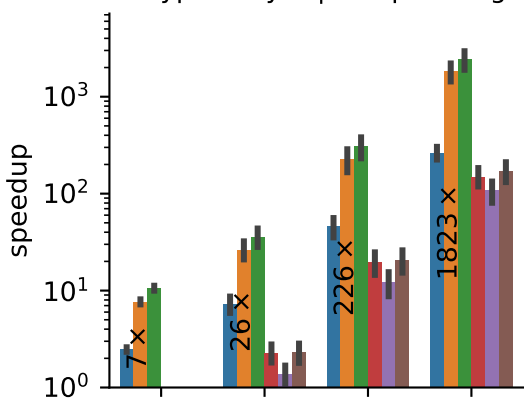
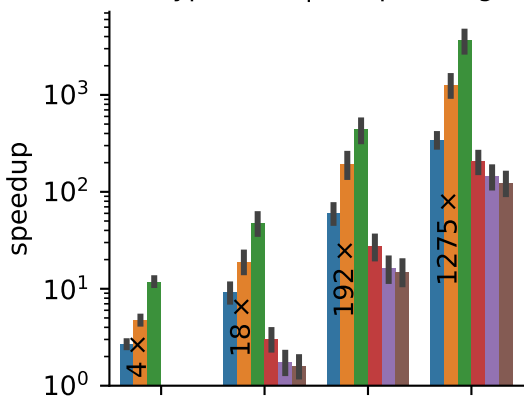


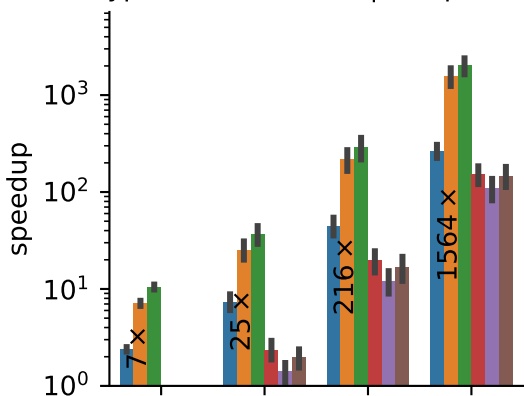
data type = byte | compiler = g++



data type = bit | compiler = g++



data type = double word | compiler = g++



algo\_name

- dstream.steady\_algo
- control\_ring\_algo
- control\_throwaway\_algo
- dstream.stretched\_algo
- dstream.tilted\_algo
- zhao\_tilted\_algo

data type = word | compiler = g++

