

# LogiCORE IP Floating-Point Operator v6.2

## *Product Guide*

PG060 December 18, 2012

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# SECTION I: SUMMARY

IP Facts

Overview

Product Specification

Designing with the Core

C Model Reference

## Introduction

The Xilinx® Floating-Point Operator core provides designers with the means to perform floating-point arithmetic on an FPGA. The core can be customized for operation, wordlength, latency and interface.

## Features

- Supported operators
  - multiply
  - add/subtract
  - accumulator
  - fused multiply-add
  - divide
  - square-root
  - comparison
  - reciprocal
  - reciprocal square root
  - absolute value
  - natural logarithm
  - exponential
  - conversion from floating-point to fixed-point
  - conversion from fixed-point to floating-point
  - conversion between floating-point types
- Compliance with *IEEE-754 Standard* [Ref 1] (with only minor documented deviations)
- Parameterized fraction and exponent wordlengths for most operators
- Optimizations for speed and latency
- Fully synchronous design using a single clock

LogiCORE IP Facts Table	
<b>Core Specifics</b>	
Supported Device Family <sup>(1)</sup>	Virtex®-7, Kintex™-7, Artix™-7
Supported User Interfaces	AXI4-Stream
Resources	See <a href="#">Resource Utilization</a> .
<b>Provided with Core</b>	
Design Files	Vivado: Encrypted RTL
Example Design	Not Provided
Test Bench	VHDL
Constraints File	Not Provided
Simulation Model	Verilog VHDL C Model
Supported S/W Driver	N/A
<b>Tested Design Flows<sup>(2)</sup></b>	
Design Entry	Vivado™ Design Suite v2012.4 <sup>(3)</sup>
Simulation	Mentor Graphics ModelSim Cadence Incisive Enterprise Simulator (IES) Synopsys VCS and VCS MX Vivado Simulator
Synthesis	Vivado Synthesis
<b>Support</b>	
Provided by Xilinx @ <a href="http://www.xilinx.com/support">www.xilinx.com/support</a>	

### Notes:

1. For a complete listing of supported devices, see the [release notes](#) for this core.
2. For the supported versions of the tools, see the [Xilinx Design Tools: Release Notes Guide](#).
3. Supports 7 series devices only.

## Overview

The Xilinx® Floating-Point Operator core allows a range of floating-point arithmetic operations to be performed on FPGA. The operation is specified when the core is generated, and each operation variant has a common interface. This interface is shown in [Figure 2-1](#).

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## Unsupported Features

See [Standards](#).

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## Licensing and Ordering Information

This Xilinx LogiCORE™ IP module is provided at no additional cost with the Xilinx Vivado™ Design Suite under the terms of the [Xilinx End User License](#). Information about this and other Xilinx LogiCORE IP modules is available at the [Xilinx Intellectual Property](#) page. For information about pricing and availability of other Xilinx LogiCORE IP modules and tools, contact your [local Xilinx sales representative](#).

# Product Specification

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## Standards

### IEEE-754 Support

The Xilinx® Floating-Point Operator core complies with much of the *IEEE-754 Standard* [Ref 1]. The deviations generally provide a better trade-off of resources against functionality. Specifically, the core deviates in the following ways:

- [Non-Standard Wordlengths](#)
- [Denormalized Numbers](#)
- [Rounding Modes](#)
- [Signaling and Quiet NaNs](#)

### Non-Standard Wordlengths

The Xilinx Floating-Point Operator core supports a different range of fraction and exponent wordlength than defined in the *IEEE-754 Standard*.

Basic Formats:

- **binary32 (Single Precision Format)** – uses 32 bits, with a 24-bit fraction and 8-bit exponent.
- **binary64 (Double Precision Format)** – uses 64 bits, with 53-bit fraction and 11-bit exponent.
- **binary128 (Quadruple Format)** – not supported

Extendable Precision Formats (not available on all operators):

- Uses up to 80 bits.
- Exponent width of 4 to 16 bits.
- Fraction width of 4 to 64 bits

**Note:** Limitations apply based on exponent width. See the GUI for actual ranges.

## Denormalized Numbers

The exponent limits the size of numbers that can be represented. It is possible to extend the range for small numbers using the minimum exponent value (0) and allowing the fraction to become denormalized. That is, the hidden bit  $b_0$  becomes zero such that  $b_0.b_1b_2\dots b_{p-1} < 1$ . Now the value is given by:

$$v = (-1)^s 2^{-\left(2^{w_e-1} - 2\right)} 0.b_1b_2\dots b_{w_f-1}$$

These denormalized numbers are extremely small. For example, with single precision the value is bounded  $|v| < 2^{-126}$ . As such, in most practical calculation they do not contribute to the end result. Furthermore, as the denormalized value becomes smaller, it is represented with fewer bits and the relative rounding error introduced by each operation is increased.

The Xilinx Floating-Point Operator core does not support denormalized numbers for most operators. In FPGAs, the dynamic range can be increased using fewer resources by increasing the size of the exponent (and a 1-bit increase for single precision increases the range by  $2^{256}$ ). If necessary, the overall wordlength of the format can be maintained by an associated decrease in the wordlength of the fraction.

To provide robustness, the core treats denormalized operands as zero with a sign taken from the denormalized number. Results that would have been denormalized are set to an appropriately signed zero.

The exception to the above rules is the absolute value operator, which propagates denormalized operands to the output.

The support for denormalized numbers cannot be switched off on some processors. Therefore, there might be very small differences between values generated by the Floating-Point Operator core and a program running on a conventional processor when numbers are very small. If such differences must be avoided, the arithmetic model on the conventional processor should include a simple check for denormalized numbers. This check should set the output of an operation to zero when denormalized numbers are detected to correctly reflect what happens in the FPGA implementation.

## Rounding Modes

Only the default rounding mode, Round to Nearest (as defined by the *IEEE-754 Standard [Ref 1]*), is supported on most operators. This mode is often referred to as Round to Nearest Even, as values are rounded to the nearest representable value, with ties rounded to the nearest value with a zero least significant bit. The accumulator operator only supports Round Towards Zero.



## Signaling and Quiet NaNs

The *IEEE-754 Standard* requires provision of Signaling and Quiet NaNs. However, the Xilinx Floating-Point Operator core treats all NaNs as Quiet NaNs. When any NaN is supplied as one of the operands to the core, the result is a Quiet NaN, and an invalid operation exception is not raised (as would be the case for signaling NaNs). The exceptions to this rule are floating-point to fixed-point conversion and the absolute value operator. For detailed information of the floating-point to fixed-point conversion, see the behavior of [INVALID\\_OP](#). For the absolute value operator, Signaling NaNs are propagated from input to output.

## Accuracy of Results

Compliance to the *IEEE-754 Standard* requires that elementary arithmetic operations produce results accurate to half of one Unit in the Last Place (ULP). The Xilinx Floating-Point Operator satisfies this requirement for the multiply, add/subtract, fused multiply-add, divide, square-root and conversion operators. The reciprocal, reciprocal square-root, natural logarithm and exponential operators produce results which are accurate to one ULP. The accuracy of the accumulator operator is variable. See [Accumulator Design Guidelines](#).

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# Performance

## Latency

The latency of most operators can be set between 0 and a maximum value that is dependent upon the parameters chosen<sup>(1)</sup>. The maximum latency of the Floating-Point Operator core for all operators can be found on the GUI.

The maximum latency of the divide and square root operations is Fraction Width + 4, and for compare operation it is two cycles. The float-to-float conversion operation is three cycles when either fraction or exponent width is being reduced; otherwise it is two cycles. It is two cycles, even when the input and result widths are the same, as the core provides conditioning in this situation. For more information, see [Operation Selection](#).

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1. The accumulator operator has a minimum latency of 1 clock cycle.

## Resource Utilization

The resource requirements and maximum clock rates for the Floating-Point Operator core achievable on Kintex™-7, and Artix™-7 FPGAs are summarized as follows for the case of maximum latency and no `aresetn` or `ac1ken` pins. Unless otherwise stated, Non-Blocking flow control is used for all configurations. For selected use cases, figures are provided for the Blocking and Performance flow control configuration which permits backpressure.

**Note:** Both LUT and FF resource usage and maximum frequency reduce with latency. Minimizing latency minimizes resources.

The maximum clock frequency results were obtained by double-registering input and output ports to reduce dependence on I/O placement. The inner level of registers used a separate clock signal to measure the path from the input registers to the first output register through the core.

The resource usage results do not include the “characterization” registers and represent the true logic used by the core. LUT counts include SRL16s or SRL32s.

Clock frequency does not take clock jitter into account and should be derated by an amount appropriate to the clock source jitter specification.

The maximum achievable clock frequency and the resource counts might also be affected by other tool options, additional logic in the FPGA, using a different version of Xilinx tools, and other factors.

It is possible to improve performance of the Xilinx Floating-Point Operator within a system context by placing the operator within an area group. Placement of both the logic slices and XtremeDSP™ slices can be contained in this way. If multiply-add operations are used, then placing them in the same group can be helpful. Groups can also include any supporting logic to ensure that it is placed close to the operators.

All results were produced using Vivado™ Design Suite 2012.4.

*Table 2-1: Speed File Version*

FPGA Family	Speed File Version
Kintex-7	PRODUCTION 1.08a 2012-11-02
Artix-7	ADVANCED 1.06c 2012-11-02

### Custom Format: 17-Bit Fraction and 24-Bit Total Wordlength

The resource requirements and maximum clock rates achievable with 17-bit fraction and 24-bit total wordlength on Kintex-7 are summarized in [Table 2-2](#).

Table 2-2: Characterization of 17-Bit Fraction and 24-Bit Total Wordlength on Kintex-7 FPGA

Operation	Resources <sup>(1)</sup>					Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			Kintex-7
	Type	Number	LUT-FF Pairs	LUTs	FFs	-1 Speed Grade
Multiply	DSP48E1 (max usage)	2	171	53	168	463
	DSP48E1 (full usage)	1	139	69	135	463
	Logic (no usage)		389	316	400	435
Add/Subtract	Logic (no usage)		421	290	440	549
Fused Multiply-Add	DSP48E1 (full usage)	3	909	625	885	530
	DSP48E1 (medium usage)	1	887	601	898	475
Accumulator <sup>(4)</sup>	DSP48E1 (max usage)	5	993	565	991	413
	DSP48E1 (full usage)	2	1002	581	1019	414
	Logic (no usage)		1060	685	982	408
Fixed to float	Int24 input		143	127	141	421
Float to fixed	Int24 result		190	132	190	621
Float to float	Single to 24-17 format		94	27	87	566
	24-17 to single		54	19	54	602
Compare	Programmable		42	36	12	625
Divide	RATE=1		685	447	899	499
	RATE=19		201	166	169	390
Square Root	RATE=1		448	262	518	595
	RATE=18		156	103	149	573
Absolute Value <sup>(5)</sup>	Any width	0	0	0	0	625
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)	2	313	145	301	463

**Table 2-2: Characterization of 17-Bit Fraction and 24-Bit Total Wordlength on Kintex-7 FPGA (Cont'd)**

Operation	Resources <sup>(1)</sup>					Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			Kintex-7
	Type	Number	LUT-FF Pairs	LUTs	FFs	-1 Speed Grade
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	Logic (no usage)		542	389	578	531

**Notes:**

1. The device used for these figures is an XC7K70T-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator operator has been configured with the following parameter values: Accumulator MSB = 30; Accumulator LSB = -20; Input MSB = 30.
5. The absolute value operator uses neither logic or registers so does not become the critical path in any realistic circuit.

The resource requirements and maximum clock rates achievable with 17-bit fraction and 24-bit total wordlength on Artix-7 are summarized in [Table 2-3](#).

**Table 2-3: Characterization of 17-Bit Fraction and 24-Bit Total Wordlength on Artix-7 FPGAs**

Operation	Resources <sup>(1)</sup>					Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			Artix-7
	Type	Number	LUT-FF Pairs	LUTs	FFs	-1 Speed Grade
Multiply	DSP48E1 (max usage)	2	174	53	168	350
	DSP48E1 (full usage)	1	135	69	135	376
	Logic (no usage)		387	316	400	276
Add/Subtract	Logic (no usage)		418	290	440	354
Fused Multiply-Add	DSP48E1 (full usage)	3	896	626	885	356
	DSP48E1 (medium usage)	1	926	599	898	317
Accumulator <sup>(4)</sup>	DSP48E1 (max usage)	5	1005	562	991	280
	DSP48E1 (full usage)	2	1051	580	1019	277
	Logic (no usage)		1018	681	982	256

Table 2-3: Characterization of 17-Bit Fraction and 24-Bit Total Wordlength on Artix-7 FPGAs (Cont'd)

Operation	Resources <sup>(1)</sup>					Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			Artix-7
	Type	Number	LUT-FF Pairs	LUTs	FFs	-1 Speed Grade
Fixed to float	Int24 input		151	127	141	297
Float to fixed	Int24 result		186	132	190	374
Float to float	Single to 24-17 format		86	27	87	368
	24-17 to single		49	19	54	460
Compare	Programmable		43	37	12	409
Divide	RATE=1		713	447	899	351
	RATE=19		201	166	169	245
Square Root	RATE=1		443	262	518	375
	RATE=18		156	103	149	360
Absolute Value <sup>(5)</sup>	Any width	0	0	0	0	464
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)	2	308	145	301	346
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	Logic (no usage)		546	389	578	337

**Notes:**

1. The device used for these figures is an XC7A100T-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator operator has been configured with the following parameter values: Accumulator MSB = 30; Accumulator LSB = -20; Input MSB = 30.
5. The absolute value operator uses no logic nor registers so does not become the critical path in any realistic circuit.

## Single-Precision Format

The resource requirements and maximum clock rates achievable with single-precision format on Kintex-7 FPGAs is summarized in [Table 2-4](#).

Table 2-4: Characterization of Single-Precision Format on Kintex-7 FPGAs

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18K Block RAMs	Kintex-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Multiply	DSP48E1 (max usage)	3	127	81	123	0	463
	DSP48E1 (full usage)	2	192	89	196	0	463
	DSP48E1 (medium usage)	1	357	242	373	0	463
	Logic		674	574	683	0	462
Add/Subtract	DSP48E1 (speed optimized, full usage)	2	354	238	342	0	463
	Logic (speed optimized, no usage)		578	379	602	0	550
	Logic (low latency)		656	500	668	0	447
Fused Multiply-Add	DSP48E1 (full usage)	4	1283	802	1233	0	488
	DSP48E1 (medium usage)	2	1246	766	1238	0	438
Accumulator <sup>(4)</sup>	DSP48E1 (full usage)	5	1537	894	1551	0	410
	DSP48E1 (medium usage)	2	1566	915	1588	0	412
	Logic		1662	1097	1552	0	375
Fixed to float	Int32 input		213	164	229	0	559
Float to fixed	Int32 result		242	175	237	0	557
Float to float	Single to double		70	21	70	0	625
Compare	Programmable		51	48	12	0	624
Divide	RATE=1		1252	777	1656	0	425
	RATE=26		256	209	209	0	406
Square Root	RATE=1		716	442	929	0	529
	RATE=25		201	129	194	0	530
Reciprocal	DSP48E1 (full usage)	8	365	149	404	0	414
	Logic (no usage)		1604	1121	1756	0	418
Reciprocal Square Root	DSP48E1 (full usage)	9	523	237	561	1	429
	Logic (no usage)		2242	1825	2365	1	375
Absolute Value <sup>(5)</sup>	N/A		0	0	0	0	625
Natural Logarithm	DSP48E1 (full usage)	13	808	611	956	0	493
	DSP48E1 (medium usage)	4	1059	804	1205	0	437
	Logic		1639	1281	1827	0	421

Table 2-4: Characterization of Single-Precision Format on Kintex-7 FPGAs (Cont'd)

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>	
	Embedded		FPGA Logic			18K Block RAMs	Kintex-7	
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade	
Exponential	DSP48E1 (full usage) and BRAM (full usage)		7	594	359	623	2	458
	DSP48E1 (full usage)		7	1089	827	660	0	410
	DSP48E1 (medium usage)		1	1171	909	712	0	405
	Logic			1641	1360	1174	0	377
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)		3	282	196	296	0	463
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (speed optimized, full usage)		2	502	360	520	0	463

**Notes:**

1. The device used for these figures is an XC7K70T-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator has been configured with the following parameter values; Accumulator MSB = 45; Accumulator LSB = -37; Input MSB = 45.
5. The absolute value operator uses no logic nor registers so does not become the critical path in any realistic circuit.

The resource requirements and maximum clock rates achievable with single-precision format on Artix-7 FPGAs is summarized in [Table 2-5](#).

**Table 2-5: Characterization of Single-Precision Format on Artix-7 FPGAs**

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18K Block RAMs	Artix-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Multiply	DSP48E1 (max usage)	3	127	81	123	0	387
	DSP48E1 (full usage)	2	203	89	196	0	347
	DSP48E1 (medium usage)	1	376	242	373	0	320
	Logic		684	574	683	0	308
Add/Subtract	DSP48E1 (speed optimized, full usage)	2	345	238	342	0	357
	Logic (speed optimized, no usage)		561	379	602	0	318
	Logic (low latency)		630	499	668	0	295
Fused Multiply-Add	DSP48E1 (full usage)	4	1274	805	1233	0	331
	DSP48E1 (medium usage)	2	1232	763	1238	0	285
Accumulator <sup>(4)</sup>	DSP48E1 (full usage)	5	1545	896	1551	0	279
	DSP48E1 (medium usage)	2	1486	914	1588	0	277
	Logic		1627	1102	1552	0	248
Fixed to float	Int32 input		202	164	229	0	354
Float to fixed	Int32 result		240	175	237	0	344
Float to float	Single to double		61	21	70	0	445
Compare	Programmable		51	48	12	0	396
Divide	RATE=1		1225	777	1656	0	314
	RATE=26		253	209	209	0	254
Square Root	RATE=1		753	442	929	0	329
	RATE=25		193	129	194	0	336
Reciprocal	DSP48E1 (full usage)	8	369	148	404	0	279
	Logic (no usage)		1523	1118	1756	0	284
Reciprocal Square Root	DSP48E1 (full usage)	9	528	237	561	1	280
	Logic (no usage)		2259	1824	2365	1	240
Absolute Value <sup>(5)</sup>	N/A		0	0	0	0	464



Table 2-5: Characterization of Single-Precision Format on Artix-7 FPGAs (Cont'd)

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18K Block RAMs	Artix-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Natural Logarithm	DSP48E1 (full usage)	13	856	612	956	0	336
	DSP48E1 (medium usage)	4	1096	804	1205	0	261
	Logic		1620	1281	1827	0	281
Exponential	DSP48E1 (full usage) and BRAM (full usage)	7	611	358	623	2	348
	DSP48E1 (full usage)	7	1080	827	660	0	281
	DSP48E1 (medium usage)	1	1188	909	712	0	280
	Logic		1657	1359	1174	0	284
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)	3	303	196	296	0	363
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (speed optimized, full usage)	2	504	360	520	0	336

**Notes:**

1. The device used for these figures is an XC7A100T-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator has been configured with the following parameter values; Accumulator MSB = 45; Accumulator LSB = -37; Input MSB = 45.
5. The absolute value operator uses no logic nor registers so does not become the critical path in any realistic circuit.

