Dual Fixed-Point Calculator

GABRIEL RAMIREZ | AUSTIN NOLEN ECE 5736

SUMMER 2021

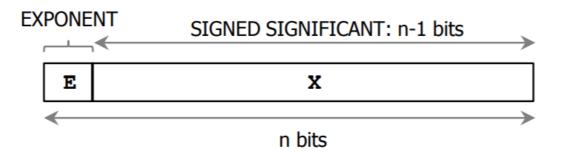
DFX Overview

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

It utilizes two scalings n0 and n1 that greatly increase the dynamic range compared to FX

Uses less resources compare to floating point

Written in format [n p0 p1] where p0 > p1



Project Overview

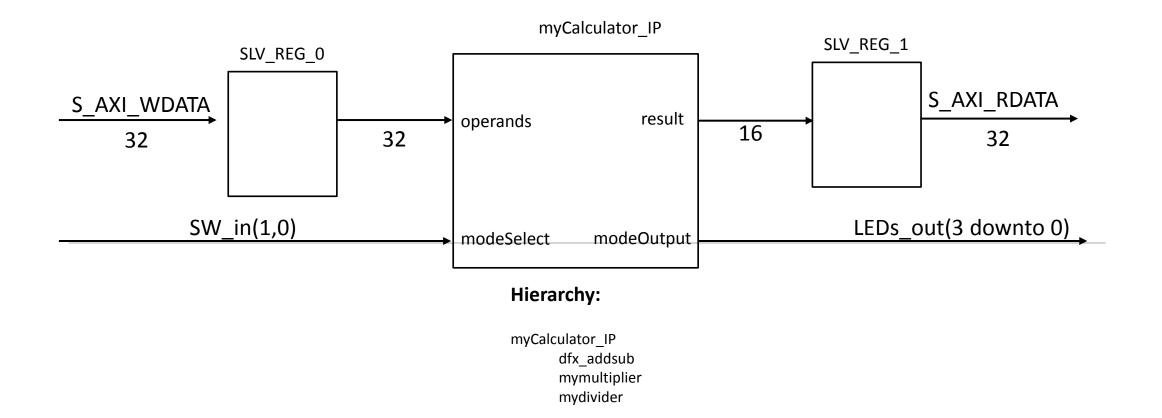
Dual Fixed-point calculator with Adder, subtractor, multiplier, divider

AXI Lite peripheral built around calculator and programmed onto Zybo board

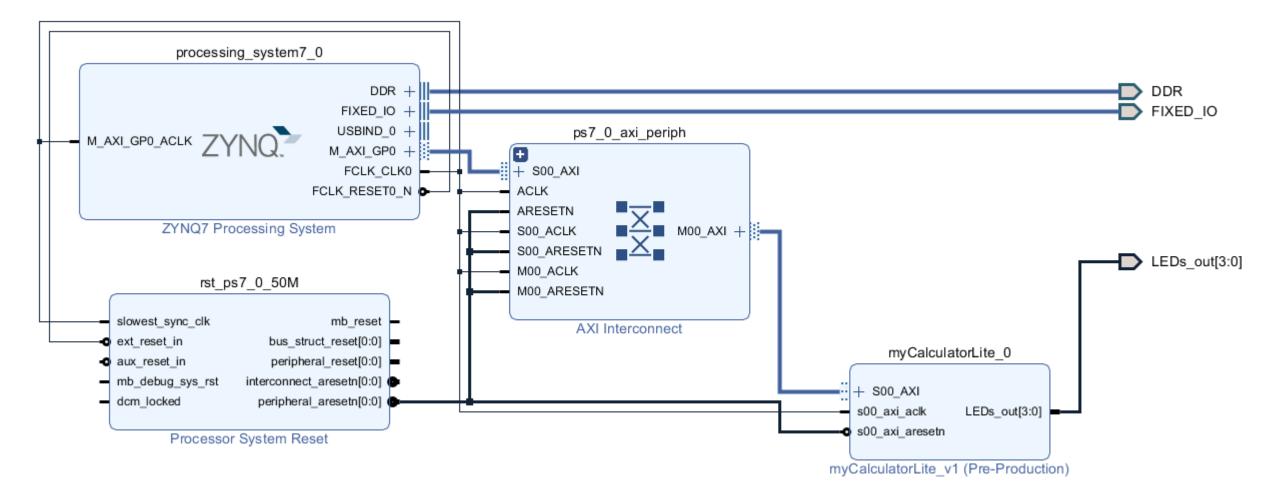
Using selection switches on Zybo board to select between calculator functions

