

IEEE 754 Compliant Floating Point Routines

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INTRODUCTION

This application note presents an implementation of the following floating point math routines for the PICmicro™ microcontroller families:

- float to integer conversion
- integer to float conversion
- normalize
- add/subtract
- multiply
- divide

Routines for the PIC16/17 families are provided in a modified IEEE 754 32-bit format together with versions in 24-bit reduced format.

A Glossary of terms is located on page 8.

FLOATING POINT ARITHMETIC

Although fixed point arithmetic can usually be employed in many numerical problems through the use of proper scaling techniques, this approach can become complicated and sometimes result in less efficient code than is possible using floating point methods[1]. Floating point arithmetic is essentially equivalent to arithmetic in scientific notation relative to a particular base or radix.

The base used in an implementation of floating point arithmetic is distinct from the base associated with a particular computing system. For example, the IBM System/360 is a binary computer with a hexadecimal or base-16 floating point representation, whereas the VAX together with most contemporary microcomputers are binary machines with base-2 floating point implementations. Before the establishment of the IEEE 754 floating point standard, base-2 floating point numbers were typically represented in the form

$$A = (-1)^s f \cdot 2^e,$$

$$f = \sum_{k=0}^{n-1} a(k) \cdot 2^{-(k+1)},$$

where f is the fraction or mantissa, e is the exponent or characteristic, n is the number of bits in f and $a(k)$ is the bit value where, $k = 0, \dots, n - 1$ number with $a(0) = \text{MSb}$, and s is the sign bit. The fraction was in normalized sign-magnitude representation with implicit MSb equal to one, and e was stored in biased form, where the bias was the magnitude of the most negative possible exponent[1,2], leading to a biased exponent eb in the form

$$eb = e + 2^{m-1},$$

where m is the number of bits in the exponent. The fraction f then satisfies the inequality

$$0.5 \leq f < 1.$$

Finalization of the IEEE 754 standard[4] deviated from these conventions on several points. First, the radix point was located to the right of the MSb, yielding the representation

$$A = (-1)^s f \cdot 2^e,$$

$$f = \sum_{k=0}^{n-1} a(k) \cdot 2^{-k},$$

with f satisfying the bounds given by $1 \leq f < 2$.

In order to accommodate a slot in the biased exponent format for representations of infinity to implement exact infinity arithmetic, the bias was reduced by one, yielding the biased exponent eb given by

$$eb = e + 2^{m-1} - 1.$$

In the case of single precision with $m = 8$, this results in a bias of 127. The use of biased exponents permits comparison of exponents through a simple unsigned comparator, and further results in a unique representation of zero given by $f = eb = 0$. Since our floating point implementation will not include exact infinity arithmetic

at this time, we use the IEEE 754 bias but allow the representation of the exponent to extend into this final slot, resulting in the range of exponents

$$-126 \leq e \leq 128.$$

Algorithms for radix conversion are discussed in Appendix A, and can be used to produce the binary floating point representation of a given decimal number. Examples of sign-magnitude floating point representations of some decimal numbers are as follows:

Decimal	<i>e</i>	<i>f</i>
1.0	0	1.0000000
0.15625	-3	1.0100000
0.1	-4	1.10011001100....
1.23x10**3	10	1.0011001110

It is important to note that the only numbers that can be represented exactly in binary arithmetic are those which are sums of powers of two, resulting in non-terminating binary representations of some simple decimal numbers such as **0.1** as shown above, and leading to truncation errors regardless of the value of *n*. Floating point calculations, even involving numbers admitting an exact binary representation, usually lose information after truncation to an *n*-bit result, and therefore require some rounding scheme to minimize such roundoff errors[1].

ROUNDING METHODS

Truncation of a binary representation to *n*-bits is severely biased since it always leads to a number whose absolute value is less than or equal to that of the exact value, thereby possibly causing significant error buildup during a long sequence of calculations. Simple adder-based rounding by adding the MSb to the LSb is unbiased except when the value to be rounded is equidistant from the two nearest *n*-bit values[1]. This small but still undesirable bias can be removed by stipulating that in the equidistant case, the *n*-bit value with LSb = 0 is selected, commonly referred to as the rounding to the nearest method, the default mode in the IEEE 754 standard[4,5]. The number of guard bits or extra bits of precision, is related to the sensitivity of the rounding method. Since the introduction of the hardware multiply on the PIC17[6], improvements in the floating point multiply and divide routines have provided an extra byte for guard bits, thereby offering a more sensitive rounding to the nearest method given by:

n bit value	guard bits	result
A	< 0x80	round to A
A	= 0x80	if A,LSb = 0, round to A if A,LSb = 1, round to A+1
A	> 0x80	round to A+1

In the equidistant case, this procedure always selects the machine number with even parity, namely, LSb = 0. However, the PIC16 implementation still uses the less sensitive single guard bit method, following the nearest neighbor rounding procedure:

n bit value	guard bit	result
A	0	round to A
A	1	if A,LSb = 0, round to A if A,LSb = 1, round to A+1
A+1	0	round to A+1

Currently, as a compromise between performance and rounding accuracy, a sticky bit is not used in this implementation. The lack of information regarding bits shifted out beyond the guard bits is more noticeable in the PIC16CXXX case where only one guard bit is saved.

Another interesting rounding method, is von Neumann rounding or jamming, where the exact number is truncated to *n*-bits and then set LSb = 1. Although the errors can be twice as large as in round to the nearest, it is unbiased and requires little more effort than truncation[1].

FLOATING POINT FORMATS

In what follows, we use the following floating point formats:

	<i>eb</i>	<i>f0</i>	<i>f1</i>	<i>f2</i>
IEEE754 32-bit	<i>s</i> xxxx xxxx	<i>y</i> · xxxx xxxx	xxxx xxxx	xxxx xxxx
Microchip 32-bit	xxxx xxxx	<i>s</i> · xxxx xxxx	xxxx xxxx	xxxx xxxx
Microchip 24-bit	xxxx xxxx	<i>s</i> · xxxx xxxx	xxxx xxxx	

Legend: *s* is the Sign bit, *y* = LSb of *eb* register, · = radix point

where *eb* is the biased 8-bit exponent, with bias = 127, *s* is the sign bit, and bytes **f0**, **f1** and **f2** constitute the fraction with **f0** the most significant byte with implicit MSb = 1. It is important to note that the IEEE 754 standard format[4] places the sign bit as the MSb of *eb* with the LSb of the exponent as the MSb of **f0**. Because of the inherent byte structure of the PIC16/17 families of microcontrollers, more efficient code was possible by adopting the above formats rather than strictly adhering to the IEEE standard. The difference between the formats consists of a rotation of the top nine bits of the representation, with a left rotate for IEEE to PIC16/17 and a right rotate for PIC16/17 to IEEE. This can be realized through the following PIC16/17 code.

```

IEEE_to_PIC16/17      PIC16/17_to_IEEE
RLCF  AARGBO , F      RLCF  AARGBO , F
RLCF  AEXP , F        RRCF  AEXP , F
RRCF  AARGBO , F      RRCF  AARGBO , F

```

Conversion to the 24-bit format is obtained by the rounding to the nearest from the IEEE 754 representation.

The limiting absolute values of the above floating point formats are given as follows:

	<i>eb</i>	<i>e</i>	$\frac{ A }{f}$	decimal
MAX	0xFF	128	7FFFFFF	6.80564693E+38
MIN	0x01	-126	000000	1.17549435E-38

where the MSb is implicitly equal to one, and its bit location is occupied by the sign bit. The bounds for the 24-bit format are obtained by simply truncating *f* to 16-bits and recomputing their decimal equivalents.

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EXAMPLE 1: MICROCHIP FLOAT FORMAT TO DECIMAL

To illustrate the interpretation of the previous floating point representation, consider the following simple example consisting of a 32-bit value rounded to the nearest representation of the number

$$A = 16\pi = 50.2654824574 \approx \widehat{A} = 0x84490FDB,$$

implying a biased exponent $eb = 0x84$, and the fraction or mantissa $f = 0x490FDB$. To obtain the base 2 exponent e , we subtract the bias $0x7F$, yielding

$$e = eb - \text{bias} = 0x84 - 0x7F = 0x05.$$

The fraction, with its MSb made explicit, has the binary representation

$$\begin{array}{cccccc} & C & 9 & 0 & F & D & B \\ f = & 1.100 & 1001 & 0000 & 1111 & 1101 & 1011 \end{array}$$

The decimal equivalent of f can then be computed by adding the respective powers of two corresponding to nonzero bits,

$$\begin{aligned} f = & 2^0 + 2^{-1} + 2^{-4} + 2^{-7} + 2^{-12} + 2^{-13} + 2^{-14} + \\ & 2^{-15} + 2^{-16} + 2^{-17} + 2^{-19} + 2^{-20} + 2^{-22} + 2^{-23} = 1.5707963705, \end{aligned}$$

evaluated in full precision on an HP48 calculator. The decimal equivalent of the representation of \widehat{A} can now be obtained by multiplying by the power of two defined by the exponent e .

$$\widehat{A} = 2^e \cdot f = 32 \cdot 1.5707963705 = 50.265483856.$$

24-bit Format

It is important to note that the difference between this evaluation of \widehat{A} and the number A is a result of the truncation error induced by obtaining only the nearest machine representable number and not an exact representation. Alternatively, if we use the 24-bit reduced format, the result rounded to the nearest representation of A is given by

$$A = 16\pi = 50.2654824574 \approx \widehat{A} = 0x844910,$$

leading to the fraction f

$$f = 2^0 + 2^{-1} + 2^{-4} + 2^{-7} + 2^{-11} = 1.57080078125$$

and the decimal equivalent of \widehat{A}

$$\widehat{A} = 2^e \cdot f = 32 \cdot 1.57080078125 = 50.265625$$

with a correspondingly larger truncation error as expected. It is coincidence that both of these representations overestimate A in that an increment of the LSb occurs during nearest neighbor rounding in each case.

To produce the correct representation of a particular decimal number, a debugger could be used to display the internal binary representation on a host computer and make the appropriate conversion to the above format. If this approach is not feasible, algorithms for producing this representation are provided in Appendix A.

EXAMPLE 2: DECIMAL TO MICROCHIP FLOAT FORMAT

Decimal to Binary Example:

$A = 0.15625$ (Decimal Number)

(see algorithm A.3)

Find Exponent:

$$2^z = 0.15625$$

$$z = \frac{\ln(0.15625)}{\ln(2)} = -2.6780719$$

$$e = \text{int}(z) = -3$$

Find fractional part:

$$x = \frac{0.15625}{2^{-3}} = 1.25 \quad (x \text{ will always be } \geq 1)$$

$$k = 0 \quad 1.25 \geq 2^0 \quad ?, \text{ yes} \quad a(0) = 1 \quad ; \quad x = 1.25 - 1 = 0.25$$

$$k = 1 \quad 0.25 \geq 2^{-1} \quad ?, \text{ no} \quad a(1) = 0 \quad ; \quad x = 0.25$$

$$k = 2 \quad 0.25 \geq 2^{-2} \quad ?, \text{ yes} \quad a(2) = 1 \quad ; \quad x = 0$$

Therefore,

$$f = 1.25 \text{ decimal} = 1.010 \ 0000 \ 0000 \ 0000 \ 0000 \ 0000 \ \text{binary}$$

$$A = (-1)^s f \cdot 2^e \quad ; \quad \text{where } f = x, \quad s = 0 \text{ (sign bit)} \quad 0.15625 = 1.25 \cdot 2^{-3}$$

Now, convert 0.15625 to Microchip Float Format

eb = Biased Exponent

$$eb = e + 7Fh$$

$$eb = -3 + 7Fh$$

$$eb = 7Ch$$

Microchip Float Format:

	Exp	f0	f1	f2
$0.15625 =$	7C	20	00	00

Remember the MSb, $a(0) = 1$ is implied in the float number above.

FLOATING POINT EXCEPTIONS

Although the dynamic range of mathematical calculations is increased through floating point arithmetic, overflow and underflow are both possible when the limiting values of the representation are exceeded, such as in multiplication requiring the addition of exponents, or in division with the difference of exponents[2]. In these operations, fraction calculations followed by appropriate normalizing and exponent modification can also lead to overflow or underflow in special cases. Similarly, addition and subtraction after fraction alignment, followed by normalization can also lead to such exceptions.

DATA RAM REQUIREMENTS

The following contiguous data RAM locations are used by the library:

```

AARGB7 = ACCB7 = REMB3   LSB to MSB
AARGB6 = ACCB6 = REMB2
AARGB5 = ACCB5 = REMB1
AARGB4 = ACCB4 = REMB0   remainder
AARGB3 = ACCB3
AARGB2 = ACCB2
AARGB1 = ACCB1
AARGB0 = ACCB0 = ACC     AARG and ACC fract
AEXP   = EXP             AARG and ACC expon

SIGN                                     sign in MSb
FPFLAGS                                exception flags,
                                       option bits

BARGB3                                  LSB to MSB
BARGB2
BARGB1
BARGB0                                  BARG fraction
BEXP                                    BARG exponent

TEMPB3
TEMPB2
TEMPB1
TEMPB0 = TEMP                        temporary storage
    
```

The exception flags and option bits in FPFLAGS are defined as follows:

FPFLAGS	SAT	RND	DOM	NAN	FDZ	FUN	FOV	IOV
	7	6	5	4	3	2	1	0
SAT	SATurate enable bit							
RND	RouNDing enable bit							
DOM	DOMain error exception flag							
NAN	Not-A-Number exception flag							
FDZ	Floating point Divide by Zero							
FUN	Floating point Underflow Flag							
FOV	Floating point Overflow Flag							
IOV	Integer Overflow Flag							

USAGE

For the unary operations, input argument and result are in AARG. The binary operations require input arguments in AARG and BARG, and produces the result in AARG, thereby simplifying sequencing of operations.

EXCEPTION HANDLING

All routines return WREG = 0x00 upon successful completion and WREG = 0xFF, together with the appropriate FPFLAGS flag bit is set to 1 upon exception. If SAT = 0, saturation is disabled and spurious results are obtained in AARG upon an exception. If SAT = 1, saturation is enabled, and all overflow or underflow exceptions produce saturated results in AARG.

ROUNDING

With RND = 0, rounding is disabled, and simple truncation is used, resulting in some speed enhancement. If RND = 1, rounding is enabled, and rounding to the nearest LSb results.

INTEGER TO FLOAT CONVERSION

The routine FLOxyy converts the two's complement xx-bit integer in AARG to the above yy-bit floating point representation, producing the result in AEXP, AARG. The routine initializes the exponent to move the radix point to the right of the MSb and then calls the normalize routine. An example is given by

```

FLO1624(12106) =
FLO1624(0x2F4A) =
0x8C3D28 =
12106.0
    
```

NORMALIZE

The routine NRMxyy takes an unnormalized xx-bit floating point number in AEXP, AARG and left shifts the fraction and adjusts the exponent until the result has an implicit MSb = 1, producing a yy-bit result in AEXP, AARG. This routine is called by FLOxyy, FPAyy and FPSyy, and is usually not needed explicitly by the user since all operations producing a floating point result are implicitly normalized.

FLOAT TO INTEGER CONVERSION

The routine INTxyy converts the normalized xx-bit floating point number in AEXP, AARG, to a two's complement yy-bit integer in AARG. After removing the bias from AEXP and precluding a result of zero or integer overflow, the fraction in AARG is left shifted by AEXP and converted to two's complement representation. As an example, consider:

```

INT2416(123.45) =
INT2416(0x8576E6) =
0x7B =
123
    
```

ADDITION/SUBTRACTION

The floating point add routine FPAxx, takes the arguments in AEXP, AARG and BEXP, BARG and returns the sum in AEXP, AARG. If necessary, the arguments are swapped to ensure that AEXP >= BEXP, and then BARG is then aligned by right shifting by AEXP - BEXP. The fractions are then added and the result is normalized by calling NRMxx. The subtract routine FPSxx simply toggles the sign bit in BARG and calls FPAxx. Several examples are as follows:

```
FPA24(-0.32212E+5, 0.1120E+4) =
FPA24(0x8DFBA8, 0x890C00) =
0x8DF2E8 =
-0.31092E+5
```

```
FPS24(0.89010E+4, -0.71208E5) =
FPS24(0x8C0B14, 0x8F8B14) =
0x8F1C76 =
0.80109E+5
```

MULTIPLICATION

The floating point multiply routine FPMxx, takes the arguments in AEXP, AARG and BEXP, BARG and returns the product in AEXP, AARG. After testing for a zero argument, the sign and exponent of the result are computed together with testing for overflow. On the PIC17, the fractions are multiplied using the hardware multiply[6], while a standard add-shift method is used on the PIC16, in each case followed by postnormalization if necessary. For example, consider:

```
FPM32(-8.246268E+6, 6.327233E+6) =
FPM32(0x95FBA7F8, 95411782) =
0xACBDD0BD =
-5.217606E+13
```

DIVISION

The floating point divide routine FPDxx, takes the numerator in AEXP, AARG and denominator in BEXP, BARG and returns the quotient in AEXP, AARG. The PIC17 implementation uses the hardware multiply in an iterative method known as multiplicative division[6], achieving performance not possible by standard restoring or non-restoring algorithms. After a divide by zero test, an initial seed for the iteration is obtained by a table lookup, followed by a sequence of multiplicative factors for both numerator and denominator such that the denominators approach one. By a careful choice of the seed method, the quadratic convergence of the algorithm guarantees the 0.5ulp (unit in the last position) accuracy requirement in one iteration[6]. For the PIC16 family, after testing for a zero denominator, the sign and exponent of the result are computed together with testing for dividend alignment. If the argument fractions satisfy the inequality AARG >= BARG, the dividend AARG is right shifted by one bit and the exponent is adjusted, thereby resulting in AARG < BARG and the dividend is aligned. Alignment permits a valid division sequence and eliminates the need for postnormalization. After testing for overflow or underflow as appropriate, the fractions are then divided using a standard shift-subtract restoring method. A simple example is given by:

```
FPD24(-0.16106E+5, 0.24715E+5) =
FPD24(0x8CFBA8, 0x8D4116) =
0x7EA6D3 =
-0.65167E+0
```

GLOSSARY

BIASED EXPONENTS - nonnegative representation of exponents produced by adding a bias to a two's complement exponent, permitting unsigned exponent comparison together with a unique representation of zero.

FLOATING POINT UNDERFLOW - occurs when the real number to be represented is smaller in absolute value than the smallest floating point number.

FLOATING POINT OVERFLOW - occurs when the real number to be represented is larger in absolute value than the largest floating point number.

GUARD BITS - additional bits of precision carried in a calculation for improved rounding sensitivity.

LSb - least significant bit

MSb - most significant bit

NEAREST NEIGHBOR ROUNDING - an unbiased rounding method where a number to be rounded is rounded to its nearest neighbor in the representation, with the stipulation that if equidistant from its nearest neighbors, the neighbor with LSb equal to zero is selected.

NORMALIZATION - the process of left shifting the fraction of an unnormalized floating point number until the MSb equals one, while decreasing the exponent by the number of left shifts.

NSb - next significant bit just to the right of the LSb.

ONE'S COMPLEMENT - a special case of the diminished radix complement for radix two systems where the value of each bit is reversed. Although sometimes used in representing positive and negative numbers, it produces two representations of the number zero.

RADIX - the base of a given number system.

RADIX POINT - separates the integer and fractional parts of a number.

SATURATION - mode of operation where floating point numbers are fixed at their limiting values when an underflow or overflow is detected.

SIGN MAGNITUDE - representation of positive and negative binary numbers where the absolute value is expressed together with the appropriate value of the sign bit.

STICKY BIT - a bit set only if information is lost through shifting beyond the guard bits.

TRUNCATION - discarding any bits to the right of a given bit location.

TWO'S COMPLEMENT - a special case of radix complement for radix two systems where the value of each bit is reversed and the result is incremented by one. Producing a unique representation of zero, and covering the range -2^{n-1} to $2^{n-1} - 1$, this is more easily applied in addition and subtraction operations and is therefore the most commonly used method of representing positive and negative numbers.

REFERENCES

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4. IEEE Standards Board, "IEEE Standard for Floating-Point Arithmetic," ANSI/IEEE Std 754-1985, IEEE, 1985.
5. Knuth, D.E., "The Art of Computer Programming, Volume 2," Addison-Wesley, 1981.
6. Testa, F. J., "AN575: Applications of the 17CXX Hardware Multiply in Math Library Routines," Embedded Control Handbook, Microchip Technology, 1996.

APPENDIX A: ALGORITHMS FOR DECIMAL TO BINARY CONVERSION

Several algorithms for decimal to binary conversion are given below. The integer and fractional conversion algorithms are useful in both native assembly as well as high level languages. Algorithm A.3 is a more brute force method easily implemented on a calculator or in a high level language on a host computer and is portable across platforms. An ANSI C implementation of algorithm A.3 is given.

A.1 Integer conversion algorithm[3]:

Given an integer I , where $d(k)$ are the bit values of its n -bit binary representation with $d(0) = \text{LSb}$,

$$I = \sum_{k=0}^{n-1} d(k) \cdot 2^k$$

```

k=0
I(k) = I
while I(k) != 0
    d(k) = remainder of I(k)/2
    I(k+1) = [ I(k)/2 ]
    k = k + 1
endw

```

where $[]$ denotes the greatest integer function.

A.2 Fractional conversion algorithm[3]:

Given a fraction F , where $d(k)$ are the bit values of its n -bit binary representation with $d(1) = \text{MSb}$,

$$F = \sum_{k=1}^n d(k) \cdot 2^{-k}$$

```

k=0
F(k) = F
while k <= n
    d(k) = [ F(k)*2 ]
    F(k+1) = fractional part of F(k)*2
    k = k + 1
endw

```

A.3 Decimal to binary conversion algorithm:

Given a decimal number A , and the number of fraction bits n , the bits in the fraction of the above binary representation of A , $a(k)$, $k = 0, 2, \dots, n-1$, where $a(0) = \text{MSb}$, are given by the following algorithm:

```

z = ln A / ln 2
e = int ( z )
if e > z
    e = e - 1
endif
x = A / (2**e)
k = 0
while k <= n-1
    if x >= 2**(-k)
        a(k) = 1
    else
        a(k) = 0
    endif
    x = x - a(k) * 2**(-k)
    k = k + 1
endw

```

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Formally, the number A then has the floating point representation

$$A = (-1)^s f \cdot 2^e \quad f = \sum_{k=0}^{n-1} a(k) \cdot 2^{-k}$$

A simple C implementation of algorithm A.3 is given as follows:

```
#include <stdio.h>
#include <math.h>
main()
{
    int a[32],e,k,j;
    double A,x,z;
    printf("Enter A: ");
    while(scanf("%lf",&A) == 1)
    {
        z = log(A)/log(2.);
        e = (int)z;
        if((double)e > z)e = e-1;
        x = A/pow(2.,(double)e);
        for(k=0; k<32; k++)
        {
            if(x >= pow(2.,(double)(-k)))
                a[k]=1;
            else
                a[k]=0;
            x = x - (double)a[k] *
                pow(2., (double)(-k));
        }
        printf("e = %4i\n",e);
        printf("f = %1i.",a[0]);
        for(j=1; j<4; j++)
            printf("%1i",a[j]);
        printf(" ");
        for(k=1; k<8; k++)
        {
            for(j=0; j<4; j++)
                printf("%1i",a[k*4+j]);
            printf(" ");
        }
        printf("\n");
        printf("Enter A: ");
    }
}
```


