TILE – 800+1920+184+32+120+160+102+128+32

= 3478 transistors

**LUT – 200 \* 4 = 800 transistors**

LUTMUX- 24+64+2+14 = 104

INVDRIV- 2\*12=24

TRI\_INV- 4\*16=64

INV- 2\*1 = 2

TRANSISTORS- 14

SRAMCELL – 6\*16 = 96

**LUT\_INPUT\_RAM – 480 \*4 =1920 transistors**

SRAMCELL – 6\*16 = 96

LUT\_INPUT- 96\*4 = 384

INVDRIV- 2\*12=24

TRI\_INV- 4\*14=56

INV- 2\*1 = 2

TRANSISTORS- 14

**DFLIPFLOP – 46 \* 4= 184 transistors**

NAND3 – 4\*6 = 24

NAND2 – 4\*4 = 16

INV – 2\*3 = 6

**2x1\_MUX – 32 transistors**

SRAMCELL – 6\*4= 24

TRANSISTORS – 8

**Decoder\_2x4 – 40\*3= 120 transistors**

AND3 – 8\*4 = 32

INV – 2\*2 = 4

**SENSE\_AMP – 10 \* 16 = 160 transistors**

TRANSISTORS – 10

**INVDRIV – 2\*51 = 102 transistors**

TRANSISTORS – 2

**TRI\_INV – 4 \* 32 = 128 transistors**

TRANSISTORS – 4

**TRANSISTORS – 32 transistors**