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| Tool Version : Vivado v.2014.4 (win64) Build 1071353 Tue Nov 18 18:29:27 MST 2014
| Date       : Tue Feb 24 20:50:14 2015
| Host       : ECJ1-222-04 running 64-bit Service Pack 1 (build 7601)
| Command    : report_utilization -file top_utilization_placed.rpt -pb top_utilization_placed.pb
| Design     : top
| Device     : xc7a35t
| Design State : Fully Placed
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```

Utilization Design Information

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### 1. Slice Logic

| Site Type             | Used | Fixed | Available | Util% |
|-----------------------|------|-------|-----------|-------|
| Slice LUTs            | 21   | 0     | 20800     | 0.10  |
| LUT as Logic          | 21   | 0     | 20800     | 0.10  |
| LUT as Memory         | 0    | 0     | 9600      | 0.00  |
| Slice Registers       | 34   | 0     | 41600     | 0.08  |
| Register as Flip Flop | 34   | 0     | 41600     | 0.08  |
| Register as Latch     | 0    | 0     | 41600     | 0.00  |
| F7 Muxes              | 0    | 0     | 16300     | 0.00  |
| F8 Muxes              | 0    | 0     | 8150      | 0.00  |

## 1.1 Summary of Registers by Type

|    | Total | Clock Enable | Synchronous | Asynchronous |
|----|-------|--------------|-------------|--------------|
| 0  | -     | -            | -           | -            |
| 0  | -     | -            | Set         | -            |
| 0  | -     | -            | Reset       | -            |
| 0  | -     | Set          | -           | -            |
| 0  | -     | Reset        | -           | -            |
| 0  | Yes   | -            | -           | -            |
| 6  | Yes   | -            | Set         | -            |
| 3  | Yes   | -            | Reset       | -            |
| 0  | Yes   | Set          | -           | -            |
| 25 | Yes   | Reset        | -           | -            |

## 2. Slice Logic Distribution

| Site Type                                                   | Used     | Fixed | Available | Util% |
|-------------------------------------------------------------|----------|-------|-----------|-------|
| Slice                                                       | 13       | 0     | 8150      | 0.15  |
| SLICEL                                                      | 7        | 0     |           |       |
| SLICEM                                                      | 6        | 0     |           |       |
| LUT as Logic                                                | 21       | 0     | 20800     | 0.10  |
| using O5 output only                                        | 0        |       |           |       |
| using O6 output only                                        | 12       |       |           |       |
| using O5 and O6                                             | 9        |       |           |       |
| LUT as Memory                                               | 0        | 0     | 9600      | 0.00  |
| LUT as Distributed RAM                                      | 0        | 0     |           |       |
| LUT as Shift Register                                       | 0        | 0     |           |       |
| LUT Flip Flop Pairs                                         | 45       | 0     | 20800     | 0.21  |
| fully used LUT-FF pairs                                     | 9        |       |           |       |
| LUT-FF pairs with unused LUT                                |          | 24    |           |       |
| LUT-FF pairs with unused Flip Flop                          |          | 12    |           |       |
| Unique Control Sets                                         | 4        |       |           |       |
| Minimum number of registers lost to control set restriction | 22(Lost) |       |           |       |

### 3. Memory

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| Site Type      | Used | Fixed | Available | Util% |
|----------------|------|-------|-----------|-------|
| Block RAM Tile | 0    | 0     | 50        | 0.00  |
| RAMB36/FIFO*   | 0    | 0     | 50        | 0.00  |
| RAMB18         | 0    | 0     | 100       | 0.00  |

\* Note: Each Block RAM Tile only has one FIFO logic available and therefore can accommodate only one FIFO36E1 or one FIFO18E1. However, if a FIFO18E1 occupies a Block RAM Tile, that tile can still accommodate a RAMB18E1

### 4. DSP

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| Site Type | Used | Fixed | Available | Util% |
|-----------|------|-------|-----------|-------|
| DSPs      | 0    | 0     | 90        | 0.00  |