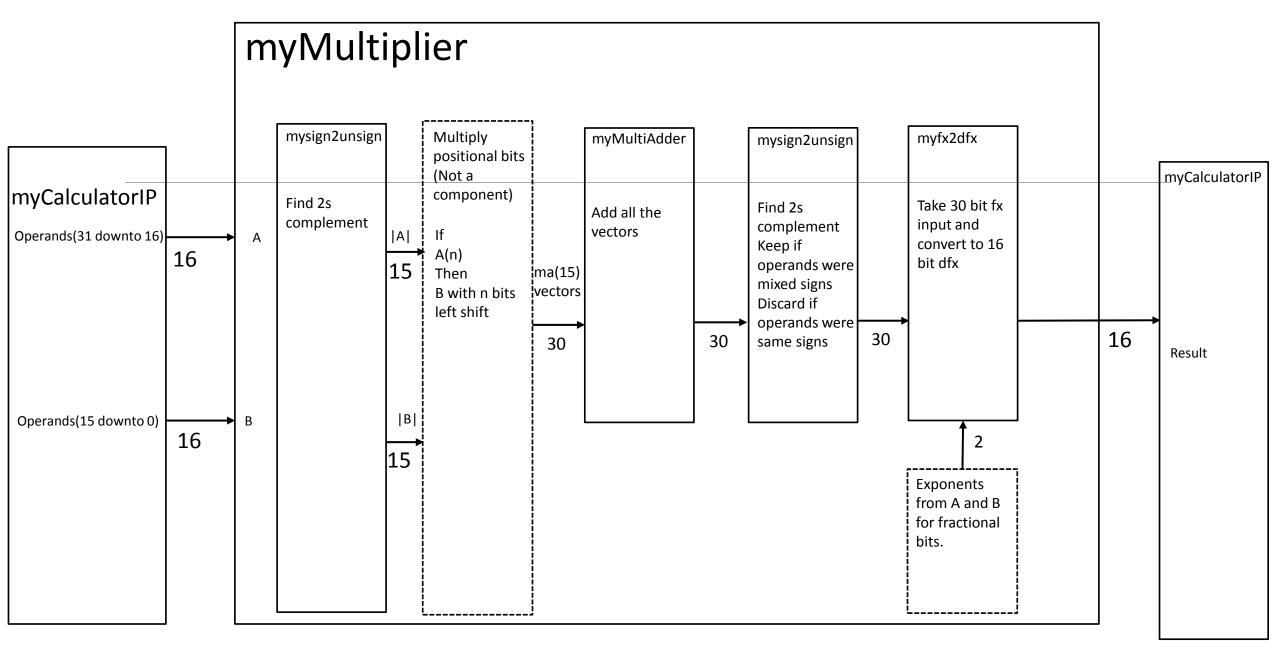
Input two 16-bit DFX operands in [16 8 4] format and receive 16-bit DFX output result based on selected calculator function

AXI_LITE interface



Block Diagram



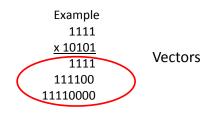


mysign2unsign

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.



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 downto 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.

