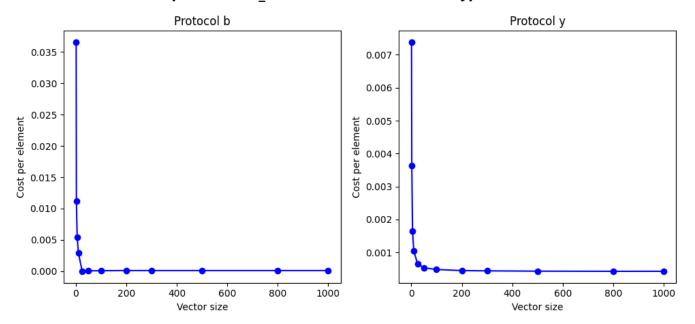
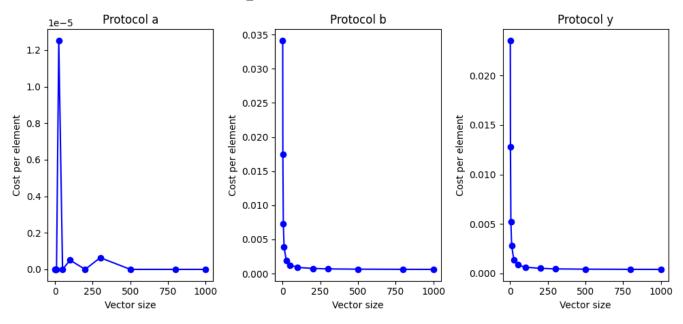
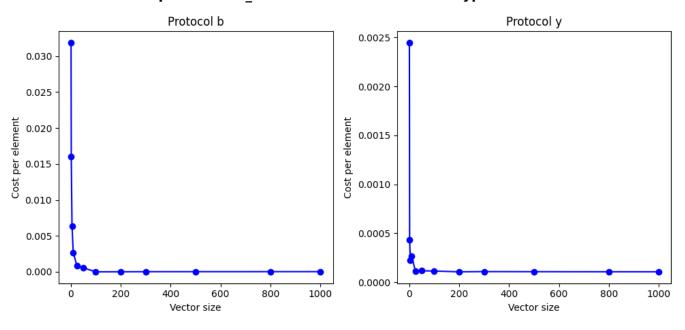
operation=zi_& backend=MOTION costType=time



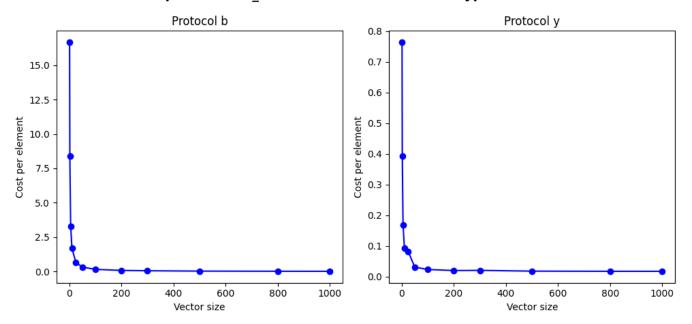
$operation = zi_add\ backend = MOTION\ costType = time$



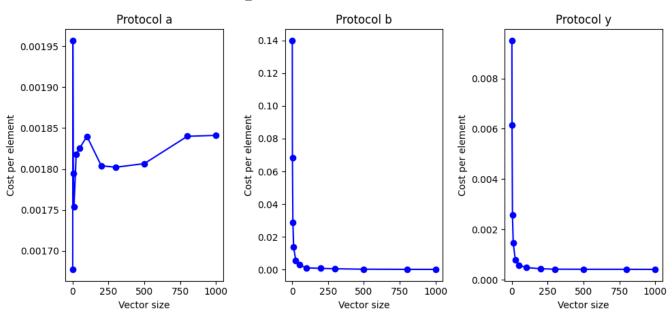
operation=zi_and backend=MOTION costType=time



