

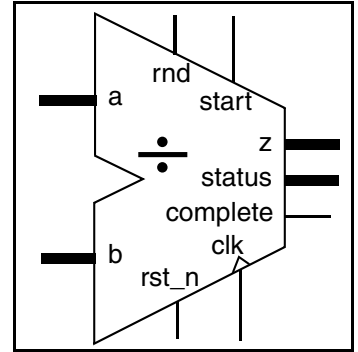
# DW\_fp\_div\_seq

## Floating-Point Sequential Divider

Version, STAR and Download Information: [IP Directory](#)

### Features and Benefits

- The precision format is parameterizable for either IEEE single, double precision, or a user-defined custom format
- Hardware for denormal numbers of IEEE 754 standard is selectively provided
- Accuracy conforms to IEEE 754 Floating-point standard<sup>1</sup>
- Parameterized number of clock cycles
- Registered or un-registered input and outputs
- Internal register for the partial pipelining
- DesignWare datapath generator is employed for better timing and area.
- Provides minPower benefits with the DesignWare-LP license ([Get the minPower version of this datasheet.](#))



### Description

DW\_fp\_div\_seq is a floating point sequential divider designed for small area, area-time trade-off, or high frequency (small clock period) applications. Input signals related to the timing control such as `clk`, `rst_n` and `start` are introduced, in addition to the output signal, `complete`. The final result of DW\_fp\_div\_seq is equivalent to the result of DW\_fp\_div.

The input `rnd` is an optional 3-bit rounding mode (see [Rounding Modes](#) in the *Datapath Floating-Point Overview*) and the output `status` is an 8-bit optional status flags.

**Table 1-1 Pin Description**

Pin Name	Width	Direction	Function
a	<i>exp_width</i> + <i>sig_width</i> + 1 bits	Input	Dividend
b	<i>exp_width</i> + <i>sig_width</i> + 1 bits	Input	Divisor
rnd	3 bits	Input	Rounding mode
clk	1 bit	Input	Clock
rst_n	1 bit	Input	Reset (active low)
start	1 bit	Input	Start Operation

1. For more information see [IEEE 754 Compatibility](#) in the *Datapath Floating-Point Overview*.

**Table 1-1 Pin Description**

Pin Name	Width	Direction	Function
z	$exp\_width + sig\_width + 1$ bits	Output	Division Result
status	8 bits	Output	See <a href="#">STATUS Flags</a> in the <i>Datapath Floating-Point Overview</i>
complete	1 bit	Output	Completion flag

**Table 1-2 Parameter Description**

Parameter	Values	Description
sig_width	3 to 253 bits Default: 23	Word length of fraction field of floating-point numbers a, b, and z
exp_width	3 to 31 bits Default: 8	Word length of biased exponent of floating-point numbers a, b, and z
ieee_compliance	0 or 1 Default: 0	When 1, the generated architecture is fully compliant with IEEE 754 standard, including the use of denormals and NaNs.
num_cyc	4 to $2 * sig\_width + 3$ Default: 4	User-defined number of clock cycles to produce a valid result. The real number of clock cycles depends on various parameters described in <a href="#">“Formula”</a> on page 3.
rst_mode	0 or 1 Default: 0	Synchronous / Asynchronous reset 0: Asynchronous reset 1: Synchronous reset
input_mode <sup>a</sup>	0 or 1 Default: 1	Input register setup 0: No input register 1: Input registers are inserted
output_mode	0 or 1 Default: 1	Output register setup 0: No output register 1: Output register is inserted
early_start	0 or 1 Default: 0	Computation start (only when <i>input_mode</i> is 1) 0: Start computation in the 2nd clock cycle 1: Start computation in the 1st clock cycle Note: <i>early_start</i> should be 0 when <i>input_mode</i> is 0.
internal_reg	0 or 1 Default: 1	Internal register enables the pipeline operation. (See <a href="#">Figure 1-1</a> ) 0: No internal register 1: Internal register is inserted

- a. When configured with the parameter *input\_mode* set to '0', the inputs a and b MUST be held constant from the time *start* is asserted until *complete* has gone high to signal completion of the calculation. Conversely, if a configuration with the parameter *input\_mode* set to '1' is used, the a and b inputs will be captured when *start* is high and otherwise ignored.