## Double-Precision Format

The resource requirements and maximum clock rates achievable with double-precision format on Kintex-7 FPGAs are summarized in [Table 2-6](#).

Table 2-6: Characterization of Double-Precision Format on Kintex-7 FPGAs

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18k Block RAMs	Kintex-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Multiply	DSP48E1 (max usage)	11	674	181	694	0	453
	DSP48E1 (full usage)	10	666	221	701	0	437
	DSP48E1 (medium usage)	9	718	280	763	0	437
	Logic		2418	2236	2436	0	339
	DSP48E1 (low latency, max usage)	13	428	184	390	0	448
Add/Subtract	DSP48E1 (speed optimized, full usage)	3	896	737	985	0	506
	Logic (speed optimized, no usage)		1051	764	1139	0	460
	Logic (low latency, no usage)		1194	966	1255	0	409
Fused Multiply-Add	DSP48E1 (full usage)	13	2783	2137	2682	0	374
	DSP48E1 (medium usage)	10	2714	2145	2698	0	384
Accumulator <sup>(4)</sup>	DSP48E1 (full usage)	16	8206	6320	8968	0	378
	DSP48E1 (medium usage)	12	7977	6363	8958	0	362
	Logic		8520	7080	8126	0	315
Fixed to float	Int64 input		501	332	509	0	456
Float to fixed	Int64 result		459	382	453	0	443
Float to float	Double to single		109	35	111	0	545
Compare	Programmable		90	86	12	0	571
Divide	RATE=1		5133	3196	7423	0	375
	RATE=55		493	410	380	0	303
Square Root	RATE=1		2865	1719	3933	0	408
	RATE=54		402	247	379	0	390
Reciprocal	DSP48E1 (full usage)	14	880	360	908	0	374
Reciprocal Square Root	DSP48E1 (full usage)	75	3572	2263	3648	1	388
Absolute Value <sup>(5)</sup>	N/A	0	0	0	0	0	625
Natural Logarithm	DSP48E1 (full usage)	61	3653	1421	4311	0	435
	DSP48E1 (medium usage)	23	3553	2593	4394	0	329
	Logic	0	5677	4471	6507	0	329

Table 2-6: Characterization of Double-Precision Format on Kintex-7 FPGAs (Cont'd)

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18k Block RAMs	Kintex-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Exponential	DSP48E1 (full usage) and BRAM (full usage)	26	2072	1100	2251	5	446
	DSP48E1 (full usage)	26	3007	2257	2303	0	397
	DSP48E1 (medium usage)	15	3098	2503	2273	0	388
	Logic	0	7201	6578	6387	0	317
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)	11	965	391	1028	0	447
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (speed optimized, full usage)	3	1204	949	1323	0	442

**Notes:**

1. The device used for these figures is an XC7K70-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator operator has been configured with the following parameter values; Accumulator MSB = 269; Accumulator LSB = -268; Input MSB = 269.
5. The absolute value operator uses no logic nor registers so does not become the critical path in any realistic circuit.

The resource requirements and maximum clock rates achievable with double-precision format on Artix-7 FPGAs are summarized in Table 2-7.

Table 2-7: Characterization of Double-Precision Format on Artix-7 FPGAs

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>
	Embedded		FPGA Logic			18k Block RAMs	Artix-7
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade
Multiply	DSP48E1 (max usage)	11	669	181	694	0	280
	DSP48E1 (full usage)	10	660	221	701	0	339
	DSP48E1 (medium usage)	9	724	281	763	0	325
	Logic		2413	2236	2436	0	205
	DSP48E1 (low latency, max usage)	13	416	184	390	0	303
Add/Subtract	DSP48E1 (speed optimized, full usage)	3	904	737	985	0	332
	Logic (speed optimized, no usage)	0	1070	764	1139	0	280
	Logic (low latency, no usage)	0	1143	966	1255	0	262
Fused Multiply-Add	DSP48E1 (full usage)	13	2865	2135	2682	0	297
	DSP48E1 (medium usage)	10	2790	2145	2698	0	248
Accumulator <sup>(4)</sup>	DSP48E1 (full usage)	16	8545	6327	8968	0	258
	DSP48E1 (medium usage)	13	8397	6356	8958	0	249
	Logic		8602	7115	8126	0	214
Fixed to float	Int64 input		486	332	509	0	264
Float to fixed	Int64 result		461	382	453	0	266
Float to float	Double to single		105	35	111	0	351
Compare	Programmable		90	86	12	0	331
Divide	RATE=1		4871	3196	7423	0	224
	RATE=55		482	410	380	0	193
Square Root	RATE=1		2943	1719	3933	0	241
	RATE=54		403	247	379	0	243
Reciprocal	DSP48E1 (full usage)	14	863	359	908	0	245
Reciprocal Square Root	DSP48E1 (full usage)	75	3741	2263	3648	1	243
Absolute Value <sup>(5)</sup>	N/A	0	0	0	0	0	464
Natural Logarithm	DSP48E1 (full usage)	61	3905	1419	4311	2	263
	DSP48E1 (medium usage)	23	3711	2593	4394	2	200
	Logic		5678	4470	6507	2	202

Table 2-7: Characterization of Double-Precision Format on Artix-7 FPGAs (Cont'd)

Operation	Resources <sup>(1)</sup>						Maximum Frequency (MHz) <sup>(2)(3)</sup>	
	Embedded		FPGA Logic			18k Block RAMs	Artix-7	
	Type	Number	LUT-FF Pairs	LUTs	FFs		-1 Speed Grade	
Exponential	DSP48E1 (full usage) and BRAM (full usage)		26	2093	1100	2251	5	261
	DSP48E1 (full usage)		26	3091	2257	2303	0	261
	DSP48E1 (medium usage)		15	3179	2503	2273	0	240
	Logic			7328	6583	6387	0	199
Multiply Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (max usage)		11	981	391	1028	0	329
Add/Subtract Flow Control: Blocking, Optimize Goal: Performance	DSP48E1 (speed optimized, full usage)		3	1190	949	1323	0	321

**Notes:**

1. The device used for these figures is an XC7A100T-1.
2. Area and maximum clock frequencies are provided as a guide and might vary with new releases of the Xilinx implementation tools.
3. Maximum clock frequencies are shown in MHz. Clock frequency does not take jitter into account and should be de-rated by an amount appropriate to the clock source jitter specification.
4. The accumulator operator has been configured with the following parameter values; Accumulator MSB = 269; Accumulator LSB = -268; Input MSB = 269.
5. The absolute value operator uses no logic nor registers so does not become the critical path in any realistic circuit.

# Port Descriptions

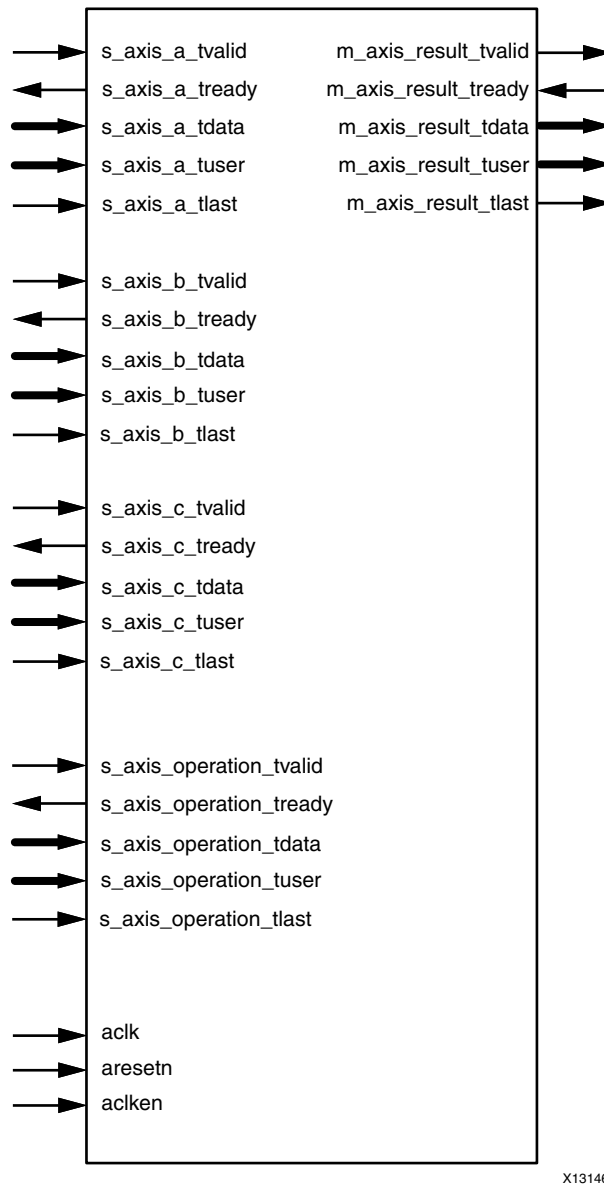


Figure 2-1: Core Schematic Symbol

The ports employed by the core are shown in Figure 2-1. They are described in more detail in Table 2-8. All control signals are active-High with the exception of aresetn.

Table 2-8: Core Signal Pinout

Name	Direction	Description
aclk	Input	Rising-edge clock
aclken	Input	Active-High clock enable (optional)
aresetn	Input	Active-Low synchronous clear (optional), always takes priority over aclken). This signal must be asserted for a minimum of 2 clock cycles.
s_axis_a_tvalid	Input	TVALID for channel A
s_axis_a_tready	Output	TREADY for channel A
s_axis_a_tdata	Input	TDATA for channel A. See <a href="#">TDATA Packing</a> for internal structure
s_axis_a_tuser	Input	TUSER for channel A
s_axis_a_tlast	Input	TLAST for channel A
s_axis_b_tvalid	Input	TVALID for channel B
s_axis_b_tready	Output	TREADY for channel B
s_axis_b_tdata	Input	TDATA for channel B. See <a href="#">TDATA Packing</a> for internal structure
s_axis_b_tuser	Input	TUSER for channel B
s_axis_b_tlast	Input	TLAST for channel B
s_axis_c_tvalid	Input	TVALID for channel C
s_axis_c_tready	Output	TREADY for channel C
s_axis_c_tdata	Input	TDATA for channel C. See <a href="#">TDATA Packing</a> for internal structure
s_axis_c_tuser	Input	TUSER for channel C
s_axis_c_tlast	Input	TLAST for channel C
s_axis_operation_tvalid	Input	TVALID for channel OPERATION
s_axis_operation_tready	Output	TREADY for channel OPERATION
s_axis_operation_tdata	Input	TDATA for channel OPERATION. See <a href="#">TDATA Packing</a> for internal structure
s_axis_operation_tuser	Input	TUSER for channel OPERATION
s_axis_operation_tlast	Input	TLAST for channel OPERATION
m_axis_result_tvalid	Output	TVALID for channel RESULT
m_axis_result_tready	Input	TREADY for channel RESULT
m_axis_result_tdata	Output	TDATA for channel RESULT. See <a href="#">TDATA Subfield</a> for internal structure
m_axis_result_tuser	Output	TUSER for channel RESULT
m_axis_result_tlast	Output	TLAST for channel RESULT

All AXI4-Stream port names are lower case, but for ease of visualization, upper case is used in this document when referring to port name suffixes, such as TDATA or TLAST.

### A Channel (`s_axis_a_tdata`)

Operand A input.

### B Channel (`s_axis_b_tdata`)

Operand B input.

### C Channel (`s_axis_c_tdata`)

Operand C input.

### `ack`

All signals are synchronous to the `ack` input.

### `ackn`

When `ackn` is deasserted, the clock is disabled, and the state of the core and its outputs are maintained.

**Note:** `aresetn` takes priority over `ackn`.

### `aresetn`

When `aresetn` is asserted, the core control circuits are synchronously set to their initial state. Any incomplete results are discarded, and `m_axis_result_tvalid` is not generated for them. While `aresetn` is asserted `m_axis_result_tvalid` is synchronously deasserted. The core is ready for new input one cycle after `aresetn` is deasserted<sup>(1)</sup>, at which point slave channel `tvalids` are asserted. `aresetn` takes priority over `ackn`. If `aresetn` is required to be gated by `ackn`, then this can be done externally to the core.



---

**IMPORTANT:** *`aresetn` must be driven low for a minimum of two clock cycles to reset the core.*

---

### Operation Channel (`s_axis_operation_tdata`)

The operation channel is present when add and subtract operations are selected together, or when a programmable comparator is selected. The operations are binary encoded as specified in [Table 2-9](#).

---

1. See the warning described in [Non-Blocking Mode](#).



Table 2-9: Encoding of s\_axis\_operation\_tdata

FP Operation		s_axis_operation_tdata(5:0)
Add		000000
Subtract		000001
Compare (Programmable)	Unordered <sup>(1)</sup>	000100
	Less Than	001100
	Equal	010100
	Less Than or Equal	011100
	Greater Than	100100
	Not Equal	101100
	Greater Than or Equal	110100

1. An unordered comparison returns TRUE when either (or both) of the operands are NaN, indicating that the operands' magnitudes cannot be put in size order.

### Result Channel (m\_axis\_result\_tdata)

If the operation is compare, then the valid bits within the result depend upon the compare operation selected. If the compare operation is one of those listed in Table 2-9, then only the least significant bit of the result indicates whether the comparison is TRUE or FALSE. If the operation is condition code, then the result of the comparison is provided by 4-bits using the encoding summarized in Table 2-10.

Table 2-10: Condition Code Summary

Compare Operation	m_axis_result_tdata(3:0)				Result	
	3	2	1	0		
Programmable					0	A OP B = FALSE
					1	A OP B = TRUE
Condition Code	Unordered	>	<	EQ	Meaning	
	0	0	0	1	A = B	
	0	0	1	0	A < B	
	0	1	0	0	A > B	
	1	0	0	0	A, B or both are NaN.	

The following flag signals provide exception information. Additional detail on their behavior can be found in the *IEEE-754 Standard*. The exception flags are not presented as discrete signals in Floating-Point Operator v6.2, but instead are provided in the RESULT channel m\_axis\_result\_tuser subfield. For more details, see [Output Result Channel](#).

The accumulator operator adds two non-standard exception flags: Accumulator Input Overflow, and Accumulator Overflow. For more information about these flags, see [Accumulator Design Guidelines](#).

## UNDERFLOW

Underflow is signaled when the operation generates a non-zero result which is too small to be represented with the chosen precision. The result is set to zero. Underflow is detected after rounding.

**Note:** A number that becomes denormalized before rounding is set to zero and underflow signaled.

## OVERFLOW

Overflow is signaled when the operation generates a result that is too large to be represented with the chosen precision. For most operators, the output is set to a correctly signed  $\infty$ .

Due to its different rounding mode, the accumulator operator sets the output to the target format's largest finite number with the sign of the pre-rounded result.

## INVALID\_OP

Invalid general-computational or signaling-computational operations are signaled when the operation performed is invalid. According to the *IEEE-754 Standard* [Ref 1], the following are invalid operations:

1. Any operation on a signaling NaN. (This is not relevant to the core as all NaNs are treated as Quiet NaNs).
2. Addition or subtraction of infinite values where the sign of the result cannot be determined. For example, magnitude subtraction of infinities such as  $(+\infty) + (-\infty)$ .
3. Multiplication, or fused multiply-add, where  $0 \times \infty$ .
4. Division where  $0/0$  or  $\infty/\infty$ .
5. Square root if the operand is less than zero. A special case is  $\text{sqrt}(-0)$ , which is defined to be  $-0$  by the *IEEE-754 Standard*.
6. When the input of a conversion precludes a faithful representation that cannot otherwise be signaled (for example NaN or infinity).
7. Natural Logarithm if the input is less than 0. A special case is  $\text{log}(-0)$  which is defined to be  $-\infty$ .

When an invalid operation occurs, the associated result is a Quiet NaN. In the case of floating-point to fixed-point conversion, NaN and infinity raise an invalid operation exception. If the operand is out of range, or an infinity, then an overflow exception is raised. By analyzing the two exception signals it is possible to determine which of the three types of operand was converted. (See [Table 2-11](#).)

Table 2-11: Invalid Operation Summary

Operand	Invalid Operation	Overflow	Result
+ Out of Range	0	1	011...11
- Out of Range	0	1	100...00
+ Infinity	1	1	011...11
- Infinity	1	1	100...00
NaN	1	0	100...00

When the operand of a Floating-point to fixed-point conversion is a NaN, the result is set to the most negative representable number. When the operand is infinity or an out-of-range floating-point number, the result is saturated to the most positive or most negative number, depending upon the sign of the operand.

**Note:** Floating-point to fixed-point conversion does not treat a NaN as a Quiet NaN, because NaN is not representable within the resulting fixed-point format, and so can only be indicated through an invalid operation exception.

The absolute value operator does not signal an invalid operation when a Signaling NaN is input, as it is not a general computational or a signaling computational operation.

**Note:** The fused multiply-add operator does not signal an invalid operation when  $0 \times \infty + \text{Quiet NaN}$  is performed.

## DIVIDE\_BY\_ZERO

DIVIDE\_BY\_ZERO is asserted when a divide operation is performed where the divisor is zero and the dividend is a finite non-zero number. The result in this circumstance is a correctly signed infinity.

DIVIDE\_BY\_ZERO is asserted when a logarithm operation is performed where the operand is zero. The result in this circumstance is negative infinity.

