

# Synthesis Reports

## 1.Synthesis Reports

Copyright 1986-2022 Xilinx, Inc. All Rights Reserved. Copyright 2022-2024 Advanced Micro Devices, Inc. All Rights Reserved.

-----  
-----  
| Tool Version : Vivado v.2024.1 (win64) Build 5076996 Wed May 22 18:37:14 MDT 2024  
| Date : Sun Nov 16 08:18:54 2025  
| Host : LAVANYA running 64-bit major release (build 9200)  
| Command : report\_utilization -file vending\_machine\_top\_utilization\_synth.rpt -pb  
vending\_machine\_top\_utilization\_synth.pb  
| Design : vending\_machine\_top  
| Device : xc7k70tfbv676-1  
| Speed File : -1  
| Design State : Synthesized

-----  
-----  
Utilization Design Information

### Table of Contents

- 
- 1. Slice Logic
    - 1.1 Summary of Registers by Type
  - 2. Memory
  - 3. DSP
  - 4. IO and GT Specific
  - 5. Clocking
  - 6. Specific Feature
  - 7. Primitives

8. Black Boxes

9. Instantiated Netlists

1. Slice Logic

-----

+-----+-----+-----+-----+-----+						
Site Type	Used	Fixed	Prohibited	Available	Util%	
+-----+-----+-----+-----+-----+						
Slice LUTs*	35359	0	0	41000	86.24	
LUT as Logic	35359	0	0	41000	86.24	
LUT as Memory	0	0	0	13400	0.00	
Slice Registers	33484	0	0	82000	40.83	
Register as Flip Flop	33484	0	0	82000	40.83	
Register as Latch	0	0	0	82000	0.00	
F7 Muxes	7616	0	0	20500	37.15	
F8 Muxes	3792	0	0	10250	37.00	
+-----+-----+-----+-----+-----+						

\* 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	
33484		Yes		-		Reset	
0		Yes		Set		-	
0		Yes		Reset		-	
+-----+-----+-----+-----+							

## 2. Memory

-----

+-----+-----+-----+-----+-----+											
Site Type		Used		Fixed		Prohibited		Available		Util%	
+-----+-----+-----+-----+-----+											
Block RAM Tile		0		0		0		135		0.00	
RAMB36/FIFO*		0		0		0		135		0.00	
RAMB18		0		0		0		270		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

-----

+-----+-----+-----+-----+-----+							
Site Type		Used		Fixed		Prohibited	
Available		Util%					

DSPs	0	0	0	240	0.00	

#### 4. IO and GT Specific

-----

Site Type	Used	Fixed	Prohibited	Available	Util%	
Bonded IOB	143	0	0	300	47.67	
Bonded IPADs	0	0	0	26	0.00	
Bonded OPADs	0	0	0	16	0.00	
PHY_CONTROL	0	0	0	6	0.00	
PHASER_REF	0	0	0	6	0.00	
OUT_FIFO	0	0	0	24	0.00	
IN_FIFO	0	0	0	24	0.00	
IDELAYCTRL	0	0	0	6	0.00	
IBUFDS	0	0	0	288	0.00	
GTXE2_COMMON	0	0	0	2	0.00	
GTXE2_CHANNEL	0	0	0	8	0.00	
PHASER_OUT/PHASER_OUT_PHY	0	0	0	24	0.00	
PHASER_IN/PHASER_IN_PHY	0	0	0	24	0.00	
IDELAYE2/IDELAYE2_FINEDELAY	0	0	0	300	0.00	
ODELAYE2/ODELAYE2_FINEDELAY	0	0	0	100	0.00	
IBUFDS_GTE2	0	0	0	4	0.00	
ILOGIC	0	0	0	300	0.00	
OLOGIC	0	0	0	300	0.00	

## 5. Clocking

-----

+-----+-----+-----+-----+-----+-----+						
Site Type	Used	Fixed	Prohibited	Available	Util%	
+-----+-----+-----+-----+-----+-----+						
BUFGCTRL	2	0	0	32	6.25	
BUFIO	0	0	0	24	0.00	
MMCME2_ADV	0	0	0	6	0.00	
PLLE2_ADV	0	0	0	6	0.00	
BUFMRCE	0	0	0	12	0.00	
BUFHCE	0	0	0	96	0.00	
BUFR	0	0	0	24	0.00	
+-----+-----+-----+-----+-----+-----+						

## 6. Specific Feature

-----

+-----+-----+-----+-----+-----+-----+						
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	
PCIE_2_1	0	0	0	1	0.00	
STARTUPE2	0	0	0	1	0.00	

