CSE-306

Floating Point Adder Implementation

Submitted by:

Group: 1

Section: B-2

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Introduction

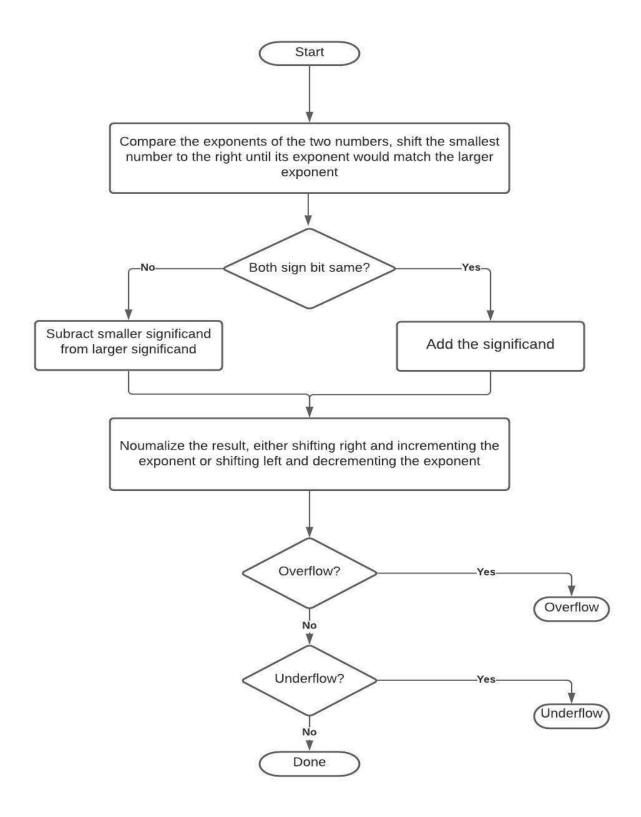
In this assignment, our goal is to design and implement a Floating-Point Adder. Floating points in computer memory are stored using binary representation following a certain convention. Adding floating points is different from adding integers.

Problem Specification

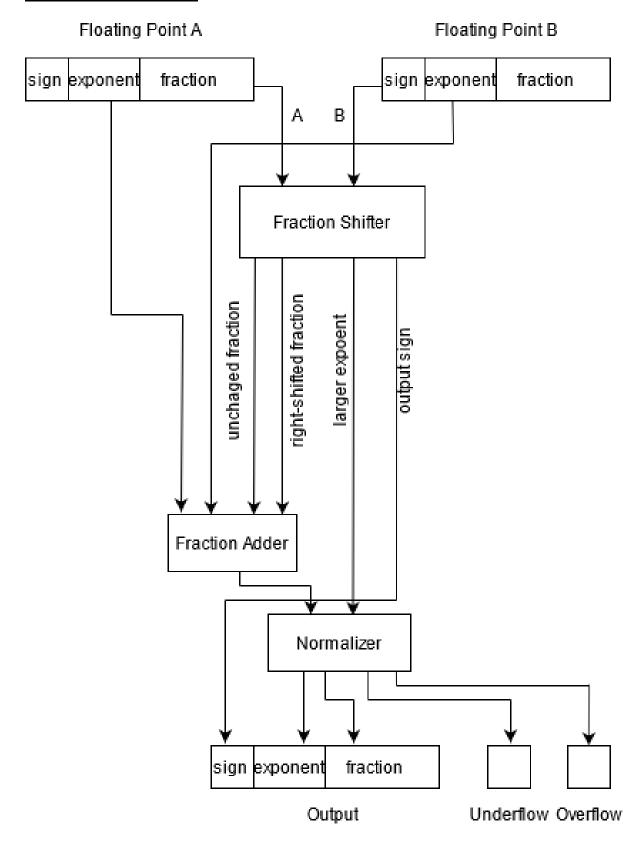
Given two floating points we have to design a circuit that adds them and gives another floating point as result. We also have to implement the circuit using simulation software. Floating points in this task will be represented by the following format:

| Sign | Exponent | Fraction |
|-------|----------|----------|
| 1 bit | 4 bit | 11 bit |

