sha

Speedup vs. Area (10^3 LUTs/FFs)
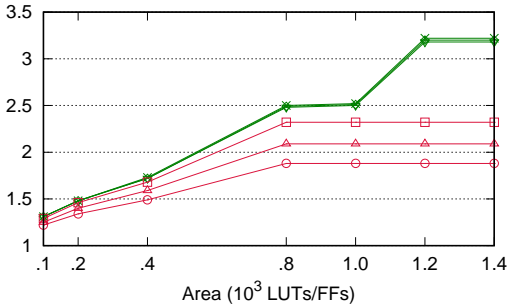
regions - overhead 1
regions - overhead 10
regions - overhead 20
bbs - overhead 1
bbs - overhead 10
bbs - overhead 20