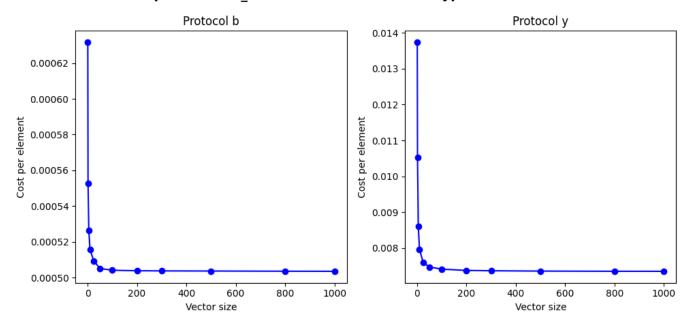
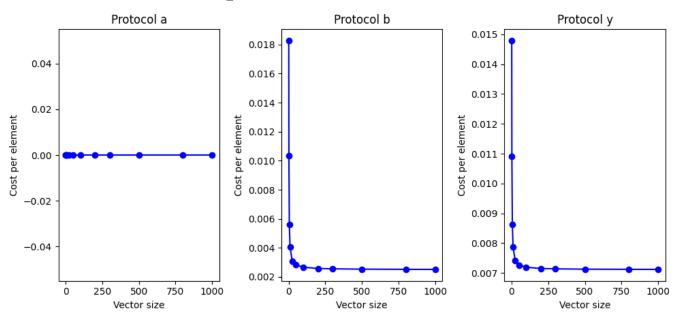
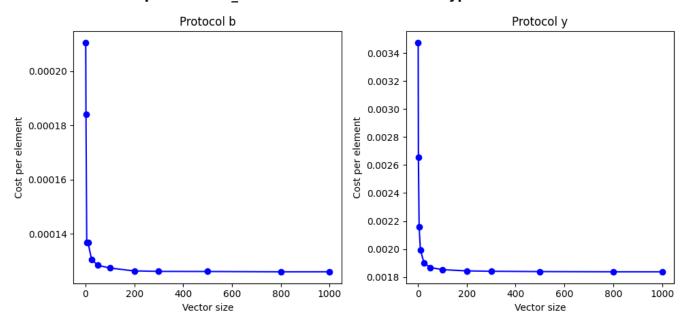
operation=zi_& backend=MOTION costType=dataSent



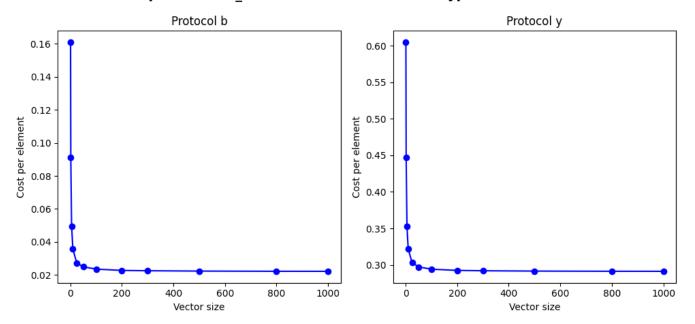
operation=zi_add backend=MOTION costType=dataSent