# Designing with the Core

This chapter includes guidelines and additional information to make designing with the core easier.

---

## General Design Guidelines

The floating-point and fixed-point representations employed by the core are described in [Floating-Point Number Representation](#) and [Fixed-Point Number Representation](#).

### Floating-Point Number Representation

The core employs a floating-point representation that is a generalization of the *IEEE-754 Standard* [Ref 1] to allow for non-standard sizes. When standard sizes are chosen, the format and special values employed are identical to those described by the *IEEE-754 Standard*.

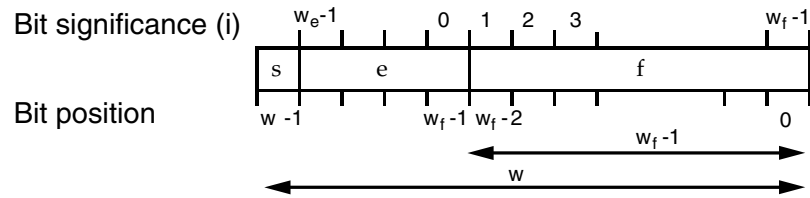
Two parameters have been adopted for the purposes of generalizing the format employed by the Floating-Point Operator core. These specify the total format width and the width of the fractional part. For standard single precision types, the format width is 32 bits and fraction width 24 bits. In the following description, these widths are abbreviated to  $w$  and  $w_f$ , respectively.

A floating-point number is represented using a sign, exponent, and fraction (which are denoted as 's', 'E', and  $b_0.b_1b_2\dots b_{w_f-1}$ , respectively).

The value of a floating-point number is given by:  $v = (-1)^s 2^E b_0.b_1b_2\dots b_{w_f-1}$

The binary bits,  $b_i$ , have weighting  $2^{-i}$ , where the most significant bit  $b_0$  is a constant 1. As such, the combination is bounded such that  $1 \leq b_0.b_1b_2\dots b_{p-1} < 2$  and the number is said to be normalized. To provide increased dynamic range, this quantity is scaled by a positive or negative power of 2 (denoted here as E). The sign bit provides a value that is negative when  $s = 1$ , and positive when  $s = 0$ .

The binary representation of a floating-point number contains three fields as shown in [Figure 3-1](#).



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Figure 3-1: Bit Fields within the Floating-Point Representation

As  $b_0$  is a constant, only the fractional part is retained, that is,  $f = b_1 \dots b_{w_f-1}$ . This requires only  $w_f - 1$  bits. Of the remaining bits, one bit is used to represent the sign, and  $w_e = w - w_f$  bits represent the exponent.

The exponent field,  $e$ , employs a biased unsigned integer representation, whose value is given by:

$$e = \sum_{i=0}^{w_e-1} e_i 2^i$$

The index,  $i$ , of each bit within the exponent field is shown in Figure 3-1.

The signed value of the exponent,  $E$ , is obtained by removing the bias, that is,

$$E = e - (2^{w_e-1} - 1)$$

In reality,  $w_f$  is not the wordlength of the fraction, but the fraction with the hidden bit,  $b_0$ , included. This terminology has been adopted to provide commonality with that used to describe fixed-point parameters (as employed by Xilinx System Generator™ for DSP).

### Special Values

Several values for  $s$ ,  $e$  and  $f$  have been reserved for representing special numbers, such as Not a Number (NaN), Infinity ( $\infty$ ), Zero (0), and denormalized numbers (see [Denormalized Numbers](#) for an explanation of the latter). These special values are summarized in [Table 3-1](#).

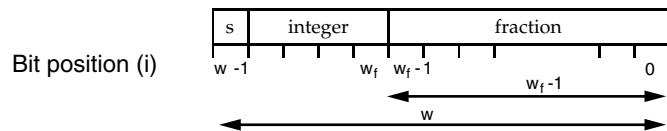
Table 3-1: Special Values

Symbol for Special Value	s Field	e Field	f Field
NaN	don't care	$2^{w_e-1} - 1$ (that is, $e = 11\dots11$ )	Any non-zero field. For results that are NaN the most significant bit of fraction is set (that is, $f = 10\dots00$ )
$\pm\infty$	sign of $\infty$	$2^{w_e-1} - 1$ (that is, $e = 11\dots11$ )	Zero (that is, $f = 00\dots00$ )
$\pm 0$	sign of 0	0	Zero (that is, $f = 00\dots00$ )
denormalized	sign of number	0	Any non-zero field

In Table 3-1 the sign bit is undefined when a result is a NaN. The core generates NaNs with the sign bit set to 0 (that is, positive). Also, infinity and zero are signed. Where possible, the sign is handled in the same way as finite non-zero numbers. For example,  $-0 + (-0) = -0$ ,  $-0 + 0 = 0$  and  $-\infty + (-\infty) = -\infty$ . A meaningless operation such as  $-\infty + \infty$  raises an invalid operation exception and produces a NaN as a result.

## Fixed-Point Number Representation

For the purposes of fixed-point to floating-point conversion, a fixed-point representation is adopted that is consistent with the signed integer type used by Xilinx System Generator for DSP. Fixed-point values are represented using a two's complement number that is weighted by a fixed power of 2. The binary representation of a fixed-point number contains three fields as shown in Figure 3-2 (although it is still a weighted two's complement number).



DS335\_03\_050609

Figure 3-2: Bit Fields within the Fixed-Point Representation

In Figure 3-2, the bit position has been labeled with an index  $i$ . Based upon this, the value of a fixed-point number is given by:

$$v = (-1)^s 2^{w-1-w_f} + b_{w-2} \dots b_{w_f} b_{w_f-1} \dots b_1 b_0$$

$$= (-1)^{b_{w-1}} 2^{w-1-w_f} + \sum_0^{w-2} 2^{i-w_f} b_i$$

For example, a 32-bit signed integer representation is obtained when a total width of 32 and a fraction width of 0 are specified. Round to Nearest is employed within the conversion operations.

To provide for the sign bit, the width of the integer field must be at least 1, requiring that the fractional width be no larger than w-1.

## Accumulator Design Guidelines

### Configuring the Accumulator

The accumulator operator has been implemented as a floating-point wrapper around a fixed point accumulator to reduce resources and to allow a throughput of one sample per clock cycle. Three parameters are required to configure the accumulator:

- **Input MSB** – The MSB of the largest number that can be accepted.
- **LSB** – The LSB of the smallest number that can be accepted. It is also the LSB of the accumulated result.
- **MSB** – The MSB of the largest result. It can be up to 54 bits greater than the Input MSB.

These values can be set to fully support the chosen IEEE-754 format, as shown in [Table 3-2](#), allowing the accumulator to process any floating-point number and accumulate without introducing any round-off error. For example, to fully accommodate Single Precision, the Input MSB should be set to 127 and the LSB set to -149.

Table 3-2: MSB and LSB of the Largest and Smallest IEEE-754 Floating-Point Numbers

Format	MSB	LSB
Single	$2^{127}$	$2^{-149}$
Double	$2^{1023}$	$2^{-1074}$
Custom	$2^{(\text{exponent\_width}-1)-1}$	$2^{(1-\text{MSB})-(\text{fractional\_width}-1)}$

Resource usage can be reduced if these parameters are set to match the bounds on the dataset that is used with the accumulator. For example, if the largest value that will be accumulated is 100,000 then the MSB can be set to 17, substantially reducing the width of the accumulator.

The LSB controls the accuracy of the accumulator. Input values with an LSB smaller than the LSB of the accumulator are truncated (Round Towards Zero) introducing a maximum error of  $2^{\text{LSB}-1}$  per accumulation. In the worst case, the lower  $\log_2(n)$  bits of the accumulator are incorrect after  $n$  such accumulations. If accuracy to  $2^x$  is required after  $n$  accumulations then the LSB needs to be set to  $x - \lceil \log_2(n) \rceil$ . For example, if accuracy to  $2^{-16}$  is required after 1000 accumulations, the LSB needs to be set to  $-16 - \lceil \log_2(1000) \rceil = -26$ .

The MSB of the accumulator sets the maximum value that can be accumulated. The set value can be up to 54 bits greater than the Input MSB, which allows one number to be accumulated every clock cycle for one year at 400 MHz. If the MSB is set to be greater than the maximum value of the IEEE-754 format then the result can cause an IEEE-754 overflow unless sufficient subtractions occur to bring it back into range (this is for a positive accumulated value. For a negative accumulated value, sufficient additions need to occur.)

## Denormalized Numbers

The accumulator is consistent with the other operators in its handling of denormalized values. Denormalized numbers seen on the input are flushed to zero. Denormalized numbers on the output are flushed to zero and the Underflow flag is set. However, denormalized numbers generated in the accumulator are retained within the accumulator to maintain accuracy.

## Exceptions

The accumulator handles exceptions in order shown in [Table 3-3](#). All exceptions except for OVERFLOW and UNDERFLOW are unrecoverable.<sup>(1)</sup>

After an unrecoverable exception occurs, the output value and flags remain set until a new accumulation is started. The output value and flags can subsequently change if an exception above it in the table occurs.

---

1. OVERFLOW and UNDERFLOW represent the state of the accumulated value after it has been converted to a floating-point number. Following operations might bring the accumulator back into a valid range so these exceptions are handled on a per-output basis. All other exceptions represent the state of the accumulator itself and recovery is only possible by ending the accumulation.



Table 3-3: Accumulator Exception Handling

Exception	Output Value	Flags	Notes
NaN Summand	NaN	None	The output is a Quiet NaN, with the sign bit set to 0.
Summand MSB > Input MSB	NaN	ACCUM_INPUT_OVERFLOW	Infinities cannot trigger this exception
Accumulated value MSB > MSB	NaN	ACCUM_OVERFLOW	
$+\infty$ and $-\infty$	NaN	INVALID_OP	
$+\infty$ or $-\infty$	$+\infty$ or $-\infty$	None	
Result larger than IEEE-754 format can represent	$\pm$ MAX	OVERFLOW	As truncation is used (Round To 0) then the maximum value for the floating-point format is returned, not $\infty$ .
Denormalized result	$\pm 0$	UNDERFLOW	

Example:

- An  $+\infty$  summand is seen on the A channel.
  - The accumulator now outputs  $+\infty$  with no flags until a new accumulation starts, unless a higher priority exception occurs.
  - From this point on OVERFLOW and UNDERFLOW are impossible, but any of the exceptions above it in the table can still occur.
- Some time later, but within the same block, a  $-\infty$  summand is seen on the A channel.
  - The output value now changes to NaN and INVALID\_OP is set as both  $+\infty$  and  $-\infty$  have been accumulated.
- Some time later, but within the same block, a NaN summand is seen on the A channel.
  - The output value remains as NaN but INVALID\_OP is cleared.
- No other exceptions are possible.

## Starting a New Accumulation

A floating-point number on the A channel is the first in a new accumulation when either of the following conditions are true:

- It is the first summand after `aresetn` has been asserted and released.
- It is the first summand after `s_axis_a_tlast` has been asserted on a valid AXI transfer.

When a new accumulation starts, the exceptions are cleared, the accumulator register is set to zero, and the new summand is combined (added or subtracted) with zero.

---

## Clocking

The Floating-Point Operator core uses a single clock, called `aclk`. All input and output interfaces and internal state are subject to this single clock.

---

## Resets

The Floating-Point Operator core uses a single, optional, reset input called `aresetn`. This signal is active-Low and must be asserted for a minimum of two clock cycles to ensure correct operation. `aresetn` is a global synchronous reset which resets all control states in the core; all data in transit through the core is lost when `aresetn` is asserted.

---

## Protocol Description

### AXI4-Stream Considerations

The conversion to AXI4-Stream interfaces brings standardization and enhances interoperability of Xilinx IP LogiCORE™ solutions. Other than general control signals such as `aclk`, `aclken` and `aresetn`, all inputs and outputs to and from the Floating-Point Operator core are conveyed using AXI4-Stream channels. A channel consists of `TVALID` and `TDATA` always, plus several optional ports and fields. In the Floating-Point Operator, the optional ports supported are `TREADY`, `TLAST` and `TUSER`. Together, `TVALID` and `TREADY` perform a handshake to transfer a message, where the payload is `TDATA`, `TUSER` and `TLAST`. The Floating-Point Operator operates on the operands contained in the `TDATA` fields and outputs the result in the `TDATA` field of the output channel. The Floating-Point Operator does not use `TUSER` and `TLAST` inputs as such,<sup>(1)</sup> but the core provides the facility to convey these fields with the same latency as for `TDATA`. This facility is expected to ease use of the Floating-Point Operator in a system. For example, the Floating-Point Operator might be operating on streaming packetized data. In this example, the core could be configured to pass the `TLAST` of the packetized data channel, thus saving the system designer the effort of constructing a bypass path for this information. For further details on AXI4-Stream interfaces see [Ref 6] and [Ref 7].

---

1. The accumulator does use `TLAST` as an input. For more information, see [TLAST in the Accumulator Operator](#).

## Basic Handshake

Figure 3-3 shows the transfer of data in an AXI4-Stream channel. TVALID is driven by the source (master) side of the channel and TREADY is driven by the receiver (slave). TVALID indicates that the value in the payload fields (TDATA, TUSER and TLAST) is valid. TREADY indicates that the slave is ready to receive data. When both TVALID and TREADY are TRUE in a cycle, a transfer occurs. The master and slave set TVALID and TREADY respectively for the next transfer appropriately.

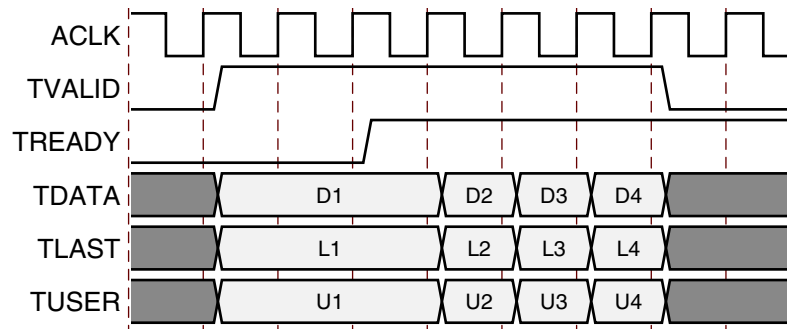


Figure 3-3: Data Transfer in an AXI4-Stream Channel

## Non-Blocking Mode

The term Non-Blocking means that lack of data on one input channel does not block the execution of an operation if data is received on another input channel. The full flow control of AXI4-Stream is not always required. Blocking or Non-Blocking behavior is selected using the Flow Control parameter or GUI field. The core supports a Non-Blocking mode in which the AXI4-Stream channels do not have TREADY, that is, they do not support back pressure. The choice of Blocking or Non-Blocking applies to the whole core, not each channel individually. Channels still have the non-optional TVALID signal, which is analogous to the New Data (ND) signal on many cores prior to the adoption of AXI4-Stream interfaces. Without the facility to block dataflow, the internal implementation is much simplified, so fewer resources are required for this mode.



**RECOMMENDED:** This mode is recommended when moving to this core version from a pre-AXI4-Stream core with minimal change.

When all of the present input channels receive an active TVALID, an operation is validated and the output TVALID (suitably delayed by the latency of the core) is asserted to qualify the result. Operations occur on every enabled clock cycle and data is presented on the output channel payload fields regardless of TVALID. This is to allow a minimal migration from previous core versions. Figure 3-4 shows the Non-Blocking behavior for a case of an adder with latency of one cycle.



**IMPORTANT:** For performance, `aresetn` is registered internally, which delays its action by a clock cycle. The effect of this is that any transaction input in the cycle following the de-assertion of `aresetn`

is reset by the action of *aresetn*, resulting in an output data value of zero.  
*m\_axis\_result\_tvalid* is also inactive for this cycle.

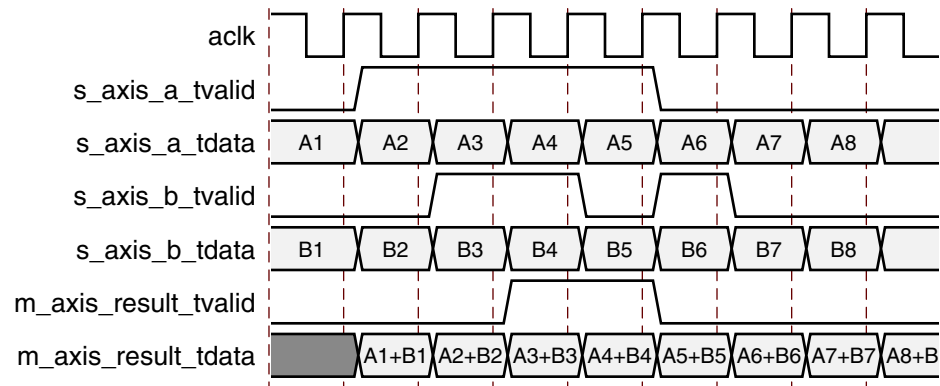


Figure 3-4: Non-Blocking Mode

## Blocking Mode

The term Blocking means that operation execution does not occur until fresh data is available on all input channels. The full flow control of AXI4-Stream aids system design because the flow of data is self-regulating. Data loss is prevented by the presence of back pressure (TREADY), so that data is only propagated when the downstream datapath is ready to process the data.

The Floating-Point Operator has one, two or three input channels and one output channel. When all input channels have validated data available, an operation occurs and the result becomes available on the output. If the output is prevented from off-loading data because TREADY is low then data accumulates in the output buffer internal to the core. When this output buffer is nearly full the core stops further operations. This prevents the input buffers from off-loading data for new operations so the input buffers fill as new data is input. When the input buffers fill, their respective TREADYs are deasserted to prevent further input. This is the normal action of back pressure.

The inputs are tied in the sense that each must receive validated data before an operation is prompted. Therefore, there is an additional blocking mechanism, where at least one input channel does not receive validated data while others do. In this case, the validated data is stored in the input buffer of the channel.

After a few cycles of this scenario, the buffer of the channel receiving data fills and TREADY for that channel is deasserted until the starved channel receives some data. Figure 3-5 shows both blocking behavior and back pressure for the case of an adder. The first data on channel A is paired with the first data on channel B, the second with the second and so on. This demonstrates the 'blocking' concept. The diagram further shows how data output is delayed not only by latency, but also by the handshake signal *m\_axis\_result\_tready*. This is 'back pressure'. Sustained back pressure on the output along with data availability on the inputs eventually leads to a saturation of the core buffers, leading the core to signal that

it can no longer accept further input by deasserting the input channel TREADY signals. The minimum latency in this example is 2 cycles, but it should be noted that in Blocking operation latency is not a useful concept. Instead, as the diagram shows, the important idea is that each channel acts as a queue, ensuring that the first, second, third data samples on each channel are paired with the corresponding samples on the other channels for each operation.