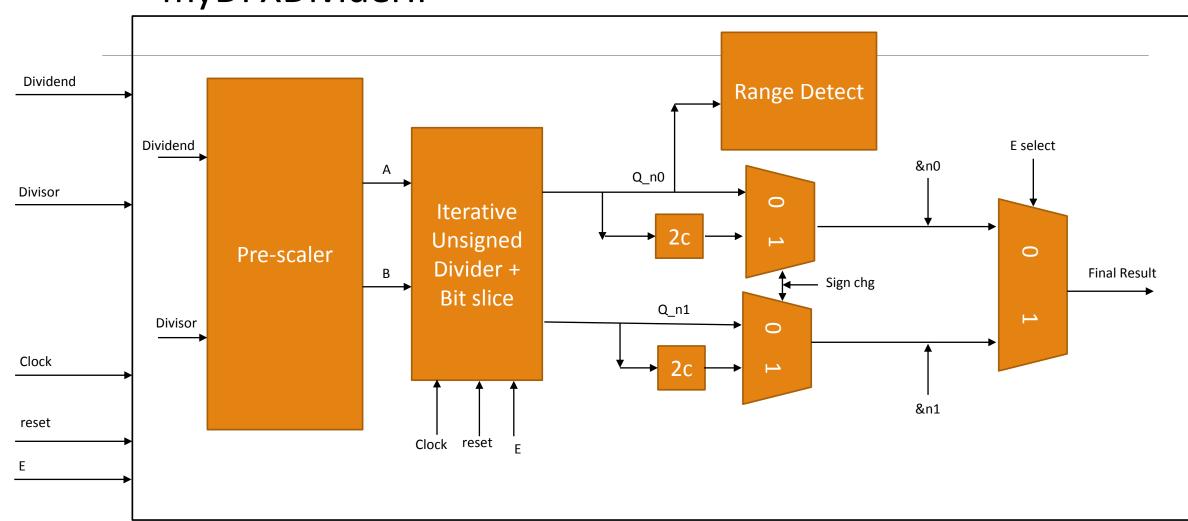
If not, we take 11 integer bits with 4 fractional bits and truncate the rest.

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

DFX Division Procedure

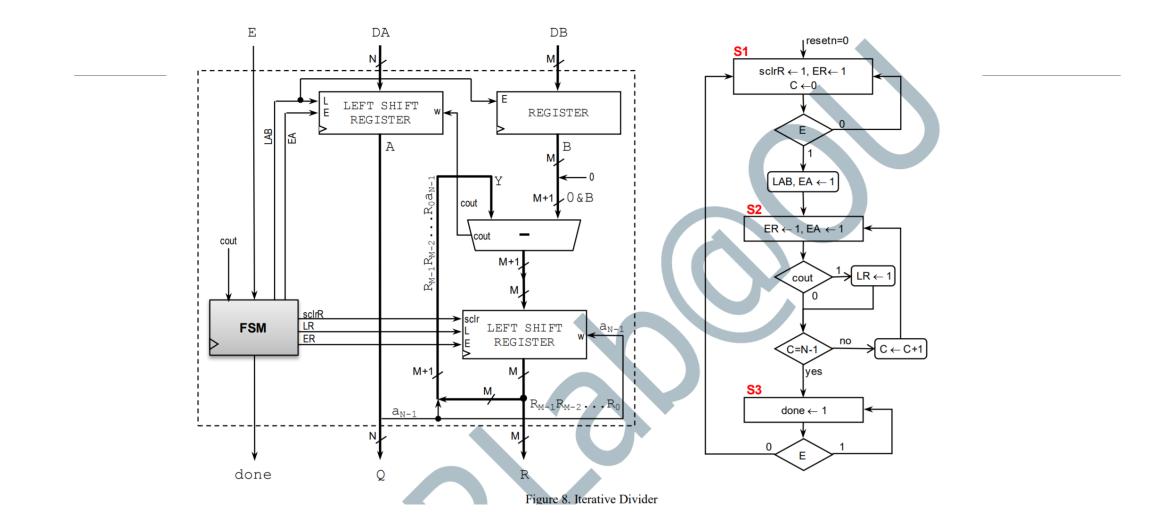
- 1. Convert from DFX-FX
- 2. Perform 2c if negative
- 3. Align fractional points to get integers
- 4. Perform Unsigned integer division
- 5. Place fractional point
- 6. Use range detector to determine if n0 or n1
- 7. Perform 2c if needed
- 8. Convert to DFX based on output of range detector

