Advantages

Conventional circuits can

still be used

Logic inversion

produces two's

complement

Half Unit Biased

http://www.ac.u
Contact: fjhormi

approach (patented)
Hardware optimization of computation

More Information

http://www.ac.uma.es/~hormigo/HUB.htm Contact: fihormigo@uma.es

Hardware optimization of computation with real numbers

KEEPING THE SAME PRECISION. **IT SIMPLIFIES HARDWARE**

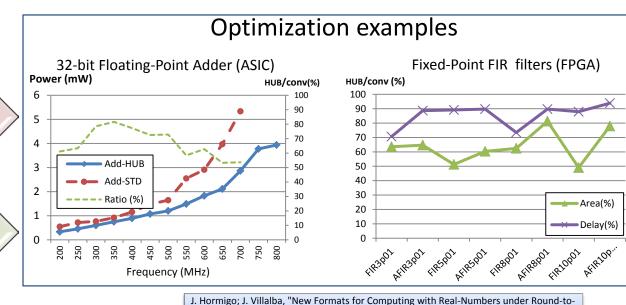
- Less area requirement
- Less power and energy consumption
- **Higher speed**

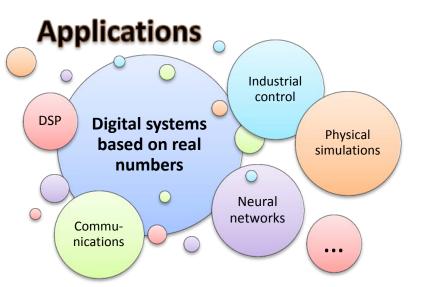
Truncation produces

rounding-to

SLIGHT MODIFICATIONS AT LOGIC LEVEL

- Previous designs are very easily adapted to HUB
- Valid for any technology (ASIC or FPGA)





publications Related

J. Hormigo; J. Villalba, "Optimizing DSP circuits by a new family of arithmetic operators," 48th Asilomar Conference on Signals, Systems and Computers, Pacific Grove, CA, 2014, pp. 871-875. DOI: 10.1109/ACSSC.2014.7094576

Basic Theory

Fixed-point FIR Filters

S. D. Muñoz; J. Hormigo, "Improving fixed-point implementation of QR decomposition by roundingto-nearest," Int. Symp. on Consumer Electronics (ISCE), Madrid, 2015, pp. 1-2. DOI: 10.1109/ISCE.2015.7177822

Fixed-point CORDIC

Nearest," in IEEE Trans. on Computers, vol. 65, no. 7, pp. 2158-2168, July 2016 DOI: 10.1109/TC.2015.2479623

> J.Hormigo; J. Villalba, "HUB-Floating-Point for improving FPGA implementations of DSP Applications," in IEEE Trans. on Circuits and Systems II, early access. DOI: 10.1109/TCSII.2016.2563798

Floating-Point on FPGA

J. Hormigo; J. Villalba, "Measuring Improvement When Using HUB Formats to Implement Floating-Point Systems Under Round-to-Nearest," in IEEE Trans. on Very Large Scale Integration (VLSI) Systems, vol.24, no.6, pp.2369-2377. June 2016

DOI: 10.1109/TVLSI.2015.2502318

Floating-Point on ASIC

Hormigo; J. Villalba, "Simplified floating-point units for high dynamic range image and video systems," 2015 Int. Symposium on Consumer Electronics (ISCE), Madrid, 2015, pp. 1-2. DOI: 10.1109/ISCE.2015.7177797

Half Precision Floating-Point