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| Tool Version : Vivado v.2025.1 (win64) Build 6140274 Thu May 22  
00:12:29 MDT 2025  
| Date : Tue Nov 11 12:18:28 2025  
| Host : LAPTOP-ETMBL90L running 64-bit major release (build  
9200)  
| Command : report\_utilization -file  
fifo\_buffer\_utilization\_synth.rpt -pb fifo\_buffer\_utilization\_synth.pb  
| Design : fifo\_buffer  
| Device : xc7z020clg484-1  
| Speed File : -1  
Design State : Synthesized
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Utilization Design Information

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1. Slice Logic

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+-----+-----+-----+-----+-----+-----+  
+-----+  
| Site Type | Used | Fixed | Prohibited | Available |  
Util% |  
+-----+-----+-----+-----+-----+-----+  
+-----+  
| Slice LUTs\* | 17 | 0 | 0 | 53200 |  
0.03 |  
| LUT as Logic | 13 | 0 | 0 | 53200 |  
0.02 |  
| LUT as Memory | 4 | 0 | 0 | 17400 |  
0.02 |  
| LUT as Distributed RAM | 4 | 0 | | |  
|  
| LUT as Shift Register | 0 | 0 | | |  
|  
| Slice Registers | 12 | 0 | 0 | 106400 |  
0.01 |  
| Register as Flip Flop | 12 | 0 | 0 | 106400 |  
0.01 |  
| Register as Latch | 0 | 0 | 0 | 106400 |  
0.00 |

F7 Muxes		0		0		0		26600	
0.00									
F8 Muxes		0		0		0		13300	
0.00									

```

+-----+-----+-----+-----+-----+-----+
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```

\* Warning! The Final LUT count, after physical optimizations and full implementation, is typically lower. Run opt\_design after synthesis, if not already completed, for a more realistic count.  
Warning! LUT value is adjusted to account for LUT combining.  
Warning! For any ECO changes, please run place\_design if there are unplaced instances

### 1.1 Summary of Registers by Type

```

-----
+-----+-----+-----+-----+
| Total | Clock Enable | Synchronous | Asynchronous |
+-----+-----+-----+-----+
| 0      |               | -           | -           |
| 0      |               | -           | Set         |
| 0      |               | -           | Reset       |
| 0      |               | Set         | -           |
| 0      |               | Reset       | -           |
| 0      | Yes           | -           | -           |
| 0      | Yes           | -           | Set         |
| 0      | Yes           | -           | Reset       |
| 0      | Yes           | Set         | -           |
| 12     | Yes           | Reset       | -           |
+-----+-----+-----+-----+

```

### 2. Memory

```

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+-----+-----+-----+-----+-----+-----+
| Site Type | Used | Fixed | Prohibited | Available | Util% |
+-----+-----+-----+-----+-----+-----+
| Block RAM Tile | 0 | 0 | 0 | 140 | 0.00 |
| RAMB36/FIFO* | 0 | 0 | 0 | 140 | 0.00 |
| RAMB18 | 0 | 0 | 0 | 280 | 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

### 3. DSP

```

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+-----+-----+-----+-----+-----+-----+
| Site Type | Used | Fixed | Prohibited | Available | Util% |
+-----+-----+-----+-----+-----+-----+
| DSPs      | 0 | 0 | 0 | 220 | 0.00 |
+-----+-----+-----+-----+-----+-----+

```

#### 4. IO and GT Specific

Site Type	Used	Fixed	Prohibited	Available	Util%
Bonded IOB	14	0	0	200	7.00
Bonded IPADs	0	0	0	2	0.00
Bonded IOPADs	0	0	0	130	0.00
PHY_CONTROL	0	0	0	4	0.00
PHASER_REF	0	0	0	4	0.00
OUT_FIFO	0	0	0	16	0.00
IN_FIFO	0	0	0	16	0.00
IDELAYCTRL	0	0	0	4	0.00
IBUFDS	0	0	0	192	0.00
PHASER_OUT/PHASER_OUT_PHY	0	0	0	16	0.00
PHASER_IN/PHASER_IN_PHY	0	0	0	16	0.00
IDELAYE2/IDELAYE2_FINEDELAY	0	0	0	200	0.00
ILOGIC	0	0	0	200	0.00
OLOGIC	0	0	0	200	0.00

#### 5. Clocking

Site Type	Used	Fixed	Prohibited	Available	Util%
BUFGCTRL	1	0	0	32	3.13
BUFIO	0	0	0	16	0.00
MMCME2_ADV	0	0	0	4	0.00
PLLE2_ADV	0	0	0	4	0.00
BUFMRCE	0	0	0	8	0.00
BUFHCE	0	0	0	72	0.00
BUFR	0	0	0	16	0.00

## 6. Specific Feature

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

## 7. Primitives

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Ref Name	Used	Functional Category
FDRE	12	Flop & Latch
IBUF	8	IO
RAMD32	6	Distributed Memory
OBUF	6	IO
LUT5	6	LUT
LUT3	4	LUT
LUT4	3	LUT
LUT1	3	LUT
RAMS32	2	Distributed Memory
LUT2	2	LUT
LUT6	1	LUT
BUFG	1	Clock

## 8. Black Boxes

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Ref Name	Used
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## 9. Instantiated Netlists

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Ref Name	Used
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