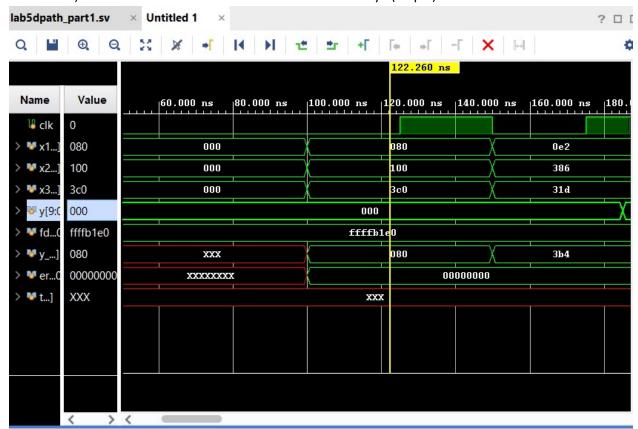
Name: Cooper Medved

Netid: crm932

- 1. Correct Design part 1 (25 pts with simulation screenshot, table data)
 - a. Simulation Screenshot (includes screenshot of line from vector file that is being used in the screenshot). Simulation screenshot annotated to show latency. (13 pts)



b. Resource Tables—Slice Logic, Summary of Registers, DSP Table (3 pts)

Site Type		Jsed		Fixed	1	Prohibited	I	Available	1	Util%
Slice LUTs	ı	12	3	0	Ī	0	Ī	8000	i	0.15
LUT as Logic	1	12	1	0	1	0	١	8000	1	0.15
LUT as Memory	L	0	L	0	1	0	I	5000	1	0.00
Slice Registers	T	40	Ī	0	I	0	1	16000	1	0.25
Register as Flip Flop	1	40	1	0	1	0	1	16000	1	0.25
Register as Latch	L	0	1	0	1	0	١	16000	I	0.00
F7 Muxes	1	0	1	0	I	0	1	7300	1	0.00
F8 Muxes	L	0	1	0	I	0	I	3650	1	0.00

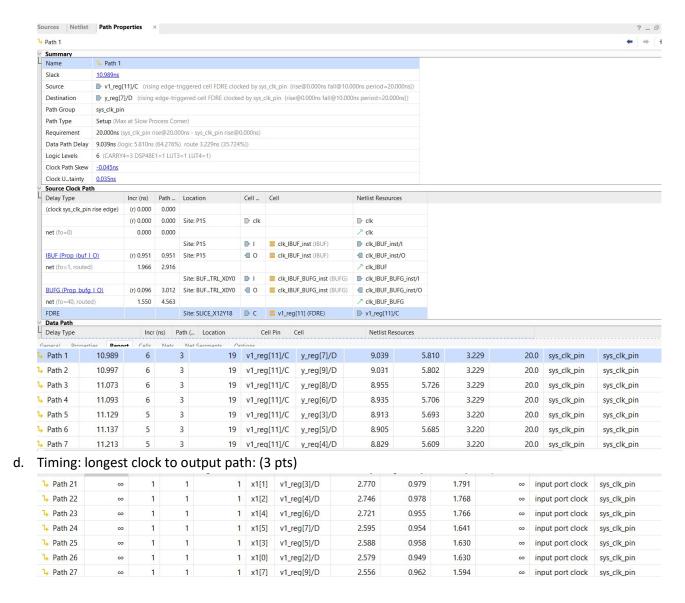
* Marring! IIIM reluc is adjusted to account for IIIM combining

I	Total	I	Clock Enable	Synchronous	Asynchronous
+-		-+-			
1	0	1	_	-	- 1
1	0	I	_	- 1	Set
1	0	1	_	- 1	Reset
1	0	1	_	Set	- 1
1	0	1		Reset	-
1	0	1	Yes	-	- 1
1	0	J	Yes	- 1	Set
1	0	1	Yes	I - 1	Reset
1	0	1	Yes	Set	- 1
1	40	I	Yes	Reset	
+-		-+-		+	++

4. DSP

1	Site Type	- 10							1
			3		1			7.50	
I	DSP48E1 only	I	3	1	1	I	I		I

c. Timing: longest register to register path: (3 pts)



e. Timing: longest input pin to input register path: (3 pts)



- 2. Correct Design part 2 (25 pts, with simulation screenshot, table data)
 - a. Simulation screenshot (includes screenshot of line from vector file that is being used in the screenshot). Simulation screenshot annotated to show latency. (14 pts)

144.790 ns Name Value |120.000 ns |140.000 ns |160.000 ns |180.000 ns |200.000 ns 100.000 ns ₩ clk 080 100 000 100 386 381 3c0 ₩ x3...] 000 31d 3c00c7**™** y[9:0 000 000 ffffb1e0 ffffb1e0 080 XXX 080 2d5 **₩** er...0 000000000 xx... 00000000 ₩ t...] XXX XXX > <

b. Resource usage: Slice Logic, Summary of Registers, DSP Table (3 pts)

