

Project Status Report #10

Group A3

4/27/19

This week the team worked on making the demos work in simulation outside of the computer, brought the design up on the Ultra96 board, and worked on fixing more issues with the floating point logic.

We currently have our mandelbrot demo written in C, but we still need to vectorize it, and we are in the early stages of figuring out what we need for the ray tracing demo to work.

We ran into a rather large issue between Linux and using JTAG at the same time, but eventually solved it with a simple shell script after building multiple iterations of the PYNQ image from scratch.

We also have the floating point logic pipelined and stitched together for a single math unit, but we have yet to write a complete vector unit.