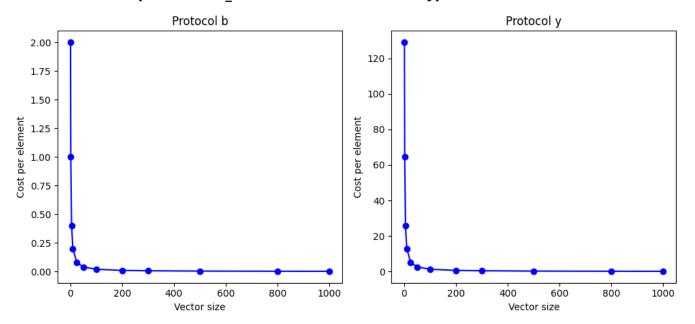
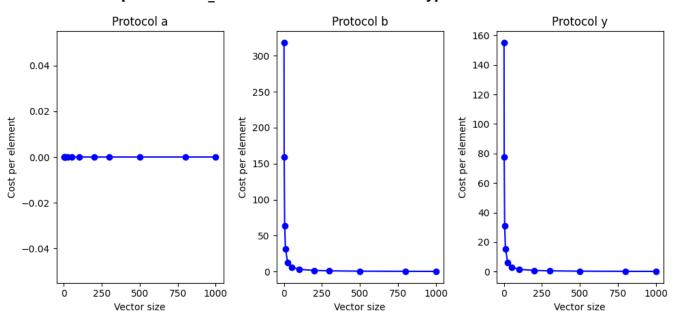
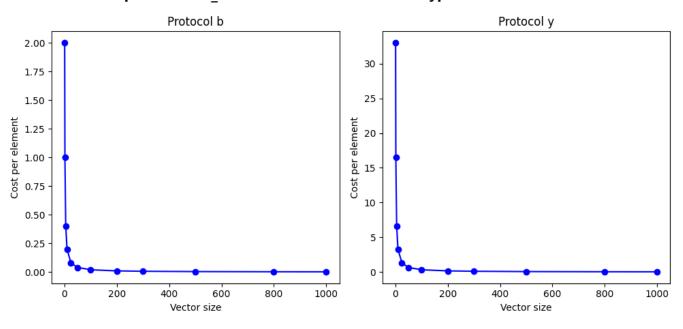
#### operation=zi\_& backend=MOTION costType=commRounds



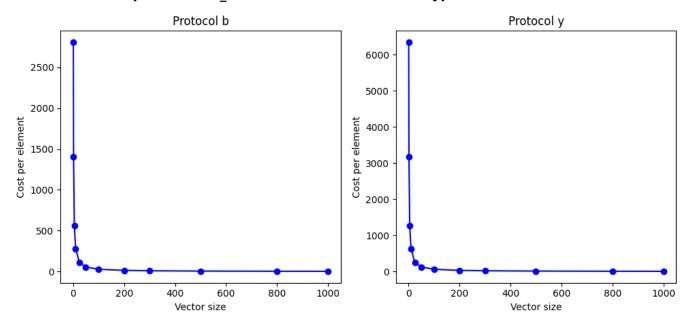
#### operation=zi\_add backend=MOTION costType=commRounds



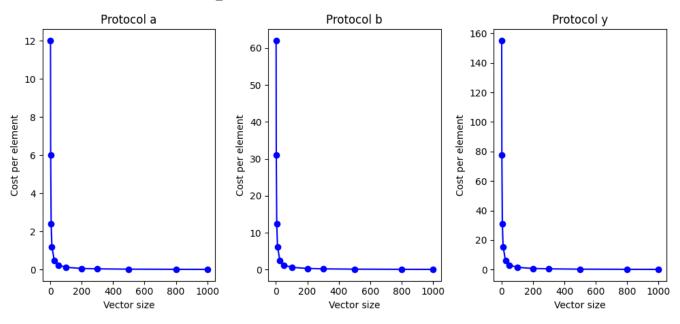
#### operation=zi\_and backend=MOTION costType=commRounds



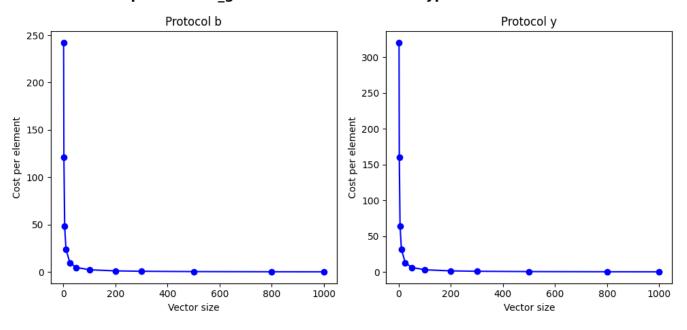
#### operation=zi\_div backend=MOTION costType=commRounds