Flow Chart

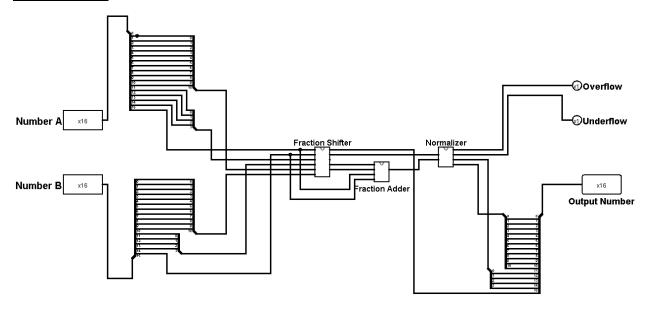


Block Diagram

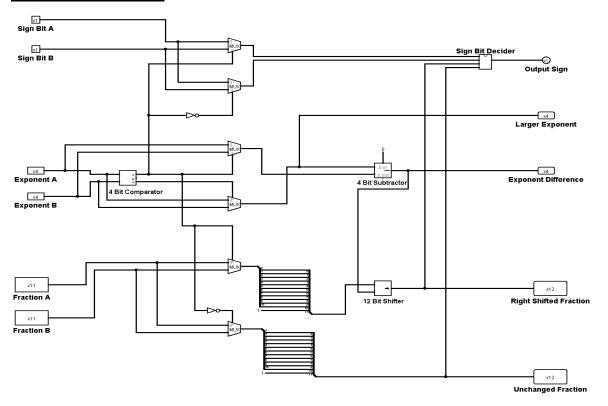


Circuit Diagrams:

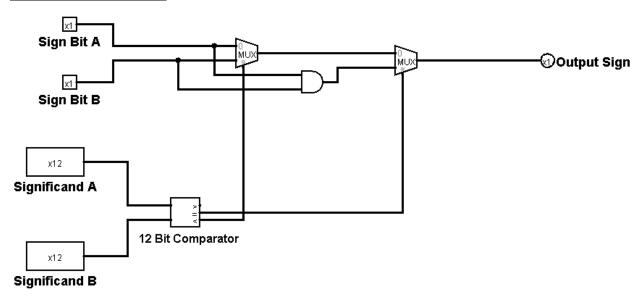
Fp Adder:



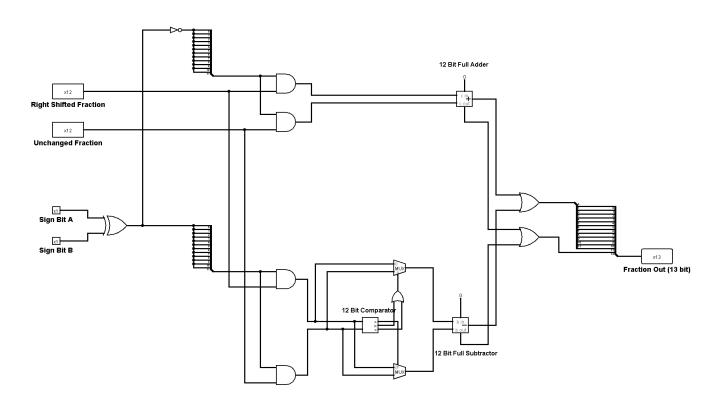
Fraction Shifter:



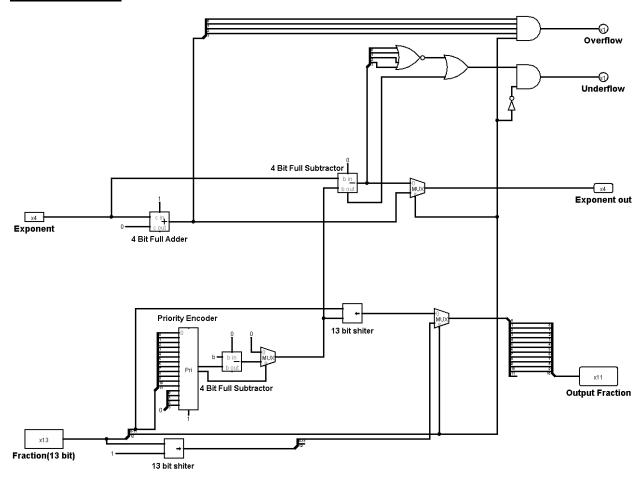
Sign Bit Decider:



Fraction Adder:



Normalizer:



IC Count

| IC | Name | Count |
|-------|-----------------------|-------|
| 7432 | OR Gate | 4 |
| 7408 | AND Gate | 7 |
| 7486 | XOR Gate | 1 |
| 7402 | NOR Gate | 1 |
| 7404 | NOT Gate | 3 |
| 74157 | 2x1 Mux | 13 |
| 7485 | Magnetude Comparator | 3 |
| 7483 | 4-bit Full Adder | 2 |
| 74148 | Priority Encoder | 1 |
| | Shifter | 3 |
| | 4-bit Full Subtractor | 2 |

Simulator Used

We have used "Logisim 2.7.1" to implement and simulate our design of Floating Point Adder

Discussion

We tried to minimize the use of ICs in this design and it was designed to be as simple as we could think.

We used a priority-encoder to find the most significant 1.

The normalized result was truncated to 11 bit fraction. After normalization overflow (exponent value above 14) and underflow (exponent value below 1) was detected.