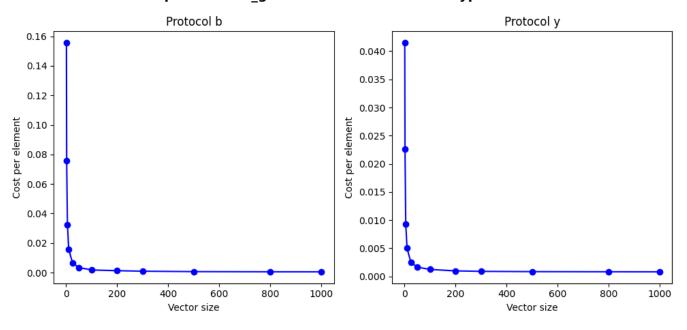
operation=zi_div backend=MOTION costType=time



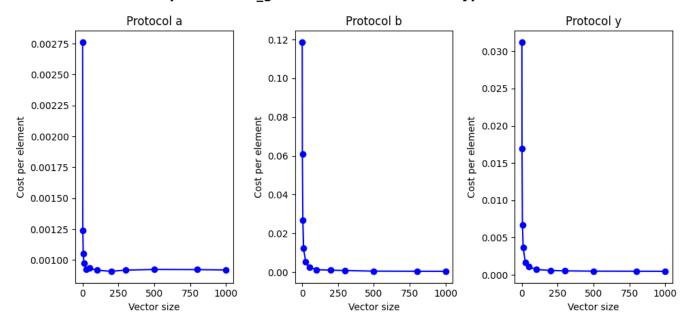
operation=zi_eq backend=MOTION costType=time



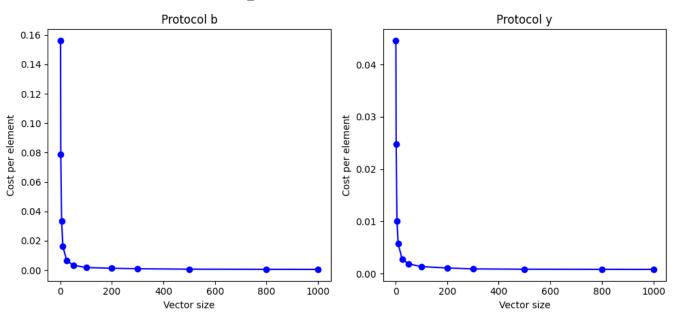
operation=zi_ge backend=MOTION costType=time



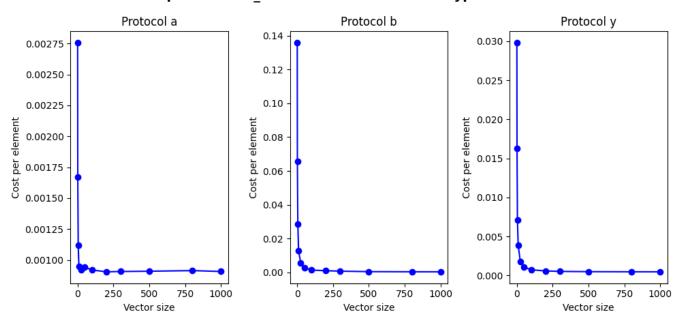
operation=zi_gt backend=MOTION costType=time



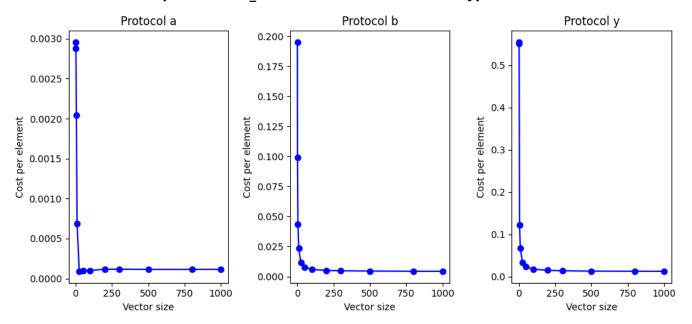
operation=zi_le backend=MOTION costType=time



