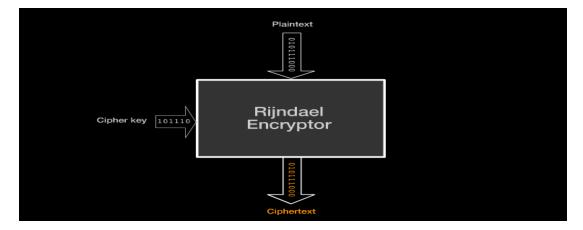
Design of AES (Advanced Encryption Standard) 128-Bits Based on (RIJNDAEL) Encryption Algorithm

ABSTRACT

In this document we will provide a detailed and easy to understand explanation of the implementation of the AES (RIJNDAEL) encryption algorithm and then we will show and discuss the results of our design. In order to fulfill the requirements of executing precise calculations and less power & area consumption, we performed many optimizations.

INTRODUCTION

To make a data in hidden form, it is necessary to change the data from its original form. Cryptography is the art of representation of data from its original form to another form which is not readable. For this purpose several algorithms are used in cryptography. AES is a cryptographic algorithm used to protect electronic data. AES is a symmetric block cipher which is capable of using cryptographic keys of 128, 192 and 256 bits to encrypt data block of 128 bits. In Symmetric key cryptography a shared key used for both encryption and decryption process. The AES encryption process of AES-128 bit consists of 10 rounds. Each round performs different operation such as shift rows, byte substitution, mix column step and addition of round key operations.



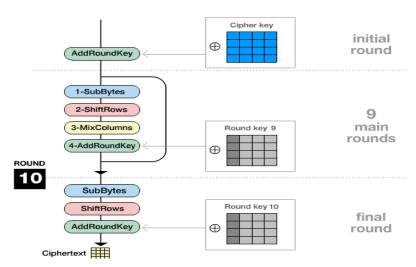
Brief History

Effective May 26, 2002 the National Institute of Science and Technology (NIST) has selected a block cipher called RIJNDAEL (named after its creators Vincent Rijmen and Joan Daemen) as the symmetric key encryption algorithm to be used to encrypt sensitive but unclassified American federal information.

RIJNDAEL was originally a variable block (16, 24, 32 bytes) and variable key size (16, 24, 32 bytes) encryption algorithm. NIST has however decided to define AES with a block size of 16 bytes while keeping their options open for future changes.

AES Algorithm

AES is an iterated symmetric block cipher. AES as well as most encryption algorithms is reversible. This means that almost the same steps are performed to complete both encryption and decryption in reverse order. The AES algorithm operates on bytes, which makes it simpler to implement and explain.



This key is expanded into individual sub keys, a sub keys for each operation round. This process is called KEY EXPANSION.

As mentioned before AES is an iterated block cipher. All that means is that the same operations are performed many times on a fixed number of bytes. These operations can easily be broken down to the following functions:

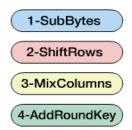
- ADD ROUND KEY
- BYTE SUB
- SHIFT ROW
- MIX COLUMN

Encryption

AES encryption cipher using a 16 byte key:

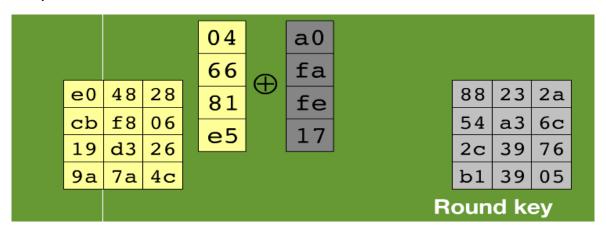
| Round | Function |
|-------|---|
| - | Add Round Key(State) |
| 0 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 1 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 2 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 3 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 4 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 5 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 6 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 7 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 8 | Add Round Key(Mix Column(Shift Row(Byte Sub(State)))) |
| 9 | Add Round Key(Shift Row(Byte Sub(State))) |

The 4 types of transformations:



Add Round Key

Each of the 16 bytes of the state is XORed against each of the 16 bytes of a portion of the expanded key for the current round.