DFX Divider Block Diagram



myDFXDividerIP

Unsigned Iterative Divider Architecture



Divider Test

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

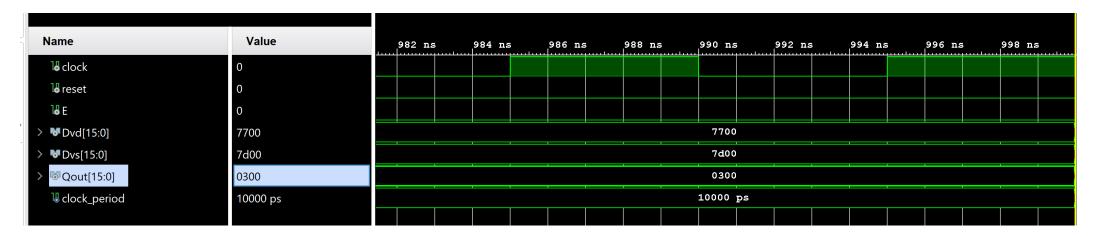
Name	Value	252 ns		254 ns	256 ns	258 ns	260 ns		262 n:		264 ns	5	266 ns	268 ns	270 r
18 clock	0														
16 reset	0														
1 <mark>0</mark> E	1														
> 😼 Dvd[15:0]	6200						0400)							
> V Dvs[15:0]	8020								8020						
> 🐶 Qout[15:0]	7e00	0	100						0200						
<pre>& clock_period</pre>	10000 ps								10000]	ps					

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

ource																		
Ň	Name	Value		422 ns	5	424 ns		426 ns	;	428 ns	;	430 ns	5	432 ns	434 ns	436 ns	438 ns	5
	1 clock	0																
	18 reset	0																
ects	1 0 E	1																
Objects	> 😼 Dvd[15:0]	0a00										6200)					
	> Vs[15:0]	0500										8020)					
Instances	> 🖲 Qout[15:0]	0f00	7900 7100															
col In	¹ ℓ clock_period	10000 ps	10000 ps															
otoc																		

Divider Test

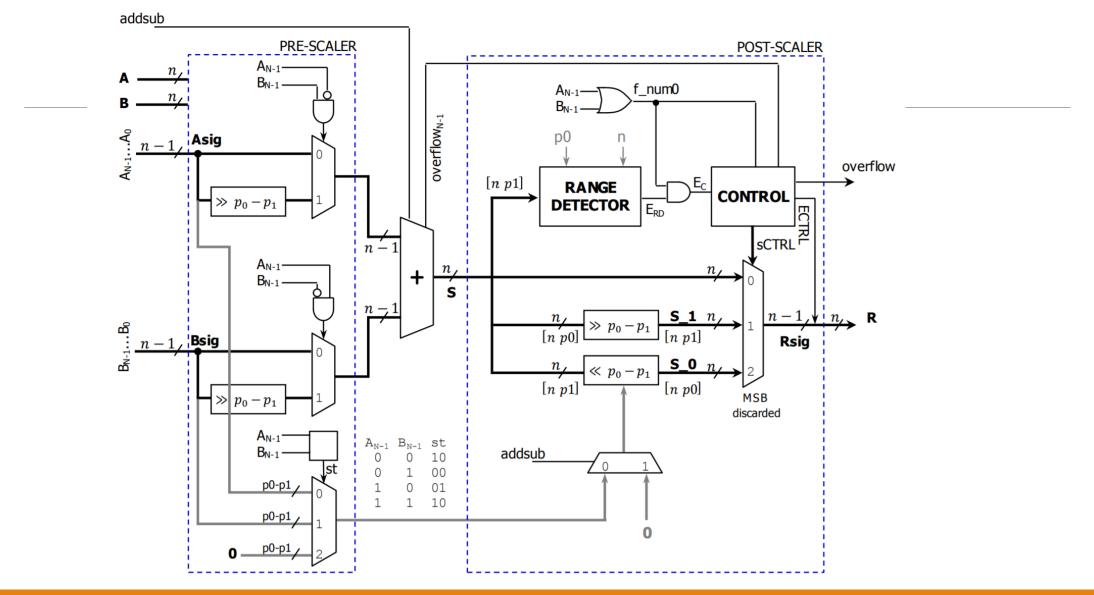
Dividend = -9(n0) Divisor = -3(n0)



