

Dual Fixed-Point Calculator

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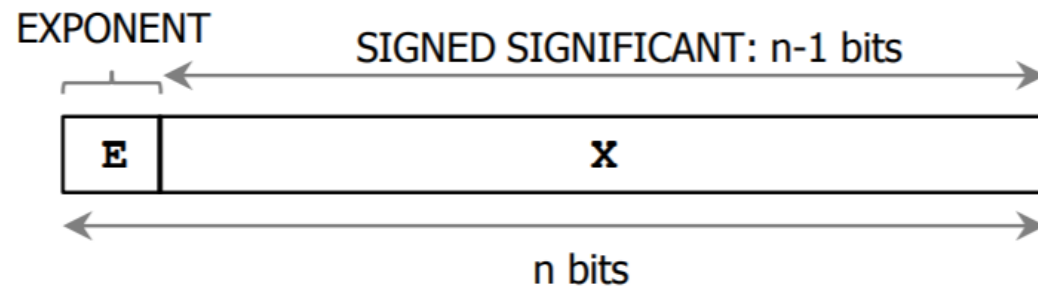
DFX Overview

Dual fixed point is an alternative way of representing a fixed-point number

It utilizes two scalings n_0 and n_1 that greatly increase the dynamic range compared to FX

Uses less resources compare to floating point

Written in format $[n \ p_0 \ p_1]$ where
 $p_0 > p_1$



Project Overview

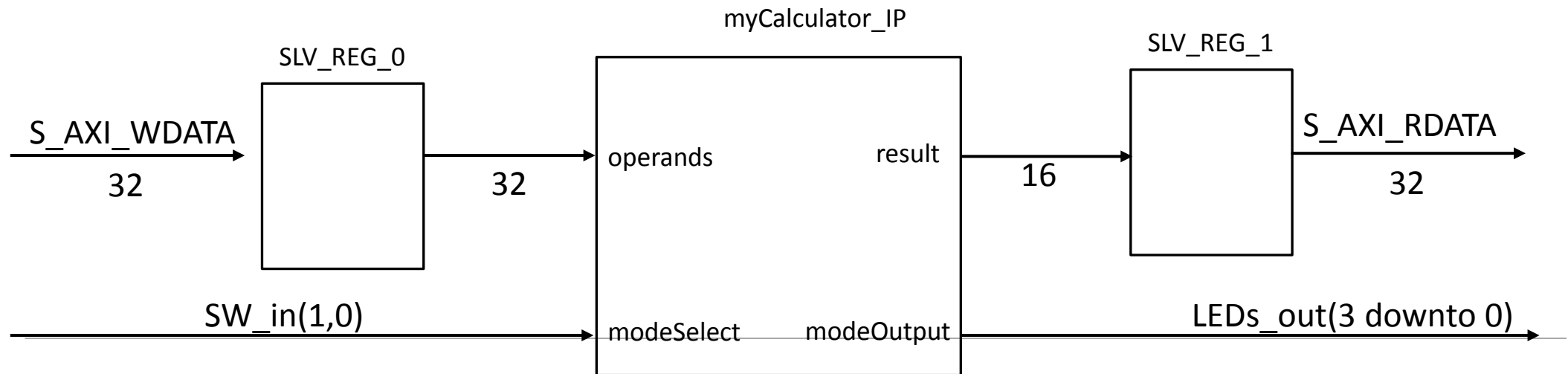
Dual Fixed-point calculator with Adder, subtractor, multiplier, divider

AXI Lite peripheral built around calculator and programmed onto Zybo board

Using selection switches on Zybo board to select between calculator functions

Input two 16-bit DFX operands in [16 8 4] format and receive 16-bit DFX output result based on selected calculator function