Table 1-3 Synthesis Implementations

Implementation Name	Function	License Feature Required
rtl	Synthesis model	DesignWare

Table 1-4 Simulation Models<sup>a</sup>

Model	Function
DW02.DW_FP_DIV_SEQ_SIM	Design unit name for VHDL simulation
dw/dw02/src/DW_fp_div_seq_sim.vhd	VHDL simulation model source code
dw/sim_ver/DW_fp_div_seq.v	Verilog simulation model source code

a. Note that during the computation phase (after `start` and before `complete` is asserted), the simulation models output X values and therefore cannot be used to compare with gate-level simulation.

DW\_fp\_div\_seq has nine parameters which consist of three parameters (*sig\_width*, *exp\_width* and *ieee\_compliance*) for the floating-point operation, one parameter (*rst\_mode*) for the reset control, and four parameters (*num\_cyc*, *input\_mode*, *output\_mode* and *early\_start*) for the timing control. The actual number of clock cycles depends on the number of cycles defined by *num\_cyc* and the use of input, output or internal registers. The following section as well as Table 1-5 describes the relationship between parameters and the actual number of clock cycles, that is, latency. The *early\_start* parameter enables bypassing the input register when *start* is set to 1. It reduces the total latency by 1 clock cycle.

The parameter *input\_mode* determines whether the inputs are to be registered inside DW\_fp\_div\_seq (*input\_mode* = 1) or not (*input\_mode* = 0). If configured without input registers (*input\_mode* = 0), then the logic that drives the inputs a and b must hold the input values constant for the entire time it takes to calculate the result (from the cycle before *start* drops until *complete* goes high). When configured with input registers (*input\_mode* = 1) the inputs a and b are captured when *start* is high and ignored until *start* goes high again.

**Note**

When configured with no input registers, changes on inputs a and b while *complete* is low (calculation cycle) will produce unpredictable output values. Simulation models will produce unknown output values (Xs) and post an error message indicating the instance that violated this rule and the simulation time when the violation was detected.

The parameter *output\_mode* determines whether the outputs are registered (*output\_mode* = 1) or not (*output\_mode* = 0).

## Formula

The actual number of clock cycles required by a computation is calculated using the following formula:

$$\begin{aligned} \text{Latency} &= \text{actual number of cycles} \\ &= \text{num\_cyc} - (1 - \text{output\_mode}) - (1 - \text{input\_mode}) - \text{early\_start} + \text{internal\_reg} \end{aligned}$$

The minimum number of cycles required for continuous operations is *num\_cyc* - 1.

## Block Diagram

Figure 1-1 describes the block diagram of DW\_fp\_div\_seq. There are parameters that control the registers: *input\_mode* and *output\_mode* place the input and output registers; *early\_mode* makes a bypass from the input of the input register to the output of the input register; *internal\_reg* enables the partial pipeline operation.

Because the integer sequential divider consumes multiple clock cycles, the input data cannot be pipelined during the operation of the integer sequential divider. Once the integer sequential divider finishes the operation and passes the result to the normalization block, it can receive the next data from the input. Therefore, the final clock cycle of the current operation can be overlapped with the next operation as shown in Figure 1-2.