FIGURE A-2: FLOAT TO INTEGER CONVERSION

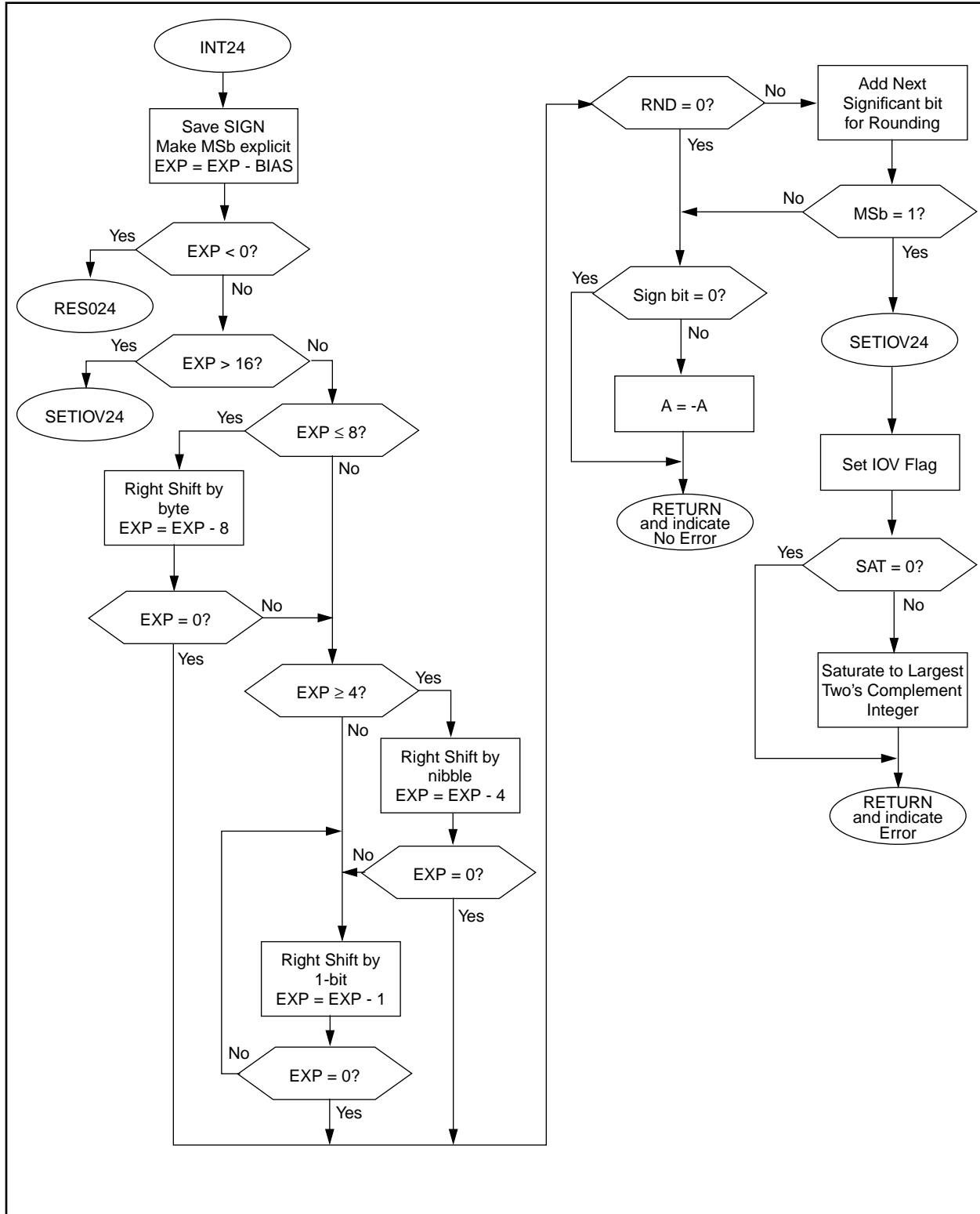


FIGURE A-3: FLOATING POINT MULTIPLY

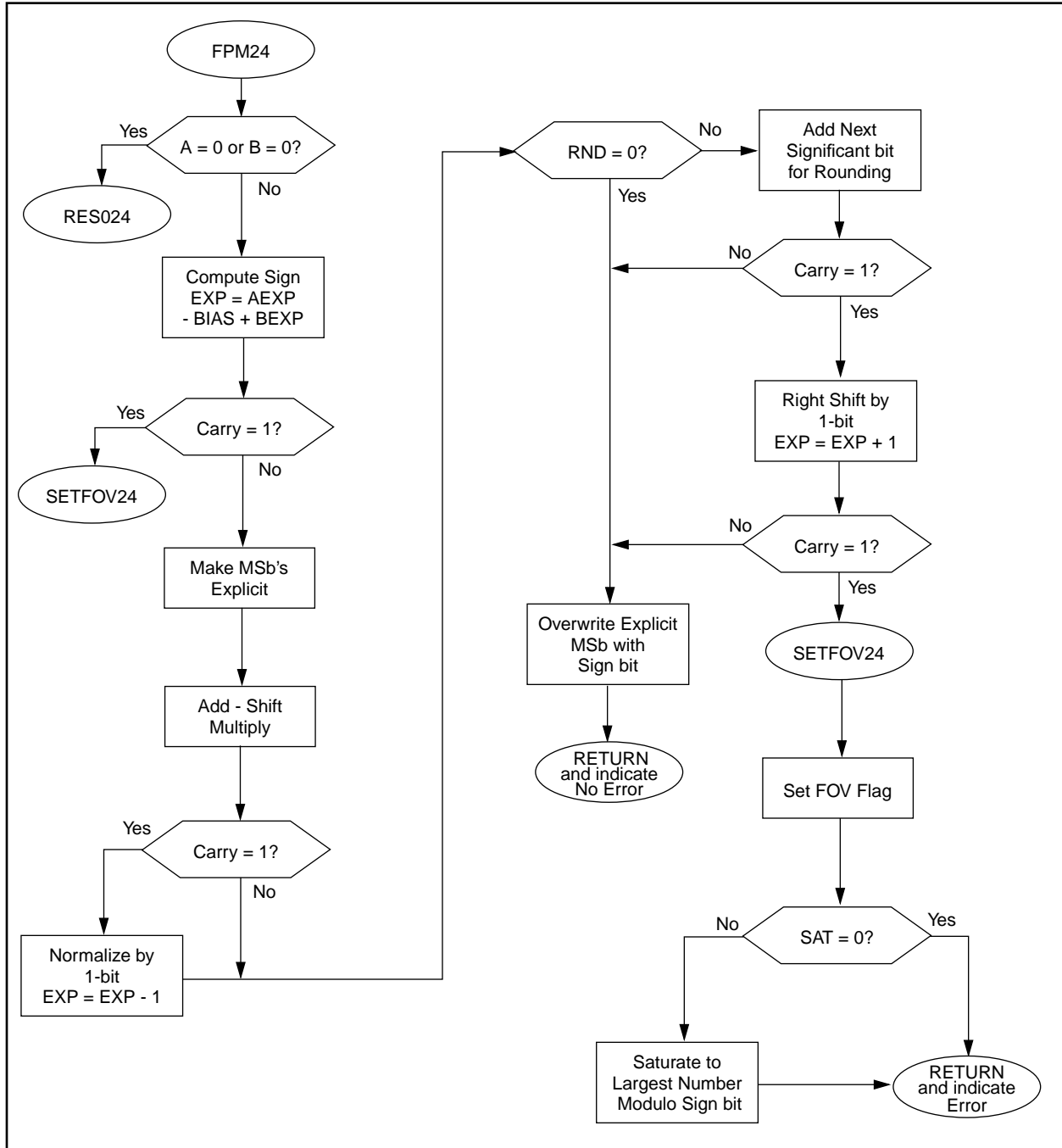


FIGURE A-4: FLOATING POINT DIVIDE

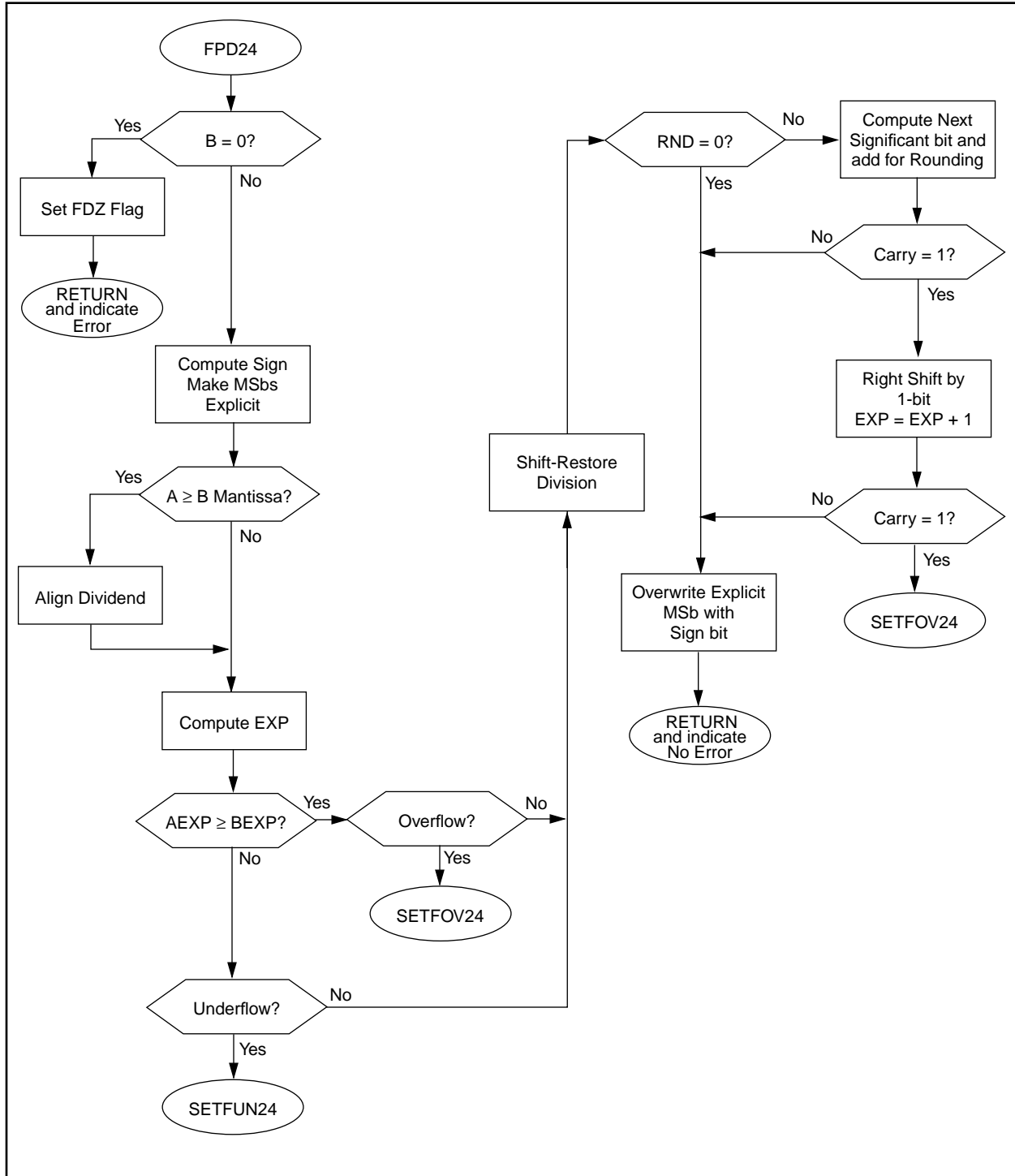


FIGURE A-5: FLOATING POINT SUBTRACT

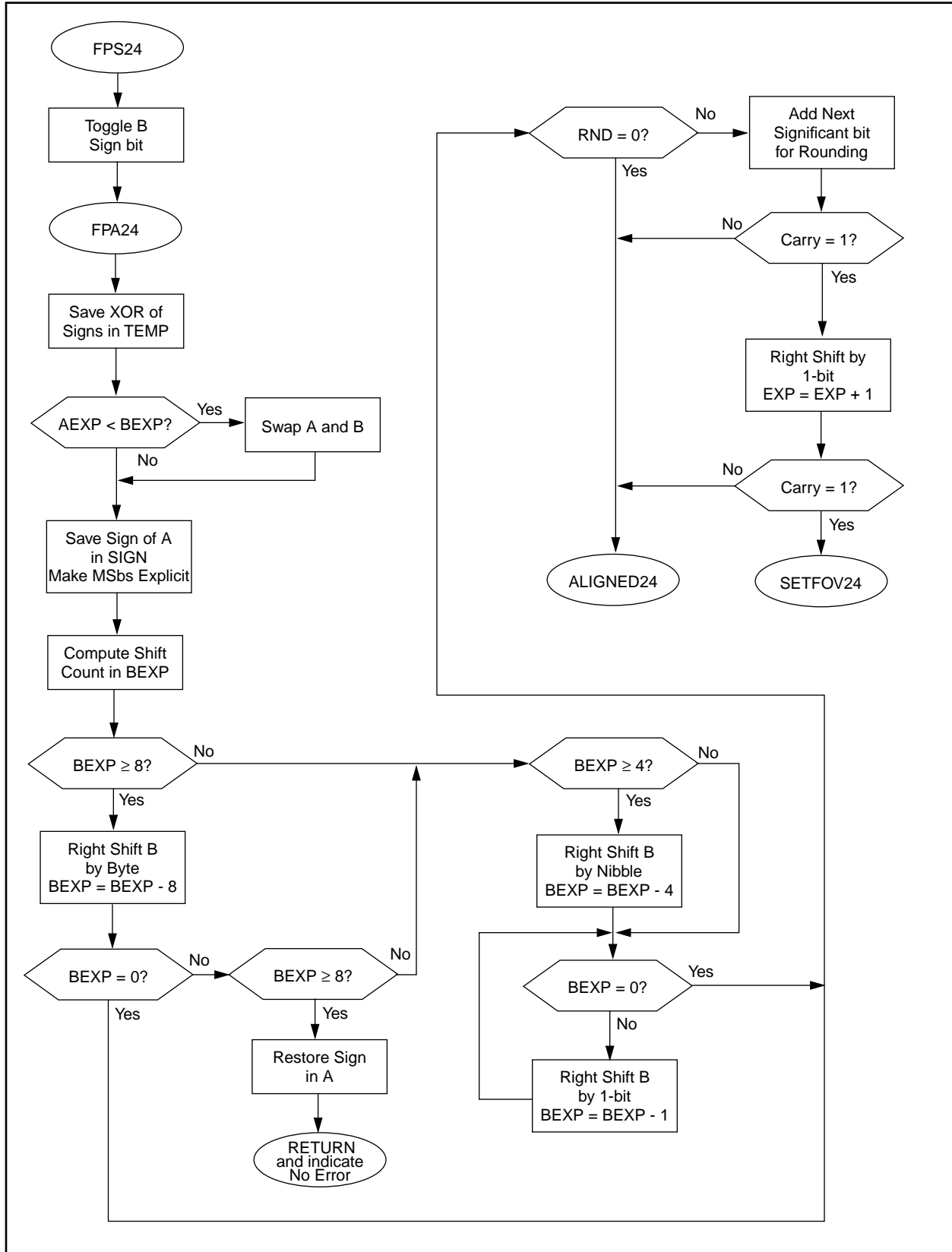


FIGURE A-6: NORMALIZATION

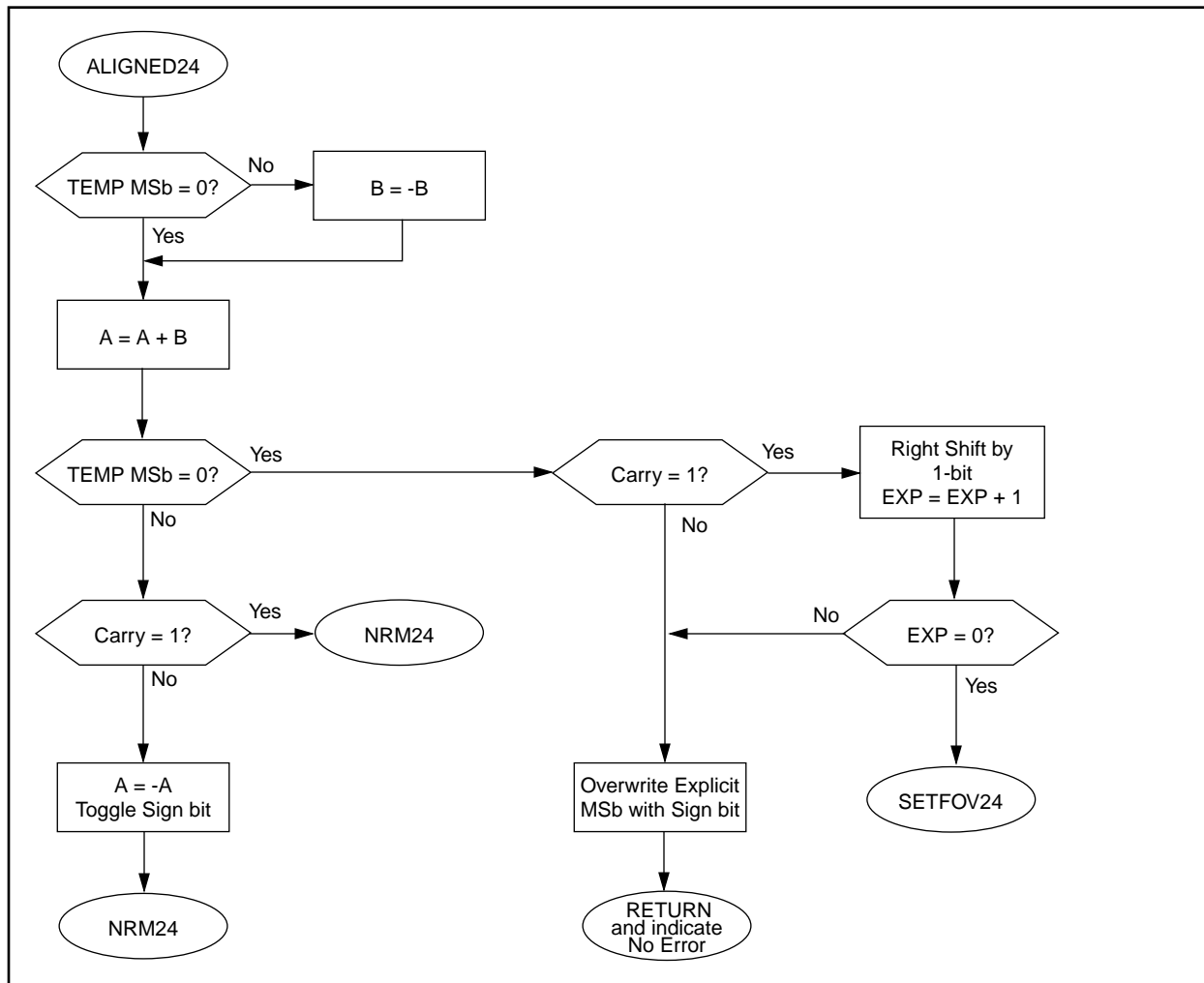


TABLE A-1: PIC17CXXX FLOATING POINT PERFORMANCE DATA

Routine	Max Cycles	Min Cycles	Program Memory	Data Memory	
FLO1624	49	34	72	6	
FLO2424	64	39	130	7	
INT2416	41	41	101	6	
INT2424	48	44	156	7	
FPA24	63	52	212	10	
FPS24	120	0	213	10	
FPM24	61	56	224	10	
FPD24	172	168	377	11	
			1465	11	Total Memory
Routine	Max Cycles	Min Cycles	Program Memory	Data Memory	
FLO2432	60	35	120	7	
FLO3232	74	40	189	8	
INT3224	47	43	155	7	
INT3232	47	43	219	8	
FPA32	66	55	329	12	
FPS32	100	83	330	12	
FPM32	101	95	382	13	
FPD32	317	312	661	14	
			2385	14	Total Memory

TABLE A-2: PIC16C5X/PIC16CXXX FLOATING POINT PERFORMANCE DATA

Routine	Max Cycles	Min Cycles	Program Memory	Data Memory	
FLO1624	81	35	37	6	
FLO2424	108	28	65	7	
INT2416	47	41	64	6	
INT2424	46	44	64	6	
FPA24	74	74	102	11	
FPS24	196	46	104	11	
FPM24	298	11	80	11	
FPD24	469	348	117	11	
			652	11	Total Memory
Routine	Max Cycles	Min Cycles	Program Memory	Data Memory	
FLO2432	83	35	52	7	
FLO3232	129	28	83	8	
INT3224	90	15	83	6	
INT3232	126	15	103	7	
FPA32	248	50	136	14	
FPS32	250	52	138	14	
FPM32	574	12	94	14	
FPD32	929	704	152	14	
			841	14	Total Memory

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NOTES:

Please check the Microchip BBS for the latest version of the source code. For BBS access information, see Section 6, Microchip Bulletin Board Service information, page 6-3.

APPENDIX B:

B.1 Device Family Include File

```

; RCS Header $Id: dev_fam.inc 1.2 1997/03/24 23:25:07 F.J.Testa Exp $
;
; $Revision: 1.2 $
;
; DEV_FAM.INC Device Family Type File, Version 1.00 Microchip Technology, Inc.
;
; This file takes the defined device from the LIST directive, and specifies a
; device family type and the Reset Vector Address (in RESET_V).
;
;*****
;***** Device Family Type, Returns one of these three Symbols (flags) set
;***** (other two are cleared) depending on processor selected in LIST Directive:
;***** P16C5X, P16CXX, or P17CXX
;***** Also sets the Reset Vector Address in symbol RESET_V
;*****
;***** File Name: DEV_FAM.INC
;***** Revision: 1.00.00 08/24/95 MP
;***** 1.00.01 03/21/97 AL
;*****
;
TRUE EQU 1
FALSE EQU 0
;
P16C5X SET FALSE ; If P16C5X, use INHX8M file format.
P16CXX SET FALSE ; If P16CXX, use INHX8M file format.
P17CXX SET FALSE ; If P17CXX, the INHX32 file format is required
; ; in the LIST directive
RESET_V SET 0x0000 ; Default Reset Vector address of 0h
; (16Cxx and 17Cxx devices)
P16_MAP1 SET FALSE ; FOR 16C60/61/70/71/710/711/715/84 Memory Map
P16_MAP2 SET FALSE ; For all other 16Cxx Memory Maps
;
;***** 16CXX *****
;
IFDEF __14000
P16CXX SET TRUE ; If P14000, use INHX8M file format.
P16_MAP2 SET TRUE
ENDIF
;
IFDEF __16C554
P16CXX SET TRUE ; If P16C554, use INHX8M file format.
P16_MAP2 SET TRUE
ENDIF
;
IFDEF __16C556
P16CXX SET TRUE ; If P16C556, use INHX8M file format.
P16_MAP2 SET TRUE
ENDIF
;
IFDEF __16C558
P16CXX SET TRUE ; If P16C558, use INHX8M file format.
P16_MAP2 SET TRUE
ENDIF
;
IFDEF __16C61
P16CXX SET TRUE ; If P16C61, use INHX8M file format.
P16_MAP1 SET TRUE
ENDIF
;

```

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```
    IFDEF    __16C62
P16CXX     SET     TRUE      ; If P16C62, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C62A
P16CXX     SET     TRUE      ; If P16C62A, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C63
P16CXX     SET     TRUE      ; If P16C63, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C64
P16CXX     SET     TRUE      ; If P16C64, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C64A
P16CXX     SET     TRUE      ; If P16C64A, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C65
P16CXX     SET     TRUE      ; If P16C65, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C65A
P16CXX     SET     TRUE      ; If P16C65A, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C620
P16CXX     SET     TRUE      ; If P16C620, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C621
P16CXX     SET     TRUE      ; If P16C621, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C622
P16CXX     SET     TRUE      ; If P16C622, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C642
P16CXX     SET     TRUE      ; If P16C642, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C662
P16CXX     SET     TRUE      ; If P16C662, use INHX8M file format.
P16_MAP2   SET     TRUE
    ENDIF
;
    IFDEF    __16C710
P16CXX     SET     TRUE      ; If P16C710, use INHX8M file format.
P16_MAP1   SET     TRUE
    ENDIF
;
    IFDEF    __16C71
```

```

P16CXX      SET      TRUE      ; If P16C71, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16C711
P16CXX      SET      TRUE      ; If P16C711, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16C72
P16CXX      SET      TRUE      ; If P16C72, use INHX8M file format.
P16_MAP2    SET      TRUE
ENDIF
;
IFDEF      __16C73
P16CXX      SET      TRUE      ; If P16C73, use INHX8M file format.
P16_MAP2    SET      TRUE      ;
ENDIF
;
IFDEF      __16C73A
P16CXX      SET      TRUE      ; If P16C73A, use INHX8M file format.
P16_MAP2    SET      TRUE      ;
ENDIF
;
IFDEF      __16C74
P16CXX      SET      TRUE      ; If P16C74, use INHX8M file format.
P16_MAP2    SET      TRUE      ;
ENDIF
;
IFDEF      __16C74A
P16CXX      SET      TRUE      ; If P16C74A, use INHX8M file format.
P16_MAP2    SET      TRUE      ;
ENDIF
;
IFDEF      __16C84
P16CXX      SET      TRUE      ; If P16C84, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16F84
P16CXX      SET      TRUE      ; If P16F84, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16F83
P16CXX      SET      TRUE      ; If P16F83, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16CR83
P16CXX      SET      TRUE      ; If P16CR83, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16CR84
P16CXX      SET      TRUE      ; If P16CR84, use INHX8M file format.
P16_MAP1    SET      TRUE
ENDIF
;
IFDEF      __16C923
P16CXX      SET      TRUE      ; If P16C923, use INHX8M file format.
P16_MAP2    SET      TRUE
ENDIF
;
IFDEF      __16C924
P16CXX      SET      TRUE      ; If P16C924, use INHX8M file format.

```

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```
P16_MAP2    SET     TRUE
            ENDIF
;
            IFDEF   __16CXX          ; Generic Processor Type
P16CXX      SET     TRUE          ; If P16CXX, use INHX8M file format.
P16_MAP2    SET     TRUE          ;
            ENDIF
;
;
;
;***** 17CXX *****
;
;
            IFDEF   __17C42
P17CXX      SET     TRUE          ; If P17C42, the INHX32 file format is required
;                                     ; in the LIST directive
            ENDIF
;
            IFDEF   __17C43
P17CXX      SET     TRUE          ; If P17C43, the INHX32 file format is required
;                                     ; in the LIST directive
            ENDIF
;
            IFDEF   __17C44
P17CXX      SET     TRUE          ; If P17C44, the INHX32 file format is required
;                                     ; in the LIST directive
            ENDIF
;
            IFDEF   __17CXX          ; Generic Processor Type
P17CXX      SET     TRUE          ; If P17CXX, the INHX32 file format is required
;                                     ; in the LIST directive
            ENDIF
;
;***** 16C5X *****
;
;
            IFDEF   __16C54
P16C5X      SET     TRUE          ; If P16C54, use INHX8M file format.
RESET_V     SET     0x01FF        ; Reset Vector at end of 512 words
            ENDIF
;
            IFDEF   __16C54A
P16C5X      SET     TRUE          ; If P16C54A, use INHX8M file format.
RESET_V     SET     0x01FF        ; Reset Vector at end of 512 words
            ENDIF
;
            IFDEF   __16C55
P16C5X      SET     TRUE          ; If P16C55, use INHX8M file format.
RESET_V     SET     0x01FF        ; Reset Vector at end of 512 words
            ENDIF
;
            IFDEF   __16C56
P16C5X      SET     TRUE          ; If P16C56, use INHX8M file format.
RESET_V     SET     0x03FF        ; Reset Vector at end of 1K words
            ENDIF
;
            IFDEF   __16C57
P16C5X      SET     TRUE          ; If P16C57, use INHX8M file format.
RESET_V     SET     0x07FF        ; Reset Vector at end of 2K words
            ENDIF
;
            IFDEF   __16C58A
P16C5X      SET     TRUE          ; If P16C58A, use INHX8M file format.
RESET_V     SET     0x07FF        ; Reset Vector at end of 2K words
            ENDIF
;
;
```

```
    IFDEF    __16C5X                ; Generic Processor Type
P16C5X      SET      TRUE           ; If P16C5X, use INHX8M file format.
RESET_V    SET      0x07FF        ; Reset Vector at end of 2K words
    ENDIF

;
;
    if ( P16C5X + P16CXX + P17CXX != 1 )
MESSG "WARNING - USER DEFINED: One and only one device family can be selected"
MESSG "                               May be NEW processor not defined in this file"
    endif
;
```

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B.2 Math16 Include File

```
; RCS Header $Id: math16.inc 2.4 1997/02/11 16:58:49 F.J.Testa Exp $
;
; $Revision: 2.4 $
;
; MATH16 INCLUDE FILE
;
; IMPORTANT NOTE: The math library routines can be used in a dedicated application on
; an individual basis and memory allocation may be modified with the stipulation that
; on the PIC17, P type registers must remain so since P type specific instructions
; were used to realize some performance improvements.
;
;*****
;
; GENERAL MATH LIBRARY DEFINITIONS
;
; general literal constants
;
; define assembler constants
B0 equ 0
B1 equ 1
B2 equ 2
B3 equ 3
B4 equ 4
B5 equ 5
B6 equ 6
B7 equ 7
MSB equ 7
LSB equ 0
;
; define commonly used bits
;
; STATUS bit definitions
#define _C STATUS,0
#define _Z STATUS,2
;
; general register variables
;
; IF ( P16_MAP1 )
ACCB7 equ 0x0C
ACCB6 equ 0x0D
ACCB5 equ 0x0E
ACCB4 equ 0x0F
ACCB3 equ 0x10
ACCB2 equ 0x11
ACCB1 equ 0x12
ACCB0 equ 0x13
ACC equ 0x13 ; most significant byte of contiguous 8 byte accumulator
;
SIGN equ 0x15 ; save location for sign in MSB
;
TEMPB3 equ 0x1C
TEMPB2 equ 0x1D
TEMPB1 equ 0x1E
TEMPB0 equ 0x1F
TEMP equ 0x1F ; temporary storage
;
```



```

;      binary operation arguments
;
AARGB7      equ      0x0C
AARGB6      equ      0x0D
AARGB5      equ      0x0E
AARGB4      equ      0x0F
AARGB3      equ      0x10
AARGB2      equ      0x11
AARGB1      equ      0x12
AARGB0      equ      0x13
AARG        equ      0x13      ; most significant byte of argument A
;
BARGB3      equ      0x17
BARGB2      equ      0x18
BARGB1      equ      0x19
BARGB0      equ      0x1A
BARG        equ      0x1A      ; most significant byte of argument B
;
;      Note that AARG and ACC reference the same storage location
;
;*****
;
;      FIXED POINT SPECIFIC DEFINITIONS
;
;      remainder storage
;
REMB3      equ      0x0C
REMB2      equ      0x0D
REMB1      equ      0x0E
REMB0      equ      0x0F      ; most significant byte of remainder

LOOPCOUNT      equ      0x20      ; loop counter
;
;*****
;
;      FLOATING POINT SPECIFIC DEFINITIONS
;
;      literal constants
;
EXPBIAS      equ      D'127'
;
;      biased exponents
;
EXP          equ      0x14      ; 8 bit biased exponent
AEXP         equ      0x14      ; 8 bit biased exponent for argument A
BEXP         equ      0x1B      ; 8 bit biased exponent for argument B
;
;      floating point library exception flags
;
FPFLAGS      equ      0x16      ; floating point library exception flags
IOV          equ      0          ; bit0 = integer overflow flag
FOV          equ      1          ; bit1 = floating point overflow flag
FUN          equ      2          ; bit2 = floating point underflow flag
FDZ          equ      3          ; bit3 = floating point divide by zero flag
NAN          equ      4          ; bit4 = not-a-number exception flag
DOM          equ      5          ; bit5 = domain error exception flag
RND          equ      6          ; bit6 = floating point rounding flag, 0 = truncation
; 1 = unbiased rounding to nearest LSB
SAT          equ      7          ; bit7 = floating point saturate flag, 0 = terminate on
; exception without saturation, 1 = terminate on
; exception with saturation to appropriate value

      ENDIF
;
;
      IF ( P16_MAP2 )

```

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```
ACCB7      equ    0x20
ACCB6      equ    0x21
ACCB5      equ    0x22
ACCB4      equ    0x23
ACCB3      equ    0x24
ACCB2      equ    0x25
ACCB1      equ    0x26
ACCB0      equ    0x27
ACC        equ    0x27      ; most significant byte of contiguous 8 byte accumulator
;
SIGN       equ    0x29      ; save location for sign in MSB
;
TEMPB3     equ    0x30
TEMPB2     equ    0x31
TEMPB1     equ    0x32
TEMPB0     equ    0x33
TEMP       equ    0x33      ; temporary storage
;
;         binary operation arguments
;
AARGB7     equ    0x20
AARGB6     equ    0x21
AARGB5     equ    0x22
AARGB4     equ    0x23
AARGB3     equ    0x24
AARGB2     equ    0x25
AARGB1     equ    0x26
AARGB0     equ    0x27
AARG       equ    0x27      ; most significant byte of argument A
;
BARGB3     equ    0x2B
BARGB2     equ    0x2C
BARGB1     equ    0x2D
BARGB0     equ    0x2E
BARG       equ    0x2E      ; most significant byte of argument B
;
;         Note that AARG and ACC reference the same storage location
;
;*****
;
;         FIXED POINT SPECIFIC DEFINITIONS
;
;         remainder storage
;
REMB3      equ    0x20
REMB2      equ    0x21
REMB1      equ    0x22
REMB0      equ    0x23      ; most significant byte of remainder

LOOPCOUNT equ    0x34      ; loop counter
;
;*****
;
;         FLOATING POINT SPECIFIC DEFINITIONS
;
;         literal constants
;
EXPBIAS    equ    D'127'
;
;         biased exponents
;
EXP        equ    0x28      ; 8 bit biased exponent
AEXP       equ    0x28      ; 8 bit biased exponent for argument A
BEXP       equ    0x2F      ; 8 bit biased exponent for argument B
;
```

```

;      floating point library exception flags
;
FPFLAGS      equ      0x2A      ; floating point library exception flags
IOV          equ      0          ; bit0 = integer overflow flag
FOV          equ      1          ; bit1 = floating point overflow flag
FUN          equ      2          ; bit2 = floating point underflow flag
FDZ          equ      3          ; bit3 = floating point divide by zero flag
NAN          equ      4          ; bit4 = not-a-number exception flag
DOM          equ      5          ; bit5 = domain error exception flag
RND          equ      6          ; bit6 = floating point rounding flag, 0 = truncation
; 1 = unbiased rounding to nearest LSb
SAT          equ      7          ; bit7 = floating point saturate flag, 0 = terminate on
; exception without saturation, 1 = terminate on
; exception with saturation to appropriate value

;*****

;      ELEMENTARY FUNCTION MEMORY

CEXP         equ      0x35
CARGB0       equ      0x36
CARGB1       equ      0x37
CARGB2       equ      0x38
CARGB3       equ      0x39

DEXP         equ      0x3A
DARGB0       equ      0x3B
DARGB1       equ      0x3C
DARGB2       equ      0x3D
DARGB3       equ      0x3E

EEXP         equ      0x3F
EARGB0       equ      0x40
EARGB1       equ      0x41
EARGB2       equ      0x42
EARGB3       equ      0x43

ZARGB0       equ      0x44
ZARGB1       equ      0x45
ZARGB2       equ      0x46
ZARGB3       equ      0x47

RANDB0       equ      0x48
RANDB1       equ      0x49
RANDB2       equ      0x4A
RANDB3       equ      0x4B

;*****

;      24-BIT FLOATING POINT CONSTANTS

;      Machine precision

MACHEP24EXP  equ      0x6F          ; 1.52587890625e-5 = 2**-16
MACHEP24B0   equ      0x00
MACHEP24B1   equ      0x00

;      Maximum argument to EXP24

MAXLOG24EXP  equ      0x85          ; 88.7228391117 = log(2**128)
MAXLOG24B0   equ      0x31
MAXLOG24B1   equ      0x72

;      Minimum argument to EXP24

```

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```
MINLOG24EXP    equ      0x85                ; -87.3365447506 = log(2**(-126))
MINLOG24B0     equ      0xAE
MINLOG24B1     equ      0xAC

;           Maximum argument to EXP1024

MAXLOG1024EXP  equ      0x84                ; 38.531839445 = log10(2**128)
MAXLOG1024B0   equ      0x1A
MAXLOG1024B1   equ      0x21

;           Minimum argument to EXP1024

MINLOG1024EXP  equ      0x84                ; -37.9297794537 = log10(2**(-126))
MINLOG1024B0   equ      0x97
MINLOG1024B1   equ      0xB8

;           Maximum representable number before overflow

MAXNUM24EXP    equ      0xFF                ; 6.80554349248E38 = (2**128) * (2 - 2**(-15))
MAXNUM24B0     equ      0x7F
MAXNUM24B1     equ      0xFF

;           Minimum representable number before underflow

MINNUM24EXP    equ      0x01                ; 1.17549435082E-38 = (2**(-126)) * 1
MINNUM24B0     equ      0x00
MINNUM24B1     equ      0x00

;           Loss threshold for argument to SIN24 and COS24

LOSSTHR24EXP   equ      0x8B                ; 4096 = sqrt(2**24)
LOSSTHR24B0    equ      0x00
LOSSTHR24B1    equ      0x00

;*****

;           32-BIT FLOATING POINT CONSTANTS

;           Machine precision

MACHEP32EXP    equ      0x67                ; 5.96046447754E-8 = 2**(-24)
MACHEP32B0     equ      0x00
MACHEP32B1     equ      0x00
MACHEP32B2     equ      0x00

;           Maximum argument to EXP32

MAXLOG32EXP    equ      0x85                ; 88.7228391117 = log(2**128)
MAXLOG32B0     equ      0x31
MAXLOG32B1     equ      0x72
MAXLOG32B2     equ      0x18

;           Minimum argument to EXP32

MINLOG32EXP    equ      0x85                ; -87.3365447506 = log(2**(-126))
MINLOG32B0     equ      0xAE
MINLOG32B1     equ      0xAC
MINLOG32B2     equ      0x50

;           Maximum argument to EXP1032

MAXLOG1032EXP  equ      0x84                ; 38.531839445 = log10(2**128)
MAXLOG1032B0   equ      0x1A
MAXLOG1032B1   equ      0x20
MAXLOG1032B2   equ      0x9B

;           Minimum argument to EXP1032
```

```
MINLOG1032EXP equ      0x84                ; -37.9297794537 = log10(2**-126)
MINLOG1032B0  equ      0x97
MINLOG1032B1  equ      0xB8
MINLOG1032B2  equ      0x18

;      Maximum representable number before overflow

MAXNUM32EXP   equ      0xFF                ; 6.80564774407E38 = (2**128) * (2 - 2**-23)
MAXNUM32B0    equ      0x7F
MAXNUM32B1    equ      0xFF
MAXNUM32B2    equ      0xFF

;      Minimum representable number before underflow

MINNUM32EXP   equ      0x01                ; 1.17549435082E-38 = (2**-126) * 1
MINNUM32B0    equ      0x00
MINNUM32B1    equ      0x00
MINNUM32B2    equ      0x00

;      Loss threshold for argument to SIN32 and COS32

LOSSTHR32EXP  equ      0x8B                ; 4096 = sqrt(2**24)
LOSSTHR32B0   equ      0x00
LOSSTHR32B1   equ      0x00
LOSSTHR32B2   equ      0x00

      ENDIF
```

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B.3 Math17 Include File

```
; RCS Header $Id: math17.inc 2.9 1997/01/31 02:23:41 F.J.Testa Exp $
;
; $Revision: 2.9 $
;
; MATH17 INCLUDE FILE
;
; IMPORTANT NOTE: The math library routines can be used in a dedicated application on
; an individual basis and memory allocation may be modified with the stipulation that
; P type registers must remain so since P type specific instructions were used to
; realize some performance improvements. This applies only to the PIC17.
;*****
;
; GENERAL MATH LIBRARY DEFINITIONS
;
; general literal constants
;
; define assembler constants
B0 equ 0
B1 equ 1
B2 equ 2
B3 equ 3
B4 equ 4
B5 equ 5
B6 equ 6
B7 equ 7

MSB equ 7
LSB equ 0

; define commonly used bits
;
; STATUS bit definitions
#define _C ALUSTA,0
#define _DC ALUSTA,1
#define _Z ALUSTA,2
#define _OV ALUSTA,3

; general register variables

ACCB7 equ 0x18
ACCB6 equ 0x19
ACCB5 equ 0x1A
ACCB4 equ 0x1B
ACCB3 equ 0x1C
ACCB2 equ 0x1D
ACCB1 equ 0x1E
ACCB0 equ 0x1F
ACC equ 0x1F ; most significant byte of contiguous 8 byte accumulator

SIGN equ 0x21 ; save location for sign in MSB

TEMPB3 equ 0x28
TEMPB2 equ 0x29
TEMPB1 equ 0x2A
TEMPB0 equ 0x2B
TEMP equ 0x2B ; temporary storage
```

```

;      binary operation arguments

AARGB7      equ    0x18
AARGB6      equ    0x19
AARGB5      equ    0x1A
AARGB4      equ    0x1B
AARGB3      equ    0x1C
AARGB2      equ    0x1D
AARGB1      equ    0x1E
AARGB0      equ    0x1F
AARG        equ    0x1F      ; most significant byte of argument A

BARGB3      equ    0x23
BARGB2      equ    0x24
BARGB1      equ    0x25
BARGB0      equ    0x26
BARG        equ    0x26      ; most significant byte of argument B

;      Note that AARG and ACC reference the same storage location
;*****

;      FIXED POINT SPECIFIC DEFINITIONS

;      remainder storage

REMB3       equ    0x18
REMB2       equ    0x19
REMB1       equ    0x1A
REMB0       equ    0x1B      ; most significant byte of remainder

;*****

;      FLOATING POINT SPECIFIC DEFINITIONS

;      literal constants

EXPBIAS     equ    D'127'

;      biased exponents

EXP         equ    0x20      ; 8 bit biased exponent
AEXP        equ    0x20      ; 8 bit biased exponent for argument A
BEXP        equ    0x27      ; 8 bit biased exponent for argument B

;      floating point library exception flags

FPFLAGS     equ    0x22      ; floating point library exception flags
IOV         equ    0         ; bit0 = integer overflow flag
FOV         equ    1         ; bit1 = floating point overflow flag
FUN         equ    2         ; bit2 = floating point underflow flag
FDZ         equ    3         ; bit3 = floating point divide by zero flag
NAN         equ    4         ; bit4 = not-a-number exception flag
DOM         equ    5         ; bit5 = domain error flag
RND         equ    6         ; bit6 = floating point rounding flag, 0 = truncation
; 1 = unbiased rounding to nearest LSB
SAT         equ    7         ; bit7 = floating point saturate flag, 0 = terminate on
; exception without saturation, 1 = terminate on
; exception with saturation to appropriate value

;*****

```

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; ELEMENTARY FUNCTION MEMORY

CEXP equ 0x34
CARGB0 equ 0x33
CARGB1 equ 0x32
CARGB2 equ 0x31
CARGB3 equ 0x30

DEXP equ 0x39
DARGB0 equ 0x38
DARGB1 equ 0x37
DARGB2 equ 0x36
DARGB3 equ 0x35

EEXP equ 0x3E
EARGB0 equ 0x3D
EARGB1 equ 0x3C
EARGB2 equ 0x3B
EARGB3 equ 0x3A

FEXP equ 0x43
FARGB0 equ 0x42
FARGB1 equ 0x41
FARGB2 equ 0x40
FARGB3 equ 0x3F

GEXP equ 0x48
GARGB0 equ 0x47
GARGB1 equ 0x46
GARGB2 equ 0x45
GARGB3 equ 0x44

ZARGB0 equ 0x2F
ZARGB1 equ 0x2E
ZARGB2 equ 0x2D
ZARGB3 equ 0x2C

RANDB0 equ 0x4C
RANDB1 equ 0x4B
RANDB2 equ 0x4A
RANDB3 equ 0x49

;*****

; 24-BIT FLOATING POINT CONSTANTS

; Machine precision

MACHEP24EXP equ 0x6F ; 1.52587890625e-5 = 2**⁻¹⁶
MACHEP24B0 equ 0x00
MACHEP24B1 equ 0x00

; Maximum argument to EXP24

MAXLOG24EXP equ 0x85 ; 88.7228391117 = log(2**128)
MAXLOG24B0 equ 0x31
MAXLOG24B1 equ 0x72

; Minimum argument to EXP24

MINLOG24EXP equ 0x85 ; -87.3365447506 = log(2**⁻¹²⁶)
MINLOG24B0 equ 0xAE
MINLOG24B1 equ 0xAC


```

;      Maximum argument to EXP1024

MAXLOG1024EXPe  equ    0x84          ; 38.531839445 = log10(2**128)
MAXLOG1024B0   equ    0x1A
MAXLOG1024B1   equ    0x21

;      Minimum argument to EXP1024

MINLOG1024EXP  equ    0x84          ; -37.9297794537 = log10(2**-126)
MINLOG1024B0   equ    0x97
MINLOG1024B1   equ    0xB8

;      Maximum representable number before overflow

MAXNUM24EXP    equ    0xFF          ; 6.80554349248E38 = (2**128) * (2 - 2**-15)
MAXNUM24B0     equ    0x7F
MAXNUM24B1     equ    0xFF

;      Minimum representable number before underflow

MINNUM24EXP    equ    0x01          ; 1.17549435082E-38 = (2**-126) * 1
MINNUM24B0     equ    0x00
MINNUM24B1     equ    0x00

;      Loss threshold for argument to SIN24 and COS24

LOSSTHR24EXP   equ    0x8A          ; LOSSTHR = sqrt(2**24)*PI/4
LOSSTHR24B0    equ    0x49
LOSSTHR24B1    equ    0x10

;*****

;      32-BIT FLOATING POINT CONSTANTS

;      Machine precision

MACHEP32EXP    equ    0x67          ; 5.96046447754E-8 = 2**-24
MACHEP32B0     equ    0x00
MACHEP32B1     equ    0x00
MACHEP32B2     equ    0x00

;      Maximum argument to EXP32

MAXLOG32EXP    equ    0x85          ; 88.7228391117 = log(2**128)
MAXLOG32B0     equ    0x31
MAXLOG32B1     equ    0x72
MAXLOG32B2     equ    0x18

;      Minimum argument to EXP32

MINLOG32EXP    equ    0x85          ; -87.3365447506 = log(2**-126)
MINLOG32B0     equ    0xAE
MINLOG32B1     equ    0xAC
MINLOG32B2     equ    0x50

;      Maximum argument to EXP1032

MAXLOG1032EXP  equ    0x84          ; 38.531839445 = log10(2**128)
MAXLOG1032B0   equ    0x1A
MAXLOG1032B1   equ    0x20
MAXLOG1032B2   equ    0x9B

```

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```
;      Minimum argument to EXP1032

MINLOG1032EXP  equ    0x84          ; -37.9297794537 = log10(2**-126)
MINLOG1032B0  equ    0x97
MINLOG1032B1  equ    0xB8
MINLOG1032B2  equ    0x18

;      Maximum representable number before overflow

MAXNUM32EXP    equ    0xFF          ; 6.80564774407E38 = (2**128) * (2 - 2**-23)
MAXNUM32B0     equ    0x7F
MAXNUM32B1     equ    0xFF
MAXNUM32B2     equ    0xFF

;      Minimum representable number before underflow

MINNUM32EXP    equ    0x01          ; 1.17549435082E-38 = (2**-126) * 1
MINNUM32B0     equ    0x00
MINNUM32B1     equ    0x00
MINNUM32B2     equ    0x00

;      Loss threshold for argument to SIN32 and COS32

LOSSTHR32EXP  equ    0x8A          ; LOSSTHR = sqrt(2**24)*PI/4
LOSSTHR32B0   equ    0x49
LOSSTHR32B1   equ    0x0F
LOSSTHR32B2   equ    0xDB
```

Please check the Microchip BBS for the latest version of the source code. For BBS access information, see Section 6, Microchip Bulletin Board Service information, page 6-3.

APPENDIX C: PIC16CXXX 24-BIT FLOATING POINT LIBRARY

```

; RCS Header $Id: fp24.a16 2.7 1996/10/07 13:50:29 F.J.Testa Exp $

; $Revision: 2.7 $

; PIC16 24-BIT FLOATING POINT LIBRARY
;
; Unary operations: both input and output are in AEXP,AARG
;
; Binary operations: input in AEXP,AARG and BEXP,BARG with output in AEXP,AARG
;
; All routines return WREG = 0x00 for successful completion, and WREG = 0xFF
; for an error condition specified in FPFLAGS.
;
; All timings are worst case cycle counts
;
; Routine          Function
;
; FLO1624 16 bit integer to 24 bit floating point conversion
; FLO24
;
;           Timing:          RND
;           0          1
;
;           0          83          83
;           SAT
;           1          88          88
;
; NRM2424      24 bit normalization of unnormalized 24 bit floating point numbers
; NRM24
;
;           Timing:          RND
;           0          1
;
;           0          72          72
;           SAT
;           1          77          77
;
; INT2416      24 bit floating point to 16 bit integer conversion
; INT24
;
;           Timing:          RND
;           0          1
;
;           0          83          89
;           SAT
;           1          83          92
;
; FLO2424      24 bit integer to 24 bit floating point conversion
;
;           Timing:          RND
;           0          1
;
;           0          108         117
;           SAT
;           1          108         123
;

```

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```
; NRM3224      32 bit normalization of unnormalized 24 bit floating point numbers
;
;           Timing:           RND
;                   0         1
;
;           0         94       103
;           SAT
;           1         94       109
;
; INT2424      24 bit floating point to 24 bit integer conversion
;
;           Timing:           RND
;                   0         1
;
;           0         105      113
;           SAT
;           1         105      115
;
; FPA24        24 bit floating point add
;
;           Timing:           RND
;                   0         1
;
;           0         197      208
;           SAT
;           1         197      213
;
; FPS24        24 bit floating point subtract
;
;           Timing:           RND
;                   0         1
;
;           0         199      240
;           SAT
;           1         199      215
;
; FPM24        24 bit floating point multiply
;
;           Timing:           RND
;                   0         1
;
;           0         298      309
;           SAT
;           1         298      313
;
; FPD24        24 bit floating point divide
;
;           Timing:           RND
;                   0         1
;
;           0         472      494
;           SAT
;           1         472      498
;
```

```
*****
*****
```

```
; 24-bit floating point representation
```

```
; EXPONENT      8 bit biased exponent
```

```
; It is important to note that the use of biased exponents produces
; a unique representation of a floating point 0, given by
; EXP = HIGHBYTE = LOWBYTE = 0x00, with 0 being the only
; number with EXP = 0.
```

```

;
;   HIGHBYTE      8 bit most significant byte of fraction in sign-magnitude representation,
;                 with SIGN = MSB, implicit MSB = 1 and radix point to the right of MSB
;
;   LOWBYTE      8 bit least significant byte of sign-magnitude fraction
;
;   EXPONENT      HIGHBYTE      LOWBYTE
;
;   xxxxxxxx     S.xxxxxxxx     xxxxxxxx
;
;                 |
;                 RADIX
;                 POINT
;
;

