

Floating Point Implementation

UKY EE 480

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Abstract—The final component of the PinKY architecture was to be a "mutant" 16-bit floating point module (FPU). The FPU performs conversions, multiplications, reciprocals, additions, and subtractions on floats with 1 sign bit, 8 exponent bits, and 7 mantissa bits. This is a multicycle design using a state machine in Verilog. It was simulated and tested in Icarus Verilog with GtkWave.

I. APPROACH

- A. *FTOI*
- B. *ITOF*
- C. *MULF*
- D. *RECF*
- E. *ADDF*
- F. *SUBF*

II. ISSUES

It don't work yet