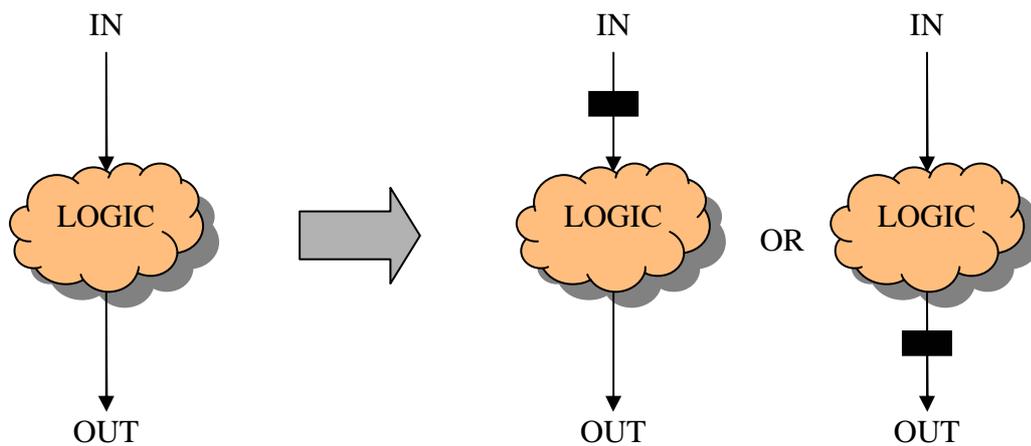


Pipelining and Retiming Rules

Pipelining and Retiming can be thought of as simply applying the following rules in succession. Note that constants need not be pipelined since they do not change over time.

Pipelining (add a register to the input or output):



Retiming (maintain same delay for all branches):