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

Sou	Name	Value	999,995 ps 1,000
	18 clock	0	
	14 reset	0	
ects	Ъ <mark>8</mark> E	0	
Objects	> 😼 Dvd[15:0]	0780	0780
	> 😼 Dvs[15:0]	0280	0280
Instances	> 😽 Qout[15:0]	0300	0300
	¹ clock_period	10000 ps	10000 ps
rotocol			

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 than 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

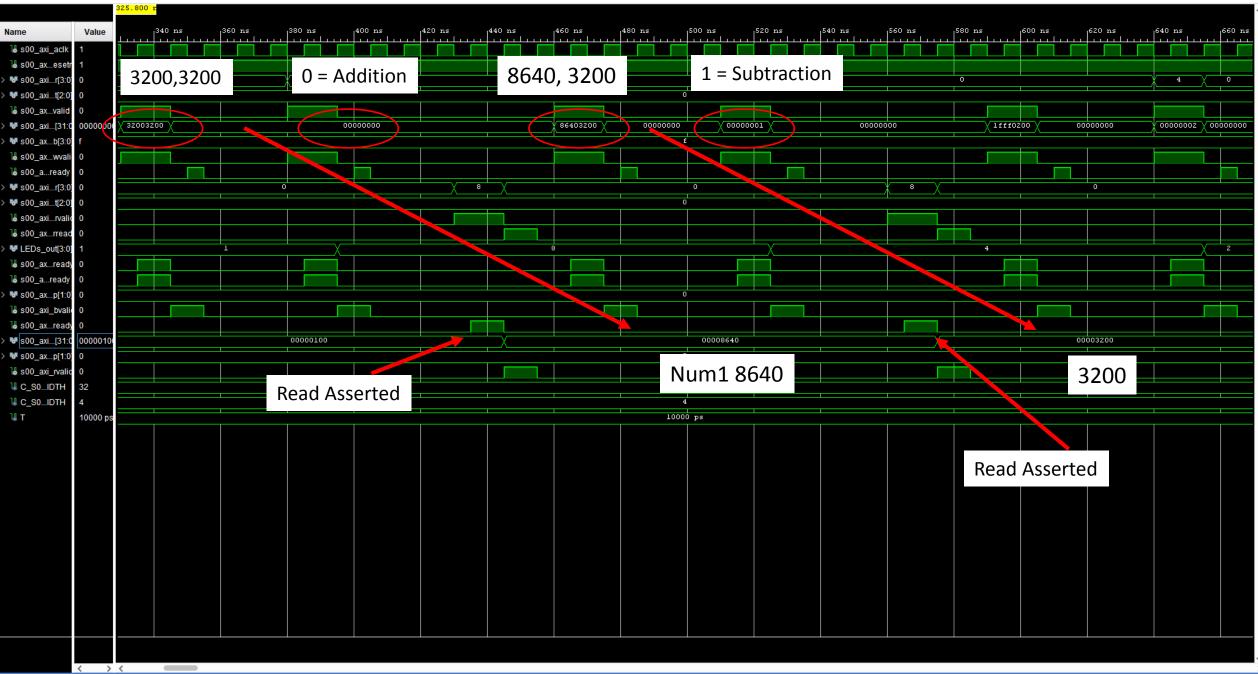
Iterative circuit

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.