### 5. IO and GT Specific

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| Site Type       | Used | Fixed | Available | Util% |
|-----------------|------|-------|-----------|-------|
| Bonded IOB      | 10   | 10    | 106       | 9.43  |
| IOB Master Pads | 4    |       |           |       |
| IOB Slave Pads  | 5    |       |           |       |
| Bonded IPADs    | 0    | 0     | 10        | 0.00  |
| Bonded OPADs    | 0    | 0     | 4         | 0.00  |
| PHY_CONTROL     | 0    | 0     | 5         | 0.00  |
| PHASER_REF      | 0    | 0     | 5         | 0.00  |
| OUT_FIFO        | 0    | 0     | 20        | 0.00  |
| IN_FIFO         | 0    | 0     | 20        | 0.00  |
| IDELAYCTRL      | 0    | 0     | 5         | 0.00  |

|                             |   |   |     |      |
|-----------------------------|---|---|-----|------|
| IBUFGDS                     | 0 | 0 | 104 | 0.00 |
| PHASER_OUT/PHASER_OUT_PHY   | 0 | 0 | 20  | 0.00 |
| PHASER_IN/PHASER_IN_PHY     | 0 | 0 | 20  | 0.00 |
| IDELAYE2/IDELAYE2_FINEDELAY | 0 | 0 | 250 | 0.00 |
| IBUFDS_GTE2                 | 0 | 0 | 2   | 0.00 |
| ILOGIC                      | 0 | 0 | 106 | 0.00 |
| OLOGIC                      | 0 | 0 | 106 | 0.00 |
| +-----+-----+-----+-----+   |   |   |     |      |

## 6. Clocking

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|                           |      |       |           |       |
|---------------------------|------|-------|-----------|-------|
| +-----+-----+-----+-----+ |      |       |           |       |
| Site Type                 | Used | Fixed | Available | Util% |
| +-----+-----+-----+-----+ |      |       |           |       |
| BUFGCTRL                  | 1    | 0     | 32        | 3.12  |
| BUFIO                     | 0    | 0     | 20        | 0.00  |
| MMCME2_ADV                | 0    | 0     | 5         | 0.00  |
| PLLE2_ADV                 | 0    | 0     | 5         | 0.00  |
| BUFMRCE                   | 0    | 0     | 10        | 0.00  |
| BUFHCE                    | 0    | 0     | 72        | 0.00  |
| BUFR                      | 0    | 0     | 20        | 0.00  |
| +-----+-----+-----+-----+ |      |       |           |       |

## 7. Specific Feature

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|                           |      |       |           |       |
|---------------------------|------|-------|-----------|-------|
| +-----+-----+-----+-----+ |      |       |           |       |
| Site Type                 | Used | Fixed | Available | Util% |
| +-----+-----+-----+-----+ |      |       |           |       |
| BSCANE2                   | 0    | 0     | 4         | 0.00  |
| CAPTUREE2                 | 0    | 0     | 1         | 0.00  |
| DNA_PORT                  | 0    | 0     | 1         | 0.00  |
| EFUSE_USR                 | 0    | 0     | 1         | 0.00  |
| FRAME_ECCE2               | 0    | 0     | 1         | 0.00  |
| ICAPE2                    | 0    | 0     | 2         | 0.00  |
| PCIE_2_1                  | 0    | 0     | 1         | 0.00  |
| STARTUPE2                 | 0    | 0     | 1         | 0.00  |
| XADC                      | 0    | 0     | 1         | 0.00  |
| +-----+-----+-----+-----+ |      |       |           |       |

## 8. Primitives

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| +-----+-----+                         |    |              |
|---------------------------------------|----|--------------|
| Ref Name   Used   Functional Category |    |              |
| +-----+-----+                         |    |              |
| FDRE                                  | 25 | Flop & Latch |
| LUT5                                  | 10 | LUT          |
| OBUF                                  | 8  | IO           |
| LUT4                                  | 8  | LUT          |
| LUT6                                  | 6  | LUT          |
| FDPE                                  | 6  | Flop & Latch |
| CARRY4                                | 6  | CarryLogic   |
| FDCE                                  | 3  | Flop & Latch |
| LUT3                                  | 2  | LUT          |
| LUT2                                  | 2  | LUT          |
| LUT1                                  | 2  | LUT          |
| IBUF                                  | 2  | IO           |
| BUFG                                  | 1  | Clock        |
| +-----+-----+                         |    |              |

## 9. Black Boxes

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| +-----+-----+   |  |
|-----------------|--|
| Ref Name   Used |  |
| +-----+-----+   |  |

## 10. Instantiated Netlists

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| +-----+-----+   |  |
|-----------------|--|
| Ref Name   Used |  |
| +-----+-----+   |  |