Figure 1-1 Block Diagram of DW\_fp\_div\_seq

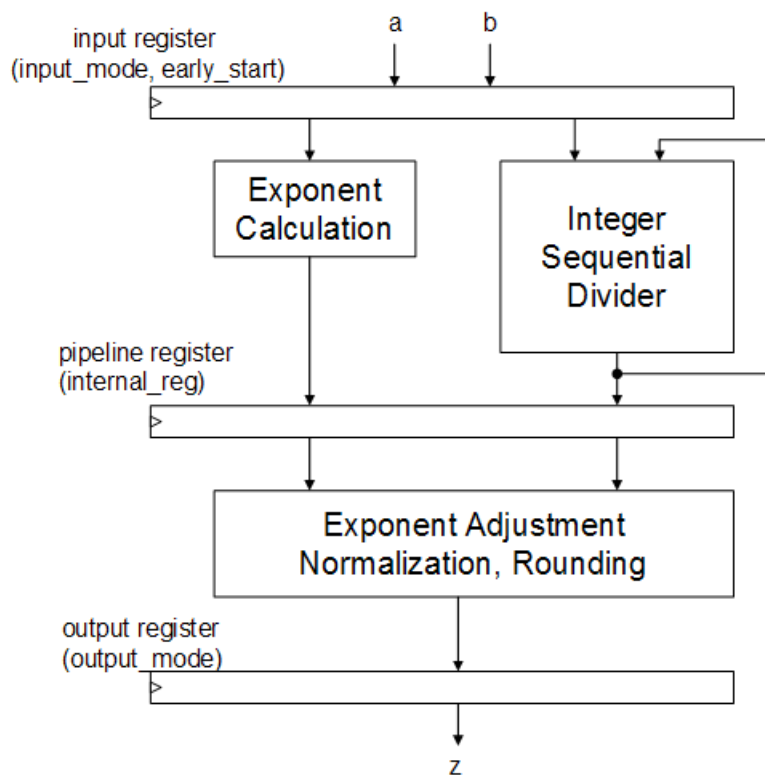
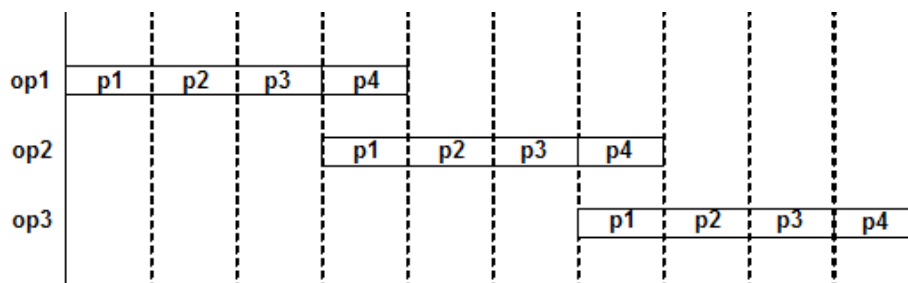


Figure 1-2 Pipeline Operation when internal\_reg = 1 (input\_mode = 0 and output\_mode = 0)



## Timing Waveforms

Based on the timing related parameters, *input\_mode*, *output\_mode*, *early\_start* and *internal\_reg*, there are 12 possible combinations of parameters as shown in Table 1-5. When *input\_mode* is 0, *early\_start* parameter has no meaning, so it should be kept at zero.