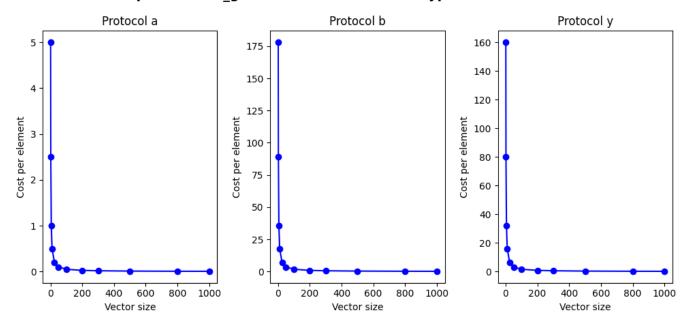
## operation=zi\_eq backend=MOTION costType=commRounds



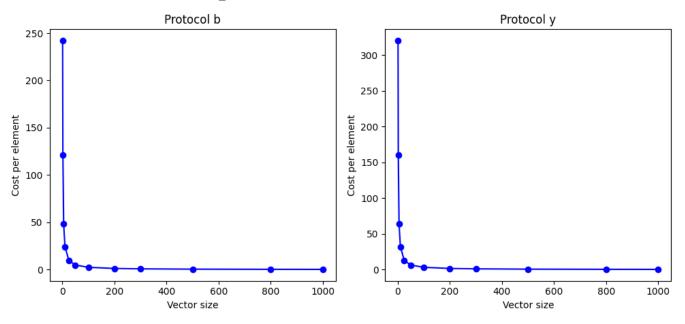
#### operation=zi\_ge backend=MOTION costType=commRounds



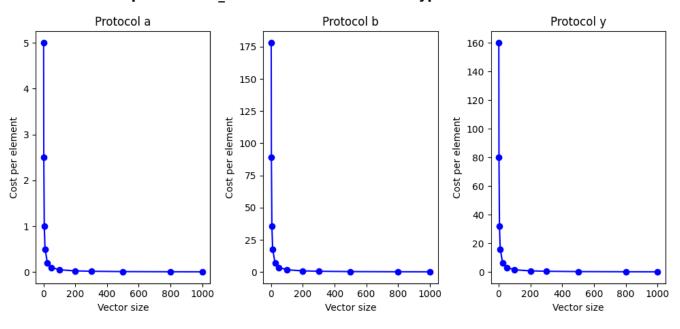
#### operation=zi\_gt backend=MOTION costType=commRounds



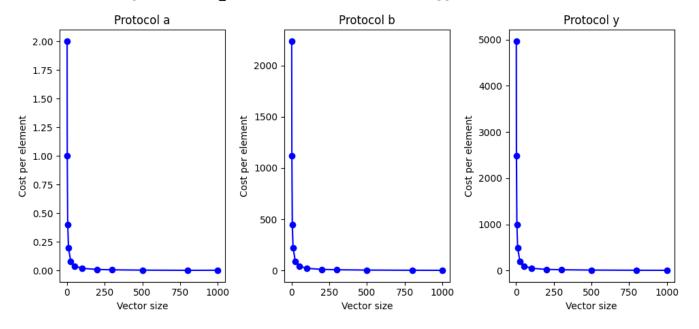
#### operation=zi\_le backend=MOTION costType=commRounds



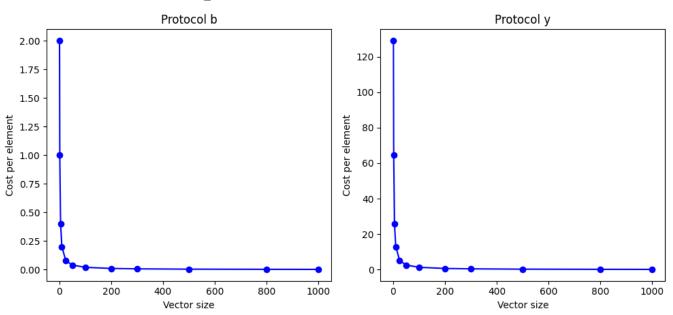
#### operation=zi\_lt backend=MOTION costType=commRounds



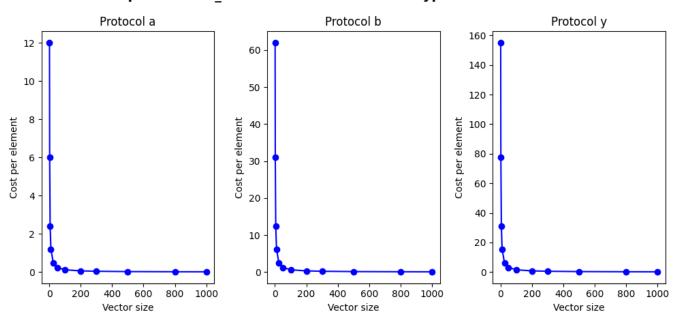
#### operation=zi\_mul backend=MOTION costType=commRounds



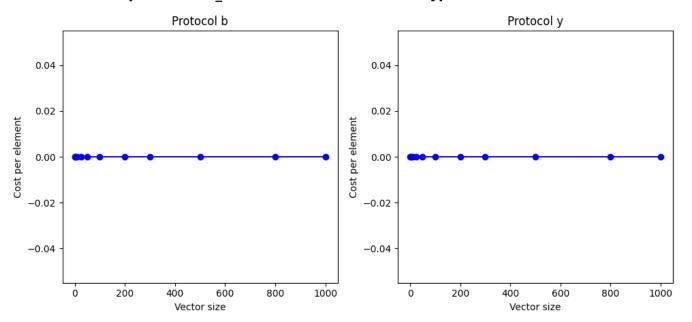
#### operation=zi\_mux backend=MOTION costType=commRounds