**Note:** The core buffers have a greater capacity than implied by the diagram.

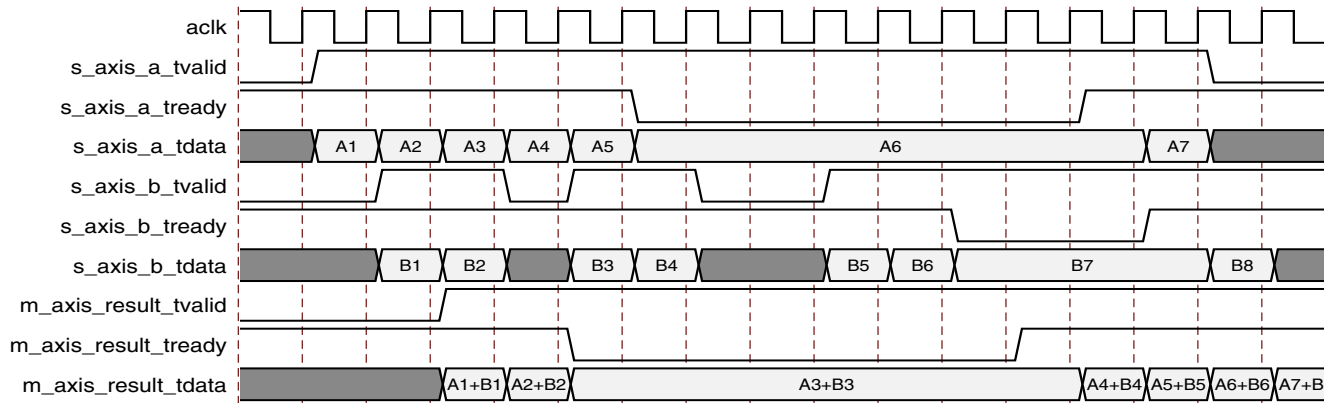


Figure 3-5: Blocking Mode

## TDATA Packing

Fields within an AXI4-Stream interface are not given arbitrary names. Normally, information pertinent to the application is carried in the TDATA field. To ease interoperability with byte-oriented protocols, each subfield within TDATA which could be used independently is first extended, if necessary, to fit a bit field which is a multiple of 8 bits. For example, say the Floating-Point Operator is configured to have an A operand with a custom precision of 11 bits (5 exponent and 6 mantissa bits). The operand would occupy bits (10:0). Bits (15:11) would be ignored. The bits added by byte orientation are ignored by the core and do not result in additional resource use.

## A, B and C Input Channels

### TDATA Structure for A, B and C Channels

Input channels A, B and C carry data for use in calculations in their TDATA fields. See [Figure 3-6](#).

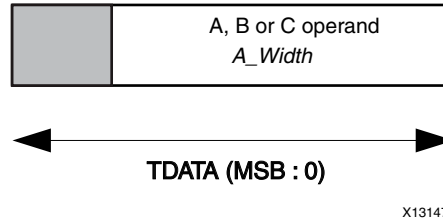


Figure 3-6: TDATA Structure for A, B and C Channels

Figure 3-7 illustrates how the previous example of a custom precision input with 11 bits maps to the TDATA channel.

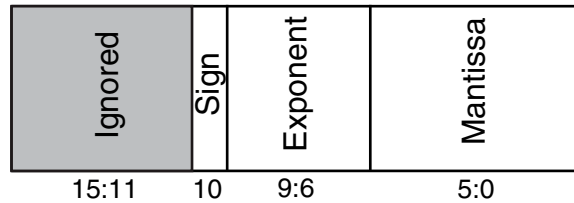


Figure 3-7: Custom Precision Input (11 bits) Mapped to TDATA Channel

### TDATA Structure for OPERATION Channel

The OPERATION channel exists only when add and subtract operations are selected together, or when a programmable comparator is selected. The binary encoded operation code, as specified in Table 2-9, are 6 bits in length. However, due to the byte-oriented nature of TDATA, this means that TDATA has a width of 8 bits.

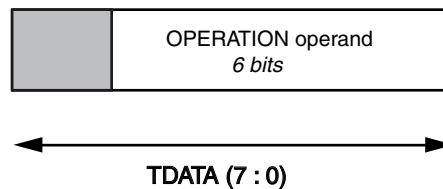


Figure 3-8: TDATA Structure for OPERATION Channel

### TLAST and TUSER Handling

This section covers TLAST and TUSER handling in a variety of scenarios.

#### TLAST in All Operators Apart from the Accumulator Operator

TLAST in AXI4-Stream is used to denote the last transfer of a block of data. The Floating-Point Operator core operates on a per-sample basis where each operation is independent of any other before or after. Because of this, there is no need for TLAST on a Floating-Point Operator core. The TLAST signal is supported on each channel purely as an optional aid to system design for the scenario in which the data stream being passed

through the Floating-Point Operator core does indeed have some packetization, but which is not relevant to the core operation. The facility to pass TLAST removes the burden of matching latency to the TDATA path, which can be variable, through the Floating-Point Operator core.

### TLAST in the Accumulator Operator

TLAST is used in the accumulator to signal the last sample in a block of data. The next sample received after the one with TLAST asserted is loaded into the accumulator to start a fresh accumulation.

On the result channel, TLAST is used to signal the last result in a block of data. The result with TLAST asserted represents the final accumulation of all of the data in the block.

### TUSER

TUSER is for ancillary information that qualifies or augments the primary data in TDATA. The TUSER signal is supported on each channel purely as an optional aid to system design for the scenario in which the data stream being passed through the Floating-Point Operator core does indeed have some ancillary field, but which is not relevant to the core operation. The facility to pass TUSER removes the burden of matching latency to the TDATA path, which can be variable, through the Floating-Point Operator core.

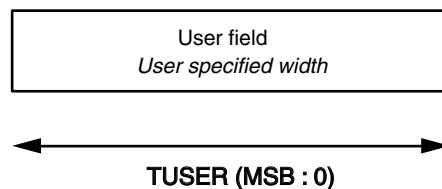


Figure 3-9: TUSER Structure for A, B, C and OPERATION Channels

### TLAST Options

#### All Operators Apart from the Accumulator Operator

TLAST for each input channel is optional. When present, each input channel can be passed through the Floating-Point Operator core. When more than one channel has TLAST enabled, each input channel can pass a logical AND or logical OR of the TLASTs input. When no TLASTs are present on any input channel, the output channel does not have TLAST either.

#### Accumulator Operator

The accumulator has no TLAST options because TLAST is not optional.

## TUSER Options

TUSER for each input channel is optional. Each has user-selectable width. These fields are concatenated, without any byte-orientation or padding, to form the output channel TUSER field. The TUSER field from channel A forms the least significant portion of the concatenation, then TUSER from channel B, TUSER from channel C, and TUSER from channel OPERATION.

For example, if channels A and OPERATION both have TUSER subfields with widths of 5 and 8 bits respectively, and no exception flag signals (for example, underflow) are selected, the output TUSER is a suitably delayed concatenation of A and OPERATION TUSER fields, 13 bits wide, with A in the least significant 5 bit positions (4 down to 0).

## Output Result Channel

### TDATA Subfield

The internal structure of the RESULT channel TDATA subfield depends on the operation performed by the core.

For numerical operations (for example, add, multiply) TDATA contains the numerical result of the operation and is a single floating-point or fixed-point number. The result width is sign-extended to a byte boundary if necessary. This is shown in [Figure 3-10](#).

For Comparator operations, the result is either a 4-bit field (Condition Code) or a single bit indicating TRUE or FALSE. In both cases, the result is zero-padded to a byte boundary, as shown in [Figure 3-11](#).

### TUSER Subfield

The TUSER subfield is present if any of the input channels have an (optional) TUSER subfield, or if any of the exception flags (underflow, overflow, invalid operation, divide by zero, Accumulator Input Overflow and Accumulator Overflow) have been selected. The formatting of the TUSER fields is shown in [Figure 3-12](#).

If any field of TUSER is not present, fields in more significant bit positions move down to fill the space. For example, if the overflow exception flag is selected, but the underflow exception flag is not, the overflow exception flag result moves to the least-significant bit position in the TUSER subfield.

No byte alignment is performed on TUSER fields. All fields present are immediately adjacent to one another with no padding between them or at the most significant bit.



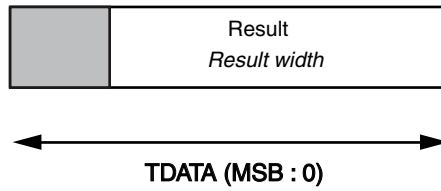


Figure 3-10: TDATA Structure for Numerical Result Channel

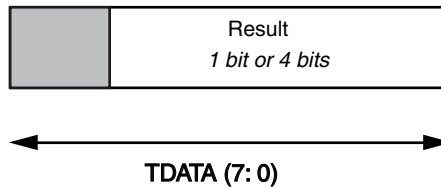
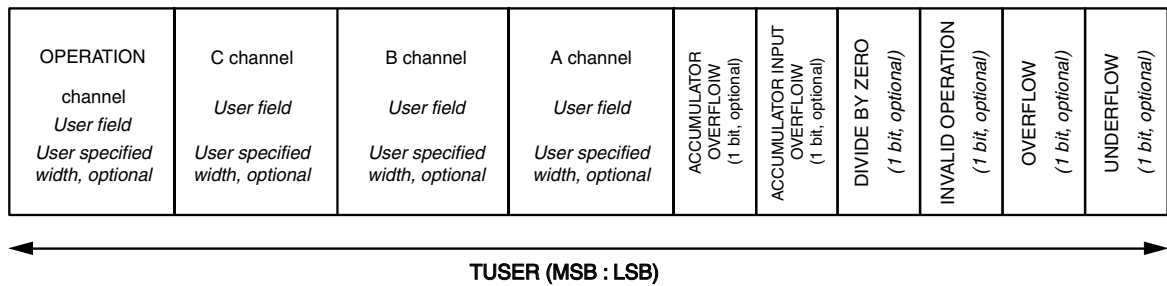


Figure 3-11: TDATA Structure for Comparator Result Channel



X13148

Figure 3-12: TUSER Structure for Result Channel

# C Model Reference

The Xilinx® LogiCORE™ IP Floating-Point Operator core bit accurate C model is a self-contained, linkable, shared library that models the functionality of this core with finite precision arithmetic. This model provides a bit accurate representation of the various modes of the Floating-Point Operator v6.2 core, and it is suitable for inclusion in a larger framework for system-level simulation or core-specific verification.

The C model is an optional output of the Vivado™ Design Suite. For information about generating IP source outputs, see *Vivado Design Suite User Guide: Using the Vivado IDE (UG893)* [Ref 10].

---

## Features

- Bit accurate with Floating-Point Operator core
- Available for 32-bit and 64-bit Linux platforms
- Available for 32-bit and 64-bit Windows platforms
- Supports all features of the Floating-Point Operator core
- Designed for integration into a larger system model
- Example C code showing how to use the C model functions

---

## Overview

This product guide provides information about the Xilinx LogiCORE IP Floating-Point Operator v6.2 bit accurate C model for 32-bit and 64-bit Linux, and 32-bit and 64-bit Windows platforms.

The model consists of a set of C functions that reside in a shared library. Example C code is provided to demonstrate how these functions form the interface to the C model. Full details of this interface are given in [C Model Interface](#).

The model is bit accurate but not cycle-accurate; it performs exactly the same operations as the core. However, it does not model the core latency or its interface signals.

## Unpacking and Model Contents

There are separate ZIP files containing all the files necessary for use with a specific computing platform. Each ZIP file contains:

- The C model shared library
- Multiple Precision Integers and Rationals (MPIR) [Ref 4] and Multiple Precision Floating-point Reliable (MPFR) [Ref 3] shared libraries
- The C model header file
- The example code showing customers how to call the C model

**Note:** The C model uses MPIR and MPFR libraries. MPIR is an interface-compatible version of the GNU Multiple Precision (GMP) [Ref 2] library, with greater support for Windows platforms. MPIR has been compiled using its GMP compatibility option, so the MPIR library and header file use GMP file names. MPFR uses GMP, but here has been configured to use MPIR instead. Source code for the MPIR library, the MPFR library, and the Visual Studio project files for MPFR can be obtained from [www.xilinx.com/guest\\_resources/gnu/](http://www.xilinx.com/guest_resources/gnu/).

Table 4-1: Example C Model ZIP File Contents - Linux

File	Description
floating_point_v6_2_bitacc_cmodel.h	Header file which defines the C model API
libIp_floating_point_v6_2_bitacc_cmodel.so	Model shared object library
libgmp.so.7	MPIR library, used by the C model
libmpfr.so.4	MPFR library, used by the C model
gmp.h	MPIR header file, used by the C model
mpfr.h	MPFR header file, used by the C model
run_bitacc_cmodel.c	Example program for calling the C model
allfns.c	Detailed example C code showing how to call every C model function

Table 4-2: Example C Model ZIP File Contents - Windows

File	Description
floating_point_v6_2_bitacc_cmodel.h	Header file which defines the C model API
libIp_floating_point_v6_2_bitacc_cmodel.dll	Model dynamically linked library
libIp_floating_point_v6_2_bitacc_cmodel.lib	Model .lib file for compiling
libgmp.dll	MPIR library, used by the C model
libgmp.lib	MPIR .lib file for compiling
libmpfr.dll	MPFR library, used by the C model
libmpfr.lib	MPFR .lib file for compiling
gmp.h	MPIR header file, used by the C model

Table 4-2: Example C Model ZIP File Contents - Windows (Cont'd)

File	Description
mpfr.h	MPFR header file, used by the C model
run_bitacc_cmodel.c	Example program for calling the C model
allfns.c	Detailed example C code showing how to call every C model function

## Installation

### Linux

- Unpack the contents of the ZIP file.
- Ensure that the directory where the `libIp_floating_point_v6_2_bitacc_cmodel.so`, `libgmp.so.7` and `libmpfr.so.4` files reside is included in the path of the environment variable `LD_LIBRARY_PATH`.

### Windows

- Unpack the contents of the ZIP file.
- Ensure that the directory where the `libIp_floating_point_v6_2_bitacc_cmodel.dll`, `libgmp.dll` and `libmpfr.dll` files reside is
  - a. included in the path of the environment variable `PATH` or
  - b. the directory in which the executable that calls the C model is run.

## C Model Interface

The Floating-Point Operator C model has a C function based Application Programming Interface (API), which is very similar to the APIs of other floating-point arithmetic libraries MPIR (Multiple Precision Integers and Rationals) and MPFR (GNU Multiple Precision Floating-point Reliable library). The C model uses these libraries internally and provides functions to convert between their data types.

**Note:** MPIR [Ref 4] and MPFR [Ref 3] are free, open source software libraries, distributed under the GNU Lesser General Public License. A compiled version of each library is provided with the C model. MPIR is a compatible alternative to GMP (GNU Multiple Precision Arithmetic) [Ref 2] that provides greater support for Windows platforms. MPIR and GMP can be used interchangeably.

Two example C files, `run_bitacc_cmodel.c` and `allfns.c`, are included, that demonstrate how to call the C model. See these files for examples of using the interface described in the following sections.

The Application Programming Interface (API) of the C model is defined in the header file `floating_point_v6_2_bitacc_cmodel.h`. The interface consists of data structures and functions as described in the following sections.

## Data Types

The C types defined for the Floating-Point Operator C model are shown in [Table 4-3](#).

**Table 4-3: Floating-Point Operator C Model Data Types**

Name	Type	Description
<code>xip_fpo_prec_t</code>	long	Precision of mantissa or exponent (bits)
<code>xip_fpo_sign_t</code>	int	Sign bit of a floating-point number
<code>xip_fpo_exp_t</code>	long	Exponent of a floating-point number
<code>xip_fpo_t</code>	struct[1]	Custom precision floating-point number (internally defined as a one-element array of a structure)
<code>xip_fpo_fix_t</code>	struct[1]	Custom precision fixed-point number (internally defined as a one-element array of a structure)
<code>xip_fpo_ptr</code>	struct *	Pointer to underlying custom precision floating-point struct. Equivalent to <code>xip_fpo_t</code> but easier to use in certain situations (for example, terminator in <code>xip_fpo_inits2</code> function).
<code>xip_fpo_fix_ptr</code>	struct *	Pointer to underlying custom precision fixed-point struct. Equivalent to <code>xip_fpo_fix_t</code> but easier to use in certain situations (for example, terminator in <code>xip_fpo_fix_inits2</code> function).
<code>xip_fpo_exc_t</code>	int	Bitwise flags which when set indicate exceptions that occurred during an operation: bit 0: underflow bit 1: overflow bit 2: invalid operation bit 3: divide by zero bit 4: operation not supported by Floating-Point Operator v6.2 core (for example, add with different precision operands) bit 5: accumulator input overflow bit 6: accumulator overflow

`xip_fpo_prec_t` is used for initializing variables of type `xip_fpo_t` and `xip_fpo_fix_t`.

`xip_fpo_prec_t` and `xip_fpo_exp_t` are of type `long` for compatibility with MPFR, not because they need a greater numerical range than provided by `int`.

The Floating-Point Operator C model functions use `xip_fpo_t` and `xip_fpo_fix_t` for input and output variables. Users should use these types for all custom precision floating-point and fixed-point variables. Defining this type as a one-element array of the

underlying struct means that when a user declares a variable of this type, the memory for the struct members is automatically allocated, and the user can pass the variable as-is to functions with no need to add a \* to pass a pointer, and it is automatically passed by reference. This is the same method as used by MPIR [Ref 4] and MPFR [Ref 3].

`xip_fpo_t` is an IEEE-754 compatible floating-point type, except that signaling NaNs and denormalized numbers are not supported. If a signaling NaN is stored in an `xip_fpo_t` variable, the value becomes a quiet NaN. Similarly, denormalized numbers are converted to zero (with an underflow exception, if appropriate).

`xip_fpo_exc_t` is the return value type of most functions.

