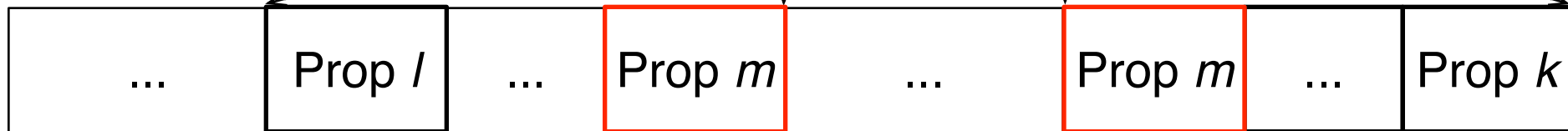
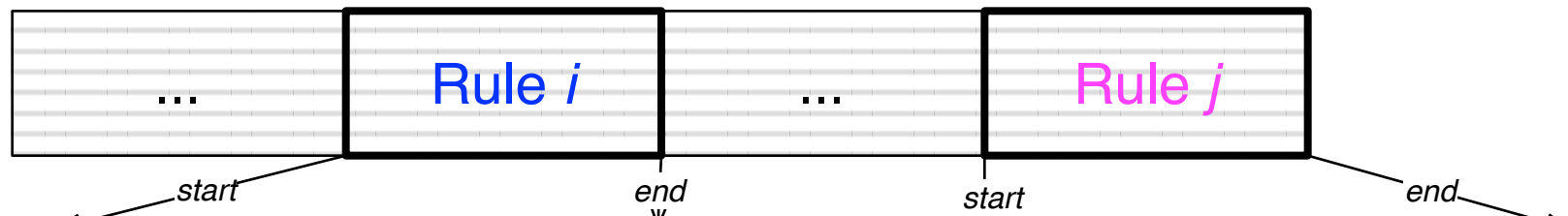
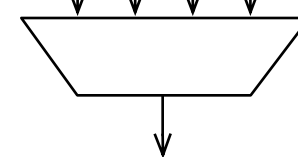
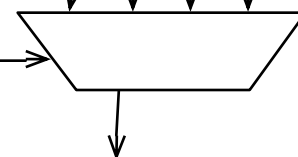
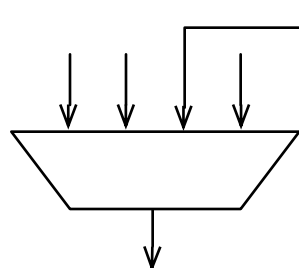


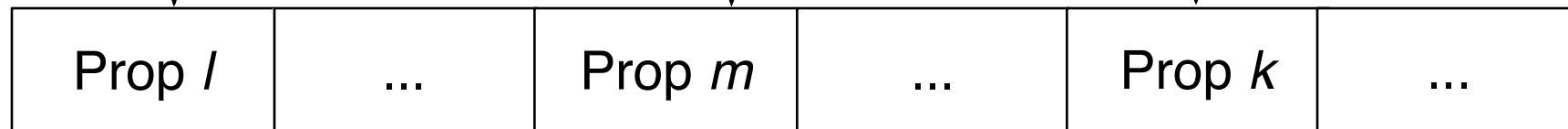
**scratchpad mem  
(input)**



**conflict  
resolution**



**compute  
lanes**



**scratchpad mem  
(output)**

