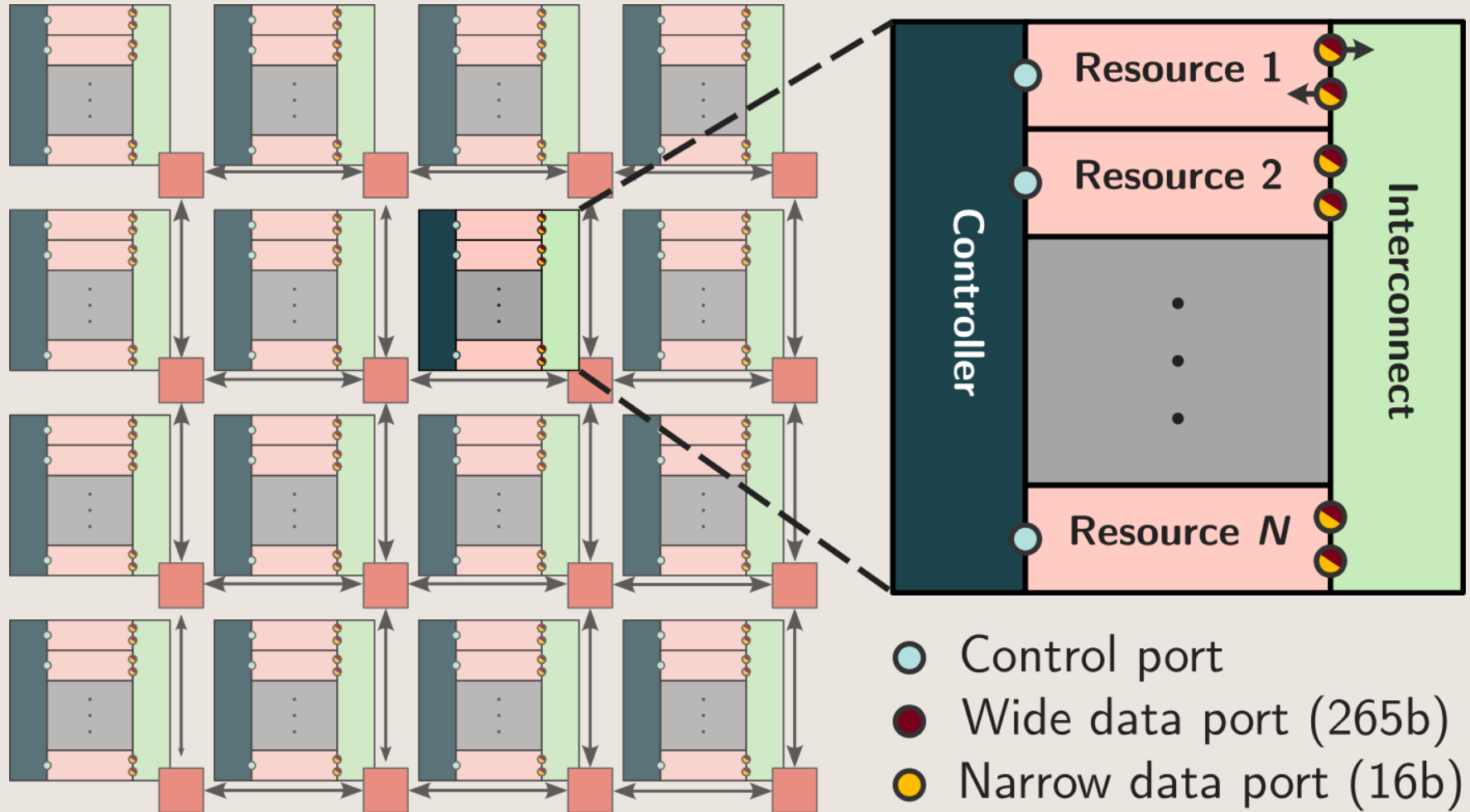


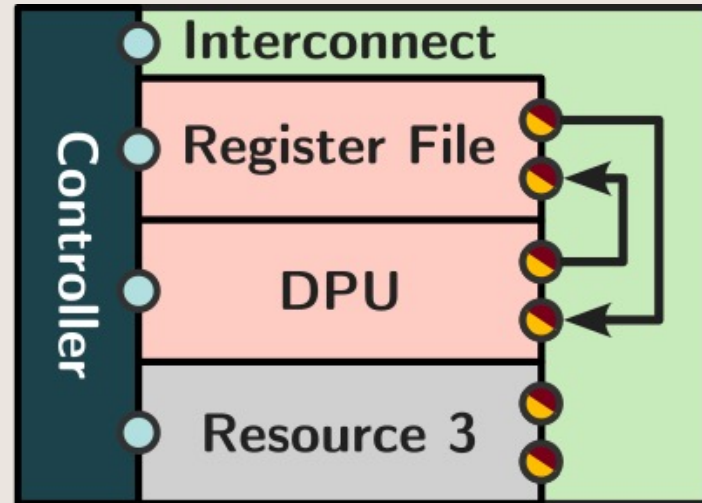
Heterogeneous customizable tile



Resource-centric instructions

```

load i, 0
LOOP:
compare i, 64
branch >=, END
add A[i], A[i], 1
add, i, i, 1
jump LOOP
END:
halt
  
```



slot1->slot2, slot2->slot1

↻ (i=0:64) {read A[i]}

↻ (i=0:64) {write A[i]}

↻ {ADD-1}

↻ {IDLE}

↻ {IDLE}

Spatial instruction decoding