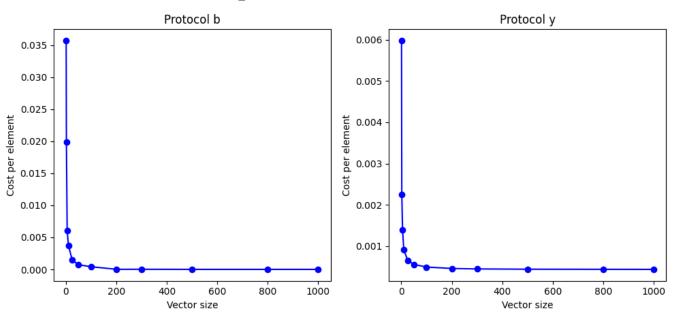
operation=zi_lt backend=MOTION costType=time



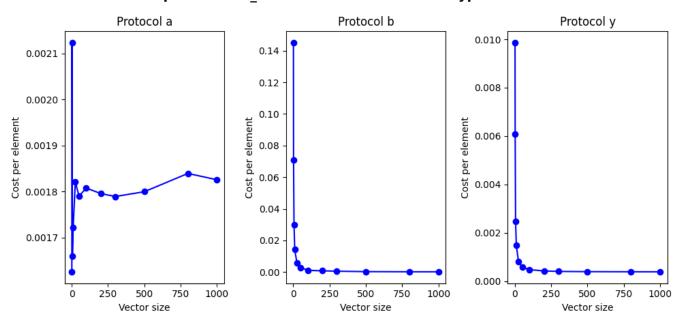
operation=zi_mul backend=MOTION costType=time



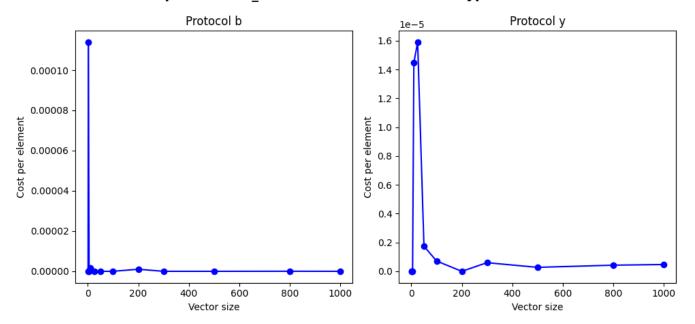
operation=zi_mux backend=MOTION costType=time



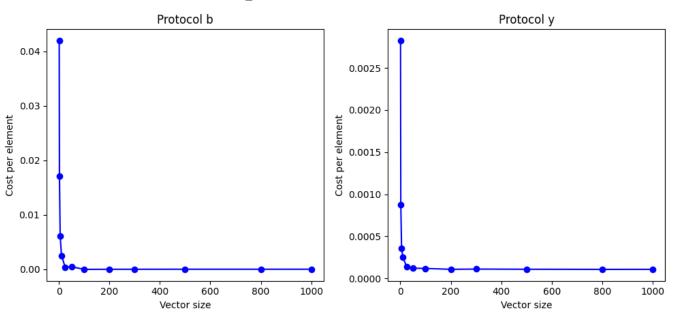
operation=zi_ne backend=MOTION costType=time



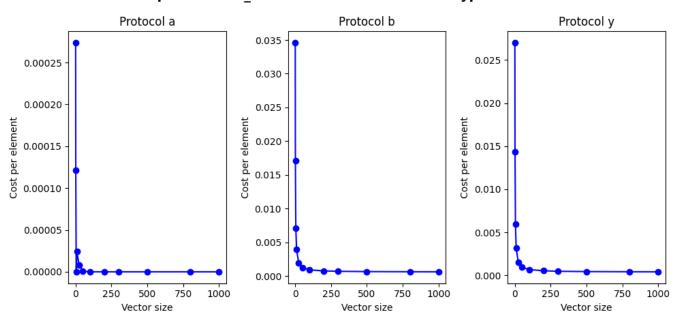
operation=zi_not backend=MOTION costType=time