**Table 1-5 Parameter Combinations**

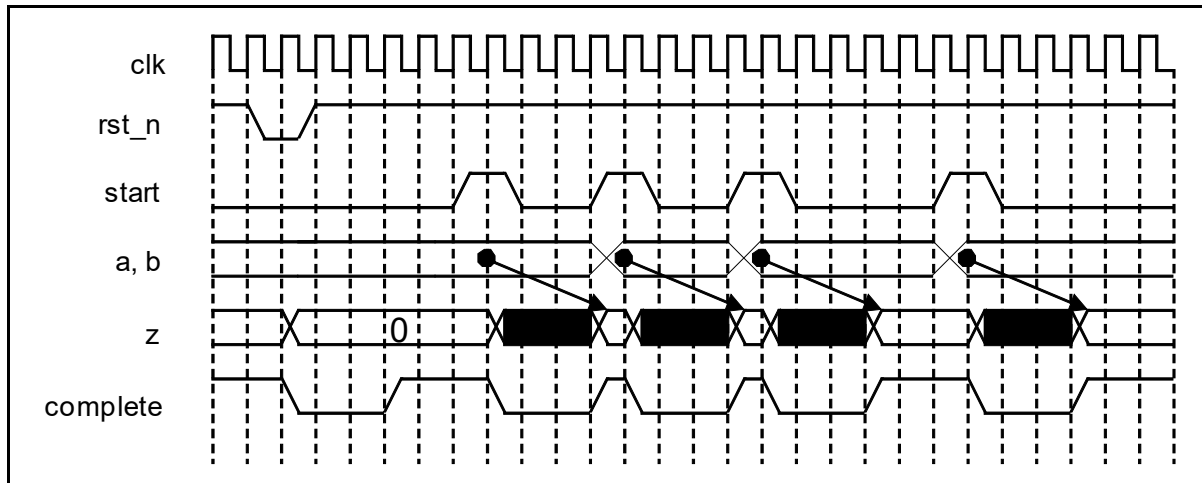
input_mode	output_mode	early_start	internal_reg	latency
0	0	0	0	<i>num_cyc</i> - 2
0	0	0	1	<i>num_cyc</i> - 1
0	0	1	0	N/A
0	0	1	1	N/A
0	1	0	0	<i>num_cyc</i> - 1
0	1	0	1	<i>num_cyc</i>
0	1	1	0	N/A
0	1	1	1	N/A
1	0	0	0	<i>num_cyc</i> - 1
1	0	0	1	<i>num_cyc</i>
1	0	1	0	<i>num_cyc</i> - 2
1	0	1	1	<i>num_cyc</i> - 1
1	1	0	0	<i>num_cyc</i>
1	1	0	1	<i>num_cyc</i> + 1
1	1	1	0	<i>num_cyc</i> - 1
1	1	1	1	<i>num_cyc</i>

Six timing diagrams are introduced assuming *internal\_reg* is 1. When *internal\_reg* is off, the valid output data are generated one clock cycle earlier than the timing diagram with *internal\_reg* = 1

**1. *input\_mode* = 0, *output\_mode* = 0, *early\_start* = 0, *internal\_reg* = 1 and *num\_cyc* = 5**

In this case, the input and output registers are not implemented. Any input change can affect the output result, so the input data should be kept unchanged by the end of the operation, and the next input data need to be changed with the toggled-on *start* signal. The *start* signal should be 'on' just for one clock cycle. After *start* signal initiates the division operation, the valid output *z* will appear after (*num\_cyc* - 1) clock cycles.

