LOG: 2/24/19 –3/2/19

       As a team, we put together the design report. We discussed the idea of using ray-tracing as a method of testing our design. I have finished fixing up the FPU. I finished testing multiplication as well as division and square root. I had to remake the test generation in C due to the weird rounding that python did with floating points. I do need to retest the addition/subtraction modules but it should be quick considering that they were all close to the test answers (mantissa only about 3 off).

       I plan to now work on mapping the FPU to the FPGA board. I won't be able to do much this week as I am busy this spring break. But I am currently on schedule and should be able to complete the mapping within the next couple of weeks. The goal of this mapping is for me to make sure that we use as many dsp slices as we can to speed up the arithmetic as well as making sure everything is mapped efficiently.