The C model API also provides versions of its operation functions for single and double precision, using standard C data types `float` and `double` respectively. This provides an easy use model for applications that do not require custom precision.

## Functions

There are several C model functions accessible to the user.

### Information Functions

The Floating-Point Operator C model information functions are shown in [Table 4-4](#).

Table 4-4: Floating-Point Operator C Model Information Functions

Name	Return	Arguments	Description
<code>xip_fpo_get_version</code>	<code>const char *</code>	<code>void</code>	Return the Floating-Point Operator C model version, as a null-terminated string. For v6.2 this is "6.2".

### Initialization Functions

The Floating-Point Operator C model initialization functions are shown in [Table 4-5](#). Most functions have variants to handle floating-point and fixed-point variables.

Table 4-5: Floating-Point Operator C Model Initialization Functions

Name	Return	Arguments	Description
<code>xip_fpo_init2</code>	<code>void</code>	<code>xip_fpo_t x</code> , <code>xip_fpo_prec_t exp</code> , <code>xip_fpo_prec_t mant</code>	Initialize floating-point variable <code>x</code> , set its exponent precision to <code>exp</code> , its mantissa precision to <code>mant</code> , and its value to NaN.
<code>xip_fpo_fix_init2</code>	<code>void</code>	<code>xip_fpo_fix_t x</code> , <code>xip_fpo_prec_t i</code> , <code>xip_fpo_prec_t frac</code>	Initialize fixed-point variable <code>x</code> , set its integer precision to <code>i</code> , its fraction precision to <code>frac</code> , and its value to zero.

Table 4-5: Floating-Point Operator C Model Initialization Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_inits2	void	xip_fpo_prec_t exp, xip_fpo_prec_t mant, xip_fpo_t x, ...	Initialize all xip_fpo_t variables pointed to by the argument list, set their exponent precision to <i>exp</i> , their mantissa precision to <i>mant</i> , and their value to NaN. The last item in the list must be a null pointer of type xip_fpo_t (or equivalently xip_fpo_ptr).
xip_fpo_fix_inits2	void	xip_fpo_prec_t i, xip_fpo_prec_t frac, xip_fpo_fix_t x, ...	Initialize all xip_fpo_fix_t variables pointed to by the argument list, set their integer precision to <i>i</i> , their fraction precision to <i>frac</i> , and their value to zero. The last item in the list must be a null pointer of type xip_fpo_fix_t (or equivalently xip_fpo_fix_ptr).
xip_fpo_clear	void	xip_fpo_t x	Free the memory used by x.
xip_fpo_fix_clear	void	xip_fpo_fix_t x	Free the memory used by x.
xip_fpo_clears	void	xip_fpo_t x,...	Free the memory used by all xip_fpo_t variables pointed to by the argument list. The last item in the list must be a null pointer of type xip_fpo_t (or equivalently xip_fpo_ptr).
xip_fpo_fix_clears	void	xip_fpo_fix_t x,...	Free the memory used by all xip_fpo_fix_t variables pointed to by the argument list. The last item in the list must be a null pointer of type xip_fpo_fix_t (or equivalently xip_fpo_fix_ptr).
xip_fpo_set_prec	void	xip_fpo_t x, xip_fpo_prec_t exp, xip_fpo_prec_t mant	Reset x to an exponent precision of <i>exp</i> , a mantissa precision of <i>mant</i> , and set its value to NaN. The previous value of x is lost.
xip_fpo_fix_set_prec	void	xip_fpo_fix_t x, xip_fpo_prec_t i, xip_fpo_prec_t frac	Reset x to an integer precision of <i>i</i> , a fraction precision of <i>frac</i> , and set its value to zero. The previous value of x is lost.
xip_fpo_get_prec_mant	xip_fpo_prec_t	xip_fpo_t x	Return the mantissa precision (in bits) of x.
xip_fpo_get_prec_exp	xip_fpo_prec_t	xip_fpo_t x	Return the exponent precision (in bits) of x.
xip_fpo_fix_get_prec_frac	xip_fpo_prec_t	xip_fpo_fix_t x	Return the fraction precision (in bits) of x.
xip_fpo_fix_get_prec_int	xip_fpo_prec_t	xip_fpo_fix_t x	Return the integer precision (in bits) of x.

A floating-point number has a minimum exponent required to support normalization:

$$\text{minimum exponent width} = \text{ceil}(\log_2(\text{fraction width} + 3)) + 1$$

If the exponent width specified for `xip_fpo_init2` or `xip_fpo_set_prec` for initializing or resetting a floating-point variable is too small, it is internally increased to the minimum permitted width.

A variable should be initialized only once, or be cleared using `xip_fpo_clear` between initializations. To change the precision of a variable that has already been initialized, use `xip_fpo_set_prec`.

An example of initializing and clearing floating-point variables is shown:

```
xip_fpo_t x, y, z;
xip_fpo_init2 (x, 11, 53);    // double precision
xip_fpo_inits2 (7, 17, y, z, (xip_fpo_ptr) 0); // custom precision
// perform operations
xip_fpo_set_prec (8, 24, y); // change to single precision
// more operations
xip_fpo_clears (x, y, z, (xip_fpo_ptr) 0);
```

## Assignment Functions

The Floating-Point Operator C model assignment functions are shown in [Table 4-6](#). Most functions have variants to handle both floating-point and fixed-point variables. Functions are provided for assigning Floating-Point Operator C model variables from MPIR and MPFR variables for ease of use alongside these existing libraries.



Table 4-6: Floating-Point Operator C Model Assignment Functions

Name	Return	Arguments	Description
xip_fpo_set	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set the value of <i>rop</i> to <i>op</i> . <sup>(1)</sup>
xip_fpo_fix_set	xip_fpo_exc_t	xip_fpo_fix_t rop, xip_fpo_fix_t op	
xip_fpo_set_ui	xip_fpo_exc_t	xip_fpo_t rop, unsigned long op	
xip_fpo_fix_set_ui	xip_fpo_exc_t	xip_fpo_fix_t rop, unsigned long op	
xip_fpo_set_si	xip_fpo_exc_t	xip_fpo_t rop, signed long op	
xip_fpo_fix_set_si	xip_fpo_exc_t	xip_fpo_fix_t rop, signed long op	
xip_fpo_set_uj	xip_fpo_exc_t	xip_fpo_t rop, uintmax_t op	
xip_fpo_fix_set_uj	xip_fpo_exc_t	xip_fpo_fix_t rop, uintmax_t op	
xip_fpo_set_sj	xip_fpo_exc_t	xip_fpo_t rop, intmax_t op	
xip_fpo_fix_set_sj	xip_fpo_exc_t	xip_fpo_fix_t rop, intmax_t op	
xip_fpo_setflt	xip_fpo_exc_t	xip_fpo_t rop, float op	
xip_fpo_fix_setflt	xip_fpo_exc_t	xip_fpo_fix_t rop, float op	
xip_fpo_set_d	xip_fpo_exc_t	xip_fpo_t rop, double op	
xip_fpo_fix_set_d	xip_fpo_exc_t	xip_fpo_fix_t rop, double op	
xip_fpo_set_q	xip_fpo_exc_t	xip_fpo_t rop, mpq_t op	Set the value of <i>rop</i> to the value of GMP/MPPIR rational number <i>op</i> . <sup>(1)</sup>
xip_fpo_fix_set_q	xip_fpo_exc_t	xip_fpo_fix_t rop, mpq_t op	
xip_fpo_set_f	xip_fpo_exc_t	xip_fpo_t rop, mpf_t op	Set the value of <i>rop</i> to the value of GMP/MPPIR floating-point number <i>op</i> . <sup>(1)</sup>
xip_fpo_fix_set_f	xip_fpo_exc_t	xip_fpo_fix_t rop, mpf_t op	

Table 4-6: Floating-Point Operator C Model Assignment Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_set_fr	xip_fpo_exc_t	xip_fpo_t rop, mpfr_t op	Set the value of <i>rop</i> to the value of MPFR floating-point number <i>op</i> . <sup>(1)</sup>
xip_fpo_fix_set_fr	xip_fpo_exc_t	xip_fpo_fix_t rop, mpfr_t op	
xip_fpo_set_ui_2exp	xip_fpo_exc_t	xip_fpo_t rop, unsigned long op, xip_fpo_exp_t e	Set the value of <i>rop</i> to <i>op</i> multiplied by two to the power of <i>e</i> . <sup>(1)</sup>
xip_fpo_set_si_2exp	xip_fpo_exc_t	xip_fpo_t rop, signed long op, xip_fpo_exp_t e	
xip_fpo_set_uj_2exp	xip_fpo_exc_t	xip_fpo_t rop, uintmax_t op, intmax_t e	
xip_fpo_set_sj_2exp	xip_fpo_exc_t	xip_fpo_t rop, intmax_t op, intmax_t e	
xip_fpo_set_str	xip_fpo_exc_t	xip_fpo_t rop, const char *s, int base	Set the value of <i>rop</i> to the string in <i>s</i> which is in the base <i>base</i> . See <a href="#">xip_fpo_set_str</a> and <a href="#">xip_fpo_fix_set_str</a> for details. <sup>(1)</sup>
xip_fpo_fix_set_str	xip_fpo_exc_t	xip_fpo_fix_t rop, const char *s, int base	
xip_fpo_set_nan	void	xip_fpo_t x	Set the value of <i>x</i> to NaN.
xip_fpo_set_inf	void	xip_fpo_t x, int sign	Set the value of <i>x</i> to plus infinity if <i>sign</i> is non-negative, minus infinity otherwise.
xip_fpo_set_zero	void	xip_fpo_t x, int sign	Set the value of <i>x</i> to plus zero if <i>sign</i> is non-negative, minus zero otherwise.

**Notes:**

- Any exceptions that occur are signaled in the return value. When assigning to a fixed-point variable, if overflow occurs, the result is saturated and the return value is the largest representable fixed-point number of the correct sign. Converting a NaN returns the most negative representable fixed-point number and the invalid operation exception is signaled in the return value.

**xip\_fpo\_set\_str and xip\_fpo\_fix\_set\_str**

The functions `xip_fpo_set_str` and `xip_fpo_fix_set_str` take a string argument (actually `const char *`) and an integer base. They have the same usage as the MPFR function `mpfr_set_str`.

The base is a value between 2 and 62 or zero. The string is a representation of numeric data to be read and stored in the floating-point variable. The whole string must represent a valid floating-point number.

The form of numeric data is a non-empty sequence of significand digits with an optional decimal point, and an optional exponent consisting of an exponent prefix followed by an

optional sign and a non-empty sequence of decimal digits. A significant digit is either a decimal digit or a Latin letter (62 possible characters), with A = 10, B = 11, ..., Z = 35; case is ignored in bases less or equal to 36, in bases larger than 36, a = 36, b = 37, ..., z = 61. The value of a significant digit must be strictly less than the base. The decimal point can be either the one defined by the current locale or the period (the first one is accepted for consistency with the C standard and the practice, the second one is accepted to allow the programmer to provide numbers from strings in a way that does not depend on the current locale). The exponent prefix can be e or E for bases up to 10, or @ in any base; it indicates a multiplication by a power of the base. In bases 2 and 16, the exponent prefix can also be p or P, in which case the exponent, called binary exponent, indicates a multiplication by a power of 2 instead of the base (there is a difference only for base 16); in base 16 for example 1p2 represents 4 whereas 1@2 represents 256.

If the argument *base* is 0, then the base is automatically detected as follows. If the significand starts with 0b or 0B, base 2 is assumed. If the significand starts with 0x or 0X, base 16 is assumed. Otherwise base 10 is assumed.

**Note:** The exponent (if present) must contain at least a digit. Otherwise, the possible exponent prefix and sign are not part of the number (which ends with the significand). Similarly, if 0b, 0B, 0x or 0X is not followed by a binary/hexadecimal digit, then the subject sequence stops at the character 0, thus 0 is read.

Special data (for infinities and NaN) can be @inf@ or @nan@ (n-char-sequence-opt), and if base <= 16, it can also be infinity, inf, nan or nan (n-char-sequence-opt), all case insensitive. A n-char-sequence-opt is a possibly empty string containing only digits, Latin letters and the underscore (0, 1, 2, ..., 9, a, b, ..., z, A, B, ..., Z, \_).

**Note:** There is an optional sign for all data, even NaN. For example, -@nAn@ (This\_Is\_Not\_17) is a valid representation for NaN in base 17.

If the whole string cannot be parsed into a floating-point or fixed-point number, then an invalid operation exception is signaled. In this case, *rop* might have changed. Overflow or underflow can occur if the string is parsed to a floating-point or fixed-point number that is too large or too small to represent in the floating-point or fixed-point precision of the variable.

## Conversion Functions

The Floating-Point Operator C model conversion functions are shown in [Table 4-7](#). Most functions have variants to handle both floating-point and fixed-point variables.

Functions that convert to a standard C data type return the converted result as that data type. Any exceptions that occur are ignored. Functions that convert to GMP or MPFR data types place the result in the first argument and return exception flags, as with most Floating-Point Operator C model functions.

Table 4-7: Floating-Point Operator C Model Conversion Functions

Name	Return	Arguments	Description
xip_fpo_get_ui	unsigned long	xip_fpo_t op	Convert <i>op</i> to an unsigned long int after rounding.
xip_fpo_fix_get_ui	unsigned long	xip_fpo_fix_t op	
xip_fpo_get_si	signed long	xip_fpo_t op	Convert <i>op</i> to a signed long int after rounding.
xip_fpo_fix_get_si	signed long	xip_fpo_fix_t op	
xip_fpo_get_uj	uintmax_t	xip_fpo_t op	Convert <i>op</i> to an unsigned maximum size integer after rounding.
xip_fpo_fix_get_uj	uintmax_t	xip_fpo_fix_t op	
xip_fpo_get_sj	intmax_t	xip_fpo_t op	Convert <i>op</i> to a signed maximum size integer after rounding.
xip_fpo_fix_get_sj	intmax_t	xip_fpo_fix_t op	
xip_fpo_getflt	float	xip_fpo_t op	Convert <i>op</i> to a float.
xip_fpo_fix_getflt	float	xip_fpo_fix_t op	
xip_fpo_get_d	double	xip_fpo_t op	Convert <i>op</i> to a double.
xip_fpo_fix_get_d	double	xip_fpo_fix_t op	
xip_fpo_get_d_2exp	double	long *exp, xip_fpo_t op	Convert the mantissa of <i>op</i> to a double such that $0.5 \leq \text{abs}(\text{mantissa}) < 1$ , and set the value pointed to by <i>exp</i> to the exponent of <i>op</i> . If <i>op</i> is zero, zero is returned and <i>exp</i> is zero. If <i>op</i> is NaN or infinity, NaN or infinity respectively is returned and <i>exp</i> is undefined.
xip_fpo_get_z	xip_fpo_exc_t	mpz_t rop, xip_fpo_t op	Convert <i>op</i> to a GMP/MPFR integer after rounding and store in <i>rop</i> . If <i>op</i> is NaN or infinity, <i>rop</i> is set to 0 and an invalid operation exception is returned.
xip_fpo_fix_get_z	xip_fpo_exc_t	mpz_t rop, xip_fpo_fix_t op	
xip_fpo_get_f	xip_fpo_exc_t	mpf_t rop, xip_fpo_t op	Convert <i>op</i> to a GMP/MPFR floating-point number and store it in <i>rop</i> . If <i>op</i> is NaN or infinity, <i>rop</i> is set to 0 and an invalid operation exception is returned.
xip_fpo_fix_get_f	xip_fpo_exc_t	mpf_t rop, xip_fpo_fix_t op	
xip_fpo_get_fr	xip_fpo_exc_t	mpfr_t rop, xip_fpo_t op	Convert <i>op</i> to an MPFR floating-point number and store it in <i>rop</i> .
xip_fpo_fix_get_fr	xip_fpo_exc_t	mpfr_t rop, xip_fpo_fix_t op	
xip_fpo_get_str	char *	char * str, xip_fpo_exp_t * exp, int base, int n_digits, xip_fpo_t op	Convert <i>op</i> to a string of digits in base <i>base</i> , returning the exponent separately in the variable pointed to by <i>exp</i> . See <a href="#">xip_fpo_get_str</a> for details.
xip_fpo_fix_get_str	char *	char * str, int base, xip_fpo_fix_t op	Convert <i>op</i> to a string of digits in base <i>base</i> . See for details.

Table 4-7: Floating-Point Operator C Model Conversion Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_free_str	void	char * str	Free a string allocated by xip_fpo_get_str or xip_fpo_fix_get_str.
xip_fpo_fix_free_str	void	char * str	A synonym for xip_fpo_free_str.
xip_fpo_sizeinbase	int	xip_fpo_t op, int base	Return the size of <i>op</i> measured in number of digits in the given <i>base</i> . <i>base</i> can vary from 2 to 62. The sign of <i>op</i> is ignored. Returns -1 if an error occurs. Use to determine the space required when converting <i>op</i> to a string using xip_fpo_get_str or xip_fpo_fix_get_str.
xip_fpo_fix_sizeinbase	int	xip_fpo_fix_t op, int base	

### xip\_fpo\_get\_str

The function `xip_fpo_get_str` has the same usage as the MPFR function `mpfr_get_str`. *n\_digits* is either zero or the number of significant digits output in the string; in the latter case, *n\_digits* must be greater or equal to 2. The base can vary from 2 to 62. If the input number is an ordinary number, the exponent is written through the pointer *exp* (for input 0, the exponent is set to 0).

The generated string is in the base specified by *base*. Each string character is either a decimal digit or a Latin letter (62 possible characters). For *base* in the range 2 to 36, decimal digits and lower case letters are used, with a = 10, b = 11, ... z = 35. For *base* in the range 37 to 62, digits, upper case, and lower case letters are used, with A = 10, B = 11, ..., Z = 35, a = 36, b = 37, ..., z = 61.

The generated string is a fraction, with an implicit radix point immediately to the left of the first digit. For example, the number -3.1416 would be returned as "-31416" in the string and 1 written at *exp*. The value is rounded to provide *n\_digits* of output, using round to nearest even: if *op* is exactly in the middle of two consecutive possible outputs, the one with an even significand is chosen, where both significands are considered with the exponent of *op*. For an odd base, this might not correspond to an even last digit: for example with 2 digits in base 7, (14) and a half is rounded to (15) which is 12 in decimal, (16) and a half is rounded to (20) which is 14 in decimal, and (26) and a half is rounded to (26) which is 20 in decimal.