Site Type	1	Used	1	Fixed	1	Prohibited	1	Available	1	Util%	
Slice LUTs	L	12	L	0	L	0	1	8000	1	0.15	
LUT as Logic	1	12	Ī	0	I	0	1	8000	1	0.15	
LUT as Memory	1	0	1	0	1	0	1	5000	1	0.00	
Slice Registers	I	40	1	0	1	0	I	16000	I	0.25	
Register as Flip Flop	1	40	1	0	I	0	1	16000	1	0.25	
Register as Latch	L	0	1	0	1	0	1	16000	1	0.00	
F7 Muxes	1	0	I	0	I	0	١	7300	1	0.00	
F8 Muxes	1	0	1	0	1	0	1	3650	1	0.00	

^{*} Warning! LUT value is adjusted to account for LUT combining.

	+		+	+-
Asynchronous	Synchronous	Clock Enable	Total	
-	- 1	_ 1	0	
Set	- 1	<u>_</u> 1	0	
Reset	- 1	_ 1	0	I
_	Set	<u>_</u>	0	I
-	Reset		0	1
	- 1	Yes	0	I
Set	- 1	Yes	0	1
Reset	- 1	Yes	0	I
10.7	Set	Yes	0	1
_	Reset	Yes	40	
	+		+	+-

4. DSP

1	Site Type	1	Used	Ĩ	Fixed	I	Prohibited	1	Available	1	Util%	1
ġ	DSPs										7.50	
I	DSP48E1 only	1	3	1		I		I		1		١

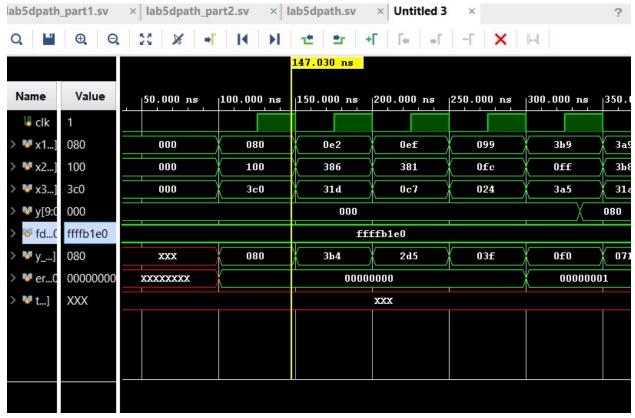
c. Timing – longest register to register path (3 pts)

O	- 000 (- /
Name	T _a Path 1
Slack	14.358ns
Source	v1_reg[11]/C (rising edge-triggered cell FDRE clocked by sys_clk_pin (rise@0.000ns fall@10.000ns period=20.000ns))
Destination	mg.2_a/U0/i_mult/gDSP.gDSP_only.iDSP/inferred_dsp.reg_mult.m_reg_reg/A(16) (rising edge-triggered cell DSP48E1 clocked by sys_clk_pin (rise@0.000ns fall@10.000ns period=20.000ns)
Path Group	sys_clk_pin
Path Type	Setup (Max at Slow Process Corner)
Requirement	20.000ns (sys_clk_pin rise@20.000ns - sys_clk_pin rise@0.000ns)
Data Path Delay	1.935ns (logic 0.518ns (26.769%) route 1.417ns (73.231%))
Logic Levels	0
Clock Path Skew	0.051ns
Clock Utainty	0.035ns
Source Clock Pat	h

Jource Clock Fa	itii .													
Delay Type	pe		Netlist Resources											
(clock sys_clk_pi	n rise edge)	(r) 0.000	0.000											
		(r) 0.000	0.000	Site	: P15	clk			□ clk					
net (fo=0)		0.000	0.000						→ clk					
				Site	: P15	D I	l clk_IBUF_inst (IBUF)		clk_IBUF_inst/I					
BUF (Prop ibuf	buf I O) (r) 0.951 0.951 Site: P15		: P15	@ 0	clk_ll	BUF_inst (IBUF)	<pre>clk_IBUF_inst/O</pre>							
net (fo=1, route	d)	1.966 2.916					∠ clk_IBUF							
				Site	: BUFTRL_X0Y0	D I	clk_ll	BUF_BUFG_inst (BUFG)	clk_IBUF_BUFG_inst/					
BUFG (Prop buf	g I O)	(r) 0.096	3.012	Site	: BUFTRL_X0Y0	0	clk_IBUF_BUFG_inst (BUFG)		CIk_IBUF_BUFG_inst/	О				
net (fo=43, routed)		1.550	4.563						∠ clk_IBUF_BUFG					
FDRE				Site	: SLICE_X12Y18	D C	= v1_re	g[11] (FDRE)	v1_reg[11]/C					
¹→ Path 1	14.358	0		1	19	v1_reg	g[11]/C	crm932_a/U0/i	reg_reg/A[16]	1.93	0.518	3 1.417	20.0	sys_clk_pir
→ Path 2	14.358	0		1	19	v1_reg	g[11]/C	crm932_a/U0/i	crm932_a/U0/ireg_reg/A[17]		0.518	3 1.417	20.0	sys_clk_pir
∿ Path 3	14.358	0		1	19	v1_reg	g[11]/C	crm932_a/U0/i	_reg_reg/A[18]	1.93	0.518	3 1.417	20.0	sys_clk_pir
→ Path 4	14.358	0		1	19	v1_reg	g[11]/C	crm932_a/U0/i	_reg_reg/A[19]	1.93	0.518	3 1.417	20.0	sys_clk_pir
∿ Path 5	14.525	0	1	1	19	v1_reg	g[11]/C	crm932_a/U0/i	_reg_reg/A[12]	1.76	0.518	3 1.250	20.0	sys_clk_pir
→ Path 6	14.525	0	1	1	19	v1_reg	g[11]/C	crm932_a/U0/i	_reg_reg/A[13]	1.76	0.518	3 1.250	20.0	sys_clk_pir
¹→ Path 7	14.525	0		1	19	v1_red	g[11]/C	crm932_a/U0/i	_reg_reg/A[14]	1.76	58 0.518	3 1.250	20.0	sys_clk_pir

