128bit Floating Point Wallace Multiplier

oth2 – synthesized (no wires)
oth2 – layout informed P&R
oth2 – uninformed P&R
oth3 – synthesized (no wires)
oth3 – layout informed P&R
oth3 – uninformed P&R
neric Library – synthesized (no wires)
neric Library – uninformed P&R

Delay (ns)

1   1.1   1.2   1.3   1.4   1.5   1.6