

```
-----
| Tool Version : Vivado v.2016.2 (win64) Build 1577090 Thu Jun  2 16:32:40 MDT 2016
| Date       : Thu Feb 16 20:35:32 2017
| Host      : DESKTOP-JK482SK running 64-bit major release (build 9200)
| Command   : report_utilization -file lab3top_utilization_placed.rpt -pb
lab3top_utilization_placed.pb
| Design    : lab3top
| Device    : 7a35tcp236-1
| Design State : Fully Placed
-----
```

## Utilization Design Information

### Table of Contents

- 1. Slice Logic
  - 1.1 Summary of Registers by Type
- 2. Slice Logic Distribution
- 3. Memory
- 4. DSP
- 5. IO and GT Specific
- 6. Clocking
- 7. Specific Feature
- 8. Primitives
- 9. Black Boxes
- 10. Instantiated Netlists

### 1. Slice Logic

Site Type	Used	Fixed	Available	Util%
Slice LUTs	24	0	20800	0.12
LUT as Logic	24	0	20800	0.12
LUT as Memory	0	0	9600	0.00
Slice Registers	37	0	41600	0.09
Register as Flip Flop	37	0	41600	0.09
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	-	-
1	Yes	-	Set
4	Yes	-	Reset
0	Yes	Set	-
32	Yes	Reset	-

## 2. Slice Logic Distribution

Site Type	Used	Fixed	Available	Util%
Slice	19	0	8150	0.23
SLICEL	16	0		
SLICEM	3	0		
LUT as Logic	24	0	20800	0.12
using O5 output only	0			
using O6 output only	22			
using O5 and O6	2			
LUT as Memory	0	0	9600	0.00
LUT as Distributed RAM	0	0		
LUT as Shift Register	0	0		
LUT Flip Flop Pairs	9	0	20800	0.04
fully used LUT-FF pairs	1			
LUT-FF pairs with one unused LUT	7			
LUT-FF pairs with one unused Flip Flop	8			
Unique Control Sets	4			

\* Note: Review the Control Sets Report for more information regarding control sets.

### 3. Memory

-----

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

-----

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

### 5. IO and GT Specific

-----

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
IBUFDS	0	0	104	0.00
GTPE2_CHANNEL	0	0	2	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

-----

+-----+-----+-----+-----+				
Site Type	Used	Fixed	Available	Util%
+-----+-----+-----+-----+				
BUFGCTRL	1	0	32	3.13
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

-----

+-----+-----+-----+-----+				
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

-----

+-----+-----+-----+

| Ref Name | Used | Functional Category |

+-----+-----+-----+

| FDRE | 32 | Flop & Latch |

| OBUF | 8 | IO |

| LUT4 | 8 | LUT |

| CARRY4 | 7 | CarryLogic |

| LUT6 | 6 | LUT |

| LUT5 | 4 | LUT |

| LUT3 | 4 | LUT |

| FDCE | 4 | Flop & Latch |

| LUT2 | 2 | LUT |

| LUT1 | 2 | LUT |

| IBUF | 2 | IO |

| FDPE | 1 | Flop & Latch |

| BUFG | 1 | Clock |

+-----+-----+-----+

## 9. Black Boxes

-----

+-----+-----+

| Ref Name | Used |

+-----+-----+

## 10. Instantiated Netlists

-----

+-----+-----+

| Ref Name | Used |

+-----+-----+