```

```

;*****
;*****

```

```

;   Integer to float conversion

;   Input:  16 bit 2's complement integer right justified in AARGB0, AARGB1

;   Use:    CALL   FLO1624   or   CALL   FLO24

;   Output: 24 bit floating point number in AEXP, AARGB0, AARGB1

;   Result: AARG <-- FLOAT( AARG )

;   Max Timing:   11+72 = 83 clks           SAT = 0
;                 11+77 = 88 clks           SAT = 1

;   Min Timing:   7+14 = 21 clks           AARG = 0
;                 7+18 = 25 clks

;   PM: 11+26 = 37                               DM: 6

```

```

;-----

```

FLO1624

```

FLO24      MOVLW      D'15'+EXPBIAS      ; initialize exponent and add bias
           MOVWF     EXP
           MOVF      AARGB0,W
           MOVWF     SIGN
           BTFSS    AARGB0,MSB          ; test sign
           GOTO     NRM2424
           COMF     AARGB1,F           ; if < 0, negate and set MSB in SIGN
           COMF     AARGB0,F
           INCF     AARGB1,F
           BTFSC   _Z
           INCF     AARGB0,F

```

```

;*****

```

```

;   Normalization routine

;   Input:  24 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;           with sign in SIGN, MSB and other bits zero.

;   Use:    CALL   NRM2424   or   CALL   NRM24

;   Output: 24 bit normalized floating point number in AEXP, AARGB0, AARGB1

;   Result: AARG <-- NORMALIZE( AARG )

```

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```
;      Max Timing:      10+6+7*7+7 = 72 clks          SAT = 0
;                      10+6+7*7+1+11 = 77 clks       SAT = 1

;      Min Timing:     14 clks                      AARG = 0
;                      5+9+4 = 18 clks

;      PM: 26                          DM: 6

;-----

NRM2424
NRM24
    CLRF      TEMP          ; clear exponent decrement
    MOVF     AARGB0,W      ; test if highbyte=0
    BTFSS    _Z
    GOTO     NORM2424
    MOVF     AARGB1,W      ; if so, shift 8 bits by move
    MOVWF    AARGB0
    BTFSC    _Z            ; if highbyte=0, result=0
    GOTO     RES024
    CLRF     AARGB1
    BSF      TEMP,3

NORM2424
    MOVF     TEMP,W
    SUBWF    EXP,F
    BTFSS    _Z
    BTFSS    _C
    GOTO     SETFUN24

    BCF      _C            ; clear carry bit

NORM2424A
    BTFSC    AARGB0,MSB   ; if MSB=1, normalization done
    GOTO     FIXSIGN24
    RLF     AARGB1,F      ; otherwise, shift left and
    RLF     AARGB0,F      ; decrement EXP
    DECFSZ   EXP,F
    GOTO     NORM2424A

    GOTO     SETFUN24     ; underflow if EXP=0

FIXSIGN24
    BTFSS    SIGN,MSB
    BCF     AARGB0,MSB    ; clear explicit MSB if positive
    RETLW   0

RES024
    CLRF     AARGB0      ; result equals zero
    CLRF     AARGB1
    CLRF     AARGB2      ; clear extended byte
    CLRF     EXP
    RETLW   0

;*****
;*****

;      Integer to float conversion

;      Input:  24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;      Use:    CALL    FLO2424

;      Output: 24 bit floating point number in AEXP, AARGB0, AARGB1

;      Result: AARG <-- FLOAT( AARG )

;      Max Timing:  14+94 = 108 clks          RND = 0
;                  14+103 = 117 clks         RND = 1, SAT = 0
;                  14+109 = 123 clks         RND = 1, SAT = 1
```

```

;      Min Timing:      6+28 = 34 clks          AARG = 0
;
;      PM: 14+51 = 65          DM: 7
;-----
FLO2424      MOVLW          D'23'+EXPBIAS      ; initialize exponent and add bias
              MOVWF        EXP
              CLRF         SIGN
              BTFSS       AARG0,MSB          ; test sign
              GOTO        NRM3224
              COMF        AARG2,F           ; if < 0, negate and set MSB in SIGN
              COMF        AARG1,F
              COMF        AARG0,F
              INCF        AARG2,F
              BTFSC       _Z
              INCF        AARG1,F
              BTFSC       _Z
              INCF        AARG0,F
              BSF         SIGN,MSB

;*****
;      Normalization routine
;
;      Input:  32 bit unnormalized floating point number in AEXP, AARG0, AARG1,
;              AARG2, with sign in SIGN,MSB
;
;      Use:    CALL      NRM3224
;
;      Output: 24 bit normalized floating point number in AEXP, AARG0, AARG1
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:  21+6+7*8+7+4 = 94 clks  RND = 0
;                  21+6+7*8+20+4 = 103 clks  RND = 1, SAT = 0
;                  21+6+7*8+19+11 = 109 clks  RND = 1, SAT = 1
;
;      Min Timing:  22+6 = 28 clks          AARG = 0
;                  5+9+4+4 = 22 clks
;
;      PM: 51          DM: 7
;-----
NRM3224      CLRF         TEMP                ; clear exponent decrement
              MOVF        AARG0,W           ; test if highbyte=0
              BTFSS       _Z
              GOTO        NORM3224
              MOVF        AARG1,W           ; if so, shift 8 bits by move
              MOVWF       AARG0
              MOVF        AARG2,W
              MOVWF       AARG1
              CLRF        AARG2
              BSF         TEMP,3            ; increase decrement by 8

              MOVF        AARG0,W           ; test if highbyte=0
              BTFSS       _Z
              GOTO        NORM3224
              MOVF        AARG1,W           ; if so, shift 8 bits by move
              MOVWF       AARG0
              CLRF        AARG1
              BCF         TEMP,3            ; increase decrement by 8
              BSF         TEMP,4

```

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```
MOVF      AARGB0,W      ; if highbyte=0, result=0
BTFSC    _Z
GOTO     RES024

NORM3224  MOVF      TEMP,W
SUBWF    EXP,F
BTFSS   _Z
BTFSS   _C
GOTO     SETFUN24

BCF      _C      ; clear carry bit

NORM3224A BTFSC    AARGB0,MSB      ; if MSB=1, normalization done
GOTO     NRMRND3224
RLF      AARGB2,F      ; otherwise, shift left and
RLF      AARGB1,F      ; decrement EXP
RLF      AARGB0,F
DECFSZ   EXP,F
GOTO     NORM3224A
GOTO     SETFUN24      ; underflow if EXP=0

NRMRND3224 BTFSC    FPFLAGS,RND
BTFSS   AARGB1,LSB
GOTO     FIXSIGN24
BTFSS   AARGB2,MSB      ; round if next bit is set
GOTO     FIXSIGN24
INCF    AARGB1,F
BTFSC   _Z
INCF    AARGB0,F

BTFSS   _Z      ; has rounding caused carryout?
GOTO     FIXSIGN24
RRF     AARGB0,F      ; if so, right shift
RRF     AARGB1,F
INCF    EXP,F
BTFSC   _Z      ; check for overflow
GOTO     SETFOV24
GOTO     FIXSIGN24

;*****
;*****
;      Float to integer conversion
;
;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;
;      Use:    CALL  INT2416      or      CALL  INT24
;
;      Output: 16 bit 2's complement integer right justified in AARGB0, AARGB1
;
;      Result: AARG <-- INT( AARG )
;
;      Max Timing:  29+6*6+5+13 = 83 clks      RND = 0
;                  29+6*6+5+19 = 89 clks      RND = 1, SAT = 0
;                  29+6*6+5+22 = 92 clks      RND = 1, SAT = 1
;
;      Min Timing:  18+5+7 = 30 clks
;
;      PM: 63      DM: 6
;-----
INT2416
INT24
MOVF      EXP,W      ; test for zero argument
```



```

    BTFSC      _Z
    RETLW     0x00

    MOVF      AARGB0,W           ; save sign in SIGN
    MOVWF     SIGN
    BSF      AARGB0,MSB        ; make MSB explicit

    MOVLW     EXPBIAS+D'15'     ; remove bias from EXP
    SUBWF     EXP,F
    BTFSS     EXP,MSB
    GOTO      SETIOV16
    COMF      EXP,F
    INCF      EXP,F

    MOVLW     8                 ; do byte shift if EXP >= 8
    SUBWF     EXP,W
    BTFSS     _C
    GOTO      TSHIFT2416
    MOVWF     EXP
    RLF      AARGB1,F           ; rotate next bit for rounding
    MOVF      AARGB0,W
    MOVWF     AARGB1
    CLRF     AARGB0

    MOVLW     8                 ; do byte shift if EXP >= 8
    SUBWF     EXP,W
    BTFSS     _C
    GOTO      TSHIFT2416
    MOVWF     EXP
    RLF      AARGB1,F           ; rotate next bit for rounding
    CLRF     AARGB1
    MOVF      EXP,W
    BTFSS     _Z
    BCF      _C
    GOTO      SHIFT2416OK

TSHIFT2416   MOVF      EXP,W           ; shift completed if EXP = 0
             BTFSC     _Z
             GOTO      SHIFT2416OK

SHIFT2416   BCF      _C
             RRF      AARGB0,F       ; right shift by EXP
             RRF      AARGB1,F
             DECFSZ   EXP,F
             GOTO      SHIFT2416

SHIFT2416OK BTFSC     FPFLAGS,RND
             BTFSS    AARGB1,LSB
             GOTO     INT2416OK
             BTFSS    _C                 ; round if next bit is set
             GOTO     INT2416OK
             INCF     AARGB1,F
             BTFSC    _Z
             INCF     AARGB0,F

             BTFSC    AARGB0,MSB        ; test for overflow
             GOTO     SETIOV16

INT2416OK   BTFSS     SIGN,MSB        ; if sign bit set, negate
             RETLW    0
             COMF     AARGB1,F
             COMF     AARGB0,F
             INCF     AARGB1,F
             BTFSC    _Z
             INCF     AARGB0,F
             RETLW    0

```

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```
SETIOV16      BSF          FPFLAGS,IOV          ; set integer overflow flag
              BTFSS       FPFLAGS,SAT          ; test for saturation
              RETLW       0xFF                ; return error code in WREG

              CLRF        AARGB0              ; saturate to largest two's
              BTFSS       SIGN,MSB           ; complement 16 bit integer
              MOVLW       0xFF
              MOVWF       AARGB0              ; SIGN = 0, 0x 7F FF
              MOVWF       AARGB1              ; SIGN = 1, 0x 80 00
              RLF         SIGN,F
              RRF         AARGB0,F
              RETLW       0xFF                ; return error code in WREG

;*****
;*****

;      Float to integer conversion

;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1

;      Use:    CALL      INT2424

;      Output: 24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;      Result: AARG <-- INT( AARG )

;      Max Timing:  41+6*7+6+16 = 105 clks          RND = 0
;                  41+6*7+6+24 = 113 clks          RND = 1, SAT = 0
;                  41+6*7+6+26 = 115 clks          RND = 1, SAT = 1

;      Min Timing:  5 clks

;      PM:  82          DM:  6

;-----

INT2424

              CLRF        AARGB2
              MOVF        EXP,W                ; test for zero argument
              BTFSC       _Z
              RETLW       0x00

              MOVF        AARGB0,W            ; save sign in SIGN
              MOVWF       SIGN
              BSF         AARGB0,MSB          ; make MSB explicit

              MOVLW       EXPBIAS+D'23'      ; remove bias from EXP
              SUBWF       EXP,F
              BTFSS       EXP,MSB
              GOTO        SETIOV24
              COMF        EXP,F
              INCF        EXP,F

              MOVLW       8                    ; do byte shift if EXP >= 8
              SUBWF       EXP,W
              BTFSS       _C
              GOTO        TSHIFT2424
              MOVWF       EXP
              RLF         AARGB2,F            ; rotate next bit for rounding
              MOVF        AARGB1,W
              MOVWF       AARGB2
              MOVF        AARGB0,W
              MOVWF       AARGB1
```

```

                                CLRf          AARGB0

                                MOVLW         8                ; do another byte shift if EXP >= 8
                                SUBWF        EXP,W
                                BTFSS       _C
                                GOTO         TSHIFT2424
                                MOVWF       EXP
                                RLF          AARGB2,F          ; rotate next bit for rounding
                                MOVF        AARGB1,W
                                MOVWF      AARGB2
                                CLRf        AARGB1

                                MOVLW         8                ; do another byte shift if EXP >= 8
                                SUBWF        EXP,W
                                BTFSS       _C
                                GOTO         TSHIFT2424
                                MOVWF       EXP
                                RLF          AARGB2,F          ; rotate next bit for rounding
                                CLRf        AARGB2
                                MOVF        EXP,W
                                BTFSS       _Z
                                BCF         _C
                                GOTO         SHIFT2424OK

TSHIFT2424    MOVF        EXP,W                ; shift completed if EXP = 0
              BTFSC       _Z
              GOTO         SHIFT2424OK

SHIFT2424    BCF         _C
              RRF         AARGB0,F          ; right shift by EXP
              RRF         AARGB1,F
              RRF         AARGB2,F
              DECFSZ     EXP,F
              GOTO         SHIFT2424

SHIFT2424OK  BTFSC       FPFLAGS,RND
              BTFSS      AARGB2,LSB
              GOTO         INT2424OK
              BTFSS       _C
              GOTO         INT2424OK
              INCF        AARGB2,F
              BTFSC       _Z
              INCF        AARGB1,F
              BTFSC       _Z
              INCF        AARGB0,F
              BTFSC      AARGB0,MSB        ; test for overflow
              GOTO         SETIOV24

INT2424OK   BTFSS       SIGN,MSB          ; if sign bit set, negate
              RETLW       0
              COMF        AARGB0,F
              COMF        AARGB1,F
              COMF        AARGB2,F
              INCF        AARGB2,F
              BTFSC       _Z
              INCF        AARGB1,F
              BTFSC       _Z
              INCF        AARGB0,F
              RETLW       0

IRES024     CLRf        AARGB0            ; integer result equals zero
              CLRf        AARGB1
              CLRf        AARGB2
              RETLW       0

SETIOV24    BSF         FPFLAGS,IOV      ; set integer overflow flag

```

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```

    BTFSS      FPFLAGS,SAT      ; test for saturation
    RETLW     0xFF              ; return error code in WREG

    CLRF      AARGB0            ; saturate to largest two's
    BTFSS     SIGN,MSB         ; complement 24 bit integer
    MOVLW     0xFF
    MOVWF     AARGB0            ; SIGN = 0, 0x 7F FF FF
    MOVWF     AARGB1            ; SIGN = 1, 0x 80 00 00
    MOVWF     AARGB2
    RLF       SIGN,F
    RRF       AARGB0,F
    RETLW     0xFF              ; return error code in WREG

;*****
;*****

; Floating Point Multiply

; Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;         24 bit floating point number in BEXP, BARGB0, BARGB1

; Use:    CALL    FPM24

; Output: 24 bit floating point product in AEXP, AARGB0, AARGB1

; Result: AARG <-- AARG * BARG

; Max Timing:  25+15*16+15+18 = 298 clks      RND = 0
;              25+15*16+15+29 = 309 clks      RND = 1, SAT = 0
;              25+15*16+15+33 = 313 clks      RND = 1, SAT = 1

; Min Timing:  6+5 = 11 clks                  AARG * BARG = 0
;              24+15*11+14+15 = 218 clks

; PM: 80                      DM: 11

;-----

FPM24      MOVF      AEXP,W          ; test for zero arguments
           BTFSS     _Z
           MOVF      BEXP,W
           BTFSC     _Z
           GOTO      RES024

M24BNE0    MOVF      AARGB0,W
           XORWF     BARGB0,W
           MOVWF     SIGN            ; save sign in SIGN

           MOVF      BEXP,W
           ADDWF     EXP,F
           MOVLW     EXPBIAS-1
           BTFSS     _C
           GOTO      MTUN24

           SUBWF     EXP,F
           BTFSC     _C
           GOTO      SETFOV24        ; set multiply overflow flag
           GOTO      MOK24

MTUN24     SUBWF     EXP,F
           BTFSS     _C
           GOTO      SETFUN24

MOK24     MOVF      AARGB0,W
```

```

MOVF          AARGB0,W
MOVWF        AARGB2          ; move result to AARG
MOVF          AARGB1,W
MOVWF        AARGB3
BSF          AARGB2,MSB      ; make argument MSB's explicit
BSF          BARGB0,MSB
BCF          _C
CLRF         AARGB0          ; clear initial partial product
CLRF         AARGB1
MOVLW       D'16'
MOVWF        TEMP          ; initialize counter

MLOOP24      BTFSS          AARGB3,LSB      ; test next bit
             GOTO          MNOADD24

MADD24       MOVF          BARGB1,W
             ADDWF         AARGB1,F
             MOVF          BARGB0,W
             BTFSC         _C
             INCF          BARGB0,W
             ADDWF         AARGB0,F

MNOADD24     RRF           AARGB0,F
             RRF           AARGB1,F
             RRF           AARGB2,F
             RRF           AARGB3,F
             BCF           _C
             DECF          TEMP,F
             GOTO          MLOOP24

             BTFSC         AARGB0,MSB      ; check for postnormalization
             GOTO          MROUND24
             RLF           AARGB2,F
             RLF           AARGB1,F
             RLF           AARGB0,F
             DECF          EXP,F

MROUND24     BTFSC         FPFLAGS,RND
             BTFSS         AARGB1,LSB
             GOTO          MUL24OK
             BTFSS         AARGB2,MSB      ; round if next bit is set
             GOTO          MUL24OK
             INCF          AARGB1,F
             BTFSC         _Z
             INCF          AARGB0,F

             BTFSS         _Z          ; has rounding caused carryout?
             GOTO          MUL24OK
             RRF           AARGB0,F      ; if so, right shift
             RRF           AARGB1,F
             INCF          EXP,F
             BTFSC         _Z          ; check for overflow
             GOTO          SETFOV24

MUL24OK      BTFSS         SIGN,MSB
             BCF           AARGB0,MSB      ; clear explicit MSB if positive
             RETLW         0

SETFOV24     BSF           FPFLAGS,FOV      ; set floating point underflag
             BTFSS         FPFLAGS,SAT      ; test for saturation
             RETLW         0xFF          ; return error code in WREG

             MOVLW         0xFF
             MOVWF        AEXP          ; saturate to largest floating
             MOVWF        AARGB0        ; point number = 0x FF 7F FF
             MOVWF        AARGB1        ; modulo the appropriate sign bit

```

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```

        RLF          SIGN,F
        RRF          AARGB0,F
        RETLW       0xFF          ; return error code in WREG

;*****
;*****

;      Floating Point Divide

;      Input:  24 bit floating point dividend in AEXP, AARGB0, AARGB1
;              24 bit floating point divisor in BEXP, BARGB0, BARGB1

;      Use:    CALL    FPD24

;      Output: 24 bit floating point quotient in AEXP, AARGB0, AARGB1

;      Result: AARG <-- AARG / BARG

;      Max Timing:  32+13+15*26+25+12 = 472 clks   RND = 0
;                  32+13+15*26+25+34 = 494 clks   RND = 1, SAT = 0
;                  32+13+15*26+25+38 = 498 clks   RND = 1, SAT = 1

;      Min Timing:  7+5 = 12 clks

;      PM: 120          DM: 11

;-----

FPD24      MOVF      BEXP,W          ; test for divide by zero
          BTFSC     _Z
          GOTO     SETFDZ24

          MOVF      AEXP,W
          BTFSC     _Z
          GOTO     RES024

D24BNE0    MOVF      AARGB0,W
          XORWF     BARGB0,W
          MOVWF     SIGN          ; save sign in SIGN
          BSF      AARGB0,MSB     ; make argument MSB's explicit
          BSF      BARGB0,MSB

TALIGN24   CLRF      TEMP          ; clear align increment
          MOVF      AARGB0,W
          MOVWF     AARGB2        ; test for alignment
          MOVF      AARGB1,W
          MOVWF     AARGB3

          MOVF      BARGB1,W
          SUBWF     AARGB3, f
          MOVF      BARGB0,W
          BTFSS     _C
          INCF      BARGB0,W
          SUBWF     AARGB2, f

          CLRF      AARGB2
          CLRF      AARGB3

          BTFSS     _C
          GOTO     DALIGN24OK

          BCF      _C          ; align if necessary
          RRF      AARGB0,F
          RRF      AARGB1,F
          RRF      AARGB2,F
          MOVLW    0x01
```

```

MOVWF          TEMP                ; save align increment

DALIGN24OK    MOVF          BEXP,W      ; compare AEXP and BEXP
              SUBWF        EXP,F
              BTFSS        _C
              GOTO         ALTB24

AGEB24        MOVLW        EXPBIAS-1
              ADDWF        TEMP,W
              ADDWF        EXP,F
              BTFSC        _C
              GOTO         SETFOV24
              GOTO         DARGOK24    ; set overflow flag

ALTB24        MOVLW        EXPBIAS-1
              ADDWF        TEMP,W
              ADDWF        EXP,F
              BTFSS        _C
              GOTO         SETFUN24    ; set underflow flag

DARGOK24      MOVLW        D'16'        ; initialize counter
              MOVWF        TEMPB1

DLOOP24       RLF          AARGB3,F     ; left shift
              RLF          AARGB2,F
              RLF          AARGB1,F
              RLF          AARGB0,F
              RLF          TEMP,F

              MOVF          BARGB1,W     ; subtract
              SUBWF        AARGB1,F
              MOVF          BARGB0,W
              BTFSS        _C
              INCFSZ       BARGB0,W
              SUBWF        AARGB0,F

              RLF          BARGB0,W
              IORWF        TEMP,F

              BTFSS        TEMP,LSB     ; test for restore
              GOTO         DREST24

              BSF          AARGB3,LSB
              GOTO         DOK24

DREST24       MOVF          BARGB1,W     ; restore if necessary
              ADDWF        AARGB1,F
              MOVF          BARGB0,W
              BTFSC        _C
              INCF         BARGB0,W
              ADDWF        AARGB0,F
              BCF          AARGB3,LSB

DOK24         DECFSZ       TEMPB1,F
              GOTO         DLOOP24

DROUND24      BTFSC        FPFLAGS,RND
              BTFSS        AARGB3,LSB
              GOTO         DIV24OK
              BCF          _C
              RLF          AARGB1,F     ; compute next significant bit
              RLF          AARGB0,F     ; for rounding
              RLF          TEMP,F

              MOVF          BARGB1,W     ; subtract
              SUBWF        AARGB1,F

```

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```
MOVF          BARGB0,W
BTFSS        _C
INCF        BARGB0,W
SUBWF       AARGB0,F

RLF         BARGB0,W
IORWF      TEMP,W
ANDLW     0x01

ADDWF      AARGB3,F
BTFSC     _C
INCF      AARGB2,F

BTFSS     _Z                ; test if rounding caused carryout
GOTO     DIV24OK
RRF      AARGB2,F
RRF      AARGB3,F
INCF     EXP,F
BTFSC   _Z                ; test for overflow
GOTO     SETFOV24

DIV24OK    BTFSS     SIGN,MSB
           BCF      AARGB2,MSB        ; clear explicit MSB if positive

           MOVF     AARGB2,W
           MOVWF    AARGB0            ; move result to AARG
           MOVF     AARGB3,W
           MOVWF    AARGB1

           RETLW    0

SETFUN24   BSF      FPFLAGS,FUN      ; set floating point underflag
           BTFSS   FPFLAGS,SAT      ; test for saturation
           RETLW   0xFF              ; return error code in WREG

           MOVLW   0x01              ; saturate to smallest floating
           MOVWF   AEXP              ; point number = 0x 01 00 00
           CLRF   AARGB0            ; modulo the appropriate sign bit
           CLRF   AARGB1
           RLF    SIGN,F
           RRF    AARGB0,F
           RETLW  0xFF              ; return error code in WREG

SETFDZ24   BSF      FPFLAGS,FDZ      ; set divide by zero flag
           RETLW   0xFF

;*****
;*****
;
; Floating Point Subtract
;
; Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;         24 bit floating point number in BEXP, BARGB0, BARGB1
;
; Use:    CALL FPS24
;
; Output: 24 bit floating point sum in AEXP, AARGB0, AARGB1
;
; Result: AARG <-- AARG - BARG
;
; Max Timing:  2+197 = 199 clks          RND = 0
;              2+208 = 210 clks          RND = 1, SAT = 0
;              2+213 = 215 clks          RND = 1, SAT = 1
;
; Min Timing:  2+12 = 14 clks
```



```

;      PM: 2+112 = 114                      DM: 11
;-----
FPS24      MOVLW      0x80
           XORWF      BARGB0,F
;*****
;      Floating Point Add
;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;              24 bit floating point number in BEXP, BARGB0, BARGB1
;      Use:    CALL FPA24
;      Output: 24 bit floating point sum in AEXP, AARGB0, AARGB1
;      Result: AARG <-- AARG - BARG
;      Max Timing:  25+28+6*6+5+31+72 = 197 clks   RND = 0
;                  25+28+6*6+5+42+72 = 208 clks   RND = 1, SAT = 0
;                  25+28+6*6+5+42+77 = 213 clks   RND = 1, SAT = 1
;      Min Timing:  8+4 = 12 clks
;      PM: 112                      DM: 11
;-----
FPA24      MOVF      AARGB0,W                ; exclusive or of signs in TEMP
           XORWF      BARGB0,W
           MOVWF      TEMP
;
           CLRF      AARGB2                ; clear extended byte
           CLRF      BARGB2
;
           MOVF      AEXP,W                ; use AARG if AEXP >= BEXP
           SUBWF      BEXP,W
           BTFSS     _C
           GOTO      USEA24
;
           MOVF      BEXP,W                ; use BARG if AEXP < BEXP
           MOVWF     AARGB4                ; therefore, swap AARG and BARG
           MOVF      AEXP,W
           MOVWF     BEXP
           MOVF      AARGB4,W
           MOVWF     AEXP
;
           MOVF      BARGB0,W
           MOVWF     AARGB4
           MOVF      AARGB0,W
           MOVWF     BARGB0
           MOVF      AARGB4,W
           MOVWF     AARGB0
;
           MOVF      BARGB1,W
           MOVWF     AARGB4
           MOVF      AARGB1,W
           MOVWF     BARGB1
           MOVF      AARGB4,W
           MOVWF     AARGB1
;
USEA24     MOVF      BEXP,W                ; return AARG if BARG = 0
           BTFSC     _Z
           RETLW     0x00

```

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```
MOVF          AARGB0,W
MOVWF        SIGN                ; save sign in SIGN
BSF          AARGB0,MSB          ; make MSB's explicit
BSF          BARGB0,MSB

MOVF          BEXP,W              ; compute shift count in BEXP
SUBWF        AEXP,W
MOVWF        BEXP
BTFSC        _Z
GOTO         ALIGNED24

MOVLW        8
SUBWF        BEXP,W
BTFSS        _C                  ; if BEXP >= 8, do byte shift
GOTO         ALIGNB24
MOVWF        BEXP
MOVF          BARGB1,W           ; keep for postnormalization
MOVWF        BARGB2
MOVF          BARGB0,W
MOVWF        BARGB1
CLRF         BARGB0

MOVLW        8
SUBWF        BEXP,W
BTFSS        _C                  ; if BEXP >= 8, BARG = 0 relative to AARG
GOTO         ALIGNB24
MOVF          SIGN,W
MOVWF        AARGB0
RETLW        0x00

ALIGNB24     MOVF          BEXP,W           ; already aligned if BEXP = 0
BTFSC        _Z
GOTO         ALIGNED24

ALOOPB24     BCF          _C              ; right shift by BEXP
RRF          BARGB0,F
RRF          BARGB1,F
RRF          BARGB2,F
DECFSZ      BEXP,F
GOTO         ALOOPB24

ALIGNED24    BTFSS        TEMP,MSB        ; negate if signs opposite
GOTO         AOK24
COMF         BARGB2,F
COMF         BARGB1,F
COMF         BARGB0,F
INCF        BARGB2,F
BTFSC        _Z
INCF        BARGB1,F
BTFSC        _Z
INCF        BARGB0,F

AOK24       MOVF          BARGB2,W
ADDWF        AARGB2,F
MOVF          BARGB1,W
BTFSC        _C
INCFSZ      BARGB1,W
ADDWF        AARGB1,F
MOVF          BARGB0,W
BTFSC        _C
INCFSZ      BARGB0,W
ADDWF        AARGB0,F

BTFSC        TEMP,MSB
```

```

GOTO          ACOMP24
BTFSS        _C
GOTO          NRM3224

RRF          AARGB0,F           ; shift right and increment EXP
RRF          AARGB1,F
RRF          AARGB2,F
INCF        AEXP,F
GOTO        NRM3224
GOTO        SETFOV24

ACOMP24      BTFSC        _C
GOTO        NRM3224           ; normalize and fix sign

COMF        AARGB2,F
COMF        AARGB1,F           ; negate, toggle sign bit and
COMF        AARGB0,F           ; then normalize
INCF        AARGB2,F
BTFSC        _Z
INCF        AARGB1,F
BTFSC        _Z
INCF        AARGB0,F

MOVLW       0x80
XORWF       SIGN,F
GOTO        NRM24
```

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NOTES:

Please check the Microchip BBS for the latest version of the source code. For BBS access information, see Section 6, Microchip Bulletin Board Service information, page 6-3.

APPENDIX D: PIC17CXXX 24-BIT FLOATING POINT LIBRARY

```

; RCS Header $Id: fp24.a17 2.8 1996/12/21 20:59:37 F.J.Testa Exp $

; $Revision: 2.8 $

; PIC17 24-BIT FLOATING POINT LIBRARY
;
; Unary operations: both input and output are in AEXP,AARG
;
; Binary operations: input in AEXP,AARG and BEXP,BARG with output in AEXP,AARG
;
; All routines return WREG = 0x00 for successful completion, and WREG = 0xFF
; for an error condition specified in FPFLAGS.
;
; Max timings are worst case cycle counts, while Min timings are non-exception
; best case cycle counts.
;
; Routine          Function
;
; FLO1624          16 bit integer to 24 bit floating point conversion
; FLO24
;
; Max Timing:          RND
;                      0      1
;
;                      0      48      48
; SAT
;                      1      55      55
;
; NRM2424          24 bit normalization of unnormalized 24 bit floating point numbers
; NRM24
;
; Max Timing:          RND
;                      0      1
;
;                      0      39      39
; SAT
;                      1      46      46
;
; INT2416          24 bit floating point to 16 bit integer conversion
; INT24
;
; Max Timing:          RND
;                      0      1
;
;                      0      58      66
; SAT
;                      1      58      70
;
; FLO2424          24 bit integer to 24 bit floating point conversion
;
; Max Timing:          RND
;                      0      1
;
;                      0      64      77
; SAT
;                      1      64      83
;

```

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```
; NRM3224 24 bit normalization of unnormalized 32 bit floating point numbers
;
; Max Timing:          RND
;                   0      1
;
;                   0      52      65
; SAT
;                   1      52      71
;
;
; INT2424          24 bit floating point to 24 bit integer conversion
;
; Max Timing:          RND
;                   0      1
;
;                   0      71      79
; SAT
;                   1      71      82
;
; FPA24           24 bit floating point add
;
; Max Timing:          RND
;                   0      1
;
;                   0      133     146
; SAT
;                   1      133     152
;
; FPS24           24 bit floating point subtract
;
; Max Timing:          RND
;                   0      1
;
;                   0      134     147
; SAT
;                   1      134     153
;
; FPM24           24 bit floating point multiply
;
; Max Timing:          RND
;                   0      1
;
;                   0      60      72
; SAT
;                   1      60      79
;
; FPD24           24 bit floating point divide
;
; Max Timing:          RND
;                   0      1
;
;                   0      176     185
; SAT
;                   1      176     192
;
```

```

;*****
;*****
;
;    24 bit floating point representation
;
;    EXPONENT      8 bit biased exponent
;
;                It is important to note that the use of biased exponents produces
;                a unique representation of a floating point 0, given by
;                EXP = HIGHBYTE = LOWBYTE = 0x00, with 0 being the only
;                number with EXP = 0.
;
;    HIGHBYTE      8 bit most significant byte of fraction in sign-magnitude representation,
;                with SIGN = MSB, implicit MSB = 1 and radix point to the right of MSB
;
;    LOWBYTE       8 bit least significant byte of sign-magnitude fraction
;
;    EXPONENT      HIGHBYTE      LOWBYTE
;
;    xxxxxxxx      S.xxxxxxxx      xxxxxxxx
;
;                |
;                RADIX
;                POINT
;
;*****
;*****
;
;    Integer to float conversion
;
;    Input:  16 bit 2's complement integer right justified in AARGB0, AARGB1
;
;    Use:    CALL    FLO1624
;           CALL    FLO24
;
;    Output: 24 bit floating point number in AEXP, AARGB0, AARGB1
;
;    Result: AARG <-- FLOAT( AARG )
;
;    Max Timing:  9+39 = 48 clks          SAT = 0
;                9+45 = 54 clks          SAT = 1
;
;    Min Timing:  6+15 = 21 clks         AARG = 0
;                6+20 = 26 clks
;
;    PM: 9+68 = 77                        DM: 6
;-----
FLO1624
FLO24      MOVLW      D'15'+EXPBIAS      ; initialize exponent and add bias
           MOVWF      EXP
           MOVVPF     AARGB0,SIGN        ; save sign in SIGN
           BTFSS     AARGB0,MSB         ; test sign
           GOTO      NRM24
           COMF      AARGB1,F           ; if < 0, negate, set MSB in SIGN
           COMF      AARGB0,F
           INFSNZ    AARGB1,F
           INCF      AARGB0,F

```

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```
*****
;
;      Normalization routine
;
;      Input:  24 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              with sign in SIGN,MSB.
;
;      Use:    CALL    NRM2424
;              CALL    NRM24
;
;      Output: 24 bit normalized floating point number in AEXP, AARGB0, AARGB1
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:  3+12+16+8 = 39 clks          SAT = 0
;                  3+12+16+15 = 46 clks         SAT = 1
;
;      Min Timing:  10+5 = 15 clks             AARG = 0
;                  3+5+4+8 = 20 clks
;
;      PM: 68                                DM: 6
;-----
NRM2424
NRM24
        CLRF          TEMP,W                ; clear exponent decrement
        CPFSGT        AARGB0                ; test if highbyte=0
        GOTO          NRM2424A

TNIB2424
        MOVLW         0xF0                  ; test if highnibble=0
        ANDWF         AARGB0,W
        TSTFSZ        WREG
        GOTO          NORM2424
        SWAPF         AARGB0,F              ; if so, shift 4 bits
        SWAPF         AARGB1,W
        ANDLW         0x0F
        ADDWF         AARGB0,F
        SWAPF         AARGB1,W
        ANDLW         0xF0
        MOVPPF        WREG,AARGB1

        BSF           TEMP,2                ; increase decrement by 4

NORM2424
        BCF           _C                    ; clear carry bit

        BTFSC        AARGB0,MSB            ; if MSB=1, normalization done
        GOTO          TNORMUN2424
        RLCF          AARGB1,F              ; otherwise, shift left and
        RLCF          AARGB0,F              ; increment decrement
        INCF          TEMP,F
        BTFSC        AARGB0,MSB
        GOTO          TNORMUN2424
        RLCF          AARGB1,F
        RLCF          AARGB0,F
        INCF          TEMP,F
        BTFSC        AARGB0,MSB            ; since highnibble != 0, at most
        GOTO          TNORMUN2424          ; 3 left shifts are required
        RLCF          AARGB1,F
        RLCF          AARGB0,F
        INCF          TEMP,F

TNORMUN2424
        MOVFP         TEMP,WREG            ; if EXP <= decrement in TEMP,
        CPFSGT        EXP                  ; floating point underflow has
        GOTO          SETFUN24              ; occurred
        SUBWF         EXP,F                ; otherwise, compute EXP
```



```

FIXSIGN24      BTFSS          SIGN,MSB
                BCF           AARGB0,MSB          ; clear explicit MSB if positive
                RETLW         0

NRM2424A      MOVFP          AARGB1,AARGB0        ; if so, shift 8 bits by move
                CLRF          AARGB1,F
                BSF           TEMP,3             ; increase decrement by 8
                CPFSGT        AARGB0            ; if highbyte=0, result=0
                GOTO          RES024

                MOVLW         0xF0              ; test if highnibble=0
                ANDWF         AARGB0,W
                TSTFSZ        WREG
                GOTO          NORM2424A
                SWAPF         AARGB0,F          ; if so, shift 4 bits

                BSF           TEMP,2             ; increase decrement by 4

NORM2424A     BCF           _C                  ; clear carry bit

                BTFSC         AARGB0,MSB        ; if MSB=1, normalization done
                GOTO          TNORMUN2424
                RLCF          AARGB0,F          ; otherwise, shift left and
                INCF          TEMP,F            ; increment decrement
                BTFSC         AARGB0,MSB
                GOTO          TNORMUN2424
                RLCF          AARGB0,F
                INCF          TEMP,F
                BTFSC         AARGB0,MSB        ; since highnibble != 0, at most
                GOTO          TNORMUN2424        ; 3 left shifts are required
                RLCF          AARGB0,F
                INCF          TEMP,F
                GOTO          TNORMUN2424

RES024        CLRF          AARGB0,F            ; result equals zero
                CLRF          AARGB1,F
                CLRF          AARGB2,F          ; clear extended byte
                CLRF          EXP,F
                RETLW         0

```