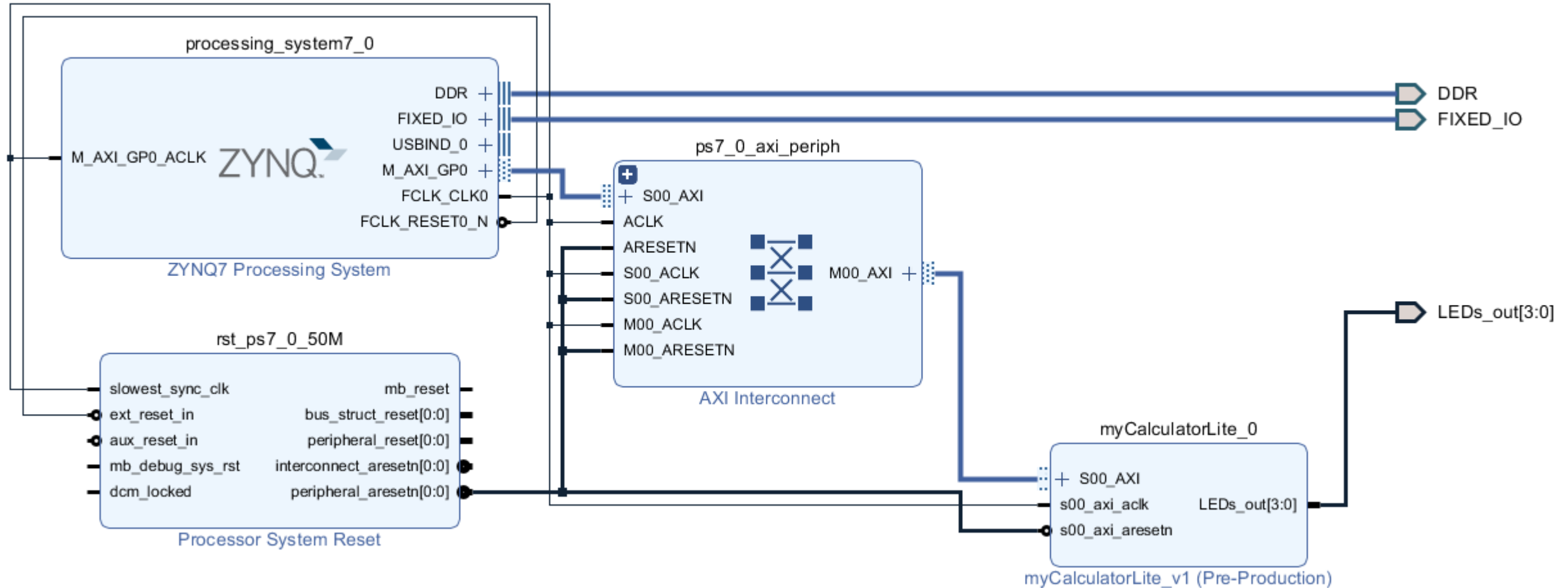
AXI_LITE interface



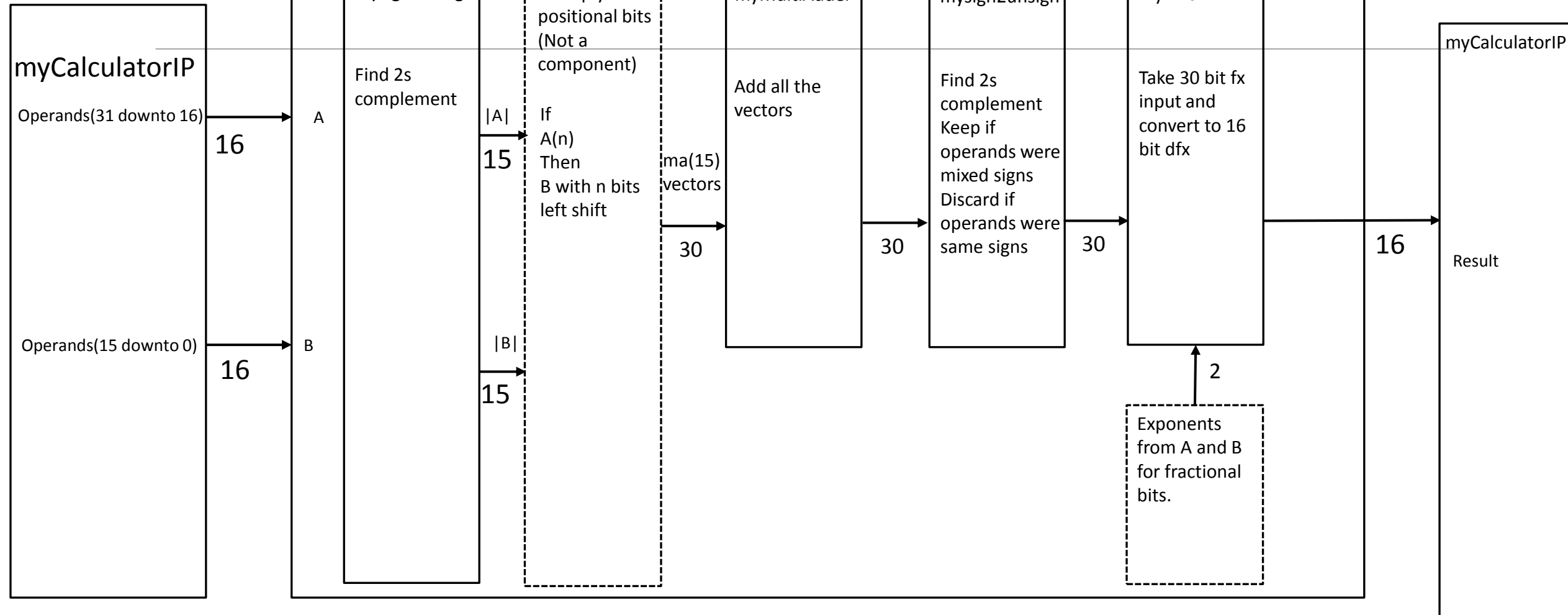
Hierarchy:

myCalculator_IP
dfx_addsub
mymultiplier
mydivider

Block Diagram



myMultiplier



mysign2unsign

Generates the 2s compliment of whatever you put in.

Used to take absolute value of negative inputs

Multiply positional bits

If A(n) Then B with n bits left shift. Keeps several vectors for processing.

Example

1111

x 10101

1111

111100

11110000

Vectors

Mymultiadder

uses an array of fulladd components to add all of the vectors obtained previously

Myfx2dfx

converts the fx result of multiplying the two operands into the final dfx [16 8 4] result

Looks at the two exponent bits to determine if the multiplied result has 8, 12 or 16 fractional bits.

After determining how many integer bits, it checks to see if this can be shown with 7 integer bits for a num0. (To do this we check to see that all bits down to the seventh integer bit are the same as the seventh integer bit.)

If so we take the 7 integer bits with 8 fractional bits and truncate the rest.

If not, we take 11 integer bits with 4 fractional bits and truncate the rest.

