Synthsis final report

14.21.5. Finished fast OPT passes.

14.22. Executing HIERARCHY pass (managing design hierarchy).

14.23. Printing statistics.

=== ALUControl ===

Number of wires: 56

Number of wire bits: 68

Number of public wires: 3

Number of public wire bits: 12

Number of memories: 0

Number of memory bits: 0

Number of processes: 0

Number of cells:

60

13

\$_AND_

. 3

\$_AOI3_ 3

\$_DLATCH_P_

\$_NAND_

\$_NOR_ 13

\$_NOT_ 7

\$_OAI3_ 6

\$_OR_ 11

=== ALUControlTB ===

Number of wires: 0

Number of wire bits: 0

Number of public wires: 0

Number of public wire bits: 0

Number of memories: 0

Number of memory bits: 0

Number of processes: 0

Number of cells: 0

=== AndGate_1bit ===

Number of wires: 3

Number of wire bits: 3 Number of public wires: 3 Number of public wire bits: 3 Number of memories: Number of memory bits: 0 Number of processes: 0 Number of cells: 1 \$_AND_ 1 === CPU === Number of wires: 1 Number of wire bits: 1 Number of public wires: Number of public wire bits: 1 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 0 === ClkGen === Number of wires: 1 Number of wire bits: 1 Number of public wires: 1 Number of public wire bits: 1 0 Number of memories: Number of memory bits: 0 Number of processes: 0 0 Number of cells: === DataMem === Number of wires: 37152 Number of wire bits: 69020 Number of public wires: 1030 Number of public wire bits: 32867 Number of memories: Number of memory bits: 0 Number of processes: 0

Number of cells:

68953

\$_AND_ 2054 \$_AOI4_ 16352 32800 \$_DLATCH_P_ \$_MUX_ 32 \$_NAND_ 11255 \$_NOR_ 6388 \$_NOT_ 39 \$_OAI3_ 32 \$_OR_ 1 === ForwardControl === Number of wires: 65 Number of wire bits: 82 7 Number of public wires: Number of public wire bits: 24 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 60 4 \$_AOI3_ \$_AOI4_ 5 \$_NAND_ 3 \$_NOR_ 5 \$_NOT_ 15 \$_OAI3_ 6 \$_OAI4_ 8 \$_OR_ 14 === InstMem === Number of wires: 3 Number of wire bits: 65 Number of public wires: 3 Number of public wire bits: Number of memories: Number of memory bits: 0 Number of processes: 0

Number of cells:

0

=== Mux4To1_32bits === Number of wires: 74 Number of wire bits: 230 Number of public wires: 6 Number of public wire bits: 162 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 100 \$_MUX_ 96 \$_NAND_ 1 \$_NOT_ 1 \$_OR_ 2 === MuxTestBench === Number of wires: 0 Number of wire bits: Number of public wires: 0 Number of public wire bits: 0 Number of memories: 0 Number of memory bits: 0 0 Number of processes: Number of cells: 0 === Mux_32bits === Number of wires: 4 Number of wire bits: 97 Number of public wires: 4 Number of public wire bits: 97 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 32 \$_MUX_ 32 === Mux_5bits === Number of wires: 4 Number of wire bits: 16

Number of public wires: 4

Number of public wire bits: 16

Number of memories: 0

Number of memory bits: 0

Number of processes: 0

Number of cells: 5

\$_MUX_ 5

=== OurALU ===

Number of wires: 1167

Number of wire bits: 1267

Number of public wires: 6

Number of public wire bits: 106

Number of memories: 0

Number of memory bits: 0

Number of processes: 0

Number of cells: 1193

50

\$_AND_

\$_AOI3_ 71

\$_AOI4_ 15

\$_MUX_ 471

\$_NAND_ 99

\$_NOR_ 95

\$_NOT_ 184

\$_OAI3_ 44

\$_OAI4_ 31

\$_OR_ 38

\$_XNOR_ 74

\$_XOR_ 21

=== RegisterFile ===

Number of wires: 3190

Number of wire bits: 4349

Number of public wires: 40

Number of public wire bits: 1137

Number of memories: 0

Number of memory bits: 0

Number of processes: 0 Number of cells: 4300 \$_AND_ 2 \$_AOI3_ 66 \$_DLATCH_P_ 1088 \$_MUX_ 64 \$_NAND_ 458 \$_NOR_ 672 \$_NOT_ 970 \$_OAI4_ 960 \$_OR_ 20 === SignExtender === Number of wires: 2 Number of wire bits: 48 2 Number of public wires: Number of public wire bits: 48 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 0 Number of cells: === SignExtenderTestBench === Number of wires: 0 Number of wire bits: 0 Number of public wires: 0 Number of public wire bits: 0 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 0 === StallControlBranch === Number of wires: 57 Number of wire bits: 92 Number of public wires: Number of public wire bits: 45 Number of memories: 0

