# Signed Fixed-Point Calculator

Yusuf Husen Khatri, Peter Barkho, Christopher MacKenzie, Eduardo Garcia ECE 4710/5710 - Computer Hardware Design - Winter 2022

#### Overview

- Our goal was to create a calculator for signed fixed-point numbers
- The calculator should be able to perform each of the following arithmetic operations
  - $\circ$  Addition, Subtraction, Multiplication, and Division
- The calculator should take input from a keyboard
  - 2 Operands (16-bit Hex), Decimal Points (Fixed-Point), and Operation
- The calculator should output the result of the selected operation on the 7-Segment Display in Hexadecimal format with the proper decimal point position

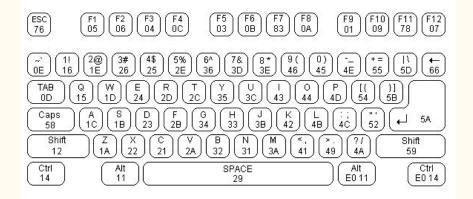
# Components

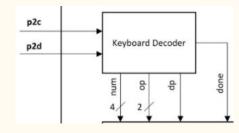
- Keyboard Decoder
- Registers
- Arithmetic Operations Circuit
- 7-Segment Serializer
- Multiplexers
- Finite State Machine

## Keyboard Decoder

- Uses my\_ps2keyboard.vhd component
- Operand Number
  - $\circ$  0000 0 : 0x45
  - $\circ$  0001 1 : 0x16
  - $\circ$  0010 2 : 0x1E
  - $\circ$  0011 3 : 0x26
  - $\circ$  0100 4 : 0x25
  - $\circ$  0101 5 : 0x2E
  - $\circ$  0110 6 : 0x36
  - 0111 7 : 0x3D
  - $\circ$  1000 8 : 0x3E
  - $\circ$  1001 9 : 0x46
  - 1010 A : 0x1C
  - 1011 B : 0x32
  - 1100 C : 0x21
  - 1101 D : 0x23
  - 1110 E : 0x24
  - 1111 F : 0x2B

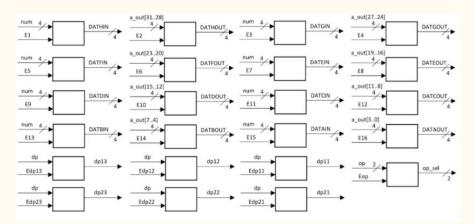
- Operations
  - $\circ$  00 Addition (+): 0x55
  - $\circ$  01 Subtraction (-) : 0x4E
  - $\circ$  10 Multiplication (x) : 0x22
  - $\circ \qquad 11 \text{ Division (/) : } 0x4A$
- Decimal Point
  - $\circ$  1 Decimal Point (.): 0x49





## Registers

- We utilize a total of 23 registers in this design (my\_rege.vhd)
- The purpose of the registers are as follows:
  - 3 registers to hold decimal point position in operand 1 (1-bit each)
  - 3 registers to hold decimal point position in operand 2 (1-bit each)
  - 8 registers to hold operand 1 and 2 data (4-bits each)
  - 8 registers to hold the calculated output data (4-bits each)
  - 1 register to hold the operation selected (2-bits)
- The registers are enabled by individual enable signals produced by the FSM.
- Timing of the enable signals is based off when inputs are pressed, and when outputs are calculated. Further shown in FSM diagram.

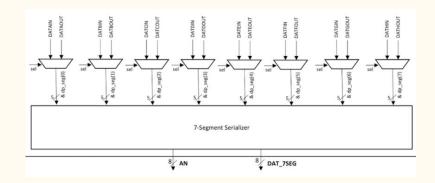


#### Arithmetic Operations Circuit

- Responsible for performing each of the arithmetic operations
- Mainly composed of 2 Addsubs, a Signed Multiplier, and a Signed Divider
  Unit 2 Notes
- Addition and Subtraction
  - $\circ \quad \mbox{Performs Alignment (Zero-Padding and Sign-Extension) based on input decimal point position}$
- Multiplication
  - $\circ$  No need for alignment Simply performs multiplication with the operands
- Division
  - Performs Alignment and utilizes 4 Precision Bits (Appends "0000" to Operand 1)
- Outputs 32-bit result of selected operation
- Based on the operation and the input decimal point positions, this circuit will also determine the output decimal point position

# 7-Segment Serializer

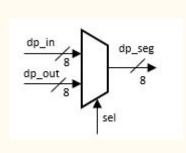
- Based on serializer.vhd and hex2sevenseg.vhd from Lab 3
  - Modified these files for this project to handle the decimal point 0
- A-H are fed from 8 multiplexers that select between • input and output numbers.
- Input numbers shown as keyboard inputs are entered ie . when output switch is '0'.
- Output numbers are shown when output switch is • flipped to '1'.
- Output numbers are the calculated values stored in • registers.
- The decimal point is handled by combining the • multiplex signal into the serializer with the decimal point value. The placement of the point is calculated in the HEX to 7 segment decoder comparative circuit.
- FSM, counter, and 3-8 decoder multiplex display which • displays the eight digits and decimal point.

