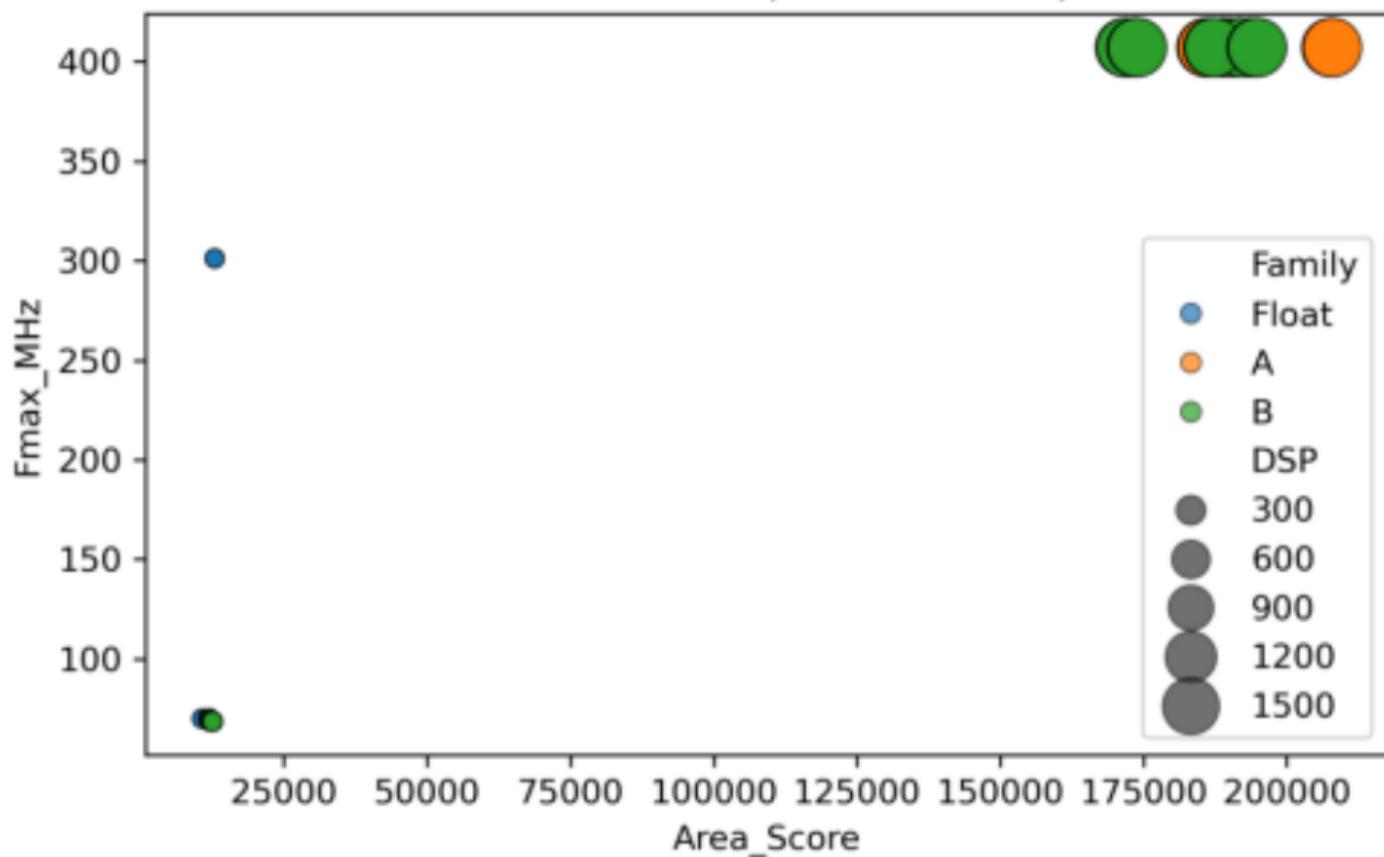
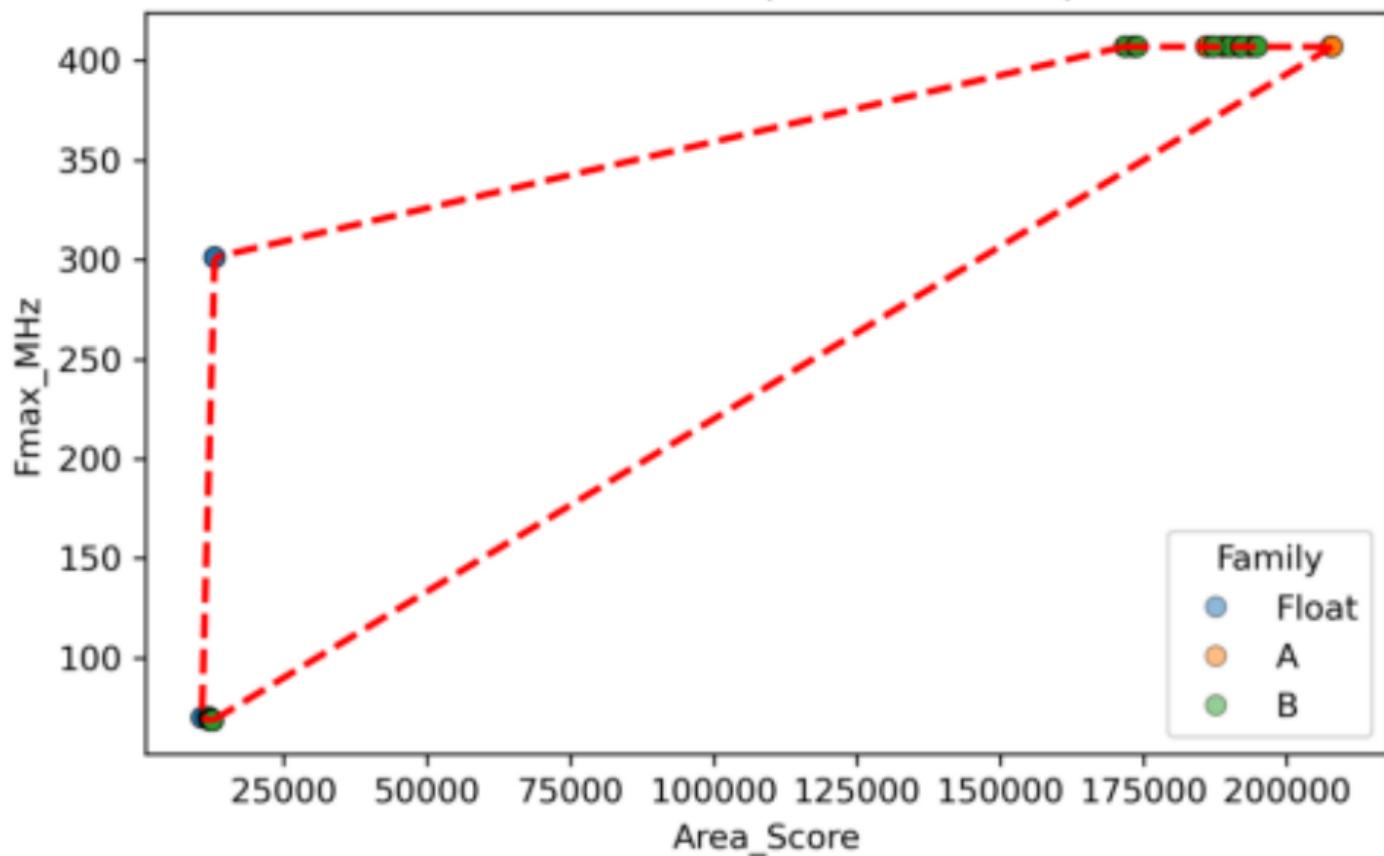


