

bits	decomposed	undecomposed
4	4	4
5	4	4
6	6	6
7	6	7
8	8	8
9	8	9
10	10	10
11	10	11
12	12	12
13	12	13
14	36	14
15	39	15
16	42	16
17	45	17
18	48	18
19	20	19
20	21	20
21	22	21
22	23	22
23	24	23
24	25	24
25	26	25
26	27	26
27	28	27
28	29	28
29	30	29
30	31	30
31	32	31
32	33	32

Table 1: Number of LUTs used

bits	decomposed	undecomposed
4	2.399	2.399
5	3.068	3.068
6	3.741	4.054
7	4.432	4.813
8	5.134	5.591
9	5.847	6.395
10	6.583	7.226
11	7.347	8.105
12	8.153	8.974
13	8.945	9.702
14	12.222	10.441
15	13.159	11.172
16	14.021	11.909
17	15.241	12.739
18	16.092	13.470
19	13.283	14.187
20	13.936	14.922
21	14.610	15.655
22	15.272	16.388
23	15.942	17.119
24	16.631	17.857
25	17.285	18.564
26	17.745	19.202
27	18.427	19.951
28	19.081	20.701
29	19.734	21.465
30	20.412	22.212
31	21.104	22.957
32	21.784	23.727

Table 2: Power

bits	decomposed	undecomposed
4	7.875	7.875
5	8.321	8.321
6	8.278	8.348
7	8.729	8.371
8	9.074	8.689
9	10.462	8.518
10	10.707	8.958
11	12.007	8.956
12	12.258	9.082
13	13.345	8.903
14	18.462	9.162
15	19.567	9.427
16	19.486	9.578
17	21.299	9.911
18	22.309	10.052
19	26.894	10.306
20	26.327	10.052
21	28.798	10.252
22	30.979	10.518
23	31.079	10.506
24	31.556	10.521
25	35.130	10.212
26	34.476	10.634
27	34.620	10.628
28	36.111	10.865
29	33.641	10.739
30	38.501	10.847
31	39.772	11.074
32	40.908	11.203

Table 3: Timing (max delay path in ns)