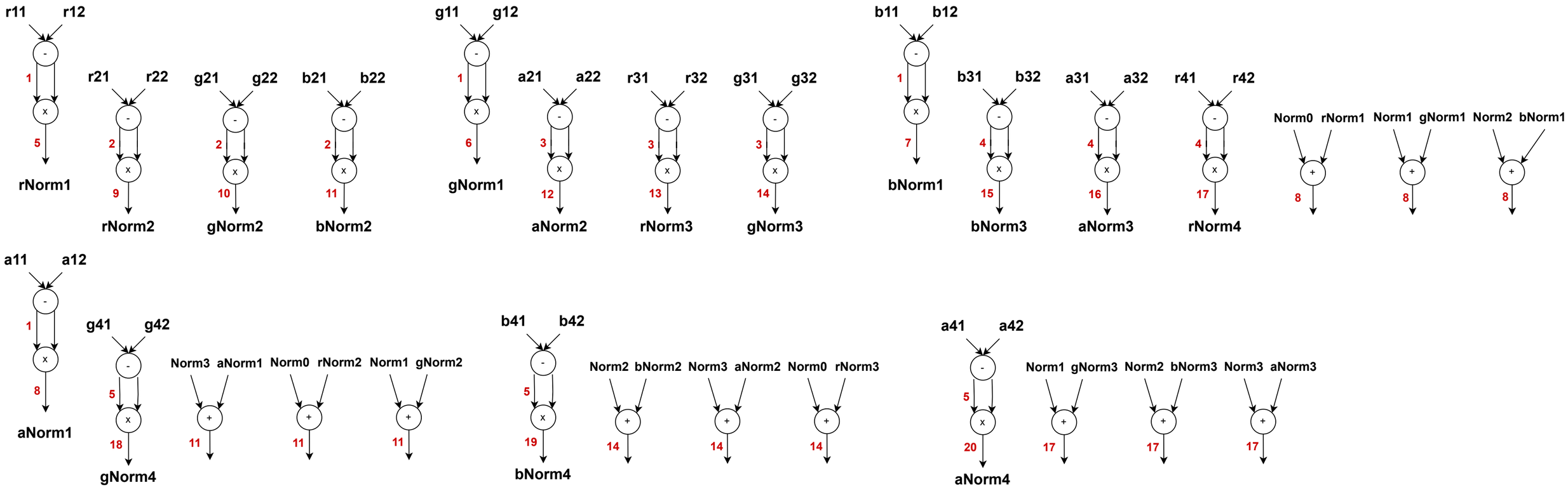
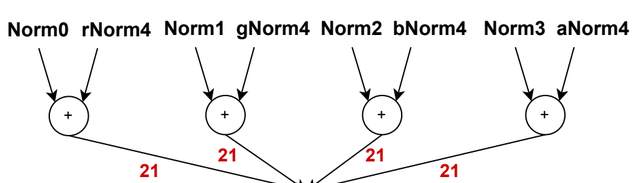
Unrolling L2 error by 4





Conclusion

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