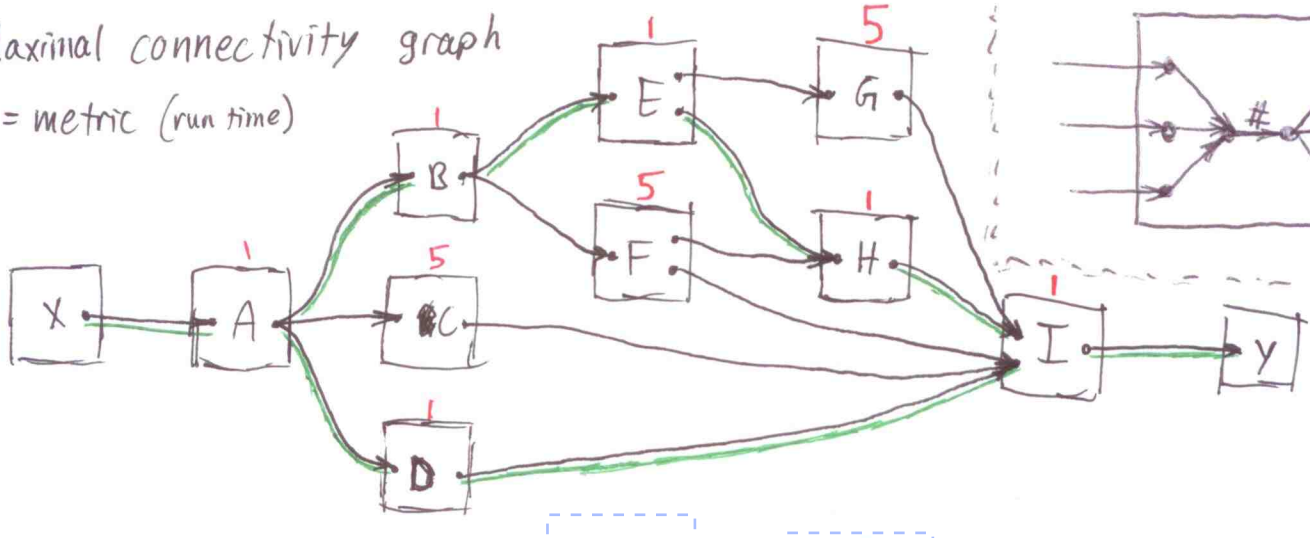
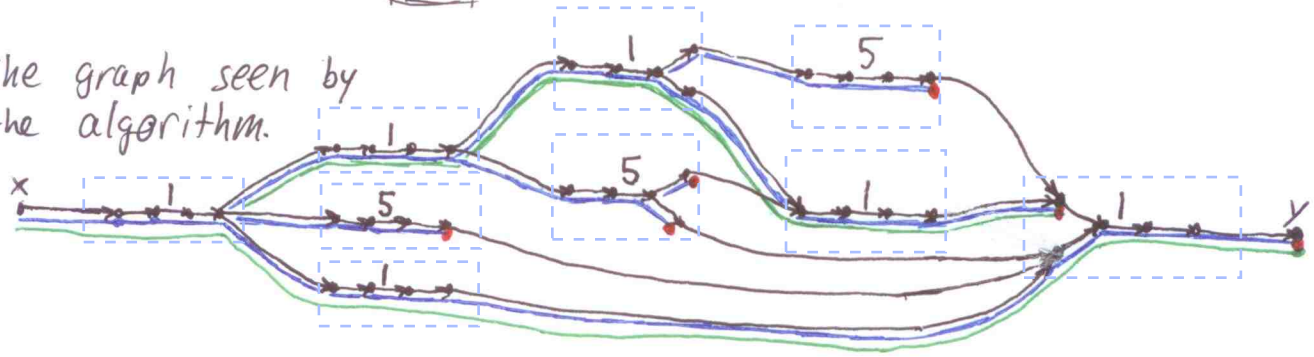
→ Maximal connectivity graph

= metric (run time)



→ The graph seen by the algorithm.