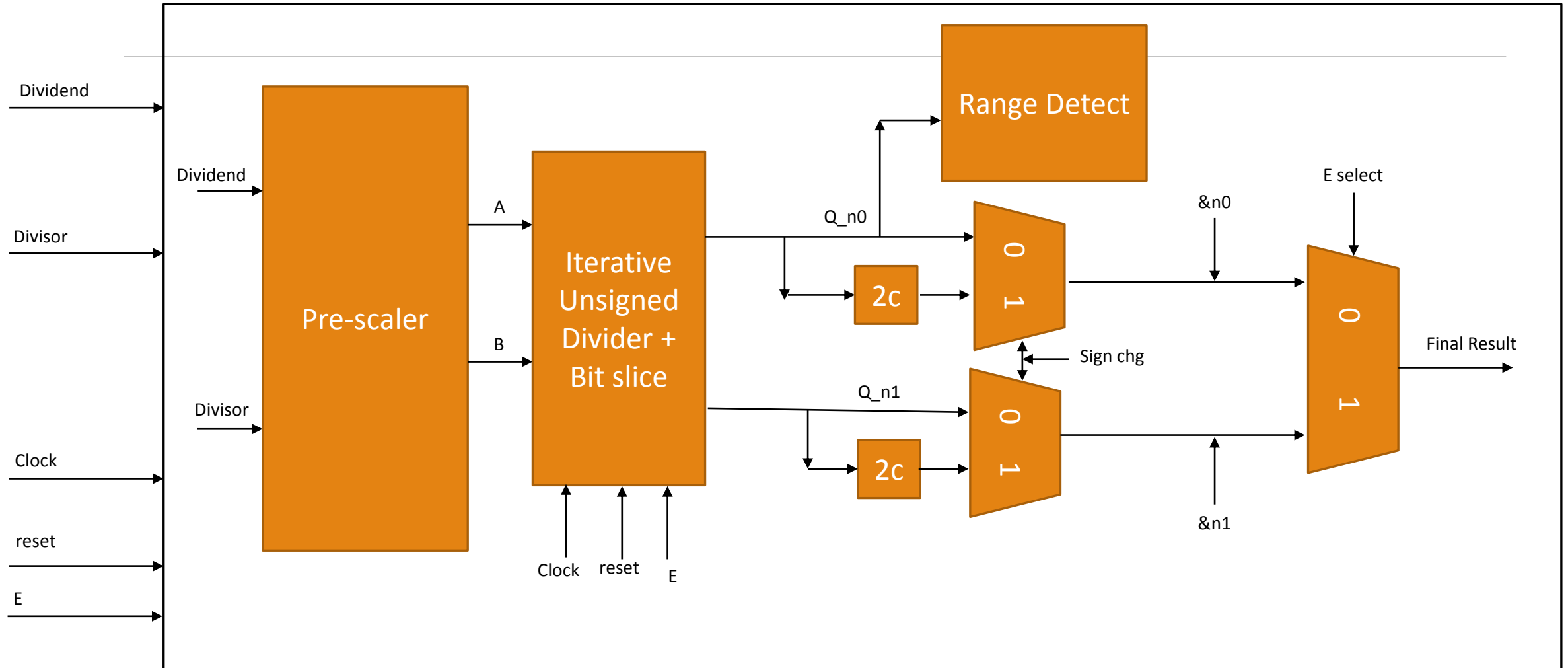
We then add in the exponent dependent on num0 or num1.

DFX Division Procedure

1. Convert from DFX-FX
2. Perform 2c if negative
3. Align fractional points to get integers
4. Perform Unsigned integer division
5. Place fractional point
6. Use range detector to determine if n0 or n1
7. Perform 2c if needed
8. Convert to DFX based on output of range detector

