## controller done a00[7:<u>0]</u> next\_state[6:0] a01[7:0] pe\_clear a02[7:0] pe\_c00 a03[7:0] pe\_c01 a10[7:<u>0]</u> pe\_c10 a11[7:0] pe\_c11 a12[7:0] pe\_din[7:0] a13[7:0] pe\_win[7:0] a20[7:0] sa2x2\_clear a21[7:0] sa2x2\_c00 a22[7:0] sa2x2\_c01 a23[7:0] sa2x2\_c10 a30[7:0] sa2x2\_c11 a31[7:0] sa2x2\_din0[7:0] sa2x2\_din1[7:0] a32[7:0] a33[7:0] sa2x2\_win0[7:0] b00[7:0] sa2x2\_win1[7:0] b01[7:<u>0]</u> sa3x3\_clear b02[7:0] sa3x3\_c00 b10[7:0] sa3x3\_c01 b11[7:<u>0]</u> sa3x3\_c10 b12[7:0] sa3x3\_c11 b20[7:<u>0]</u> sa3x3\_din0[7:0] b21[7:<u>0]</u> sa3x3\_din1[7:0] b22[7:<u>0]</u> sa3x3\_din2[7:0] clk sa3x3\_win0[7:0] rst sa3x3\_win1[7:0] sa3x3\_win2[7:0] state[6:0] tpu