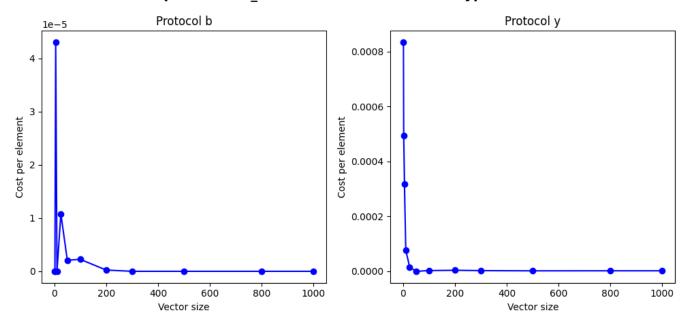
operation=zi_or backend=MOTION costType=time



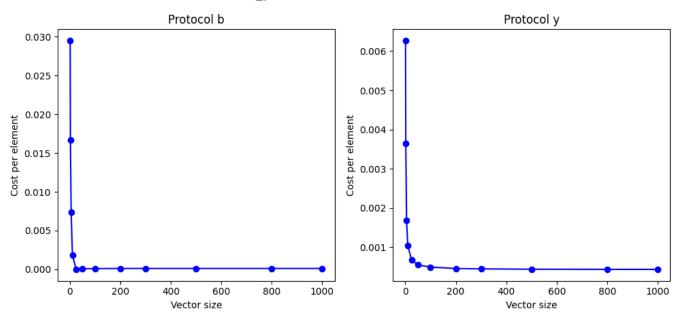
operation=zi_sub backend=MOTION costType=time



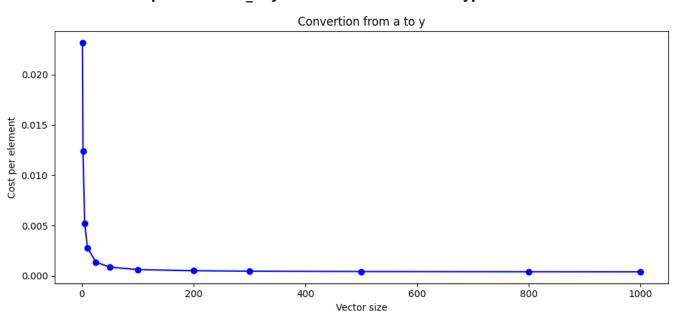
operation=zi_xor backend=MOTION costType=time



operation=zi_| backend=MOTION costType=time



operation=zic_a2y backend=MOTION costType=time



operation=zic_a2b backend=MOTION costType=time

0.020 - tight old of the control of

operation=zic_y2a backend=MOTION costType=time

Vector size

600

800

1000

400

0.000

ò

200

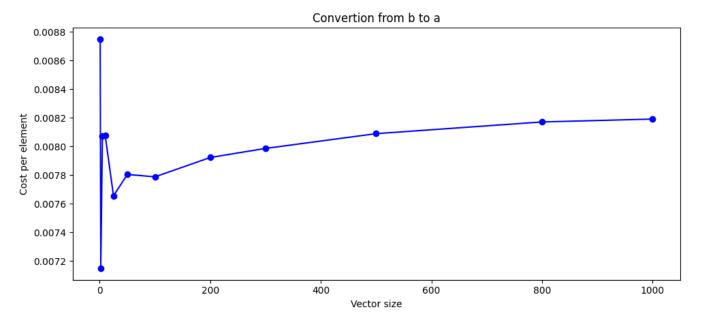
Convertion from y to a 0.0088 0.0086 Cost per element 0.0084 0.0082 0.0080 0.0078 0.0076 ò 200 800 1000 400 600 Vector size

operation=zic_y2b backend=MOTION costType=time

Convertion from y to b

0.0010 - 0.0008 - 0.0004 - 0.0002 - 0.0002 - 0.00000 - 0.0000 - 0.0000 - 0.0000 - 0.0000 - 0.0000 - 0.0000 - 0.000

operation=zic_b2a backend=MOTION costType=time



operation=zic_b2y backend=MOTION costType=time

