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April 1st, 2010
Renesas Electronics Corporation

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H8/300L Super Low Power Series

Addition of Single-Precision Floating-Point Numbers (FADD)

Introduction

The software FADD adds single-precision floating-point numbers placed in general-purpose registers and places the result of addition in general-purpose registers.

Target Device

H8/38024

Contents

1. Arguments.....	2
2. Changes to Internal Registers and Flags	2
3. Specifications	2
4. Notes.....	3
5. Description	3
6. Flowchart.....	7
7. Program List.....	15
About Single-Precision Floating-Point Numbers <Reference>	19

1. Arguments

Description		Memory area	Data length (bytes)
Input	Augend	R0, R1	4
	Addend	R2, R3	4
Output	Result of addition	R0, R1	4

2. Changes to Internal Registers and Flags

R0	R1	R2	R3	R4	R5	R6	R7
○	○	×	×	×	×	×	—
I	U	H	U	N	Z	V	C
—	—	×	—	×	×	×	

Legend

- : No change
- ×: Undefined
- : Result

3. Specifications

	Program memory (bytes)
	280
	Data memory (bytes)
	0
	Stack (bytes)
	0
	Clock cycle count
	268
	Reentrant
	Possible
	Relocation
	Possible
	Interrupt
	Possible

4. Notes

The clock cycle count (268) in the specifications is for the example shown in figure 1.

For the format of floating-point numbers, see "About Single-precision floating-point Numbers <Reference>."

5. Description

5.1 Details of functions

1. The following arguments are used with the software FADD:
 - a. Input arguments:
 - R0: Sets the upper 2 bytes of a single-precision floating-point as augend.
 - R1: Sets the lower 2 bytes of a single-precision floating-point as augend.
 - R2: Sets the upper 2 bytes of a single-precision floating-point as addend.
 - R3: Sets the lower 2 bytes of a single-precision floating-point as addend.
 - b. Output arguments:
 - R0: The upper 2 bytes of a single-precision floating-point are placed here as the result of addition.
 - R1: The lower 2 bytes of a single-precision floating-point are placed here as the result of addition.
2. The following figure illustrates the execution of the software FADD. When the input arguments are set as shown in (1), the result of addition is placed in R0 and R1 as shown in (2).

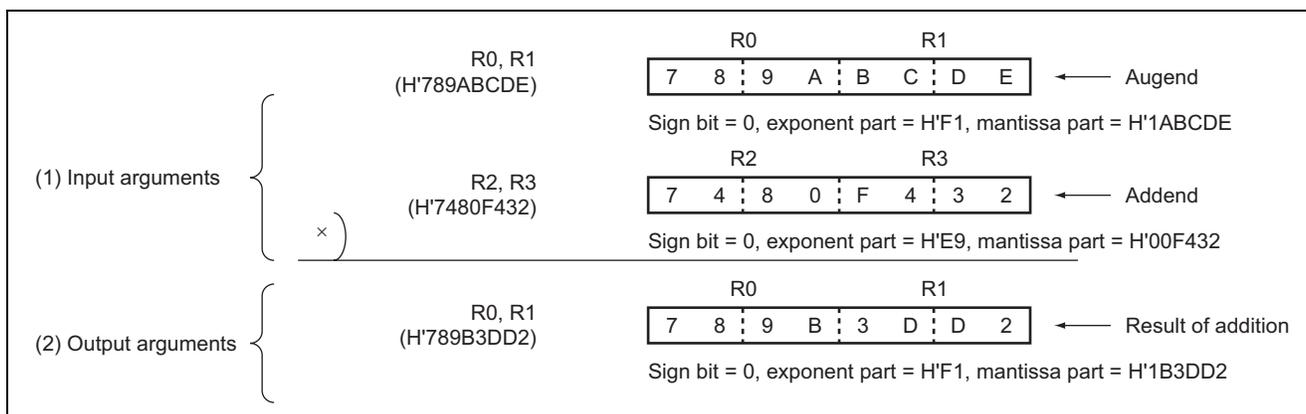


Figure 1 Example of Software FADD Execution

5.2 Notes on usage

1. The maximum and minimum values that can be handled by the software FADD are as follows:

{ Positive maximum H'7F800000
 Positive minimum H'00000001

{ Negative maximum H'80000001
 Negative minimum H'FF800000

2. All positive single-precision floating-point numbers H'7F800001 to H'7FFFFFFF are treated as a maximum value (H'7F800000). All negative single-precision floating-point numbers H'FF800000 to H'FFFFFFFF are treated as a minimum value (H'FF800000).
3. As a maximum value is treated as infinity (∞), the result of $\infty + 100$ or $\infty - 100$ becomes infinite. (See table 1.)

Table 1 Examples of Operation with Maximum Values Used as Arguments

Augend	Addend	Result
H'7F800000 to H'7FFFFFFF	*****	H'7F800000
Not H'7F800000 to H'FFFFFFFF	H'7F800000 to H'7FFFFFFF	H'7F800000
H'FF800000 to H'FFFFFFFF	*****	H'FF800000
Not H'7F800000 to H'7FFFFFFF	H'FF800000 to H'FFFFFFFF	H'FF800000

Note: * represents a hexadecimal number.

4. H'80000000 is treated as H'00000000 (zero).
5. After execution of the software FADD, the augend and addend data will be lost. When the input arguments are still needed after software FADD execution, save them in memory.

5.3 Description of data memory

The software FADD uses no data memory.

5.4 Example of usage

Set an augend and an addend in the general-purpose registers and call the software FADD as a subroutine.

<pre>WORK1 . RES. W 2</pre>	<pre>WORK2 . RES. W 2</pre>	<pre>WORK3 . RES. W 2</pre>	<pre>-----</pre>	<div style="display: flex; align-items: center;"> <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 0 5px;"> Reserve a data memory area in which the user program places </div> <div style="font-size: 2em; margin: 0 10px;">}</div> <div style="font-size: 0.8em;"> an augend. an addend. the result of addition. </div> </div>
<pre>MOV. W @WORK1, R0</pre>	<pre>MOV. W @WORK1+2, R1</pre>	<pre>MOV. W @WORK2, R2</pre>	<pre>MOV. W @WORK2+2, R3</pre>	<div style="display: flex; align-items: center;"> <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 0 5px;"> Place the augend set by the user program in R0 and R1. </div> <div style="font-size: 2em; margin: 0 10px;">}</div> </div>
<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 2px 10px;">JSR</div> <div style="margin: 0 10px;">@FADD</div> <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 0 5px;">-----</div> </div>				<div style="font-size: 0.8em;"> Call the software FADD as a subroutine. </div>
<pre>MOV. W R0, @WORK3</pre>	<pre>MOV. W R1 @WORK3+2</pre>	<div style="display: flex; align-items: center;"> <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 0 5px;">-----</div> <div style="font-size: 2em; margin: 0 10px;">}</div> <div style="font-size: 0.8em;"> Save the result of addition set in the output argument in R0 and R1 . </div> </div>		
<pre>...</pre>	<pre>...</pre>			

5.5 Operation

Addition of single-precision floating-point numbers is done in the following steps:

1. The software checks whether the augend and addend are $+\infty$ or $-\infty$.
 - a. When the exponent of the augend is H'FF, either of the following values is output depending on the state of the sign bit:

Sign bit	Output value
0 (positive)	H'7F800000 ($+\infty$)
1 (negative)	H'FF800000 ($-\infty$)

