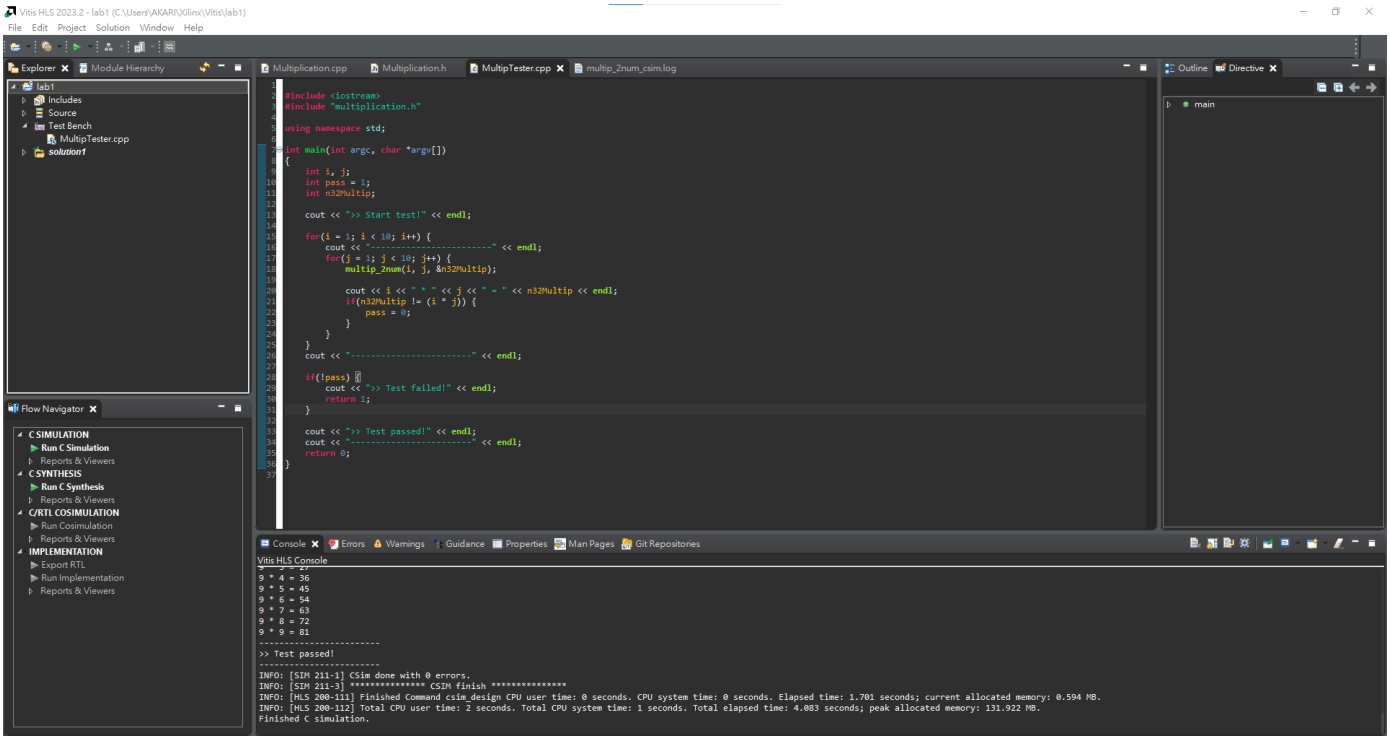
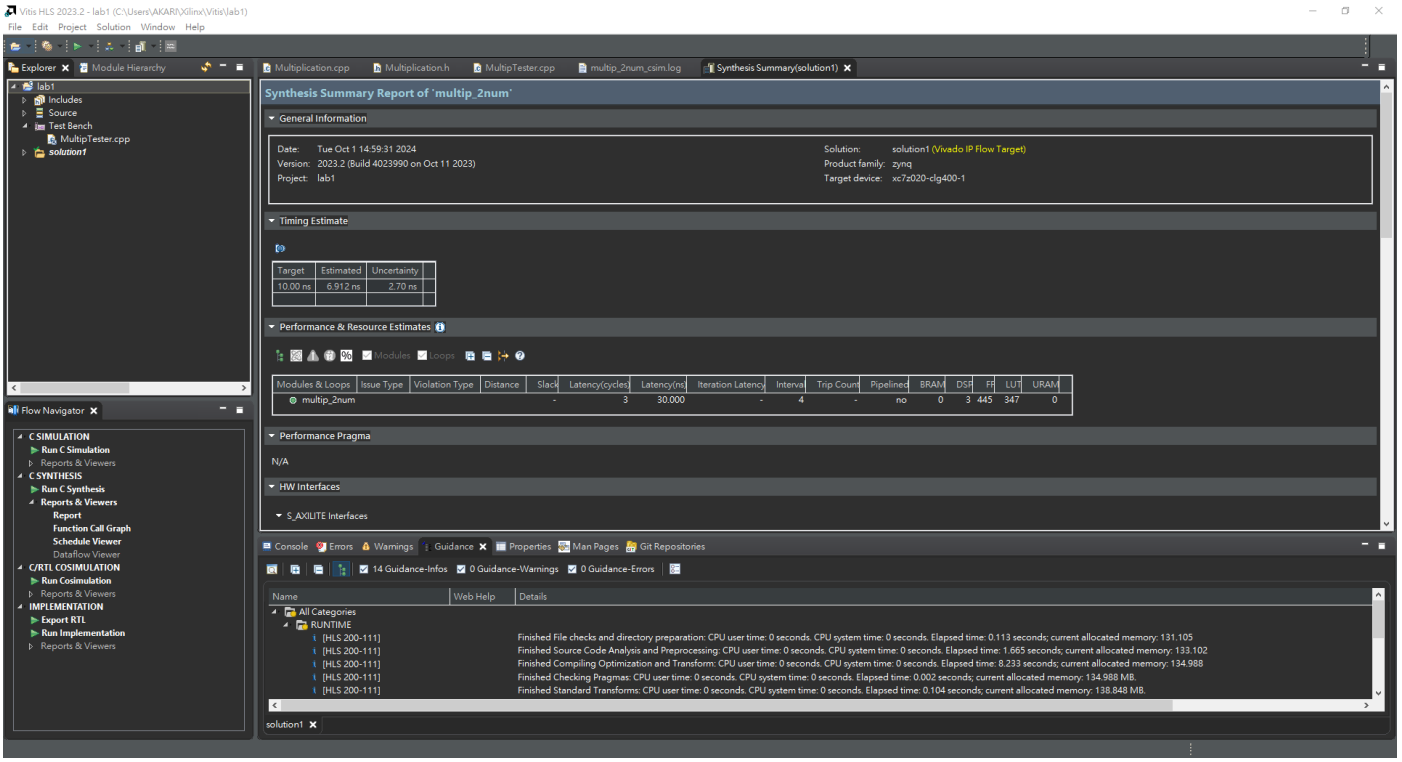
Lab1