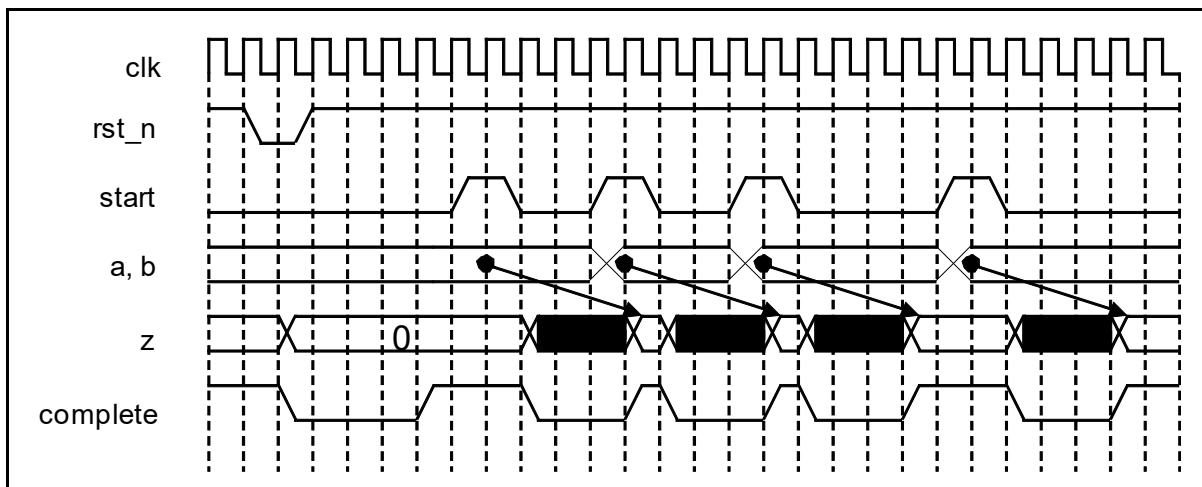
Figure 1-3 Simulation Waveform 1



2. *input\_mode = 0, output\_mode = 1, early\_start = 0, internal\_reg = 1 and num\_cyc = 5*

An output register is implemented and the output result is valid after *num\_cyc* clock cycle. The required timing operations of input data and *start* signal are same as the previous example: the input data should to be kept unchanged by the end of the operation, the next input data need to be changed with the toggled-on *start* signal and *start* signal should be 'on' just for one clock cycle.

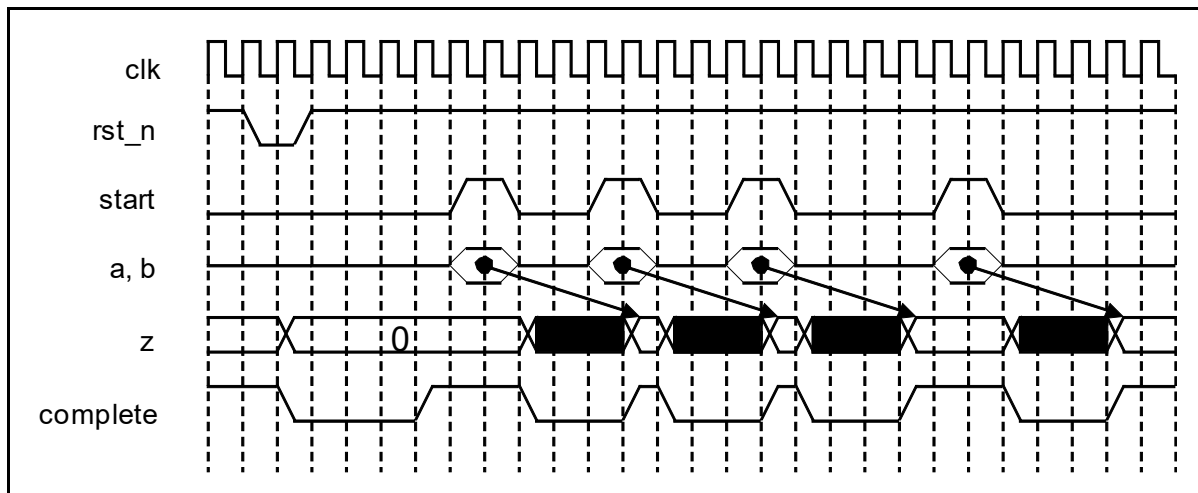
Figure 1-4 Simulation Waveform 2



3. *input\_mode = 1, output\_mode = 0, early\_start = 0, internal\_reg = 1 and num\_cyc = 5*

If *input\_mode* is on, the input registers hold the input data when *start* signal is activated. Any input data when *start* is off do not affect the division operation. The valid output is available after *num\_cyc* clock cycles.

