NB

I dati delle tabelle sopra sono stati calcolati con i file e gli script in “global”.
I dati del simultaneous sono stati calcolati con file e script dentro “work 18-12”

./fds file res 1.5 -1

DFG		FDS + Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.0145	47568	6	16	528	208
ewf	34	0.0841	26400	4	8	400	176
feedback point	53	0.0721	66016	12	42	1040	464
hal	11	0.0026	25648	5	10	176	80
horner bezier surf	18	0.0160	26704	5	10	320	112
interpolate aux	108	0.5992	136956	18	96	2320	1088
invert matrix general	333	3.0441	331916	56	154	8192	4048
matmul	109	0.0246	128880	20	50	2464	1152
motion vectors	32	0.0200	58992	9	28	576	240
smooth color z triangle	197	2.2321	190576	20	130	4832	2272
write bmp header	106	0.5957	87344	16	76	2480	1184

DFG		Simultaneous FDS/Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.167189	40230	6	8	16	9
ewf	34	0.15184	23124	4	8	19	11
feedback point	53	0.259347	49190	14	13	23	26
hal	11	0.007222	30400	6	4	1	3
horner bezier surf	18	0.0772743	22264	5	5	6	6
interpolate aux	108	1.90507	90038	19	26	48	55
invert matrix general	333	126.383	220658	56	50	179	174
matmul	109	3.20904	98712	20	26	62	62
motion vectors	32	0.0465966	51040	10	9	12	12
smooth color z triangle	197	9.11799	114220	20	39	101	101
write bmp header	106	1.13455	48560	15	34	45	71

./fds file res 1 -1

DFG		FDS + Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.0012	63840	8	16	368	224
ewf	34	0.0008	46056	7	9	480	224
feedback point	53	0.0160	102272	19	42	896	416
hal	11	0.0005	33928	6	10	144	64
horner bezier surf	18	0.0018	34984	6	10	272	112
interpolate aux	108	0.0283	219152	40	96	2064	1072
invert matrix general	333	0.5783	484940	93	154	7344	3600
matmul	109	0.0234	199640	31	50	2112	1088
motion vectors	32	0.0019	108800	18	28	384	176
smooth color z triangle	197	0.0834	406432	72	130	3664	1824
write bmp header	106	0.2850	102328	25	76	2416	1168

DFG		Simultaneous FDS/Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.0173953	57324	8	8	14	4
ewf	34	0.0215072	42840	7	11	23	17
feedback point	53	0.225937	85398	21	10	22	19
hal	11	0.0013495	30412	6	4	5	1
horner bezier surf	18	0.0056232	30826	6	5	7	4
interpolate aux	108	0.770629	170810	40	18	43	28
invert matrix general	333	80.2428	391880	94	55	189	153
matmul	109	1.17117	177798	34	30	60	45
motion vectors	32	0.0130405	97874	18	8	10	9
smooth color z triangle	197	16.3849	337210	72	33	95	64
write bmp header	106	0.586698	64270	23	35	38	71

./fds file res 3 -1

DFG		FDS + Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.0687	47280	6	16	480	208
ewf	34	0.2043	17544	3	7	416	176
feedback point	53	0.3373	56752	9	42	1008	544
hal	11	0.0128	17080	4	10	160	96
horner bezier surf	18	0.0689	18136	4	10	304	128
interpolate aux	108	1.4881	100604	11	96	2416	1168
invert matrix general	333	12.6587	310328	53	154	7840	3728
matmul	109	0.8614	98096	11	50	2416	1136
motion vectors	32	0.0704	36496	5	28	656	256
smooth color z triangle	197	9.2340	172288	18	130	4784	2128
write bmp header	106	2.0745	82936	11	76	2528	1168

DFG		Simultaneous FDS/Binding/Allocation					
Name	**Nodes**	**Time [s]**	**Area**	**FU**	**Register**	**Mux**	**DeMux**
arf	28	0.18091	39450	6	6	13	10
ewf	34	0.355295	13134	2	8	12	9
feedback point	53	0.615001	38612	11	15	21	21
hal	11	0.0589082	13678	4	5	4	5
horner bezier surf	18	0.153169	13300	4	4	7	3
interpolate aux	108	3.99208	64850	12	38	59	62
invert matrix general	333	545.394	211598	53	72	180	181
matmul	109	2.83541	66320	11	21	56	56
motion vectors	32	0.194266	24274	5	10	13	14
smooth color z triangle	197	32.6852	101434	18	50	108	115
write bmp header	106	3.75909	46198	9	40	46	75