DFX Divider Block Diagram

myDFXDividerIP



Unsigned Iterative Divider Architecture

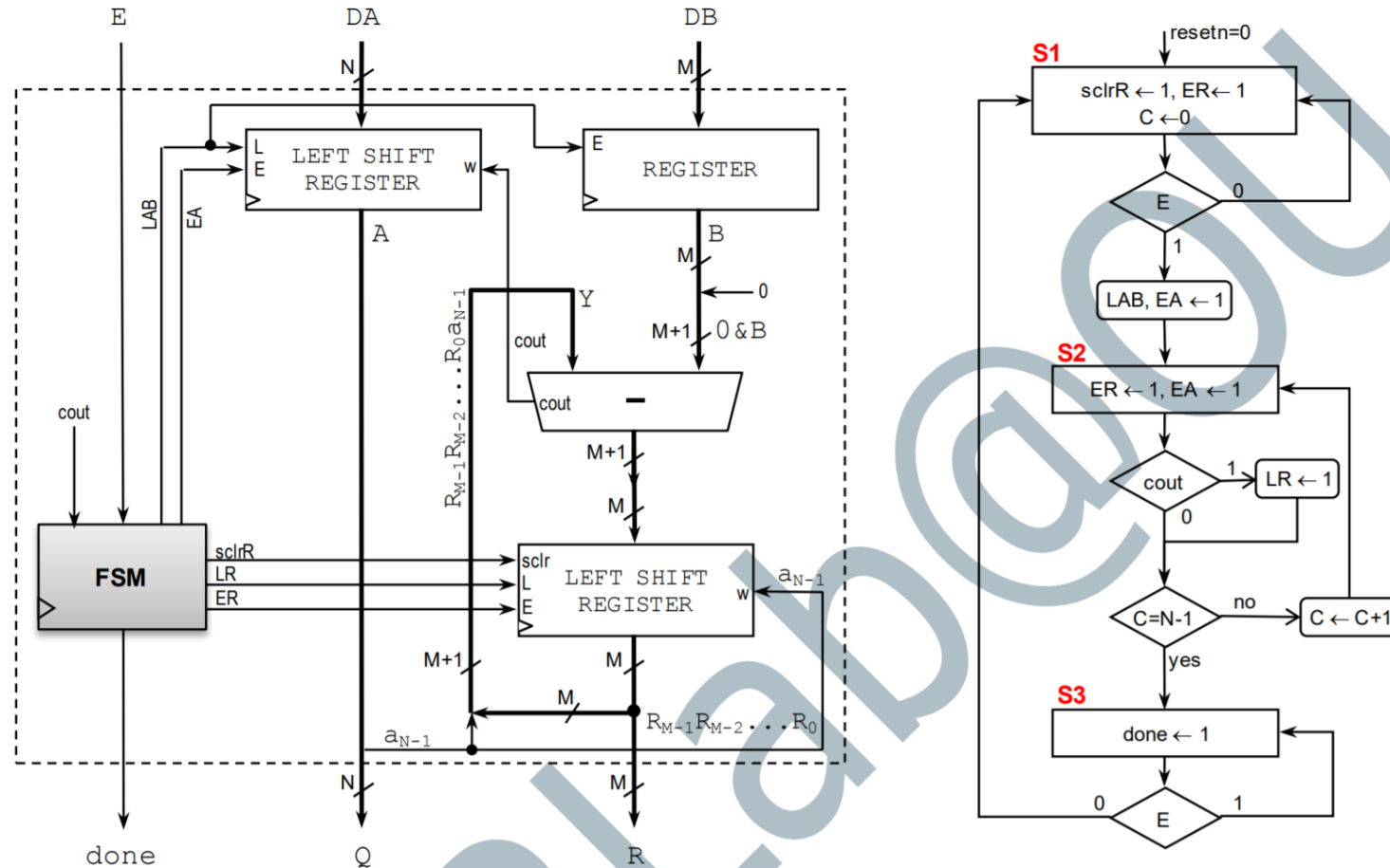
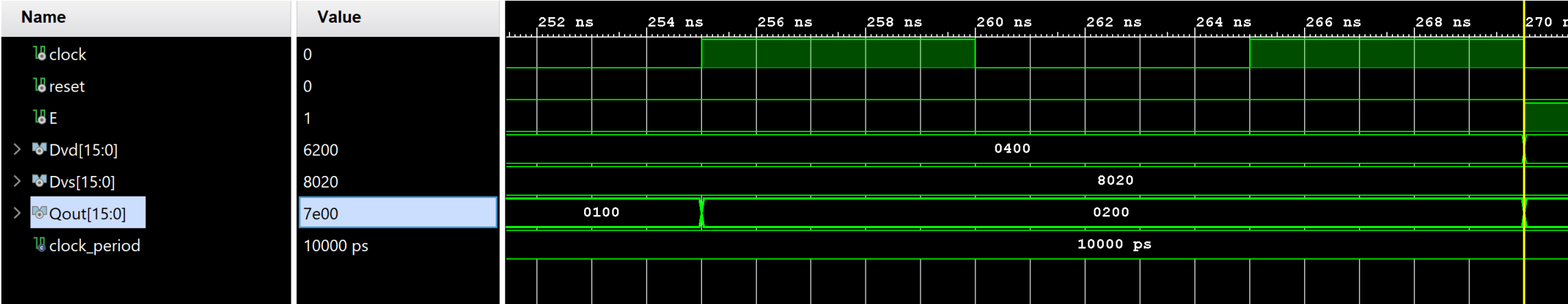