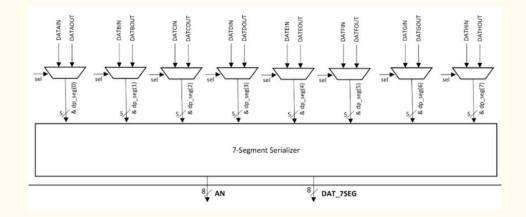


- HEX to 7 8 DAT\_7SEG segment decoder 3-to-8 Counter decoder > (0.001s) Counter FINITE STATE 0 to 7 MACHINE with enable
- 8-display Serializer: Eight 7-segment displays.

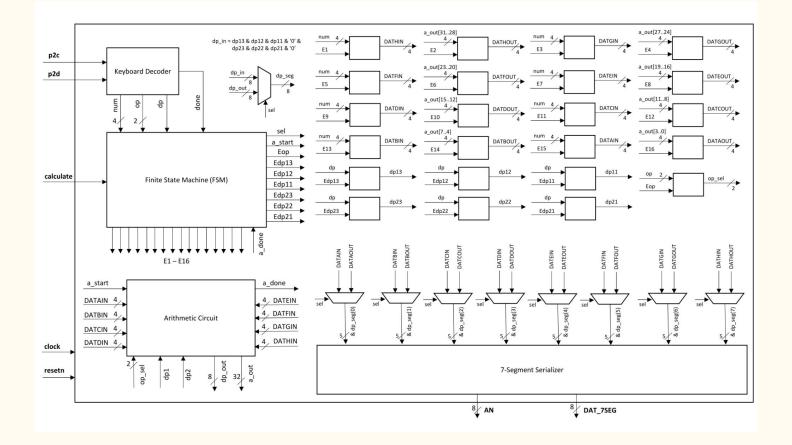
## Multiplexers

 As mentioned in the previous slide, the main purpose of the several multiplexers we use in our design was to select between showing the user input on the 7-Segment Display while they are inputting and the arithmetic output on the 7-Segment Display when the calculation is complete

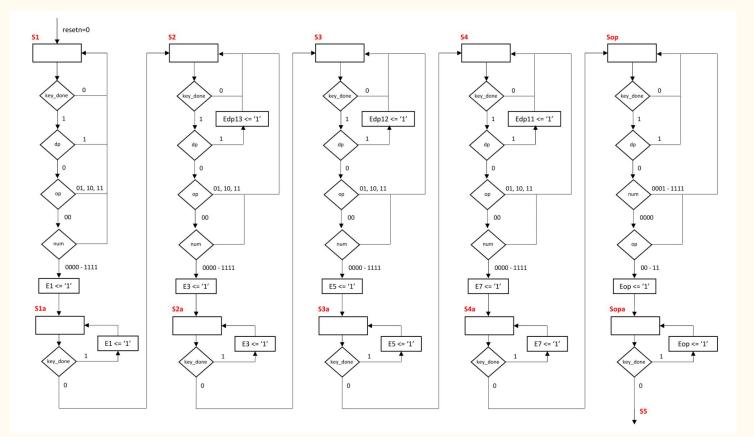




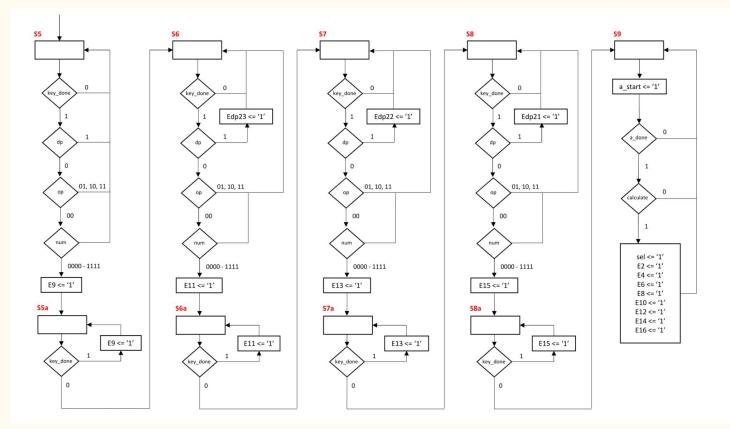
#### Block Diagram



#### Finite State Machine



#### Finite State Machine (cont.)



### **Project Demonstration**

- Addition
  - $\circ$  37.AB + 1.FC8 = 0039.A780
- Subtraction
  - $\circ$  F.540 682.5 = F97D.0400
- Multiplication
  - $\circ$  3D.21 x 6.CF7 = 1A0.4E6D7
- Division
  - $\circ \quad \mathrm{FFE.6} \div 000.7 = \mathrm{FFFFFFC.5}$

• Video Demo (Backup) - <u>https://youtu.be/milBWN9lGGo</u>

## Thank you