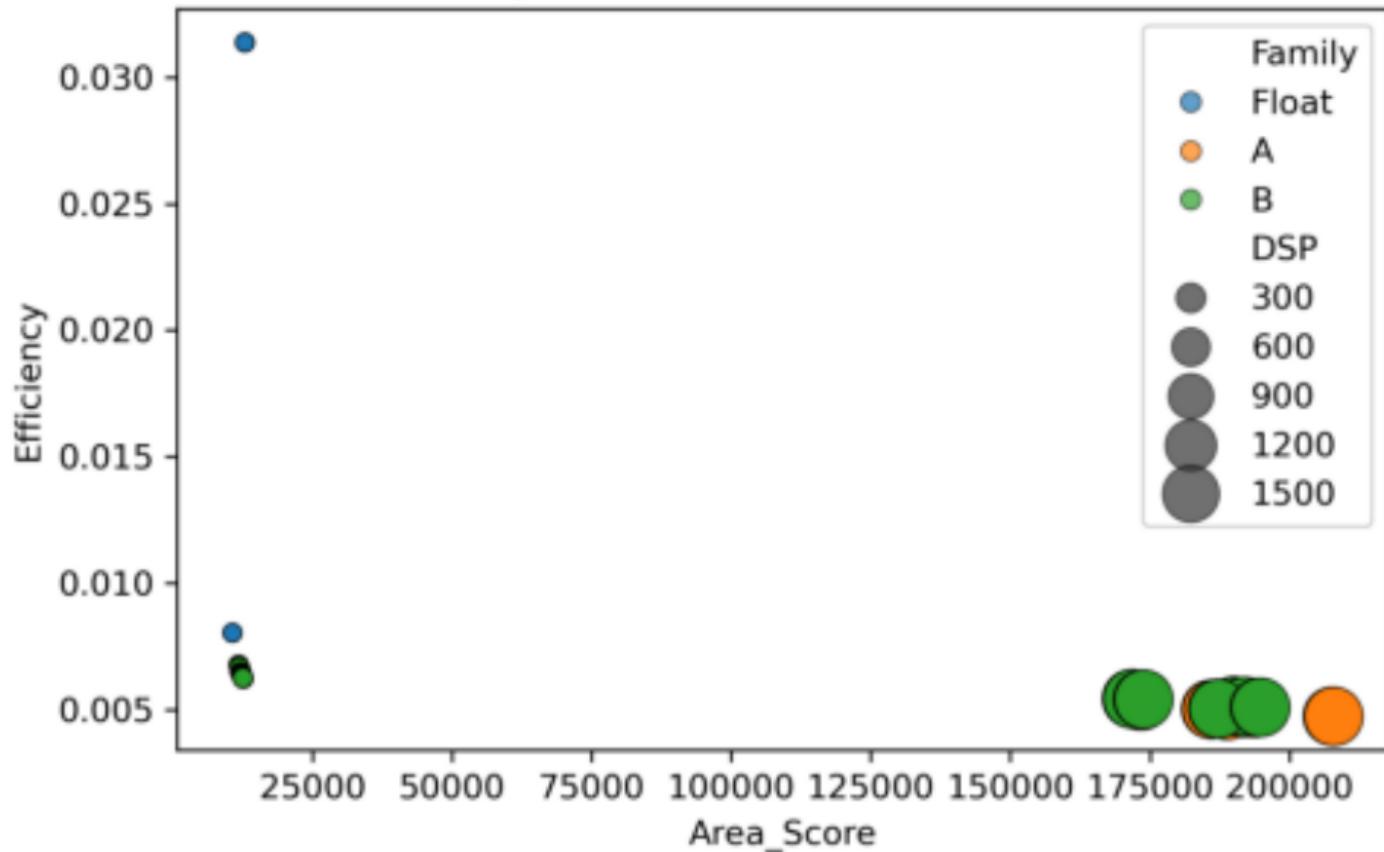
Area vs. Fmax (bubble = DSP)



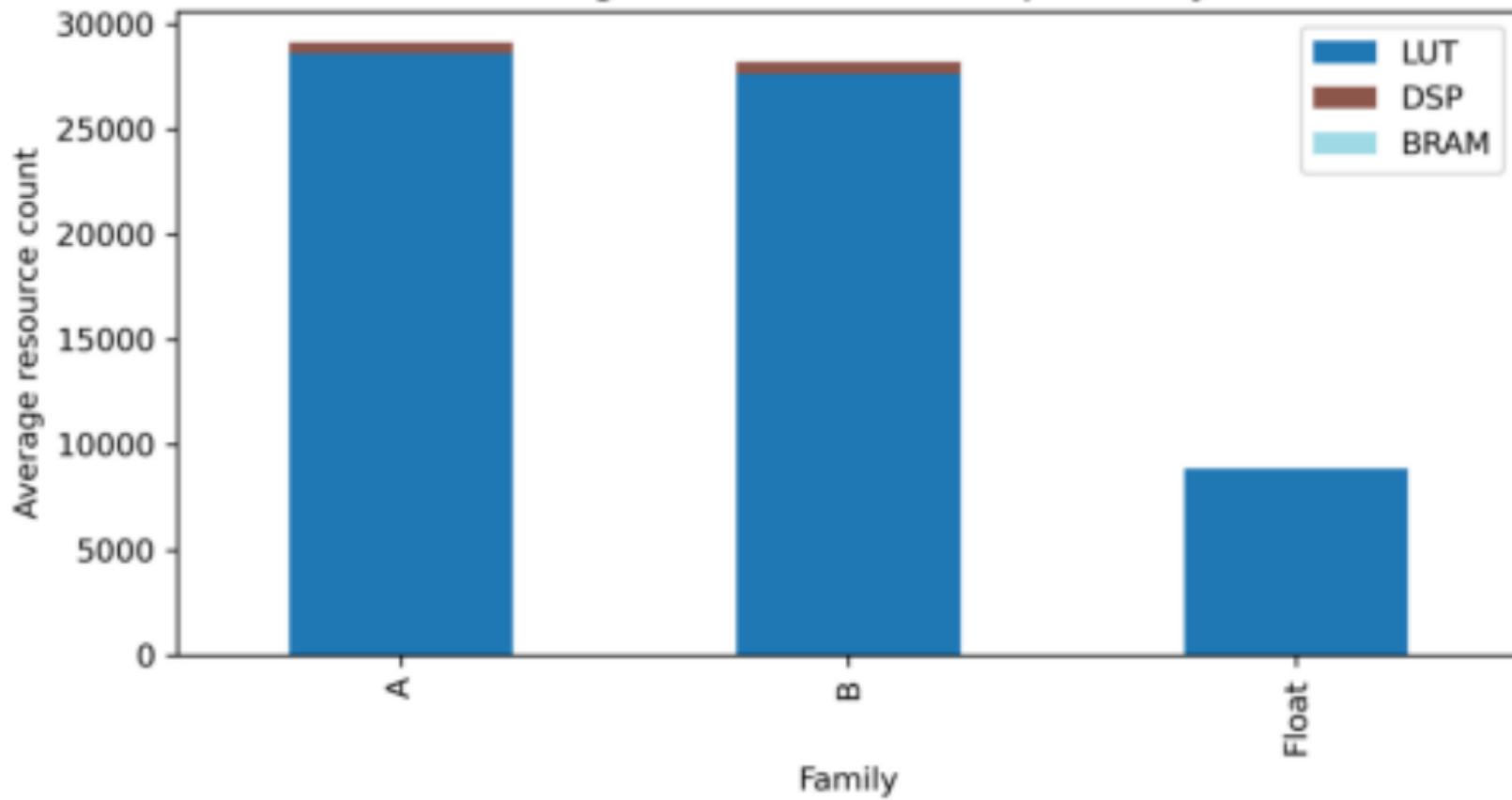