The first time Add Round Key gets executed:

| state | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | XOR |
| Round Key | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

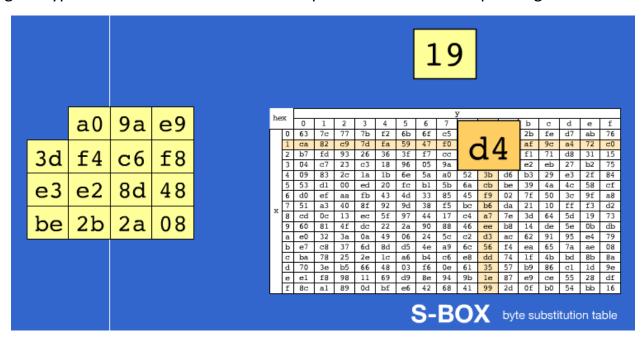
The second time Add Round Key is executed:

| state | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | XOR |
| Round Key | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |

And so on for each round of execution.

SubBytes

During encryption each value of the state is replaced with the corresponding SBOX value.



AES S-Box Lookup Table:

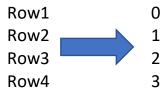
5 9 8 A В 30 2B 7B F2 6B 6F C5 01 67 FE7D FA 59 F0 47 D4 A2 AF 9C ΑD 36 34 3F F7 CC Α5 E5 F1 23 C3 18 96 05 9A 07 12 80 E2 EB 75 83 2C 1A 1B 6E 5A AO 52 3B D6 B3 29 E3 2F 84

```
5
  53
     D1 00 ED
                20 FC B1
                          5B
                              6A CB BE
                                        39
                                            4A 4C
                                                   58
                43
                       33
                          85
                              45
                                     02
                                         7F
                                            50
                                                3C
                    4 D
                                 F9
     EF
         AA
            FB
     А3
             8F
                92
                    9D
                       38
                          F5
                              ВC
                                     DA
                                        21
                                                       D2
         40
                                 В6
                                            10
                                               FF
                                                   F3
     0C
            EC
                5F
                    97
                       44
                           17
                              C4
                                 Α7
                                     7E
                                        3D
                                            64
                                                5D
            DC 22
                    2A
                       90
                          88
                              46 EE B8
                                        14 DE
      81
         4 F
                                               5E
                                                   0B
         3A
             0A
                49
                   06
                       24
                          5C
                              C2
                                 D3
                                     AC
                                        62
                                            91
                                                95
                                                   E4
A E0
     C8
         37
             6D 8D D5 4E A9
                              6C
                                 56 F4
                                        EA 65
                                               7A AE
     78
         25
             2E 1C
                   A6 B4
                          С6
                             Ε8
                                 DD
                                     74
                                        1F
                                            4B BD
                                                   8B
                                                       8A
             66
                48
                    03
                       F6
                          ΟE
                              61
                                  35
                                     57
                                        В9
                                            86
                                               C1
                                                       9E
E E1 F8
         98
            11 69 D9 8E
                          94
                              9В
                                 1E
                                     87 E9 CE
                                               55 28 DF
  8C A1 89 0D BF E6 42 68 41 99 2D 0F B0 54 BB 16
```

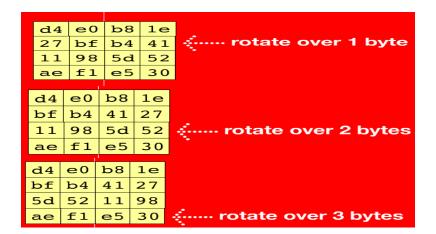
Shift Row

Arranges the state in a matrix and then performs a circular shift for each row. The circular shift just moves each byte one space over. The circular part of it specifies that the byte in the last position shifted one space will end up in the first position in the same row.

The state is arranged in a 4x4 matrix (square). Each row is then moved over (shifted) 1, 2 or 3 spaces over to the right, depending on the row of the state.

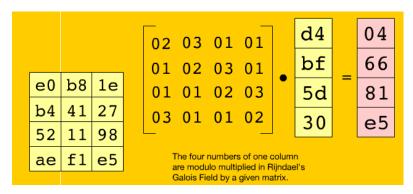


| Fron | 1 | | | То | | | |
|------|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 6 | 7 | 8 | 5 |
| 9 | 10 | 11 | 12 | 11 | 12 | 9 | 10 |
| 13 | 14 | 15 | 16 | 16 | 13 | 14 | 15 |



Mix Column

There are two parts to this step. The first will explain which parts of the state are multiplied against which parts of the matrix. The second will explain how this multiplication is implemented over what's called a Galois Field.



Matrix Multiplication

The multiplication is performed one column at a time (4 bytes). Each value in the column is eventually multiplied against every value of the matrix (16 total multiplications). The results of these multiplications are XORed together to produce only 4 result bytes for the next state. Therefore 4 bytes input, 16 multiplications 12 XORs and 4 bytes output. The multiplication is performed one matrix row at a time against each value of a state column.

