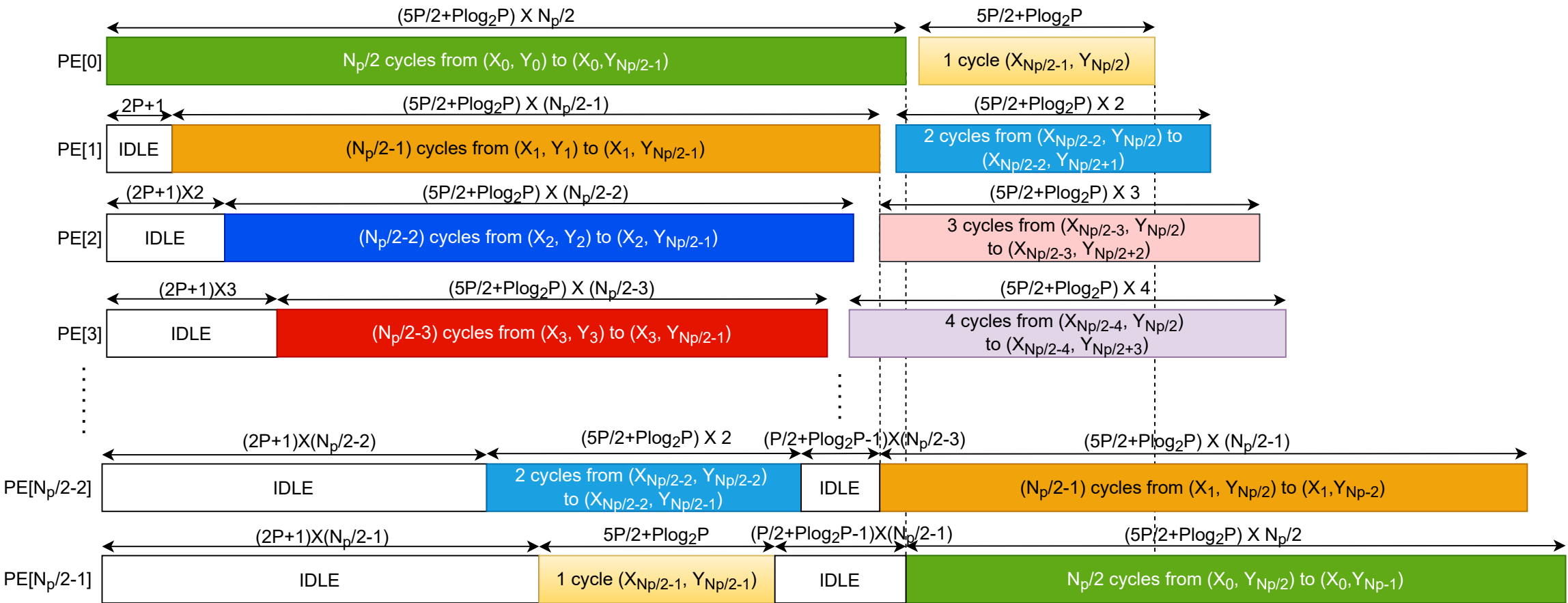


0 t / clk cycle →

Stream in



Stream out