Pareto frontier (Area vs. Fmax)



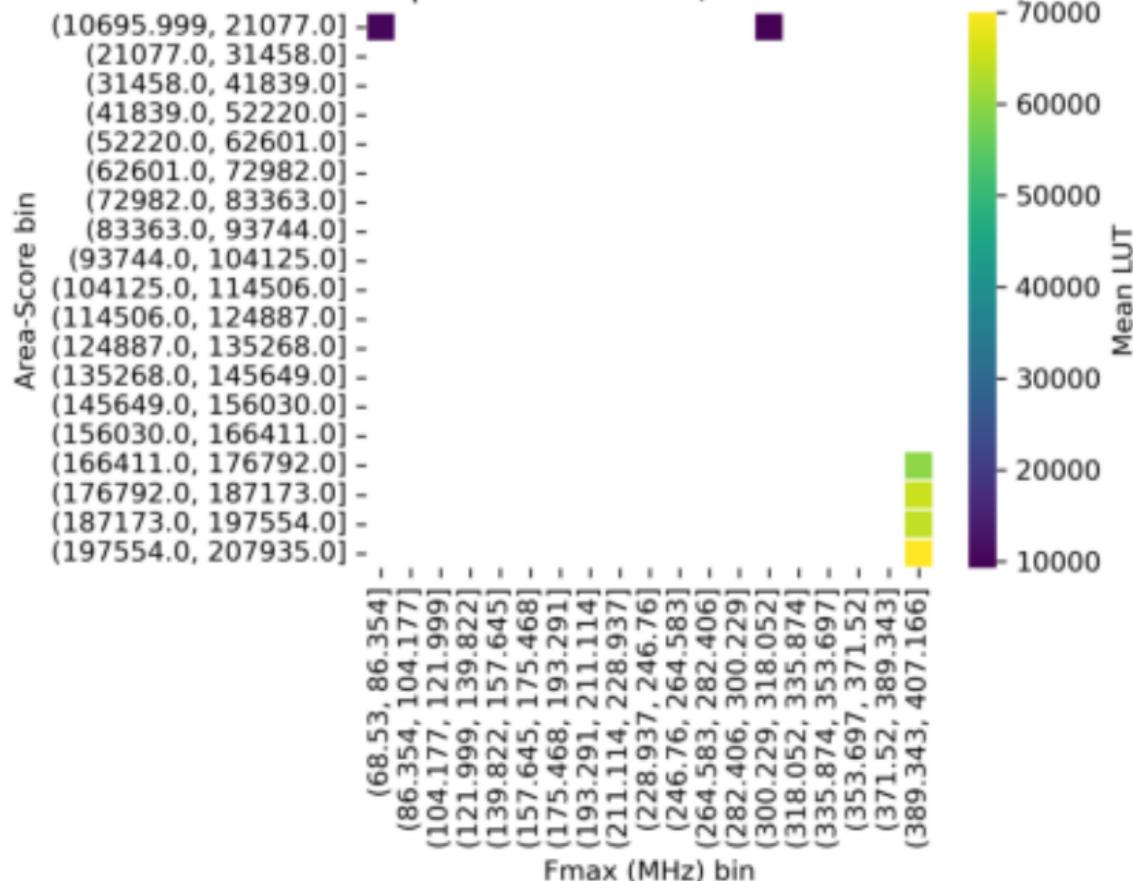
Efficiency ($F_{max} / (LUT + 10 \cdot DSP)$) vs. Area



Average resource utilisation per family



Heat-map: Area vs. Fmax (colour = mean LUT)



Parallel coordinates - bit-widths ↔ resources ↔ performance

