

	PE0	PE1	PE2	PE3	...	PE255
cycle ↓						
32	$\vec{x}_0^T, \vec{y}_0^T$					
32 +	MULT	$\vec{x}_1^T, \vec{y}_0^T$				
80x2	FFT	MULT	$\vec{x}_2^T, \vec{y}_0^T$			
+	Square	FFT	MULT	$\vec{x}_3^T, \vec{y}_0^T$		
16		Square	FFT	MULT		
32?	$\vec{x}_0^T, \vec{y}_1^T$	$\vec{x}_1^T, \vec{y}_1^T$	$\vec{x}_2^T, \vec{y}_1^T$	$\vec{x}_3^T, \vec{y}_1^T$		$\vec{x}_{255}^T, \vec{y}_0^T$
						MULT
						FFT
						Square
						$\vec{x}_{255}^T, \vec{y}_1^T$

$$\text{Latency} = 32 + (32 + 80 \times 2 + 16) + (32 + 32 + 80 \times 2 + 16) \times 255$$

$$+ 255 \times 32$$

$$= 68600 \text{ cycles}$$

$$= 0.14 \text{ ms}$$