

```
...
void match() {
    coordinator.rx_pictures();

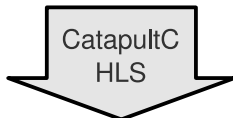
    coordinator.picture_partitioning();

workers_loop:
    for(i = 0 to n_workers)
        motion_counterpart[i] = worker[i].match(...)

    coordinator.tx_motion_counterpart();
}
...
```

**C++  
code**

**Synthesis  
directives**



```
directive set
workers_loop -UNROLL yes
...
```

**SystemC  
models**

**VHDL/Verilog  
descriptions**