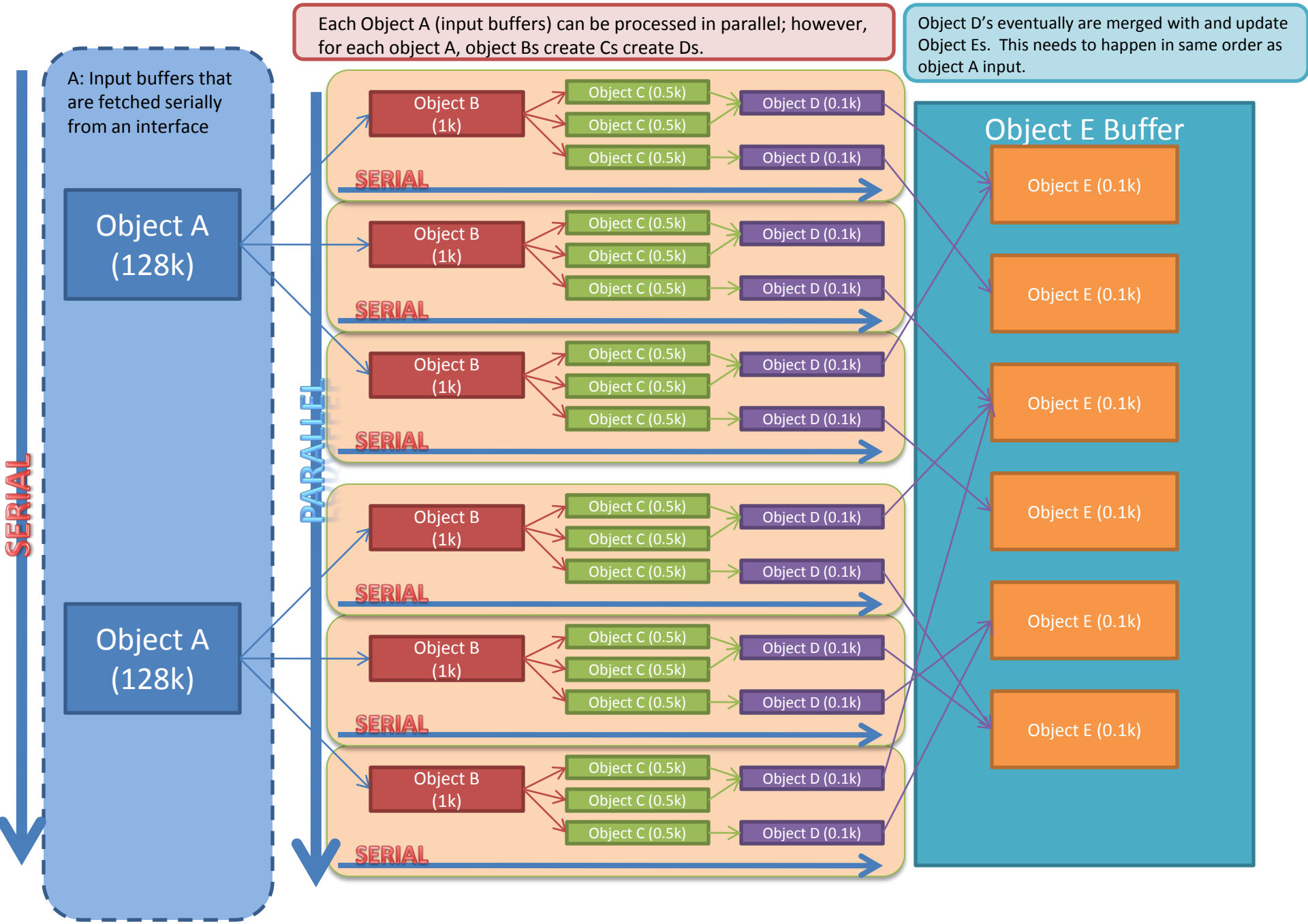
Each Object A (input buffers) can be processed in parallel; however, for each object A, object Bs create Cs create Ds.
Object D's eventually are merged with and update Object Es. This needs to happen in same order as object A input.
A: Input buffers that are fetched serially from an interface
Object A (128k)
Object A (128k)
SERIAL
PARALLEL
Object B (1k)
Object C (0.5k)
Object D (0.1k)
SERIAL
Object E Buffer
Object E (0.1k)