Results

The first number of the command indicate the latency constraint that multiply the ASAP time in order to obtain the overall latency constraint of the DFG.

The second number indicate the depth of the update of the parent and child in the FDS. -1 indicate the max depth possible

As underlined during the presentation the run time of the simultaneous scheduling, binding and reg allocation is much more higher that the sequential implementation.

./main file res/ 1.5 -1

DFG		FDS + Binding/Allocation						Simultaneous FDS/Binding/Allocation					
Name	Nodes	Time [s]	Area	FU	Register	Mux	DeMux	Time [s]	Area	FU	Register	Mux	DeMux
arf	28	0.0145	47568	6	16	528	208	0.1446	43794	6	17	32	11
ewf	34	0.0841	26400	4	8	400	176	0.3540	23610	4	9	34	13
feedback point	53	0.0721	66016	12	42	1040	464	0.7909	58252	12	44	63	19
hal	11	0.0026	25648	5	10	176	80	0.0186	24196	5	10	10	4
horner bezier surf	18	0.0160	26704	5	10	320	112	0.0965	24274	5	10	21	6
interpolate aux	108	0.5992	136956	18	96	2320	1088	10.9577	118188	18	97	150	66
invert matrix general	333	3.0441	331916	56	154	8192	4048	693.0100	262478	56	154	478	189
matmul	109	0.0246	128880	20	50	2464	1152	8.0944	108378	20	50	142	57
motion vectors	32	0.0200	58992	9	28	576	240	0.1999	58828	9	29	41	17
smooth color z triangle	197	2.2321	190576	20	130	4832	2272	108.9940	150886	20	131	304	121
write bmp header	106	0.5957	87344	16	76	2480	1184	8.1511	67820	16	79	155	63

./main file res/ 1 -1

DFG		FDS + Binding/Allocation						Simultaneous FDS/Binding/Allocation					
Name	Nodes	Time [s]	Area	FU	Register	Mux	DeMux	Time [s]	Area	FU	Register	Mux	DeMux
arf	28	0.0012	63840	8	16	368	224	0.0228	60486	8	16	24	9
ewf	34	0.0008	46056	7	9	480	224	0.0127	42894	7	11	32	17
feedback point	53	0.0160	102272	19	42	896	416	0.2322	94850	19	42	55	20
hal	11	0.0005	33928	6	10	144	64	0.0066	32728	6	10	7	1
horner bezier surf	18	0.0018	34984	6	10	272	112	0.0117	32830	6	10	20	5
interpolate aux	108	0.0283	219152	40	96	2064	1072	3.9194	201182	40	96	102	39
invert matrix general	333	0.5783	484940	93	154	7344	3600	548.9270	423026	93	154	436	189
matmul	109	0.0234	199640	31	50	2112	1088	1.8375	181802	31	51	120	43
motion vectors	32	0.0019	108800	18	28	384	176	0.0321	105650	18	28	24	11
smooth color z triangle	197	0.0834	406432	72	130	3664	1824	77.7940	375304	72	130	218	82
write bmp header	106	0.2850	102328	25	76	2416	1168	3.4823	82078	25	76	147	62

./main file res/ 3 -1

DFG		FDS + Binding/Allocation						Simultaneous FDS/Binding/Allocation					
Name	Nodes	Time [s]	Area	FU	Register	Mux	DeMux	Time [s]	Area	FU	Register	Mux	DeMux
arf	28	0.0687	47280	6	16	480	208	0.3529	43836	6	17	37	13
ewf	34	0.2043	17544	3	7	416	176	0.7894	14634	3	8	32	11
feedback point	53	0.3373	56752	9	42	1008	544	3.7495	47908	9	43	68	26
hal	11	0.0128	17080	4	10	160	96	0.0464	15658	4	10	14	5
horner bezier surf	18	0.0689	18136	4	10	304	128	0.2748	16864	4	13	23	5
interpolate aux	108	1.4881	100604	11	96	2416	1168	26.2902	80900	11	97	168	68
invert matrix general	333	12.6587	310328	53	154	7840	3728	2836.9030	245150	53	155	456	185
matmul	109	0.8614	98096	11	50	2416	1136	15.9657	78350	11	51	151	46
motion vectors	32	0.0704	36496	5	28	656	256	0.4206	31792	5	29	45	19
smooth color z triangle	197	9.2340	172288	18	130	4784	2128	370.0540	133660	18	131	299	111
write bmp header	106	2.0745	82936	11	76	2528	1168	19.8010	63220	11	79	155	63