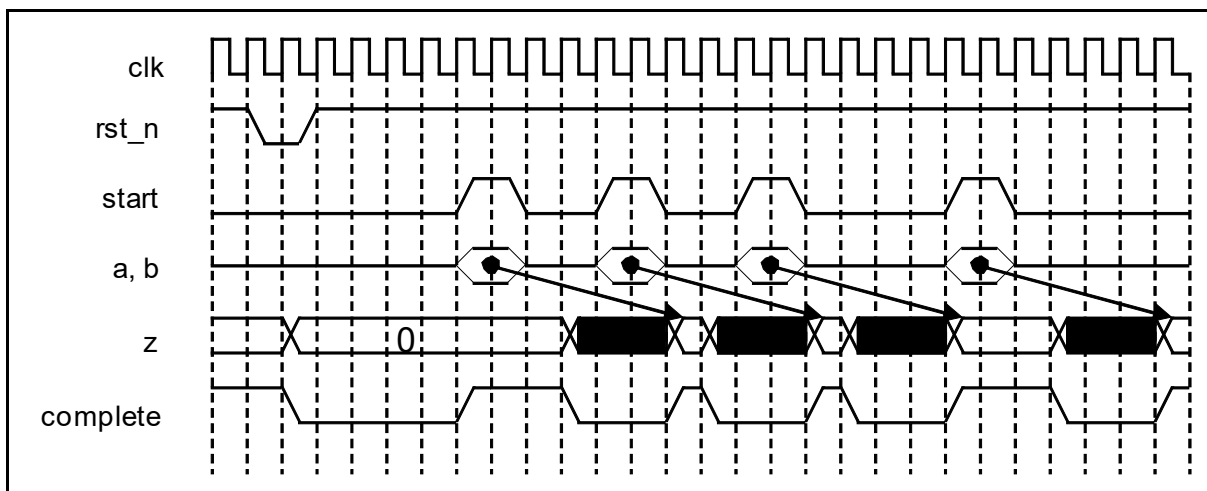
Figure 1-5 Simulation Waveform 3



4.  $input\_mode = 1$ ,  $output\_mode = 1$ ,  $early\_start = 0$ ,  $internal\_reg = 1$  and  $num\_cyc = 5$

Both input and output registers are implemented at the input and output ports, respectively. The timing diagram in Figure 1-6 shows that it has the same timing operation as Figure 1-5 except that the output data has one additional delay due to the output register. Therefore, the latency becomes  $(num\_cyc + 1)$  clock cycles.

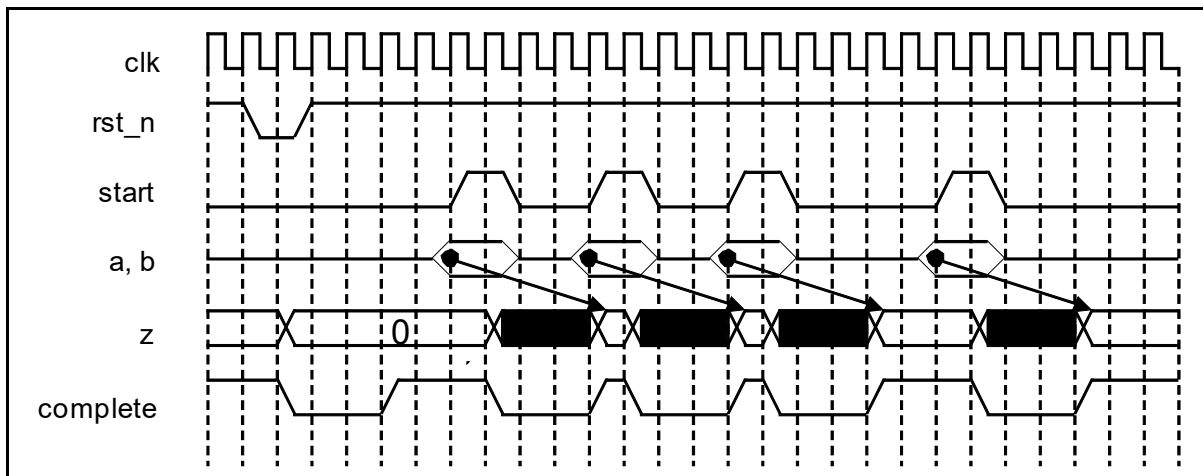
Figure 1-6 Simulation Waveform 4



5.  $input\_mode = 1$ ,  $output\_mode = 0$ ,  $early\_start = 1$ ,  $internal\_reg = 1$  and  $num\_cyc = 5$

For this case,  $early\_start$  is turned on and  $early\_start$  contributes to reduce one clock cycle of the total latency by receiving the input data one clock cycle earlier than normal operations. In this case, the valid output appears after  $(num\_cyc - 1)$  clock cycles.

