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// RTL generated by Vivado(TM) HLS - High-Level Synthesis from C, C++ and SystemC

// Version: 2017.2

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// ===========================================================

#ifndef \_matrixmul\_HH\_

#define \_matrixmul\_HH\_

#include "systemc.h"

#include "AESL\_pkg.h"

#include "matrixmul\_mac\_mulbkb.h"

namespace ap\_rtl {

struct matrixmul : public sc\_module {

// Port declarations 16

sc\_in\_clk ap\_clk;

sc\_in< sc\_logic > ap\_rst;

sc\_in< sc\_logic > ap\_start;

sc\_out< sc\_logic > ap\_done;

sc\_out< sc\_logic > ap\_idle;

sc\_out< sc\_logic > ap\_ready;

sc\_out< sc\_lv<4> > a\_address0;

sc\_out< sc\_logic > a\_ce0;

sc\_in< sc\_lv<8> > a\_q0;

sc\_out< sc\_lv<4> > b\_address0;

sc\_out< sc\_logic > b\_ce0;

sc\_in< sc\_lv<8> > b\_q0;

sc\_out< sc\_lv<4> > res\_address0;

sc\_out< sc\_logic > res\_ce0;

sc\_out< sc\_logic > res\_we0;

sc\_out< sc\_lv<16> > res\_d0;

// Module declarations

matrixmul(sc\_module\_name name);

SC\_HAS\_PROCESS(matrixmul);

~matrixmul();

sc\_trace\_file\* mVcdFile;

ofstream mHdltvinHandle;

ofstream mHdltvoutHandle;

matrixmul\_mac\_mulbkb<1,1,8,8,16,16>\* matrixmul\_mac\_mulbkb\_U1;

sc\_signal< sc\_lv<5> > ap\_CS\_fsm;

sc\_signal< sc\_logic > ap\_CS\_fsm\_state1;

sc\_signal< sc\_lv<2> > i\_1\_fu\_127\_p2;

sc\_signal< sc\_lv<2> > i\_1\_reg\_254;

sc\_signal< sc\_logic > ap\_CS\_fsm\_state2;

sc\_signal< sc\_lv<5> > tmp\_s\_fu\_149\_p2;

sc\_signal< sc\_lv<5> > tmp\_s\_reg\_259;

sc\_signal< sc\_lv<1> > exitcond2\_fu\_121\_p2;

sc\_signal< sc\_lv<2> > j\_1\_fu\_161\_p2;

sc\_signal< sc\_lv<2> > j\_1\_reg\_268;

sc\_signal< sc\_logic > ap\_CS\_fsm\_state3;

sc\_signal< sc\_lv<5> > tmp\_2\_cast\_fu\_167\_p1;

sc\_signal< sc\_lv<5> > tmp\_2\_cast\_reg\_273;

sc\_signal< sc\_lv<1> > exitcond1\_fu\_155\_p2;

sc\_signal< sc\_lv<4> > res\_addr\_reg\_278;

sc\_signal< sc\_lv<2> > k\_1\_fu\_187\_p2;

sc\_signal< sc\_lv<2> > k\_1\_reg\_286;

sc\_signal< sc\_logic > ap\_CS\_fsm\_state4;

sc\_signal< sc\_lv<1> > exitcond\_fu\_181\_p2;

sc\_signal< sc\_lv<16> > grp\_fu\_243\_p3;

sc\_signal< sc\_logic > ap\_CS\_fsm\_state5;

sc\_signal< sc\_lv<2> > i\_reg\_75;

sc\_signal< sc\_lv<2> > j\_reg\_86;

sc\_signal< sc\_lv<16> > res\_load\_reg\_97;

sc\_signal< sc\_lv<2> > k\_reg\_110;

sc\_signal< sc\_lv<64> > tmp\_11\_cast\_fu\_176\_p1;

sc\_signal< sc\_lv<64> > tmp\_12\_cast\_fu\_202\_p1;

sc\_signal< sc\_lv<64> > tmp\_15\_cast\_fu\_230\_p1;

sc\_signal< sc\_lv<4> > tmp\_9\_fu\_137\_p3;

sc\_signal< sc\_lv<5> > p\_shl\_cast\_fu\_145\_p1;