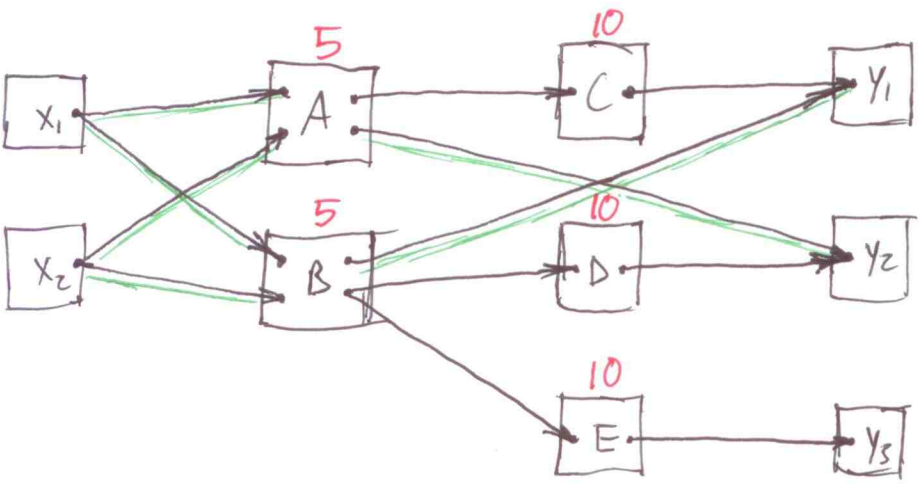


Starting at x, construct the shortest path tree using Dijkstra's algorithm —. This can be done in $N \cdot \log N$ time.

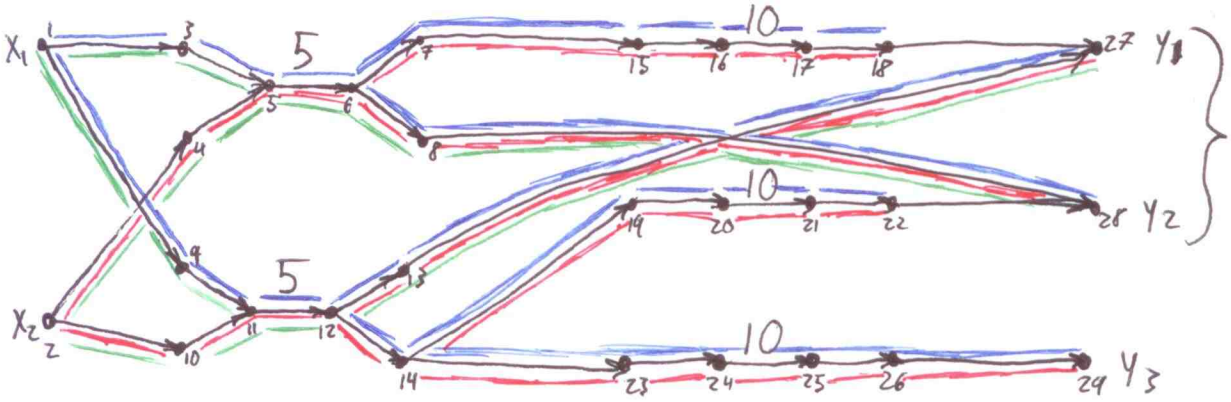
The results can be stored as the vertices that comes before each vertex. This makes it easy to follow a path backwards.

Next, follow this tree backwards from y and start additional paths for the inputs of each analysis block that is used. In this example, a second path is picked up for I. The best dataflow is shown as —.

→ Multiple inputs and multiple outputs. Consider desired outputs y_1 and y_2.



The best data flow would be to use only A and B.



Follow the 2 red and 2 blue paths back

→ No conflicts

→ Best data flow