

## **Team Status Report #3**

**3/2/19**

This week our team focused on continuing work on the core RISC-V processor that we are using, implementing floating point, and trying to collect more information on what we need to assemble the vector extensions to RISC-V. We are on track to get our cores working with a floating point unit, but it has yet to be seen if we can make the vector extensions successfully compile.

If the we cannot get the vector assembler working then our fallback is to just make a general purpose FPU and give it multiple execution units to speed up its performance, although not as much as with the vector extensions.

We are focusing on making the basic floating point operations like addition and multiplication work first instead of the more complicated ones, but we are on track with their implementation and they should be ready by the time that the rest of the processor is working.