Number of memory bits: 0 Number of processes: 0 Number of cells: 48 2 \$_AOI4_ \$_NAND_ 8 \$_NOR_ 14 \$_NOT_ 1 \$_OAI4_ 1 \$_OR_ 2 \$_XNOR_ 8 \$_XOR_ 12 === controlUnit === Number of wires: 32 Number of wire bits: 38 Number of public wires: 10 Number of public wire bits: 16 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 29 2 \$_AND_ \$_AOI3_ 1 \$_NAND_ 6 7 \$_NOR_ \$_NOT_ 4 \$_OR_ === controlUnitTestBench === Number of wires: 0 Number of wire bits: Number of public wires: 0 Number of public wire bits: 0 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 0

=== control_sw === Number of wires: 26 Number of wire bits: 34 Number of public wires: 5 Number of public wire bits: 13 Number of memories: 0 Number of memory bits: 0 Number of processes: 0 Number of cells: 22 \$_AND_ 2 \$_AOI3_ 1 \$_AOI4_ 2 \$_NAND_ 2 \$_NOR_ 3 \$_NOT_ 7 \$_OAI3_ 2 \$_OAI4_ 2 \$_OR_ 1 === cpuTestBench ===

0 Number of wires:

Number of wire bits: 0

Number of public wires: 0

Number of public wire bits: 0

Number of memories: 0

Number of memory bits: 0

0

0 Number of cells:

Number of processes:

=== project1TestBench ===

Number of wires: 0

Number of wire bits: 0

Number of public wires: 0

Number of public wire bits: 0

Number of memories:

Number of memory bits: 0

Number of processes: 0

```
Number of cells:
=== stallingControl ===
 Number of wires:
                         23
 Number of wire bits:
 Number of public wires:
 Number of public wire bits: 17
 Number of memories:
 Number of memory bits:
 Number of processes:
 Number of cells:
                        19
  $_AOI4_
                      1
  $_NAND_
                       2
  $_NOR_
  $_NOT_
  $_XNOR_
  $_XOR_
```

14.24. Executing CHECK pass (checking for obvious problems).

checking module ALUControl..

checking module ALUControlTB..

checking module AndGate_1bit..

checking module CPU..

checking module ClkGen..

checking module DataMem..

checking module ForwardControl..

checking module InstMem..

checking module Mux4To1_32bits..

checking module MuxTestBench..

checking module Mux 32bits..

checking module Mux_5bits..

checking module OurALU..

checking module RegisterFile..

checking module SignExtender..

checking module SignExtenderTestBench..

checking module StallControlBranch..

checking module controlUnit..

checking module controlUnitTestBench..

checking module control_sw..

checking module cpuTestBench..

checking module project1TestBench..

checking module stallingControl..

