

Interf. Cores = 0

Interf. Cores = 1

Interf. Cores = 2

Interf. Cores = 3

Latency (ns)

200

100

0

(m,-)

(m,s)

(m,x)

(m,y)

(m,s)

(m,x)

(m,y)

(m,s)

(m,x)

(m,y)

Memory Targets:



Obs + Int: BRAM



Obs + Int: OCM