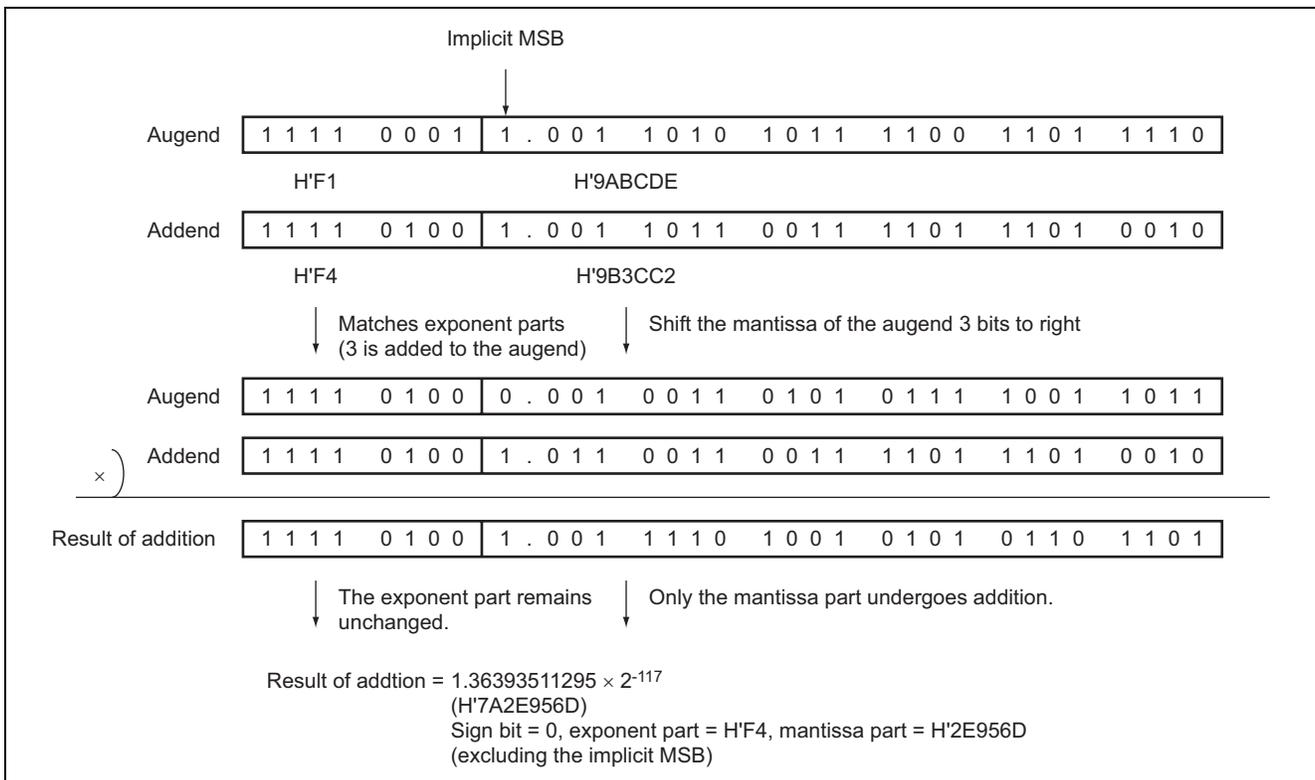
- b. The table above also applies when the augend is neither $+\infty$ nor $-\infty$ and the exponent of the addend is H'FF.
2. The software checks whether the augend and addend are "0".
 - a. If either the augend or addend is "0", the other number is output (if both are "0", "H'00000000" is output).
3. The software attempts to match the exponent of the augend with that of the addend.
 - a. The smaller number of the exponent is incremented and, at the same time, the mantissa (including the implicit MSB) is shifted digit by digit to right until the exponent of the augend matches that of the addend. (In the case of the denormalized format, 1 is added to the exponent and the MSB of the mantissa is taken as implicitly being zero.
4. The mantissas are added.

5. The result of addition is corrected to produce a number in the floating-point data format.

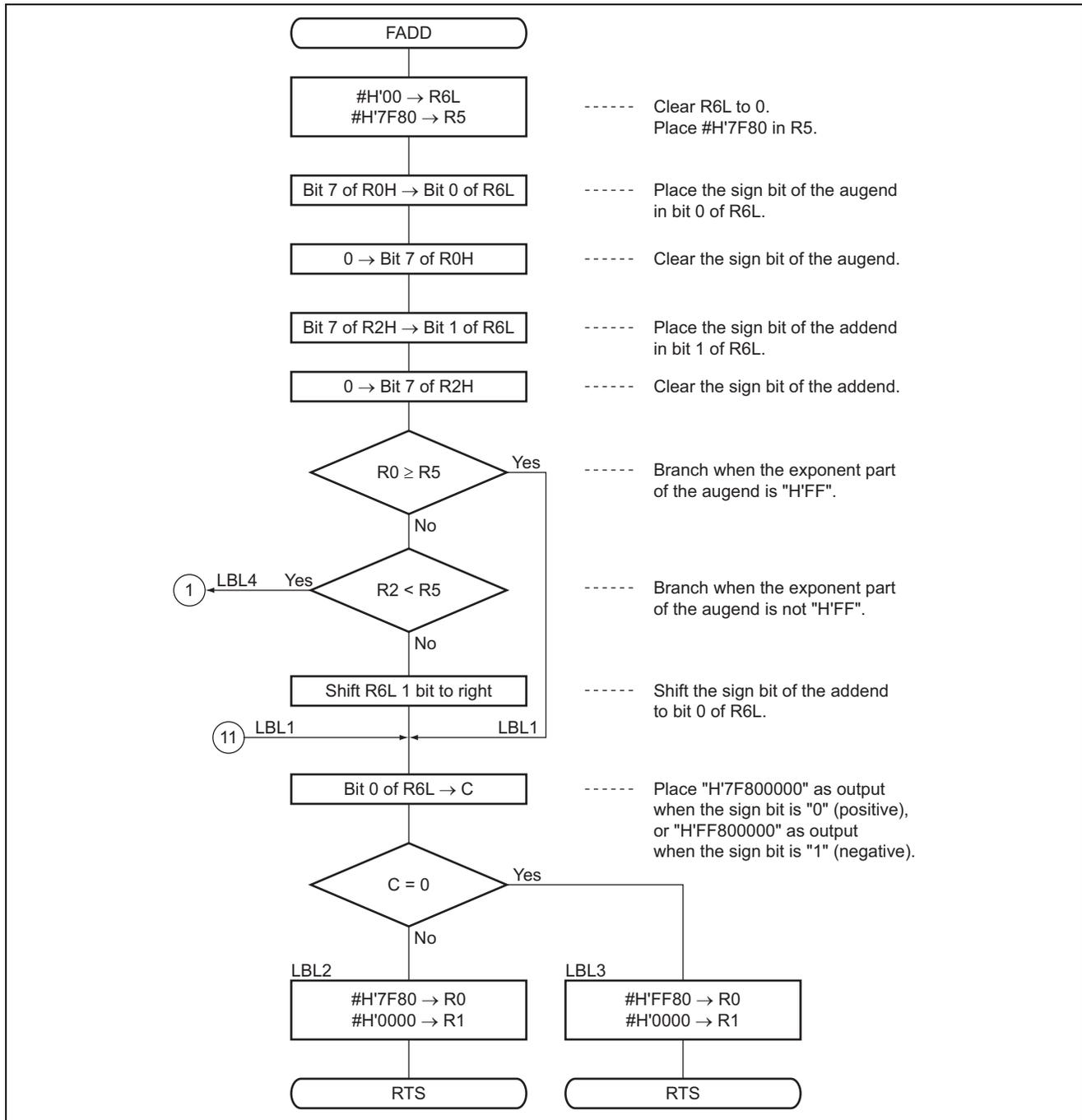
(Example)

