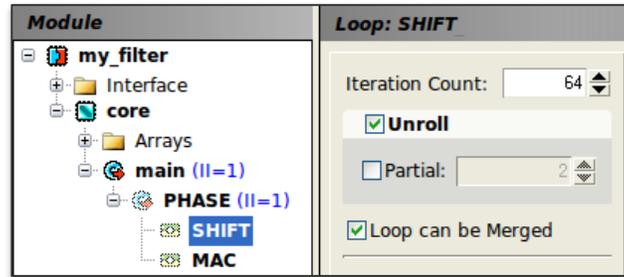


```
int mac(
  char data[N],
  char coef[N]
) {
  int accum=0;
  for (int i=0; i<N; i++)
    accum += data[i] * coef[i];
  return accum;
}
```

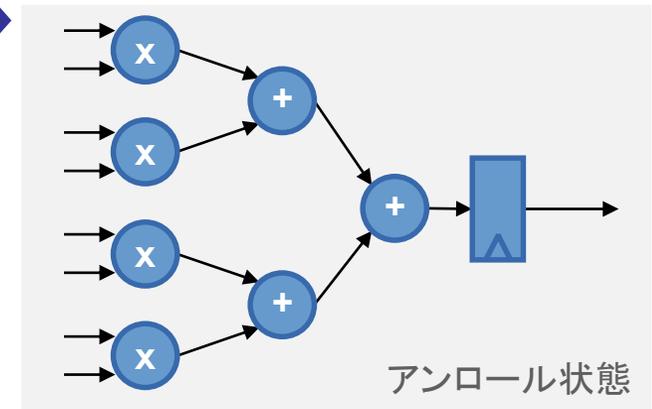
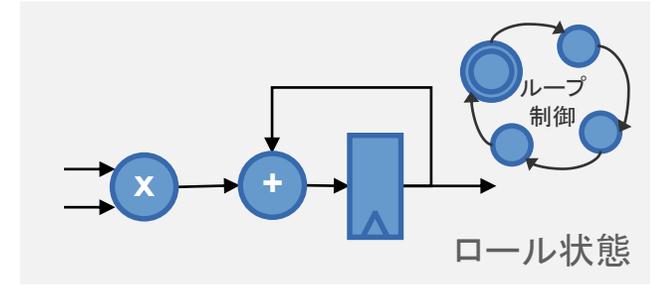
C/C++,
SystemC
に対応

高位モデル

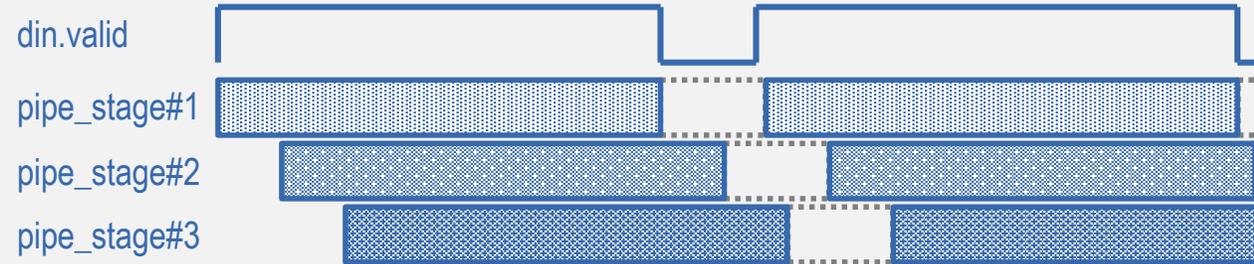
並列性の制御



並列
展開



パイプライン
並列化



The screenshot displays a multi-pane software development environment:

- Modules and Scopes:** Shows the project structure with `func_top` containing `func0`, `func1`, and `func2`. The scope `func1(out,in0,in1)` is selected, showing the call `*out = *in0 + *in1`.
- Schedule - core:rlp:** A hierarchical view of the RTL design showing the `core:rlp` module and its `main` process.
- Schematic - func_top:core:** A logic diagram showing the hardware implementation of the `func1` function. It features an AND gate, a multiplexer, and an adder. Red circles highlight the adder and the multiplexer's select input, which are connected to the C code's addition operation.
- func1.c:** A C source file with the function `func1` defined as `*out = *in0 + *in1;`. The line is highlighted in blue.
- rtl.v:** A Verilog source file showing the hardware implementation. Line 157 contains the assignment `MUX_v_4_2_2(inl_rsci_idat, (~inl_rsci_idat), or tmp_1);`, where the `+` operator is circled in red. Line 161 shows `assign z_out = readslicef_6_5_1((acc_nl));`.

Red dashed arrows indicate the data flow: from the C function call in the scope pane, to the function definition in `func1.c`, and then to the corresponding hardware logic in the Verilog code and schematic.

合成後の解析、デバッグ
クロス・プロービング機能