Multiplication Matrix:

| 2 | 3 | 1 | 1 |
|---|---|---|---|
| 1 | 2 | 3 | 1 |
| 1 | 1 | 2 | 3 |
| 3 | 1 | 1 | 2 |

16 byte State

| b1 | b5 | b9 | b13 |
|----|------------|-----|-----|
| b2 | b6 | b10 | b14 |
| b3 | b 7 | b11 | b15 |
| b4 | b 8 | b12 | b16 |

$$b1 = (b1 * 2) XOR (b2*3) XOR (b3*1) XOR (b4*1)$$
 $b2 = (b1 * 1) XOR (b2*2) XOR (b3*3) XOR (b4*1)$
 $b3 = (b1 * 1) XOR (b2*1) XOR (b3*2) XOR (b4*3)$
 $b4 = (b1 * 3) XOR (b2*1) XOR (b3*1) XOR (b4*2)$

Galois Field Multiplication

The multiplication mentioned above is performed over a Galois Field which can be done quite easily with the use of the following two tables in (HEX).

E Table

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | В | C | D | E | F |
|---|-----|----|----|----|------------|----|-----|----|-----------|----|----|----|-----|----|-----|----|
| 0 | 01 | 03 | 05 | ΟF | 11 | 33 | 55 | FF | 1A | 2E | 72 | 96 | A1 | F8 | 13 | 35 |
| 1 | 5F | E1 | 38 | 48 | D8 | 73 | 95 | A4 | F7 | 02 | 06 | 0A | 1E | 22 | 66 | AA |
| 2 | E5 | 34 | 5C | E4 | 37 | 59 | EΒ | 26 | 6A | BE | D9 | 70 | 90 | AB | E6 | 31 |
| 3 | 53 | F5 | 04 | 0C | 14 | 3C | 44 | CC | 4 F | D1 | 68 | В8 | D3 | 6E | В2 | CD |
| 4 | 4 C | D4 | 67 | Α9 | ΕO | 3В | 4 D | D7 | 62 | Α6 | F1 | 08 | 18 | 28 | 78 | 88 |
| 5 | 83 | 9E | В9 | DO | 6В | BD | DC | 7F | 81 | 98 | вЗ | CE | 49 | DB | 76 | 9A |
| 6 | В5 | C4 | 57 | F9 | 10 | 30 | 50 | FO | 0B | 1D | 27 | 69 | ВВ | D6 | 61 | АЗ |
| 7 | FE | 19 | 2В | 7D | 87 | 92 | AD | EC | 2F | 71 | 93 | ΑE | E9 | 20 | 60 | A0 |
| 8 | FB | 16 | ЗА | 4E | D2 | 6D | В7 | C2 | 5D | E7 | 32 | 56 | FA | 15 | 3F | 41 |
| 9 | СЗ | 5E | E2 | 3D | 47 | С9 | 40 | C0 | 5B | ED | 2C | 74 | 9C | BF | DA | 75 |
| A | 9F | ВА | D5 | 64 | AC | EF | 2A | 7E | 82 | 9D | ВС | DF | 7A | 8E | 89 | 80 |
| В | 9В | В6 | C1 | 58 | E8 | 23 | 65 | AF | EΑ | 25 | 6F | В1 | С8 | 43 | C5 | 54 |
| С | FC | 1F | 21 | 63 | A 5 | F4 | 07 | 09 | 1B | 2D | 77 | 99 | ВO | СВ | 46 | CA |
| D | 45 | CF | 4A | DE | 79 | 8B | 86 | 91 | A8 | EЗ | 3E | 42 | С6 | 51 | F3 | ΟE |
| E | 12 | 36 | 5A | EE | 29 | 7В | 8 D | 8C | 8F | 8A | 85 | 94 | A7 | F2 | 0 D | 17 |
| ਜ | 39 | 4B | DD | 7C | 84 | 97 | A2 | FD | 1 C | 24 | 6C | В4 | C.7 | 52 | F6 | 01 |