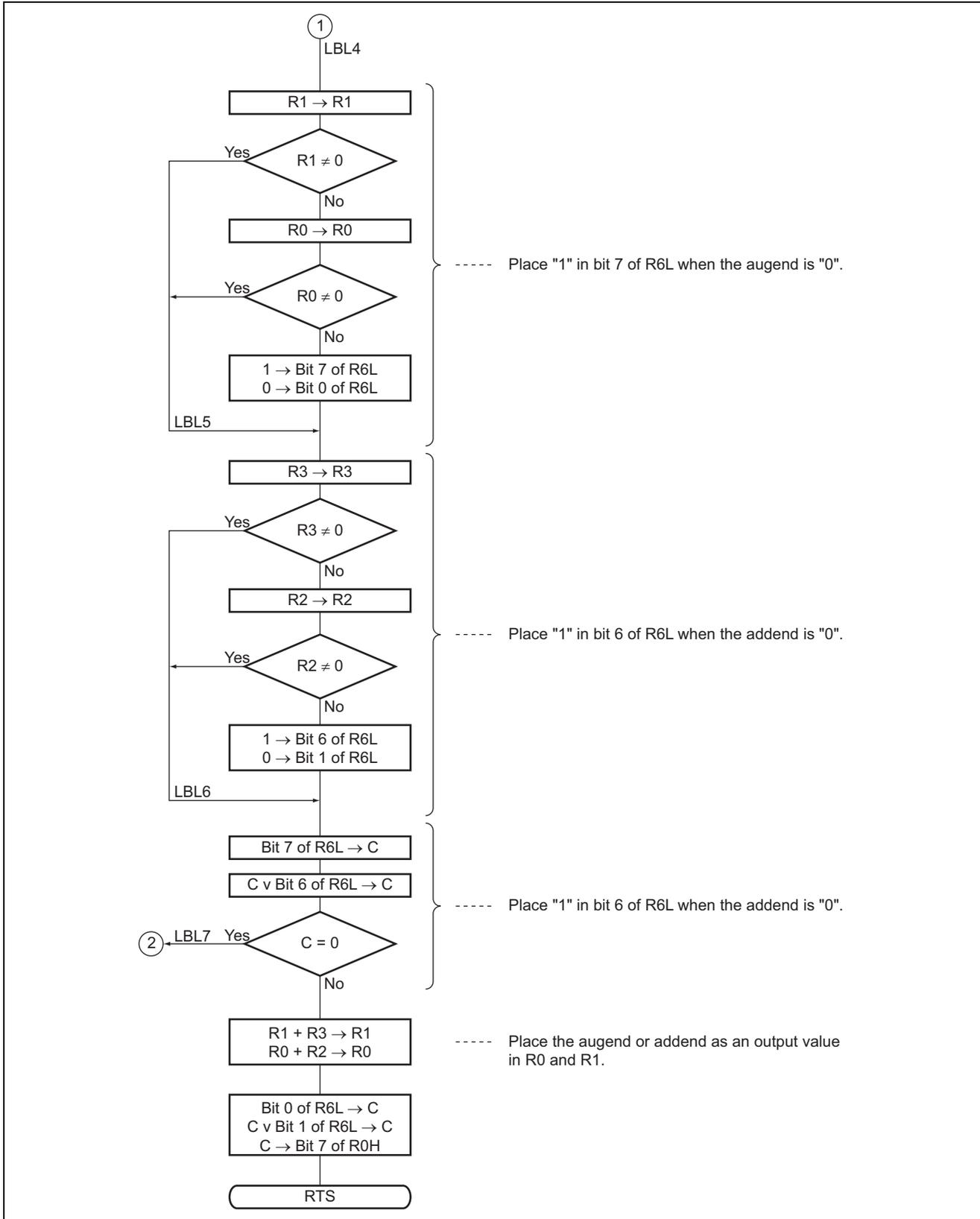
Augend = $1.20888876915 \times 2^{14}$
 (H'789ABCDE)
 Sign bit = 0, exponent = H'F1, mantissa = H'1ABCDE
 (implicit MSB is not included)

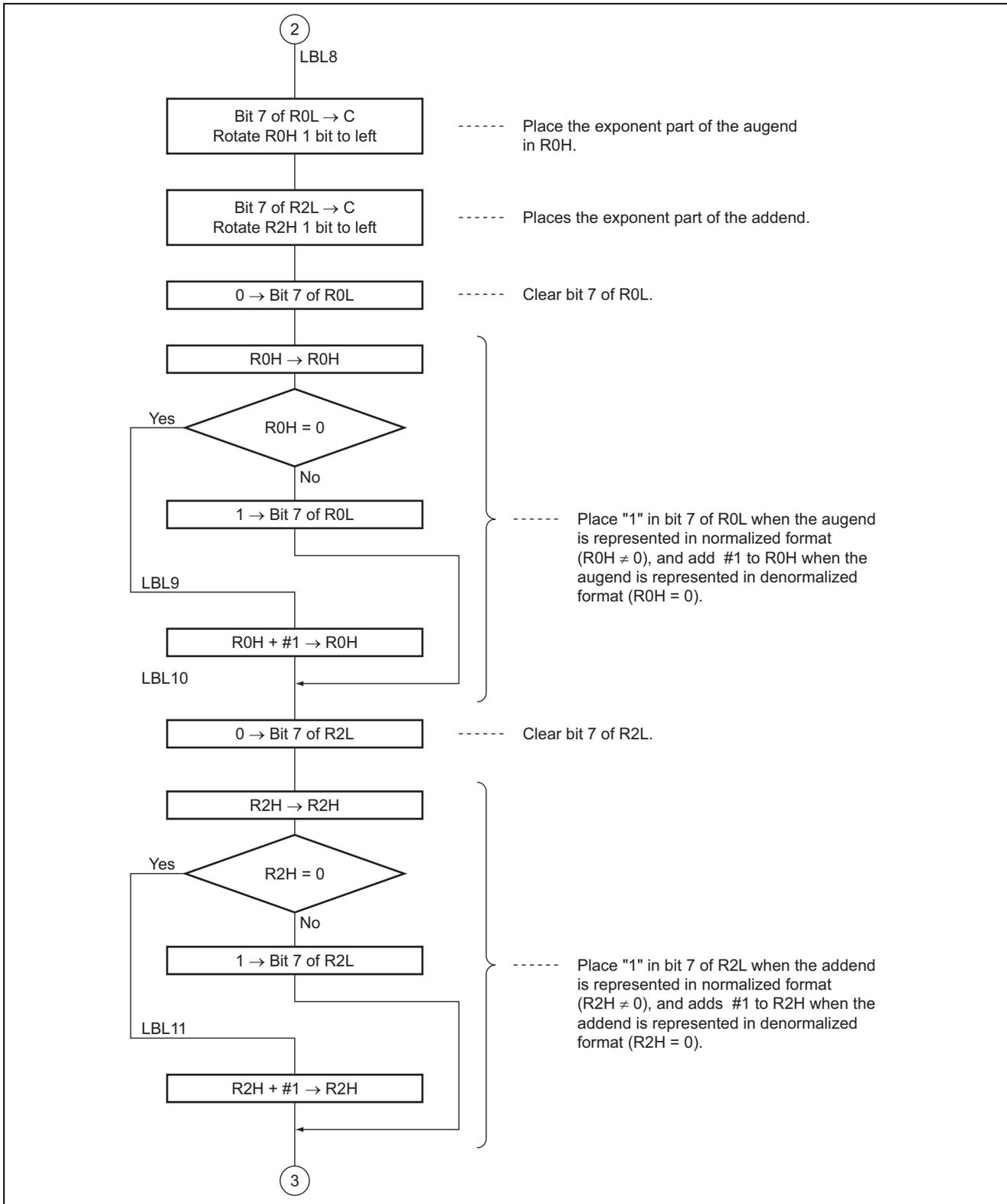
Addend = $1.21282410622 \times 2^{-17}$
 (H'7A1B3DD2)
 Sign bit = 0, exponent = H'F4, mantissa = H'1B3DD2
 (implicit MSB is not included)