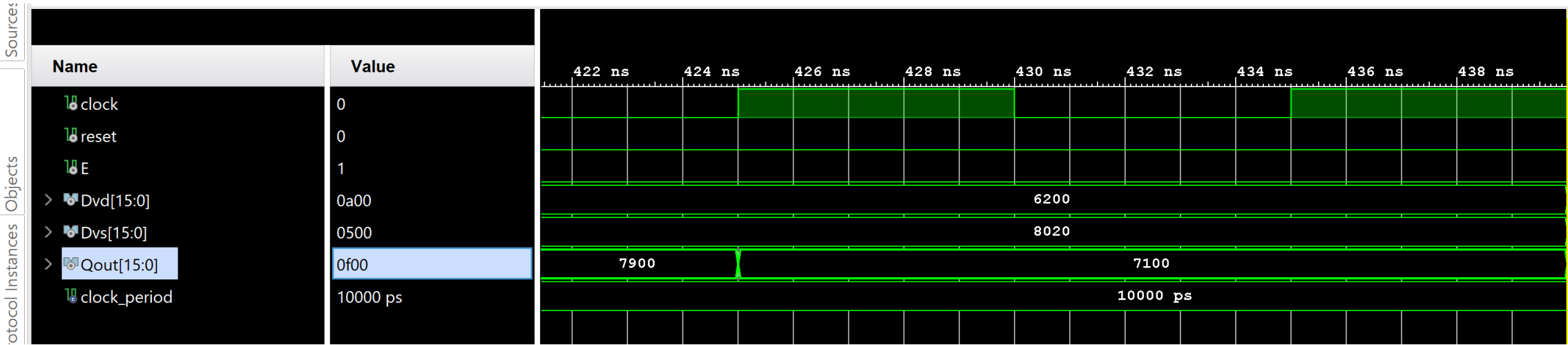
Figure 8. Iterative Divider

Divider Test

Dividend = 4 (n0) Divisor = 2 (n1)

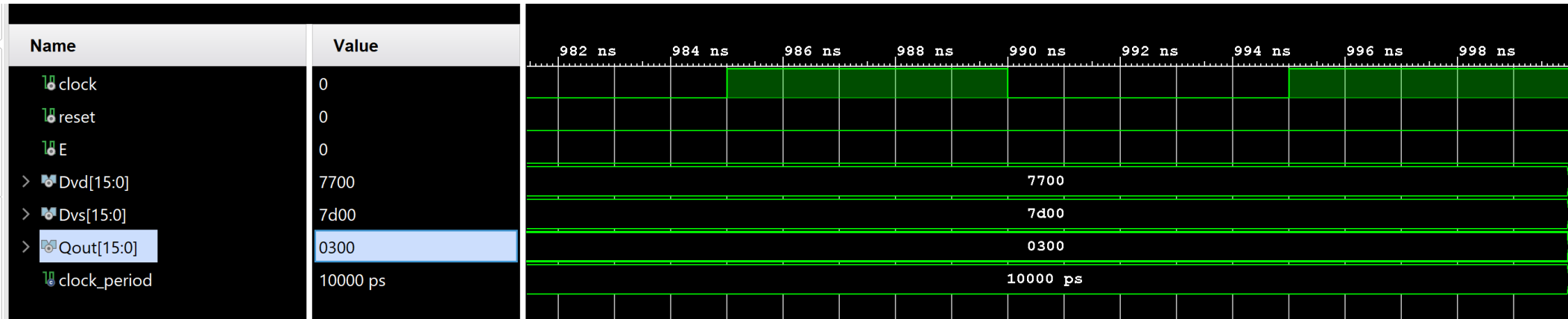


Dividend = -30 (n0) Divisor = 2 (n1)

