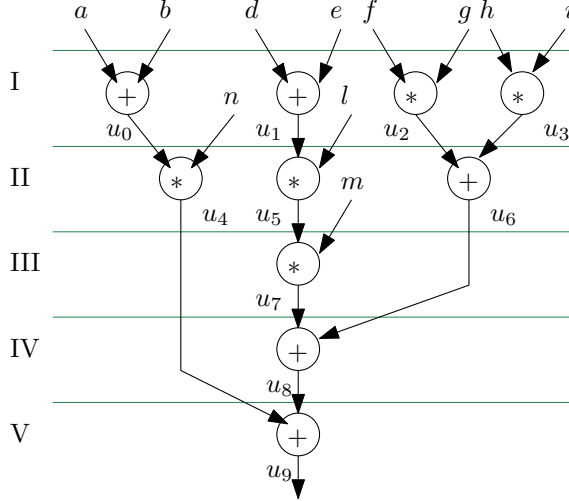
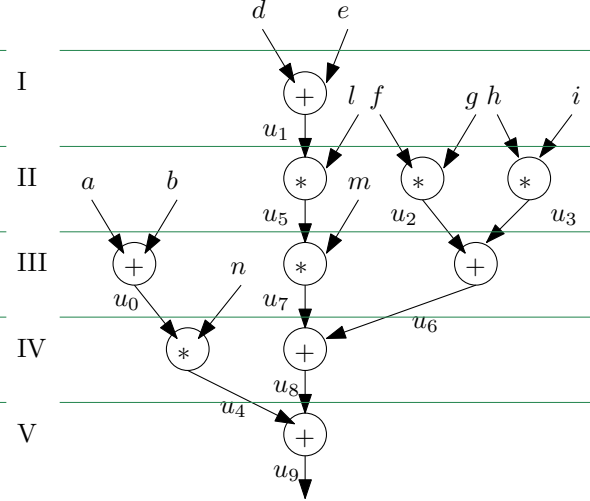


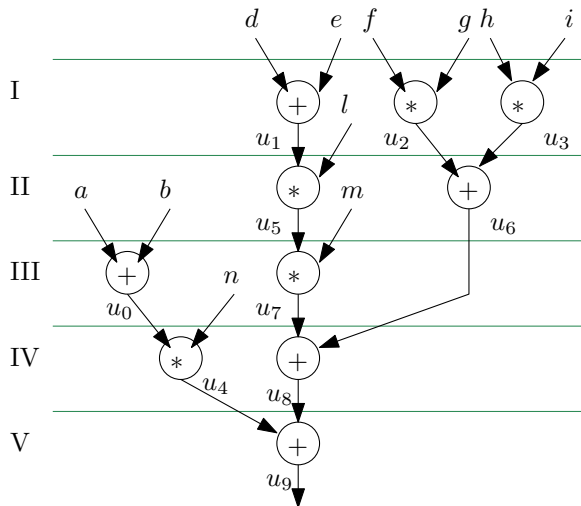
Algoritmo
 $u_0 = a + b;$
 $u_1 = d + e;$
 $u_2 = f * g;$
 $u_3 = h * i;$
 $u_4 = u_0 * n;$
 $u_5 = u_1 * l;$
 $u_6 = u_2 * u_3;$
 $u_7 = u_5 * m;$
 $u_8 = u_7 + u_6;$
 $u_9 = u_4 + u_8;$



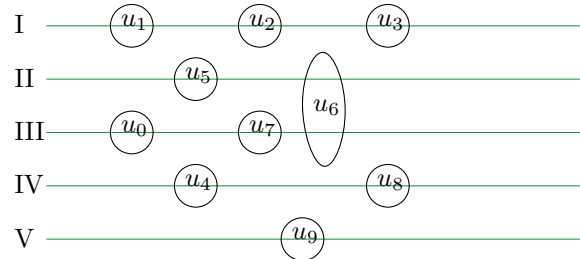
Scheduling ASAP: allocazione 2 moltiplicatori, 2 sommatore



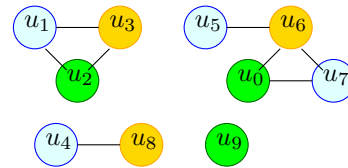
Scheduling ALAP: allocazione 3 moltiplicatori, 2 sommatore



Scheduling a latenza minima con ottimizzazione del numero di risorse: allocazione 2 moltiplicatori, 1 sommatore



Tempo di vita delle variabili



Ottimizzazione del numero di registri tramite graph coloring



Binding e descrizione RTL

	adder	mult1	mult2
I)	R1:=d+e;	R2:=h*i;	R3:=f*g;
II)	R2:=R2+R3;	R1:=l*R1;	
III)	R3:=a+b;	R1:=m*R1;	
IV)	R2:=R1+R2;	R1:=n*R3;	
V)	R3:=R2+R3;		