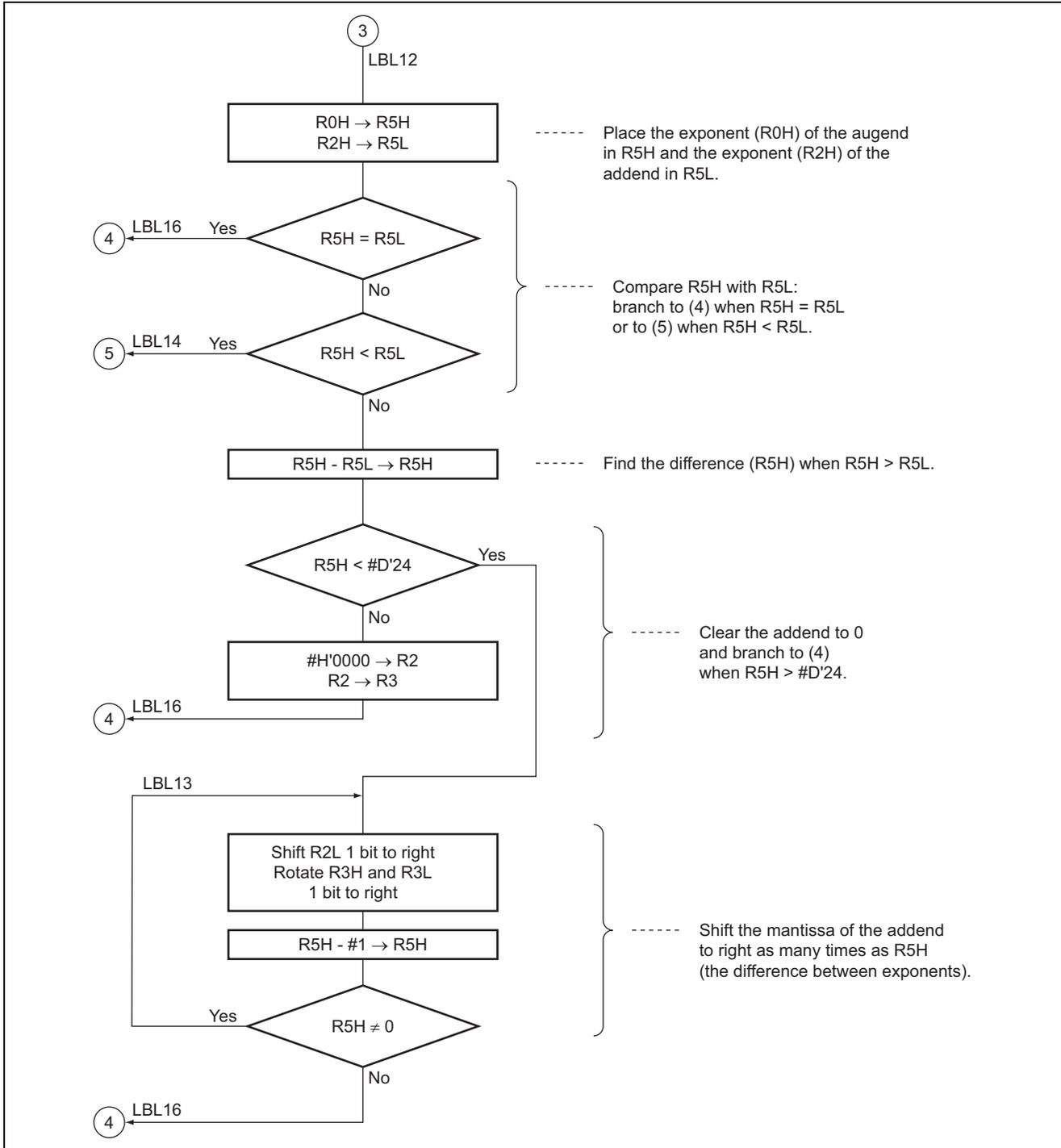


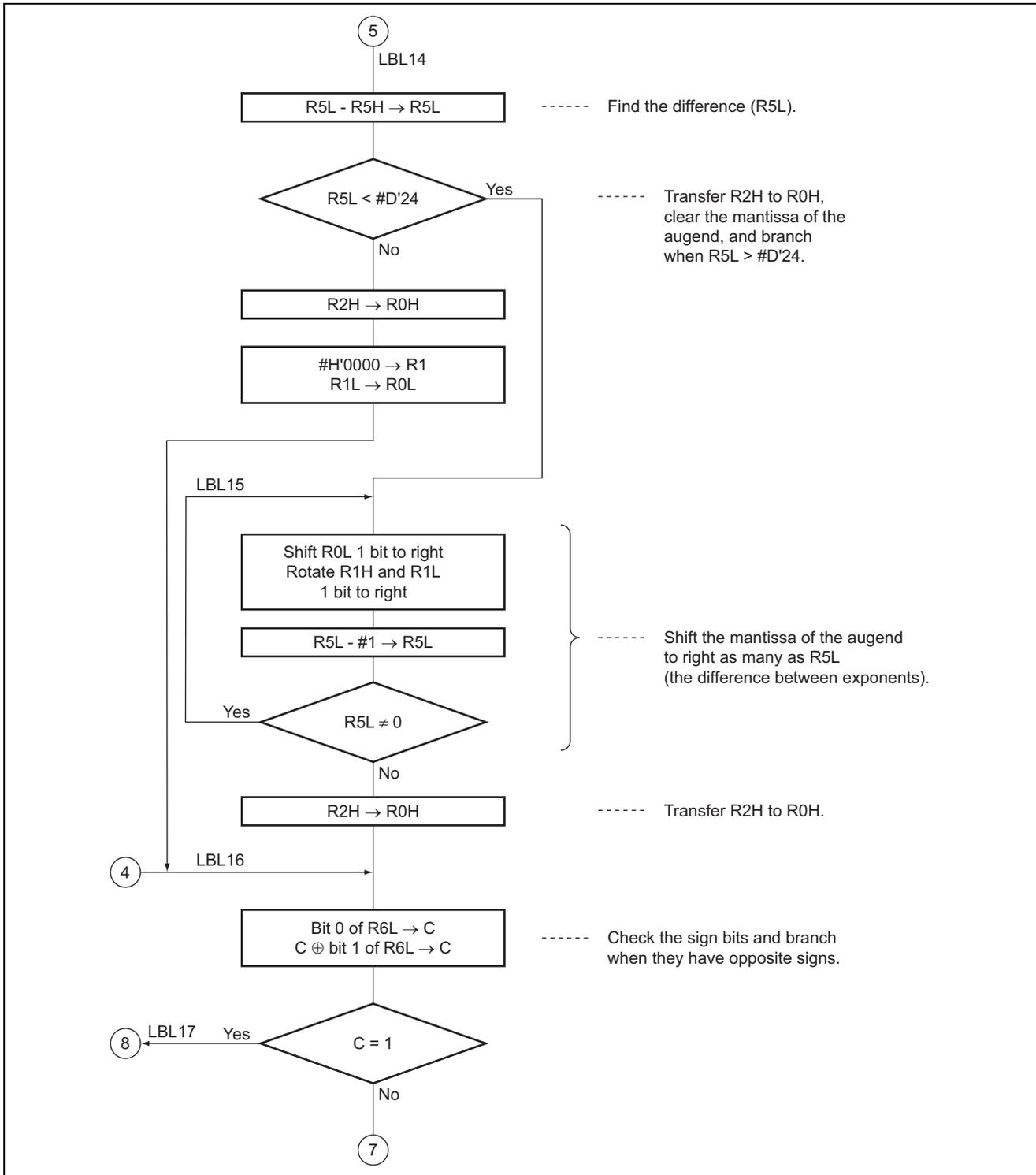
6. Flowchart

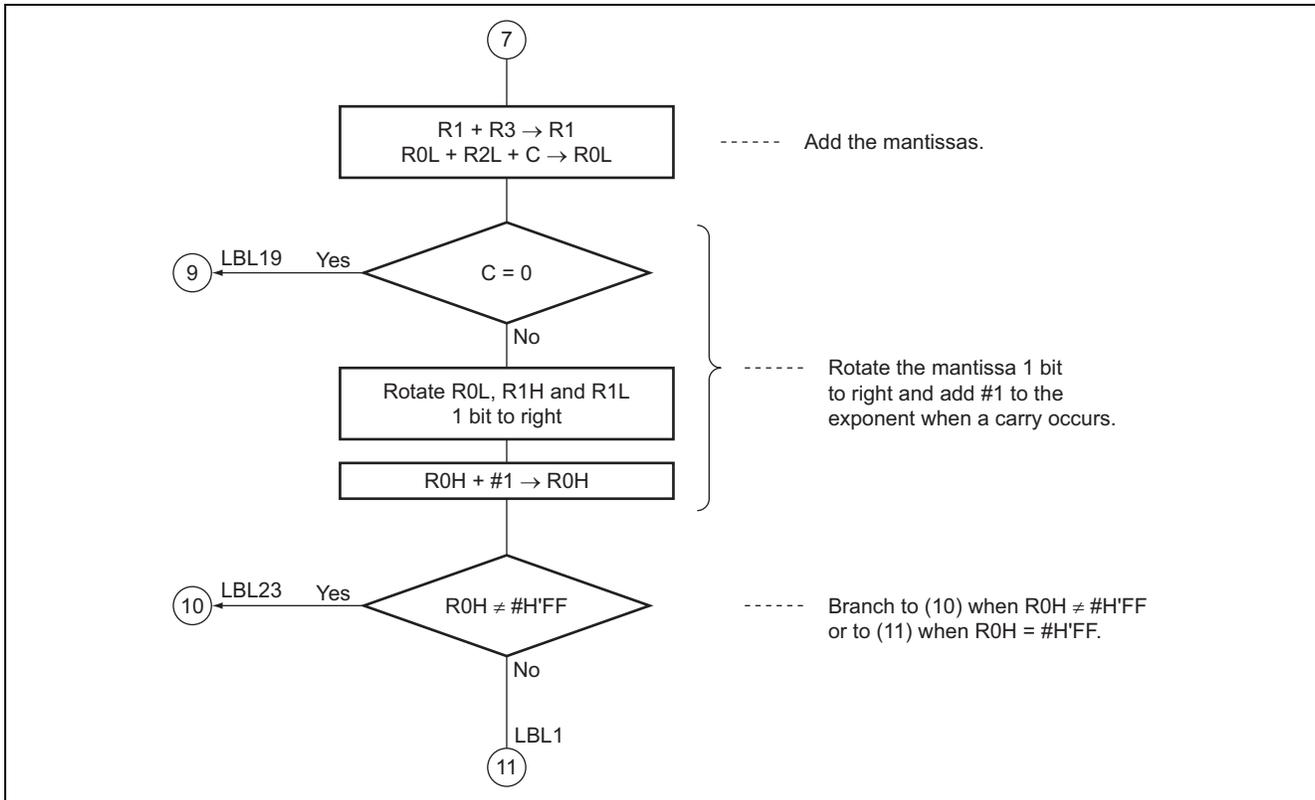


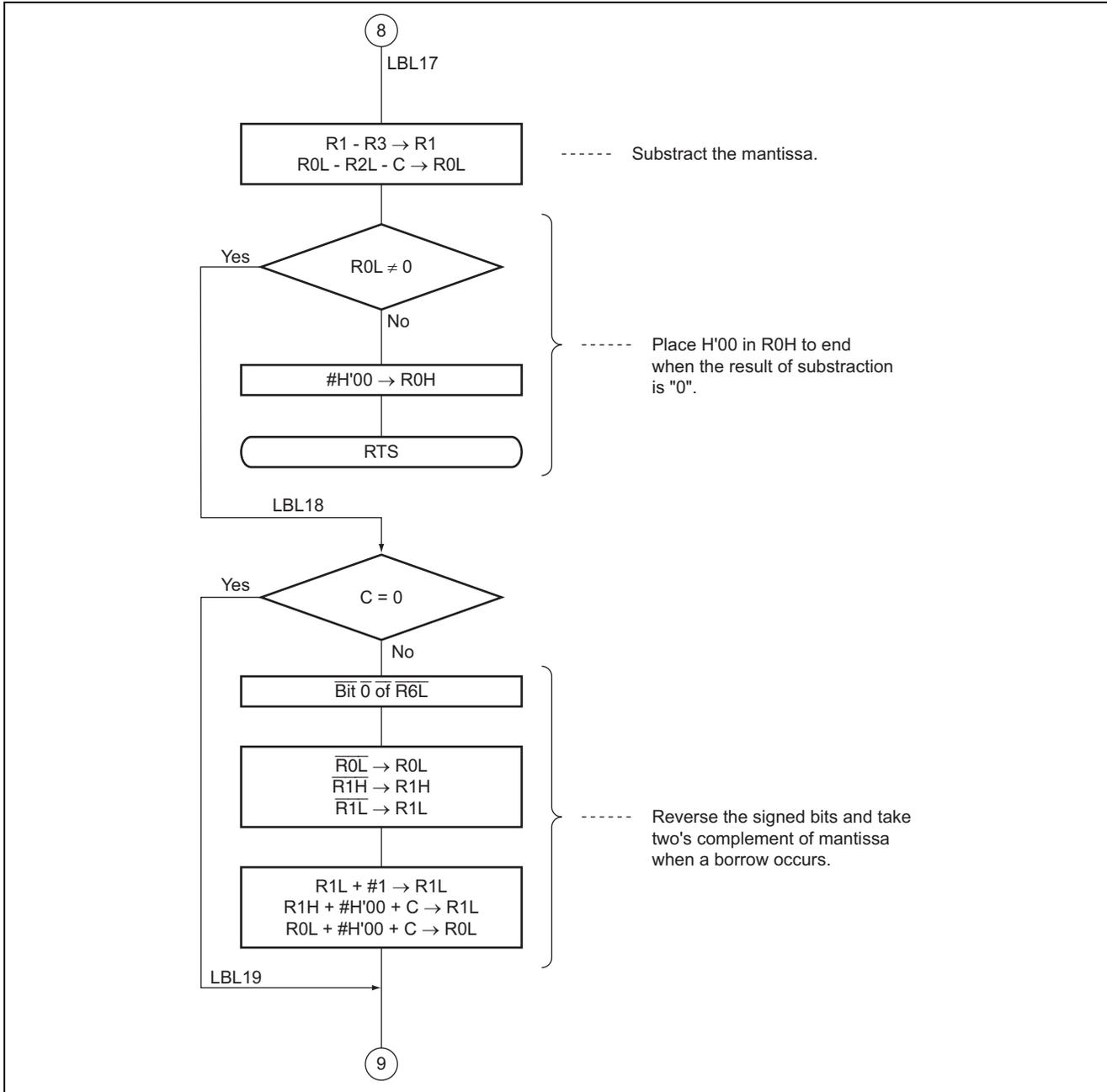


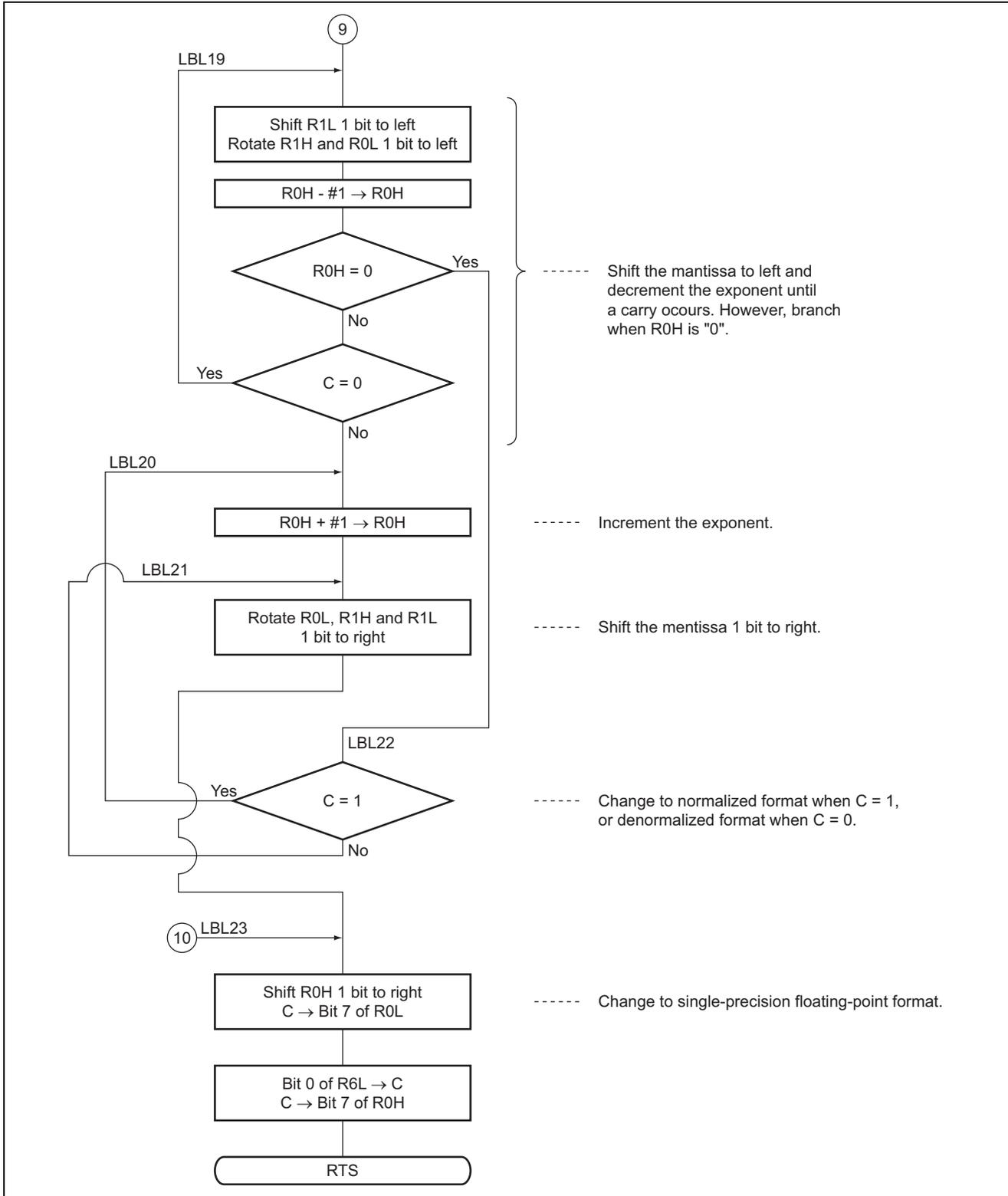












7. Program List

*** H8/300 ASSEMBLER VER 1.0B ** 08/18/92 10:20:43

PROGRAM NAME =

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1          ;*****
2          ;*
3          ;*      00 - NAME      :FLOATING POINT ADDITION (FADD)
4          ;*
5          ;*****
6          ;*
7          ;*      ENTRY      :R0 (UPPER WORD OF SUMMAND)
8          ;*
9          ;*      R1 (LOWER WORD OF SUMMAND)
10         ;*
11         ;*      R2 (UPPER WORD OF ADDEND)
12         ;*
13         ;*      R3 (LOWER WORD OF ADDEND)
14         ;*
15         ;*      RETURNS    :R0 (UPPER WORD OF RESULT)
16         ;*
17         ;*      R1 (LOWER WORD OF RESULT)
18         ;*
19         ;*****
20         ;