```

;*****
;*****

```

```

;      Integer to float conversion

;      Input:  24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;      Use:    CALL    FLO2424

;      Output: 24 bit floating point number in AEXP, AARGB0, AARGB1

;      Result: AARG <-- FLOAT( AARG )

;      Max Timing:      12+52 = 64 clks          RND = 0
;                       12+65 = 77 clks          RND = 1, SAT = 0
;                       12+71 = 83 clks          RND = 1, SAT = 1

;      Min Timing:      6+24 = 30 clks          AARG = 0
;                       6+24 = 30 clks

;      PM: 12+121 = 133          DM: 7

```

```

;-----

```

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```
FLO2424      MOVLW      D'23'+EXPBIAS      ; initialize exponent and add bias
              MOVWF     EXP
              MOVPF     AARGB0,SIGN      ; save sign in SIGN
              BTFSS     AARGB0,MSB      ; test sign
              GOTO      NRM3224
              CLRF      WREG,F          ; if < 0, negate, set MSB in SIGN
              COMF      AARGB2,F
              COMF      AARGB1,F
              COMF      AARGB0,F
              INCF      AARGB2,F
              ADDWFC     AARGB1,F
              ADDWFC     AARGB0,F

;*****

;      Normalization routine

;      Input:  32 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              AARGB2 with sign in SIGN,MSB.

;      Use:    CALL    NRM3224

;      Output: 24 bit normalized floating point number in AEXP, AARGB0, AARGB1

;      Result: AARG <-- NORMALIZE( AARG )

;      Max Timing:  21+19+12 = 52 clks      RND = 0
;                  21+19+25 = 65 clks      RND = 1, SAT = 0
;                  21+19+31 = 71 clks      RND = 1, SAT = 1

;      Min Timing:  4+7+7+5 = 24 clks      AARG = 0
;                  3+5+4+8+4 = 24 clks

;      PM: 122      DM: 7

;-----

NRM3224      CLRF      TEMP,W          ; clear exponent decrement
              CPFSGT     AARGB0        ; test if highbyte=0
              GOTO      NRM3224A

TNIB3224     MOVLW     0xF0            ; test if highnibble=0
              ANDWF     AARGB0,W
              TSTFSZ    WREG
              GOTO      NORM3224
              SWAPF     AARGB0,F      ; if so, shift 4 bits
              SWAPF     AARGB1,W
              ANDLW     0x0F
              ADDWF     AARGB0,F

              SWAPF     AARGB1,W
              ANDLW     0xF0
              MOVPF     WREG,AARGB1
              SWAPF     AARGB2,W
              ANDLW     0x0F
              ADDWF     AARGB1,F

              SWAPF     AARGB2,W
              ANDLW     0xF0
              MOVPF     WREG,AARGB2

              BSF      TEMP,2          ; increase decrement by 4

NORM3224     BCF      _C              ; clear carry bit
              BTFSC     AARGB0,MSB    ; if MSB=1, normalization done
```

```

GOTO          TNORMUN3224
RLCF          AARGB2,F           ; otherwise, shift left and
RLCF          AARGB1,F           ; increment decrement
RLCF          AARGB0,F
INCF          TEMP,F
BTFSC        AARGB0,MSB
GOTO          TNORMUN3224
RLCF          AARGB2,F
RLCF          AARGB1,F
RLCF          AARGB0,F
INCF          TEMP,F
BTFSC        AARGB0,MSB           ; since highnibble != 0, at most
GOTO          TNORMUN3224           ; 3 left shifts are required
RLCF          AARGB2,F
RLCF          AARGB1,F
RLCF          AARGB0,F
INCF          TEMP,F

TNORMUN3224   MOVFP          TEMP,WREG           ; if EXP <= decrement in TEMP,
CPFSGT       EXP           ; floating point underflow has
GOTO          SETFUN24           ; occurred
SUBWF        EXP,F           ; otherwise, compute EXP

NMRMRND3224

BTFSC        FPFLAGS,RND           ; is rounding enabled?
BTFSS        AARGB2,MSB           ; is NSB > 0x80?
GOTO          FIXSIGN24
BSF          _C           ; set carry for rounding
MOVLW        0x80
CPFSGT       AARGB2           ; if NSB = 0x80, select even
RRCF         AARGB1,W           ; using lsb in carry
CLRF         WREG,F
ADDWFC       AARGB1,F
ADDWFC       AARGB0,F

BTFSS        _C           ; has rounding caused carryout?
GOTO          FIXSIGN24
RRCF         AARGB0,F           ; if so, right shift
RRCF         AARGB1,F
INFSNZ       EXP,F           ; test for floating point overflow
GOTO          SETFOV24
GOTO          FIXSIGN24

NRM3224A     MOVFP          AARGB1,AARGB0           ; shift 8 bits by move
MOVFP        AARGB2,AARGB1
CLRF         AARGB2,W
BSF          TEMP,3           ; increase decrement by 8
CPFSGT       AARGB0           ; test if highbyte=0
GOTO          NRM3224B

TNIB3224A    MOVLW          0xF0           ; test if highnibble=0
ANDWF        AARGB0,W
TSTFSZ       WREG
GOTO          NORM3224A
SWAPF        AARGB0,F           ; if so, shift 4 bits
SWAPF        AARGB1,W
ANDLW        0x0F
ADDWF        AARGB0,F

SWAPF        AARGB1,W
ANDLW        0xF0
MOVPPF       WREG,AARGB1

BSF          TEMP,2           ; increase decrement by 4

NORM3224A    BCF           _C           ; clear carry bit

```

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```

    BTFSCL    AARGB0,MSB                ; if MSB=1, normalization done
    GOTO      TNORMUN3224
    RLCF      AARGB1,F                  ; otherwise, shift left and
    RLCF      AARGB0,F                  ; increment decrement
    INCF      TEMP,F
    BTFSCL    AARGB0,MSB
    GOTO      TNORMUN3224
    RLCF      AARGB1,F
    RLCF      AARGB0,F
    INCF      TEMP,F
    BTFSCL    AARGB0,MSB                ; since highnibble != 0, at most
    GOTO      TNORMUN3224            ; 3 left shifts are required
    RLCF      AARGB1,F
    RLCF      AARGB0,F
    INCF      TEMP,F
    GOTO      TNORMUN3224

NRM3224B    MOVFP      AARGB1,AARGB0    ; shift 8 bits by move
    CLRFB    AARGB1,W
    BCF      TEMP,3                    ; increase decrement by 8
    BSFB    TEMP,4
    CPFSGT   AARGB0                    ; if highbyte=0, result=0
    GOTO     RES024

TNIB3224B   MOVLW     0xF0             ; test if highnibble=0
    ANDWF   AARGB0,W
    TSTFSZ  WREG
    GOTO    NORM3224B
    SWAPF   AARGB0,F                  ; if so, shift 4 bits

    BSFB    TEMP,2                    ; increase decrement by 4

NORM3224B   BCF      _C                ; clear carry bit

    BTFSCL    AARGB0,MSB                ; if MSB=1, normalization done
    GOTO      TNORMUN3224
    RLCF      AARGB0,F                  ; otherwise, shift left and
    INCF      TEMP,F                  ; increment decrement
    BTFSCL    AARGB0,MSB
    GOTO      TNORMUN3224
    RLCF      AARGB0,F
    INCF      TEMP,F
    BTFSCL    AARGB0,MSB                ; since highnibble != 0, at most
    GOTO      TNORMUN3224            ; 3 left shifts are required
    RLCF      AARGB0,F
    INCF      TEMP,F
    GOTO      TNORMUN3224

;*****
;*****
;
;   Float to integer conversion
;
;   Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;
;   Use:    CALL    INT2416
;           CALL    INT24
;
;   Output: 16 bit 2's complement integer right justified in AARGB0, AARGB1
;
;   Result: AARG <-- INT( AARG )
;
;   Max Timing:  10+36+12 = 58 clks          RND = 0
;                10+36+20 = 66 clks          RND = 1, SAT = 0
;                10+36+24 = 70 clks          RND = 1, SAT = 1

```

```

;      Min Timing:      4 clks

;      PM: 127                      DM: 6

;-----

INT2416
INT24
      CLRF          AARGB2,W
      CPFSGT       EXP          ; test for zero argument
      RETLW       0x00
      MOVFP       AARGB0,SIGN   ; save sign in SIGN
      BSF        AARGB0,MSB    ; make MSB explicit

      MOVLW      EXPBIAS+D'15' ; remove bias+15 from EXP
      SUBWF     EXP,W

      BTFS      WREG,MSB      ; if >= 15, integer overflow
      GOTO     SETIOV2416    ; will occur
      NEGW     EXP,F

      MOVLW      7            ; do byte shift if EXP >= 8
      CPFSGT     EXP
      GOTO     SNIB2416
      SUBWF     EXP,F          ; EXP = EXP - 7
      MOVFP     AARGB1,AARGB2 ; save for rounding
      MOVFP     AARGB0,AARGB1
      CLRF     AARGB0,F
      DCFSNZ   EXP,F          ; EXP = EXP - 1
      GOTO     SHIFT2416OK    ; shift completed if EXP = 0

      CPFSGT     EXP
      GOTO     SNIB2416A
      SUBWF     EXP,F          ; EXP = EXP - 7
      MOVFP     AARGB1,AARGB2 ; save for rounding
      CLRF     AARGB1,F
      DCFSNZ   EXP,F          ; EXP = EXP - 1
      GOTO     SHIFT2416OK    ; shift completed if EXP = 0

SNIB2416B      MOVLW      3            ; do nibble shift if EXP >= 4
      CPFSGT     EXP
      GOTO     SHIFT2416B
      SWAPF     AARGB2,W
      ANDLW     0x0F
      MOVFP     WREG,AARGB2
      GOTO     SHIFT2416OK    ; shift completed if EXP = 0

SHIFT2416B     BCF        _C          ; at most 3 right shifts are required
      RRCF     AARGB2,F
      DCFSNZ   EXP,F          ; shift completed if EXP = 0
      GOTO     SHIFT2416OK
      BCF     _C
      RRCF     AARGB2,F
      DCFSNZ   EXP,F          ; shift completed if EXP = 0
      GOTO     SHIFT2416OK
      BCF     _C
      RRCF     AARGB2,F
      GOTO     SHIFT2416OK

SNIB2416A     MOVLW      3            ; do nibble shift if EXP >= 4
      CPFSGT     EXP
      GOTO     SHIFT2416A
      SUBWF     EXP,F          ; EXP = EXP - 3
      SWAPF     AARGB1,W
      MOVFP     WREG,AARGB2    ; save for rounding

```

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```

ANDLW          0x0F
MOVFPF        WREG,AARGB1
DCFSNZ        EXP,F          ; EXP = EXP - 1
GOTO          SHIFT2416OK    ; shift completed if EXP = 0

SHIFT2416A     BCF          _C          ; at most 3 right shifts are required
               RRCF        AARGB1,F    ; right shift by EXP
               RRCF        AARGB2,F
               DCFSNZ      EXP,F
               GOTO        SHIFT2416OK  ; shift completed if EXP = 0
               BCF          _C
               RRCF        AARGB1,F
               RRCF        AARGB2,F
               DCFSNZ      EXP,F
               GOTO        SHIFT2416OK  ; shift completed if EXP = 0
               BCF          _C
               RRCF        AARGB1,F
               RRCF        AARGB2,F
               GOTO        SHIFT2416OK

SNIB2416      MOVLW        3           ; do nibble shift if EXP >= 4
               CPFSGT      EXP
               GOTO        SHIFT2416
               SUBWF        EXP,F       ; EXP = EXP - 3
               SWAPF       AARGB1,W
               MOVFPF      WREG,AARGB2 ; save for rounding
               ANDLW       0x0F
               MOVFPF      WREG,AARGB1
               SWAPF       AARGB0,W
               ANDLW       0xF0
               ADDWF        AARGB1,F
               SWAPF       AARGB0,W
               ANDLW       0x0F
               MOVFPF      WREG,AARGB0
               DCFSNZ      EXP,F       ; EXP = EXP - 1
               GOTO        SHIFT2416OK  ; shift completed if EXP = 0

SHIFT2416     BCF          _C          ; at most 3 right shifts are required
               RRCF        AARGB0,F    ; right shift by EXP
               RRCF        AARGB1,F
               RRCF        AARGB2,F
               DCFSNZ      EXP,F
               GOTO        SHIFT2416OK  ; shift completed if EXP = 0
               BCF          _C
               RRCF        AARGB0,F
               RRCF        AARGB1,F
               RRCF        AARGB2,F
               DCFSNZ      EXP,F
               GOTO        SHIFT2416OK  ; shift completed if EXP = 0
               BCF          _C
               RRCF        AARGB0,F
               RRCF        AARGB1,F
               RRCF        AARGB2,F

SHIFT2416OK   BTFSC        FPFLAGS,RND ; is rounding enabled?
               BTFSS       AARGB2,MSB  ; is NSB > 0x80?
               GOTO        INT2416OK
               BSF          _C          ; set carry for rounding
               MOVLW       0x80
               CPFSGT      AARGB2      ; if NSB = 0x80, select even
               RRCF        AARGB1,W    ; using lsb in carry
               CLRF        WREG,F
               ADDWFC      AARGB1,F
               ADDWFC      AARGB0,F
               BTFSC       AARGB0,MSB
```

```

                                GOTO          SETIOV2416

INT2416OK    BTFSS          SIGN,MSB          ; if sign bit set, negate
             RETLW         0
             COMF          AARGB1,F
             COMF          AARGB0,F
             INFSNZ        AARGB1,F
             INCF          AARGB0,F
             RETLW         0

SETIOV2416   BSF           FPFLAGS,IOV        ; set integer overflow flag
             BTFSS        FPFLAGS,SAT        ; test for saturation
             RETLW        0xFF              ; return error code in WREG

             CLRF          AARGB0,F          ; saturate to largest two's
             BTFSS        SIGN,MSB          ; complement 16 bit integer
             SETF          AARGB0,F          ; SIGN = 0, 0x 7F FF
             MOVVPF        AARGB0,AARGB1     ; SIGN = 1, 0x 80 00
             RLCF          SIGN,F
             RRCF          AARGB0,F
             RETLW        0xFF              ; return error code in WREG

;*****
;*****

;      Float to integer conversion

;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1

;      Use:    CALL      INT2424

;      Output: 24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;      Result: AARG <-- INT( AARG )

;      Max Timing:  11+45+15 = 71 clks          RND = 0
;                  11+45+23 = 79 clks          RND = 1, SAT = 0
;                  11+45+26 = 82 clks          RND = 1, SAT = 1

;      Min Timing:  4 clks

;      PM: 185                      DM: 7

;-----

INT2424

             CLRF          AARGB2,W
             CPFSGT        EXP                ; test for zero argument
             RETLW        0x00
             MOVVPF        AARGB0,SIGN        ; save sign in SIGN
             BSF           AARGB0,MSB        ; make MSB explicit

             CLRF          AARGB3,F

             MOVLW         EXPBIAS+D'23'     ; remove bias+23 from EXP
             SUBWF         EXP,W

             BTFSS        WREG,MSB          ; if >= 23, integer overflow
             GOTO          SETIOV2424        ; will occur
             NEGW          EXP,F

             MOVLW         7                 ; do byte shift if EXP >= 8
             CPFSGT        EXP
             GOTO          SNIB2424
             SUBWF         EXP,F              ; EXP = EXP - 7
             MOVFP         AARGB2,AARGB3     ; save for rounding

```

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```
MOVFP      AARGB1,AARGB2
MOVFP      AARGB0,AARGB1
CLRf       AARGB0,F
DCFSNZ     EXP,F           ; EXP = EXP - 1
GOTO       SHIFT2424OK    ; shift completed if EXP = 0

CPFSGT     EXP           ; do another byte shift if EXP >= 8
GOTO       SNIB2424A
SUBWF      EXP,F         ; EXP = EXP - 7
MOVFP      AARGB2,AARGB3 ; save for rounding
MOVFP      AARGB1,AARGB2
CLRf       AARGB1,F
DCFSNZ     EXP,F         ; EXP = EXP - 1
GOTO       SHIFT2424OK    ; shift completed if EXP = 0

CPFSGT     EXP           ; do another byte shift if EXP >= 8
GOTO       SNIB2424B
SUBWF      EXP,F         ; EXP = EXP - 7
MOVFP      AARGB2,AARGB3 ; save for rounding
CLRf       AARGB2,F
DCFSNZ     EXP,F         ; EXP = EXP - 1
GOTO       SHIFT2424OK    ; shift completed if EXP = 0

SNIB2424C  MOVLW      3           ; do nibble shift if EXP >= 4
CPFSGT     EXP
GOTO       SHIFT2424C
SWAPF     AARGB3,W
ANDLW     0x0F
MOVFP     WREG,AARGB3
GOTO     SHIFT2424OK    ; shift completed if EXP = 0

SHIFT2424C BCF         _C           ; at most 3 right shifts are required
RRCf      AARGB3,F       ; right shift by EXP
DCFSNZ     EXP,F
GOTO       SHIFT2424OK    ; shift completed if EXP = 0
BCF         _C
RRCf      AARGB3,F
DCFSNZ     EXP,F
GOTO       SHIFT2424OK    ; shift completed if EXP = 0
BCF         _C
RRCf      AARGB3,F
GOTO       SHIFT2424OK

SNIB2424B  MOVLW      3           ; do nibble shift if EXP >= 4
CPFSGT     EXP
GOTO       SHIFT2424B
SUBWF      EXP,F         ; EXP = EXP - 3
SWAPF     AARGB2,W
MOVFP     WREG,AARGB3    ; save for rounding
ANDLW     0x0F
MOVFP     WREG,AARGB2
DCFSNZ     EXP,F         ; EXP = EXP - 1
GOTO       SHIFT2424OK    ; shift completed if EXP = 0

SHIFT2424B BCF         _C           ; at most 3 right shifts are required
RRCf      AARGB2,F       ; right shift by EXP
RRCf      AARGB3,F
DCFSNZ     EXP,F
GOTO       SHIFT2424OK    ; shift completed if EXP = 0
BCF         _C
RRCf      AARGB2,F
RRCf      AARGB3,F
DCFSNZ     EXP,F
GOTO       SHIFT2424OK    ; shift completed if EXP = 0
BCF         _C
RRCf      AARGB2,F
```



```

RRCF          AARGB3,F
GOTO          SHIFT2424OK

SNIB2424A    MOVLW          3                ; do nibble shift if EXP >= 4
              CPFSGT          EXP
              GOTO          SHIFT2424A
              SUBWF          EXP,F          ; EXP = EXP - 3
              SWAPF          AARGB2,W
              MOVPF          WREG,AARGB3    ; save for rounding
              ANDLW          0x0F
              MOVPF          WREG,AARGB2

              SWAPF          AARGB1,W
              ANDLW          0xF0
              ADDWF          AARGB2,F

              SWAPF          AARGB1,W
              ANDLW          0x0F
              MOVPF          WREG,AARGB1
              DCFSNZ          EXP,F          ; EXP = EXP - 1
              GOTO          SHIFT2424OK      ; shift completed if EXP = 0

SHIFT2424A   BCF          _C                ; at most 3 right shifts are required
              RRCF          AARGB1,F        ; right shift by EXP
              RRCF          AARGB2,F
              RRCF          AARGB3,F
              DCFSNZ          EXP,F
              GOTO          SHIFT2424OK      ; shift completed if EXP = 0
              BCF          _C
              RRCF          AARGB1,F
              RRCF          AARGB2,F
              RRCF          AARGB3,F
              DCFSNZ          EXP,F
              GOTO          SHIFT2424OK      ; shift completed if EXP = 0
              BCF          _C
              RRCF          AARGB1,F
              RRCF          AARGB2,F
              RRCF          AARGB3,F
              GOTO          SHIFT2424OK

SNIB2424     MOVLW          3                ; do nibble shift if EXP >= 4
              CPFSGT          EXP
              GOTO          SHIFT2424
              SUBWF          EXP,F          ; EXP = EXP - 3
              SWAPF          AARGB2,W
              MOVPF          WREG,AARGB3    ; save for rounding
              ANDLW          0x0F
              MOVPF          WREG,AARGB2

              SWAPF          AARGB1,W
              ANDLW          0xF0
              ADDWF          AARGB2,F

              SWAPF          AARGB1,W
              ANDLW          0x0F
              MOVPF          WREG,AARGB1

              SWAPF          AARGB0,W
              ANDLW          0xF0
              ADDWF          AARGB1,F

              SWAPF          AARGB0,W
              ANDLW          0x0F
              MOVPF          WREG,AARGB0
              DCFSNZ          EXP,F          ; EXP = EXP - 1
              GOTO          SHIFT2424OK      ; shift completed if EXP = 0

```

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```
SHIFT2424      BCF          _C                ; at most 3 right shifts are required
                RRCF          AARGB0,F        ; right shift by EXP
                RRCF          AARGB1,F
                RRCF          AARGB2,F
                RRCF          AARGB3,F
                DCFSNZ        EXP,F
                GOTO          SHIFT2424OK     ; shift completed if EXP = 0
                BCF          _C
                RRCF          AARGB0,F
                RRCF          AARGB1,F
                RRCF          AARGB2,F
                RRCF          AARGB3,F
                DCFSNZ        EXP,F
                GOTO          SHIFT2424OK     ; shift completed if EXP = 0
                BCF          _C
                RRCF          AARGB0,F
                RRCF          AARGB1,F
                RRCF          AARGB2,F
                RRCF          AARGB3,F

SHIFT2424OK    BTFSC          FPFLAGS,RND     ; is rounding enabled?
                BTFSS          AARGB3,MSB     ; is NSB > 0x80?
                GOTO          INT2424OK
                BSF           _C                ; set carry for rounding
                MOVLW         0x80
                CPFSGT        AARGB3         ; if NSB = 0x80, select even
                RRCF          AARGB2,W       ; using lsb in carry
                CLR           WREG,F
                ADDWFC        AARGB2,F
                ADDWFC        AARGB1,F
                ADDWFC        AARGB0,F
                BTFSC          AARGB0,MSB
                GOTO          SETIOV2424

INT2424OK      BTFSS          SIGN,MSB        ; if sign bit set, negate
                RETLW         0
                COMF          AARGB2,F
                COMF          AARGB1,F
                COMF          AARGB0,F
                INCF          AARGB2,F
                CLR           WREG,F
                ADDWFC        AARGB1,F
                ADDWFC        AARGB0,F
                RETLW         0

SETIOV2424     BSF           FPFLAGS,IOV      ; set integer overflow flag
                BTFSS          FPFLAGS,SAT    ; test for saturation
                RETLW         0xFF           ; return error code in WREG

                CLR           AARGB0,F        ; saturate to largest two's
                BTFSS          SIGN,MSB      ; complement 24 bit integer
                SETF          AARGB0,F        ; SIGN = 0, 0x 7F FF FF
                MOVFP         AARGB0,AARGB1  ; SIGN = 1, 0x 80 00 00
                MOVFP         AARGB0,AARGB2
                RLCF          SIGN,F
                RRCF          AARGB0,F
                RETLW         0xFF           ; return error code in WREG

;*****
;*****
;
; Floating Point Multiply
;
; Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;         24 bit floating point number in BEXP, BARGB0, BARGB1
```

```

;      Use:      CALL      FPM24

;      Output:  24 bit floating point product in AEXP, AARGB0, AARGB1

;      Result:  AARG <--  AARG * BARG

;      Max Timing:      19+33+8 = 60 clks          RND = 0
;                      19+33+20 = 72 clks         RND = 1, SAT = 0
;                      19+33+27 = 79 clks         RND = 1, SAT = 1

;      Min Timing:      5+5 = 10 clks             AARG * BARG = 0
;                      13+5+23+11 = 52 clks

;      PM:  80                      DM:  11

;-----
FPM24      CLRF          AARGB2,W          ; test for zero arguments
           CPFSEQ
           CPFSGT      AEXP
           GOTO        RES024

M24BNE0    MOVFP        AARGB0,WREG
           XORWF       BARGB0,W
           MOVFP       WREG,SIGN          ; save sign in SIGN

           MOVFP       BEXP,WREG
           ADDWF       EXP,F
           MOVLW       EXPBIAS-1
           BTFSS       _C
           GOTO        MTUN24

           SUBWF       EXP,F              ; remove bias and overflow test
           BTFSC       _C
           GOTO        SETFOV24
           GOTO        MOK24

MTUN24     SUBWF       EXP,F              ; remove bias and underflow test
           BTFSS       _C
           GOTO        SETFUN24

MOK24     BSF          AARGB0,MSB         ; make argument MSB's explicit
           BSF          BARGB0,MSB

           MOVFP       AARGB1,TEMPB1

           MOVFP       AARGB1,WREG        ; multiply mantissas
           MULWF       BARGB1
           MOVFP       PRODH,AARGB2

           MOVFP       AARGB0,WREG
           MULWF       BARGB0
           MOVFP       PRODH,AARGB0
           MOVFP       PRODL,AARGB1

           MULWF       BARGB1
           MOVFP       PRODL,WREG
           ADDWF       AARGB2,F
           MOVFP       PRODH,WREG
           ADDWFC      AARGB1,F
           CLRF        WREG,F
           ADDWFC      AARGB0,F

           MOVFP       TEMPB1,WREG
           MULWF       BARGB0

```

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```

MOVPF          PRODL,WREG
ADDWF          AARGB2,F
MOVPF          PRODH,WREG
ADDWFC        AARGB1,F
CLRF          WREG,F
ADDWFC        AARGB0,F

BTFS          AARGB0,MSB          ; check for postnormalization
GOTO          MROUND24
RLCF          AARGB2,F
RLCF          AARGB1,F
RLCF          AARGB0,F
DECF          EXP,F
BTFS          _Z
GOTO          SETFUN24

MROUND24
BTFS          FPFLAGS,RND          ; is rounding enabled?
BTFS          AARGB2,MSB          ; is NSB > 0x80?
GOTO          MUL24OK
BSF          _C          ; set carry for rounding
MOVLW        0x80
CPFSGT        AARGB2          ; if NSB = 0x80, select even
RRCF          AARGB1,W          ; using lsb in carry
CLRF          WREG,F
ADDWFC        AARGB1,F
ADDWFC        AARGB0,F

BTFS          _C          ; has rounding caused carryout?
GOTO          MUL24OK
RRCF          AARGB0,F          ; if so, right shift
RRCF          AARGB1,F
INFSNZ        EXP,F          ; test for floating point overflow
GOTO          SETFOV24

MUL24OK
BTFS          SIGN,MSB
BCF          AARGB0,MSB          ; clear explicit MSB if positive

RETLW        0

SETFOV24
BSF          FPFLAGS,FOV          ; set floating point underflag
BTFS          FPFLAGS,SAT          ; test for saturation
RETLW        0xFF          ; return error code in WREG

SETF          AEXP,F          ; saturate to largest floating
SETF          AARGB0,F          ; point number = 0x FF 7F FF
SETF          AARGB1,F          ; modulo the appropriate sign bit
RLCF          SIGN,F
RRCF          AARGB0,F
RETLW        0xFF          ; return error code in WREG

;*****
;*****
;
; Floating Point Divide
;
; Input:  24 bit floating point dividend in AEXP, AARGB0, AARGB1
;         24 bit floating point divisor in BEXP, BARGB0, BARGB1
;
; Use:    CALL    FPD24
;
; Output: 24 bit floating point quotient in AEXP, AARGB0, AARGB1
;
; Result: AARG <-- AARG / BARG

```

```

;      Max Timing:      10+12+30+38+67+19 = 176 clks      RND = 0
;
;                      10+12+30+38+67+28 = 185 clks      RND = 1, SAT = 0
;                      10+12+30+38+67+35 = 192 clks      RND = 1, SAT = 1
;
;      Min Timing:      6+5 = 11 clks                      AARG = 0
;
;      PM: 201+256 = 457                                  DM: 13
;
;      In addition to those registers defined in MATH17.INC, this routine uses
;      TBLPTRL and TBLPTRH without saving and restoring.

```

```

;-----
FPD24SEED      macro

```

```

;      Timing:      12 clks
;
;      PM: 11+257 = 268
;
;      generation of F0 using 16 bit zeroth degree minimax approximations to the
;      reciprocal of BARG, with the top 8 explicit bits of BARG as a pointer.

```

```

                MOVLW      HIGH (IBTBL256M)      ; access table for F0
                MOVWF     TBLPTRH
                RLCF      BARGB1,W
                RLCF      BARGB0,W
                ADDLW     LOW (IBTBL256M)
                MOVWF     TBLPTRL
                BTFSC     _C
                INCF      TBLPTRH,F
                TABLRD    0,1,TEMPB0
                TLRD      1,TEMPB0
                TLRD      0,TEMPB1

```

```

                endm

```

```

;-----
FPD24SEEDS    macro

```

```

;      Timing:      64 clks
;
;      PM: 62+17 = 79
;
;      generation of F0 by interpolating between consecutive 16 bit approximations
;      to the reciprocal of BARG, with the top 4 explicit bits of BARG as a pointer
;      and the remaining 11 explicit bits as the argument to linear interpolation.

```

```

                MOVLW      HIGH (IBTBL16I)      ; access table for F0
                MOVWF     TBLPTRH
                RLCF      BARGB0,W
                SWAPF     WREG,F
                ANDLW     0x0F
                ADDLW     LOW (IBTBL16I)
                MOVWF     TBLPTRL
                BTFSC     _C
                INCF      TBLPTRH,F
                TABLRD    0,1,TEMPB0
                TLRD      1,TEMPB0
                TABLRD    0,0,TEMPB1
                TLRD      1,AARGB4
                TLRD      0,AARGB5

                MOVFP     AARGB5,WREG          ; calculate difference
                SUBWF     TEMPB1,W
                MOVWF     AARGB5

```

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```
MOVFP          AARGB4 , WREG
SUBWFB        TEMPB0 , W
MOVWF         AARGB4

MOVFP          AARGB5 , TBLPTRL
MOVFP          BARGB0 , WREG
ANDLW        0x07
MOVFP          WREG , TEMPB2

MOVFP          AARGB5 , WREG
MULWF        BARGB1
MOVFP          PRODL , TBLPTRH

MOVFP          AARGB4 , WREG
MULWF        TEMPB2
MOVFP          PRODH , AARGB4
MOVFP          PRODL , AARGB5

MULWF        BARGB1
MOVFP          PRODL , WREG
ADDWF        TBLPTRH , F
MOVFP          PRODH , WREG
ADDWFC       AARGB5 , F
CLRF         WREG , F
ADDWFC       AARGB4 , F

MOVFP          TBLPTRL , WREG
MULWF        TEMPB2
MOVFP          PRODL , WREG
ADDWF        TBLPTRH , F
MOVFP          PRODH , WREG
ADDWFC       AARGB5 , F
CLRF         WREG , F
ADDWFC       AARGB4 , F

CLRF         _C
RRCF         AARGB4 , F
RRCF         AARGB5 , F
RRCF         TBLPTRL , F
CLRF         _C
RRCF         AARGB4 , F
RRCF         AARGB5 , F
RRCF         TBLPTRL , F
CLRF         _C
RRCF         AARGB4 , F
RRCF         AARGB5 , F
RRCF         TBLPTRL , F

MOVFP          TBLPTRL , WREG
SUBWF        TEMPB1 , F
MOVFP          AARGB5 , WREG
SUBWFB       TEMPB0 , F          ; F0

endm
```

```
-----
FPD24          CLRF          TEMPB3 , W          ; clear exponent modification
               CPFSGT       BEXP              ; test for divide by zero
               GOTO         SETFDZ24

               CPFSGT       AEXP
               GOTO         RES024

D24BNE0        MOVFP        AARGB0 , WREG
               XORWF        BARGB0 , W
```

```

MOVFPF          WREG,SIGN          ; save sign in SIGN

BSF             AARGB0,MSB         ; make argument MSB's explicit
BSF             BARGB0,MSB

FPD24SEED      ; generation of F0

MOVFPF          AARGB1,AARGB4     ; A0 = F0 * A

MOVFPF          AARGB1,WREG
MULWF          TEMPB1
MOVFPF          PRODH,AARGB2
MOVFPF          PRODL,AARGB3

MOVFPF          AARGB0,WREG
MULWF          TEMPB0
MOVFPF          PRODH,AARGB0
MOVFPF          PRODL,AARGB1

MULWF          TEMPB1
MOVFPF          PRODL,WREG
ADDWF          AARGB2,F
MOVFPF          PRODH,WREG
ADDWF          AARGB1,F
CLRF           WREG,F
ADDWFC         AARGB0,F

MOVFPF          AARGB4,WREG
MULWF          TEMPB0
MOVFPF          PRODL,WREG
ADDWF          AARGB2,F
MOVFPF          PRODH,WREG
ADDWFC         AARGB1,F
CLRF           WREG,F
ADDWFC         AARGB0,F

BTFSC          AARGB0,MSB
GOTO           DAOK24
RLCF           AARGB2,F
RLCF           AARGB1,F
RLCF           AARGB0,F
DECF           TEMPB3,F

DAOK24        MOVFPF          BARGB1,AARGB4     ; B0 = F0 * B

MOVFPF          BARGB1,WREG
MULWF          TEMPB1
MOVFPF          PRODH,BARGB2
MOVFPF          PRODL,BARGB3

MOVFPF          BARGB0,WREG
MULWF          TEMPB0
MOVFPF          PRODH,BARGB0
MOVFPF          PRODL,BARGB1

MULWF          TEMPB1
MOVFPF          PRODL,WREG
ADDWF          BARGB2,F
MOVFPF          PRODH,WREG
ADDWFC         BARGB1,F
CLRF           WREG,F
ADDWFC         BARGB0,F

MOVFPF          AARGB4,WREG
MULWF          TEMPB0
MOVFPF          PRODL,WREG

```

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ADDWF	BARGB2 , F
MOVFPF	PRODH , WREG
ADDWF	BARGB1 , F
CLRF	WREG , F
ADDWF	BARGB0 , F
BTFSS	BARGB0 , MSB
BTFSC	BARGB0 , MSB-1
GOTO	DBOK24
RLCF	BARGB3 , F
RLCF	BARGB2 , F
RLCF	BARGB1 , F
RLCF	BARGB0 , F
INCF	TEMPB3 , F

DBOK24

COMF	BARGB2 , F	; F1 = 2 - B0
COMF	BARGB1 , F	
COMF	BARGB0 , F	
INCF	BARGB2 , F	
ADDWF	BARGB1 , F	
ADDWF	BARGB0 , F	
MOVFPF	AARB0 , TEMPB0	; A1 = F1 * A
MOVFPF	AARB1 , TEMPB1	
MOVFPF	AARB2 , TEMPB2	
MOVFPF	AARB1 , WREG	
MULWF	BARGB1	
MOVFPF	PRODH , AARB2	
MOVFPF	PRODL , AARB3	
MULWF	BARGB2	
MOVFPF	PRODH , WREG	
ADDWF	AARB3 , F	
CLRF	WREG , F	
ADDWF	AARB2 , F	
MOVFPF	TEMPB2 , WREG	
MULWF	BARGB1	
MOVFPF	PRODH , WREG	
ADDWF	AARB3 , F	
CLRF	WREG , F	
ADDWF	AARB2 , F	
MOVFPF	AARB0 , WREG	
MULWF	BARGB2	
MOVFPF	PRODL , WREG	
ADDWF	AARB3 , F	
MOVFPF	PRODH , WREG	
ADDWF	AARB2 , F	
MOVFPF	AARB0 , WREG	
MULWF	BARGB1	
CLRF	AARB1 , W	
ADDWF	AARB1 , F	
MOVFPF	PRODL , WREG	
ADDWF	AARB2 , F	
MOVFPF	PRODH , WREG	
ADDWF	AARB1 , F	
MOVFPF	TEMPB2 , WREG	
MULWF	BARGB0	
MOVFPF	PRODL , WREG	
ADDWF	AARB3 , F	
MOVFPF	PRODH , WREG	
ADDWF	AARB2 , F	


```

CLRF          AARGB0,W
ADDWFC       AARGB1,F
ADDWFC       AARGB0,F

MOVFP        TEMPB1,WREG
MULWF        BARGB0
MOVFP        PRODL,WREG
ADDWF        AARGB2,F
MOVFP        PRODH,WREG
ADDWFC       AARGB1,F
CLRF         WREG,F
ADDWFC       AARGB0,F

MOVFP        TEMPB0,WREG
MULWF        BARGB0
MOVFP        PRODL,WREG
ADDWF        AARGB1,F
MOVFP        PRODH,WREG
ADDWFC       AARGB0,F

BTFSC        AARGB0,MSB          ; postnormalization
GOTO         DNORM24
RLCF         AARGB2,F
RLCF         AARGB1,F
RLCF         AARGB0,F
DECF         TEMPB3,F
DNORM24

BTFSC        AARGB0,MSB
GOTO         DEXP24
RLCF         AARGB2,F
RLCF         AARGB1,F
RLCF         AARGB0,F
DECF         TEMPB3,F
DEXP24

MOVFP        BEXP,WREG          ; compute AEXP - BEXP
SUBWF        EXP,F
MOVLW       EXPBIAS+1          ; add bias + 1 for scaling of F0
BTFSS        _C
GOTO         ALTB24

AGEB24      ADDWF        TEMPB3,W
ADDWF        EXP,F              ; if AEXP > BEXP, test for overflow
BTFSC        _C
GOTO         SETFOV24
GOTO         DROUND24

ALTB24      ADDWF        TEMPB3,W
ADDWF        EXP,F              ; if AEXP < BEXP, test for underflow
BTFSS        _C
GOTO         SETFUN24

DROUND24

BTFSC        FPFLAGS,RND        ; is rounding enabled?
BTFSS        AARGB2,MSB        ; is NSB > 0x80?
GOTO         DIV24OK
BSF         _C                  ; set carry for rounding
MOVLW       0x80
CPFSGT      AARGB2              ; if NSB = 0x80, select even
RRCF        AARGB1,W           ; using lsb in carry
CLRF        WREG,F
ADDWFC       AARGB1,F
ADDWFC       AARGB0,F

BTFSS        _C                  ; test if rounding caused carryout
GOTO         DIV24OK
RRCF        AARGB0,F

