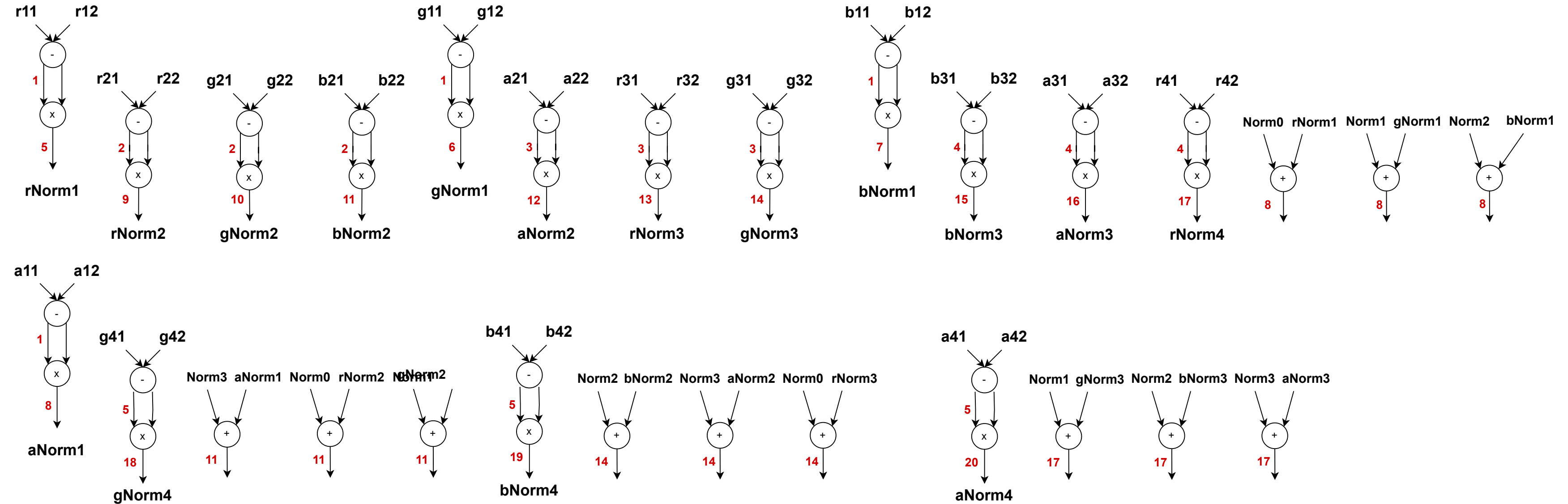


Unrolling L2 loss by a factor of 4



Conclusion

- We spend $21/4 = 5.25$ cycles per pixel
- Almost don't wait for the instructions to finish - the best possible case - 21 cycles = 16 (initial multiplications) + 3 (latency) + 1 (first subtractions) + 1 (last additions)
- Perform half of all multiplications in parallel with additions