21         FADD_cod C 0000          .SECTION  FADD_code, CODE, ALIGN=2
22         .EXPORT  FADD
23         ;
24         FADD_cod C 00000000 FADD .EQU $          ;Entry point
25         FADD_cod C 0000 FE00      MOV.B      #H'00,R6L  ;Clear R6L
26         FADD_cod C 0002 79057F80  MOV.W     #H'7F80,R5 ;Set "H'7F80"
27         ;
28         FADD_cod C 0006 7770      BLD       #7,R0H
29         FADD_cod C 0008 670E      BST       #0,R6L  ;Set sign bit to bit 0 of R6L
30         FADD_cod C 000A 7270      BCLR     #7,R0H  ;Bit clear bit 7 of R0H
31         ;
32         FADD_cod C 000C 7772      BLD       #7,R2H
33         FADD_cod C 000E 671E      BST       #1,R6L  ;Set sign bit to bit 1 of R6L
34         FADD_cod C 0010 7272      BCLR     #7,R2H  ;Bit clear bit 7 of R2H
35         ;
36         FADD_cod C 0012 1D05      CMP.W    R0,R5
37         FADD_cod C 0014 4306      BLS      LBL1    ;Branch if "exponent of
38                                     summand"="H'FF"
39         FADD_cod C 0016 1D25      CMP.W    R2,R5
40         FADD_cod C 0018 421A      BHI      LBL4    ;Branch if not "exponent of
41                                     summand"="H'FF"
42         FADD_cod C 001A 110E      SHLR     R6L     ;Shift R6L 1 bit right
43         FADD_cod C 001C          LBL1
44         FADD_cod C 001C 770E      BLD       #0,R6L  ;Bit load sign bit
45         FADD_cod C 001E 450A      BCS      LBL3    ;Branch if sign bit=1
46         FADD_cod C 0020          LBL2
47         FADD_cod C 0020 79007F80  MOV.W    #H'7F80,R0 ;Set plus maximum number
48         FADD_cod C 0024 79010000  MOV.W    #H'0000,R1
49         FADD_cod C 0028 5470      RTS
50         FADD_cod C 002A          LBL3
51         FADD_cod C 002A 7900FF80  MOV.W    #H'FF80,R0 ;Set minus minimum number
52         FADD_cod C 002E 79010000  MOV.W    #H'0000,R1
53         FADD_cod C 0032 5470      RTS
54         ;