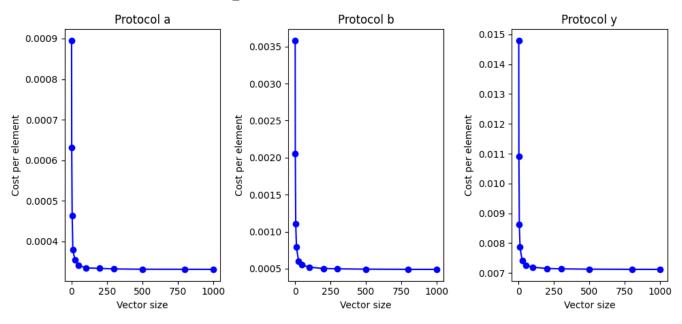
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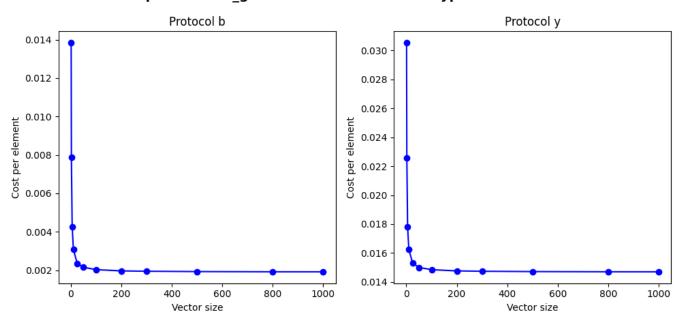
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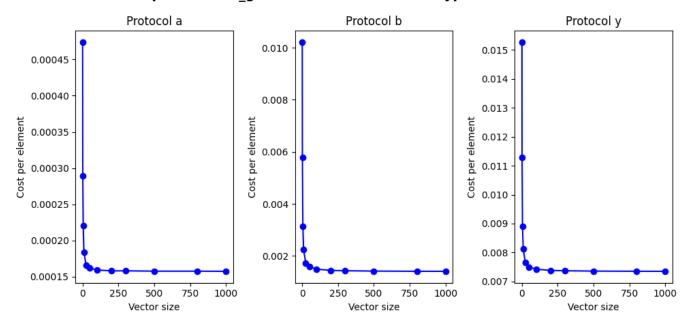
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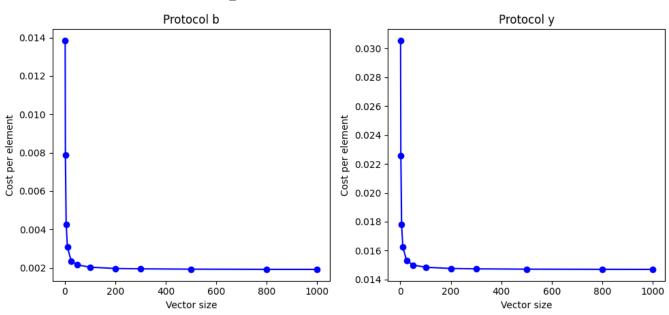
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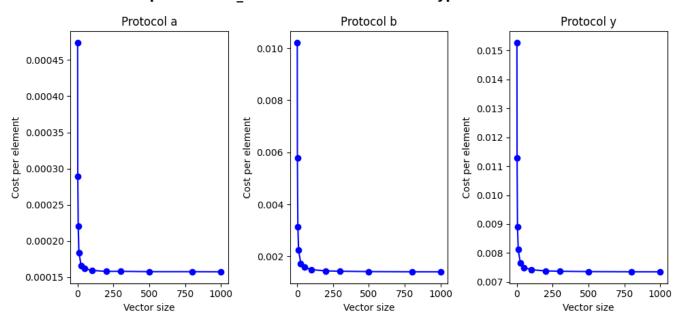
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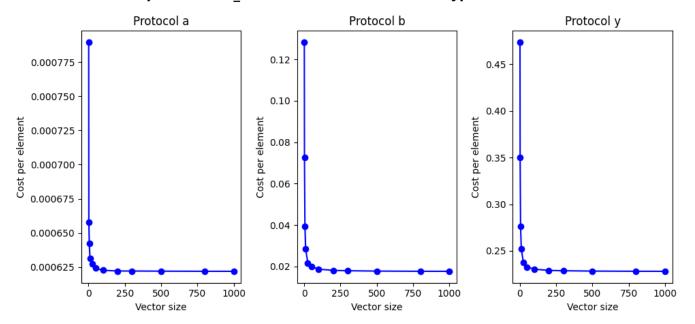
operation=zi_le backend=MOTION costType=dataSent