1. Simulation result



2. Synthesis Summary



HW Interfaces

S_AXILITE Interfaces

Interface	Data Width	Address Width	Offset	Register
s_axi_control	32	6	16	0
s_axi_n32ln1	32	4		

S_AXILITE Registers

Interface	Register	Offset	Width	Access	Description	Bit Fields
s_axi_control	n32ln1	0x10	32	W	Data signal of n32ln1	
s_axi_control	n32ln2	0x18	32	W	Data signal of n32ln2	
s_axi_control	pn32ResOut	0x20	32	R	Data signal of pn32ResOut	
s_axi_control	pn32ResOut_ctrl	0x24	32	R	Control signal of pn32ResOut	0=pn32ResOut_ap_vld

TOP LEVEL CONTROL

Interface	Type	Ports
ap_clk	clock	ap_clk
ap_rst_n	reset	ap_rst_n
ap_ctrl	ap_ctrl_none	

Synthesis Summary Report of 'multip_2num'

General Information

Date: Tue Oct 1 14:59:31 2024
Version: 2023.2 (Build 4023990 on Oct 11 2023)
Project: lab1
Solution: solution1 (Vivado IP Flow Target)
Product family: zynq
Target device: xc7z020-clg400-1

Timing Estimate

Target	Estimated	Uncertainty
10.00 ns	6.912 ns	2.70 ns

Performance & Resource Estimates

Modules Loops

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
multip_2num				-	3	30.000	-	4	-	no	0	3	445	347	0

Performance Pragma

N/A

SW I/O Information

Top Function Arguments

Argument	Direction	Datatype
n32ln1	in	int
n32ln2	in	int
pn32ResOut	out	int*

SW-to-HW Mapping

Argument	HW Interface	HW Type	HW Info
n32ln1	s_axi_control	register	name=n32ln1 offset=0x10 range=32
n32ln2	s_axi_control	register	name=n32ln2 offset=0x18 range=32
pn32ResOut	s_axi_control	register	name=pn32ResOut offset=0x20 range=32
pn32ResOut	s_axi_control	register	name=pn32ResOut_ctrl offset=0x24 range=32

Pragma Report

Valid Pragma Syntax

Bind Op Report

No filter settings

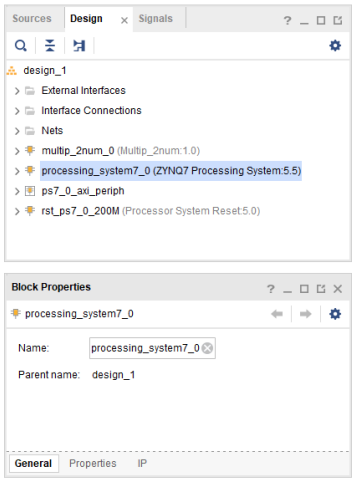
Name	DSP	Pragma	Variable	Op	Impl	Latency
multip_2num	3					
mul_32s_32s_32_2_1_U1	3		mul_ln11	mul	auto	1