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49 FADD_cod C 0034          LBL4
50 FADD_cod C 0034 0D11      MOV.W   R1,R1      ;
51 FADD_cod C 0036 4608      BNE     LBL5       ;Branch if Z=0
52 FADD_cod C 0038 0D00      MOV.W   R0,R0
53 FADD_cod C 003A 4604      BNE     LBL5       ;Branch if Z=0
54 FADD_cod C 003C 707E      BSET    #7,R6L    ;Bit set bit 7 of R6L
55 FADD_cod C 003E 720E      BCLR   #0,R6L    ;Bit clear bit 0 of R6L
56 FADD_cod C 0040          LBL5
57 FADD_cod C 0040 0D33      MOV.W   R3,R3
58 FADD_cod C 0042 4608      BNE     LBL6       ;Branch if Z=0
59 FADD_cod C 0044 0D22      MOV.W   R2,R2
60 FADD_cod C 0046 4604      BNE     LBL6       ;Branch if Z=0
61 FADD_cod C 0048 706E      BSET    #6,R6L    ;Bit set bit 6 of R6L
62 FADD_cod C 004A 721E      BCLR   #1,R6L    ;Bit clear bit 1 of R6L
63 FADD_cod C 004C          LBL6
64 FADD_cod C 004C 777E      BLD     #7,R6L
65 FADD_cod C 004E 746E      BOR     #6,R6L
66 FADD_cod C 0050 440C      BCC     LBL8       ;Branch if not summand=addend=0
67 FADD_cod C 0052 0931      ADD.W   R3,R1     ;Set summand and addend to result
68 FADD_cod C 0054 0920      ADD.W   R2,R0
69 FADD_cod C 0056 770E      BLD     #0,R6L
70 FADD_cod C 0058 741E      BOR     #1,R6L
71 FADD_cod C 005A 6770      BST     #7,R0H    ;Set sign bit
72 FADD_cod C 005C 5470      RTS
73                          ;
74 FADD_cod C 005E          LBL8
75 FADD_cod C 005E 7778      BLD     #7,R0L
76 FADD_cod C 0060 1200      ROTXL   R0H       ;Set exponent of summand to R0H
77                          ;
78 FADD_cod C 0062 777A      BLD     #7,R2L
79 FADD_cod C 0064 1202      ROTXL   R2H       ;Set exponent of addend to R0L
80                          ;
81 FADD_cod C 0066 7278      BCLR   #7,R0L
82 FADD_cod C 0068 0C00      MOV.B   R0H,R0H
83 FADD_cod C 006A 4704      BEQ     LBL9       ;Branch if summand is normalized
84 FADD_cod C 006C 7078      BSET    #7,R0L    ;Set implicit MSB to summand
85 FADD_cod C 006E 4002      BRA     LBL10      ;Branch always
86 FADD_cod C 0070          LBL9
87 FADD_cod C 0070 8001      ADD.B   #H'01,R0H
88 FADD_cod C 0072          LBL10
89 FADD_cod C 0072 727A      BCLR   #7,R2L
90 FADD_cod C 0074 0C22      MOV.B   R2H,R2H
91 FADD_cod C 0076 4704      BEQ     LBL11      ;Branch if addend is normalized
92 FADD_cod C 0078 707A      BSET    #7,R2L    ;Set implicit MSB to addend
93 FADD_cod C 007A 4002      BRA     LBL12      ;Branch always
94 FADD_cod C 007C          LBL11
95 FADD_cod C          007C 8201      ADD.B   #H'01,R2H
96                          ;
97 FADD_cod C 007E          LBL12
98 FADD_cod C 007E 0C05      MOV.B   R0H,R5H
99 FADD_cod C 0080 0C2D      MOV.B   R2H,R5L
100 FADD_cod C 0082 1CD5      CMP.B   R5L,R5H
101 FADD_cod C 0084 4738      BEQ     LBL16      ;Branch if R5H=R5L
102 FADD_cod C 0086 451A      BCS     LBL14      ;Branch if R5H<R5L