XADC	0	0	0	1	0.00	
+-----+-----+-----+-----+-----+-----+						

### 7. Primitives

-----

+-----+-----+-----+		
Ref Name	Used	Functional Category
+-----+-----+-----+		
FDCE	33484	Flop & Latch
LUT6	30301	LUT
MUXF7	7616	MuxFx
MUXF8	3792	MuxFx
LUT4	3724	LUT
LUT5	1655	LUT
LUT2	1076	LUT
LUT3	759	LUT
IBUF	76	IO
OBUF	67	IO
CARRY4	27	CarryLogic
LUT1	12	LUT
BUFG	2	Clock
+-----+-----+-----+		

### 8. Black Boxes

-----

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

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

## 9. Instantiated Netlists

-----

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

| Ref Name | Used |

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

## 2.Utilization- synth Design

Copyright 1986-2022 Xilinx, Inc. All Rights Reserved. Copyright 2022-2024 Advanced Micro Devices, Inc. All Rights Reserved.

-----  
-----

| Tool Version : Vivado v.2024.1 (win64) Build 5076996 Wed May 22 18:37:14 MDT 2024

| Date : Sun Nov 16 08:18:54 2025

| Host : LAVANYA running 64-bit major release (build 9200)

| Command : report\_utilization -file vending\_machine\_top\_utilization\_synth.rpt -pb  
vending\_machine\_top\_utilization\_synth.pb

| Design : vending\_machine\_top

| Device : xc7k70tfbv676-1

| Speed File : -1

| Design State : Synthesized

-----  
-----

## Utilization Design Information

### Table of Contents

-----

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

## 1. Slice Logic

-----

Site Type	Used	Fixed	Prohibited	Available	Util%
Slice LUTs*	35359	0	0	41000	86.24
LUT as Logic	35359	0	0	41000	86.24
LUT as Memory	0	0	0	13400	0.00
Slice Registers	33484	0	0	82000	40.83
Register as Flip Flop	33484	0	0	82000	40.83
Register as Latch	0	0	0	82000	0.00
F7 Muxes	7616	0	0	20500	37.15
F8 Muxes	3792	0	0	10250	37.00

\* 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



-----

-----

\* 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

-----

Site Type	Used	Fixed	Prohibited	Available	Util%
DSPs	0	0	0	240	0.00

### 4. IO and GT Specific

-----

Site Type	Used	Fixed	Prohibited	Available	Util%
Bonded IOB	143	0	0	300	47.67
Bonded IPADs	0	0	0	26	0.00
Bonded OPADs	0	0	0	16	0.00
PHY_CONTROL	0	0	0	6	0.00
PHASER_REF	0	0	0	6	0.00
OUT_FIFO	0	0	0	24	0.00
IN_FIFO	0	0	0	24	0.00
IDELAYCTRL	0	0	0	6	0.00
IBUFDS	0	0	0	288	0.00
GTXE2_COMMON	0	0	0	2	0.00
GTXE2_CHANNEL	0	0	0	8	0.00

PHASER_OUT/PHASER_OUT_PHY	0	0	0	24	0.00	
PHASER_IN/PHASER_IN_PHY	0	0	0	24	0.00	
IDELAYE2/IDELAYE2_FINEDELAY	0	0	0	300	0.00	
ODELAYE2/ODELAYE2_FINEDELAY	0	0	0	100	0.00	
IBUFDS_GTE2	0	0	0	4	0.00	
ILOGIC	0	0	0	300	0.00	
OLOGIC	0	0	0	300	0.00	
+-----+-----+-----+-----+-----+						

## 5. Clocking

-----

+-----+-----+-----+-----+-----+						
Site Type	Used	Fixed	Prohibited	Available	Util%	
+-----+-----+-----+-----+-----+						
BUFGCTRL	2	0	0	32	6.25	
BUFIO	0	0	0	24	0.00	
MMCME2_ADV	0	0	0	6	0.00	
PLLE2_ADV	0	0	0	6	0.00	
BUFMRCE	0	0	0	12	0.00	
BUFHCE	0	0	0	96	0.00	
BUFR	0	0	0	24	0.00	
+-----+-----+-----+-----+-----+						

## 6. Specific Feature

-----

+-----+-----+-----+-----+-----+						
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	
PCIE_2_1	0	0	0	1	0.00	
STARTUPE2	0	0	0	1	0.00	
XADC	0	0	0	1	0.00	

## 7. Primitives

-----

Ref Name	Used	Functional Category	
FDCE	33484	Flop & Latch	
LUT6	30301	LUT	
MUXF7	7616	MuxFx	
MUXF8	3792	MuxFx	
LUT4	3724	LUT	
LUT5	1655	LUT	
LUT2	1076	LUT	
LUT3	759	LUT	
IBUF	76	IO	
OBUF	67	IO	
CARRY4	27	CarryLogic	
LUT1	12	LUT	

BUFG	2	Clock	
+-----+-----+-----+-----+			

## 8. Black Boxes

-----

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

## 9. Instantiated Netlists

-----

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