If *n\_digits* is zero, the number of digits of the significand is chosen large enough so that re-reading the printed value with the same precision recovers the original value of *op*. More precisely, in most cases, the chosen precision of *str* is the minimal precision *m* depending only on  $p = \text{PREC}(op)$  and *b* that satisfies the above property, that is,  $m = 1 + \text{ceil}(p \cdot \log(2) / \log(b))$ , with *p* replaced by *p*-1 if *b* is a power of 2.

If *str* is a null pointer, space for the significand is allocated using the GMP/MPIR current allocation function which is `malloc()` by default, and a pointer to the string is returned. To free the memory used by the returned string, you must use `xip_fpo_free_str`.

If *str* is not a null pointer, it should point to a block of storage large enough for the significand, that is, at least  $\max(n\_digits + 2, 7)$  if  $n\_digits > 0$ , or `xip_fpo_sizeinbase(op, base) + 2` otherwise. The extra two bytes are for a possible minus sign, and for the terminating null character, and the value 7 accounts for `-@Inf@` plus the terminating null character.

A pointer to the string is returned, unless there is an error, in which case a null pointer is returned.

### **xip\_fpo\_fix\_get\_str**

The function `xip_fpo_fix_get_str` has the same usage as the GMP/MPIR function `mpz_get_str`. The base can vary from 2 to 62.

The generated string is in the base specified by *base*. Each string character is either a decimal digit or a Latin letter (62 possible characters). For base in the range 2 to 36, decimal digits and lower case letters are used, with  $a = 10$ ,  $b = 11$ , ...  $z = 35$ . For base in the range 37 to 62, digits, upper case, and lower case letters are used, with  $A = 10$ ,  $B = 11$ , ...,  $Z = 35$ ,  $a = 36$ ,  $b = 37$ , ...,  $z = 61$ .

The generated string is either an integer value with no radix point, or a fraction with an explicit radix point. All significant digits are returned, but no leading or trailing zeros are returned. No rounding is carried out.

If *str* is a null pointer, space for the significand is allocated using the current allocation function, and a pointer to the string is returned. To free the memory used by the returned string, you must use `xip_fpo_fix_free_str`.

If *str* is not a null pointer, it should point to a block of storage large enough for the result, that being `xip_fpo_fix_sizeinbase(op, base) + 2`. The extra two bytes are for a possible minus sign, and the terminating null character.

## **Operation Functions**

The Floating-Point Operator C model functions that model operations of the core are shown in [Table 4-8](#). In addition to functions using `xip_fpo_t` and `xip_fpo_fix_t` type arguments to provide custom precision, alternative versions of functions using standard C data types `float` and `double` are also provided to make it easy for customers who do not need custom precision. For fixed to float and float to fixed functions, `float` and `double` to and from `int` are provided. For float to float functions, all combinations of `float` and `double` are provided: where these data types are the same, the function provides a means to condition numbers (convert signaling NaNs to quiet NaNs, convert denormalized numbers to zero).

Table 4-8: Floating-Point Operator C Model Operation Functions

Name	Return	Arguments	Description
xip_fpo_add	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2	Set $rop = op1 + op2$ . rop, op1 and op2 must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_addflt	xip_fpo_exc_t	float * rop, float op1, float op2	Set $rop = op1 + op2$ . Single precision version.
xip_fpo_add_d	xip_fpo_exc_t	double * rop, double op1, double op2	Set $rop = op1 + op2$ . Double precision version.
xip_fpo_sub	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2	Set $rop = op1 - op2$ . rop, op1 and op2 must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_subflt	xip_fpo_exc_t	float * rop, float op1, float op2	Set $rop = op1 - op2$ . Single precision version.
xip_fpo_sub_d	xip_fpo_exc_t	double * rop, double op1, double op2	Set $rop = op1 - op2$ . Double precision version.
xip_fpo_accum_create_state	xil_fpo_accum_state *	int exponent_width, int fractional_width, int accumulator_msb, int input_msb, int accumulator_lsb	Returns a pointer to a xil_fpo_accum_state object. This is needed by all the other accumulator functions.
xip_fpo_accum_reset_state	void	xil_fpo_accum_state *state	Resets the xil_fpo_accum_state object. Call this to start a new accumulation. Has the effect of clearing the accumulator and resetting the exception flags.
xip_fpo_accum_destroy_state	void	xil_fpo_accum_state *state	Destroys the xil_fpo_accum_state object and frees any memory allocated. The xil_fpo_accum_state object pointer can no longer be used.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_accum_sample	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op, bool subtract, xil_fpo_accum_state *state	Add/Subtract <i>op</i> to/from the accumulator and return the result. Adds when <i>subtract = false</i> ; Subtracts when <i>subtract = true</i> . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_accum_sampleflt	xip_fpo_exc_t	float * rop, float op, bool subtract, xil_fpo_accum_state *state	Add/Subtract <i>op</i> to/from the accumulator and return the result. Single precision version. Adds when <i>subtract = false</i> ; Subtracts when <i>subtract = true</i> .
xip_fpo_accum_sample_d	xip_fpo_exc_t	double * rop, double op, bool subtract, xil_fpo_accum_state *state	Add/Subtract <i>op</i> to/from the accumulator and return the result. Double precision version. Adds when <i>subtract = false</i> ; Subtracts when <i>subtract = true</i> .
xip_fpo_mul	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2	Set $rop = op1 \times op2$ . <i>rop</i> , <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_mulflt	xip_fpo_exc_t	float * rop, float op1, float op2	Set $rop = op1 \times op2$ . Single precision version.
xip_fpo_mul_d	xip_fpo_exc_t	double * rop, double op1, double op2	Set $rop = op1 \times op2$ . Double precision version.
xip_fpo_fma	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2, xip_fpo_t op3	Set $rop = (op1 \times op2) + op3$ . <i>rop</i> , <i>op1</i> , <i>op2</i> , and <i>op3</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_fmaflt	xip_fpo_exc_t	float * rop, float op1, float op2, float op3	Set $rop = (op1 \times op2) + op3$ . Single precision version.



Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_fma_d	xip_fpo_exc_t	double * rop, double op1, double op2, double op3	Set $rop = (op1 \times op2) + op3$ . Double precision version.
xip_fpo_fms	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2, xip_fpo_t op3	Set $rop = (op1 \times op2) - op3$ . <i>rop</i> , <i>op1</i> , <i>op2</i> , and <i>op3</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_fms_flt	xip_fpo_exc_t	float * rop, float op1, float op2, float op3	Set $rop = (op1 \times op2) - op3$ . Single precision version.
xip_fpo_fms_d	xip_fpo_exc_t	double * rop, double op1, double op2, double op3	Set $rop = (op1 \times op2) - op3$ . Double precision version.
xip_fpo_div	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op1, xip_fpo_t op2	Set $rop = op1/op2$ . <i>rop</i> , <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_div_flt	xip_fpo_exc_t	float * rop, float op1, float op2	Set $rop = op1 / op2$ . Single precision version.
xip_fpo_div_d	xip_fpo_exc_t	double * rop, double op1, double op2	Set $rop = op1/op2$ . Double precision version.
xip_fpo_rec <sup>(1)</sup>	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set $rop = 1/op$ . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_rec_flt	xip_fpo_exc_t	float * rop, float op	Set $rop = 1/op$ . Single precision version.
xip_fpo_rec_d	xip_fpo_exc_t	double * rop, double op	Set $rop = 1/op$ . Double precision version.
xip_fpo_sqrt	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set $rop =$ square root of <i>op</i> . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_sqrt_flt	xip_fpo_exc_t	float * rop, float op	Set $rop =$ square root of <i>op</i> . Single precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_sqrt_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = square root of <i>op</i> . Double precision version.
xip_fpo_recsqrt <sup>(1)</sup>	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set <i>rop</i> = 1/(square root of <i>op</i> ). <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_recsqrtflt	xip_fpo_exc_t	float * rop, float op	Set <i>rop</i> = 1/(square root of <i>op</i> ). Single precision version.
xip_fpo_recsqrt_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = 1/(square root of <i>op</i> ). Double precision version.
xip_fpo_abs	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set <i>rop</i> = $ op $ . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_absflt	xip_fpo_exc_t	float * rop, float op	Set <i>rop</i> = $ op $ . Single precision version.
xip_fpo_abs_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = $ op $ . Double precision version.
xip_fpo_log <sup>(1)</sup>	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set <i>rop</i> = natural logarithm of <i>op</i> . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_logflt	xip_fpo_exc_t	float * rop, float op	Set <i>rop</i> = natural logarithm of <i>op</i> . Single precision version.
xip_fpo_log_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = natural logarithm of <i>op</i> . Double precision version.
xip_fpo_exp <sup>(1)</sup>	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set <i>rop</i> = exponential of <i>op</i> . <i>rop</i> and <i>op</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_expflt	xip_fpo_exc_t	float * rop, float op	Set <i>rop</i> = exponential of <i>op</i> . Single precision version.
xip_fpo_exp_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = exponential of <i>op</i> . Double precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_exp_array <sup>(1)</sup>	int	xip_fpo_t * rop, xip_fpo_t * op, xip_fpo_exc_t *exceptions, unsigned long long num_values	Process an array of values This provides a significant performance improvement over calling xip_fpo_exp for individual values. Set $rop[i]$ = exponential of $op[i]$ . All $rop[]$ and $op[]$ entries must have identical precisions, otherwise an operation not supported exception is returned. The return value indicates the last array element processed (either successfully or with an operation not supported exception)
xip_fpo_expflt_array	void	float * rop, float * op, xip_fpo_exc_t exceptions*, unsigned long long num_values	Process an array of values. This provides a significant performance improvement over calling xip_fpo_expflt for individual values. Set $rop[i]$ = exponential of $op[i]$ . Single precision version.
xip_fpo_expd_array	void	double * rop, double * op, xip_fpo_exc_t * exceptions, unsigned long long num_values	Process an array of values. This provides a significant performance improvement over calling xip_fpo_expd for individual values. Set $rop[i]$ = exponential of $op[i]$ . Double precision version.
xip_fpo_unordered	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set $res = 1$ if $op1$ or $op2$ is a NaN, 0 otherwise. $op1$ and $op2$ must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_unorderedflt	xip_fpo_exc_t	int * res, float op1, float op2	Set $res = 1$ if $op1$ or $op2$ is a NaN, 0 otherwise. Single precision version.
xip_fpo_unorderedd	xip_fpo_exc_t	int * res, double op1, double op2	Set $res = 1$ if $op1$ or $op2$ is a NaN, 0 otherwise. Double precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_equal	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> = <i>op2</i> , 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_equal_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> = <i>op2</i> , 0 otherwise. Single precision version.
xip_fpo_equal_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> = <i>op2</i> , 0 otherwise. Double precision version.
xip_fpo_less	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> < <i>op2</i> , 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_less_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> < <i>op2</i> , 0 otherwise. Single precision version.
xip_fpo_less_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> < <i>op2</i> , 0 otherwise. Double precision version.
xip_fpo_lessequal	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> <= <i>op2</i> , 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_lessequal_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> <= <i>op2</i> , 0 otherwise. Single precision version.
xip_fpo_lessequal_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> <= <i>op2</i> , 0 otherwise. Double precision version.
xip_fpo_greater	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> > <i>op2</i> , 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_greater_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> > <i>op2</i> , 0 otherwise. Single precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_greater_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> > <i>op2</i> , 0 otherwise. Double precision version.
xip_fpo_greaterequal	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> >= <i>op2</i> , 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_greaterequal_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> >= <i>op2</i> , 0 otherwise. Single precision version.
xip_fpo_greaterequal_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> >= <i>op2</i> , 0 otherwise. Double precision version.
xip_fpo_notequal	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Set <i>res</i> = 1 if <i>op1</i> <> <i>op2</i> or either <i>op1</i> or <i>op2</i> are NaN, 0 otherwise. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_notequal_flt	xip_fpo_exc_t	int * res, float op1, float op2	Set <i>res</i> = 1 if <i>op1</i> <> <i>op2</i> or either <i>op1</i> or <i>op2</i> are NaN, 0 otherwise. Single precision version.
xip_fpo_notequal_d	xip_fpo_exc_t	int * res, double op1, double op2	Set <i>res</i> = 1 if <i>op1</i> <> <i>op2</i> or either <i>op1</i> or <i>op2</i> are NaN, 0 otherwise. Double precision version.
xip_fpo_condcode	xip_fpo_exc_t	int * res, xip_fpo_t op1, xip_fpo_t op2	Compare <i>op1</i> and <i>op2</i> , and set the least significant 4 bits of <i>res</i> to the resulting condition code. See <a href="#">Table 4-9</a> for the condition code encoding. <i>op1</i> and <i>op2</i> must have identical precisions, otherwise an operation not supported exception is returned.
xip_fpo_condcode_flt	xip_fpo_exc_t	int * res, float op1, float op2	Compare <i>op1</i> and <i>op2</i> , and set the least significant 4 bits of <i>res</i> to the resulting condition code. See <a href="#">Table 4-9</a> for the condition code encoding. Single precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_condcode_d	xip_fpo_exc_t	int * res, double op1, double op2	Compare <i>op1</i> and <i>op2</i> , and set the least significant 4 bits of <i>res</i> to the resulting condition code. See <a href="#">Table 4-9</a> for the condition code encoding. Double precision version.
xip_fpo_flttofix	xip_fpo_exc_t	xip_fpo_fix_t rop, xip_fpo_t op	Set <i>rop</i> = <i>op</i> , rounding as required. <i>rop</i> and <i>op</i> must have compatible precisions (see <a href="#">xip_fpo_flttofix</a> and <a href="#">xip_fpo_fixtoflt</a> ), otherwise an operation not supported exception is returned.
xip_fpo_flttofix_intflt	xip_fpo_exc_t	int * rop, float op	Set <i>rop</i> = <i>op</i> , rounding as required. Single precision to integer version.
xip_fpo_flttofix_intd	xip_fpo_exc_t	int * rop, double op	Set <i>rop</i> = <i>op</i> , rounding as required. Double precision to integer version.
xip_fpo_fixtoflt	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_fix_t op	Set <i>rop</i> = <i>op</i> , rounding as required. <i>rop</i> and <i>op</i> must have compatible precisions (see <a href="#">xip_fpo_flttofix</a> and <a href="#">xip_fpo_fixtoflt</a> ), otherwise an operation not supported exception is returned.
xip_fpo_fixtoflt_ftint	xip_fpo_exc_t	float * rop, int op	Set <i>rop</i> = <i>op</i> , rounding as required. Integer to single precision version.
xip_fpo_fixtoflt_dint	xip_fpo_exc_t	double * rop, int op	Set <i>rop</i> = <i>op</i> , rounding as required. Integer to double precision version.
xip_fpo_flttoflt	xip_fpo_exc_t	xip_fpo_t rop, xip_fpo_t op	Set <i>rop</i> = <i>op</i> , rounding as required. <i>rop</i> and <i>op</i> can have different precisions.
xip_fpo_flttoflt_ftflt	xip_fpo_exc_t	float * rop, float op	Set <i>rop</i> = <i>op</i> , rounding as required. Single to single precision version (for conditioning numbers).
xip_fpo_flttoflt_ftd	xip_fpo_exc_t	float * rop, double op	Set <i>rop</i> = <i>op</i> , rounding as required. Double to single precision version.
xip_fpo_flttoflt_dflt	xip_fpo_exc_t	double * rop, float op	Set <i>rop</i> = <i>op</i> , rounding as required. Single to double precision version.

Table 4-8: Floating-Point Operator C Model Operation Functions (Cont'd)

Name	Return	Arguments	Description
xip_fpo_flttoflt_d_d	xip_fpo_exc_t	double * rop, double op	Set <i>rop</i> = <i>op</i> , rounding as required. Double to double precision version (for conditioning numbers).

1. Only supported for xip\_fpo\_t operands with IEEE-754 single precision (exponent=8, mantissa=24) or double precision (exponent=11, mantissa=53).

For all functions, the result is guaranteed to match exactly the numerical output of the Floating-Point Operator v6.2 core, and the returned exceptions are guaranteed to match exactly the signaled exceptions of the Floating-Point Operator v6.2 core, for identical inputs.

When the operand and result variables do not meet constraints of the Floating-Point Operator v6.2 core, an operation not supported exception is returned. In this case, no other exception bits are set in the return value, and the result variable is not modified.

xip\_fpo\_condcode functions set the 4 least significant bits of their integer result to a condition code, which has the encoding shown in Table 4-9. Encodings not shown are reserved and are not returned by the functions.

Table 4-9: Condition Code Encoding

Integer result	Condition code bit				Meaning
	3	2	1	0	
	Unordered	Greater than	Less than	Equal	
1	0	0	0	1	op1 = op2
2	0	0	1	0	op1 < op2
4	0	1	0	0	op1 > op2
8	1	0	0	0	op1, op2 or both are NaN

For all comparison functions, the sign of zero is ignored, such that -0 = +0.

### xip\_fpo\_flttofix and xip\_fpo\_fixtoflt

xip\_fpo\_flttofix and xip\_fpo\_fixtoflt functions have restrictions on the precisions of the fixed-point and floating-point operand and result. The exponent width of the floating-point variable must be at least:

$$\text{minimum floating-point exponent width} = \text{ceil}(\log_2(\text{fixed-point total width} + 3)) + 1$$

If the operand and result variable do not meet this condition, an operation not supported exception is returned and the result variable is not modified.

---

## Compiling

Compilation of user code requires access to the `floating_point_v6_2_bitacc_cmodel.h` header file and the header files of the MPIR and MPFR dependent libraries, `gmp.h` and `mpfr.h`. The header files should be copied to a location where they are available to the compiler. Depending on the location chosen, the include search path of the compiler might need to be modified.

The `floating_point_v6_2_bitacc_cmodel.h` header file must be included first, because it defines some symbols that are used in the MPIR and MPFR header files. The `floating_point_v6_2_bitacc_cmodel.h` header file includes the MPIR and MPFR header files, so these do not need to be explicitly included in source code that uses the C model. When compiling on Windows, the symbol `NT` must be defined, either by a compiler option, or in user source code before the `floating_point_v6_2_bitacc_cmodel.h` header file is included.