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103                                     ;
104 FADD_cod C 0088 18D5                SUB.B   R5L,R5H
105 FADD_cod C 008A A518                CMP.B   #D'24,R5H ;Set bit counter
106 FADD_cod C 008C 4508                BCS    LBL13     ;Branch if R5H<D'24
107 FADD_cod C 008E 79020000           MOV.W   #H'0000,R2 ;Clear addend
108 FADD_cod C 0092 0D23                MOV.W   R2,R3
109 FADD_cod C 0094 4028                BRA     LBL16     ;Branch always
110 FADD_cod C 0096                     LBL13
111 FADD_cod C 0096 110A                SHLR   R2L       ;Shift mantissa of addend 1 bit left
112 FADD_cod C 0098 1303                ROTXR  R3H
113 FADD_cod C 009A 130B                ROTXR  R3L
114 FADD_cod C 009C 1A05                DEC.B  R5H       ;Decrement bit counter
115 FADD_cod C 009E 46F6                BNE    LBL13     ;Branch Z=0
116 FADD_cod C 00A0 401C                BRA     LBL16     ;Branch always
117                                     ;
118 FADD_cod C 00A2                     LBL14
119 FADD_cod C 00A2 185D                SUB.B   R5H,R5L
120 FADD_cod C 00A4 AD18                CMP.B   #D'24,R5L
121 FADD_cod C 00A6 450A                BCS    LBL15     ;Branch if R5L<D'24
122 FADD_cod C 00A8 0C20                MOV.B   R2H,R0H
123 FADD_cod C 00AA 79010000           MOV.W   #H'0000,R1 ;Clear summand
124 FADD_cod C 00AE 0C98                MOV.B   R1L,R0L
125 FADD_cod C 00B0 400C                BRA     LBL16     ;Branch always
126 FADD_cod C 00B2                     LBL15
127 FADD_cod C 00B2 1108                SHLR   R0L       ;Shift mantissa of summand 1 bit right
128 FADD_cod C 00B4 1301                ROTXR  R1H
129 FADD_cod C 00B6 1309                ROTXR  R1L
130 FADD_cod C 00B8 1A0D                DEC.B  R5L       ;Decrement bit counter
131 FADD_cod C 00BA 46F6                BNE    LBL15     ;Branch if Z=0
132 FADD_cod C 00BC 0C20                MOV.B   R2H,R0H
133                                     ;
134 FADD_cod C 00BE                     LBL16
135 FADD_cod C 00BE 770E                BLD    #0,R6L
136 FADD_cod C 00C0 751E                BXOR   #1,R6L
137 FADD_cod C 00C2 4516                BCS    LBL17     ;Branch if different sign bit
138                                     ;
139 FADD_cod C 00C4 0931                ADD.W   R3,R1     ;Addition mantissa
140 FADD_cod C 00C6 0EA8                ADDX.B R2L,R0L
141 FADD_cod C 00C8 442A                BCC    LBL19     ;Branch if C = 0
142 FADD_cod C 00CA 1308                ROTXR  R0L       ;Rotate mantissa 1 bit right
143 FADD_cod C 00CC 1301                ROTXR  R1H
144 FADD_cod C 00CE 1309                ROTXR  R1L
145 FADD_cod C 00D0 8001                ADD.B   #H'01,R0H ;Increment exponent
146 FADD_cod C 00D2 A0FF                CMP.B   #H'FF,R0H
147 FADD_cod C 00D4 4638                BNE    LBL23     ;Branch if not exponent=H'FF
148 FADD_cod C 00D6 5A000000           JMP     @LBL1     ;Jump
149                                     ;
150 FADD_cod C 00DA                     LBL17
151 FADD_cod C 00DA 1931                SUB.W   R3,R1     ;Substruct mantissa
152 FADD_cod C 00DC 1EA8                SUBX.B R2L,R0L
153 FADD_cod C 00DE 4604                BNE    LBL18     ;Branch if Z=0
154 FADD_cod C 00E0 F000                MOV.B   #H'00,R0H ;Clear R0H
155 FADD_cod C 00E2 5470                RTS

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```

156 FADD_cod C 00E4          LBL18
157 FADD_cod C 00E4 440E      BCC     LBL19      ;Branch if C = 0
158 FADD_cod C 00E6 710E      BNOT    #0,R6L     ;Bit not sign bit
159 FADD_cod C 00E8 1708      NOT     R0L        ;2's complement mantissa
160 FADD_cod C 00EA 1701      NOT     R1H
161 FADD_cod C 00EC 1709      NOT     R1L
162 FADD_cod C 00EE 8901      ADD.B   #H'01,R1L
163 FADD_cod C 00F0 9100      ADDX.B  #H'00,R1H
164 FADD_cod C 00F2 9800      ADDX.B  #H'00,R0L
165                               ;
166 FADD_cod C 00F4          LBL19
167 FADD_cod C 00F4 1009      SHLL    R1L        ;Shift mantissa 1 bit left
168 FADD_cod C 00F6 1201      ROTXL   R1H
169 FADD_cod C 00F8 1208      ROTXL   R0L
170 FADD_cod C 00FA 1A00      DEC.B   R0H        ;Decrement exponent
171 FADD_cod C 00FC 470C      BEQ     LBL22      ;Branch if exponent=0
172 FADD_cod C 00FE 44F4      BCC     LBL19      ;Branch if exponent>0
173 FADD_cod C 0100          LBL20
174 FADD_cod C 0100 0A00      INC.B   R0H        ;Increment exponent
175 FADD_cod C 0102          LBL21
176 FADD_cod C 0102 1308      ROTXR   R0L        ;Rotate mantissa 1 bit right
177 FADD_cod C 0104 1301      ROTXR   R1H
178 FADD_cod C 0106 1309      ROTXR   R1L
179 FADD_cod C 0108 4004      BRA     LBL23      ;Branch always
180 FADD_cod C 010A          LBL22
181 FADD_cod C 010A 45F4      BCS     LBL20      ;Branch if C = 1
182 FADD_cod C 010C 40F4      BRA     LBL21      ;Branch always
183                               ;
184 FADD_cod C 010E          LBL23          ;Change floating point format
185 FADD_cod C 010E 1100      SHLR    R0H
186 FADD_cod C 0110 6778      BST     #7,R0L
187 FADD_cod C 0112 770E      BLD     #0,R6L
188 FADD_cod C 0114 6770      BST     #7,R0H
189 FADD_cod C 0116 5470      RTS
190                               ;
191                               .END
*****TOTAL ERRORS 0
*****TOTAL WARNINGS 0

```

About Single-Precision Floating-Point Numbers <Reference>

Single-Precision Floating-Point Formats:

1. Internal representation of single-precision floating-point numbers

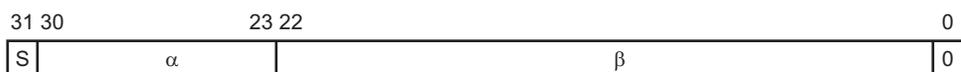
In this Application Note, the following formats are applied to single-precision floating-point numbers depending on their values (R = real number):

A. Internal representation for R = 0



All of the 32 bits are 0's.

B. Normalized format



α is an exponent whose field is 8 bits long. β is a mantissa whose field is 23 bits long. The value of R can be represented by the following equation (on conditions that $1 \leq \alpha \leq 254$):

$$R = 2^S \times 2^{\alpha-127} \times (1 + 2^{-1} \times \beta_{22} + 2^{-2} \times \beta_{21} + \dots + 2^{-23} \times \beta_0)$$

where β_i is the value of the i-th bit ($0 \leq i \leq 22$) and S is the sign bit.

C. Denormalized format



where β is a mantissa whose field is 23 bits long. This format is used to represent a real number too small to be represented in the normal format. In this format, R can be represented by the following equation:

$$R = 2^S \times 2^{-126} \times (2^{-1} \times \beta_{22} + 2^{-2} \times \beta_{21} + \dots + 2^{-23} \times \beta_0)$$

D. Infinity



where β is a mantissa whose field is 23 bits long. In this Application Note, however, the following rules apply if all exponents are 1's;

Positive infinity when S = 0

$$R = +\infty$$

Negative infinity when S = 1

$$R = -\infty$$

2. Example of internal representation

If $S = B'0$ (binary)
 $\alpha = B'10000011$ (binary)
 $\beta = B'1011100\dots\dots 0$ (binary)

Then the corresponding real number is as follows:

$$R = 2^0 \times 2^{131-127} \times (1 + 2^{-1} + 2^{-3} + 2^{-4} + 2^{-5})$$

$$= 16 + 8 + 2 + 1 + 0.5 = 27.5$$

A. Maximum and minimum values

The maximum value (R_{MAX}) and minimum value (R_{MIN}), in terms of the absolute value, are as follows:

$$R_{MAX} = 2^{254 - 127} \times (1 + 2^{-1} + 2^{-2} + 2^{-3} \dots\dots + 2^{-23})$$

$$= 3.37 \times 10^{38}$$

$$R_{MIN} = 2^{-126} \times 2^{-23} = 2^{-140} = 1.40 \times 10^{-45}$$

The absolute values within the above range can be represented.

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Renesas Technology Website

<http://www.renesas.com/>

Inquiries

<http://www.renesas.com/inquiry>

csc@renesas.com

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