```

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```

RRCF          AARGB1,F
INFSNZ        EXP,F          ; test for overflow
GOTO          SETFOV24

DIV24OK       BTFSS          SIGN,MSB
              BCF           AARGB0,MSB      ; clear explicit MSB if positive

              RETLW         0

SETFUN24      BSF           FPFLAGS,FUN     ; set floating point underflag
              BTFSS          FPFLAGS,SAT    ; test for saturation
              RETLW         0xFF           ; return error code in WREG

              MOVLW         0x01           ; saturate to smallest floating
              MOVPF          WREG,AEXP      ; point number = 0x 01 00 00
              CLRF          AARGB0,F       ; modulo the appropriate sign bit
              CLRF          AARGB1,F
              RLCF          SIGN,F
              RRCF          AARGB0,F
              RETLW         0xFF           ; return error code in WREG

SETFDZ24      BSF           FPFLAGS,FDZ     ; set floating point divide by zero
              RETLW         0xFF           ; flag and return error code in
              ; WREG

```

```

; table of 16 bit approximations to the reciprocal of BARG,
; with the top 4 explicit bits of BARG as a pointer and the
; remaining 11 explicit bits as the argument to linear interpolation.

```

IBTBL16I

```

DATA          0xFFFF
DATA          0xF0F1
DATA          0xE38E
DATA          0xD794
DATA          0xC30C
DATA          0xBA2F
DATA          0xB216
DATA          0xAAAB
DATA          0xA3D7
DATA          0x9D8A
DATA          0x97B4
DATA          0x9249
DATA          0x8D3E
DATA          0x8889
DATA          0x8421
DATA          0x8001

```

```

; table of 16 bit zeroth degree minimax approximations to the
; reciprocal of BARG, with the top 8 explicit bits of BARG as a pointer.

```

IBTBL256M

```

DATA          0xFF81
DATA          0xFE83
DATA          0xFD87
DATA          0xFC8D
DATA          0xFB95
DATA          0xFA9E
DATA          0xF9AA
DATA          0xF8B7
DATA          0xF7C7
DATA          0xF6D8
DATA          0xF5EB
DATA          0xF4FF

```

DATA	0xF416
DATA	0xF32E
DATA	0xF248
DATA	0xF163
DATA	0xF080
DATA	0xEF9F
DATA	0xEEC0
DATA	0xEDE2
DATA	0xED06
DATA	0xEC2B
DATA	0xEB52
DATA	0xEA7A
DATA	0xE9A4
DATA	0xE8D0
DATA	0xE7FD
DATA	0xE72B
DATA	0xE65B
DATA	0xE58D
DATA	0xE4C0
DATA	0xE3F4
DATA	0xE32A
DATA	0xE261
DATA	0xE199
DATA	0xE0D3
DATA	0xE00E
DATA	0xDF4B
DATA	0xDE89
DATA	0xDDC8
DATA	0xDD09
DATA	0xDC4A
DATA	0xDB8D
DATA	0xDAD2
DATA	0xDA17
DATA	0xD95E
DATA	0xD8A6
DATA	0xD7EF
DATA	0xD73A
DATA	0xD686
DATA	0xD5D2
DATA	0xD520
DATA	0xD470
DATA	0xD3C0
DATA	0xD311
DATA	0xD264
DATA	0xD1B7
DATA	0xD10C
DATA	0xD062
DATA	0xCFB9
DATA	0xCF11
DATA	0xCE6A
DATA	0xCDC4
DATA	0xCD1F
DATA	0xCC7B
DATA	0xCBD8
DATA	0xCB37
DATA	0xCA96
DATA	0xC9F6
DATA	0xC957
DATA	0xC8B9
DATA	0xC81C
DATA	0xC780
DATA	0xC6E5
DATA	0xC64B
DATA	0xC5B2
DATA	0xC51A
DATA	0xC483

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DATA	0xC3EC
DATA	0xC357
DATA	0xC2C2
DATA	0xC22E
DATA	0xC19C
DATA	0xC10A
DATA	0xC078
DATA	0xBFEE
DATA	0xBF59
DATA	0xBECA
DATA	0xBE3C
DATA	0xBD AF
DATA	0xBD23
DATA	0xBC98
DATA	0xBC0D
DATA	0xBB84
DATA	0xBAFB
DATA	0xBA72
DATA	0xB9EB
DATA	0xB964
DATA	0xB8DF
DATA	0xB859
DATA	0xB7D5
DATA	0xB751
DATA	0xB6CE
DATA	0xB64C
DATA	0xB5CB
DATA	0xB54A
DATA	0xB4CA
DATA	0xB44B
DATA	0xB3CC
DATA	0xB34E
DATA	0xB2D1
DATA	0xB254
DATA	0xB1D8
DATA	0xB15D
DATA	0xB0E3
DATA	0xB069
DATA	0xAFF0
DATA	0xAF77
DATA	0xAEFF
DATA	0xAE88
DATA	0xAE11
DATA	0xAD9B
DATA	0xAD26
DATA	0xACB1
DATA	0xAC3D
DATA	0xABC9
DATA	0xAB56
DATA	0xAAE4
DATA	0xAA72
DATA	0xAA01
DATA	0xA990
DATA	0xA920
DATA	0xA8B1
DATA	0xA842
DATA	0xA7D3
DATA	0xA766
DATA	0xA6F8
DATA	0xA68C
DATA	0xA620
DATA	0xA5B4
DATA	0xA549
DATA	0xA4DF
DATA	0xA475
DATA	0xA40C

DATA	0xA3A3
DATA	0xA33A
DATA	0xA2D2
DATA	0xA26B
DATA	0xA204
DATA	0xA19E
DATA	0xA138
DATA	0xA0D3
DATA	0xA06E
DATA	0xA00A
DATA	0x9FA6
DATA	0x9F43
DATA	0x9EE0
DATA	0x9E7E
DATA	0x9E1C
DATA	0x9DBA
DATA	0x9D59
DATA	0x9CF9
DATA	0x9C99
DATA	0x9C39
DATA	0x9BDA
DATA	0x9B7C
DATA	0x9B1D
DATA	0x9AC0
DATA	0x9A62
DATA	0x9A05
DATA	0x99A9
DATA	0x994D
DATA	0x98F1
DATA	0x9896
DATA	0x983B
DATA	0x97E1
DATA	0x9787
DATA	0x972E
DATA	0x96D5
DATA	0x967C
DATA	0x9624
DATA	0x95CC
DATA	0x9574
DATA	0x951D
DATA	0x94C7
DATA	0x9470
DATA	0x941A
DATA	0x93C5
DATA	0x9370
DATA	0x931B
DATA	0x92C7
DATA	0x9273
DATA	0x921F
DATA	0x91CC
DATA	0x9179
DATA	0x9127
DATA	0x90D5
DATA	0x9083
DATA	0x9031
DATA	0x8FE0
DATA	0x8F90
DATA	0x8F3F
DATA	0x8EEF
DATA	0x8EA0
DATA	0x8E50
DATA	0x8E02
DATA	0x8DB3
DATA	0x8D65
DATA	0x8D17
DATA	0x8CC9

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```
DATA      0x8C7C
DATA      0x8C2F
DATA      0x8BE2
DATA      0x8B96
DATA      0x8B4A
DATA      0x8AFE
DATA      0x8AB3
DATA      0x8A68
DATA      0x8A1E
DATA      0x89D3
DATA      0x8989
DATA      0x893F
DATA      0x88F6
DATA      0x88AD
DATA      0x8864
DATA      0x881B
DATA      0x87D3
DATA      0x878B
DATA      0x8744
DATA      0x86FC
DATA      0x86B5
DATA      0x866F
DATA      0x8628
DATA      0x85E2
DATA      0x859C
DATA      0x8557
DATA      0x8511
DATA      0x84CC
DATA      0x8487
DATA      0x8443
DATA      0x83FF
DATA      0x83BB
DATA      0x8377
DATA      0x8334
DATA      0x82F1
DATA      0x82AE
DATA      0x826B
DATA      0x8229
DATA      0x81E7
DATA      0x81A5
DATA      0x8164
DATA      0x8122
DATA      0x80E1
DATA      0x80A1
DATA      0x8060
DATA      0x8020
```

```
*****
*****
```

```
;      Floating Point Subtract

;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;              24 bit floating point number in BEXP, BARGB0, BARGB1

;      Use:    CALL FPS24

;      Output: 24 bit floating point difference in AEXP, AARGB0, AARGB1

;      Result: AARG <-- AARG - BARG

;      Max Timing:      1+133 = 134 clks          RND = 0
;                       1+146 = 147 clks          RND = 1, SAT = 0
;                       1+152 = 153 clks          RND = 1, SAT = 1

;      Min Timing:     1+10 = 11 clks
```

```

;      PM: 1+298 = 299                      DM: 10
;-----
FPS24      BTG          BARGB0,MSB          ; toggle sign bit for subtraction
;*****
;      Floating Point Add
;      Input:  24 bit floating point number in AEXP, AARGB0, AARGB1
;              24 bit floating point number in BEXP, BARGB0, BARGB1
;
;      Use:    CALL FPA24
;
;      Output: 24 bit floating point sum in AEXP, AARGB0, AARGB1
;
;      Result: AARG <-- AARG - BARG
;
;      Max Timing:      81+52 = 133 clks          RND = 0
;                      81+65 = 146 clks          RND = 1, SAT = 0
;                      81+71 = 152 clks          RND = 1, SAT = 1
;
;      Min Timing:      10 clks
;
;      PM: 298                      DM: 10
;-----
FPA24      MOVFP        AARGB0,WREG          ; exclusive or of signs in TEMP
           XORWF        BARGB0,W
           MOVFP        WREG,TEMP
           CLRF         AARGB2,F           ; clear extended byte
           MOVFP        AEXP,WREG          ; use AARG if AEXP >= BEXP
           CPFSGT       BEXP
           GOTO         USEA24
USEB24      MOVFP        BARGB0,WREG          ; use BARG if AEXP < BEXP
           MOVFP        WREG,SIGN          ; save sign in SIGN
           BSF         BARGB0,MSB         ; make MSB's explicit
           BSF         AARGB0,MSB
           MOVFP        AEXP,WREG          ; compute shift count in BEXP
           MOVFP        WREG,TEMPB1
           MOVFP        BEXP,WREG
           MOVFP        WREG,AEXP
           CLRF         WREG,F
           CPFSGT       TEMPB1           ; return BARG if AARG = 0
           GOTO        BRETURN24
           MOVFP        TEMPB1,WREG
           SUBWF        BEXP,F
           BTFSC       _Z
           GOTO        BLIGNED24
           MOVLW        7
           CPFSGT       BEXP           ; do byte shift if BEXP >= 8
           GOTO        BNIB24
           SUBWF        BEXP,F           ; BEXP = BEXP - 7
           MOVFP        AARGB1,AARGB2     ; keep for postnormalization
           MOVFP        AARGB0,AARGB1
           CLRF         AARGB0,F
           DCFSNZ       BEXP,F           ; BEXP = BEXP - 1

```

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```
GOTO          BLIGNED24

CPFSGT        BEXP          ; do byte shift if BEXP >= 8
GOTO          BNIB24A
SUBWF         BEXP,F        ; BEXP = BEXP - 7
MOVFP         AARGB1,AARGB2 ; keep for postnormalization
CLRF         AARGB1,F
DCFSNZ       BEXP,F        ; BEXP = BEXP - 1
GOTO          BLIGNED24

CPFSGT        BEXP          ; if BEXP still >= 8, then
GOTO          BNIB24B        ; AARG = 0 relative to BARG

BRETURN24     MOVFP         SIGN,AARGB0 ; return BARG
MOVFP         BARGB1,AARGB1
CLRF         AARGB2,F
RETLW        0x00

BNIB24B       MOVLW         3          ; do nibbleshift if BEXP >= 4
CPFSGT        BEXP
GOTO          BLOOP24B
SUBWF         BEXP,F        ; BEXP = BEXP -3
SWAPF        AARGB2,W
ANDLW        0x0F
MOVFP        WREG,AARGB2
DCFSNZ       BEXP,F        ; BEXP = BEXP - 1
GOTO          BLIGNED24      ; aligned if BEXP = 0

BLOOP24B      BCF           _C          ; right shift by BEXP
RRCF         AARGB2,F
DCFSNZ       BEXP,F
GOTO          BLIGNED24      ; aligned if BEXP = 0
BCF          _C
RRCF         AARGB2,F
DCFSNZ       BEXP,F
GOTO          BLIGNED24      ; aligned if BEXP = 0
BCF          _C              ; at most 3 right shifts are
RRCF         AARGB2,F        ; possible
GOTO          BLIGNED24

BNIB24A       MOVLW         3          ; do nibbleshift if BEXP >= 4
CPFSGT        BEXP
GOTO          BLOOP24A
SUBWF         BEXP,F        ; BEXP = BEXP -3
SWAPF        AARGB2,W
ANDLW        0x0F
MOVFP        WREG,AARGB2
SWAPF        AARGB1,W
ANDLW        0xF0
ADDWF        AARGB2,F
SWAPF        AARGB1,W
ANDLW        0x0F
MOVFP        WREG,AARGB1
DCFSNZ       BEXP,F        ; BEXP = BEXP - 1
GOTO          BLIGNED24      ; aligned if BEXP = 0

BLOOP24A      BCF           _C          ; right shift by BEXP
RRCF         AARGB1,F
RRCF         AARGB2,F
DCFSNZ       BEXP,F
GOTO          BLIGNED24      ; aligned if BEXP = 0
BCF          _C
RRCF         AARGB1,F
RRCF         AARGB2,F
DCFSNZ       BEXP,F
GOTO          BLIGNED24      ; aligned if BEXP = 0
```



```

BCF          _C          ; at most 3 right shifts are
RRCF        AARGB1,F    ; possible
RRCF        AARGB2,F
GOTO        BLIGNED24

BNIB24      MOVLW       3          ; do nibbleshift if BEXP >= 4
CPFSGT     BEXP
GOTO        BLOOP24
SUBWF      BEXP,F      ; BEXP = BEXP -3
SWAPF     AARGB2,W
ANDLW     0x0F
MOVPF     WREG,AARGB2
SWAPF     AARGB1,W
ANDLW     0xF0
ADDWF     AARGB2,F
SWAPF     AARGB1,W
ANDLW     0x0F
MOVPF     WREG,AARGB1
SWAPF     AARGB0,W
ANDLW     0xF0
ADDWF     AARGB1,F
SWAPF     AARGB0,W
ANDLW     0x0F
MOVPF     WREG,AARGB0
DCFSNZ    BEXP,F      ; BEXP = BEXP - 1
GOTO        BLIGNED24    ; aligned if BEXP = 0

BLOOP24     BCF          _C          ; right shift by BEXP
RRCF        AARGB0,F
RRCF        AARGB1,F
RRCF        AARGB2,F
DCFSNZ    BEXP,F
GOTO        BLIGNED24    ; aligned if BEXP = 0
BCF          _C
RRCF        AARGB0,F
RRCF        AARGB1,F
RRCF        AARGB2,F
DCFSNZ    BEXP,F
GOTO        BLIGNED24    ; aligned if BEXP = 0
BCF          _C          ; at most 3 right shifts are
RRCF        AARGB0,F    ; possible
RRCF        AARGB1,F
RRCF        AARGB2,F

BLIGNED24   CLRF        BARG2,W
BTFSS     TEMP,MSB     ; negate if signs opposite
GOTO        AOK24
COMF      AARGB2,F
COMF      AARGB1,F
COMF      AARGB0,F
INCF     AARGB2,F
ADDWFC   AARGB1,F
ADDWFC   AARGB0,F
GOTO        AOK24

USEA24      TSTFSZ     BEXP          ; return AARG if BARG = 0
GOTO        BNE024
RETLW     0x00

BNE024      CLRF        BARG2,F
MOVPF     AARGB0,SIGN    ; save sign in SIGN
BSF       AARGB0,MSB    ; make MSB's explicit
BSF       BARG0,MSB

MOVFP     BEXP,WREG     ; compute shift count in BEXP
SUBWF     AEXP,W

```

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```
MOVFPF          WREG,BEXP
BTFFSC          _Z
GOTO            ALIGNED24

MOVLW          7
CPFSGT          BEXP          ; do byte shift if BEXP >= 8
GOTO            ANIB24

SUBWF           BEXP,F          ; BEXP = BEXP - 7
MOVFPF          BARGB1,WREG
MOVFPF          WREG,BARGB2      ; keep for postnormalization
MOVFPF          BARGB0,WREG
MOVFPF          WREG,BARGB1
CLRF            BARGB0,F
DCFSNZ          BEXP,F          ; BEXP = BEXP - 1
GOTO            ALIGNED24

MOVLW          7
CPFSGT          BEXP          ; if BEXP still >= 8, then
GOTO            ANIB24A          ; BARG = 0 relative to AARG

SUBWF           BEXP,F          ; BEXP = BEXP - 7
MOVFPF          BARGB1,WREG
MOVFPF          WREG,BARGB2      ; keep for postnormalization
CLRF            BARGB1,F
DCFSNZ          BEXP,F          ; BEXP = BEXP - 1
GOTO            ALIGNED24

MOVLW          7
CPFSGT          BEXP          ; if BEXP still >= 8, then
GOTO            ANIB24B          ; BARG = 0 relative to AARG

MOVFPF          SIGN,AARGB0      ; return AARG
RETLW          0x00

ANIB24B         MOVLW          3          ; do nibbleshift if BEXP >= 4
CPFSGT          BEXP
GOTO            ALOOP24B
SUBWF           BEXP,F          ; BEXP = BEXP -3
SWAPF          BARGB2,W
ANDLW          0x0F
MOVFPF          WREG,BARGB2
DCFSNZ          BEXP,F          ; BEXP = BEXP - 1
GOTO            ALIGNED24          ; aligned if BEXP = 0

ALOOP24B        BCF            _C          ; right shift by BEXP
RRCF            BARGB2,F
DCFSNZ          BEXP,F
GOTO            ALIGNED24          ; aligned if BEXP = 0
BCF            _C
RRCF            BARGB2,F
DCFSNZ          BEXP,F
GOTO            ALIGNED24          ; aligned if BEXP = 0
BCF            _C          ; at most 3 right shifts are
RRCF            BARGB2,F          ; possible
GOTO            ALIGNED24

ANIB24A         MOVLW          3          ; do nibbleshift if BEXP >= 4
CPFSGT          BEXP
GOTO            ALOOP24A
SUBWF           BEXP,F          ; BEXP = BEXP -3
SWAPF          BARGB2,W
ANDLW          0x0F
MOVFPF          WREG,BARGB2
SWAPF          BARGB1,W
ANDLW          0xF0
```

```

        ADDWF      BARGB2,F
        SWAPF     BARGB1,W
        ANDLW     0x0F
        MOVPF     WREG,BARGB1
        DCFSNZ   BEXP,F           ; BEXP = BEXP - 1
        GOTO     ALIGNED24       ; aligned if BEXP = 0

ALOOP24A  BCF      _C           ; right shift by BEXP
          RRCF     BARGB1,F
          RRCF     BARGB2,F
          DCFSNZ   BEXP,F
          GOTO     ALIGNED24     ; aligned if BEXP = 0
          BCF      _C
          RRCF     BARGB1,F
          RRCF     BARGB2,F
          DCFSNZ   BEXP,F
          GOTO     ALIGNED24     ; aligned if BEXP = 0
          BCF      _C           ; at most 3 right shifts are
          RRCF     BARGB1,F     ; possible
          RRCF     BARGB2,F
          GOTO     ALIGNED24

ANIB24    MOVLW   3           ; do nibbleshift if BEXP >= 4
          CPFSGT  BEXP
          GOTO     ALOOP24
          SUBWF   BEXP,F       ; BEXP = BEXP -3
          SWAPF  BARGB2,W
          ANDLW  0x0F
          MOVPF  WREG,BARGB2
          SWAPF  BARGB1,W
          ANDLW  0xF0
          ADDWF  BARGB2,F
          SWAPF  BARGB1,W
          ANDLW  0x0F
          MOVPF  WREG,BARGB1
          SWAPF  BARGB0,W
          ANDLW  0xF0
          ADDWF  BARGB1,F
          SWAPF  BARGB0,W
          ANDLW  0x0F
          MOVPF  WREG,BARGB0
          DCFSNZ BEXP,F       ; BEXP = BEXP - 1
          GOTO   ALIGNED24   ; aligned if BEXP = 0

ALOOP24   BCF      _C           ; right shift by BEXP
          RRCF     BARGB0,F
          RRCF     BARGB1,F
          RRCF     BARGB2,F
          DCFSNZ   BEXP,F
          GOTO     ALIGNED24     ; aligned if BEXP = 0
          BCF      _C
          RRCF     BARGB0,F
          RRCF     BARGB1,F
          RRCF     BARGB2,F
          DCFSNZ   BEXP,F
          GOTO     ALIGNED24     ; aligned if BEXP = 0
          BCF      _C           ; at most 3 right shifts are
          RRCF     BARGB0,F     ; possible
          RRCF     BARGB1,F
          RRCF     BARGB2,F

ALIGNED24 CLRF      AARGB2,W
          BTSS    TEMP,MSB     ; negate if signs opposite
          GOTO   AOK24
          COMF   BARGB2,F
          COMF   BARGB1,F

```

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```
COMF          BARGB0 ,F
INCF          BARGB2 ,F
ADDWFC       BARGB1 ,F
ADDWFC       BARGB0 ,F

AOK24        MOVFP          BARGB2 ,WREG
ADDWF        AARGB2 ,F
MOVFP          BARGB1 ,WREG          ; add
ADDWFC       AARGB1 ,F
MOVFP          BARGB0 ,WREG
ADDWFC       AARGB0 ,F

BTFS         TEMP ,MSB
GOTO         ACOMP24
BTFS         _C
GOTO         NMRND3224

RRCF         AARGB0 ,F          ; shift right and increment EXP
RRCF         AARGB1 ,F
RRCF         AARGB2 ,F
INCF        AEXP ,F
GOTO         NMRND3224
GOTO         SETFOV24          ; set floating point overflow flag

ACOMP24      BTFS         _C
GOTO         NRM3224          ; normalize and fix sign

COMF         AARGB2 ,F          ; negate, toggle sign bit and
COMF         AARGB1 ,F          ; then normalize
COMF         AARGB0 ,F
INCF        AARGB2 ,F
CLRF        WREG ,F
ADDWFC       AARGB1 ,F
ADDWFC       AARGB0 ,F
BTG         SIGN ,MSB
GOTO         NRM3224
```

Please check the Microchip BBS for the latest version of the source code. For BBS access information, see Section 6, Microchip Bulletin Board Service information, page 6-3.

APPENDIX E: PIC16CXXX 32-BIT FLOATING POINT LIBRARY

```

; RCS Header $Id: fp32.a16 2.8 1996/10/07 13:50:59 F.J.Testa Exp $

; $Revision: 2.8 $

; PIC16 32-BIT FLOATING POINT LIBRARY
;
; Unary operations: both input and output are in AEXP,AARG
;
; Binary operations: input in AEXP,AARG and BEXP,BARG with output in AEXP,AARG
;
; All routines return WREG = 0x00 for successful completion, and WREG = 0xFF
; for an error condition specified in FPFLAGS.
;
; All timings are worst case cycle counts
;
; Routine          Function
;
; FLO2432          24 bit integer to 32 bit floating point conversion
; FLO32
;
; Timing:          RND
;                   0      1
;
;                   0      104    104
; SAT
;                   1      110    110
;
; NRM3232          32 bit normalization of unnormalized 32 bit floating point numbers
; NRM32
;
; Timing:          RND
;                   0      1
;
;                   0      90     90
; SAT
;                   1      96     96
;
; INT3224          32 bit floating point to 24 bit integer conversion
; INT32
;
; Timing:          RND
;                   0      1
;
;                   0      104    112
; SAT
;                   1      104    114
;
; FLO3232          32 bit integer to 32 bit floating point conversion
;
; Timing:          RND
;                   0      1
;
;                   0      129    145
; SAT
;                   1      129    152
;

```

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```
; NRM4032 32 bit normalization of unnormalized 40 bit floating point numbers
;
;           Timing:           RND
;                   0         1
;
;           0         112     128
;           SAT
;           1         112     135
;
;
; INT3232   32 bit floating point to 32 bit integer conversion
;
;           Timing:           RND
;                   0         1
;
;           0         130     137
;           SAT
;           1         130     137
;
; FPA32     32 bit floating point add
;
;           Timing:           RND
;                   0         1
;
;           0         251     265
;           SAT
;           1         251     271
;
; FPS32     32 bit floating point subtract
;
;           Timing:           RND
;                   0         1
;
;           0         253     267
;           SAT
;           1         253     273
;
; FPM32     32 bit floating point multiply
;
;           Timing:           RND
;                   0         1
;
;           0         574     588
;           SAT
;           1         574     591
;
; FPD32     32 bit floating point divide
;
;           Timing:           RND
;                   0         1
;
;           0         932     968
;           SAT
;           1         932     971
;
;
; *****
; *****
;
;           32 bit floating point representation
;
;           EXPONENT           8 bit biased exponent
;
;
;           It is important to note that the use of biased exponents produces
;           a unique representation of a floating point 0, given by
```

```

;          EXP = HIGHBYTE = MIDBYTE = LOWBYTE = 0x00, with 0 being
;          the only number with EXP = 0.
;
;          HIGHBYTE      8 bit most significant byte of fraction in sign-magnitude representation,
;          with SIGN = MSB, implicit MSB = 1 and radix point to the right of MSB
;
;          MIDBYTE      8 bit middle significant byte of sign-magnitude fraction
;
;          LOWBYTE      8 bit least significant byte of sign-magnitude fraction
;
;          EXPONENT      HIGHBYTE      MIDBYTE      LOWBYTE
;
;          xxxxxxxx      S.xxxxxxxx      xxxxxxxx      xxxxxxxx
;
;          |
;          RADIX
;          POINT
;
;
;
;*****
;*****

```

```

;*****
;*****

```

```

;          Integer to float conversion

;          Input:  24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;          Use:    CALL  FLO2432 or      CALL  FLO32

;          Output: 32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2

;          Result: AARG <-- FLOAT( AARG )

;          Max Timing:  14+90 = 104 clks          SAT = 0
;                      14+96 = 110 clks          SAT = 1

;          Min Timing:  6+28 = 34 clks           AARG = 0
;                      6+18 = 24 clks

;          PM: 14+38 = 52                        DM: 7

```

```

FLO2432
FLO32      MOVLW      D'23'+EXPBIAS      ; initialize exponent and add bias
           MOVWF     EXP
           CLRF      SIGN
           BTFSS    AARGB0,MSB          ; test sign
           GOTO     NRM3232
           COMF     AARGB2,F            ; if < 0, negate and set MSB in SIGN
           COMF     AARGB1,F
           COMF     AARGB0,F
           INCF     AARGB2,F
           BTFSC   _Z
           INCF     AARGB1,F
           BTFSC   _Z
           INCF     AARGB0,F
           BSF     SIGN,MSB

```

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```
*****
;
;      Normalization routine
;
;      Input:  32 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              AARGB2, with sign in SIGN,MSB
;
;      Use:    CALL   NRM3232 or      CALL   NRM32
;
;      Output: 32 bit normalized floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:  21+6+7*8+7 = 90 clks          SAT = 0
;                  21+6+7*8+1+12 = 96 clks       SAT = 1
;
;      Min Timing:  22+6 = 28 clks              AARG = 0
;                  5+9+4 = 18 clks
;
;      PM: 38                                DM: 7
;-----
NRM3232
NRM32      CLRF      TEMP                ; clear exponent decrement
           MOVF     AARGB0,W            ; test if highbyte=0
           BTFSS   _Z
           GOTO    NORM3232
           MOVF     AARGB1,W            ; if so, shift 8 bits by move
           MOVWF   AARGB0
           MOVF     AARGB2,W
           MOVWF   AARGB1
           CLRF    AARGB2
           BSF     TEMP,3                ; increase decrement by 8
           MOVF     AARGB0,W            ; test if highbyte=0
           BTFSS   _Z
           GOTO    NORM3232
           MOVF     AARGB1,W            ; if so, shift 8 bits by move
           MOVWF   AARGB0
           CLRF    AARGB1
           BCF     TEMP,3                ; increase decrement by 8
           BSF     TEMP,4
           MOVF     AARGB0,W            ; if highbyte=0, result=0
           BTFSC   _Z
           GOTO    RES032
NORM3232  MOVF     TEMP,W
           SUBWF   EXP,F
           BTFSS   _Z
           BTFSS   _C
           GOTO    SETFUN32
           BCF     _C                    ; clear carry bit
NORM3232A BTFSC   AARGB0,MSB           ; if MSB=1, normalization done
           GOTO    FIXSIGN32
           RLF     AARGB2,F             ; otherwise, shift left and
           RLF     AARGB1,F             ; decrement EXP
           RLF     AARGB0,F
           DECF    EXP,F
           GOTO    NORM3232A
           GOTO    SETFUN32            ; underflow if EXP=0
```



```

FIXSIGN32      BTFSS      SIGN,MSB
                BCF        AARGB0,MSB      ; clear explicit MSB if positive
                RETLW      0

RES032         CLRF       AARGB0      ; result equals zero
                CLRF       AARGB1
                CLRF       AARGB2
                CLRF       AARGB3
                CLRF       EXP
                RETLW      0

;*****
;*****

;      Integer to float conversion

;      Input:  32 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2,
;              AARGB3

;      Use:    CALL      FLO3232

;      Output: 32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- FLOAT( AARG )

;      Max Timing:  17+112 = 129 clks      RND = 0
;                  17+128 = 145 clks      RND = 1, SAT = 0
;                  17+135 = 152 clks      RND = 1, SAT = 1

;      Min Timing:  6+39 = 45 clks        AARG = 0
;                  6+22 = 28 clks

;      PM: 17+66 = 83                      DM: 8

;-----

FLO3232        MOVLW      D'31'+EXPBIAS      ; initialize exponent and add bias
                MOVWF     EXP
                CLRF      SIGN
                BTFSS     AARGB0,MSB        ; test sign
                GOTO      NRM4032
                COMF      AARGB3,F          ; if < 0, negate and set MSB in SIGN
                COMF      AARGB2,F
                COMF      AARGB1,F
                COMF      AARGB0,F
                INCF      AARGB3,F
                BTFSC     _Z
                INCF      AARGB2,F
                BTFSC     _Z
                INCF      AARGB1,F
                BTFSC     _Z
                INCF      AARGB0,F
                BSF        SIGN,MSB

```

AN575

```
*****
;
;      Normalization routine
;
;      Input:  40 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              AARGB2, AARGB3 with sign in SIGN,MSB
;
;      Use:    CALL    NRM4032
;
;      Output: 32 bit normalized floating point number in AEXP, AARGB0, AARGB1, AARGB2,
;              AARGB3
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:  38*6*9+12+8 = 112 clks          RND = 0
;                  38*6*9+12+24 = 128 clks         RND = 1, SAT = 0
;                  38*6*9+12+31 = 135 clks         RND = 1, SAT = 1
;
;      Min Timing:  33+6 = 39 clks                  AARG = 0
;                  5+9+8 = 22 clks
;
;      PM: 66                      DM: 8
;-----
NRM4032      CLRF          TEMP                      ; clear exponent decrement
             MOVF         AARGB0,W                  ; test if highbyte=0
             BTFSS       _Z
             GOTO        NORM4032
             MOVF         AARGB1,W                  ; if so, shift 8 bits by move
             MOVWF       AARGB0
             MOVF         AARGB2,W
             MOVWF       AARGB1
             MOVF         AARGB3,W
             MOVWF       AARGB2
             CLRF        AARGB3
             BSF          TEMP,3                    ; increase decrement by 8

             MOVF         AARGB0,W                  ; test if highbyte=0
             BTFSS       _Z
             GOTO        NORM4032
             MOVF         AARGB1,W                  ; if so, shift 8 bits by move
             MOVWF       AARGB0
             MOVF         AARGB2,W
             MOVWF       AARGB1
             CLRF        AARGB2
             BCF          TEMP,3                    ; increase decrement by 8
             BSF          TEMP,4

             MOVF         AARGB0,W                  ; test if highbyte=0
             BTFSS       _Z
             GOTO        NORM4032
             MOVF         AARGB1,W                  ; if so, shift 8 bits by move
             MOVWF       AARGB0
             CLRF        AARGB1
             BSF          TEMP,3                    ; increase decrement by 8

             MOVF         AARGB0,W                  ; if highbyte=0, result=0
             BTFSC       _Z
             GOTO        RES032

NORM4032    MOVF         TEMP,W
             SUBWF       EXP,F
             BTFSS       _Z
             BTFSS       _C
             GOTO        SETFUN32
```

```

                                BCF          _C          ; clear carry bit

NORM4032A  BTFSC        AARGB0,MSB          ; if MSB=1, normalization done
          GOTO        NRRMRND4032
          RLF         AARGB3,F            ; otherwise, shift left and
          RLF         AARGB2,F            ; decrement EXP
          RLF         AARGB1,F
          RLF         AARGB0,F
          DECFSZ      EXP,F
          GOTO        NORM4032A

          GOTO        SETFUN32          ; underflow if EXP=0

NRRMRND4032 BTFSC        FPFLAGS,RND
          BTFSS       AARGB2,LSB
          GOTO        FIXSIGN32
          BTFSS       AARGB3,MSB          ; round if next bit is set
          GOTO        FIXSIGN32
          INCF        AARGB2,F
          BTFSC       _Z
          INCF        AARGB1,F
          BTFSC       _Z
          INCF        AARGB0,F

          BTFSS       _Z                ; has rounding caused carryout?
          GOTO        FIXSIGN32
          RRF         AARGB0,F            ; if so, right shift
          RRF         AARGB1,F
          RRF         AARGB2,F
          INCF        EXP,F
          BTFSC       _Z                ; check for overflow
          GOTO        SETFOV32
          GOTO        FIXSIGN32

;*****
;*****

;      Float to integer conversion

;      Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2

;      Use:    CALL  INT3224      or      CALL  INT32

;      Output: 24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2

;      Result: AARG <-- INT( AARG )

;      Max Timing:  40+6*7+6+16 = 104 clks      RND = 0
;                  40+6*7+6+24 = 112 clks      RND = 1, SAT = 0
;                  40+6*7+6+26 = 114 clks      RND = 1, SAT = 1

;      Min Timing:  4 clks

;      PM: 82                DM: 6

;-----

INT3224
INT32
          MOVF        EXP,W              ; test for zero argument
          BTFSC       _Z
          RETLW       0x00

          MOVF        AARGB0,W          ; save sign in SIGN
          MOVWF       SIGN

```

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```
BSF          AARGB0,MSB          ; make MSB explicit

MOVLW       EXPBIAS+D'23'      ; remove bias from EXP
SUBWF       EXP,F
BTFSS      EXP,MSB
GOTO       SETIOV3224
COMF       EXP,F
INCF       EXP,F

MOVLW       8                  ; do byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS     _C
GOTO      TSHIFT3224
MOVWF     EXP
RLF       AARGB2,F            ; rotate next bit for rounding
MOV       AARGB1,W
MOVWF    AARGB2
MOV       AARGB0,W
MOVWF    AARGB1
CLRF     AARGB0

MOVLW       8                  ; do another byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS     _C
GOTO      TSHIFT3224
MOVWF     EXP
RLF       AARGB2,F            ; rotate next bit for rounding
MOV       AARGB1,W
MOVWF    AARGB2
CLRF     AARGB1

MOVLW       8                  ; do another byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS     _C
GOTO      TSHIFT3224
MOVWF     EXP
RLF       AARGB2,F            ; rotate next bit for rounding
CLRF     AARGB2
MOV       EXP,W
BTFSS     _Z
BCF       _C
GOTO      SHIFT3224OK

TSHIFT3224  MOVF       EXP,W          ; shift completed if EXP = 0
            BTFSC     _Z
            GOTO      SHIFT3224OK

SHIFT3224   BCF       _C
            RRF       AARGB0,F        ; right shift by EXP
            RRF       AARGB1,F
            RRF       AARGB2,F
            DECF     EXP,F
            GOTO      SHIFT3224

SHIFT3224OK BTFSC     FPFLAGS,RND
            BTFSS     AARGB2,LSB
            GOTO      INT3224OK
            BTFSS     _C
            GOTO      INT3224OK
            INCF     AARGB2,F
            BTFSC     _Z
            INCF     AARGB1,F
            BTFSC     _Z
            INCF     AARGB0,F
            BTFSC     AARGB0,MSB      ; test for overflow
            GOTO      SETIOV3224
```

```

INT3224OK      BTFSS          SIGN,MSB          ; if sign bit set, negate
                RETLW          0
                COMF          AARGB0,F
                COMF          AARGB1,F
                COMF          AARGB2,F
                INCF          AARGB2,F
                BTFSC          _Z
                INCF          AARGB1,F
                BTFSC          _Z
                INCF          AARGB0,F
                RETLW          0

IRES03224      CLRF          AARGB0          ; integer result equals zero
                CLRF          AARGB1
                CLRF          AARGB2
                RETLW          0

SETIOV3224     BSF          FPFLAGS,IOV      ; set integer overflow flag
                BTFSS          FPFLAGS,SAT   ; test for saturation
                RETLW          0xFF         ; return error code in WREG

                CLRF          AARGB0          ; saturate to largest two's
                BTFSS          SIGN,MSB     ; complement 24 bit integer
                MOVLW          0xFF
                MOVWF          AARGB0       ; SIGN = 0, 0x 7F FF FF
                MOVWF          AARGB1       ; SIGN = 1, 0x 80 00 00
                MOVWF          AARGB2
                RLF          SIGN,F
                RRF          AARGB0,F
                RETLW          0xFF         ; return error code in WREG

;*****
;*****
;
;      Float to integer conversion
;
;      Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;      Use:    CALL    INT3232
;
;      Output: 32 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2,
;              AARGB3
;
;      Result: AARG <-- INT( AARG )
;
;      Max Timing:      54+6*8+7+21 = 130 clks      RND = 0
;                      54+6*8+7+29 = 137 clks      RND = 1, SAT = 0
;                      54+6*8+7+29 = 137 clks      RND = 1, SAT = 1
;
;      Min Timing:     5 clks
;
;      PM: 102          DM: 7
;-----
INT3232
                CLRF          AARGB3
                MOVF          EXP,W          ; test for zero argument
                BTFSC          _Z
                RETLW          0x00

                MOVF          AARGB0,W     ; save sign in SIGN
                MOVWF          SIGN
                BSF          AARGB0,MSB     ; make MSB explicit