---

## Linking

To use the C model the user executable must be linked against the correct libraries for the target platform.

**Note:** The C model uses MPIR and MPFR libraries. It is also possible to use GMP or MPIR, and MPFR libraries from other sources, for example, compiled from source code. For details, see [Dependent Libraries](#).

### Linux

The executable must be linked against the following shared object libraries:

- `libgmp.so.7`
- `libmpfr.so.4`
- `libIp_floating_point_v6_2_bitacc_cmodel.so`

Using GCC, linking is typically achieved by adding the following command line options:

```
-L. -lgmp -lmpfr -lIp_floating_point_v6_2_bitacc_cmodel
```

This assumes the shared object libraries are in the current directory. If this is not the case, the `-L.` option should be changed to specify the library search path to use.

Using GCC, the provided example program `run_bitacc_cmodel.c` can be compiled and linked using the following command:



```
gcc run_bitacc_cmodel.c -o run_bitacc_cmodel -I. -L. -lgmp -lmpfr  
-lIp_floating_point_v6_2_bitacc_cmodel
```

## Windows

The executable must be linked against the following dynamic link libraries:

- `libgmp.dll`
- `libmpfr.dll`
- `libIp_floating_point_v6_2_bitacc_cmodel.dll`

Depending on the compiler, the import libraries might also be required:

- `libgmp.lib`
- `libmpfr.lib`
- `libIp_floating_point_v6_2_bitacc_cmodel.lib`

Using Microsoft Visual Studio, linking is typically achieved by adding the import libraries to the Additional Dependencies entry under the Linker section of Project Properties.

---

## Dependent Libraries

The C model uses MPIR and MPFR libraries. They are governed by the GNU Lesser General Public License. You can obtain source code for the MPIR and MPFR libraries from [www.xilinx.com/guest\\_resources/gnu/](http://www.xilinx.com/guest_resources/gnu/). Pre-compiled MPIR and MPFR libraries are provided with the C model, using the following versions of the libraries:

- MPIR 2.2.1
- MPFR 3.0.1

As MPIR is a compatible alternative to GMP, the GMP library can be used in place of MPIR. It is possible to use GMP or MPIR and MPFR libraries from other sources, for example, compiled from source code.

GMP and MPIR in particular, and MPFR to a lesser extent, contain many low level optimizations for specific processors. The libraries provided are compiled for a generic processor on each platform, using no optimized processor-specific code. These libraries work on any processor, but run more slowly than libraries compiled to use optimized processor-specific code. For the fastest performance, compile libraries from source on the machine on which you run the executables.

Source code and compilation scripts are provided for the versions of MPIR and MPFR that were used to compile the provided libraries. Source code and compilation scripts for any

version of the libraries can be obtained from the GMP [Ref 2], MPIR [Ref 4] and MPFR [Ref 3] web sites. Microsoft Visual Studio project files for compiling MPFR on Windows can be obtained from the website of Brian Gladman [Ref 5].

**Note:** If compiling MPIR using its `configure` script (for example, on Linux platforms), use the `--enable-gmpcompat` option when running the `configure` script. This generates a `libgmp.so` library and a `gmp.h` header file that provide full compatibility with the GMP library. This compatibility is required by the MPFR compilation scripts.

**Note:** Some Windows compilers, for example Microsoft Visual Studio versions prior to 2010, do not have full support for the C99 standard of the C programming language. The MPFR library contains functions that use the C99 types `intmax_t` and `uintmax_t` (for example, functions with `_sj` and `_uj` suffixes). When MPFR is compiled, it checks if these types are present, and excludes these functions if not. The C model requires these functions in MPFR. Therefore, when compiling MPFR using a Windows compiler without C99 support, include the provided `mpfr_nt_stdint.h` header file, which defines the types `intmax_t` and `uintmax_t`. Using Microsoft Visual Studio, this header file can be included without modifying source code by adding it to the Force Includes entry under the Advanced sub-section of the C/C++ section of Project Properties.

## Example

The `run_bitacc_cmodel.c` file contains example code to show basic operation of the C model. Part of this example code is shown here. The comments assist in understanding the code.

This code calculates  $e$ , the base of natural logarithms, in the given precision. The Taylor Series expansion for the exponential function  $e^x$  is:

$$e^x = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots + \frac{x^n}{n!} + \dots$$

To calculate  $e$ , set  $x = 1$ :

$$e^x = 1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \dots + \frac{1}{n!} + \dots$$

This code calculates terms iteratively until the accuracy of  $e$  no longer improves.

```
#include <stdio.h>
#include "floating_point_v6_2_bitacc_cmodel.h"
int main()
{
  xip_fpo_exp_t exp_prec, mant_prec;
  // The algorithm will work for any legal combination
  // of values for exp_prec and mant_prec
  exp_prec = 16;
  mant_prec = 64;
  printf("Using Taylor Series expansion to calculate e, the base of natural
  logarithms, in %d-bit mantissa precision\n", mant_prec);
```

```

int i, done;
xip_fpo_t n, fact, one, term, e, e_old;
xip_fpo_exc_t ex;
xip_fpo_exp_t exp;
char * result = 0;
double e_d;

xip_fpo_inits2 (exp_prec, mant_prec, n, fact, one, term, e,
               e_old, (xip_fpo_ptr) 0);
xip_fpo_set_ui (one, 1);

// 0th term
i = 0;
xip_fpo_set_ui (fact, 1);
xip_fpo_set_ui (e, 1);

// Main iteration loop
do {

// Set up this iteration
    i++;
    xip_fpo_set_ui (n, i);
    xip_fpo_set (e_old, e);

// Calculate the next term: 1/n!
    ex = xip_fpo_mul (fact, fact, n); // n!
    ex |= xip_fpo_div (term, one, fact); // 1/n!
    // Note: an alternative to the preceding line is:
    //   ex |= xip_fpo_rec (term, fact);
    // but this is only possible if using single or double
    // (exp_prec, mant_prec = 8, 24 or 11, 53 respectively)
    // because xip_fpo_rec only supports single and double

// Calculate the estimate of e
    ex |= xip_fpo_add (e, e, term);

// Are we done?
    ex |= xip_fpo_equal (&done, e, e_old);

// Check for exceptions (none should occur)
    if (ex) {
        printf ("Iteration %d: exception occurred: %d\n", i, ex);
        return 1;
    }

// Print result so far
    result = xip_fpo_get_str (result, &exp, 10, 0, e);
    printf ("After %2d iteration(s), e is 0.%s * 10 ^ %d\n",
           i, result, exp);

} while (!done);

// Convert result to C's double precision type
e_d = xip_fpo_get_d (e);
printf ("As a C double, e is %.20f\n", e_d);

// Free up memory
xip_fpo_clears (n, fact, one, term, e, e_old, xip_fpo_ptr) 0);

```

```
    xip_fpo_free_str (result);  
return 0;  
}
```

## SECTION II: VIVADO DESIGN SUITE

Customizing and Generating the Core

Detailed Example Design

Constraining the Core

# Customizing and Generating the Core

This chapter includes information on how to customize and generate the core in the Vivado™ Design Suite.

---

## GUI

The Floating-Point Operator core GUI provides several tabs with fields to set the parameter values for the particular instantiation required. This section provides a description of each GUI field.

The GUI allows configuration of the following:

- Core operation
- Wordlength
- Implementation optimizations, such as use of XtremeDSP™ slices
- Optional pins

## All Configuration Tabs

All configuration tabs allow the [Component Name](#) to be specified.

### Component Name

The component name is used as the base name of the output files generated for the core. Names must start with a letter and be composed using the following characters: a to z, 0 to 9, and "\_".

## Operation Selection Tab

The floating-point operation can be one of the following:

- Add/Subtract
- Accumulator
- Multiply

- Fused Multiply-Add
- Divide
- Reciprocal
- Square-root
- Reciprocal square root
- Absolute value
- Natural logarithm
- Exponential
- Compare
- Fixed-to-float
- Float-to-fixed
- Float-to-float

When *Add/Subtract*, *Accumulator* or *Fused Multiply-Add* is selected, it is possible for the core to perform both operations, or just add or subtract. When both are selected, the operation performed on a particular set of operands is controlled by the `s_axis_operation` channel (with encoding defined in [Table 2-9](#)).

When *Add/Subtract*, *Accumulator*, *Multiply*, *Fused Multiply-Add*, *Natural Logarithm* or *Exponential* is selected, the level of XtremeDSP slice usage can be specified according to FPGA family as described in the [AXI4-Stream Channel Options](#) section.

When *Compare* is selected, the compare operation can be programmable or fixed. If programmable, then the compare operation performed should be supplied through the `s_axis_operation` channel (with encoding defined in [Table 2-9](#)). If a fixed operation is required, then the operation type should be selected.

When *Float-to-float* conversion is selected, and exponent and fraction widths of the input and result are the same, the core provides a means to condition numbers, that is, convert denormalized numbers to zero, and signaling NaNs to quiet NaNs.

## Precision of Inputs and Precision of Results Tabs

These tabs let you specify the precision of the operand and the precision of the result. Availability of the precision of results depends on the configuration selected on the [Operation Selection Tab](#).

The parameters in these tabs define the number of bits used to represent quantities. The type of the operands and results depend on the operation requested. For fixed-point conversion operations, either the operand or result is fixed-point. For all other operations, the output is specified as a floating-point type.

**Note:** For the condition-code compare operation, `m_axis_result_tdata(3:0)` indicates the result of the comparison operation. For other compare operations `m_axis_result_tdata(0:0)` provides the result.

Table 5-1 defines the general limits of the format widths.

Table 5-1: General Limits of Width and Fraction Width

Format Type	Fraction Width		Exponent/Integer Width		Width	
	Min	Max	Min	Max	Min	Max
Floating-Point	4	64	4	16	4	64
Fixed-Point	0	63	1	64	4	64

There are also some further limits for specific cases which are enforced by the GUI:

- The exponent width (that is, Total Width-Fraction Width) should be chosen to support normalization of the fractional part. This can be calculated using:

$$\text{Minimum Exponent Width} = \text{ceil}[\log_2(\text{Fraction Width}+3)] + 1$$

For example, a 24-bit fractional part requires an exponent of at least 6 bits (for example,  $\{\text{ceil}[\log_2(27)]+1\}$ ).

- For conversion operations, the exponent width of the floating-point input or output is also constrained by the Total Width of the fixed-point input or output to be a minimum of:

$$\text{Minimum Exponent Width} = \text{ceil}[\log_2(\text{Total Width}+3)] + 1$$

For example, a 32-bit integer requires a minimum exponent of 7 bits.

A summary of the width limits imposed by exponent width is provided in Table 5-2.

Table 5-2: Summary of Exponent Width Limits

Floating-Point Fraction Width or Fixed-Point Total Width	Minimum Exponent Width
4 to 5	4
6 to 13	5
14 to 29	6
30 to 61	7
61 to 64	8



## Internal Precision Tab

The Internal Precision Tab is available only with the Accumulator. The tab allows you specify the following:

- Accumulator MSB
- Accumulator LSB
- Input MSB

See [Configuring the Accumulator](#) for more information.

## Optimizations Tab

The Optimizations tab lets you specify the following:

- [Architecture Optimizations](#)
- [Implementation Optimizations](#)

### Architecture Optimizations

For multiplication (double precision), addition/subtraction and Accumulator operations, it is possible to specify a latency optimized architecture, or speed optimized architecture. The latency optimized architecture offers reduced latency at the expense of increased resources.

### Implementation Optimizations

- [DSP Slice Usage](#) allows the level of XtremeDSP slice multiplier use to be specified.
- [Block Memory Usage](#) allows the level of Block Memory use to be specified.

### DSP Slice Usage

The level and type of multiplier usage depends upon the operation. See the GUI for details on how many DSP Slices are used for each configuration.

### Block Memory Usage

Block memory usage can currently only be specified for the Exponential operator. [Figure 5-3](#) summarizes the options for block memory.

*Table 5-3: Block Memory Usage for Exponential Operator*

Block Memory Usage	Single	Double
No usage	Distributed memory	Distributed memory
Full usage	1 RAMB36	5 RAMB18

## Options Tab

The Options tab lets you specify:

- [Flow Control Options](#)
- [Latency and Rate Configuration](#)
- [Control Signals](#)
- [Optional Output Fields](#)
- [AXI4-Stream Channel Options](#)

### Flow Control Options

These parameters allow the AXI4-Stream interface to be optimized to suit the surrounding system.

- Flow Control
  - Blocking: When the core is configured to a Blocking interface, it waits for valid data to be available on all input channels before performing a calculation. Back pressure from downstream modules is possible.
  - NonBlocking: When the core is configured to use a NonBlocking interface, a calculation is performed on each cycle where all input channel TVALIDs are asserted. Back pressure from downstream modules is not possible.
- Optimize Goal
  - Resources: This option reduces the logic resources required by the AXI4-Stream interface, at the expense of maximum achievable clock frequency.
  - Performance: This option allows maximum performance, at the cost of additional logic required to buffer data in the event of back pressure from downstream modules.
- RESULT channel has TREADY
  - Unchecking this option removes TREADY signals from the RESULT channel, disabling the ability for downstream modules to signal back pressure to the Floating-Point Operator core and upstream modules.

### Latency and Rate Configuration

This parameter describes the number of cycles between an operand input and result output. The latency of all operators can be set between 0<sup>(1)</sup> and a maximum value that is dependent upon the parameters chosen.

---

1. 1 for the Accumulator.

## Cycles per Operation

The 'Cycles per Operation' GUI parameter describes the minimum number of cycles that must elapse between inputs. This rate can be specified. A value of 1 allows operands to be applied on every clock cycle, and results in a fully-parallel circuit. A value greater than 1 enables hardware reuse. The resources consumed by the core reduces as the number of cycles per operation is increased. A value of 2 approximately halves the resources used. A fully sequential implementation is obtained when the value is equal to Fraction Width+1 for the square-root operation, and Fraction Width+2 for the divide operation.

## Control Signals

Pins for the following global signals are optional:

- ACLKEN: Active-High clock enable.
- ARESETn: Active-Low synchronous reset. Must be driven low for a minimum of two clock cycles to reset the core.

## Optional Output Fields

The following exception signals are optional and are added to `m_axis_result_tuser` when selected:

- UNDERFLOW, OVERFLOW, INVALID\_OPERATION, DIVIDE\_BY\_ZERO, ACCUM\_OVERFLOW (accumulator only) and ACCUM\_INPUT\_OVERFLOW (accumulator only)
- See [TLAST and TUSER Handling](#) for information on the internal packing of the exception signals in `m_axis_result_tuser`.

## AXI4-Stream Channel Options

The following sections allow configuration of additional AXI4-Stream channel features:

- A Channel Options
  - Enables TLAST and TUSER input fields for the A operand channel, and allows definition of the TUSER field width.
- B Channel Options
  - Enables TLAST and TUSER input fields for the B operand channel (when present), and allows definition of the TUSER field width.
- C Channel Options
  - Enables TLAST and TUSER input fields for the C operand channel (when present), and allows definition of the TUSER field width.

- OPERATION Channel Options
    - Enables TLAST and TUSER input fields for the OPERATION channel (when present), and allows definition of the TUSER field width.
  - Output TLAST Behavior
    - When at least one TLAST input is present on the core, this option defines how the `m_axis_result_tlast` signal should be generated. Options are available to pass any of the input TLAST signals without modification, or to logically OR or AND all input TLASTs.
- 

## Using the Floating-Point Operator IP Core

The Vivado Customize IP dialog box performs error-checking on all input parameters. Resource estimation and latency information are also available.

Several files are produced when a core is generated, and customized instantiation templates for Verilog and VHDL design flows are provided in the `.veo` and `.vho` files, respectively. For detailed instructions, see the *Vivado Design Suite User Guide: Designing with IP (UG896)* [Ref 14].

## Core Use through System Generator for DSP

The Floating-Point Operator core is available through Xilinx System Generator, a DSP design tool that enables the use of The Mathworks model-based design environment Simulink® for FPGA design. The Floating-Point Operator is used within DSP math building blocks provided in the Xilinx blockset for Simulink. The blocks that provide floating-point operations using the Floating-Point Operator core are:

- AddSub
- Accumulator
- Mult
- Fused Multiply-Add
- CMult (Constant Multiplier)
- Divide
- Reciprocal
- SquareRoot
- Reciprocal SquareRoot
- Absolute
- Logarithm

- Exponential
- Relational (provides compare operations)
- Convert (provides fixed to float, float to fixed, float to float)

See the *System Generator for DSP User Guide (UG640)* [Ref 8] for more information.

## Parameter Values in the XCI File

Table 5-4 defines valid entries for the XCI parameters. Parameters are case sensitive. Default values are displayed in bold. Xilinx strongly recommends that XCI parameters not be manually edited in the XCI file; instead, use Vivado software GUI to configure the core and perform range and parameter value checking.

Table 5-4: XCI Parameters

XCI Parameter	XCI Values
Component_Name	Name must begin with a letter and be composed of the following characters: a to z, A to Z, 0 to 9 and "_".
Operation_Type	<b>Add_Subtract</b> , Accumulator, Multiply, FMA, Divide, Square_Root, Compare, Reciprocal, Rec_Square_Root, Absolute, Logarithm, Exponential, Fixed_to_float, Float_to_fixed, Float_to_float
Add_Sub_Value	<b>Both</b> , Add, Subtract
C_Compare_Operation	<b>Programmable</b> , Unordered, Less_Than, Equal, Less_Than_Or_Equal, Greater_Than, Not_Equal, Greater_Than_Or_Equal, Condition_Code
A_Precision_Type	<b>Single</b> , Double, Int32, Custom
C_A_Exponent_Width	Integer with range summarized in Table 5-1 and Table 5-2. Required when A_Precision_Type is Custom.

