

THE DESIGN AND IMPLEMENTATION OF HIGH-SPEED SINGLE PRECISION FLOATING POINT DIVISION UNIT (BASED ON VEDIC TECHNIQUES)

Mohammad Jaheera Bi¹, Kota Chandrika², Kanubaddi Revanth Reddy³, Kampa Ajay Kumar⁴

¹jaheerabimohammad@gmail.com

²kotachandrika2002@gmail.com

³revanthme24@gmail.com

⁴kampaajaykumar999@gmail.com

Department of ECE & R.V.R.&J.C College of Engineering

Abstract—In this paper, a high-speed 32-bit single precision Floating Point Unit (FPU) using Vedic mathematics is proposed. In a general processor, the division architecture plays a crucial role in deciding the overall speed of the system. However, the standard algorithms are sequential units and reduce the performance of the processor. Vedic Mathematics on the other hand offers a new holistic approach to realizing these operations in a combinational unit. In the proposed architecture an optimized binary division architecture using Nikhilam Sutra is realized. The proposed method is coded in Verilog High Description Language (HDL), synthesized for Artix 7 Field-Programmable Gate Array (FPGA) board, and simulated using Xilinx Vivado Design Suite.

Keywords:—Floating- points, Vedic maths, Nikhilam Sutra.

1. INTRODUCTION

Single-precision floating-point arithmetic is an important operation in many scientific and engineering applications. The division is a fundamental arithmetic operation that enables researchers and practitioners to perform a wide range of mathematical computations with high accuracy and speed. However, designing efficient and accurate division algorithms for single-precision floating-point numbers is still a challenging task.

To address this challenge, this research paper proposes a design for a single-precision floating-point divider using Nikhilam Sutra, an ancient Indian multiplication algorithm. Nikhilam Sutra is a Vedic mathematics technique that has been used for fast and accurate multiplication of large numbers. It is based on the concept of complementation, and it involves breaking down numbers into simpler components that are easier to multiply. This technique can

also be applied to division by converting the divisor into its reciprocal and then multiplying it with the dividend using the Nikhilam Sutra algorithm [1].

In recent years, there has been a growing interest in the use of Vedic mathematics algorithms in digital signal processing (DSP) and computer arithmetic. Several studies have explored the use of Nikhilam Sutra in different applications such as FFT, FIR filters, and digital signal processing [2]-[6]. These studies have shown that the Nikhilam Sutra algorithm can significantly reduce the number of operations required for multiplication and division, leading to faster and more efficient designs. The algorithm can be implemented in hardware using different techniques such as Booth's algorithm and Carry Save adders [7]-[8]. Moreover, the Nikhilam Sutra algorithm has been successfully used in different applications, including image processing, signal processing, and cryptography [9].

Other notable research works in this field include [10], the authors presented an improved single-precision floating-point divider that uses the redundant number system and Booth encoding to improve the speed and accuracy of the division operation. In [11], the authors proposed a high-performance divider that utilizes a modified version of the SRT division algorithm to achieve higher accuracy and lower latency. [12], which proposed a modified version of the Newton-Raphson algorithm for single precision division, [13], which proposed an optimized single precision divider that utilized the minimum number of arithmetic operations, and [14], which proposed a novel hardware architecture that utilized the fused multiply-add operation to improve the accuracy of the division operation.

2. SINGLE-PRECISION FLOATING POINT REPRESENTATION

Floating point representation is a method of encoding real numbers in a computer's memory. It involves representing a number as a combination of a sign bit, an exponent, and a

mantissa (also known as a significant). The exponent represents the number of times the mantissa should be multiplied by a power of two, and the sign bit determines whether the number is positive or negative.

Single precision floating point representation is a specific implementation of floating-point representation that uses 32 bits to store a number. In this format, the sign bit occupies the leftmost bit, followed by an 8-bit exponent, and a 23-bit mantissa. This allows for a range of approximately 1.4×10^{-45} to 3.4×10^{38} , with a precision of about 7 decimal digits. Single precision floating point representation is commonly used in many applications where a balance between accuracy and memory usage is needed.

Table 1: IEEE 754 Standard Format for single (32-bit) and double precision (64-bit).

