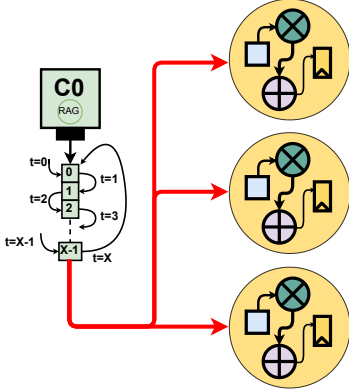
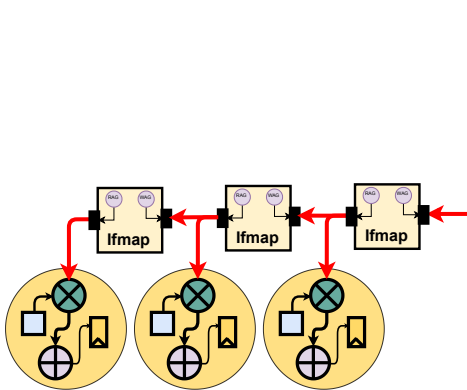
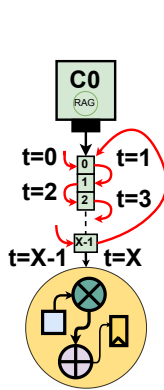
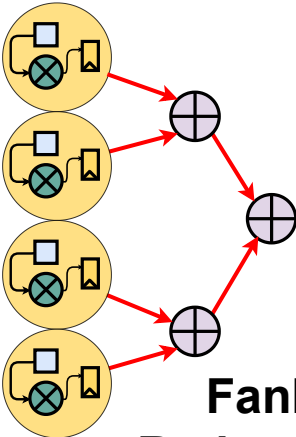
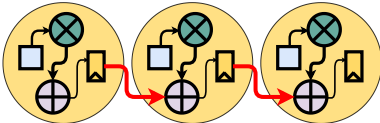
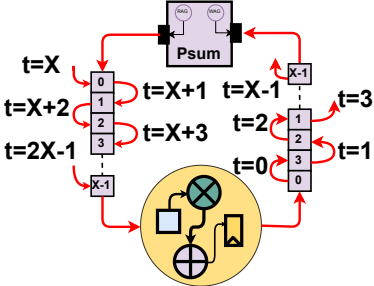


		Reuse Type		
		Spatial	Temporal	
Hardware Implementation Choices For Different Communication Types	Multicast	 <p>Fanout (e.g. Bus, Tree)</p>	 <p>Store&Fwd (Sys. Array)</p>	 <p>Multiple Reads</p>
	Reduction	 <p>FanIn (e.g. Reduction Tree)</p>	 <p>Reduce&Fwd (Sys. Array)</p>	 <p>Multiple Read-Modify-Write</p>