L Table

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | В | С | D | E | F |
|---|-----|----|-----------|----|----|----|----|----|-----|----|-----------|----|----|----|----|----|
| 0 | | 00 | 19 | 01 | 32 | 02 | 1A | С6 | 4B | С7 | 1B | 68 | 33 | ΕE | DF | 03 |
| 1 | 64 | 04 | ΕO | ΟE | 34 | 8D | 81 | EF | 4C | 71 | 08 | С8 | F8 | 69 | 1C | C1 |
| 2 | 7 D | C2 | 1D | В5 | F9 | В9 | 27 | 6A | 4 D | E4 | A6 | 72 | 9A | С9 | 09 | 78 |
| 3 | 65 | 2F | 8A | 05 | 21 | ΟF | E1 | 24 | 12 | FO | 82 | 45 | 35 | 93 | DA | 8E |
| 4 | 96 | 8F | DB | BD | 36 | D0 | CE | 94 | 13 | 5C | D2 | F1 | 40 | 46 | 83 | 38 |
| 5 | 66 | DD | FD | 30 | BF | 06 | 8B | 62 | вЗ | 25 | E2 | 98 | 22 | 88 | 91 | 10 |
| 6 | 7E | 6E | 48 | СЗ | A3 | В6 | 1E | 42 | ЗА | 6B | 28 | 54 | FA | 85 | 3D | ВА |
| 7 | 2В | 79 | 0A | 15 | 9В | 9F | 5E | CA | 4E | D4 | AC | E5 | F3 | 73 | Α7 | 57 |
| 8 | AF | 58 | A8 | 50 | F4 | EΑ | D6 | 74 | 4F | ΑE | E9 | D5 | E7 | E6 | AD | E8 |
| 9 | 2C | D7 | 75 | 7A | EΒ | 16 | 0B | F5 | 59 | СВ | 5F | В0 | 9C | A9 | 51 | A0 |
| A | 7F | 0C | F6 | 6F | 17 | C4 | 49 | EC | D8 | 43 | 1F | 2D | A4 | 76 | 7В | В7 |
| В | CC | BB | 3E | 5A | FB | 60 | В1 | 86 | 3В | 52 | A1 | 6C | AA | 55 | 29 | 9D |
| С | 97 | В2 | 87 | 90 | 61 | BE | DC | FC | ВC | 95 | CF | CD | 37 | 3F | 5B | D1 |

D 53 39 84 3C 41 A2 6D 47 14 2A 9E 5D 56 F2 D3 AB **E** 44 11 92 D9 23 20 2E 89 B4 7C B8 26 77 99 E3 A5 **F** 67 4A ED DE C5 31 FE 18 0D 63 8C 80 C0 F7 70 07

The result of the multiplication is simply the result of a lookup of the **L** table, followed by the addition of the results, followed by a lookup to the **E** table. The addition is a regular mathematical addition represented by +.

Example: AF * 8

2- if
$$(B7 + 4B > FF)$$
 -> result = $((B7 + 4B) - FF = 03)$

$$3-E(03)=0F$$

One last exception is that any number multiplied by one is equal to its self and does not need to go through the above procedure. For example: FF * 1 = FF

Therefore the result of multiplying AF * 8 over a Galois Field is 0F

Mix Column Example During Encryption:

Input = D4 BF 5D 30

Output(0) = (D4 * 2) XOR (BF*3) XOR (5D*1) XOR (30*1)

