

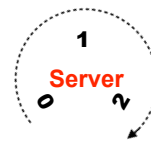
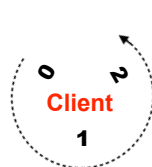
connections [ROW][PAIR][PARAM]

NUM 1-16

COORD (0 0) - (3 3)

PARAM 0, 1, 2

Param 0 LEFT
Param 1 VERTICAL
Param 2 RIGHT



Client (params 0,1,2) Server (params 0,1,2)

TOPOLOGY == TOP_25_HAS_1_TILE_016_T0_2N_14CN_SYNCH_PHASE

```
conn_if_t conn [NUM_ROWS][NUM_PAIRS_PER_ROW][NUM_CONNS_PER_NODE]; // [ROW][PAIR][CONN] = [R][P][C]
//           [ 4 ][ 2 ][ 3 ]
```

```
connections [ROW][PAIR][PARAM]
```

```
#define VER_NS_Y [3][1][1] // NS      North-South top-bottom
#define VER_NS_X [3][0][1] // NS      North-South top-bottom

#define HOR_3_EW [3][1][2] // EW      EastWest belt side-to-side
#define HOR_3_C  [3][1][0] // [A,B,C] Between horizontal columns
#define HOR_3_B  [3][0][2] // [A,B,C] Between horizontal columns
#define HOR_3_A  [3][0][0] // [A,B,C] Between horizontal columns

#define VER_23_Y [2][1][1] // [X,Y,Z] Between vertical rows
#define VER_23_X [2][0][1] // [X,Y,Z] Between vertical rows
#define HOR_2_EW [2][1][2] // EW      EastWest belt side-to-side
#define HOR_2_C  [2][1][0] // [A,B,C] Between horizontal columns
#define HOR_2_B  [2][0][2] // [A,B,C] Between horizontal columns
#define HOR_2_A  [2][0][0] // [A,B,C] Between horizontal columns

#define VER_12_Y [1][1][1] // [X,Y,Z] Between vertical rows
#define VER_12_X [1][0][1] // [X,Y,Z] Between vertical rows
#define HOR_1_EW [1][1][2] // EW      EastWest belt side-to-side
#define HOR_1_C  [1][1][0] // [A,B,C] Between horizontal columns
#define HOR_1_B  [1][0][2] // [A,B,C] Between horizontal columns
#define HOR_1_A  [1][0][0] // [A,B,C] Between horizontal columns

#define VER_01_Y [0][1][1] // [X,Y,Z] Between vertical rows
#define VER_01_X [0][0][1] // [X,Y,Z] Between vertical rows
#define HOR_0_EW [0][1][2] // EW      EastWest belt side-to-side
#define HOR_0_C  [0][1][0] // [A,B,C] Between horizontal columns
#define HOR_0_B  [0][0][2] // [A,B,C] Between horizontal columns
#define HOR_0_A  [0][0][0] // [A,B,C] Between horizontal columns
```

```
NUM = 1+ ((ROW*4) + COL) = [1..16]
```

```
par {
  on tile[0]:
    par {
      COORD      PARAM 0      PARAM 1      PARAM 2
      Client_node_task (0,0, conn HOR_0_EW, conn VER_NS_X, conn HOR_0_A, outP4_leds);
      Server_node_task (0,1, conn HOR_0_A, conn VER_01_X, conn HOR_0_B);
    }
  on tile[0]:
    [[combine]]
    par {
      Client_node_task (0,2, conn HOR_0_B, conn VER_NS_Y, conn HOR_0_C, null);
      Server_node_task (0,3, conn HOR_0_C, conn VER_01_Y, conn HOR_0_EW);

      Client_node_task (1,0, conn HOR_1_EW, conn VER_01_X, conn HOR_1_A, null);
      Server_node_task (1,1, conn HOR_1_A, conn VER_12_X, conn HOR_1_B);
      Client_node_task (1,2, conn HOR_1_B, conn VER_01_Y, conn HOR_1_C, null);
      Server_node_task (1,3, conn HOR_1_C, conn VER_12_Y, conn HOR_1_EW);

      Client_node_task (2,0, conn HOR_2_EW, conn VER_12_X, conn HOR_2_A, null);
      Server_node_task (2,1, conn HOR_2_A, conn VER_23_X, conn HOR_2_B);
      Client_node_task (2,2, conn HOR_2_B, conn VER_12_Y, conn HOR_2_C, null);
      Server_node_task (2,3, conn HOR_2_C, conn VER_23_Y, conn HOR_2_EW);

      Client_node_task (3,0, conn HOR_3_EW, conn VER_23_X, conn HOR_3_A, null);
      Server_node_task (3,1, conn HOR_3_A, conn VER_NS_X, conn HOR_3_B);
      Client_node_task (3,2, conn HOR_3_B, conn VER_23_Y, conn HOR_3_C, null);
      Server_node_task (3,3, conn HOR_3_C, conn VER_NS_Y, conn HOR_3_EW);
    }
}
```