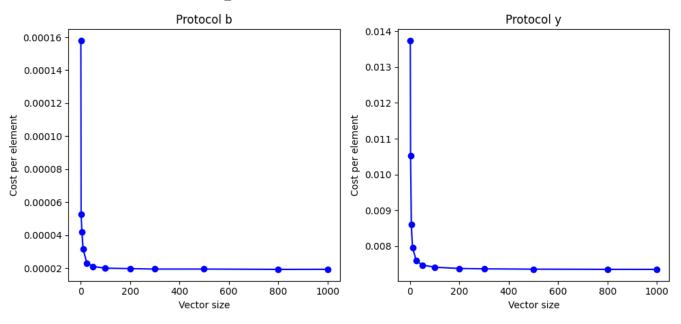
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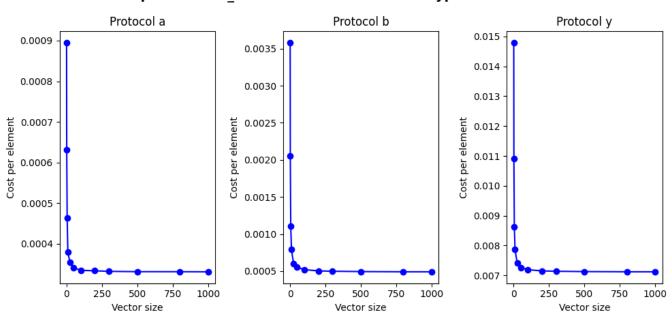
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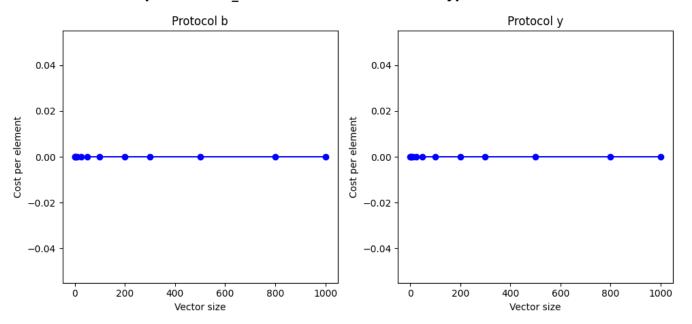
operation=zi_mux backend=MOTION costType=dataSent



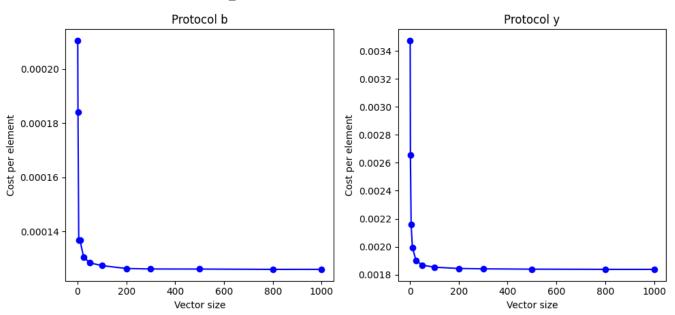
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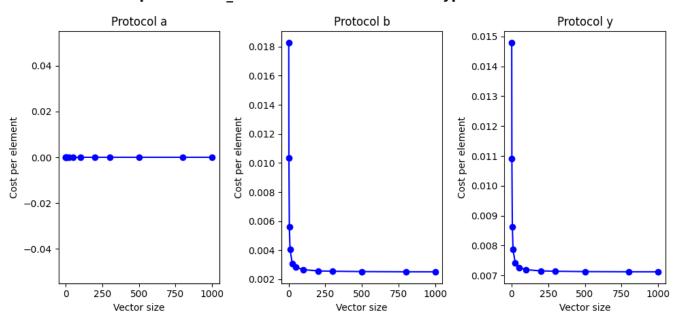
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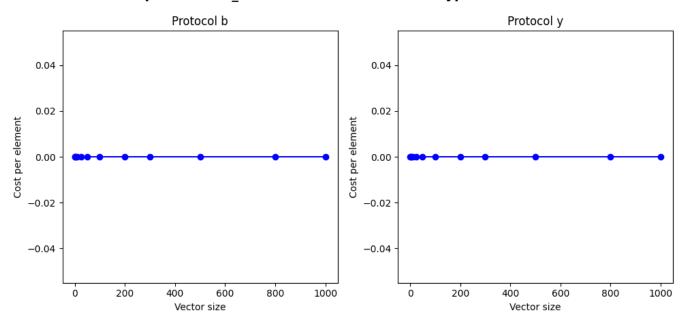
operation=zi_or backend=MOTION costType=dataSent



