Team Project Status Report #11
Group A3
5/4/19

       This week we worked on finishing the floating point unit, working out bugs in the floating point logic, and then preparing for the presentation.

       Our floating point logic worked for the first time this week, with it running RISC-V floating point instructions successfully and being able to print their results.

       We also got the vector instructions to work as well, and worked out some toolchain bugs in order to be able to generate those instructions, but we ultimately got it to load a floating point register entry, one value at a time, run some vector operation, and then unload that file again one entry at a time.