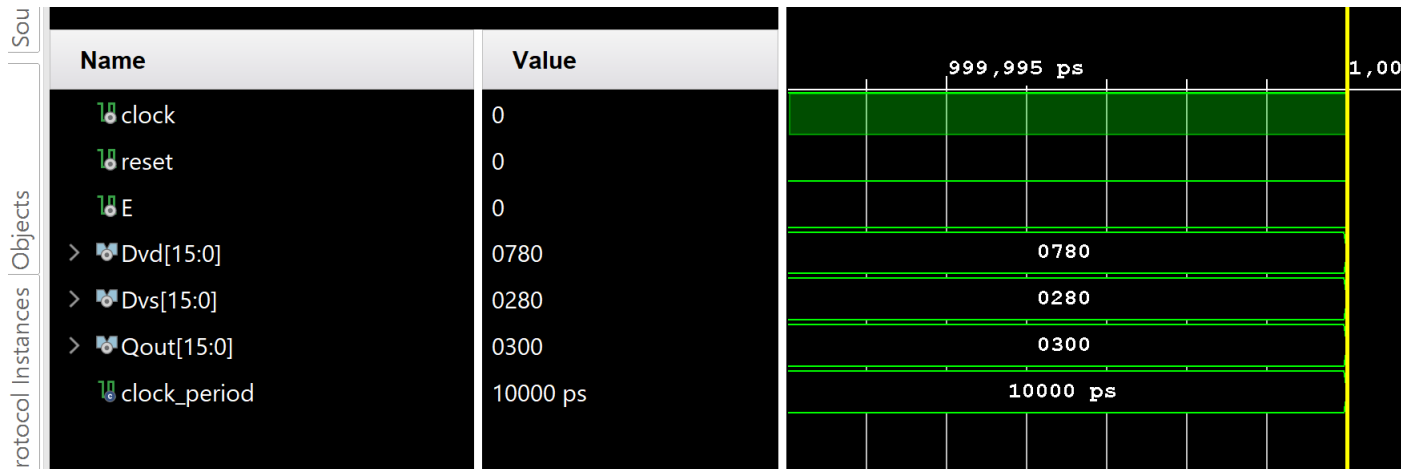


Divider Test

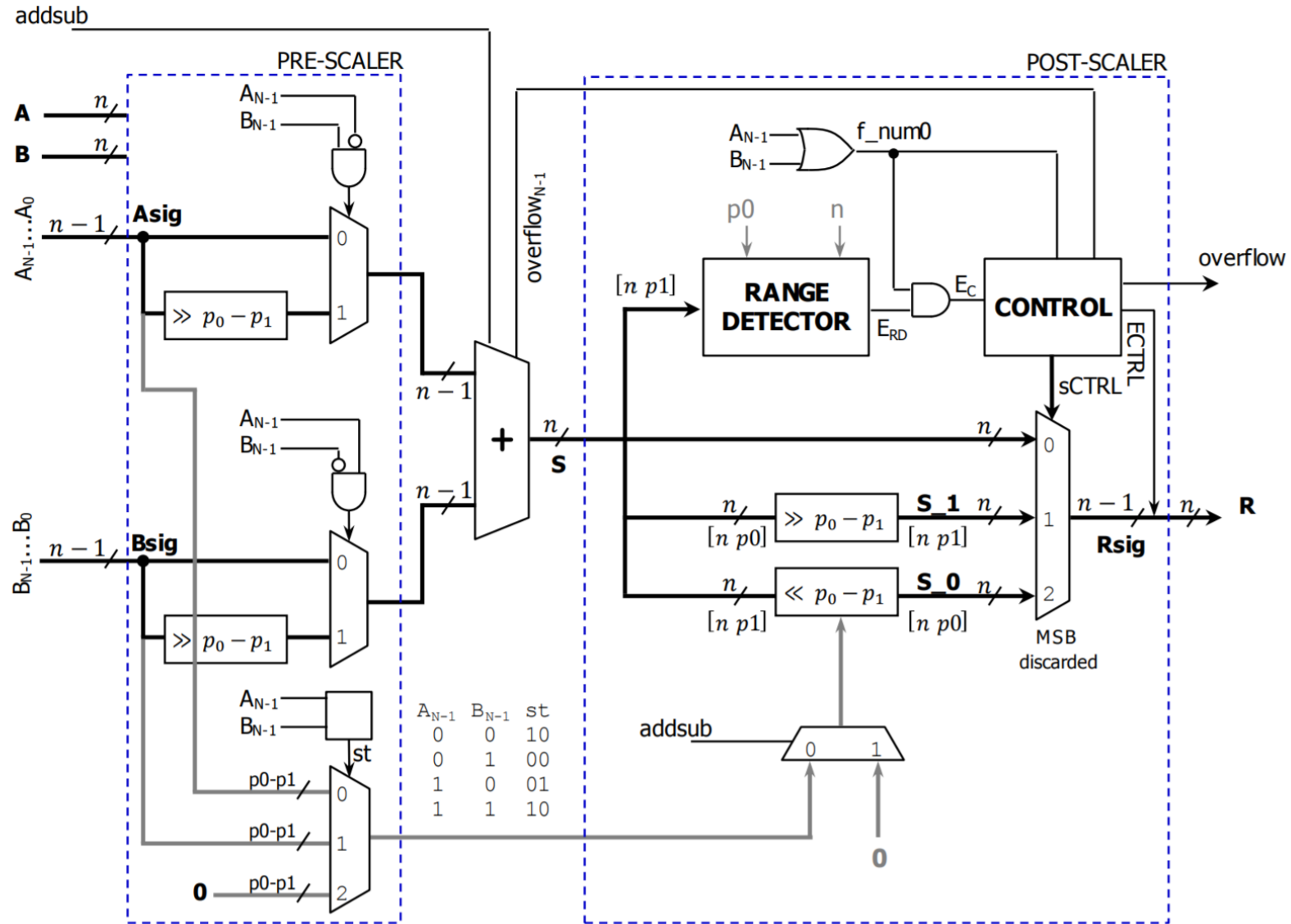
Dividend = -9 (n0) Divisor = -3 (n0)



Dividend = 7.5 (n0) Divisor = 2.5 (n0)



DFX Add/Subtract



Issues

The first design used switch inputs for mode selection. This conflicted with the adder/subtractor IP. The solution was to remove the switch inputs and use a second slave register write for the mode select.

The test bench was not providing outputs when checking the axi rdata. This was found to be caused by variables that were not initialized. It's worth noting that in implementation the variables were grounded so this did not interfere with SDK trials and was only noticed in the testbench.

Two variables had multiple assignments which prevented implementation.

The initial design had a mux controlling the inputs to the calculator functions. If the addition mode was selected then the mux would zero out the inputs as they were fed to subtraction, multiplication and division. This design was scrapped for a dmux that would take results from all functions and based on mode selection choose which to send out on the axi data bus. This does mean however that all functions are running even when only one function can be requested at a time.

Limitations

Iterative circuit

Only two operands

Does not validate inputs – An invalid num1 could be sent which would give inaccurate results.

Does not validate results – Two valid inputs could result in an overflow. This would be ignored and inaccurate results would be provided.