= E(L(D4) + L(02)) XOR E(L(BF) + L(03)) XOR 5D XOR 30

= E(41 + 19) XOR E(9D + 01) XOR 5D XOR 30

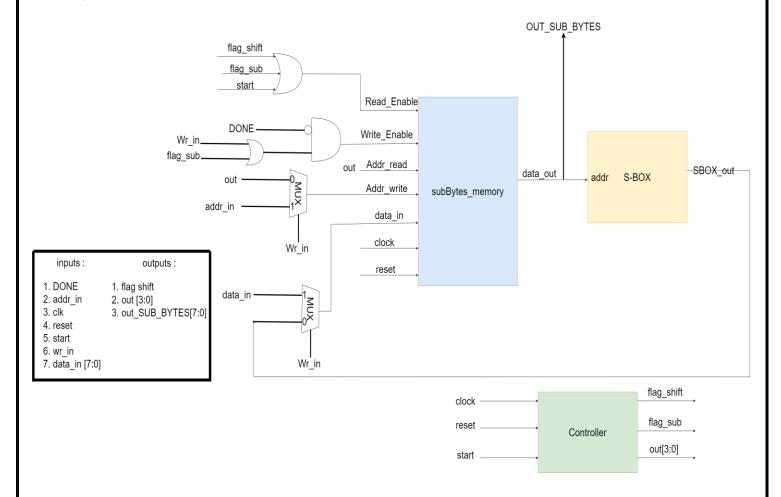
= E(5A) XOR E(9E) XOR 5D XOR 30

= B3 XOR DA XOR 5D XOR 30

= 04

Hardware Design

SubBytes STATE

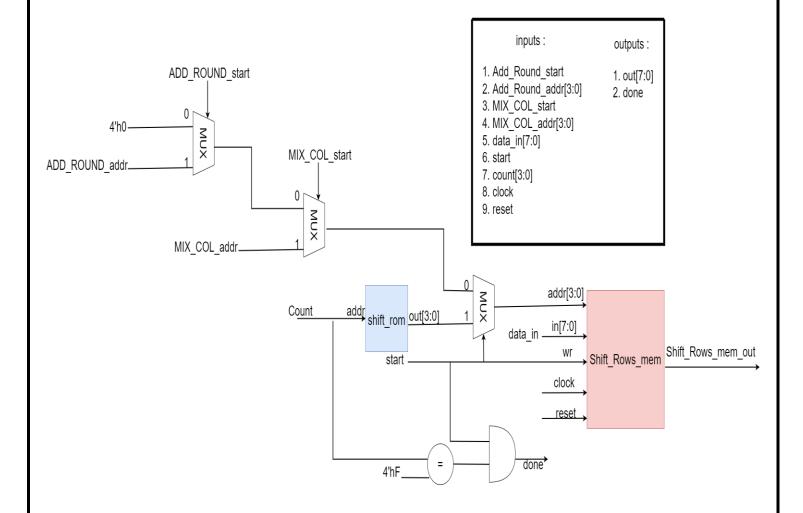


As shown in figure, we used two main blocks to build the SubBytes STATE architecture:

- SubBytes memory
- S-BOX Rom

The inputs to the state are stored at the memory at the beginning and then we pass them from the memory to the S-BOX to map them to the required values and then we store them again at the memory, we control these processes using 4-bits counter acts as a controller and the state starts when the START signal comes and then we passes the outputs to the next state.

ShiftRows STATE

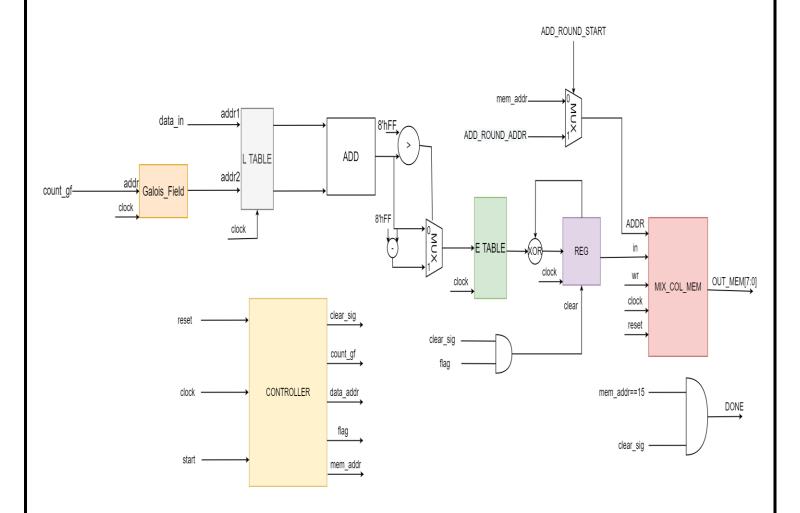


As shown in figure, we used two main blocks to build the ShiftRows STATE architecture:

- Shift_rom : we store the shift values at it.
- Shift_Rows_mem: we store the data after shifting in it.

We control the state using the same controller of the SubBytes STATE to reduce the area, but it makes the logic more complicated. The state starts when START signal comes and when the state processes are done the DONE signal is high to make the next state starts and to send the output to the next state.

MixColumn STATE

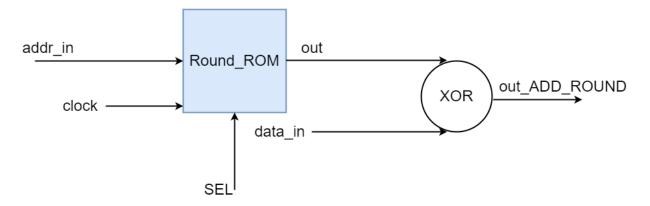


As shown in figure, we used five main blocks to build the MixColumn STATE architecture:

- Galois_Field ROM
- L-TABLE ROM
- E-TABLE ROM
- Register with clear: acts as an accumulator but instead of using adder we use XOR.
- MIX_COL memory