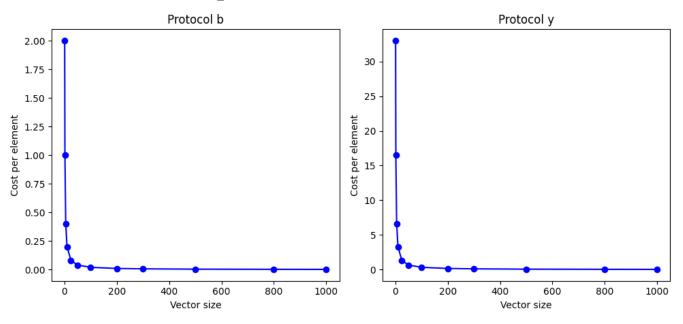
#### operation=zi\_ne backend=MOTION costType=commRounds



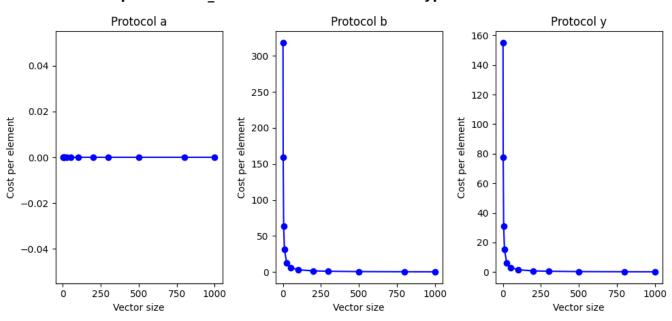
#### operation=zi\_not backend=MOTION costType=commRounds



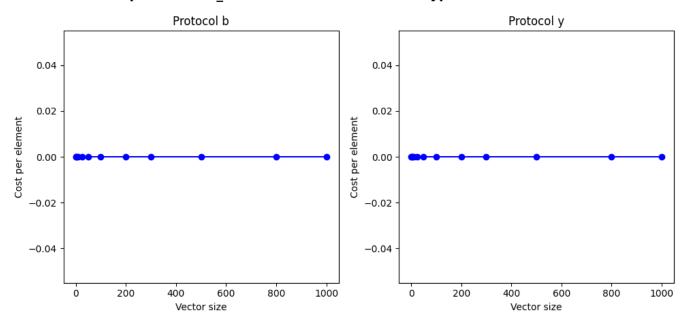
#### operation=zi\_or backend=MOTION costType=commRounds



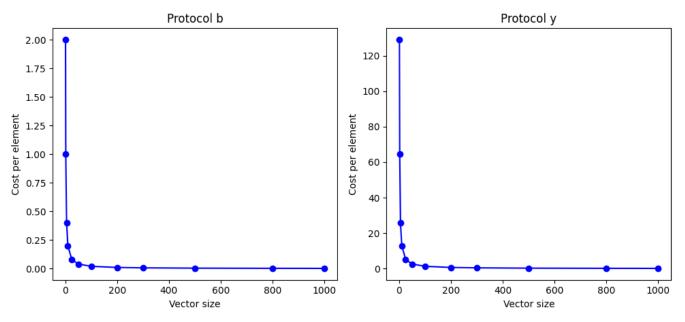
#### operation=zi\_sub backend=MOTION costType=commRounds



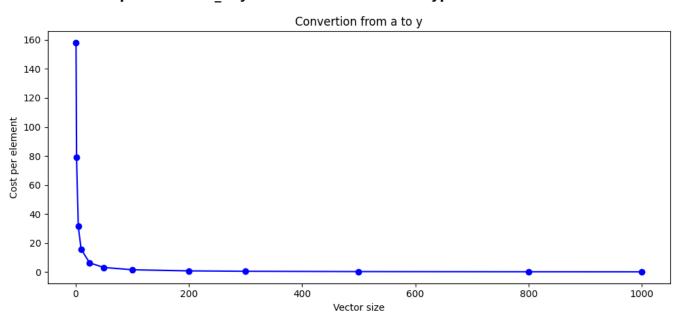
#### operation=zi\_xor backend=MOTION costType=commRounds



## $operation = zi\_|\ backend = MOTION\ costType = commRounds$



#### operation=zic\_a2y backend=MOTION costType=commRounds



#### operation=zic\_a2b backend=MOTION costType=commRounds

Convertion from a to b Cost per element ò Vector size

#### operation=zic\_y2a backend=MOTION costType=commRounds

#### operation=zic\_y2b backend=MOTION costType=commRounds

O.04 - 0.02 - 0.02 - 0.04 - 0.04 - 0.04 - 0.05 - 0.

### operation=zic\_b2a backend=MOTION costType=commRounds

# operation=zic\_b2y backend=MOTION costType=commRounds

Vector size