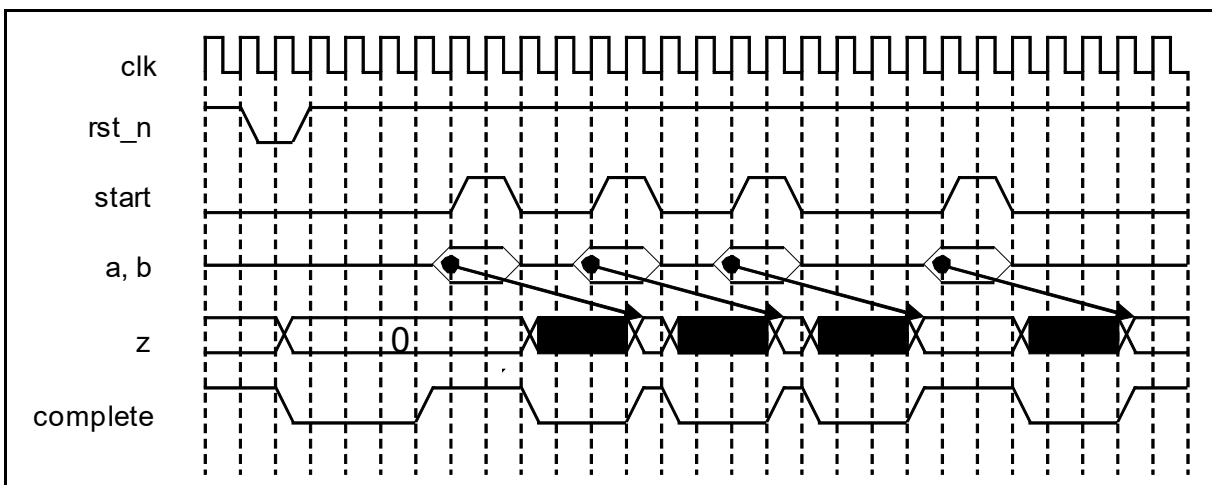
Figure 1-7 Simulation Waveform 5



6. *input\_mode* = 1, *output\_mode* = 1, *early\_start* = 1, *internal\_reg* = 1 and *num\_cyc* = 5

All parameters are on, so input and output registers are implemented in addition to the input bypass. The timing diagram in Figure 1-8 has a similar shape to Figure 1-7, but the valid outputs appear with one additional clock cycle delay, so the latency of this case becomes *num\_cyc* clock cycles.

Figure 1-8 Simulation Waveform 6



DW\_fp\_div\_seq by default provides the hardware for denormal numbers and NaNs as defined in the IEEE 754 standard. If the parameter *ieee\_compliance* is turned off, denormal numbers are considered as zeros, and NaNs are considered as Infinity. Otherwise, denormal numbers and NaNs become effective and additional hardware for denormal numbers is integrated.



For more information about floating-point, including status flag bits, and integer and floating-point formats, refer to the [Datapath Floating-Point Overview](#).

sc\_uint< sig\_width+exp\_width+1 >

```
DW_fp_div_seq< sig_width, exp_width, ieee_compliance, num_cyc, rst_mode, \
input_mode, output_mode, early_start, internal_reg >::implement (
    sc_uint< sig_width+exp_width+1 > a,
    sc_uint< sig_width+exp_width+1 > b,
    sc_uint< 3 > rnd,
    sc_uint< 1 > clk,
    sc_logic rst_n,
    sc_uint< 1 > start,
    sc_uint< 8 > * status,
    sc_uint< 1 > * complete )
```

## Related Topics

- [Datapath Floating-Point Overview](#)

