

• wrap-around

bit loop:

out x, 1 side 0 [T<sub>3</sub>-1]; (L<sub>1</sub>)

jump ix do-zero side 1 [T<sub>1</sub>-1]; (L<sub>2</sub>)

do-one:

jump bitloop side 1 [T<sub>2</sub>-1]; (L<sub>3</sub>)

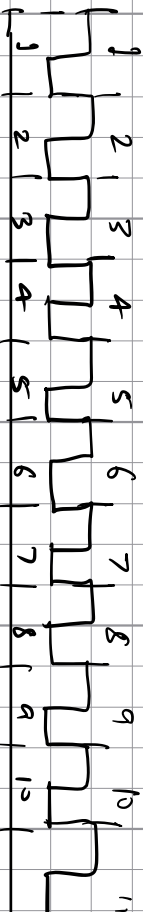
do-zero:

nop side 0 [T<sub>2</sub>-1]; (L<sub>4</sub>)

• wrap

clock

SM clock



Instr.

L<sub>1</sub>

L<sub>2</sub>

L<sub>3</sub>/L<sub>4</sub>

SM stall

No

Yes

No

Data in

FIFO

Yes

No

x = 0

x = 1