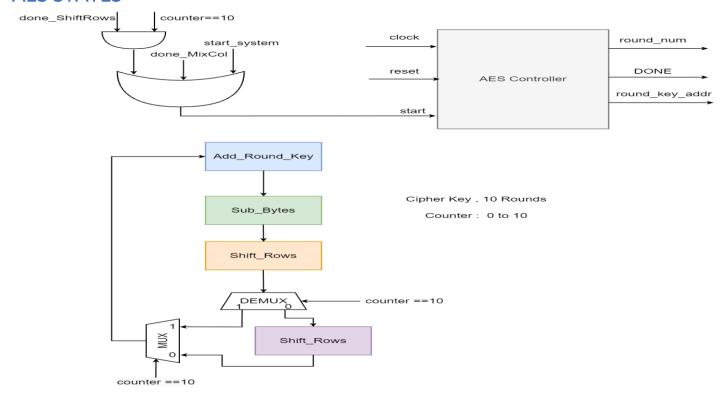
Instead of performing matrix multiplication, we used Galois Field Multiplication which can be done easily using two tables, L-TABLE and E-TABLE as mentioned before. This method has much reduced area and power, but it's more complicated.

AddRoundKey STATE



In this state we make XORing between the ROUNDKEYS and the input data, we have 10 Round ROMS for the 10 Rounds and one Cipher-key Rom for Round 0, So we used 11 ROM, we didn't use shared resources and use one ROM instead of 11 as we may in the future make our target is throughput.

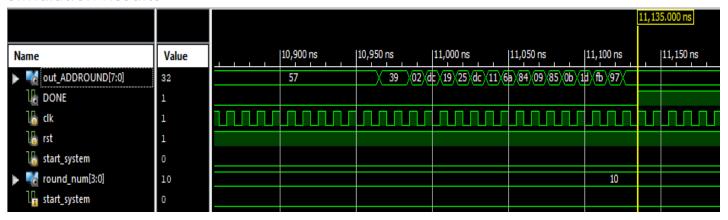
AES STATES



We have 4 main states and 10 rounds so the process is iterative, after the 10 rounds the 128-bit input data are completely encrypted and stored in memory.

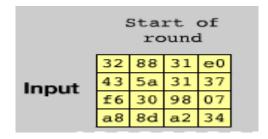
Results

Simulation Results



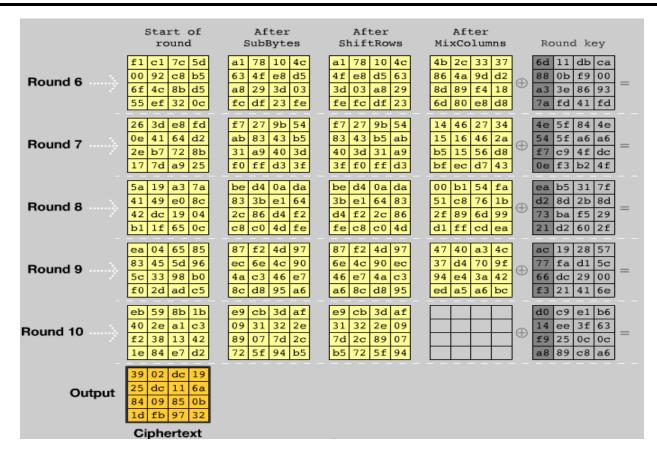
For a frequency of 100MHz all output appear after 11.135 usec (1110 clock cycles).

We put the same input as our reference to compare with it the output results:

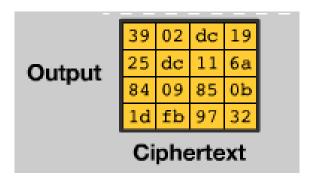


The states output after each state is shown in the following figure:

| | Start of round | After SubBytes | After ShiftRows | After MixColumns | Round key |
|---------|--|--|--|--|--|
| Input | 32 88 31 e0 43 5a 31 37 f6 30 98 07 a8 8d a2 34 | | | (4) | 2b 28 ab 09 7e ae f7 cf 15 d2 15 4f 16 a6 88 3c |
| Round 1 | 19 a0 9a e9 3d f4 c6 f8 e3 e2 8d 48 be 2b 2a 08 | d4 e0 b8 le 27 bf b4 41 11 98 5d 52 ae f1 e5 30 | d4 e0 b8 le bf b4 41 27 5d 52 11 98 30 ae f1 e5 | 04 e0 48 28 66 cb f8 06 81 19 d3 26 e5 9a 7a 4c | a0 88 23 2a fa 54 a3 6c fe 2c 39 76 17 b1 39 05 |
| Round 2 | a4 68 6b 02 9c 9f 5b 6a 7f 35 ea 50 f2 2b 43 49 | 49 45 7f 77 de db 39 02 d2 96 87 53 89 f1 1a 3b | 49 45 7f 77 db 39 02 de 87 53 d2 96 3b 89 f1 1a | 58 1b db 1b 4d 4b e7 6b ca 5a ca b0 f1 ac a8 e5 | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$ |
| Round 3 | aa 61 82 68 8f dd d2 32 5f e3 4a 46 03 ef d2 9a | ac ef 13 45 73 c1 b5 23 cf 11 d6 5a 7b df b5 b8 | ac ef 13 45 c1 b5 23 73 d6 5a cf 11 b8 7b df b5 | 75 20 53 bb ec 0b c0 25 09 63 cf d0 93 33 7c dc | 3d 47 1e 6d 80 16 23 7a 47 fe 7e 88 7d 3e 44 3b |
| Round 4 | 48 67 4d d6 6c 1d e3 5f 4e 9d b1 58 ee 0d 38 e7 | 52 85 e3 f6 50 a4 11 cf 2f 5e c8 6a 28 d7 07 94 | 52 85 e3 f6 a4 11 cf 50 c8 6a 2f 5e 94 28 d7 07 | 0f 60 6f 5e d6 31 c0 b3 da 38 10 13 a9 bf 6b 01 | $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$ |
| Round 5 | e0 c8 d9 85 92 63 b1 b8 7f 63 35 be e8 c0 50 01 | e1 e8 35 97 4f fb c8 6c d2 fb 96 ae 9b ba 53 7c | e1 e8 35 97 fb c8 6c 4f 96 ae d2 fb 7c 9b ba 53 | 25 bd b6 4c d1 11 3a 4c a9 d1 33 c0 ad 68 8e b0 | d4 7c ca 11 d1 83 f2 f9 c6 9d b8 15 f8 87 bc bc |



And the outputs should be as the following figure:



And that's the same output from the wave form. Also it's stored at the output memory correctly as shown in the next figure.

| Object Name | Value | Data Type |
|-----------------|---|-----------|
| V∰ clk | 0 | Logic |
| 🖫 rst | 1 | Logic |
| ጊြ W_En | 0 | Logic |
| ୃ∏ R_En | 1 | Logic |
| addr_in[3:0] | f | Array |
| | 0 | Array |
| in[7:0] | 31 | Array |
| | 32 | Array |
| ▶ mam[0:15,7:0] | 39 02 dc 19 25 dc 11 6a 84 09 85 0b 1d fb 97 32 | Array |
| ⊳ 📷 i[31:0] | 00000010 | Array |

Resources Results

For Virtex-7 using ISE Design SUITE 14.7:

The used building blocks are shown in the following figure:

```
HDL Synthesis Report
Macro Statistics
16x4-bit single-port Read Only RAM
                                                        : 1
16x8-bit single-port Read Only RAM
                                                        : 12
 256x8-bit dual-port Read Only RAM
 256x8-bit single-port Read Only RAM
# Adders/Subtractors
                                                        : 10
 2-bit adder
 4-bit adder
8-bit subtractor
 9-bit adder
# Registers
 1-bit register
 128-bit register
 2-bit register
 4-bit register
 8-bit register
                                                         : 20
# Comparators
 9-bit comparator greater
# Multiplexers
                                                        : 70
 1-bit 2-to-1 multiplexer
 4-bit 2-to-1 multiplexer
                                                        : 11
 8-bit 13-to-1 multiplexer
 8-bit 16-to-1 multiplexer
 8-bit 2-to-1 multiplexer
                                                        : 54
# Xors
 8-bit xor2
```

The total resources used for Virtex-7 FPGA:

```
Selected Device: 7vx690tffg1761-2
Slice Logic Utilization:
                                  507 out of 866400 0%
762 out of 433200 0%
Number of Slice Registers:
Number of Slice LUTs:
                                             762 out of 433200
    Number used as Logic:
Slice Logic Distribution:
Number of LUT Flip Flop pairs used: 822

Number with an unused Flip Flop: 315 out of 822 38%

Number with an unused LUT: 60 out of 822 7%

Number of fully used LUT-FF pairs: 447 out of 822 54%
   Number of unique control sets:
                                               13
IO Utilization:
 Number of IOs:
                                               20
Number of bonded IOBs:
                                               20 out of 850 2%
    IOB Flip Flops/Latches:
Specific Feature Utilization:
                                               7 out of 1470
 Number of Block RAM/FIFO:
   Number using Block RAM only:
 Number of BUFG/BUFGCTRLs:
                                                   out of
                                                               32
                                               1
                                                                        3%
```

We used only 762 LUTs, 822 LUT-FF pairs and 7 BRAMS. We can use distributed ram instead of BRAM and that will reduce the overhead area.