```

AN575

```
MOVLW      EXPBIAS+D'31'      ; remove bias from EXP
SUBWF      EXP,F
BTFSS      EXP,MSB
GOTO       SETIOV32
COMF       EXP,F
INCF       EXP,F

MOVLW      8                   ; do byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS      _C
GOTO       TSHIFT3232
MOVWF      EXP
RLF        AARGB3,F           ; rotate next bit for rounding
MOVF       AARGB2,W
MOVWF      AARGB3
MOVF       AARGB1,W
MOVWF      AARGB2
MOVF       AARGB0,W
MOVWF      AARGB1
CLRF       AARGB0

MOVLW      8                   ; do another byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS      _C
GOTO       TSHIFT3232
MOVWF      EXP
RLF        AARGB3,F           ; rotate next bit for rounding
MOVF       AARGB2,W
MOVWF      AARGB3
MOVF       AARGB1,W
MOVWF      AARGB2
CLRF       AARGB1

MOVLW      8                   ; do another byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS      _C
GOTO       TSHIFT3232
MOVWF      EXP
RLF        AARGB3,F           ; rotate next bit for rounding
MOVF       AARGB2,W
MOVWF      AARGB3
CLRF       AARGB2

MOVLW      8                   ; do another byte shift if EXP >= 8
SUBWF      EXP,W
BTFSS      _C
GOTO       TSHIFT3232
MOVWF      EXP
RLF        AARGB3,F           ; rotate next bit for rounding
CLRF       AARGB3
MOVF       EXP,W
BTFSS      _Z
BCF        _C
GOTO       SHIFT3232OK

TSHIFT3232 MOVF       EXP,W           ; shift completed if EXP = 0
BTFSC      _Z
GOTO       SHIFT3232OK

SHIFT3232  BCF        _C
RRF        AARGB0,F           ; right shift by EXP
RRF        AARGB1,F
RRF        AARGB2,F
RRF        AARGB3,F
DECFSZ    EXP,F
GOTO      SHIFT3232
```

```

SHIFT3232OK    BTFSC      FPFLAGS,RND
                BTFSS      AARGB3,LSB
                GOTO       INT3232OK
                BTFSS      _C
                GOTO       INT3232OK
                INCF       AARGB3,F
                BTFSC      _Z
                INCF       AARGB2,F
                BTFSC      _Z
                INCF       AARGB1,F
                BTFSC      _Z
                INCF       AARGB0,F
                BTFSC      AARGB0,MSB          ; test for overflow
                GOTO       SETIOV3224

INT3232OK      BTFSS      SIGN,MSB          ; if sign bit set, negate
                RETLW      0
                COMF       AARGB0,F
                COMF       AARGB1,F
                COMF       AARGB2,F
                COMF       AARGB3,F
                INCF       AARGB3,F
                BTFSC      _Z
                INCF       AARGB2,F
                BTFSC      _Z
                INCF       AARGB1,F
                BTFSC      _Z
                INCF       AARGB0,F
                RETLW      0

IRES032        CLRF       AARGB0          ; integer result equals zero
                CLRF       AARGB1
                CLRF       AARGB2
                CLRF       AARGB3
                RETLW      0

SETIOV32       BSF        FPFLAGS,IOV      ; set integer overflow flag
                BTFSS      FPFLAGS,SAT     ; test for saturation
                RETLW      0xFF           ; return error code in WREG

                CLRF       AARGB0          ; saturate to largest two's
                BTFSS      SIGN,MSB       ; complement 32 bit integer
                MOVLW      0xFF
                MOVWF      AARGB0          ; SIGN = 0, 0x 7F FF FF FF
                MOVWF      AARGB1          ; SIGN = 1, 0x 80 00 00 00
                MOVWF      AARGB2
                MOVWF      AARGB3
                RLF        SIGN,F
                RRF        AARGB0,F
                RETLW      0xFF           ; return error code in WREG

```

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```
*****
*****
;
; Floating Point Multiply
;
; Input: 32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;        32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2
;
; Use:   CALL   FPM32
;
; Output: 32 bit floating point product in AEXP, AARGB0, AARGB1, AARGB2
;
; Result: AARG <-- AARG * BARG
;
; Max Timing: 26+23*22+21+21 = 574 clks      RND = 0
;             26+23*22+21+35 = 588 clks      RND = 1, SAT = 0
;             26+23*22+21+38 = 591 clks      RND = 1, SAT = 1
;
; Min Timing: 6+6 = 12 clks                   AARG * BARG = 0
;             24+23*11+21+17 = 315 clks
;
; PM: 94                                     DM: 14
;-----
FPM32      MOVF      AEXP,W           ; test for zero arguments
           BTFSS    _Z
           MOVF     BEXP,W
           BTFSC    _Z
           GOTO     RES032

M32BNE0    MOVF     AARGB0,W
           XORWF    BARGB0,W
           MOVWF    SIGN           ; save sign in SIGN

           MOVF     BEXP,W
           ADDWF    EXP,F
           MOVLW    EXPBIAS-1
           BTFSS    _C
           GOTO     MTUN32

           SUBWF    EXP,F
           BTFSC    _C
           GOTO     SETFOV32       ; set multiply overflow flag
           GOTO     MOK32

MTUN32     SUBWF    EXP,F
           BTFSS    _C
           GOTO     SETFUN32

MOK32      MOVF     AARGB0,W
           MOVWF    AARGB3
           MOVF     AARGB1,W
           MOVWF    AARGB4
           MOVF     AARGB2,W
           MOVWF    AARGB5
           BSF     AARGB3,MSB      ; make argument MSB's explicit
           BSF     BARGB0,MSB
           BCF     _C
           CLRF    AARGB0         ; clear initial partial product
           CLRF    AARGB1
           CLRF    AARGB2
           MOVLW    D'24'
           MOVWF    TEMP         ; initialize counter

MLOOP32    BTFSS    AARGB5,LSB    ; test next bit
```


	GOTO	MNOADD32	
MADD32	MOVF	BARGB2,W	
	ADDWF	AARGB2,F	
	MOVF	BARGB1,W	
	BTFSC	_C	
	INCFSZ	BARGB1,W	
	ADDWF	AARGB1,F	
	MOVF	BARGB0,W	
	BTFSC	_C	
	INCFSZ	BARGB0,W	
	ADDWF	AARGB0,F	
MNOADD32	RRF	AARGB0,F	
	RRF	AARGB1,F	
	RRF	AARGB2,F	
	RRF	AARGB3,F	
	RRF	AARGB4,F	
	RRF	AARGB5,F	
	BCF	_C	
	DECFSZ	TEMP,F	
	GOTO	MLOOP32	
	BTFSC	AARGB0,MSB	; check for postnormalization
	GOTO	MROUND32	
	RLF	AARGB3,F	
	RLF	AARGB2,F	
	RLF	AARGB1,F	
	RLF	AARGB0,F	
	DECF	EXP,F	
MROUND32	BTFSC	FPFLAGS,RND	
	BTFSS	AARGB2,LSB	
	GOTO	MUL32OK	
	BTFSS	AARGB3,MSB	
	GOTO	MUL32OK	
	INCF	AARGB2,F	
	BTFSC	_Z	
	INCF	AARGB1,F	
	BTFSC	_Z	
	INCF	AARGB0,F	
	BTFSS	_Z	; has rounding caused carryout?
	GOTO	MUL32OK	
	RRF	AARGB0,F	; if so, right shift
	RRF	AARGB1,F	
	RRF	AARGB2,F	
	INCF	EXP,F	
	BTFSC	_Z	; check for overflow
	GOTO	SETFOV32	
MUL32OK	BTFSS	SIGN,MSB	
	BCF	AARGB0,MSB	; clear explicit MSB if positive
	RETLW	0	
SETFOV32	BSF	FPFLAGS,FOV	; set floating point underflag
	BTFSS	FPFLAGS,SAT	; test for saturation
	RETLW	0xFF	; return error code in WREG
	MOVLW	0xFF	
	MOVWF	AEXP	; saturate to largest floating
	MOVWF	AARGB0	; point number = 0x FF 7F FF FF
	MOVWF	AARGB1	; modulo the appropriate sign bit
	MOVWF	AARGB2	

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```

RLF          SIGN,F
RRF          AARGB0,F
RETLW       0xFF          ; return error code in WREG

;*****
;*****

; Floating Point Divide

; Input: 32 bit floating point dividend in AEXP, AARGB0, AARGB1, AARGB2
;        32 bit floating point divisor in BEXP, BARGB0, BARGB1, BARGB2

; Use: CALL FPD32

; Output: 32 bit floating point quotient in AEXP, AARGB0, AARGB1, AARGB2

; Result: AARG <-- AARG / BARG

; Max Timing: 43+12+23*36+35+14 = 932 clks RND = 0
;             43+12+23*36+35+50 = 968 clks RND = 1, SAT = 0
;             43+12+23*36+35+53 = 971 clks RND = 1, SAT = 1

; Min Timing: 7+6 = 13 clks

; PM: 155 DM: 14

;-----

FPD32        MOVF          BEXP,W          ; test for divide by zero
             BTFSC        _Z
             GOTO         SETFDZ32

             MOVF          AEXP,W
             BTFSC        _Z
             GOTO         RES032

D32BNE0      MOVF          AARGB0,W
             XORWF        BARGB0,W
             MOVWF        SIGN          ; save sign in SIGN
             BSF          AARGB0,MSB    ; make argument MSB's explicit
             BSF          BARGB0,MSB

TALIGN32     CLRF          TEMP          ; clear align increment
             MOVF          AARGB0,W
             MOVWF        AARGB3        ; test for alignment
             MOVF          AARGB1,W
             MOVWF        AARGB4
             MOVF          AARGB2,W
             MOVWF        AARGB5

             MOVF          BARGB2,W
             SUBWF        AARGB5,F
             MOVF          BARGB1,W
             BTFSS        _C
             INCF        BARGB1,W

TS1ALIGN32   SUBWF        AARGB4,F
             MOVF          BARGB0,W
             BTFSS        _C
             INCF        BARGB0,W

TS2ALIGN32   SUBWF        AARGB3,F

             CLRF          AARGB3
             CLRF          AARGB4
             CLRF          AARGB5
```

```

                BTFSS      _C
                GOTO      DALIGN32OK

                BCF        _C                ; align if necessary
                RRF        AARGB0,F
                RRF        AARGB1,F
                RRF        AARGB2,F
                RRF        AARGB3,F
                MOVLW     0x01
                MOVWF     TEMP                ; save align increment

DALIGN32OK     MOVF        BEXP,W            ; compare AEXP and BEXP
                SUBWF     EXP,F
                BTFSS     _C
                GOTO      ALTB32

AGEB32        MOVLW     EXPBIAS-1
                ADDWF    TEMP,W
                ADDWF    EXP,F
                BTFSC    _C
                GOTO      SETFOV32
                GOTO      DARGOK32            ; set overflow flag

ALTB32        MOVLW     EXPBIAS-1
                ADDWF    TEMP,W
                ADDWF    EXP,F
                BTFSS    _C
                GOTO      SETFUN32            ; set underflow flag

DARGOK32      MOVLW     D'24'                ; initialize counter
                MOVWF    TEMPB1

DLOOP32       RLF        AARGB5,F            ; left shift
                RLF        AARGB4,F
                RLF        AARGB3,F
                RLF        AARGB2,F
                RLF        AARGB1,F
                RLF        AARGB0,F
                RLF        TEMP,F

                MOVF     BARGB2,W            ; subtract
                SUBWF    AARGB2,F
                MOVF     BARGB1,W
                BTFSS    _C
                INCFSZ   BARGB1,W
                SUBWF    AARGB1,F
DS132

                MOVF     BARGB0,W
                BTFSS    _C
                INCFSZ   BARGB0,W
                SUBWF    AARGB0,F
DS232

                RLF        BARGB0,W
                IORWF    TEMP,F

                BTFSS    TEMP,LSB            ; test for restore
                GOTO      DREST32

                BSF        AARGB5,LSB
                GOTO      DOK32

DREST32       MOVF        BARGB2,W            ; restore if necessary
                ADDWF    AARGB2,F
                MOVF     BARGB1,W
                BTFSC    _C

```

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```
DAREST32      INCFSZ      BARGB1,W
              ADDWF      AARGB1,F

              MOVF      BARGB0,W
              BTFSC     _C
              INCF      BARGB0,W
              ADDWF      AARGB0,F

              BCF      AARGB5,LSB

DOK32         DECFSZ      TEMPB1,F
              GOTO      DLOOP32

DROUND32      BTFSC     FPFLAGS,RND
              BTFSS     AARGB5,LSB
              GOTO      DIV32OK
              BCF      _C
              RLF      AARGB2,F          ; compute next significant bit
              RLF      AARGB1,F          ; for rounding
              RLF      AARGB0,F
              RLF      TEMP,F

              MOVF      BARGB2,W          ; subtract
              SUBWF     AARGB2,F
              MOVF      BARGB1,W
              BTFSS     _C
              INCFSZ    BARGB1,W
              SUBWF     AARGB1,F

              MOVF      BARGB0,W
              BTFSS     _C
              INCFSZ    BARGB0,W
              SUBWF     AARGB0,F

              RLF      BARGB0,W
              IORWF     TEMP,W
              ANDLW     0x01

              ADDWF     AARGB5,F
              BTFSC     _C
              INCF      AARGB4,F
              BTFSC     _Z
              INCF      AARGB3,F

              BTFSS     _Z          ; test if rounding caused carryout
              GOTO      DIV32OK
              RRF      AARGB3,F
              RRF      AARGB4,F
              RRF      AARGB5,F
              INCF      EXP,F
              BTFSC     _Z          ; test for overflow
              GOTO      SETFOV32

DIV32OK       BTFSS     SIGN,MSB
              BCF      AARGB3,MSB      ; clear explicit MSB if positive

              MOVF      AARGB3,W
              MOVWF     AARGB0          ; move result to AARG
              MOVF      AARGB4,W
              MOVWF     AARGB1
              MOVF      AARGB5,W
              MOVWF     AARGB2

              RETLW     0
```

```

SETFUN32      BSF          FPFLAGS,FUN          ; set floating point underflag
              BTFSS       FPFLAGS,SAT         ; test for saturation
              RETLW       0xFF                 ; return error code in WREG

              MOVLW       0x01                 ; saturate to smallest floating
              MOVWF       AEXP                 ; point number = 0x 01 00 00 00
              CLRF        AARGB0              ; modulo the appropriate sign bit
              CLRF        AARGB1
              CLRF        AARGB2
              RLF         SIGN,F
              RRF         AARGB0,F
              RETLW       0xFF                 ; return error code in WREG

SETFDZ32      BSF          FPFLAGS,FDZ         ; set divide by zero flag
              RETLW       0xFF

```

```

;*****
;*****

```

```

;      Floating Point Subtract

;      Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;              32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2

;      Use:    CALL FPS32

;      Output: 32 bit floating point sum in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- AARG - BARG

;      Max Timing:      2+251 = 253 clks          RND = 0
;                      2+265 = 267 clks          RND = 1, SAT = 0
;                      2+271 = 273 clks          RND = 1, SAT = 1

;      Min Timing:     2+12 = 14 clks

;      PM: 2+146 = 148          DM: 14

```

```

;-----

```

```

FPS32      MOVLW       0x80
           XORWF       BARGB0,F

```

```

;*****

```

```

;      Floating Point Add

;      Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;              32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2

;      Use:    CALL FPA32

;      Output: 32 bit floating point sum in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- AARG - BARG

;      Max Timing:     31+41+6*7+6+41+90 = 251 clks   RND = 0
;                      31+41+6*7+6+55+90 = 265 clks   RND = 1, SAT = 0
;                      31+41+6*7+6+55+96 = 271 clks   RND = 1, SAT = 1

;      Min Timing:     8+4 = 12 clks

;      PM: 146          DM: 14

```

```

;-----

```

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```
FPA32      MOVF      AARGB0,W      ; exclusive or of signs in TEMP
           XORWF    BARGB0,W
           MOVWF   TEMP

           CLRF     AARGB3      ; clear extended byte
           CLRF     BARGB3

           MOVF     AEXP,W      ; use AARG if AEXP >= BEXP
           SUBWF   BEXP,W
           BTFSS   _C
           GOTO    USEA32

           MOVF     BEXP,W      ; use BARG if AEXP < BEXP
           MOVWF   AARGB5      ; therefore, swap AARG and BARG
           MOVF     AEXP,W
           MOVWF   BEXP
           MOVF     AARGB5,W
           MOVWF   AEXP

           MOVF     BARGB0,W
           MOVWF   AARGB5
           MOVF     AARGB0,W
           MOVWF   BARGB0
           MOVF     AARGB5,W
           MOVWF   AARGB0

           MOVF     BARGB1,W
           MOVWF   AARGB5
           MOVF     AARGB1,W
           MOVWF   BARGB1
           MOVF     AARGB5,W
           MOVWF   AARGB1

           MOVF     BARGB2,W
           MOVWF   AARGB5
           MOVF     AARGB2,W
           MOVWF   BARGB2
           MOVF     AARGB5,W
           MOVWF   AARGB2

USEA32     MOVF     BEXP,W      ; return AARG if BARG = 0
           BTFSC   _Z
           RETLW   0x00

           MOVF     AARGB0,W
           MOVWF   SIGN      ; save sign in SIGN
           BSF     AARGB0,MSB ; make MSB's explicit
           BSF     BARGB0,MSB

           MOVF     BEXP,W      ; compute shift count in BEXP
           SUBWF   AEXP,W
           MOVWF   BEXP
           BTFSC   _Z
           GOTO    ALIGNED32

           MOVLW   8
           SUBWF   BEXP,W
           BTFSS   _C      ; if BEXP >= 8, do byte shift
           GOTO    ALIGNB32
           MOVWF   BEXP
           MOVF     BARGB2,W      ; keep for postnormalization
           MOVWF   BARGB3
           MOVF     BARGB1,W
           MOVWF   BARGB2
           MOVF     BARGB0,W
           MOVWF   BARGB1
```

```

        CLRFB          BARGB0

        MOVLW         8
        SUBWF         BEXP,W
        BTFSS        _C                ; if BEXP >= 8, do byte shift
        GOTO         ALIGNB32
        MOVWF        BEXP
        MOVF         BARGB2,W          ; keep for postnormalization
        MOVWF        BARGB3
        MOVF         BARGB1,W
        MOVWF        BARGB2
        CLRFB        BARGB1

        MOVLW         8
        SUBWF         BEXP,W
        BTFSS        _C                ; if BEXP >= 8, BARG = 0 relative to AARG
        GOTO         ALIGNB32
        MOVF         SIGN,W
        MOVWF        AARGB0
        RETLW        0x00

ALIGNB32    MOVF         BEXP,W          ; already aligned if BEXP = 0
            BTFSC        _Z
            GOTO         ALIGNED32

ALOOPB32    BCF         _C                ; right shift by BEXP
            RRF         BARGB0,F
            RRF         BARGB1,F
            RRF         BARGB2,F
            RRF         BARGB3,F
            DECFSZ      BEXP,F
            GOTO         ALOOPB32

ALIGNED32   BTFSS        TEMP,MSB        ; negate if signs opposite
            GOTO         AOK32

            COMF         BARGB3,F
            COMF         BARGB2,F
            COMF         BARGB1,F
            COMF         BARGB0,F
            INCF         BARGB3,F
            BTFSC        _Z
            INCF         BARGB2,F
            BTFSC        _Z
            INCF         BARGB1,F
            BTFSC        _Z
            INCF         BARGB0,F

AOK32      MOVF         BARGB3,W
            ADDWF        AARGB3,F
            MOVF         BARGB2,W
            BTFSC        _C
            INCFSZ      BARGB2,W
            ADDWF        AARGB2,F
            MOVF         BARGB1,W
            BTFSC        _C
            INCFSZ      BARGB1,W
            ADDWF        AARGB1,F
            MOVF         BARGB0,W
            BTFSC        _C
            INCFSZ      BARGB0,W
            ADDWF        AARGB0,F

            BTFSC        TEMP,MSB
            GOTO         ACOMP32

```

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```

      BTFSS      _C
      GOTO      NMRMRND4032

      RRF       AARGB0,F           ; shift right and increment EXP
      RRF       AARGB1,F
      RRF       AARGB2,F
      RRF       AARGB3,F
      INCF      AEXP,F
      GOTO      NMRMRND4032
      GOTO      SETFOV32

ACOMP32      BTFSS      _C
      GOTO      NRM4032           ; normalize and fix sign

      COMF      AARGB3,F
      COMF      AARGB2,F           ; negate, toggle sign bit and
      COMF      AARGB1,F           ; then normalize
      COMF      AARGB0,F
      INCF      AARGB3,F
      BTFSC     _Z
      INCF      AARGB2,F
      BTFSC     _Z
      INCF      AARGB1,F
      BTFSC     _Z
      INCF      AARGB0,F

      MOVLW     0x80
      XORWF     SIGN,F
      GOTO      NRM32
```


Please check the Microchip BBS for the latest version of the source code. For BBS access information, see Section 6, Microchip Bulletin Board Service information, page 6-3.

APPENDIX F: PIC17CXXX 32-BIT FLOATING POINT LIBRARY

```

; RCS Header $Id: fp32.a17 2.8 1996/12/21 20:59:37 F.J.Testa Exp $

; $Revision: 2.8 $

; PIC17 32-BIT FLOATING POINT LIBRARY
;
; Unary operations: both input and output are in AEXP,AARG
;
; Binary operations: input in AEXP,AARG and BEXP,BARG with output in AEXP,AARG
;
; All routines return WREG = 0x00 for successful completion, and WREG = 0xFF
; for an error condition specified in FPFLAGS.
;
; Max timings are worst case cycle counts, while Min timings are non-exception
; best case cycle counts.
;
; Routine          Function
;
; FLO2432  24 bit integer to 32 bit floating point conversion
; FLO32
;
;           Timing:          RND
;           0          1
;           0          60          60
;           SAT
;           1          67          67
;
; NRM3232  32 bit normalization of unnormalized 32 bit floating point numbers
; NRM32
;
;           Timing:          RND
;           0          1
;           0          48          48
;           SAT
;           1          55          55
;
; INT3224  32 bit floating point to 24 bit integer conversion
; INT32
;
;           Timing:          RND
;           0          1
;           0          70          79
;           SAT
;           1          70          81
;
; FLO3232  32 bit integer to 32 bit floating point conversion
;
;           Timing:          RND
;           0          1
;           0          75          91
;           SAT
;           1          75          97
;

```

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```
; NRM4032 32 bit normalization of unnormalized 40 bit floating point numbers
;
; Timing: RND
; 0 1
;
; 0 61 77
; SAT
; 1 61 83
;
;
; INT3232 32 bit floating point to 32 bit integer conversion
;
; Timing: RND
; 0 1
;
; 0 82 91
; SAT
; 1 82 93
;
; FPA32 32 bit floating point add
;
; Timing: RND
; 0 1
;
; 0 160 176
; SAT
; 1 160 182
;
; FPS32 32 bit floating point subtract
;
; Timing: RND
; 0 1
;
; 0 161 177
; SAT
; 1 161 183
;
; FPM32 32 bit floating point multiply
;
; Timing: RND
; 0 1
;
; 0 100 114
; SAT
; 1 100 122
;
; FPD32 32 bit floating point divide
;
; Timing: RND
; 0 1
;
; 0 323 337
; SAT
; 1 323 345
;
;*****
```

```

;*****
;
;      32 bit floating point representation
;
;      EXPONENT      8 bit biased exponent
;
;      It is important to note that the use of biased exponents produces
;      a unique representation of a floating point 0, given by
;      EXP = HIGHBYTE = MIDBYTE = LOWBYTE = 0x00, with 0 being
;      the only number with EXP = 0.
;
;      HIGHBYTE      8 bit most significant byte of fraction in sign-magnitude representation,
;      with SIGN = MSB, implicit MSB = 1 and radix point to the right of MSB
;
;      MIDBYTE       8 bit middle significant byte of sign-magnitude fraction
;
;      LOWBYTE       8 bit least significant byte of sign-magnitude fraction
;
;      EXPONENT      HIGHBYTE      MIDBYTE      LOWBYTE
;
;      xxxxxxxx      S.xxxxxxxx      xxxxxxxx      xxxxxxxx
;
;      |
;      RADIX
;      POINT
;
;*****
;*****
;
;      Integer to float conversion
;
;      Input:  24 bit 2's complement integer right justified in AARGB0,AARGB1, AARGB2
;
;      Use:    CALL    FLO2432    or    CALL    FLO32
;
;      Output: 32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;      Result: AARG <-- FLOAT( AARG )
;
;      Max Timing:  12+48 = 60 clks          SAT = 0
;                  12+55 = 67 clks          SAT = 1
;
;      Min Timing:  6+24 = 30 clks          AARG = 0
;                  6+20 = 26 clks
;
;      PM: 12+115 = 127                    DM: 7
;-----
FLO2432
FLO32
      MOVLW      D'23'+EXPBIAS      ; initialize exponent and add bias
      MOVWF     EXP
      MOVFPF    AARGB0,SIGN        ; save sign in SIGN
      BTFSS    AARGB0,MSB         ; test sign
      GOTO     NRM3232
      CLRF     WREG,F             ; if < 0, negate, set MSB in SIGN
      COMF     AARGB2,F
      COMF     AARGB1,F
      COMF     AARGB0,F
      INCF     AARGB2,F
      ADDWFC   AARGB1,F
      ADDWFC   AARGB0,F

```

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```
*****
;
;      Normalization routine
;
;      Input:  32 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              AARGB2 with sign in SIGN,MSB.
;
;      Use:    CALL   NRM3232 or      CALL   NRM32
;
;      Output: 32 bit normalized floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:  21+19+8 = 48 clks          SAT = 0
;                  21+19+15 = 55 clks         SAT = 1
;
;      Min Timing:  4+7+7+6 = 24 clks          AARG = 0
;                  3+5+4+8 = 20 clks
;
;      PM: 115                                DM: 7
;-----
NRM3232
NRM32
      CLRF      TEMP,W          ; clear exponent decrement
      CPFSGT    AARGB0         ; test if highbyte=0
      GOTO     NRM3232A
TNIB3232
      MOVLW    0xF0            ; test if highnibble=0
      ANDWF   AARGB0,W
      TSTFSZ  WREG
      GOTO     NORM3232
      SWAPF   AARGB0,F        ; if so, shift 4 bits
      SWAPF   AARGB1,W
      ANDLW   0x0F
      ADDWF   AARGB0,F
      SWAPF   AARGB1,W
      ANDLW   0xF0
      MOVPPF  WREG,AARGB1
      SWAPF   AARGB2,W
      ANDLW   0x0F
      ADDWF   AARGB1,F
      SWAPF   AARGB2,W
      ANDLW   0xF0
      MOVPPF  WREG,AARGB2
      BSF     TEMP,2          ; increase decrement by 4
NORM3232
      BCF     _C              ; clear carry bit
      BTFSC   AARGB0,MSB     ; if MSB=1, normalization done
      GOTO     TNORMUN3232
      RLCF   AARGB2,F        ; otherwise, shift left and
      RLCF   AARGB1,F        ; increment decrement
      RLCF   AARGB0,F
      INCF   TEMP,F
      BTFSC   AARGB0,MSB
      GOTO     TNORMUN3232
      RLCF   AARGB2,F
      RLCF   AARGB1,F
      RLCF   AARGB0,F
      INCF   TEMP,F
      BTFSC   AARGB0,MSB     ; since highnibble != 0, at most
```

```

                GOTO          TNORMUN3232          ; 3 left shifts are required
                RLCF          AARGB2,F
                RLCF          AARGB1,F
                RLCF          AARGB0,F
                INCF          TEMP,F

TNORMUN3232    MOVFP          TEMP,WREG           ; if EXP <= decrement in TEMP,
                CPFSGT       EXP                 ; floating point underflow has
                GOTO          SETFUN32            ; occurred
                SUBWF         EXP,F               ; otherwise, compute EXP

FIXSIGN32     BTFSS         SIGN,MSB
                BCF          AARGB0,MSB         ; clear explicit MSB if positive
                RETLW        0

NRM3232A     MOVFP          AARGB1,AARGB0        ; shift 8 bits by move
                MOVFP         AARGB2,AARGB1
                CLRF         AARGB2,W
                BSF          TEMP,3              ; increase decrement by 8
                CPFSGT       AARGB0             ; test if highbyte=0
                GOTO          NRM3232B

TNIB3232A    MOVLW         0xF0                 ; test if highnibble=0
                ANDWF        AARGB0,W
                TSTFSZ       WREG
                GOTO          NORM3232A
                SWAPF        AARGB0,F           ; if so, shift 4 bits
                SWAPF        AARGB1,W
                ANDLW        0x0F
                ADDWF        AARGB0,F

                SWAPF        AARGB1,W
                ANDLW        0xF0
                MOVFP        WREG,AARGB1

                BSF          TEMP,2              ; increase decrement by 4

NORM3232A    BCF          _C                     ; clear carry bit

                BTFSC        AARGB0,MSB        ; if MSB=1, normalization done
                GOTO          TNORMUN3232
                RLCF         AARGB1,F           ; otherwise, shift left and
                RLCF         AARGB0,F           ; increment decrement
                INCF         TEMP,F
                BTFSC        AARGB0,MSB
                GOTO          TNORMUN3232
                RLCF         AARGB1,F
                RLCF         AARGB0,F
                INCF         TEMP,F
                BTFSC        AARGB0,MSB        ; since highnibble != 0, at most
                GOTO          TNORMUN3232        ; 3 left shifts are required
                RLCF         AARGB1,F
                RLCF         AARGB0,F
                INCF         TEMP,F
                GOTO          TNORMUN3232

NRM3232B     MOVFP          AARGB1,AARGB0        ; shift 8 bits by move
                CLRF         AARGB1,W
                BCF          TEMP,3              ; increase decrement by 8
                BSF          TEMP,4
                CPFSGT       AARGB0             ; if highbyte=0, result=0
                GOTO          RES032

TNIB3232B    MOVLW         0xF0                 ; test if highnibble=0
                ANDWF        AARGB0,W
                TSTFSZ       WREG

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```
GOTO          NORM3232B
SWAPF        AARGB0,F          ; if so, shift 4 bits

BSF          TEMP,2           ; increase decrement by 4

NORM3232B    BCF          _C          ; clear carry bit

BTFS        AARGB0,MSB        ; if MSB=1, normalization done
GOTO        TNORMUN3232
RLCF        AARGB0,F          ; otherwise, shift left and
INCF        TEMP,F           ; increment decrement
BTFS        AARGB0,MSB
GOTO        TNORMUN3232
RLCF        AARGB0,F
INCF        TEMP,F
BTFS        AARGB0,MSB        ; since highnibble != 0, at most
GOTO        TNORMUN3232        ; 3 left shifts are required
RLCF        AARGB0,F
INCF        TEMP,F
GOTO        TNORMUN3232

RES032      CLRF        AARGB0,F      ; result equals zero
            CLRF        AARGB1,F
            CLRF        AARGB2,F
            CLRF        AARGB3,F      ; clear extended byte
            CLRF        EXP,F
            RETLW       0

;*****
;*****

;      Integer to float conversion

;      Input:  32 bit 2's complement integer right justified in AARGB0,AARGB1,
;              AARGB2, AARGB3

;      Use:    CALL    FLO3232

;      Output: 32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- FLOAT( AARG )

;      Max Timing:  14+61 = 75 clks          RND = 0
;                  14+77 = 91 clks          RND = 1, SAT = 0
;                  14+83 = 97 clks          RND = 1, SAT = 1

;      Min Timing:  6+32 = 38 clks          AARG = 0
;                  6+26 = 32 clks

;      PM: 14+178 = 192                    DM: 8

;-----

FLO3232     MOVLW       D'31'+EXPBIAS      ; initialize exponent and add bias
            MOVWF      EXP
            MOVFPF     AARGB0,SIGN        ; save sign in SIGN
            BTFS      AARGB0,MSB         ; test sign
            GOTO      NRM4032
            CLRF      WREG,F            ; if < 0, negate, set MSB in SIGN
            COMF      AARGB3,F
            COMF      AARGB2,F
            COMF      AARGB1,F
            COMF      AARGB0,F
            INCF      AARGB3,F
            ADDWFC     AARGB2,F
            ADDWFC     AARGB1,F
            ADDWFC     AARGB0,F
```

```

;*****
;      Normalization routine
;
;      Input:  40 bit unnormalized floating point number in AEXP, AARGB0, AARGB1,
;              AARGB2, AARGB3 with sign in SIGN,MSB.
;
;      Use:    CALL    NRM4032
;
;      Output: 32 bit normalized floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;      Result: AARG <-- NORMALIZE( AARG )
;
;      Max Timing:      27+22+8+4 = 61 clks          RND = 0
;                      27+22+24+4 = 77 clks         RND = 1, SAT = 0
;                      27+22+23+11 = 83 clks        RND = 1, SAT = 1
;
;      Min Timing:     4+8+8+6+6 = 32 clks          AARG = 0
;                      3+5+4+8+6 = 26 clks
;
;      PM: 178                      DM: 8
;-----
NRM4032      CLRF          TEMP,W                ; clear exponent decrement
             CPFSGT      AARGB0                ; test if highbyte=0
             GOTO        NRM4032A
TNIB4032     MOVLW       0xF0                    ; test if highnibble=0
             ANDWF      AARGB0,W
             TSTFSZ     WREG
             GOTO        NORM4032
             SWAPF     AARGB0,F                ; if so, shift 4 bits
             SWAPF     AARGB1,W
             ANDLW     0x0F
             ADDWF     AARGB0,F
             SWAPF     AARGB1,W
             ANDLW     0xF0
             MOVPPF    WREG,AARGB1
             SWAPF     AARGB2,W
             ANDLW     0x0F
             ADDWF     AARGB1,F
             SWAPF     AARGB2,W
             ANDLW     0xF0
             MOVPPF    WREG,AARGB2
             SWAPF     AARGB3,W
             ANDLW     0x0F
             ADDWF     AARGB2,F
             SWAPF     AARGB3,W
             ANDLW     0xF0
             MOVPPF    WREG,AARGB3
             BSF       TEMP,2                    ; increase decrement by 4
NORM4032     BCF       _C                        ; clear carry bit
             BTFSC     AARGB0,MSB              ; if MSB=1, normalization done
             GOTO      TNORMUN4032
             RLCF      AARGB3,F                ; otherwise, shift left and
             RLCF      AARGB2,F                ; increment decrement
             RLCF      AARGB1,F

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```

RLCF          AARGB0,F
INCF          TEMP,F
BTFS         AARGB0,MSB
GOTO         TNORMUN4032
RLCF          AARGB3,F
RLCF          AARGB2,F
RLCF          AARGB1,F
RLCF          AARGB0,F
INCF          TEMP,F
BTFS         AARGB0,MSB          ; since highnibble != 0, at most
GOTO         TNORMUN4032          ; 3 left shifts are required
RLCF          AARGB3,F
RLCF          AARGB2,F
RLCF          AARGB1,F
RLCF          AARGB0,F
INCF          TEMP,F

TNORMUN4032   MOVFP          TEMP,WREG          ; if EXP <= decrement in TEMP,
CPFSGT       EXP              ; floating point underflow has
GOTO         SETFUN32          ; occurred
SUBWF        EXP,F            ; otherwise, compute EXP

NMRMRND4032

BTFS         FPFLAGS,RND          ; is rounding enabled?
BTFS         AARGB3,MSB          ; is NSB > 0x80?
GOTO         FIXSIGN32
_C           ; set carry for rounding
MOVLW       0x80
CPFSGT       AARGB3            ; if NSB = 0x80, select even
RRCF         AARGB2,W          ; using lsb in carry
CLRF        WREG,F
ADDWFC       AARGB2,F
ADDWFC       AARGB1,F
ADDWFC       AARGB0,F