sc\_signal< sc\_lv<5> > tmp\_cast\_fu\_133\_p1;

sc\_signal< sc\_lv<5> > tmp\_2\_fu\_171\_p2;

sc\_signal< sc\_lv<5> > tmp\_4\_cast\_fu\_193\_p1;

sc\_signal< sc\_lv<5> > tmp\_4\_fu\_197\_p2;

sc\_signal< sc\_lv<4> > tmp\_10\_fu\_207\_p3;

sc\_signal< sc\_lv<5> > p\_shl1\_cast\_fu\_215\_p1;

sc\_signal< sc\_lv<5> > tmp\_11\_fu\_219\_p2;

sc\_signal< sc\_lv<5> > tmp\_12\_fu\_225\_p2;

sc\_signal< sc\_lv<5> > ap\_NS\_fsm;

static const sc\_logic ap\_const\_logic\_1;

static const sc\_logic ap\_const\_logic\_0;

static const sc\_lv<5> ap\_ST\_fsm\_state1;

static const sc\_lv<5> ap\_ST\_fsm\_state2;

static const sc\_lv<5> ap\_ST\_fsm\_state3;

static const sc\_lv<5> ap\_ST\_fsm\_state4;

static const sc\_lv<5> ap\_ST\_fsm\_state5;

static const sc\_lv<32> ap\_const\_lv32\_0;

static const sc\_lv<32> ap\_const\_lv32\_1;

static const sc\_lv<1> ap\_const\_lv1\_0;

static const sc\_lv<32> ap\_const\_lv32\_2;

static const sc\_lv<32> ap\_const\_lv32\_3;

static const sc\_lv<32> ap\_const\_lv32\_4;

static const sc\_lv<2> ap\_const\_lv2\_0;

static const sc\_lv<1> ap\_const\_lv1\_1;

static const sc\_lv<16> ap\_const\_lv16\_0;

static const sc\_lv<2> ap\_const\_lv2\_3;

static const sc\_lv<2> ap\_const\_lv2\_1;

static const bool ap\_const\_boolean\_1;

// Thread declarations

void thread\_ap\_clk\_no\_reset\_();

void thread\_a\_address0();

void thread\_a\_ce0();

void thread\_ap\_CS\_fsm\_state1();

void thread\_ap\_CS\_fsm\_state2();

void thread\_ap\_CS\_fsm\_state3();

void thread\_ap\_CS\_fsm\_state4();

void thread\_ap\_CS\_fsm\_state5();

void thread\_ap\_done();

void thread\_ap\_idle();

void thread\_ap\_ready();

void thread\_b\_address0();

void thread\_b\_ce0();

void thread\_exitcond1\_fu\_155\_p2();

void thread\_exitcond2\_fu\_121\_p2();

void thread\_exitcond\_fu\_181\_p2();

void thread\_i\_1\_fu\_127\_p2();

void thread\_j\_1\_fu\_161\_p2();

void thread\_k\_1\_fu\_187\_p2();

void thread\_p\_shl1\_cast\_fu\_215\_p1();

void thread\_p\_shl\_cast\_fu\_145\_p1();

void thread\_res\_address0();

void thread\_res\_ce0();

void thread\_res\_d0();

void thread\_res\_we0();

void thread\_tmp\_10\_fu\_207\_p3();

void thread\_tmp\_11\_cast\_fu\_176\_p1();

void thread\_tmp\_11\_fu\_219\_p2();

void thread\_tmp\_12\_cast\_fu\_202\_p1();

void thread\_tmp\_12\_fu\_225\_p2();

void thread\_tmp\_15\_cast\_fu\_230\_p1();

void thread\_tmp\_2\_cast\_fu\_167\_p1();

void thread\_tmp\_2\_fu\_171\_p2();

void thread\_tmp\_4\_cast\_fu\_193\_p1();

void thread\_tmp\_4\_fu\_197\_p2();

void thread\_tmp\_9\_fu\_137\_p3();

void thread\_tmp\_cast\_fu\_133\_p1();

void thread\_tmp\_s\_fu\_149\_p2();

void thread\_ap\_NS\_fsm();

void thread\_hdltv\_gen();

};

}

using namespace ap\_rtl;

#endif