d. Is the above path from the output of the input register to the multiplier input or is it from the output of the multiplier to input of the output register? (5 pts) Output of the multiplier to input of the output register

- 3. Correct Design part 3 (40 pts, with simulation screenshot, table data)
 - a. Simulation screenshot (includes screenshot of line from vector file that is being used in the screenshot). Simulation screenshot annotated to show latency. (20 pts)



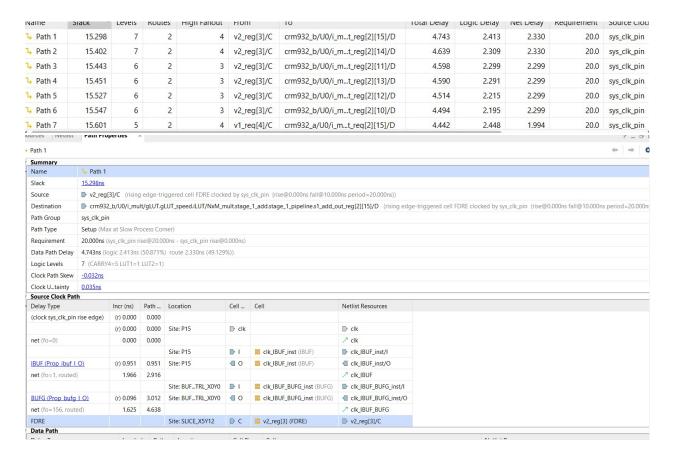
b. Resource Usage: Slice Logic, Summary of Registers, DSP Table (5 pts)

Site Type					ė	Prohibited	ġ		1	Util%
Slice LUTs	1	120		0		0	7	8000	1	1.50
LUT as Logic	1	120	1	0	1	0	1	8000	1	1.50
LUT as Memory	1	0	1	0	1	0	1	5000	1	0.00
Slice Registers	1	156	1	0	1	0	I	16000	1	0.98
Register as Flip Flop	1	156	1	0	1	0	I	16000	1	0.98
Register as Latch	1	0	1	0	1	0	I	16000	1	0.00
F7 Muxes	I	0	I	0	I	0	١	7300	I	0.00
F8 Muxes	1	0	1	0	1	0	1	3650	1	0.00

^{*} Warning! LUT value is adjusted to account for LUT combining.

1					Synchronous		-			
 	0	1				-+				
1	0	1		_ 1	_	1	Set	1		
I	0	I		_ 1	_	1	Reset	I		
ı	0	1		_ 1	Set	1	-	1		
١	0	1			Reset	1	_	1		
I	0	1	Y	es	5-	1	_	I		
ı	0	1	Y	es		1	Set	1		
	0	1	Y	es	_	1	Reset	L		
ı	0	1	Y	es	Set	1	-	ľ		
ı	156	1	Y	es	Reset	1	<u>-</u>	1		
4	. DSP	+				+				
	Site				ed Prohibi		Available			
+-	DSPs					0 1			0.00	

c. Timing, longest register to register path: (5 pts)



d. Is the above longest registers path in Path group A, B, C, D? Explain your justification. (10 pts)

C to D based on the longest path timing properties report

4. Question (10 pts): From the utilization data for part 1, show a calculation verifying the number of DFFs in the design (these DFFs are all 'Slice Registers as Flip Flops). FYI, this number does not increase in part 2 because the register used on the output of the Multiplier is inside the DSP48 block, not in the Slices. Also show a calculation verifying the number of Slice Registers (DFFS) for part 3 (do not count any of the registers associated with the multiplier).

Dr. jones said don't do