## Sheet1

			Arguments	Results		Comms		Pipeline	
Binary	Total CPU N	Net FPGA	Set	Awaited	Total FPGA	Share	Efficiency	Overhead	Improvement
trenz_1024_bit_FSharpParallelAlgorithm	41786	209,7942	C	204	215	5 0,00%	98%	0%	19335%
trenz_1024_bit_Fix64Calculator	878	769,2309	1	. 770	778	3 0,13%	99%	0%	13%
trenz_1024_bit_GenomeMatcher	0	0,1561		) 1	3	3 0,00%	5%	0%	-100%
trenz_1024_bit_ImageProcessingAlgorithms	2780	28,7338	13	38	56	5 23,21%	51%	31%	4864%
trenz_1024_bit_Loopback	0	0,0001	. (	) 1	12	2 0,00%	0%	0%	-100%
trenz_1024_bit_MemoryTest	0	0,0001	. (	0	3	3 0,00%	0%	0%	-100%
trenz_1024_bit_MonteCarloPiEstimator	3236	31,1449	1	. 26	37	7 2,70%	84%	0%	8646%
trenz_1024_bit_ObjectOrientedShowcase	0	0,0009	(	) 1	3	3 0,00%	0%	0%	-100%
trenz_1024_bit_ParallelAlgorithm	66273	209,7939	C	210	216	0,00%	97%	0%	30582%
trenz_1024_bit_Posit32AdvancedCalculator	0	0,0255	1	. 1	3	33,33%	1%	0%	-100%
trenz_1024_bit_Posit32Calculator	113	521,6813	1	521	532	0,19%	98%	0%	-79%
trenz_1024_bit_Posit32FusedCalculator	82	44,4477	1	. 42	50	2,00%	89%	0%	64%
trenz_1024_bit_PositCalculator	46594	6875,0092	. 1	6881	6904	4 0,01%	100%	0%	575%
trenz_1024_bit_PrimeCalculator	0	0,0003	C	) 1	(	0,00%	0%	0%	-100%
trenz_1024_bit_RecursiveAlgorithms	0	0,0006	(	) 1	3	3 0,00%	0%	0%	-100%
trenz_1024_bit_SimdCalculator	0	0,0135	1	. 1	(	6 16,67%	0%	0%	-100%
trenz_1024_bit_UnumCalculator	20	4,7977	1	. 10	51	1,96%	9%	100%	-61%

## Sheet1

<u>Legend</u>						
	Time in ms					
Net FPGA	reported by hardware					
Arguments Set	data upload into device					
Results Awaited	from kernel scheduled to data returned					
Total FPGA	duration in the communication service					
	Percentage					
Comms Share	timeshare of data transfer (upload)					
Efficiency	timshare of processing (net over total)					
Kernel Pipeline Overhead	additional time from execution to response compared to Net FPGA					
Improvement	total FPGA speedup over total CPU					
	Improvement Colors					
Green	speed improvement, examples of beleficial use-case					
Red	speed loss, further investigation is advised					
Grey	the algorithm is so simple that CPU time is less than 1ms, invalid use-cases where it will never be worth it due to the communication/infrastucture overhead					