```
Reg[6] = calculations
    Reg[7] = F3 coefficient
    Reg[8] = F2 coefficient
    Reg[9] = F1 coefficient
    Reg[10] = F0 Coefficient
1. Idle: if (data_ready=0) goto idle;
                                               // wait until data_ready=1
store: if (data_ready=0) goto eidle;
reg[5] = data;
                                               // Store data in a register
4. err = 0; // reset error
5. zero: reg[0] = 0;
                                               // zero out accumulator
6. sort1: reg[1] = reg[2];
                                               // Reorder registers
7. sort2: reg[2] = reg[3];
                                               // Reorder registers
8. sort3: reg[3] = reg[4];
                                               // Reorder registers
9. sort4: reg[4] = reg[5];
                                               // Reorder registers
10. mul1: reg[6] = reg[4] * reg[7];
                                               // sample4 * F0
11. sub: reg[0] = reg[0] - reg[6];
                                               // sub small neg. Coefficient
12. if (V) goto eidle;
                                               // On overflow, err condition
13. \text{mul}2: \text{reg}[6] = \text{reg}[3] * \text{reg}[8];
                                               // sample3* F1
14. add: reg[0] = reg[0] + reg[6];
                                               // add large pos. Coefficient
15. if (V) goto eidle;
                                               // On overflow, err condition
16. mul3: reg[6] = reg[2] * reg[9];
                                               // sample2 * F2
17. sub: reg[0] = reg[0] - reg[6];
                                               // sub large neg. Coefficient
18. if (V) goto eidle;
                                               // On overflow, err condition
19. mul4: reg[6] = reg[1] * reg[10];
                                                // sample1 * F3
20. add: reg[0] = reg[0] + reg[6];
                                               // add small pos. Coefficient
21. if (V) goto eidle;
                                              // On overflow, err condition
22. else goto idle;
23. eidle: err = 1;
24. if (data_ready=1) goto store;
                                              // wait until data_ready=1
25. if (data_ready=0) goto eidle;
```

: Variables:

reg[1] - reg[4] = data Reg[5] = new data