found and reported 0 problems.

```
14.21.5. Finished fast OPT passes.
14.22. Executing HIERARCHY pass (managing design hierarchy).
14.23. Printing statistics.
=== ALUControl ===
  Number of wires:
                                   56
  Number of wire bits:
                                   68
  Number of public wires:
                                   3
  Number of public wire bits:
                                   12
  Number of memories:
                                   0
  Number of memory bits:
                                    0
                                   0
  Number of processes:
  Number of cells:
                                   60
    $ AND
                                    3
    $ A0I3
                                    3
    $ DLATCH_P_
                                    4
                                   13
    $ NAND
    $ NOR_
                                   13
    $ NOT
    $ OAI3_
                                   6
                                   11
    $_OR_
=== ALUControlTB ===
  Number of wires:
                                    0
  Number of wire bits:
                                    0
  Number of public wires:
                                    0
  Number of public wire bits:
                                    0
  Number of memories:
                                    0
  Number of memory bits:
                                    0
  Number of processes:
                                    0
  Number of cells:
                                    0
```

```
=== CPU ===
  Number of wires:
  Number of wire bits:
                                             1
  Number of public wires:
Number of public wire bits:
                                             1
                                             1
  Number of memories:
                                             0
  Number of memory bits:
                                             0
  Number of processes:
Number of cells:
                                             0
                                             0
=== ClkGen ===
  Number of wires:
                                             1
  Number of wire bits:
                                             1
  Number of public wires:
Number of public wire bits:
                                             1
                                             1
                                             0
  Number of memories:
   Number of memory bits:
                                             0
  Number of processes:
Number of cells:
                                             0
                                             0
```

```
=== DataMem ===
  Number of wires:
                                37152
  Number of wire bits:
                                69020
  Number of public wires:
                                 1030
  Number of public wire bits:
                                32867
  Number of memories:
                                    0
  Number of memory bits:
                                    0
                                    0
  Number of processes:
  Number of cells:
                                68953
    $ AND
                                 2054
    $ A0I4
                                16352
    $ DLATCH_P_
                                32800
    $ MUX
                                    32
    $ NAND
                                11255
    $ NOR
                                 6388
    $ NOT
                                   39
    $ OAI3_
                                    32
    $_OR_
                                    1
=== ForwardControl ===
  Number of wires:
                                    65
  Number of wire bits:
                                    82
  Number of public wires:
  Number of public wire bits:
                                    24
  Number of memories:
                                    0
  Number of memory bits:
                                    0
  Number of processes:
                                    0
  Number of cells:
                                    60
    $ A0I3
                                    4
                                    5
    $ A014
    $_NAND_
    $ NOR
                                    5
    $ NOT
                                    15
    $ OAI3
    $ OAI4
                                    8
                                    14
    $ OR
```

```
14.24. Executing CHECK pass (checking for obvious problems).
checking module ALUControl..
checking module ALUControlTB..
checking module AndGate_1bit..
checking module CPU..
checking module ClkGen..
checking module DataMem..
checking module ForwardControl..
checking module InstMem..
checking module Mux4To1 32bits..
checking module MuxTestBench..
checking module Mux_32bits..
checking module Mux_5bits..
checking module OurALU..
checking module RegisterFile..
checking module SignExtender..
checking module SignExtenderTestBench..
checking module StallControlBranch..
checking module controlUnit..
checking module controlUnitTestBench..
checking module control_sw..
checking module cpuTestBench..
checking module project1TestBench..
checking module stallingControl..
found and reported 0 problems.
yosys>
```

```
=== InstMem ===
  Number of wires:
                                    3
  Number of wire bits:
                                   65
  Number of public wires:
                                    3
  Number of public wire bits:
                                   65
  Number of memories:
                                   0
                                    0
  Number of memory bits:
  Number of processes:
                                    0
  Number of cells:
                                    0
=== Mux4To1 32bits ===
  Number of wires:
                                   74
  Number of wire bits:
                                  230
  Number of public wires:
                                   6
  Number of public wire bits:
                                  162
  Number of memories:
                                    0
  Number of memory bits:
                                    0
  Number of processes:
                                    0
  Number of cells:
                                  100
    $ MUX
                                   96
    $ NAND
                                    1
    $_NOT_
                                    2
    $ OR
=== MuxTestBench ===
  Number of wires:
                                    0
  Number of wire bits:
                                    0
  Number of public wires:
                                    0
  Number of public wire bits:
                                    0
  Number of memories:
                                    0
  Number of memory bits:
                                    0
  Number of processes:
                                    0
  Number of cells:
                                    0
```

=== OurALU ===		
=== Ouralo ===		
Number of wires:	1167	
Number of wire bits:	1267	
Number of public wires:	6	
Number of public wire bits:	106	
Number of memories:	0	
Number of memory bits:	0	
Number of processes:	0	
Number of cells:	1193	
\$_AND_	50	
\$_A0I3_	71	
\$_A0I4_	15	
\$_MUX_	471	
\$_NAND_	99	
\$_NOR_	95	
\$_NOT_	184	
\$_OAI3_	44	
\$_OAI4_	31	
\$_OR_	38	
\$_XNOR_	74	
\$_XOR_	21	

```
=== controlUnitTestBench ===
  Number of wires:
  Number of wire bits:
  Number of public wires:
  Number of public wire bits:
  Number of memories:
  Number of memory bits:
  Number of processes:
  Number of cells:
                                    0
=== control_sw ===
  Number of wires:
                                   26
  Number of wire bits:
                                   34
  Number of public wires:
                                   5
  Number of public wire bits:
                                   13
  Number of memories:
                                   0
  Number of memory bits:
                                   0
                                   0
  Number of processes:
  Number of cells:
                                   22
    $_AND
                                    1
    $ A0I3
    $ A0I4
    $ NAND
    $ NOR
    $ NOT
    $ OAI3
    $ OAI4
    $ OR
=== cpuTestBench ===
  Number of wires:
  Number of wire bits:
  Number of public wires:
  Number of public wire bits:
  Number of memories:
                                    0
  Number of memory bits:
  Number of processes:
  Number of cells:
                                    0
```

At this last synthesis there were some warnnings but we made some changes to reach the following

But we made a new one with some changes