Table 5-4: XCI Parameters (Cont'd)

XCI Parameter	XCI Values
C_A_Fraction_Width	Integer with range summarized in <a href="#">Table 5-1</a> and <a href="#">Table 5-2</a> . Required when A_Precision_Type is Custom.
Result_Precision_Type	<b>Single</b> , Double, Int32, Custom.
C_Result_Exponent_Width	Integer with range summarized in <a href="#">Table 5-1</a> and <a href="#">Table 5-2</a> . Required when Result_Precision_Type is Custom.
C_Result_Fraction_Width	Integer with range summarized in <a href="#">Table 5-1</a> and <a href="#">Table 5-2</a> . Required when Result_Precision_Type is Custom.
C_Accum_Msb	Integer with range specified in GUI. Required when Operation_Type is Accumulator.
C_Accum_Lsb	Integer with range specified in GUI. Required when Operation_Type is Accumulator.
C_Accum_Input_Msb	Integer with range specified in GUI. Required when Operation_Type is Accumulator.
C_Optimization	<b>Speed_Optimized</b> Low_Latency
C_Mult_Usage	<b>No_Usage</b> , Medium_Usage, Full_Usage, Max_Usage
C_BRAM_Usage	<b>No_Usage</b> , Full_Usage
Maximum_Latency	False, <b>True</b>
C_Latency	Integer with range 0 to the maximum latency of core as discussed in <a href="#">Latency</a> (default is <b>maximum latency</b> ). Required when Maximum_Latency is False.
C_Rate	Integer with range 1 to maximum rate as described in <a href="#">Cycles per Operation</a> (default is <b>1</b> ).
Has_ARESETn	<b>False</b> , True
Has_ACLKEN	<b>False</b> , True
C_Has_UNDERFLOW	<b>False</b> , True
C_Has_OVERFLOW	<b>False</b> , True
C_Has_INVALID_OP	<b>False</b> , True
C_Has_DIVIDE_BY_ZERO	<b>False</b> , True
C_Has_ACCUM_INPUT_OVERFLOW	<b>False</b> , True. Used when Operation_Type is Accumulator.
C_Has_ACCUM_OVERFLOW	<b>False</b> , True. Used when Operation_Type is Accumulator
Flow_Control	<b>Blocking</b> , NonBlocking
Axi_Optimize_Goal	<b>Resources</b> , Performance
Has_RESULT_TREADY	<b>True</b> , False
Has_A_TLAST	<b>False</b> , True

Table 5-4: XCI Parameters (Cont'd)

XCI Parameter	XCI Values
Has_A_TUSER	<b>False</b> , True
A_TUSER_Width	Integer with range 1 to 256. Default is <b>1</b> .
Has_B_TLAST	<b>False</b> , True
Has_B_TUSER	<b>False</b> , True
B_TUSER_Width	Integer with range 1 to 256. Default is <b>1</b> .
Has_C_TLAST	<b>False</b> , True
Has_C_TUSER	<b>False</b> , True
C_TUSER_Width	Integer with range 1 to 256. Default is <b>1</b> .
Has_OPERATION_TLAST	<b>False</b> , True
Has_OPERATION_TUSER	<b>False</b> , True
OPERATION_TUSER_Width	Integer with range 1 to 256. Default is <b>1</b> .
RESULT_TLAST_Behv	<b>Null</b> , Pass_A_TLAST, Pass_B_TLAST, Pass_OPERATION_TLAST, OR_All_TLASTs, AND_all_TLASTs, Pass_C_TLAST

## Output Generation

Table 5-5 shows the files associated with the core.

Table 5-5: Core Files

Name	Description
<component_name>.xci	Input file containing the parameters used to customize the core.
<component_name>.veo	Template files containing code that can be used as a model for instantiation of the customized core.
<component_name>.vho <component_name>.vhd	VHDL model of the core.
<component_name>.v	Structural Verilog model of the core.
/doc/pg060-floating-point.pdf /doc/floating_point_v6_2_vinfo.html	Core documents
floating_point_v6_2_readme.txt	Readme file for the core.
/demo_tb/tb_<component_name>.vhd	Demonstration test bench for the core.
/cmodel/floating_point_v6_2_bitacc_cmodel_*.zip	C model of the core.

# Detailed Example Design

---

## Demonstration Test Bench

When the core is generated using the Vivado™ Design Suite, a demonstration test bench is created. This is a simple VHDL test bench that exercises the core.

The demonstration test bench source code is one VHDL file: `demo_tb/tb_<component_name>.vhd` in the Vivado output directory. The source code is comprehensively commented.

## Using the Demonstration Test Bench

The demonstration test bench instantiates the generated Floating-Point Operator core.

Compile the netlist and the demonstration test bench into the work library (see your simulator documentation for more information on how to do this). Then simulate the demonstration test bench. View the test bench signals in your simulator's waveform viewer to see the operations of the test bench.

## The Demonstration Test Bench in Detail

The demonstration test bench performs the following tasks:

- Instantiates the core
- Generates input data
- Generates a clock signal
- Drives the input signals of the core to demonstrate core features
- Checks that the output signals of the core obey AXI4-Stream protocol rules (data values are not checked to keep the test bench simple)
- Provides signals showing the separate fields of AXI4-Stream TDATA and TUSER signals

The demonstration test bench drives the core input signals to demonstrate the features and modes of operation of the core. The operations performed by the demonstration test bench



are appropriate for the configuration of the generated core, and are a subset of the following operations:

1. An initial phase where the core is initialized and no operations are performed.
2. Perform a single operation, and wait for the result.
3. Perform 100 consecutive operations with incrementing data.
4. Perform operations while demonstrating the AXI4-Stream control signals' use and effects.
5. If ACLKEN is present: Demonstrate the effect of toggling `aclken`.
6. If ARESETn is present: Demonstrate the effect of asserting `aresetn`.
7. Demonstrate the handling of special floating-point values (NaN, zero, infinity).

## Customizing the Demonstration Test Bench

The clock frequency of the core can be modified by changing the `CLOCK_PERIOD` constant.

For instructions on simulating your core, see the *Vivado Design Suite User Guide: Logic Simulation (UG900)* [Ref 12].

For instruction on implementing your core, see *Vivado Design Suite User Guide: Implementation (UG904)* [Ref 13].

# Constraining the Core

There are no constraints associated with this core.

## SECTION III: APPENDICES

Migrating

Debugging

Additional Resources

# Migrating

In the Vivado Design Suite, you can update an existing XCO file from versions 4.0, 5.0, 6.0 and 6.1 to Floating-Point Operator, v6.2.

**Note:** For v4.0 and v5.0 the upgrade mechanism alone does not create a core compatible with v6.2. See [Instructions for Minimum Change Migration](#). Floating-Point Operator v6.2 has parameters additional to v4.0 and v5.0 for AXI4-Stream support.

Floating-Point Operator v6.2 is backwards compatible with v6.1 both in terms of parameters and ports. [Figure A-1](#) shows the changes to XCO parameters from versions 4.0, 5.0, 6.0 and 6.1 to version 6.2. For clarity, XCO parameters with no changes are not shown.

See also *Vivado Design Suite Migration Methodology Guide (UG911)* [\[Ref 14\]](#) for information on migrating to the Vivado™ Design Suite.

## Parameter Changes in the XCO/XCI File

Table A-1: XCO/XCI Parameter Changes from v4.0, v5.0, v6.0 and v6.1 to v6.2<sup>(1)</sup>

Version 4.0 and 5.0	Version 6.2	Notes
C_Has_CE	Has_ACLKEN	Renamed only
C_Has_SCLR	Has_ARESETn	Renamed only. While the sense of the <code>aresetn</code> signal has changed (now active-Low), this XCO parameter determined whether or not the pin exists and has not changed.
C_Latency	C_Latency	Depending on the AXI4-Stream Flow Control options selected (Blocking/NonBlocking), a minimum latency greater than previous core versions might be imposed.
	Flow_Control	New as of version 6.0
	Axi_Optimize_Goal	New as of version 6.0
	Has_RESULT_TREADY	New as of version 6.0
	Has_A_TLAST	New as of version 6.0
	Has_A_TUSER	New as of version 6.0
	A_TUSER_Width	New as of version 6.0

**Table A-1: XCO/XCI Parameter Changes from v4.0, v5.0, v6.0 and v6.1 to v6.2<sup>(1)</sup> (Cont'd)**

Version 4.0 and 5.0	Version 6.2	Notes
	Has_B_TLAST	New as of version 6.0
	Has_B_TUSER	New as of version 6.0
	B_TUSER_Width	New as of version 6.0
	Has_OPERATION_TLAST	New as of version 6.0
	Has_OPERATION_TUSER	New as of version 6.0
	OPERATION_TUSER_Width	New as of version 6.0
	RESULT_TLAST_Behv	New as of version 6.0
	Has_C_TLAST	New as of version 6.2
	Has_C_TUSER	New as of version 6.2
	C_TUSER_Width	New as of version 6.2
	C_Has_ACCUM_INPUT_OVERFLOW	New as of version 6.2
	C_Has_ACCUM_OVERFLOW	New as of version 6.2
	C_Accum_Msb	New as of version 6.2
	C_Accum_Lsb	New as of version 6.2
	C_Accum_Input_Msb	New as of version 6.2

**Notes:**

- Parameters in v6.0, v6.1 and v6.2 are unchanged except for the additions required for new operators.

## Port Changes

Table A-2 details the changes to port naming, additional or deprecated ports and polarity changes from v4.0, v5.0, v6.0 and v6.1 to v6.2.

**Table A-2: Port Changes from v4.0, v5.0, v6.0 and v6.1 to v6.2<sup>(1)</sup>**

Versions 4.0 and 5.0	Version 6.2	Notes
CLK	aclk	Rename only
CE	aclken	Rename only
SCLR	aresetn	Rename and change of sense (now active-Low). Must now be asserted for at least two clock cycles to effect a reset.
A(N-1:0)	s_axis_a_tdata (byte (N)-1:0)	byte (N) is to round N up to the next multiple of 8
B(N-1:0)	s_axis_b_tdata (byte (N)-1:0)	byte (N) is to round N up to the next multiple of 8
OPERATION(5:0)	s_axis_operation_tdata (7:0)	

Table A-2: Port Changes from v4.0, v5.0, v6.0 and v6.1 to v6.2<sup>(1)</sup> (Cont'd)

Versions 4.0 and 5.0	Version 6.2	Notes
RESULT(R-1:0)	m_axis_result_tdata (byte (R)-1:0)	byte (R) is to round R up to the next multiple of 8.
OPERATION_ND	Deprecated	Nearest equivalents are s_axis_<operand>_tvalid
OPERATION_RFD	Deprecated	Nearest equivalents are s_axis_<operand>_tready
RDY	Deprecated	Nearest equivalent is m_axis_result_tvalid
UNDERFLOW	Deprecated	Exception signals are now subfields of m_axis_result_tuser. See <a href="#">Figure 3-12</a> for data structure.
OVERFLOW	Deprecated	
INVALID_OP	Deprecated	
DIVIDE_BY_ZERO	Deprecated	
	s_axis_a_tvalid	TVALID (AXI4-Stream channel handshake signal) for each channel
	s_axis_b_tvalid	
	s_axis_c_tvalid	
	s_axis_operation_tvalid	
	m_axis_result_tvalid	
	s_axis_a_tready	TREADY (AXI4-Stream channel handshake signal) for each channel.
	s_axis_b_tready	
	s_axis_c_tready	
	s_axis_operation_tready	
	m_axis_result_tready	
	s_axis_a_tlast	TLAST (AXI4-Stream packet signal indicating the last transfer of a data structure) for each channel. The Floating-Point Operator does not use TLAST, but provides the facility to pass TLAST with the same latency as TDATA.
	s_axis_b_tlast	
	s_axis_c_tlast	
	s_axis_operation_tlast	
	m_axis_result_tlast	
	s_axis_a_tuser(E-1:0)	TUSER (AXI4-Stream ancillary field for application-specific information) for each channel. The Floating-Point Operator does not use TUSER, but provides the facility to pass TUSER with the same latency as TDATA.
	s_axis_b_tuser(F-1:0)	
	s_axis_c_tuser(G-1:0)	
	s_axis_operation_tuser (H-1:0)	
	m_axis_result_tuser (I-1:0)	

**Notes:**

1. Ports in v6.0, v6.1 and v6.2 are unchanged except for the additions required for new operators.

---

## Functionality Changes

### Latency Changes

There is no change in latency from Floating-Point Operator v6.0 or v6.1 to v6.2. The latency of Floating-Point Operator v6.2 is different compared to v4.0 and v5.0 in general. The update process cannot account for this and guarantee equivalent performance.

Importantly, when in Blocking Mode, the latency of the core is variable, so only the minimum possible latency can be determined.

When in Non-Blocking Mode, the latency of the core for equivalent performance is the same as that for the equivalent configuration of v4.0 and v5.0.

---

## Special Considerations when Migrating to AXI

### Instructions for Minimum Change Migration

To configure the Floating-Point Operator v6.2 to most closely mimic the behavior of pre-AXI versions the translation is as follows:

#### Parameters

Set Flow Control to NonBlocking and uncheck all AXI4-Stream channel options (TUSER and TLAST).

#### Ports

Rename and map signals as detailed in [Port Changes](#). Tie all TVALID signals on input channels (A, B, OPERATION) to 1.

Remember to account for `aresetn` being active-Low, and the requirement to assert `aresetn` for at least two clock cycles to reset the core.

#### Performance

The fully-pipelined latency of the v6.2 core with a Non-Blocking interface configuration is the same as the v4.0 and v5.0 cores.

# Debugging

This appendix includes details about resources available on the Xilinx Support website and debugging tools. In addition, this appendix provides a step-by-step debugging process and a flow diagram to guide you through debugging the Floating-Point Operator core.

The following topics are included in this appendix:

- [Finding Help on Xilinx.com](#)
- [Debug Tools](#)
- [Simulation Debug](#)
- [Interface Debug](#)

---

## Finding Help on Xilinx.com

To help in the design and debug process when using the Floating-Point Operator, the [Xilinx Support web page](http://www.xilinx.com/support) ([www.xilinx.com/support](http://www.xilinx.com/support)) contains key resources such as product documentation, release notes, answer records, information about known issues, and links for opening a Technical Support WebCase.

### Documentation

This product guide is the main document associated with the Floating-Point Operator. This guide, along with documentation related to all products that aid in the design process, can be found on the Xilinx Support web page ([www.xilinx.com/support](http://www.xilinx.com/support)) or by using the Xilinx Documentation Navigator.

Download the Xilinx Documentation Navigator from the Design Tools tab on the Downloads page ([www.xilinx.com/download](http://www.xilinx.com/download)). For more information about this tool and the features available, open the online help after installation.

### Release Notes

Known issues for all cores, including the Floating-Point Operator are described in the [IP Release Notes Guide \(XTP025\)](#).



## Solution Centers

See the [Xilinx Solution Centers](#) for support on devices, software tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

## Known Issues

Answer Records include information about commonly encountered problems, helpful information on how to resolve these problems, and any known issues with a Xilinx product. Answer Records are created and maintained daily ensuring that users have access to the most accurate information available.

Answer Records for this core are listed below, and can also be located by using the Search Support box on the main [Xilinx support web page](#). To maximize your search results, use proper keywords such as

- Product name
- Tool message(s)
- Summary of the issue encountered

A filter search is available after results are returned to further target the results.

### Answer Records for the Floating-Point Operator

Known issues for all cores, including the Floating-Point Operator are described in the [IP Release Notes Guide \(XTP025\)](#).

## Contacting Technical Support

Xilinx provides premier technical support for customers encountering issues that require additional assistance.

To contact Xilinx Technical Support:

1. Navigate to [www.xilinx.com/support](http://www.xilinx.com/support).
2. Open a WebCase by selecting the [WebCase](#) link located under Support Quick Links.

When opening a WebCase, include:

- Target FPGA including package and speed grade.
- All applicable Xilinx Design Tools and simulator software versions.
- Additional files based on the specific issue might also be required. See the relevant sections in this debug guide for guidelines about which file(s) to include with the WebCase.

---

## Debug Tools

There are many tools available to address Floating-Point Operator design issues. It is important to know which tools are useful for debugging various situations.

### ChipScope Pro Tool

The ChipScope™ Pro debugging tool inserts logic analyzer, bus analyzer, and virtual I/O cores directly into your design. The ChipScope Pro debugging tool allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed through the ChipScope Pro logic analyzer tool. For detailed information for using the ChipScope Pro debugging tool, see [www.xilinx.com/tools/cspro.htm](http://www.xilinx.com/tools/cspro.htm).

### C-Model Reference

Please see [Chapter 4, C Model Reference](#) in this guide for tips and instructions for using the provided C-Model files to debug your design.

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## Simulation Debug

### The First Result After Reset is Missing

When the Floating-Point Operator core is configured to use Non-Blocking mode, any transaction input in the cycle following the de-assertion of `aresetn` is lost. For more information, see [Non-Blocking Mode](#) in the [AXI4-Stream Considerations](#) section.

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## Interface Debug

### AXI4-Stream Interfaces

If data is not being transmitted or received, check the following conditions:

- If transmit `<interface_name>_tready` is stuck low following the `<interface_name>_tvalid` input being asserted, the core cannot send data.
- If the receive `<interface_name>_tvalid` is stuck low, the core is not receiving data.
- Check that the `ACLK` inputs are connected and toggling.
- Check that the AXI4-Stream waveforms are being followed. See [AXI4-Stream Considerations](#).

# Additional Resources

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## Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see the Xilinx Support website at:

[www.xilinx.com/support](http://www.xilinx.com/support)

For a glossary of technical terms used in Xilinx documentation, see:

[www.xilinx.com/company/terms.htm](http://www.xilinx.com/company/terms.htm)

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9. Vivado Design Suite User Guides [website](#)
10. *Vivado Design Suite User Guide: Using the Vivado IDE* ([UG893](#))
11. *Vivado Design Suite User Guide: Designing with IP* ([UG896](#))
12. *Vivado Design Suite User Guide: Logic Simulation* ([UG900](#))

13. *Vivado Design Suite User Guide: Implementation* ([UG904](#))
14. *Vivado Design Suite Migration Methodology Guide* ([UG911](#))

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## Revision History

The following table shows the revision history for this document.

Date	Version	Revision
07/25/12	1.0	Initial Xilinx release. This Product Guide is derived from DS816 and UG812.
12/18/12	2.0	<ul style="list-style-type: none"> <li>• Updated to core v6.2 and Vivado Design Suite 2012.4.</li> <li>• Removed support for ISE Design Suite, and Virtex-6, Spartan-6 and Zynq-7000 devices.</li> <li>• Added support for accumulator, fused multiply-add and exponential operators.</li> <li>• Updated Resource Utilization numbers.</li> <li>• Added C Input Channel.</li> <li>• Added <a href="#">Appendix B, Debugging</a>.</li> </ul>

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