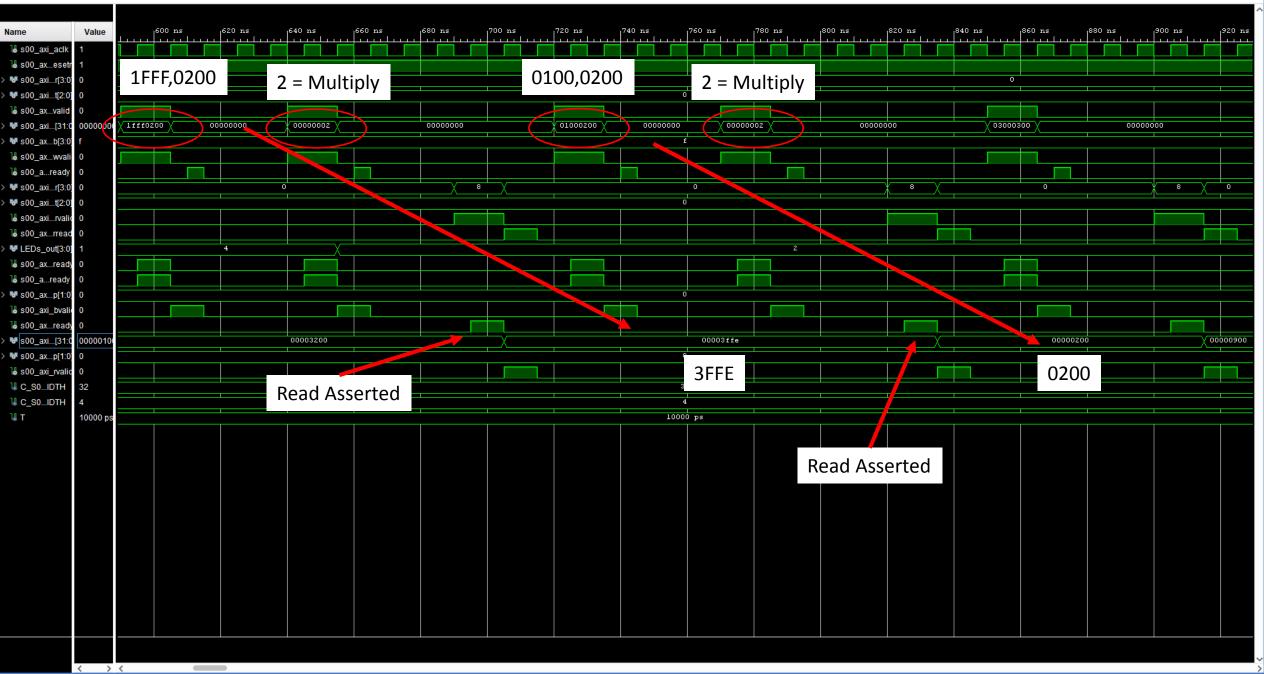
Q | 💾 | @ | @ | 💥 | ➡ | | M | M | 1± | ±= | ➡ | | ₩ | ↓ | | ₩ | ↓ |



_ 0 0 ×

ð

Q 💾 @ Q 💥 📲 🛛 🕨 🛨 🖅 🕂 🗛 🖬



ø

Q. | 📓 | @. | @. | \$\$ | ● 🖌 | | ♦ | → 🖞 | ± | ● 👘 | ● 👘 | | | | |

 $\langle \rangle \langle$

		• • • • • = -	• • • • • • • • • • • •														
																	^
Name	Value	840 ns	860 ns	1	920 ns	940 ns	960 ns		1,000 ns	1,020 ns	1,040 ns	1,060 ns	1,080 ns	1,100 ns	$ ^{1,120 \text{ ns}}$	1,140 ns	1,160 n
🔓 s00_axi_aclk	1																
🐻 s00_axesetr	1							_									
> 😻 s00_axir[3:0]	0	0300,	0300	0	2000),0200		Subtract	ion 📃		0				4	0	
> 😼 s00_axit[2:0]	0																
🔓 s00_axvalid	0																
> s00_axi[31:0	0000000	0000000 03000		0000000	X 20		0000000	00000001		0000000		32003200			0000000		
> V s00_axb[3:0]	t																
🔓 s00_axwvali	0								_								
> V s00_aready	0										<u>в у</u>						¥ 8
> V soo_axit[3:0]	0	<u> </u>			<u> </u>					^							
la s00_axirvalio	0																
la s00_axrread	0																
> W LEDs_out[3:0]	1			2								4			_ _ γ	8	
🖁 s00_axready	0																
🔓 s00_aready	0																
> 😻 s00_axp[1:0]	0								0								
🜡 s00_axi_bvali	0																
🔓 s00_axready	0																
> 😼 s00_axi[31:0	0000010		00000200		(00000900						00001e00			
> 😻 s00_axp[1:0]	0						(0900	0								
la s00_axi_rvalic	0							5500									
U C_S0IDTH	32			<u> </u>				1	32						1		
U C_S0IDTH	4		Read Asse	artad					4 0000 ps								
Ът	10000 ps								2000 ps								
										Read	l Asserte	ed					
			***Here	only slave	reg0 a	lddress											
							20										
				ten too. P													
			of multin	lication w	as retai	ned in											
			slave_re	g1.													