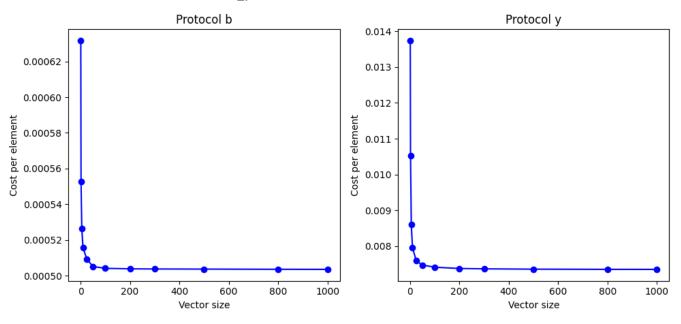
operation=zi_sub backend=MOTION costType=dataSent



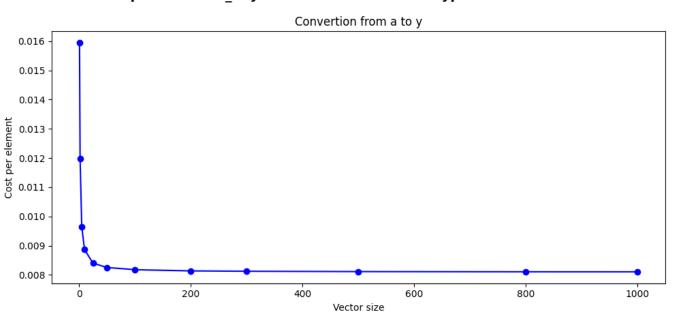
operation=zi_xor backend=MOTION costType=dataSent



$operation = zi_|\ backend = MOTION\ costType = dataSent$



operation=zic_a2y backend=MOTION costType=dataSent



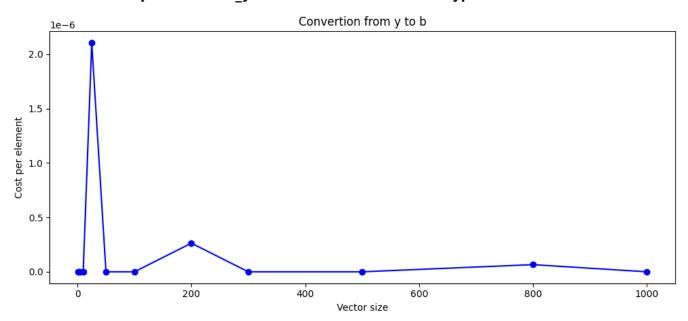
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Convertion from a to b 0.016 -0.015 -0.014 -Cost per element 0.013 0.012 0.011 0.010 0.009 -0.008 ò 200 400 600 800 1000 Vector size

operation=zic_y2a backend=MOTION costType=dataSent

Convertion from y to a 0.032025 0.032020 0.032015 Cost per element 0.032010 0.032005 0.032000 0.031995 0.031990 0.031985 ò 200 800 400 600 1000 Vector size

operation=zic_y2b backend=MOTION costType=dataSent



operation=zic_b2a backend=MOTION costType=dataSent

0.03205 - 0.03204 - 0.03202 - 0.03201 - 0.03200 - 0.03200 - 0.03199 - 0.03199 - 0.03200 - 0.0320

operation=zic_b2y backend=MOTION costType=dataSent