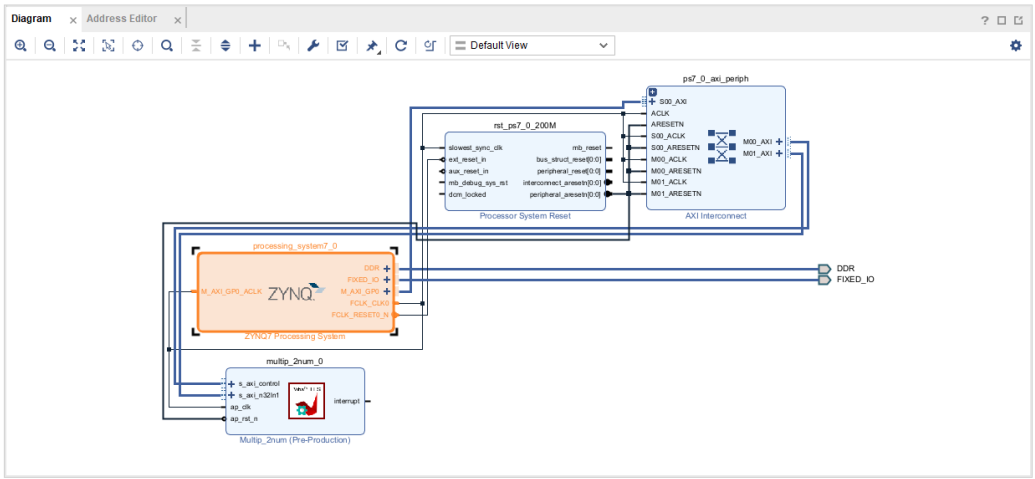
No user config_op information

Storage Report

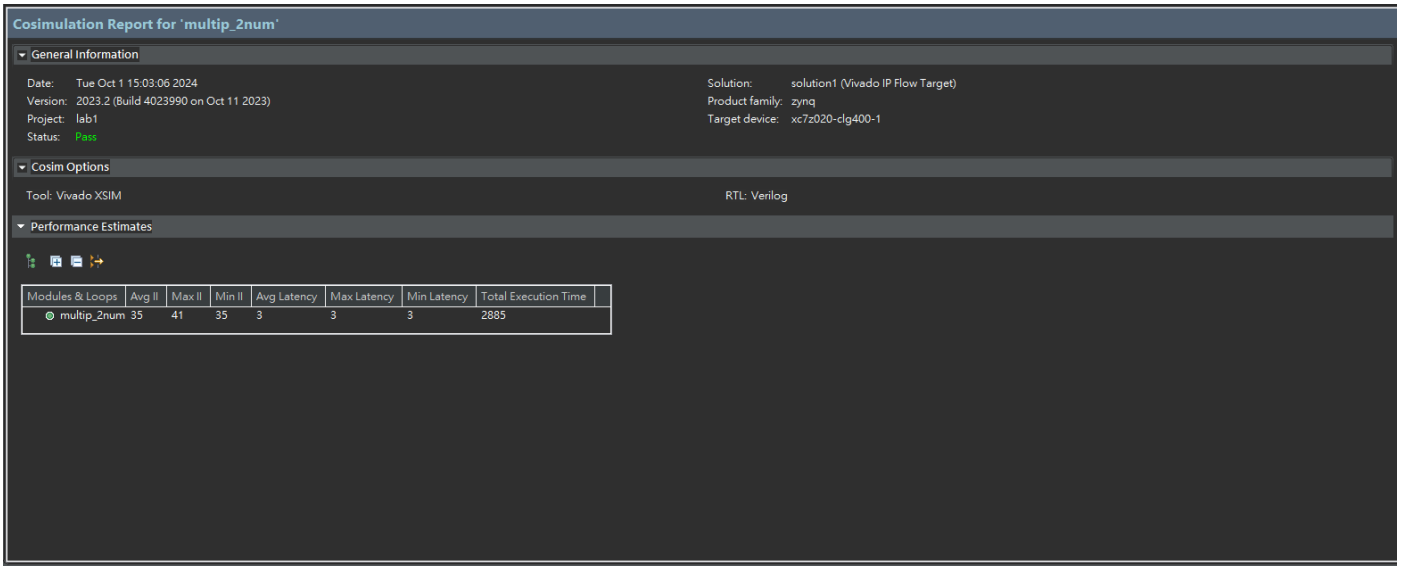
No bind storage, config_storage information

3. Interface





4. Co-simulation



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