

LOG: 4/21/19 –4/27/19

This week my work with the FPU has winded down. We have integrated it with the core and it seems to work in simulation. I just helped david with understanding how my FPU works so that he could add it. This included explaining some of the instructions from the f-extension and what components they needed. Since then I've been working on the Ray-Tracing demo that we are going to do. I am still trying to understand how to get a ray-tracing program going, but for now I'm making progress. We were stuck on debugging the core (JTAG issues) so I can't do more for the core until we get that fixed.

This next week I'll be preparing our team for the demo. We will discuss how we expect our final demo to go and prepare accordingly.