	Sign(s)	Exponent (e)	Mantissa(m)
32-bit	1-bit	8-bit	23-bit
64-bit	1-bit	11-bit	52-bit

Table 1 shows the structure for IEEE 754 formats and describes the single and double precision. In IEEE 754 Single precision format the mantissa is represented by 23 bits, the exponent is represented by 8 bits and MSB corresponds to the sign bit. The Sign of the floating point number depends on the sign bit or MSB. The number is positive when the MSB bit is 0 and negative when the MSB bit is 1.

3. VEDIC MATHEMATICS

Vedic Maths is a system of mathematics that originated in ancient India, specifically in the Vedas, the sacred texts of Hinduism. It is based on sixteen sutras (aphorisms) and thirteen sub-sutras, which are concise formulas and techniques for performing arithmetic operations and solving mathematical problems.

Vedic Maths covers a wide range of topics, including arithmetic operations, algebra, geometry, calculus, and even advanced topics such as trigonometry and logarithms. The techniques are easy to learn and can be applied to solve complex problems.

4. NIKHILAM SUTRA

Nikhilam Sutra is a mathematical rule used in Vedic Mathematics to perform fast and accurate multiplication of numbers. It is also known as the "subtraction and proportion" method. The term Nikhilam means "all from 9 and the last from 10" in Sanskrit.

Nikhilam division algorithm just involves the addition of numbers which is very much different from the traditional

division technique including the multiplication of big numbers by the trial digit of the quotient at each step and subtracting that result from the dividend at each step.

Here is an example of how to use this technique.

Example: Divide 768 by 7

Step 1: Choose a base number that is close to the dividend (the number being divided) and divisible by the divisor (the number doing the dividing). In this case, we can choose 700 as the base number since it is close to 768 and divisible by 7.

Step 2: Find the difference between the dividend and the base number, which is 68 (768 - 700).

Step 3: Apply the Nikhilam Sutra formula to this difference by multiplying it by the complement of the divisor. The complement of 7 is 3 since $7 + 3 = 10$.

Therefore, we can multiply 68 by 3 to get 204.

Step 4: Add the result from Step 3 to the base number (700 + 204) to get the final answer of 904.

Therefore, 768 divided by 7 is equal to 904 with a remainder of 4.

Using the Nikhilam Sutra formula can make long-division calculations faster and more efficient, especially for larger numbers.

The same method is extended for other numbers. Thus, in our division process by the Nikhilam formula, we do small single-digit multiplication; we do no subtraction and no division at all; and yet we readily obtain the required quotient and the required remainder.

5. PROPOSED METHOD:

A flow chart diagram of the proposed divider using the NND formula which has been adopted from ancient Vedic mathematics has been shown in Fig. 1.

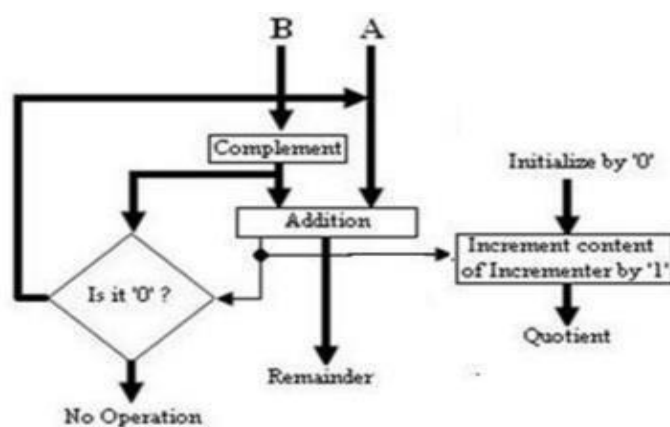


Fig.1: Flowchart diagram of division operation using 'Nikhilam' Sutra.

7. CONCLUSION

In this paper, a new Floating point divider is proposed that utilizes a nikhilam sutra and avoids max delay compared to the existing method. This proposed design implementation seems to be efficient in terms of area and delay when compared to the existing method. This design is simulated and synthesized using Xilinx Vivado.

8. FUTURE SCOPE

In the future using different adders as the basic blocks for divisions can be replaced and can obtain a variation in parameters leading to improvement in the performance of division design in the floating point.

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