Assignment 4: Floating Implementor's Notes

Abu-Taha Abdulfattah
tat_489@hotmail.com
Casey O'kane
casey.okane@uky.edu
LiangLiang Zheng
lzh229@g.uky.edu

***Abstract*—The goal of this assignment involved implementing the floating point based instructions of the IDIOT instruction set. The newly adapted ALU was then interfaced with the provided pipeline solution and a series of tests were created to ensure module and interface correctness.**

I. General Approach

Include general approach here

II. Implementation

This section describes how each instruction was implemented.

A. Pipeline Solution

B. Floating Point Instructions

1) Integer to Float:
2) Float to Integer:
3) Float Addition:
4) Float Multiply:
5) Float Inverse:

III. Testing

A. Verilog Modules

B. Testing Results

IV. Issues

A. Features Not implemented

B. Known Errors

As it currently stands there are no known issues