BTFS         _C                ; has rounding caused carryout?
GOTO         FIXSIGN32
RRCF         AARGB0,F          ; if so, right shift
RRCF         AARGB1,F
RRCF         AARGB2,F
INFSNZ       EXP,F            ; test for floating point overflow
GOTO         SETFOV32
GOTO         FIXSIGN32

NRM4032A     MOVFP          AARGB1,AARGB0          ; shift 8 bits by move
MOVFP        AARGB2,AARGB1
MOVFP        AARGB3,AARGB2
CLRF         AARGB3,W
BSF          TEMP,3            ; increase decrement by 8
CPFSGT       AARGB0            ; test if highbyte=0
GOTO         NRM4032B

TNIB4032A    MOVLW          0xF0                ; test if highnibble=0
ANDWF        AARGB0,W
TSTFSZ      WREG
GOTO         NORM4032A
SWAPF       AARGB0,F          ; if so, shift 4 bits
SWAPF       AARGB1,W
ANDLW       0x0F
ADDWF        AARGB0,F

SWAPF       AARGB1,W
ANDLW       0xF0
MOVFP       WREG,AARGB1
SWAPF       AARGB2,W
ANDLW       0x0F

```



```

                ADDWF          AARGB1,F

                SWAPF         AARGB2,W
                ANDLW         0xF0
                MOVVPF        WREG,AARGB2

                BSF           TEMP,2                ; increase decrement by 4

NORM4032A      BCF           _C                    ; clear carry bit

                BTFSC        AARGB0,MSB           ; if MSB=1, normalization done
                GOTO         TNORMUN4032
                RLCF         AARGB2,F             ; otherwise, shift left and
                RLCF         AARGB1,F             ; increment decrement
                RLCF         AARGB0,F
                INCF         TEMP,F
                BTFSC        AARGB0,MSB
                GOTO         TNORMUN4032
                RLCF         AARGB2,F
                RLCF         AARGB1,F
                RLCF         AARGB0,F
                INCF         TEMP,F
                BTFSC        AARGB0,MSB           ; since highnibble != 0, at most
                GOTO         TNORMUN4032         ; 3 left shifts are required
                RLCF         AARGB2,F
                RLCF         AARGB1,F
                RLCF         AARGB0,F
                INCF         TEMP,F
                GOTO         TNORMUN4032

NRM4032B       MOVFP         AARGB1,AARGB0       ; shift 8 bits by move
                MOVFP         AARGB2,AARGB1
                CLR          AARGB2,W
                BCF          TEMP,3                ; increase decrement by 8
                BSF          TEMP,4
                CPFSGT        AARGB0             ; if highbyte=0, result=0
                GOTO         NRM4032C

TNIB4032B      MOVLW         0xF0                ; test if highnibble=0
                ANDWF        AARGB0,W
                TSTFSZ        WREG
                GOTO         NORM4032B

                SWAPF        AARGB0,F             ; if so, shift 4 bits
                SWAPF        AARGB1,W
                ANDLW         0x0F
                ADDWF        AARGB0,F

                SWAPF        AARGB1,W
                ANDLW         0xF0
                MOVVPF        WREG,AARGB1

                BSF          TEMP,2                ; increase decrement by 4

NORM4032B      BCF           _C                    ; clear carry bit

                BTFSC        AARGB0,MSB           ; if MSB=1, normalization done
                GOTO         TNORMUN4032
                RLCF         AARGB1,F             ; otherwise, shift left and
                RLCF         AARGB0,F             ; increment decrement
                INCF         TEMP,F
                BTFSC        AARGB0,MSB
                GOTO         TNORMUN4032
                RLCF         AARGB1,F
                RLCF         AARGB0,F
                INCF         TEMP,F

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    BTFSC      AARGB0,MSB      ; since highnibble != 0, at most
    GOTO      TNORMUN4032     ; 3 left shifts are required
    RLCF      AARGB1,F
    RLCF      AARGB0,F
    INCF      TEMP,F
    GOTO      TNORMUN4032

NRM4032C     MOVFP      AARGB1,AARGB0      ; shift 8 bits by move
             CLRF      AARGB1,W
             BSF      TEMP,3              ; increase decrement by 8
             CPFSGT   AARGB0              ; if highbyte=0, result=0
             GOTO      RES032

TNIB4032C    MOVLW      0xF0              ; test if highnibble=0
             ANDWF    AARGB0,W
             TSTFSZ   WREG
             GOTO      NORM4032C
             SWAPF   AARGB0,F            ; if so, shift 4 bits

             BSF      TEMP,2              ; increase decrement by 4

NORM4032C    BCF      _C                ; clear carry bit

             BTFSC   AARGB0,MSB         ; if MSB=1, normalization done
             GOTO    TNORMUN4032
             RLCF    AARGB0,F           ; otherwise, shift left and
             INCF    TEMP,F             ; increment decrement
             BTFSC   AARGB0,MSB
             GOTO    TNORMUN4032
             RLCF    AARGB0,F
             INCF    TEMP,F
             BTFSC   AARGB0,MSB         ; since highnibble != 0, at most
             GOTO    TNORMUN4032     ; 3 left shifts are required
             RLCF    AARGB0,F
             INCF    TEMP,F
             GOTO    TNORMUN4032

;*****
;*****
;
;   Float to integer conversion
;
;   Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;
;   Use:    CALL   INT3224      or      CALL   INT32
;
;   Output: 24 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2
;
;   Result: AARG <-- INT( AARG )
;
;   Max Timing:  10+45+15 = 70 clks      RND = 0
;                10+45+24 = 79 clks      RND = 1, SAT = 0
;                10+45+26 = 81 clks      RND = 1, SAT = 1
;
;   Min Timing:  4 clks
;
;   PM: 183      DM: 8
;-----
INT3224
INT32
    CLRF      AARGB3,W
    CPFSGT   EXP      ; test for zero argument
    RETLW    0x00
```

```

MOVFPF      AARGB0,SIGN      ; save sign in SIGN
BSF         AARGB0,MSB      ; make MSB explicit

MOVLW      EXPBIAS+D'23'    ; remove bias+23 from EXP
SUBWF      EXP,W

BTFFS      WREG,MSB        ; if >= 23, integer overflow
GOTO      SETIOV3224      ; will occur
NEGW      EXP,F

MOVLW      7                ; do byte shift if EXP >= 8
CPFSGT     EXP
GOTO      SNIB3224
SUBWF      EXP,F            ; EXP = EXP - 7
MOVFPF     AARGB2,AARGB3    ; save for rounding
MOVFPF     AARGB1,AARGB2
MOVFPF     AARGB0,AARGB1
CLRF      AARGB0,F
DCFSNZ    EXP,F            ; EXP = EXP - 1
GOTO      SHIFT3224OK      ; shift completed if EXP = 0

CPFSGT     EXP                ; do another byte shift if EXP >= 8
GOTO      SNIB3224A
SUBWF      EXP,F            ; EXP = EXP - 7
MOVFPF     AARGB2,AARGB3    ; save for rounding
MOVFPF     AARGB1,AARGB2
CLRF      AARGB1,F
DCFSNZ    EXP,F            ; EXP = EXP - 1
GOTO      SHIFT3224OK      ; shift completed if EXP = 0

CPFSGT     EXP                ; do another byte shift if EXP >= 8
GOTO      SNIB3224B
SUBWF      EXP,F            ; EXP = EXP - 7
MOVFPF     AARGB2,AARGB3    ; save for rounding
CLRF      AARGB2,F
DCFSNZ    EXP,F            ; EXP = EXP - 1
GOTO      SHIFT3224OK      ; shift completed if EXP = 0

SNIB3224C   MOVLW      3                ; do nibble shift if EXP >= 4
CPFSGT     EXP
GOTO      SHIFT3224C
SWAPF     AARGB3,W
ANDLW     0x0F
MOVFPF     WREG,AARGB3
GOTO      SHIFT3224OK      ; shift completed if EXP = 0

SHIFT3224C  BCF         _C                ; at most 3 right shifts are required
RRCF      AARGB3,F            ; right shift by EXP
DCFSNZ    EXP,F
GOTO      SHIFT3224OK      ; shift completed if EXP = 0
BCF      _C
RRCF      AARGB3,F
DCFSNZ    EXP,F
GOTO      SHIFT3224OK      ; shift completed if EXP = 0
BCF      _C
RRCF      AARGB3,F
GOTO      SHIFT3224OK

SNIB3224B   MOVLW      3                ; do nibble shift if EXP >= 4
CPFSGT     EXP
GOTO      SHIFT3224B
SUBWF      EXP,F            ; EXP = EXP - 3
SWAPF     AARGB2,W
MOVFPF     WREG,AARGB3    ; save for rounding
ANDLW     0x0F
MOVFPF     WREG,AARGB2

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```
                DCFSNZ      EXP,F          ; EXP = EXP - 1
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0

SHIFT3224B      BCF        _C            ; at most 3 right shifts are required
                RRCF      AARGB2,F      ; right shift by EXP
                RRCF      AARGB3,F
                DCFSNZ    EXP,F
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0
                BCF        _C
                RRCF      AARGB2,F
                RRCF      AARGB3,F
                DCFSNZ    EXP,F
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0
                BCF        _C
                RRCF      AARGB2,F
                RRCF      AARGB3,F
                GOTO       SHIFT3224OK

SNIB3224A      MOVLW      3              ; do nibble shift if EXP >= 4
                CPFSGT    EXP
                GOTO       SHIFT3224A
                SUBWF     EXP,F          ; EXP = EXP - 3
                SWAPF     AARGB2,W
                MOVPF     WREG,AARGB3    ; save for rounding
                ANDLW     0x0F
                MOVPF     WREG,AARGB2

                SWAPF     AARGB1,W
                ANDLW     0xF0
                ADDWF     AARGB2,F

                SWAPF     AARGB1,W
                ANDLW     0x0F
                MOVPF     WREG,AARGB1
                DCFSNZ    EXP,F          ; EXP = EXP - 1
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0

SHIFT3224A      BCF        _C            ; at most 3 right shifts are required
                RRCF      AARGB1,F      ; right shift by EXP
                RRCF      AARGB2,F
                RRCF      AARGB3,F
                DCFSNZ    EXP,F
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0
                BCF        _C
                RRCF      AARGB1,F
                RRCF      AARGB2,F
                RRCF      AARGB3,F
                DCFSNZ    EXP,F
                GOTO       SHIFT3224OK    ; shift completed if EXP = 0
                BCF        _C
                RRCF      AARGB1,F
                RRCF      AARGB2,F
                RRCF      AARGB3,F
                GOTO       SHIFT3224OK

SNIB3224      MOVLW      3              ; do nibble shift if EXP >= 4
                CPFSGT    EXP
                GOTO       SHIFT3224
                SUBWF     EXP,F          ; EXP = EXP - 3
                SWAPF     AARGB2,W
                MOVPF     WREG,AARGB3    ; save for rounding
                ANDLW     0x0F
                MOVPF     WREG,AARGB2

                SWAPF     AARGB1,W
                ANDLW     0xF0
```

```

ADDWF          AARGB2,F

SWAPF          AARGB1,W
ANDLW          0x0F
MOVPF          WREG,AARGB1

SWAPF          AARGB0,W
ANDLW          0xF0
ADDWF          AARGB1,F

SWAPF          AARGB0,W
ANDLW          0x0F
MOVPF          WREG,AARGB0
DCFSNZ        EXP,F          ; EXP = EXP - 1
GOTO          SHIFT3224OK    ; shift completed if EXP = 0

SHIFT3224      BCF          _C          ; at most 3 right shifts are required
RRCF          AARGB0,F      ; right shift by EXP
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ        EXP,F
GOTO          SHIFT3224OK    ; shift completed if EXP = 0
BCF          _C
RRCF          AARGB0,F
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ        EXP,F
GOTO          SHIFT3224OK    ; shift completed if EXP = 0
BCF          _C
RRCF          AARGB0,F
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F

SHIFT3224OK   BTFSC        FPFLAGS,RND    ; is rounding enabled?
BTFSS        AARGB3,MSB    ; is NSB > 0x80?
GOTO          INT3224OK
BSF          _C          ; set carry for rounding
MOVLW        0x80
CPFSGT        AARGB3      ; if NSB = 0x80, select even
RRCF          AARGB2,W    ; using lsb in carry
CLRF          WREG,F
ADDWFC        AARGB2,F
ADDWFC        AARGB1,F
ADDWFC        AARGB0,F
BTFSC        AARGB0,MSB
GOTO          SETIOV3224

INT3224OK     BTFSS        SIGN,MSB      ; if sign bit set, negate
RETLW        0
COMF          AARGB2,F
COMF          AARGB1,F
COMF          AARGB0,F
INCF          AARGB2,F
CLRF          WREG,F
ADDWFC        AARGB1,F
ADDWFC        AARGB0,F
RETLW        0

SETIOV3224    BSF          FPFLAGS,IOV    ; set integer overflow flag
BTFSS        FPFLAGS,SAT    ; test for saturation
RETLW        0xFF          ; return error code in WREG

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```
CLRF      AARGB0,F          ; saturate to largest two's
BTFSS    SIGN,MSB         ; complement 24 bit integer
SETF     AARGB0,F         ; SIGN = 0, 0x 7F FF FF
MOVFPF   AARGB0,AARGB1    ; SIGN = 1, 0x 80 00 00
MOVFPF   AARGB0,AARGB2
RLCF     SIGN,F
RRCF     AARGB0,F
RETLW    0xFF             ; return error code in WREG

;*****
;*****

;      Float to integer conversion

;      Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2

;      Use:    CALL    INT3232

;      Output: 32 bit 2's complement integer right justified in AARGB0, AARGB1, AARGB2,
;             AARGB3

;      Result: AARG <-- INT( AARG )

;      Max Timing:  11+54+17 = 82 clks          RND = 0
;                  11+54+26 = 91 clks          RND = 1, SAT = 0
;                  11+54+28 = 93 clks          RND = 1, SAT = 1

;      Min Timing:  4 clks

;      PM: 249          DM: 9

;-----

INT3232

CLRF      AARGB3,W
CPFSGT   EXP          ; test for zero argument
RETLW    0x00
MOVFPF   AARGB0,SIGN  ; save sign in SIGN
BSF      AARGB0,MSB   ; make MSB explicit

CLRF     AARGB4,F

MOVLW    EXPBIAS+D'31' ; remove bias from EXP
SUBWF    EXP,W

BTFSS    WREG,MSB     ; if >= 31, integer overflow
GOTO     SETIOV3232   ; will occur
NEGW     EXP,F

MOVLW    7             ; do byte shift if EXP >= 8
CPFSGT   EXP
GOTO     SNIB3232
SUBWF    EXP,F         ; EXP = EXP - 7
MOVFPF   AARGB3,AARGB4 ; save for rounding
MOVFPF   AARGB2,AARGB3
MOVFPF   AARGB1,AARGB2
MOVFPF   AARGB0,AARGB1
CLRF     AARGB0,F
DCFSNZ   EXP,F        ; EXP = EXP - 1
GOTO     SHIFT3232OK  ; shift completed if EXP = 0

CPFSGT   EXP          ; do another byte shift if EXP >= 8
GOTO     SNIB3232A
SUBWF    EXP,F        ; EXP = EXP - 7
MOVFPF   AARGB3,AARGB4 ; save for rounding
MOVFPF   AARGB2,AARGB3
```

```

MOVFP      AARGB1,AARGB2
CLRF      AARGB1,F
DCFSNZ    EXP,F          ; EXP = EXP - 1
GOTO      SHIFT3232OK    ; shift completed if EXP = 0

CPFSGT    EXP          ; do another byte shift if EXP >= 8
GOTO      SNIB3232B
SUBWF     EXP,F          ; EXP = EXP - 7
MOVFP     AARGB3,AARGB4 ; save for rounding
MOVFP     AARGB2,AARGB3
CLRF      AARGB2,F
DCFSNZ    EXP,F          ; EXP = EXP - 1
GOTO      SHIFT3232OK    ; shift completed if EXP = 0

CPFSGT    EXP          ; do another byte shift if EXP >= 8
GOTO      SNIB3232C
SUBWF     EXP,F          ; EXP = EXP - 7
MOVFP     AARGB3,AARGB4 ; save for rounding
CLRF      AARGB3,F
DCFSNZ    EXP,F          ; EXP = EXP - 1
GOTO      SHIFT3232OK    ; shift completed if EXP = 0

SNIB3232D  MOVLW      3          ; do nibble shift if EXP >= 4
CPFSGT    EXP
GOTO      SHIFT3232D
SWAPF    AARGB4,W
ANDLW    0x0F
MOVFP    WREG,AARGB4
GOTO      SHIFT3232OK    ; shift completed if EXP = 0

SHIFT3232D  BCF      _C          ; at most 3 right shifts are required
RRCF     AARGB4,F        ; right shift by EXP
DCFSNZ    EXP,F
GOTO      SHIFT3232OK    ; shift completed if EXP = 0
BCF      _C
RRCF     AARGB4,F
DCFSNZ    EXP,F
GOTO      SHIFT3232OK    ; shift completed if EXP = 0
BCF      _C
RRCF     AARGB4,F
GOTO      SHIFT3232OK

SNIB3232C  MOVLW      3          ; do nibble shift if EXP >= 4
CPFSGT    EXP
GOTO      SHIFT3232C
SUBWF     EXP,F          ; EXP = EXP - 3
SWAPF    AARGB3,W
MOVFP    WREG,AARGB4    ; save for rounding
ANDLW    0x0F
MOVFP    WREG,AARGB3
DCFSNZ    EXP,F          ; EXP = EXP - 1
GOTO      SHIFT3232OK    ; shift completed if EXP = 0

SHIFT3232C  BCF      _C          ; at most 3 right shifts are required
RRCF     AARGB3,F        ; right shift by EXP
RRCF     AARGB4,F
DCFSNZ    EXP,F
GOTO      SHIFT3232OK    ; shift completed if EXP = 0
BCF      _C
RRCF     AARGB3,F
RRCF     AARGB4,F
DCFSNZ    EXP,F
GOTO      SHIFT3232OK    ; shift completed if EXP = 0
BCF      _C
RRCF     AARGB3,F
RRCF     AARGB4,F

```

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```
GOTO          SHIFT3232OK

SNIB3232B    MOVLW          3                ; do nibble shift if EXP >= 4
              CPFSGT       EXP
              GOTO         SHIFT3232B
              SUBWF        EXP,F           ; EXP = EXP - 3
              SWAPF        AARGB3,W
              MOVPF        WREG,AARGB4     ; save for rounding
              ANDLW        0x0F
              MOVPF        WREG,AARGB3

              SWAPF        AARGB2,W
              ANDLW        0xF0
              ADDWF        AARGB3,F

              SWAPF        AARGB2,W
              ANDLW        0x0F
              MOVPF        WREG,AARGB2
              DCFSNZ       EXP,F           ; EXP = EXP - 1
              GOTO         SHIFT3232OK     ; shift completed if EXP = 0

SHIFT3232B   BCF           _C              ; at most 3 right shifts are required
              RRCF         AARGB2,F       ; right shift by EXP
              RRCF         AARGB3,F
              RRCF         AARGB4,F
              DCFSNZ       EXP,F
              GOTO         SHIFT3232OK     ; shift completed if EXP = 0
              BCF         _C
              RRCF         AARGB2,F
              RRCF         AARGB3,F
              RRCF         AARGB4,F
              DCFSNZ       EXP,F
              GOTO         SHIFT3232OK     ; shift completed if EXP = 0
              BCF         _C
              RRCF         AARGB2,F
              RRCF         AARGB3,F
              RRCF         AARGB4,F
              GOTO         SHIFT3232OK

SNIB3232A    MOVLW          3                ; do nibble shift if EXP >= 4
              CPFSGT       EXP
              GOTO         SHIFT3232A
              SUBWF        EXP,F           ; EXP = EXP - 3
              SWAPF        AARGB3,W
              MOVPF        WREG,AARGB4     ; save for rounding
              ANDLW        0x0F
              MOVPF        WREG,AARGB3

              SWAPF        AARGB2,W
              ANDLW        0xF0
              ADDWF        AARGB3,F

              SWAPF        AARGB2,W
              ANDLW        0x0F
              MOVPF        WREG,AARGB2

              SWAPF        AARGB1,W
              ANDLW        0xF0
              ADDWF        AARGB2,F

              SWAPF        AARGB1,W
              ANDLW        0x0F
              MOVPF        WREG,AARGB1
              DCFSNZ       EXP,F           ; EXP = EXP - 1
              GOTO         SHIFT3232OK     ; shift completed if EXP = 0
```



```

SHIFT3232A      BCF          _C                ; at most 3 right shifts are required
                RRCF        AARGB1,F         ; right shift by EXP
                RRCF        AARGB2,F
                RRCF        AARGB3,F
                RRCF        AARGB4,F
                DCFSNZ      EXP,F
                GOTO        SHIFT3232OK      ; shift completed if EXP = 0
                BCF          _C
                RRCF        AARGB1,F
                RRCF        AARGB2,F
                RRCF        AARGB3,F
                RRCF        AARGB4,F
                DCFSNZ      EXP,F
                GOTO        SHIFT3232OK      ; shift completed if EXP = 0
                BCF          _C
                RRCF        AARGB1,F
                RRCF        AARGB2,F
                RRCF        AARGB3,F
                RRCF        AARGB4,F
                GOTO        SHIFT3232OK

SNIB3232        MOVLW      3                ; do nibble shift if EXP >= 4
                CPFSGT      EXP
                GOTO        SHIFT3232
                SUBWF       EXP,F           ; EXP = EXP - 3
                SWAPF       AARGB3,W
                MOVPF       WREG,AARGB4     ; save for rounding
                ANDLW       0x0F
                MOVPF       WREG,AARGB3

                SWAPF       AARGB2,W
                ANDLW       0xF0
                ADDWF       AARGB3,F

                SWAPF       AARGB2,W
                ANDLW       0x0F
                MOVPF       WREG,AARGB2

                SWAPF       AARGB1,W
                ANDLW       0xF0
                ADDWF       AARGB2,F

                SWAPF       AARGB1,W
                ANDLW       0x0F
                MOVPF       WREG,AARGB1

                SWAPF       AARGB0,W
                ANDLW       0xF0
                ADDWF       AARGB1,F

                SWAPF       AARGB0,W
                ANDLW       0x0F
                MOVPF       WREG,AARGB0
                DCFSNZ      EXP,F           ; EXP = EXP - 1
                GOTO        SHIFT3232OK     ; shift completed if EXP = 0

SHIFT3232      BCF          _C                ; at most 3 right shifts are required
                RRCF        AARGB0,F         ; right shift by EXP
                RRCF        AARGB1,F
                RRCF        AARGB2,F
                RRCF        AARGB3,F
                RRCF        AARGB4,F
                DCFSNZ      EXP,F
                GOTO        SHIFT3232OK     ; shift completed if EXP = 0
                BCF          _C
                RRCF        AARGB0,F

```

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```

RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
RRCF          AARGB4,F
DCFSNZ       EXP,F
GOTO         SHIFT3232OK          ; shift completed if EXP = 0
BCF          _C
RRCF          AARGB0,F
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
RRCF          AARGB4,F

SHIFT3232OK
BTFS         FPFLAGS,RND          ; is rounding enabled?
BTFS         AARGB4,MSB           ; is NSB > 0x80?
GOTO         INT3232OK
BSF          _C                    ; set carry for rounding
MOVLW       0x80
CPFSGT      AARGB4                ; if NSB = 0x80, select even
RRCF        AARGB3,W              ; using lsb in carry
CLRF        WREG,F
ADDWFC      AARGB3,F
ADDWFC      AARGB2,F
ADDWFC      AARGB1,F
ADDWFC      AARGB0,F
BTFS        AARGB0,MSB
GOTO         SETIOV3232

INT3232OK
BTFS        SIGN,MSB              ; if sign bit set, negate
RETLW       0
COMF        AARGB3,F
COMF        AARGB2,F
COMF        AARGB1,F
COMF        AARGB0,F
INCF        AARGB3,F
CLRF        WREG,F
ADDWFC      AARGB2,F
ADDWFC      AARGB1,F
ADDWFC      AARGB0,F
RETLW       0

SETIOV3232
BSF         FPFLAGS,IOV           ; set integer overflow flag
BTFS        FPFLAGS,SAT          ; test for saturation
RETLW       0xFF                 ; return error code in WREG

CLRF        AARGB0,F              ; saturate to largest two's
BTFS        SIGN,MSB              ; complement 32 bit integer
SETF        AARGB0,F              ; SIGN = 0, 0x 7F FF FF FF
MOVFPF      AARGB0,AARGB1         ; SIGN = 1, 0x 80 00 00 00
MOVFPF      AARGB0,AARGB2
MOVFPF      AARGB0,AARGB3
RLCF        SIGN,F
RRCF        AARGB0,F
RETLW       0xFF                 ; return error code in WREG

;*****
;*****
;
; Floating Point Multiply
;
; Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;         32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2
;
; Use:    CALL    FPM32

```

```

;      Output: 32 bit floating point product in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- AARG * BARG

;      Max Timing:      19+73+8 = 100 clks           RND = 0, SAT = 0
;                      19+73+22 = 114 clks          RND = 1, SAT = 0
;                      19+73+30 = 122 clks          RND = 1, SAT = 1

;      Min Timing:      5+6 = 11 clks              AARG * BARG = 0

;      PM: 123                DM: 15

```

```

;-----
FPM32      CLRf          AARGB3,W           ; test for zero arguments
           CPFSEQ       BEXP
           CPFSGT       AEXP
           GOTO         RES032

M32BNE0    MOVFP        AARGB0,WREG
           XORWF        BARGB0,W
           MOVFP        WREG,SIGN          ; save sign in SIGN

           MOVFP        BEXP,WREG
           ADDWF        EXP,F
           MOVLW        EXPBIAS-1
           BTFSS        _C
           GOTO         MTUN32

           SUBWF        EXP,F              ; remove bias and overflow test
           BTFSC        _C
           GOTO         SETFOV32
           GOTO         MOK32

MTUN32     SUBWF        EXP,F              ; remove bias and underflow test
           BTFSS        _C
           GOTO         SETFUN32

MOK32      BSF          AARGB0,MSB         ; make argument MSB's explicit
           BSF          BARGB0,MSB

           MOVFP        AARGB0,TEMPB0     ; multiply mantissas
           MOVFP        AARGB1,TEMPB1
           MOVFP        AARGB2,TEMPB2

           MOVFP        AARGB2,WREG
           MULWF        BARGB2
           MOVFP        PRODH,AARGB4

           MOVFP        AARGB1,WREG
           MULWF        BARGB1
           MOVFP        PRODH,AARGB2
           MOVFP        PRODL,AARGB3

           MULWF        BARGB2
           MOVFP        PRODL,WREG
           ADDWF        AARGB4,F
           MOVFP        PRODH,WREG
           ADDWFC       AARGB3,F
           CLRf         WREG,F
           ADDWFC       AARGB2,F

           MOVFP        TEMPB2,WREG
           MULWF        BARGB1
           MOVFP        PRODL,WREG

```

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ADDWF	AARGB4 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB3 , F	
CLRF	WREG , F	
ADDWFC	AARGB2 , F	
MOVFPF	AARGB0 , WREG	
MULWF	BARGB2	
MOVFPF	PRODL , WREG	
ADDWF	AARGB3 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB2 , F	
MOVFPF	AARGB0 , WREG	
MULWF	BARGB1	
CLRF	AARGB1 , W	
ADDWFC	AARGB1 , F	
MOVFPF	PRODL , WREG	
ADDWF	AARGB2 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB1 , F	
MOVFPF	TEMPB2 , WREG	
MULWF	BARGB0	
MOVFPF	PRODL , WREG	
ADDWF	AARGB3 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB2 , F	
CLRF	AARGB0 , W	
ADDWFC	AARGB1 , F	
ADDWFC	AARGB0 , F	
MOVFPF	TEMPB1 , WREG	
MULWF	BARGB0	
MOVFPF	PRODL , WREG	
ADDWF	AARGB2 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB1 , F	
CLRF	WREG , F	
ADDWFC	AARGB0 , F	
MOVFPF	TEMPB0 , WREG	
MULWF	BARGB0	
MOVFPF	PRODL , WREG	
ADDWF	AARGB1 , F	
MOVFPF	PRODH , WREG	
ADDWFC	AARGB0 , F	
BTFSF	AARGB0 , MSB	; check for postnormalization
GOTO	MROUND32	
RLCF	AARGB3 , F	
RLCF	AARGB2 , F	
RLCF	AARGB1 , F	
RLCF	AARGB0 , F	
DECF	EXP , F	
BTFSF	_Z	
GOTO	SETFUN32	
MROUND32		
BTFSF	FPFLAGS , RND	; is rounding enabled?
BTFSF	AARGB3 , MSB	; is NSB > 0x80?
GOTO	MUL32OK	
BSF	_C	; set carry for rounding
MOVLW	0x80	
CPFSGT	AARGB3	; if NSB = 0x80, select even
RRCF	AARGB2 , W	; using lsb in carry
CLRF	WREG , F	

```

        ADDWFC      AARGB2,F
        ADDWFC      AARGB1,F
        ADDWFC      AARGB0,F

        BTFSS       _C                ; has rounding caused carryout?
        GOTO        MUL32OK
        RRCF        AARGB0,F         ; if so, right shift
        RRCF        AARGB1,F
        RRCF        AARGB2,F
        INFSNZ      EXP,F            ; test for floating point overflow
        GOTO        SETFOV32

MUL32OK      BTFSS       SIGN,MSB
             BCF        AARGB0,MSB   ; clear explicit MSB if positive

             RETLW      0

SETFOV32     BSF        FPFLAGS,FOV   ; set floating point underflag
             BTFSS      FPFLAGS,SAT   ; test for saturation
             RETLW      0xFF          ; return error code in WREG

             SETF       AEXP,F         ; saturate to largest floating
             SETF       AARGB0,F      ; point number = 0x FF 7F FF FF
             SETF       AARGB1,F      ; modulo the appropriate sign bit
             SETF       AARGB2,F
             RLCF       SIGN,F
             RRCF       AARGB0,F
             RETLW      0xFF          ; return error code in WREG

```

```

;*****
;*****

```

```

;      Floating Point Divide

;      Input:  32 bit floating point dividend in AEXP, AARGB0, AARGB1, AARGB2
;              32 bit floating point divisor in BEXP, BARGB0, BARGB1, BARGB2

;      Use:    CALL    FPD32

;      Output: 32 bit floating point quotient in AEXP, AARGB0, AARGB1, AARGB2

;      Result: AARG <-- AARG / BARG

;      Max Timing:  10+34+69+80+111+11+8 = 323 clks  RND = 0
;                  10+34+69+80+111+11+22 = 337 clks  RND = 1, SAT = 0
;                  10+34+69+80+111+11+30 = 345 clks  RND = 1, SAT = 1

;      Min Timing:  6+6 = 12 clks                AARG = 0

;      PM: 350+257 = 607                        DM: 20

;      In addition to those registers defined in MATH17.INC, this routine uses
;      TBLPTRL and TBLPTRH without saving and restoring.

```

```

;-----

```

```

FPD32SEED    macro

;      Timing:    34 clks

;      PM: 32+257 = 289

;      generation of F0 by interpolating between consecutive 16 bit approximations
;      to the reciprocal of BARG, with the top 8 explicit bits of BARG as a pointer
;      and the remaining 7 explicit bits as the argument to linear interpolation.

```

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```
    MOVLW          HIGH (IBTBL256I)      ; access table for F0
    MOVWF          TBLPTRH
    RLCF           BARGB1,W
    RLCF           BARGB0,W
    ADDLW          LOW (IBTBL256I)
    MOVWF          TBLPTRL
    BTFSC          _C
    INCF           TBLPTRH,F
    TABLRD         0,1,TEMPB0
    TLRD           1,TEMPB0
    TABLRD         0,0,TEMPB1
    TLRD           0,AARGB5

    MOVFP          AARGB5,WREG           ; calculate difference
    SUBWF          TEMPB1,W
    MOVWF          AARGB5

    BCF            _C                    ; interpolate
    RLCF           BARGB2,W
    MULWF          AARGB5
    MOVFP          PRODH,TBLPTRH
    RLCF           BARGB1,W
    MULWF          AARGB5
    MOVFP          PRODL,WREG
    ADDWF          TBLPTRH,F
    BTFSC          _C
    INCF           PRODH,F

    CLRF           TEMPB2,F
    MOVFP          TBLPTRH,WREG
    SUBWF          TEMPB2,F
    MOVFP          PRODH,WREG
    SUBWFB         TEMPB1,F
    CLRF           WREG,F
    SUBWFB         TEMPB0,F              ; F0
```

endm

FPD32SEEDS1 macro

; Timing: 51 clks

; PM: 49+129 = 178

; generation of F0 by interpolating between consecutive 16 bit approximations
; to the reciprocal of BARG, with the top 7 explicit bits of BARG as a pointer
; and the remaining 16 explicit bits as the argument to linear interpolation.

```
    MOVLW          HIGH (IBTBL128I)     ; access table for F0
    MOVWF          TBLPTRH
    MOVFP          BARGB0,WREG
    ANDLW          0x7F
    ADDLW          LOW (IBTBL128I)
    MOVWF          TBLPTRL
    BTFSC          _C
    INCF           TBLPTRH,F
    TABLRD         0,1,TEMPB0
    TLRD           1,TEMPB0
    TABLRD         0,0,TEMPB1
    TLRD           1,AARGB4
    TLRD           0,AARGB5
```

```

MOVFP      AARGB5,WREG      ; calculate difference
SUBWF      TEMPB1,W
MOVWF      AARGB5
MOVFP      AARGB4,WREG
SUBWFB     TEMPB0,W
MOVWF      AARGB4

MOVFP      AARGB5,TEMPB2

MOVFP      AARGB5,WREG
MULWF      BARGB2
MOVFP      PRODH,TBLPTRH

MOVFP      AARGB4,WREG
MULWF      BARGB1
MOVFP      PRODH,AARGB4
MOVFP      PRODL,AARGB5

MULWF      BARGB2
MOVFP      PRODL,WREG
ADDWF      TBLPTRH,F
MOVFP      PRODH,WREG
ADDWFC     AARGB5,F
CLRF      WREG,F
ADDWFC     AARGB4,F

MOVFP      TEMPB2,WREG
MULWF      BARGB1
MOVFP      PRODL,WREG
ADDWF      TBLPTRH,F
MOVFP      PRODH,WREG
ADDWFC     AARGB5,F
CLRF      WREG,F
ADDWFC     AARGB4,F

CLRF      TEMPB2,F
MOVFP      TBLPTRH,WREG
SUBWF      TEMPB2,F
MOVFP      AARGB5,WREG
SUBWFB     TEMPB1,F
MOVFP      AARGB4,WREG
SUBWFB     TEMPB0,F      ; F0

endm

;-----
FPD32SEEDS      macro

;      Timing:      75 clks

;      PM: 73+65 = 138

;      generation of F0 by interpolating between consecutive 16 bit approximations
;      to the reciprocal of BARG, with the top 6 explicit bits of BARG as a pointer
;      and the remaining 17 explicit bits as the argument to linear interpolation.

MOV LW     HIGH (IBTBL64I)      ; access table for F0
MOVWF     TBLPTRH
RRCF      BARGB0,W
ANDLW     0x3F
ADDLW     LOW (IBTBL64I)
MOVWF     TBLPTRL
BTFS     _C

```

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```
INCF          TBLPTRH, F
TABLRD       0, 1, TEMPB0
TLRD         1, TEMPB0
TABLRD       0, 0, TEMPB1
TLRD         1, AARGB4
TLRD         0, AARGB5

MOVFP        AARGB5, WREG          ; calculate difference
SUBWF        TEMPB1, W
MOVWF        AARGB5
MOVFP        AARGB4, WREG
SUBWFB       TEMPB0, W
MOVWF        AARGB4

MOVFP        AARGB4, TBLPTRH
MOVFP        AARGB5, TBLPTRL

MOVFP        BARGB2, WREG
MULWF        AARGB5
MOVFP        PRODH, TMR0H
MOVFP        PRODL, TMR0L

MOVFP        BARGB1, WREG
MULWF        AARGB4
MOVFP        PRODH, AARGB5
MOVFP        PRODL, TEMPB2

MULWF        TBLPTRL
MOVFP        PRODL, WREG
ADDWF        TMR0H, F
MOVFP        PRODH, WREG
ADDWFC       TEMPB2, F
CLRF        WREG, F
ADDWFC       AARGB5, F

MOVFP        BARGB2, WREG
MULWF        TBLPTRH
MOVFP        PRODL, WREG
ADDWF        TMR0H, F
MOVFP        PRODH, WREG
ADDWFC       TEMPB2, F
CLRF        WREG, F
ADDWFC       AARGB5, F

MOVFP        BARGB0, WREG
ANDLW       0x01
MULWF        TBLPTRL
MOVFP        PRODL, WREG
ADDWF        TEMPB2, F
MOVFP        PRODH, WREG
ADDWFC       AARGB5, F
MOVFP        BARGB0, WREG
ANDLW       0x01
MULWF        TBLPTRH
CLRF        AARGB4, W
ADDWFC       AARGB4, F
MOVFP        PRODL, WREG
ADDWF        AARGB5, F
MOVFP        PRODH, WREG
ADDWFC       AARGB4, F

