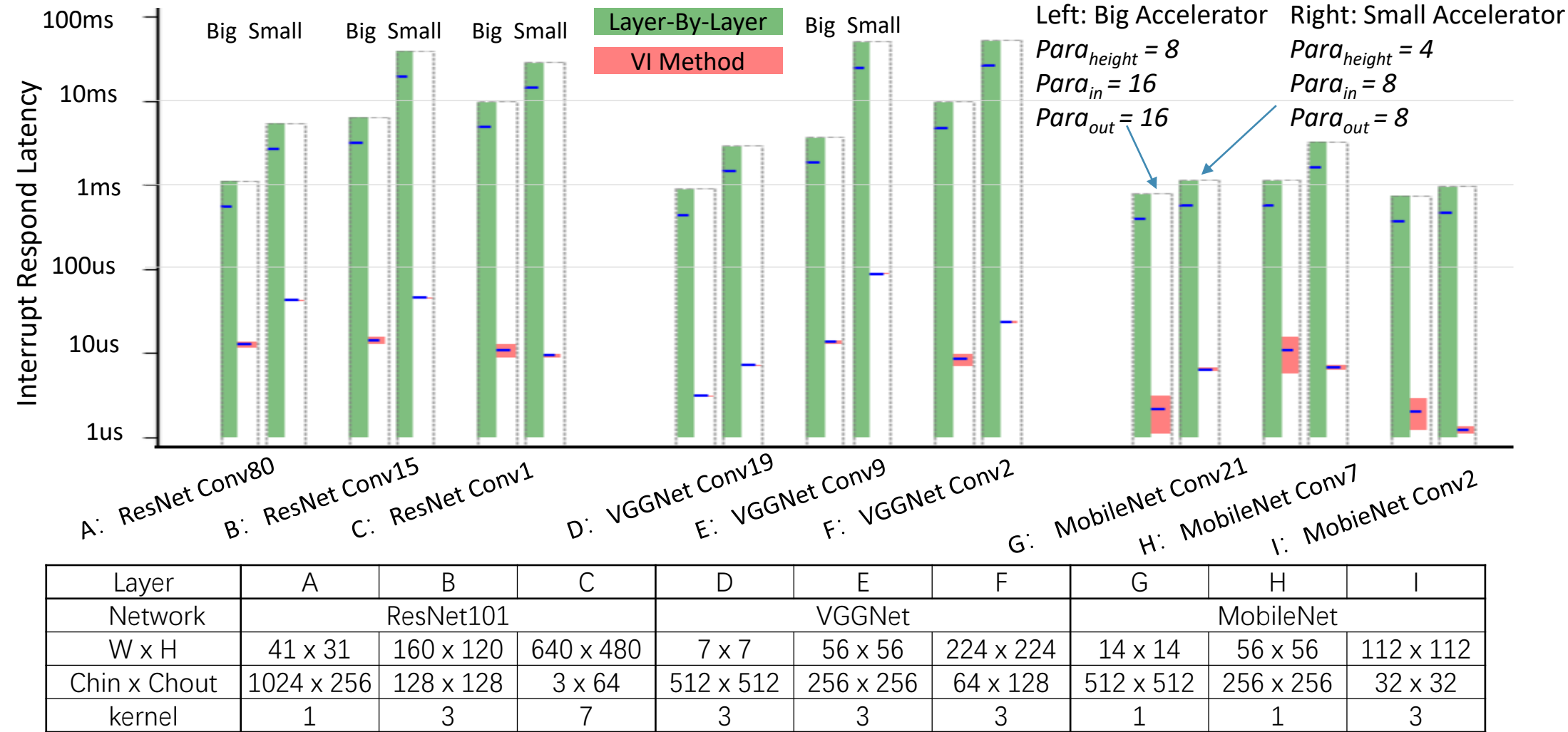


(a) Latency and cost comparison for different interrupt positions in PR task in DSLAM. Our method achieves both low latency and low cost.



(b) The latency of VI method is reduced to  $\sim 100 \mu s$  under different layers (A-I) and different hardware parallelism (Big and Small). Performance of our method is stable, and the difference between best and the worst case small. The blue line (average) may overlap the red bar (the latency range of VI method) in some cases.