Sequence Language, NO Resources 1_1 1_2 2_1 2_2 1_3 1_4 2_3 2_4 3_1 3_2 4_1 4_2 3_3 3_4 4_3 4_4

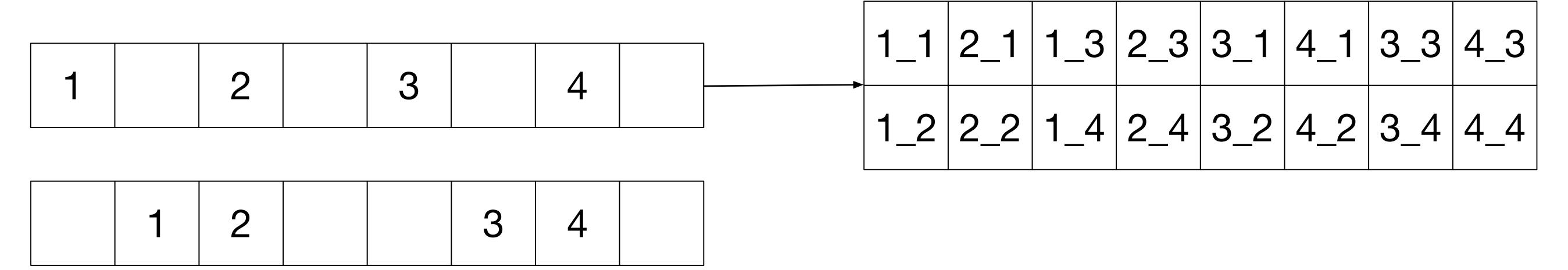
map 2 (up_2d 2 2 4)

1/4 Px Per Clock

1 2		3		1	_1 1_2	2_1	2_2 1_3 1	_4 2_3 2	_4 3_1 3_2	2 4_1	4_2	3_3 3_	4 4_3	4_4

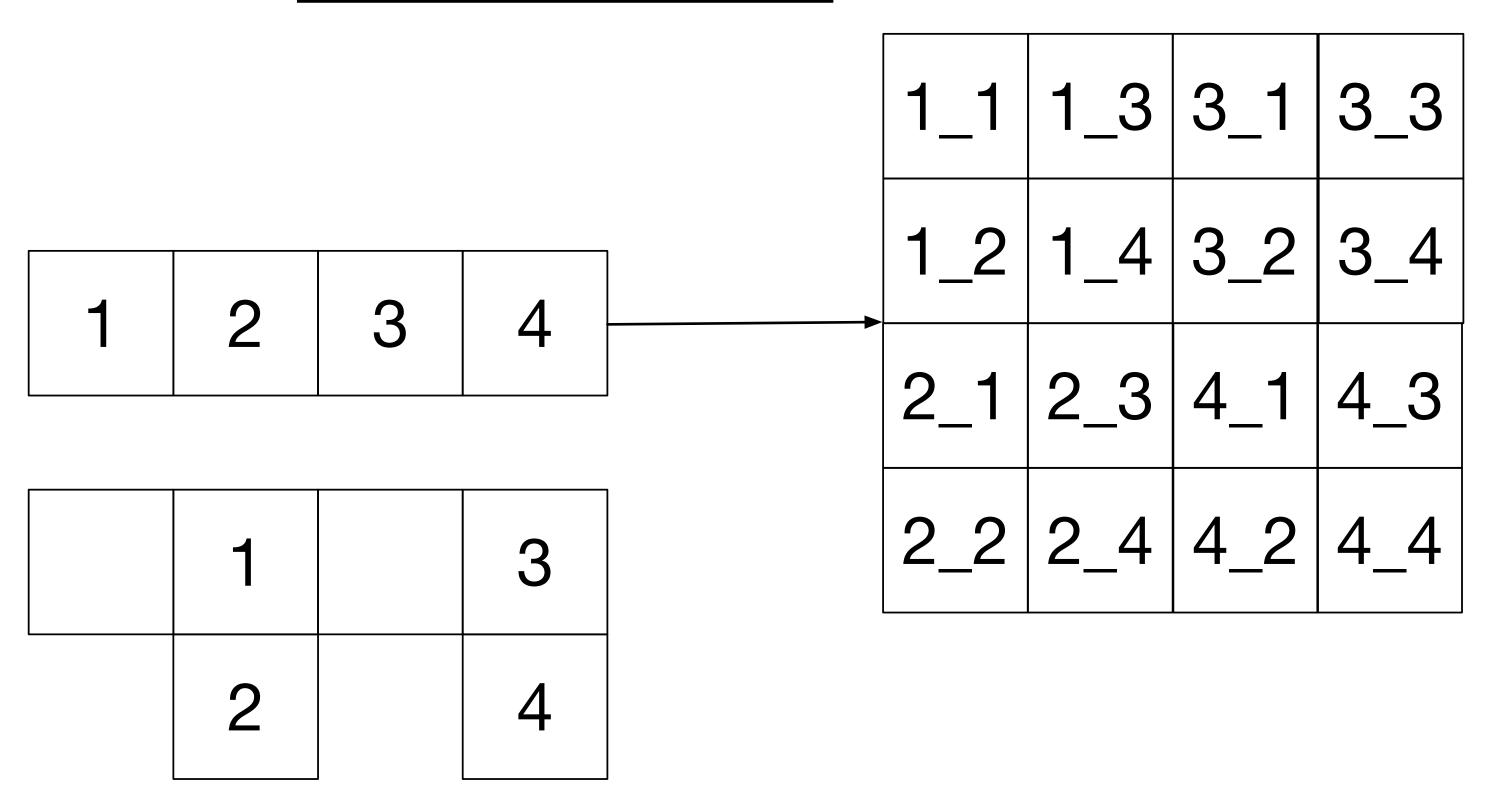
map_t 2 (up_2d_t 2 2 4)

1/2 Px Per Clock



map_t 2 (map_t 4 (up_1d_s 2) . up_2d_t 1 2 4)

1 Px Per Clock



map_t 2 (up_1d_t 2) . map_t 2 (map_s 2 (up_1d_s 2)))

<u> 2 Px Per Clock - start of at least 1 input row per clock</u>

_		01 0			, OI O I
				1_1	3_1
				1_2	3_2
				2_1	4_1
	1	3		2_2	4_2
	2	4		1_3	3_3
				1_4	3_4
				2_3	4_3
				2_4	4_4

map_t 1 (up_2d_s 2 2 2 2))

4 Px Per Clock