_ @ @ X

۰.

Q | 🖬 | @ | @ | 💥 | ➡ | | ◀ | ▶ | 📩 🖆 | ➡ | 「♠ | ➡ | | ⊨ |

Name	Value 1	1,060 ns 1,080 ns	1,100 ns 1,120 ns	1,140 ns 1,160 ns	1,180 ns 1,200 ns	1,220 ns 1,240 ns 1,2	260 ns 1,280 ns 1,300 ns	1,320 ns 1,340 ns 1,3	60 ns 1,380 ns
"& s00_axesetr > ₩ s00_axir[3:0]		3200,3200	Addition		8640,3200	Subtraction	۰ ۱		χ 4 χ ο
> ₩ s00_axit[2:0]						0			
	0 00000000	32003200	00000000		86403200	00000000 00000001	0000000	02006f2c 00000000	X 00000002 X 00000000
> V s00_axb[3:0]	f					f			
a ooo_aru	0								
aaa	0 0	<u> </u>		<u> </u>					
> 😽 s00_axit[2:0]									
🔓 s00_axirvalio									
> V LEDs_out[3:0]	1	4			8	χ		4	χ 2
谒 s00_axready									
"⊌ s00_aready > ♥ s00_axp[1:0]	0 0								
	0								
> 😼 s00_axi[31:0 > 😼 s00_axp[1:0]	0000010		00001e00	X_	1 1	00008640		00003200	
🐻 s00_axi_rvalic	0					8640		3200	
	32 4		· · · · · · · · · · · · · · · · · · ·			32			
₩С_S0ЮТН ЖТ	4 10000 ps	11	Read A	scortod		4 10000 ps			
			Reau A	sserted					
							Read Asserted		
									~
	$\langle \rangle$	< .							>

_ @ @ X

Φ.

Q 💾 @ Q 🔀 ज H ⊨ 1 ± ± + F F ज ज ⊡

																	^
Name	Value	1,260 ns	1,280 ns 1,300 r	ns 1,320 ns	1,340 ns	^{1,360 ns} ¹	,380 ns	1,400 ns	1,420 ns	1,440 ns	1,460 ns	1,480 ns	1,500 ns	1,520 ns	1,540 ns	1,560 ns	1,580 ns
🔓 s00_axi_aclk																	
1⊌ s00_axesetr				0200,6F2C		N Audtioli	aatian										
> 6 s00_axir[3:0]		1		0200,0120		Multipli	Lation		0			0					
> V s00_axit[2:0]					_												
> V s00_axi[31:0		<u></u>	00000000	02006f2c	00000000	X 0000000	12 \					0000000					
> 😼 s00_axb[3:0]		I							f					1			
🔓 s00_axwvali																	
🔓 s00_aready																	
> 😻 s00_axir[3:0]		- 0 				0			<u> </u>					0			
> 😻 s00_axit[2:0]									0								
la s00_axirvalio																	
る s00_axrread → ■ LEDs_out[3:0]				4								2					
so0_axready																	
la s00_aready																	
> 😼 s00_axp[1:0]									0								
🔓 s00_axi_bvali																	
🔓 s00_axready																	
> s 00_axi[31:0		00	008640		1	00003200							0000)5e58			
> 😼 s00_axp[1:0]									•								
U C_S0IDTH		<u> </u>							32				5	E58			
1 C_S0IDTH	4	I			I				4								
Чт	10000 ps	I							10000 ps								
								· · · ·									
								Read As	serted								
			6F2C	2 = -16.82812	25												
			5658	5 = -33.6562	5												
	< >	<		_													<u> </u>

\$