## HDL Usage Through Component Instantiation - VHDL

```

library IEEE,DWARE;
use IEEE.std_logic_1164.all;
use DWARE.DWpackages.all;
use DWARE.DW_Foundation_comp_arith.all;

entity DW_fp_div_seq_inst is
  generic (
    inst_sig_width : POSITIVE := 23;
    inst_exp_width : POSITIVE := 8;
    inst_ieee_compliance : INTEGER := 0;
    inst_num_cyc : POSITIVE := 4;
    inst_rst_mode : INTEGER := 0;
    inst_input_mode : INTEGER := 1;
    inst_output_mode : INTEGER := 1;
    inst_early_start : INTEGER := 0;
    inst_internal_reg : INTEGER := 1
  );
  port (
    inst_a : in std_logic_vector(inst_sig_width+inst_exp_width downto 0);
    inst_b : in std_logic_vector(inst_sig_width+inst_exp_width downto 0);
    inst_rnd : in std_logic_vector(2 downto 0);
    inst_clk : in std_logic;
    inst_rst_n : in std_logic;
    inst_start : in std_logic;
    z_inst : out std_logic_vector(inst_sig_width+inst_exp_width downto 0);
    status_inst : out std_logic_vector(7 downto 0);
    complete_inst : out std_logic
  );
end DW_fp_div_seq_inst;

architecture inst of DW_fp_div_seq_inst is

begin

  -- Instance of DW_fp_div_seq
  U1 : DW_fp_div_seq
  generic map (
    sig_width => inst_sig_width,
    exp_width => inst_exp_width,
    ieee_compliance => inst_ieee_compliance,
    num_cyc => inst_num_cyc,
    rst_mode => inst_rst_mode,
    input_mode => inst_input_mode,
    output_mode => inst_output_mode,
    early_start => inst_early_start,
    internal_reg => inst_internal_reg
  )

```

```
port map (  
    a => inst_a,  
    b => inst_b,  
    rnd => inst_rnd,  
    clk => inst_clk,  
    rst_n => inst_rst_n,  
    start => inst_start,  
    z => z_inst,  
    status => status_inst,  
    complete => complete_inst  
);  
  
end inst;  
  
-- pragma translate_off  
configuration DW_fp_div_seq_inst_cfg_inst of DW_fp_div_seq_inst is  
for inst  
end for; -- inst  
end DW_fp_div_seq_inst_cfg_inst;  
-- pragma translate_on
```

## HDL Usage Through Component Instantiation - Verilog

```
module DW_fp_div_seq_inst( inst_a, inst_b, inst_rnd, inst_clk, inst_rst_n,  
    inst_start, z_inst, status_inst, complete_inst );  
  
    parameter inst_sig_width = 23;  
    parameter inst_exp_width = 8;  
    parameter inst_ieee_compliance = 0;  
    parameter inst_num_cyc = 4;  
    parameter inst_rst_mode = 0;  
    parameter inst_input_mode = 1;  
    parameter inst_output_mode = 1;  
    parameter inst_early_start = 0;  
    parameter inst_internal_reg = 1;  
  
    input [inst_sig_width+inst_exp_width : 0] inst_a;  
    input [inst_sig_width+inst_exp_width : 0] inst_b;  
    input [2 : 0] inst_rnd;  
    input inst_clk;  
    input inst_rst_n;  
    input inst_start;  
    output [inst_sig_width+inst_exp_width : 0] z_inst;  
    output [7 : 0] status_inst;  
    output complete_inst;  
  
    // Instance of DW_fp_div_seq  
    DW_fp_div_seq #(inst_sig_width, inst_exp_width, inst_ieee_compliance, inst_num_cyc,  
    inst_rst_mode, inst_input_mode, inst_output_mode, inst_early_start, inst_internal_reg)  
    U1 (  
        .a(inst_a),  
        .b(inst_b),  
        .rnd(inst_rnd),  
        .clk(inst_clk),  
        .rst_n(inst_rst_n),  
        .start(inst_start),  
        .z(z_inst),  
        .status(status_inst),  
        .complete(complete_inst) );  
  
endmodule
```

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