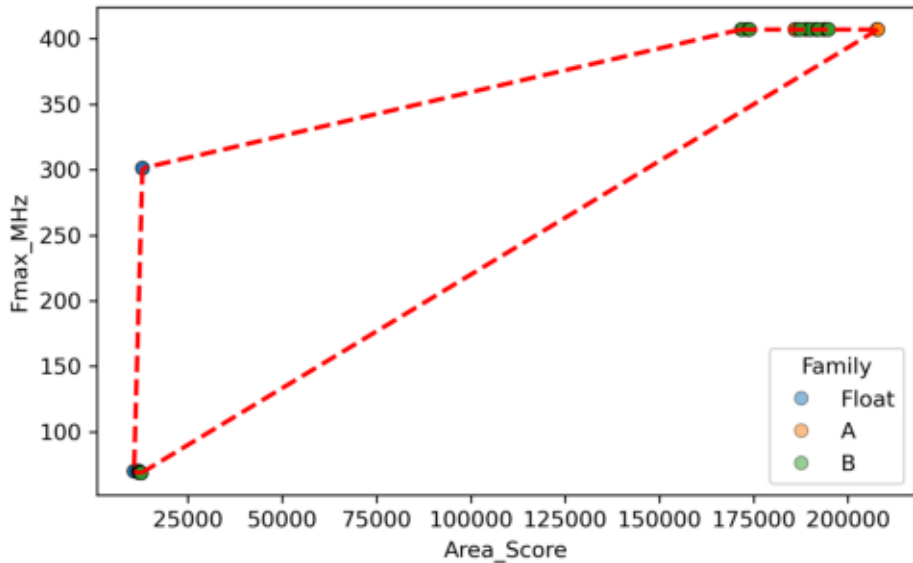
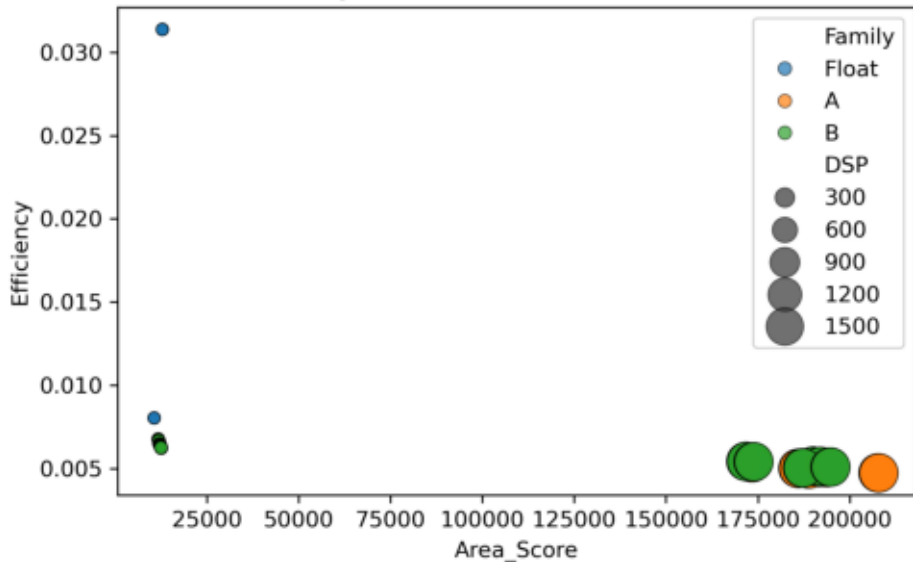


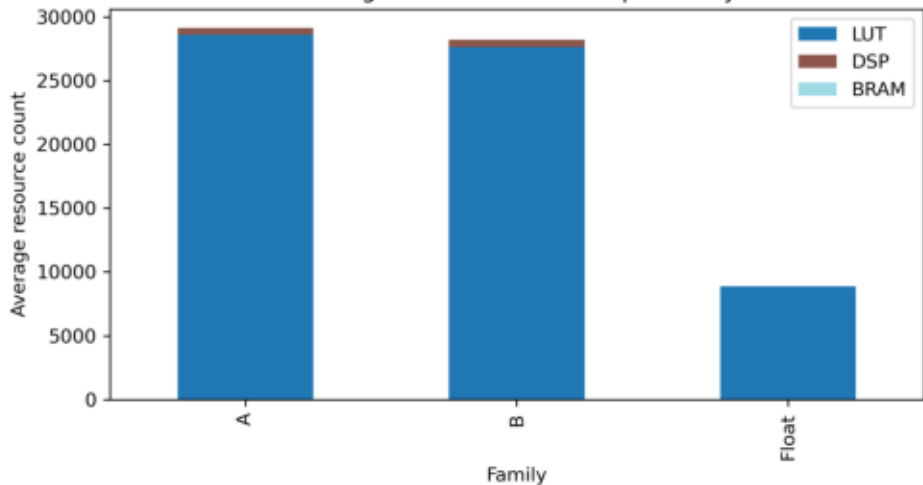
Pareto frontier (Area vs. Fmax)



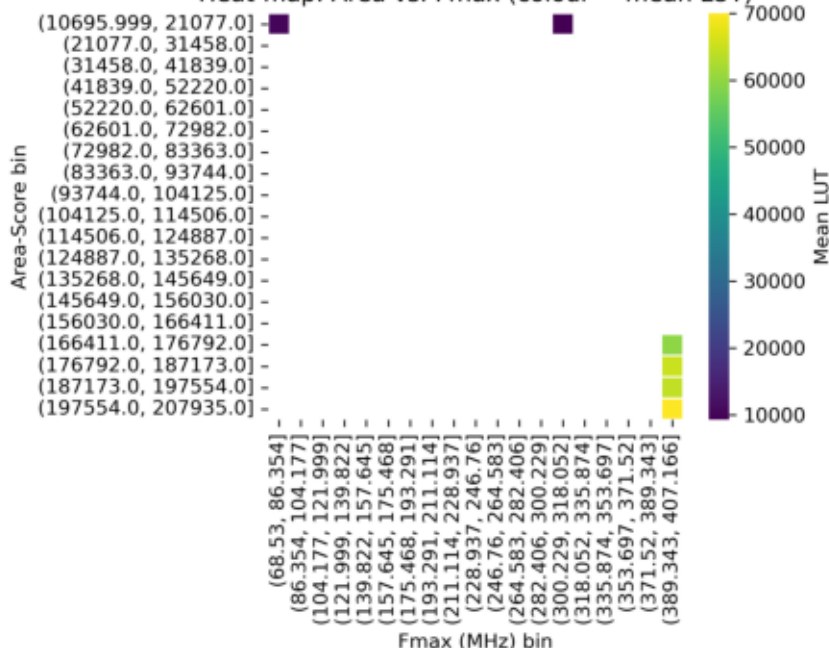
Efficiency (Fmax / (LUT + 10*DSP)) vs. Area



Average resource utilisation per family



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



Parallel coordinates - bit-widths ↔ resources ↔ performance