For DEO-CV using Quartus Prime 21.1:

Flow Summary

<<Filter>>

Flow Status Successful - Tue Aug 16 20:36:51 2022

Quartus Prime Version 21.1.0 Build 842 10/21/2021 SJ Lite Edition

Revision Name aes
Top-level Entity Name AES

Family Cyclone V

Device 5CEBA4F23C7

Timing Models Final

Logic utilization (in ALMs) 355 / 18,480 (2 %)

Total registers 636

Total pins 20 / 224 (9 %)

Total virtual pins 0

Total block memory bits 4,096 / 3,153,920 (< 1 %)

Total DSP Blocks 0 / 66 (0 %)

We used only 355 LUT, 636 register and 4.096 BRAM bits which means that the resources on DEO-CV is much less than the resources on Virtex-7.

Power Results

For DE0-CV using Quartus Prime 21.1:

Power Analyzer Status Successful - Tue Aug 16 20:42:00 2022

Quartus Prime Version 21.1.0 Build 842 10/21/2021 SJ Lite Edition

Revision Name aes
Top-level Entity Name AES

Family Cyclone V

Device 5CEBA4F23C7

Power Models Final

Total Thermal Power Dissipation 197.73 mW

Core Dynamic Thermal Power Dissipation 0.00 mW

Core Static Thermal Power Dissipation 193.90 mW

I/O Thermal Power Dissipation 3.83 mW

Power Estimation Confidence Low: user provided insufficient toggle rate data

The total dissipated power is approximately 197.73 mW and that's due to using less hardware resources and that was our target.

Timing Information

For Virtex-7 using ISE Design SUITE 14.7:

The maximum frequency we can use is 142.807 MHz.

For DE0-CV using Quartus Prime 21.1:

Slow model:

| | | | | | Slow 1100mV 85C Model |
|---|------------|-----------------|------------|------|-----------------------|
| | Fmax | Restricted Fmax | Clock Name | Note | |
| 1 | 141.12 MHz | 141.12 MHz | clk | | |

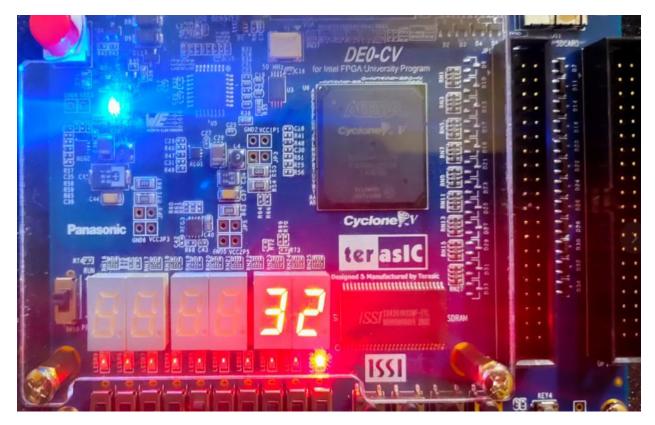
The maximum frequency we can use is 141.12 MHz.

Fast model:

| | | | | Fast 1100mV 0C Mod | lel |
|---|------------|-----------------|------------|--|-----|
| | Fmax | Restricted Fmax | Clock Name | Note | |
| 1 | 320.31 MHz | 315.06 MHz | clk | limit due to minimum period restriction (tmin) | |

The maximum frequency we can use is 315 MHz.

FPGA Results using DEO-CV



We used the first two 7-Segments to display the outputs by using BCD decoder and 7segment leds decoder, and the first LEDR to display the DONE flag.

Tools used

For *Virtex-7* FPGA on VC-709 Board: we used *ISE DESIGN SUITE14.7* and *VIVADO2018.3* to make the synthesis, simulation and get all the needed results.

For **DEO-CV** FPGA: we used *Quartus Prime21.1* to complete the FPGA flow and *QuestaSim* to check the functionality by making the behavioral simulation.