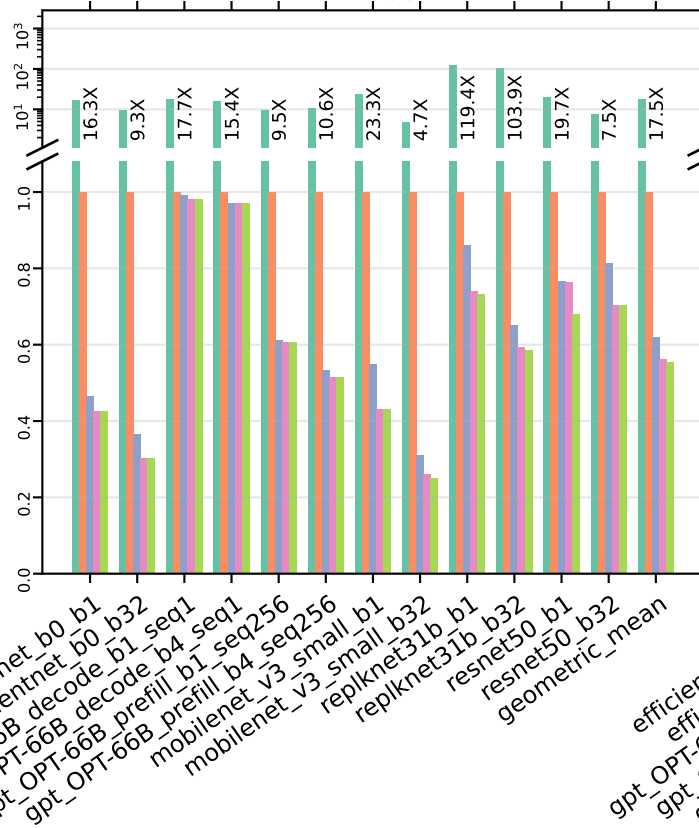
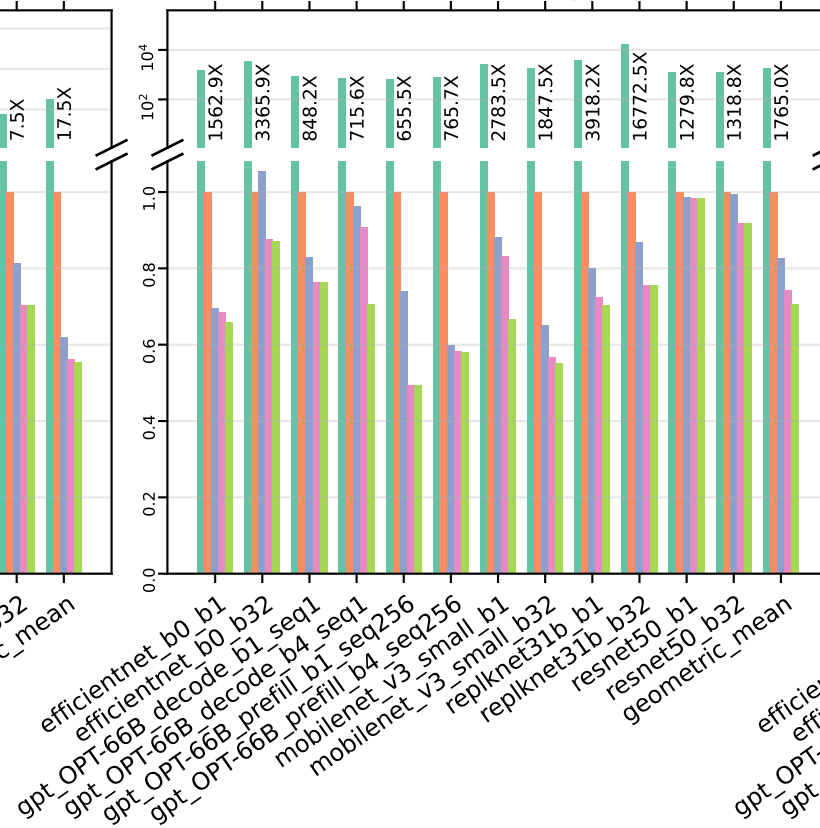


GPU Homogeneous All Nets Homogeneous Per Net Chiplet Pool Ideal

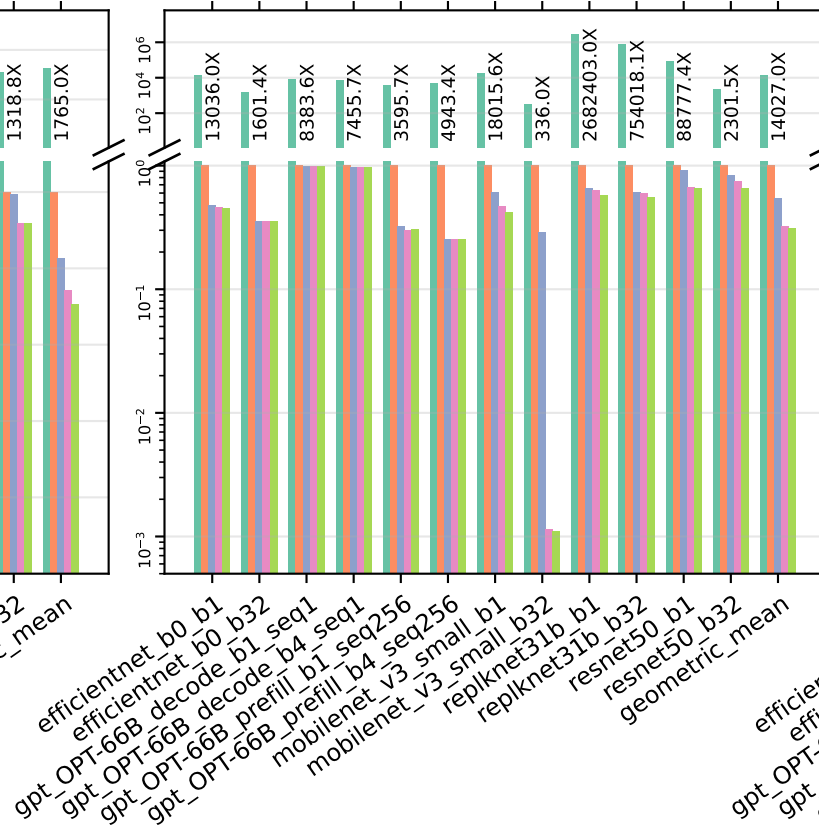
Normalized Energy Comparison



Normalized Energy × Cost



Normalized EDP



Normalized EDP × Cost

