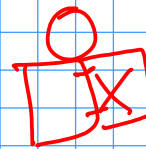


BUILD an object

P_1 P_2 P_3



P_m



MYSELF

$$(T_{\text{piece}}) \cdot m$$

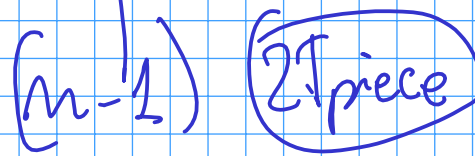
$$\underline{\underline{m \cdot (T_{\text{piece}} \times m)}}$$

in a chain

$$(T_{\text{piece}} + T_{\text{move}}) \cdot m$$

$$(m-1) T_{\text{piece}}$$

$$\underbrace{m T_{\text{piece}}} + \underbrace{(m-1) T_{\text{piece}}}$$



- 1) there are "parallel patterns"
- 2) there are mechanisms (communications)) use
- 3) there are overheads
- 4) need turning
- 5) need to transform