BCF         _C
RRCF        AARGB4, F
RRCF        AARGB5, F
RRCF        TEMPB2, F
RRCF        TMR0H, F
```



```

MOVFP      TEMPB2, TBLPTRH
CLRF       TEMPB2, F
MOVFP      TMR0H, WREG
SUBWF      TEMPB2, F
MOVFP      TBLPTRH, WREG
SUBWFB     TEMPB1, F
MOVFP      AARGB5, WREG
SUBWFB     TEMPB0, F          ; F0

endm

;-----

FPD32      CLRF      TEMPB3, W          ; clear exponent modification
           CPFSGT     BEXP          ; test for divide by zero
           GOTO      SETFDZ32

           CPFSGT     AEXP
           GOTO      RES032

D32BNE0    MOVFP      AARGB0, WREG
           XORWF      BARGB0, W
           MOVFP      WREG, SIGN      ; save sign in SIGN

           BSF       AARGB0, MSB      ; make argument MSB's explicit
           BSF       BARGB0, MSB

FPD32SEED                                     ; generation of F0

           MOVFP      AARGB0, AARGB5      ; A0 = F0 * A
           MOVFP      AARGB1, TBLPTRH
           MOVFP      AARGB2, TBLPTRL

           MOVFP      AARGB2, WREG
           MULWF      TEMPB2
           MOVFP      PRODH, AARGB4

           MOVFP      AARGB1, WREG
           MULWF      TEMPB1
           MOVFP      PRODH, AARGB2
           MOVFP      PRODL, AARGB3

           MULWF      TEMPB2
           MOVFP      PRODL, WREG
           ADDWF      AARGB4, F
           MOVFP      PRODH, WREG
           ADDWFC     AARGB3, F
           CLRF      WREG, F
           ADDWFC     AARGB2, F

           MOVFP      TBLPTRL, WREG
           MULWF      TEMPB1
           MOVFP      PRODL, WREG
           ADDWF      AARGB4, F
           MOVFP      PRODH, WREG
           ADDWFC     AARGB3, F
           CLRF      WREG, F
           ADDWFC     AARGB2, F

           MOVFP      AARGB0, WREG
           MULWF      TEMPB2
           MOVFP      PRODL, WREG
           ADDWF      AARGB3, F
           MOVFP      PRODH, WREG
           ADDWFC     AARGB2, F

```

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MOVFP	AARB0 , WREG	
MULWF	TEMPB1	
CLRF	AARB1 , W	
ADDWFC	AARB1 , F	
MOVFP	PRODL , WREG	
ADDWF	AARB2 , F	
MOVFP	PRODH , WREG	
ADDWFC	AARB1 , F	
MOVFP	TBLPTRL , WREG	
MULWF	TEMPB0	
MOVFP	PRODL , WREG	
ADDWF	AARB3 , F	
MOVFP	PRODH , WREG	
ADDWFC	AARB2 , F	
CLRF	AARB0 , W	
ADDWFC	AARB1 , F	
ADDWFC	AARB0 , F	
MOVFP	TBLPTRH , WREG	
MULWF	TEMPB0	
MOVFP	PRODL , WREG	
ADDWF	AARB2 , F	
MOVFP	PRODH , WREG	
ADDWFC	AARB1 , F	
CLRF	WREG , F	
ADDWFC	AARB0 , F	
MOVFP	AARB5 , WREG	
MULWF	TEMPB0	
MOVFP	PRODL , WREG	
ADDWF	AARB1 , F	
MOVFP	PRODH , WREG	
ADDWFC	AARB0 , F	
BTFSC	AARB0 , MSB	
GOTO	DAOK32	
RLCF	AARB3 , F	
RLCF	AARB2 , F	
RLCF	AARB1 , F	
RLCF	AARB0 , F	
DECF	TEMPB3 , F	
DAOK32		
MOVFP	BARB0 , AARB5	; B0 = F0 * B
MOVFP	BARB1 , TBLPTRH	
MOVFP	BARB2 , TBLPTRL	
MOVFP	BARB2 , WREG	
MULWF	TEMPB2	
MOVFP	PRODH , AARB4	
MOVFP	BARB1 , WREG	
MULWF	TEMPB1	
MOVFP	PRODH , BARB2	
MOVFP	PRODL , BARB3	
MULWF	TEMPB2	
MOVFP	PRODL , WREG	
ADDWF	AARB4 , F	
MOVFP	PRODH , WREG	
ADDWFC	BARB3 , F	
CLRF	WREG , F	
ADDWFC	BARB2 , F	
MOVFP	TBLPTRL , WREG	

MULWF	TEMPB1	
MOVFP	PRODL, WREG	
ADDWF	AARB4, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB3, F	
CLRF	WREG, F	
ADDWFC	BARB2, F	
MOVFP	BARB0, WREG	
MULWF	TEMPB2	
MOVFP	PRODL, WREG	
ADDWF	BARB3, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB2, F	
MOVFP	BARB0, WREG	
MULWF	TEMPB1	
CLRF	BARB1, W	
ADDWFC	BARB1, F	
MOVFP	PRODL, WREG	
ADDWF	BARB2, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB1, F	
MOVFP	TBLPTRL, WREG	
MULWF	TEMPB0	
MOVFP	PRODL, WREG	
ADDWF	BARB3, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB2, F	
CLRF	BARB0, W	
ADDWFC	BARB1, F	
ADDWFC	BARB0, F	
MOVFP	TBLPTRH, WREG	
MULWF	TEMPB0	
MOVFP	PRODL, WREG	
ADDWF	BARB2, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB1, F	
CLRF	WREG, F	
ADDWFC	BARB0, F	
MOVFP	AARB5, WREG	
MULWF	TEMPB0	
MOVFP	PRODL, WREG	
ADDWF	BARB1, F	
MOVFP	PRODH, WREG	
ADDWFC	BARB0, F	
BTFSS	BARB0, MSB	
BTFSC	BARB0, MSB-1	
GOTO	DBOK32	
RLCF	AARB4, F	
RLCF	BARB3, F	
RLCF	BARB2, F	
RLCF	BARB1, F	
RLCF	BARB0, F	
INCF	TEMPB3, F	
DBOK32		
COMF	BARB3, F	
COMF	BARB2, F	
COMF	BARB1, F	; F1 = 2 - B0
COMF	BARB0, F	
INCF	BARB3, F	
CLRF	WREG, F	

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```
ADDWFC          BARGB2 , F
ADDWFC          BARGB1 , F
ADDWFC          BARGB0 , F

MOVFP          AARB0 , TEMPB0          ; A1 = F1 * A0
MOVFP          AARB1 , TEMPB1
MOVFP          AARB2 , TEMPB2
MOVFP          AARB3 , TBLPTRL

MOVFP          AARB2 , WREG
MULWF         BARGB2
MOVFP          PRODH , AARB4

MOVFP          AARB1 , WREG
MULWF         BARGB3
MOVFP          PRODH , WREG
ADDWF         AARB4 , F
MOVFP          AARB1 , WREG
MULWF         BARGB2
CLRF          AARB3 , W
ADDWFC        AARB3 , F
MOVFP          PRODL , WREG
ADDWF         AARB4 , F
MOVFP          PRODH , WREG
ADDWFC        AARB3 , F

MOVFP          TBLPTRL , WREG
MULWF         BARGB1
MOVFP          PRODH , WREG
ADDWF         AARB4 , F
CLRF          AARB2 , W
ADDWFC        AARB3 , F
ADDWFC        AARB2 , F

MOVFP          TEMPB2 , WREG
MULWF         BARGB1
MOVFP          PRODL , WREG
ADDWF         AARB4 , F
MOVFP          PRODH , WREG
ADDWFC        AARB3 , F
CLRF          WREG , F
ADDWFC        AARB2 , F

MOVFP          TEMPB1 , WREG
MULWF         BARGB1
MOVFP          PRODL , WREG
ADDWF         AARB3 , F
MOVFP          PRODH , WREG
ADDWFC        AARB2 , F

MOVFP          AARB0 , WREG
MULWF         BARGB2
MOVFP          PRODL , WREG
ADDWF         AARB3 , F
MOVFP          PRODH , WREG
ADDWFC        AARB2 , F
MOVFP          AARB0 , WREG
MULWF         BARGB1
CLRF          AARB1 , W
ADDWFC        AARB1 , F
MOVFP          PRODL , WREG
ADDWF         AARB2 , F
MOVFP          PRODH , WREG
ADDWFC        AARB1 , F

MOVFP          TEMPB0 , WREG
```

MULWF	BARGB3	
MOVFP	PRODL, WREG	
ADDWF	AARB4, F	
MOVFP	PRODH, WREG	
ADDWFC	AARB3, F	
CLRF	WREG, F	
ADDWFC	AARB2, F	
ADDWFC	AARB1, F	
MOVFP	TEMPB0, WREG	
MULWF	BARGB0	
MOVFP	PRODH, AARB0	
MOVFP	PRODL, WREG	
ADDWF	AARB1, F	
CLRF	WREG, F	
ADDWFC	AARB0, F	
MOVFP	TBLPTRL, WREG	
MULWF	BARGB0	
MOVFP	PRODL, WREG	
ADDWF	AARB4, F	
MOVFP	PRODH, WREG	
ADDWFC	AARB3, F	
CLRF	WREG, F	
ADDWFC	AARB2, F	
ADDWFC	AARB1, F	
ADDWFC	AARB0, F	
MOVFP	TEMPB2, WREG	
MULWF	BARGB0	
MOVFP	PRODL, WREG	
ADDWF	AARB3, F	
MOVFP	PRODH, WREG	
ADDWFC	AARB2, F	
CLRF	WREG, F	
ADDWFC	AARB1, F	
ADDWFC	AARB0, F	
MOVFP	TEMPB1, WREG	
MULWF	BARGB0	
MOVFP	PRODL, WREG	
ADDWF	AARB2, F	
MOVFP	PRODH, WREG	
ADDWFC	AARB1, F	
CLRF	WREG, F	
ADDWFC	AARB0, F	
BTFSC	AARB0, MSB	
GOTO	DEXP32	
RLCF	AARB3, F	
RLCF	AARB2, F	
RLCF	AARB1, F	
RLCF	AARB0, F	
DECF	TEMPB3, F	
BTFSC	AARB0, MSB	
GOTO	DEXP32	
RLCF	AARB3, F	
RLCF	AARB2, F	
RLCF	AARB1, F	
RLCF	AARB0, F	
DECF	TEMPB3, F	
DEXP32	MOVFP	BEXP, WREG ; compute AEXP - BEXP
	SUBWF	EXP, F
	MOVLW	EXPBIAS+1 ; add bias + 1 for scaling of F0

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```

    BTSS      _C
    GOTO      ALTB32

AGEB32      ADDWF    TEMPB3,W           ; if AEXP > BEXP, test for overflow
            ADDWF    EXP,F
            BTSS    _C
            GOTO    SETFOV32
            GOTO    DROUND32

ALTB32      ADDWF    TEMPB3,W           ; if AEXP < BEXP, test for underflow
            ADDWF    EXP,F
            BTSS    _C
            GOTO    SETFUN32

DROUND32

            BTSS    FPFLAGS,RND        ; is rounding enabled?
            BTSS    AARGB3,MSB        ; is NSB > 0x80?
            GOTO    DIV32OK
            BSF     _C                  ; set carry for rounding
            MOVLW   0x80
            CPFSGT  AARGB3              ; if NSB = 0x80, select even
            RRCF   AARGB2,W           ; using lsb in carry
            CLRF   WREG,F
            ADDWFC  AARGB2,F
            ADDWFC  AARGB1,F
            ADDWFC  AARGB0,F

            BTSS    _C                  ; test if rounding caused carryout
            GOTO    DIV32OK
            RRCF   AARGB0,F
            RRCF   AARGB1,F
            RRCF   AARGB2,F
            INFSNZ  EXP,F              ; test for overflow
            GOTO    SETFOV32

DIV32OK     BTSS    SIGN,MSB
            BCF     AARGB0,MSB        ; clear explicit MSB if positive

            RETLW   0

SETFUN32    BSF     FPFLAGS,FUN        ; set floating point underflag
            BTSS    FPFLAGS,SAT        ; test for saturation
            RETLW   0xFF              ; return error code in WREG

            MOVLW   0x01              ; saturate to smallest floating
            MOVFP   WREG,AEXP          ; point number = 0x 01 00 00 00
            CLRF   AARGB0,F           ; modulo the appropriate sign bit
            CLRF   AARGB1,F
            CLRF   AARGB2,F
            RLCF   SIGN,F
            RRCF   AARGB0,F
            RETLW   0xFF              ; return error code in WREG

SETFDZ32    BSF     FPFLAGS,FDZ       ; set floating point divide by zero
            RETLW   0xFF              ; flag and return error code in WREG

;-----
;
;   table for interpolating between consecutive 16 bit approximations
;   to the reciprocal of BARG, with the top 6 explicit bits of BARG as a pointer
;   and the remaining 17 explicit bits as the argument to linear interpolation.

IBTBL64I
            DATA   0xFFFF
            DATA   0xFC10
            DATA   0xF83E
```

DATA	0xF48A
DATA	0xF0F1
DATA	0xED73
DATA	0xEA0F
DATA	0xE6C3
DATA	0xE38E
DATA	0xE070
DATA	0xDD68
DATA	0xDA74
DATA	0xD794
DATA	0xD4C7
DATA	0xD20D
DATA	0xCF64
DATA	0xCCCD
DATA	0xCA46
DATA	0xC7CE
DATA	0xC566
DATA	0xC30C
DATA	0xC0C1
DATA	0xBE83
DATA	0xBC52
DATA	0xBA2F
DATA	0xB817
DATA	0xB60B
DATA	0xB40B
DATA	0xB216
DATA	0xB02C
DATA	0xAE4C
DATA	0xAC77
DATA	0xAAAB
DATA	0xA8E8
DATA	0xA72F
DATA	0xA57F
DATA	0xA3D7
DATA	0xA238
DATA	0xA0A1
DATA	0x9F11
DATA	0x9D8A
DATA	0x9C0A
DATA	0x9A91
DATA	0x991F
DATA	0x97B4
DATA	0x9650
DATA	0x94F2
DATA	0x939B
DATA	0x9249
DATA	0x90FE
DATA	0x8FB8
DATA	0x8E78
DATA	0x8D3E
DATA	0x8C09
DATA	0x8AD9
DATA	0x89AE
DATA	0x8889
DATA	0x8768
DATA	0x864C
DATA	0x8534
DATA	0x8421
DATA	0x8312
DATA	0x8208
DATA	0x8102
DATA	0x8001

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```
;  
;      generation of F0 by interpolating between consecutive 16 bit approximations  
;      to the reciprocal of BARG, with the top 7 explicit bits of BARG as a pointer  
;      and the remaining 16 explicit bits as the argument to linear interpolation.
```

IBTBL128I

DATA	0xFFFF
DATA	0xFE04
DATA	0xFC10
DATA	0xFA23
DATA	0xF83E
DATA	0xF660
DATA	0xF48A
DATA	0xF2BA
DATA	0xF0F1
DATA	0xEF2F
DATA	0xED73
DATA	0xEBBE
DATA	0xEA0F
DATA	0xE866
DATA	0xE6C3
DATA	0xE526
DATA	0xE38E
DATA	0xE1FC
DATA	0xE070
DATA	0xDDE9
DATA	0xDD68
DATA	0xDBEB
DATA	0xDA74
DATA	0xD902
DATA	0xD794
DATA	0xD62C
DATA	0xD4C7
DATA	0xD368
DATA	0xD20D
DATA	0xD0B7
DATA	0xCF64
DATA	0xCE17
DATA	0xCCCD
DATA	0xCB87
DATA	0xCA46
DATA	0xC908
DATA	0xC7CE
DATA	0xC698
DATA	0xC566
DATA	0xC437
DATA	0xC30C
DATA	0xC1E5
DATA	0xC0C1
DATA	0xBFA0
DATA	0xBE83
DATA	0xBD69
DATA	0xBC52
DATA	0xBB3F
DATA	0xBA2F
DATA	0xB921
DATA	0xB817
DATA	0xB710
DATA	0xB60B
DATA	0xB50A
DATA	0xB40B
DATA	0xB30F
DATA	0xB216
DATA	0xB120
DATA	0xB02C

DATA	0xAF3B
DATA	0xAE4C
DATA	0xAD60
DATA	0xAC77
DATA	0xAB8F
DATA	0xAAAB
DATA	0xA9C8
DATA	0xA8E8
DATA	0xA80B
DATA	0xA72F
DATA	0xA656
DATA	0xA57F
DATA	0xA4AA
DATA	0xA3D7
DATA	0xA306
DATA	0xA238
DATA	0xA16B
DATA	0xA0A1
DATA	0x9FD8
DATA	0x9F11
DATA	0x9E4D
DATA	0x9D8A
DATA	0x9CC9
DATA	0x9C0A
DATA	0x9B4C
DATA	0x9A91
DATA	0x99D7
DATA	0x991F
DATA	0x9869
DATA	0x97B4
DATA	0x9701
DATA	0x9650
DATA	0x95A0
DATA	0x94F2
DATA	0x9446
DATA	0x939B
DATA	0x92F1
DATA	0x9249
DATA	0x91A3
DATA	0x90FE
DATA	0x905A
DATA	0x8FB8
DATA	0x8F17
DATA	0x8E78
DATA	0x8DDA
DATA	0x8D3E
DATA	0x8CA3
DATA	0x8C09
DATA	0x8B70
DATA	0x8AD9
DATA	0x8A43
DATA	0x89AE
DATA	0x891B
DATA	0x8889
DATA	0x87F8
DATA	0x8768
DATA	0x86D9
DATA	0x864C
DATA	0x85BF
DATA	0x8534
DATA	0x84AA
DATA	0x8421
DATA	0x8399
DATA	0x8312
DATA	0x828D
DATA	0x8208

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DATA	0x8185
DATA	0x8102
DATA	0x8081
DATA	0x8001

;
; table for F0 by interpolating between consecutive 16 bit approximations
; to the reciprocal of BARG, with the top 8 explicit bits of BARG as a pointer
; and the remaining 7 explicit bits as the argument to linear interpolation.

IBTBL256I

DATA	0xFFFF
DATA	0xFF01
DATA	0xFE04
DATA	0xFD09
DATA	0xFC10
DATA	0xFB19
DATA	0xFA23
DATA	0xF930
DATA	0xF83E
DATA	0xF74E
DATA	0xF660
DATA	0xF574
DATA	0xF48A
DATA	0xF3A1
DATA	0xF2BA
DATA	0xF1D5
DATA	0xF0F1
DATA	0xF00F
DATA	0xEF2F
DATA	0xEE50
DATA	0xED73
DATA	0xEC98
DATA	0xEBBE
DATA	0xEAE5
DATA	0xEA0F
DATA	0xE939
DATA	0xE866
DATA	0xE793
DATA	0xE6C3
DATA	0xE5F3
DATA	0xE526
DATA	0xE459
DATA	0xE38E
DATA	0xE2C5
DATA	0xE1FC
DATA	0xE136
DATA	0xE070
DATA	0xDFAC
DATA	0xDEE9
DATA	0xDE28
DATA	0xDD68
DATA	0xDCA9
DATA	0xDBEB
DATA	0xDB2F
DATA	0xDA74
DATA	0xD9BA
DATA	0xD902
DATA	0xD84A
DATA	0xD794
DATA	0xD6DF
DATA	0xD62C
DATA	0xD579
DATA	0xD4C7
DATA	0xD417

DATA	0xD368
DATA	0xD2BA
DATA	0xD20D
DATA	0xD161
DATA	0xD0B7
DATA	0xD00D
DATA	0xCF64
DATA	0xCEBD
DATA	0xCE17
DATA	0xCD71
DATA	0xCCCD
DATA	0xCC29
DATA	0xCB87
DATA	0xCAE6
DATA	0xCA46
DATA	0xC9A6
DATA	0xC908
DATA	0xC86A
DATA	0xC7CE
DATA	0xC733
DATA	0xC698
DATA	0xC5FE
DATA	0xC566
DATA	0xC4CE
DATA	0xC437
DATA	0xC3A1
DATA	0xC30C
DATA	0xC278
DATA	0xC1E5
DATA	0xC152
DATA	0xC0C1
DATA	0xC030
DATA	0xBF A0
DATA	0xBF11
DATA	0xBE83
DATA	0xBDF6
DATA	0xBD69
DATA	0xBCDD
DATA	0xBC52
DATA	0xBBC8
DATA	0xBB3F
DATA	0xBAB6
DATA	0xBA2F
DATA	0xB9A8
DATA	0xB921
DATA	0xB89C
DATA	0xB817
DATA	0xB793
DATA	0xB710
DATA	0xB68D
DATA	0xB60B
DATA	0xB58A
DATA	0xB50A
DATA	0xB48A
DATA	0xB40B
DATA	0xB38D
DATA	0xB30F
DATA	0xB292
DATA	0xB216
DATA	0xB19B
DATA	0xB120
DATA	0xB0A6
DATA	0xB02C
DATA	0xAFB3
DATA	0xAF3B
DATA	0xAEC3

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DATA	0xAE4C
DATA	0xADD6
DATA	0xAD60
DATA	0xACEB
DATA	0xAC77
DATA	0xAC03
DATA	0xAB8F
DATA	0xAB1D
DATA	0xAAAB
DATA	0xAA39
DATA	0xA9C8
DATA	0xA958
DATA	0xA8E8
DATA	0xA879
DATA	0xA80B
DATA	0xA79C
DATA	0xA72F
DATA	0xA6C2
DATA	0xA656
DATA	0xA5EA
DATA	0xA57F
DATA	0xA514
DATA	0xA4AA
DATA	0xA440
DATA	0xA3D7
DATA	0xA36E
DATA	0xA306
DATA	0xA29F
DATA	0xA238
DATA	0xA1D1
DATA	0xA16B
DATA	0xA106
DATA	0xA0A1
DATA	0xA03C
DATA	0x9FD8
DATA	0x9F74
DATA	0x9F11
DATA	0x9EAF
DATA	0x9E4D
DATA	0x9DEB
DATA	0x9D8A
DATA	0x9D29
DATA	0x9CC9
DATA	0x9C69
DATA	0x9C0A
DATA	0x9BAB
DATA	0x9B4C
DATA	0x9AEE
DATA	0x9A91
DATA	0x9A34
DATA	0x99D7
DATA	0x997B
DATA	0x991F
DATA	0x98C4
DATA	0x9869
DATA	0x980E
DATA	0x97B4
DATA	0x975A
DATA	0x9701
DATA	0x96A8
DATA	0x9650
DATA	0x95F8
DATA	0x95A0
DATA	0x9549
DATA	0x94F2
DATA	0x949C

DATA	0x9446
DATA	0x93F0
DATA	0x939B
DATA	0x9346
DATA	0x92F1
DATA	0x929D
DATA	0x9249
DATA	0x91F6
DATA	0x91A3
DATA	0x9150
DATA	0x90FE
DATA	0x90AC
DATA	0x905A
DATA	0x9009
DATA	0x8FB8
DATA	0x8F68
DATA	0x8F17
DATA	0x8EC8
DATA	0x8E78
DATA	0x8E29
DATA	0x8DDA
DATA	0x8D8C
DATA	0x8D3E
DATA	0x8CF0
DATA	0x8CA3
DATA	0x8C56
DATA	0x8C09
DATA	0x8BBC
DATA	0x8B70
DATA	0x8B24
DATA	0x8AD9
DATA	0x8A8E
DATA	0x8A43
DATA	0x89F8
DATA	0x89AE
DATA	0x8964
DATA	0x891B
DATA	0x88D2
DATA	0x8889
DATA	0x8840
DATA	0x87F8
DATA	0x87AF
DATA	0x8768
DATA	0x8720
DATA	0x86D9
DATA	0x8692
DATA	0x864C
DATA	0x8605
DATA	0x85BF
DATA	0x8579
DATA	0x8534
DATA	0x84EF
DATA	0x84AA
DATA	0x8465
DATA	0x8421
DATA	0x83DD
DATA	0x8399
DATA	0x8356
DATA	0x8312
DATA	0x82CF
DATA	0x828D
DATA	0x824A
DATA	0x8208
DATA	0x81C6
DATA	0x8185
DATA	0x8143

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```
DATA      0x8102
DATA      0x80C1
DATA      0x8081
DATA      0x8040
DATA      0x8001
```

```
*****
*****
```

```
; Floating Point Subtract

; Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;         32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2

; Use:    CALL FPS32

; Output: 32 bit floating point difference in AEXP, AARGB0, AARGB1, AARGB2

; Result: AARG <-- AARG - BARG

; Max Timing:  1+160 = 161 clks          RND = 0
;              1+176 = 177 clks          RND = 1, SAT = 0
;              1+182 = 183 clks          RND = 1, SAT = 1

; Min Timing:  1+20 = 21 clks

; PM: 425                      DM: 14
```

```
-----
```

```
FPS32      BTG          BARGB0,MSB          ; toggle sign bit for subtraction
```

```
*****
```

```
; Floating Point Add

; Input:  32 bit floating point number in AEXP, AARGB0, AARGB1, AARGB2
;         32 bit floating point number in BEXP, BARGB0, BARGB1, BARGB2

; Use:    CALL FPA32

; Output: 32 bit floating point sum in AEXP, AARGB0, AARGB1, AARGB2

; Result: AARG <-- AARG + BARG

; Max Timing:  7+70+22+61 = 160 clks      RND = 0
;              7+70+22+77 = 176 clks      RND = 1, SAT = 0
;              7+70+22+83 = 182 clks      RND = 1, SAT = 1

; Min Timing:  6+14 = 20 clks

; PM: 424                      DM: 14
```

```
-----
```

```
FPA32      MOVFP          AARGB0,WREG          ; exclusive or of signs in TEMPB0
           XORWF          BARGB0,W
           MOVFP          WREG,TEMPB0
```

```
CLRF      AARGB3,F
```

```
MOVFP     AEXP,WREG          ; use AARG if AEXP >= BEXP
CPFSGT    BEXP
GOTO      USEA32
```

```
USEB32     MOVFP          BARGB0,WREG          ; use BARG if AEXP < BEXP
```

```

MOVFPF      WREG,SIGN          ; save sign in SIGN
BSF         BARG0,MSB         ; make MSB's explicit
BSF         AARG0,MSB

MOVFPF      AEXP,WREG         ; compute shift count in BEXP
MOVFPF      WREG,TEMPB1
MOVFPF      BEXP,WREG
MOVFPF      WREG,AEXP

CLRF        WREG,F
CPFSGT      TEMPB1           ; return BARG if AARG = 0
GOTO        BRETURN32
MOVFPF      TEMPB1,WREG
SUBWF       BEXP,F
BTFS       _Z
GOTO        BLIGNED32

MOVLW      7
CPFSGT      BEXP             ; do byte shift if BEXP >= 8
GOTO        BNIB32

SUBWF       BEXP,F           ; BEXP = BEXP - 7
MOVFPF      AARGB2,AARGB3    ; keep for postnormalization
MOVFPF      AARGB1,AARGB2
MOVFPF      AARGB0,AARGB1
CLRF        AARGB0,F
DCFSNZ     BEXP,F           ; BEXP = BEXP - 1
GOTO        BLIGNED32

CPFSGT      BEXP             ; do another byte shift if BEXP >= 8
GOTO        BNIB32A
SUBWF       BEXP,F           ; BEXP = BEXP - 7
MOVFPF      AARGB2,AARGB3    ; keep for postnormalization
MOVFPF      AARGB1,AARGB2
CLRF        AARGB1,F
DCFSNZ     BEXP,F           ; BEXP = BEXP - 1
GOTO        BLIGNED32

CPFSGT      BEXP             ; do another byte shift if BEXP >= 8
GOTO        BNIB32B
SUBWF       BEXP,F           ; BEXP = BEXP - 7
MOVFPF      AARGB2,AARGB3    ; keep for postnormalization
CLRF        AARGB2,F
DCFSNZ     BEXP,F           ; BEXP = BEXP - 1
GOTO        BLIGNED32

CPFSGT      BEXP             ; if BEXP still >= 8, then
GOTO        BNIB32C         ; AARG = 0 relative to BARG

BRETURN32   MOVFPF      SIGN,AARGB0    ; return BARG
MOVFPF      BARGB1,AARGB1
MOVFPF      BARGB2,AARGB2
CLRF        AARGB3,F
RETLW      0x00

BNIB32C    MOVLW      3             ; do nibbleshift if BEXP >= 4
CPFSGT      BEXP
GOTO        BLOOP32C
SUBWF       BEXP,F           ; BEXP = BEXP - 3
SWAPF      AARGB3,W
ANDLW      0x0F
MOVFPF      WREG,AARGB3
DCFSNZ     BEXP,F           ; BEXP = BEXP - 1
GOTO        BLIGNED32     ; aligned if BEXP = 0

BLOOP32C   BCF         _C           ; right shift by BEXP

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```

RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C          ; at most 3 right shifts are
RRCF          AARGB3,F          ; possible
GOTO          BLIGNED32

BNIB32B       MOVLW          3          ; do nibbleshift if BEXP >= 4
CPFSGT
GOTO          BLOOP32B
SUBWF        BEXP,F          ; BEXP = BEXP -3
SWAPF        AARGB3,W
ANDLW        0x0F
MOVPF        WREG,AARGB3
SWAPF        AARGB2,W
ANDLW        0xF0
ADDWF        AARGB3,F
SWAPF        AARGB2,W
ANDLW        0x0F
MOVPF        WREG,AARGB2
DCFSNZ
GOTO          BEXP,F          ; BEXP = BEXP - 1
GOTO          BLIGNED32          ; aligned if BEXP = 0

BLOOP32B      BCF          _C          ; right shift by BEXP
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C          ; at most 3 right shifts are
RRCF          AARGB2,F          ; possible
RRCF          AARGB3,F
GOTO          BLIGNED32

BNIB32A       MOVLW          3          ; do nibbleshift if BEXP >= 4
CPFSGT
GOTO          BLOOP32A
SUBWF        BEXP,F          ; BEXP = BEXP -3
SWAPF        AARGB3,W
ANDLW        0x0F
MOVPF        WREG,AARGB3
SWAPF        AARGB2,W
ANDLW        0xF0
ADDWF        AARGB3,F
SWAPF        AARGB2,W
ANDLW        0x0F
MOVPF        WREG,AARGB2
SWAPF        AARGB1,W
ANDLW        0xF0
ADDWF        AARGB2,F
SWAPF        AARGB1,W
ANDLW        0x0F
MOVPF        WREG,AARGB1
DCFSNZ
GOTO          BEXP,F          ; BEXP = BEXP - 1
GOTO          BLIGNED32          ; aligned if BEXP = 0

BLOOP32A      BCF          _C          ; right shift by BEXP
RRCF          AARGB1,F
```



```

RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C                  ; at most 3 right shifts are
RRCF          AARGB1,F          ; possible
RRCF          AARGB2,F
RRCF          AARGB3,F
GOTO          BLIGNED32

BNIB32        MOVLW          3          ; do nibbleshift if BEXP >= 4
CPFSGT
GOTO          BLOOP32
SUBWF        BEXP,F          ; BEXP = BEXP -3
SWAPF        AARGB3,W
ANDLW        0x0F
MOVPF        WREG,AARGB3
SWAPF        AARGB2,W
ANDLW        0xF0
ADDWF        AARGB3,F
SWAPF        AARGB2,W
ANDLW        0x0F
MOVPF        WREG,AARGB2
SWAPF        AARGB1,W
ANDLW        0xF0
ADDWF        AARGB2,F
SWAPF        AARGB1,W
ANDLW        0x0F
MOVPF        WREG,AARGB1
SWAPF        AARGB0,W
ANDLW        0xF0
ADDWF        AARGB1,F
SWAPF        AARGB0,W
ANDLW        0x0F
MOVPF        WREG,AARGB0
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0

BLOOP32       BCF          _C          ; right shift by BEXP
RRCF          AARGB0,F
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C
RRCF          AARGB0,F
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F
DCFSNZ
GOTO          BLIGNED32          ; aligned if BEXP = 0
BCF          _C                  ; at most 3 right shifts are
RRCF          AARGB0,F          ; possible
RRCF          AARGB1,F
RRCF          AARGB2,F
RRCF          AARGB3,F

BLIGNED32     CLRF          BARGB3,W
BTFSS        TEMPB0,MSB        ; negate if signs opposite

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```
GOTO          AOK32
COMF          AARGB3,F
COMF          AARGB2,F
COMF          AARGB1,F
COMF          AARGB0,F
INCF          AARGB3,F
ADDWFC        AARGB2,F
ADDWFC        AARGB1,F
ADDWFC        AARGB0,F
GOTO          AOK32

USEA32        TSTFSZ        BEXP          ; return AARG if BARG = 0
GOTO          BNE032
RETLW        0x00

BNE032        CLRF          BARGB3,F
MOVFPF        AARGB0,SIGN          ; save sign in SIGN
BSF           AARGB0,MSB          ; make MSB's explicit
BSF           BARGB0,MSB

MOVFPF        BEXP,WREG          ; compute shift count in BEXP
SUBWF         AEXP,W
MOVFPF        WREG,BEXP
BTFS         _Z
GOTO          ALIGNED32

MOVLW        7
CPFSGT        BEXP          ; do byte shift if BEXP >= 8
GOTO          ANIB32
SUBWF         BEXP,F          ; BEXP = BEXP - 7
MOVFPF        BARGB2,WREG          ; keep for postnormalization
MOVFPF        WREG,BARGB3
MOVFPF        BARGB1,WREG
MOVFPF        WREG,BARGB2
MOVFPF        BARGB0,WREG
MOVFPF        WREG,BARGB1
CLRF          BARGB0,F
DCFSNZ        BEXP,F          ; BEXP = BEXP - 1
GOTO          ALIGNED32

MOVLW        7
CPFSGT        BEXP          ; do another byte shift if BEXP >= 8
GOTO          ANIB32A
SUBWF         BEXP,F          ; BEXP = BEXP - 7
MOVFPF        BARGB2,WREG
MOVFPF        WREG,BARGB3
MOVFPF        BARGB1,WREG
MOVFPF        WREG,BARGB2
CLRF          BARGB1,F
DCFSNZ        BEXP,F          ; BEXP = BEXP - 1
GOTO          ALIGNED32

MOVLW        7
CPFSGT        BEXP          ; do another byte shift if BEXP >= 8
GOTO          ANIB32B
SUBWF         BEXP,F          ; BEXP = BEXP - 7
MOVFPF        BARGB2,WREG
MOVFPF        WREG,BARGB3
CLRF          BARGB2,F
DCFSNZ        BEXP,F          ; BEXP = BEXP - 1
GOTO          ALIGNED32

MOVLW        7
CPFSGT        BEXP          ; if BEXP still >= 8, then
GOTO          ANIB32C          ; BARG = 0 relative to AARG
```

```

MOVFP      SIGN,AARGB0      ; return AARG
RETLW     0x00

ANIB32C    MOVLW      3      ; do nibbleshift if BEXP >= 4
           CPFSGT     BEXP
           GOTO      ALOOP32C
           SUBWF     BEXP,F   ; BEXP = BEXP -3
           SWAPF     BARGB3,W
           ANDLW     0x0F
           MOVFP     WREG,BARGB3
           DCFSNZ    BEXP,F   ; BEXP = BEXP - 1
           GOTO      ALIGNED32 ; aligned if BEXP = 0

ALOOP32C   BCF        _C      ; right shift by BEXP
           RRCF      BARGB3,F
           DCFSNZ    BEXP,F
           GOTO      ALIGNED32 ; aligned if BEXP = 0
           BCF      _C
           RRCF      BARGB3,F
           DCFSNZ    BEXP,F
           GOTO      ALIGNED32 ; aligned if BEXP = 0
           BCF      _C      ; at most 3 right shifts are
           RRCF      BARGB3,F ; possible
           GOTO      ALIGNED32

ANIB32B    MOVLW      3      ; do nibbleshift if BEXP >= 4
           CPFSGT     BEXP
           GOTO      ALOOP32B
           SUBWF     BEXP,F   ; BEXP = BEXP -3
           SWAPF     BARGB3,W
           ANDLW     0x0F
           MOVFP     WREG,BARGB3
           SWAPF     BARGB2,W
           ANDLW     0xF0
           ADDWF     BARGB3,F
           SWAPF     BARGB2,W
           ANDLW     0x0F
           MOVFP     WREG,BARGB2
           DCFSNZ    BEXP,F   ; BEXP = BEXP - 1
           GOTO      ALIGNED32 ; aligned if BEXP = 0

ALOOP32B   BCF        _C      ; right shift by BEXP
           RRCF      BARGB2,F
           RRCF      BARGB3,F
           DCFSNZ    BEXP,F
           GOTO      ALIGNED32 ; aligned if BEXP = 0
           BCF      _C
           RRCF      BARGB2,F
           RRCF      BARGB3,F
           DCFSNZ    BEXP,F
           GOTO      ALIGNED32 ; aligned if BEXP = 0
           BCF      _C      ; at most 3 right shifts are
           RRCF      BARGB2,F ; possible
           RRCF      BARGB3,F
           GOTO      ALIGNED32

ANIB32A    MOVLW      3      ; do nibbleshift if BEXP >= 4
           CPFSGT     BEXP
           GOTO      ALOOP32A
           SUBWF     BEXP,F   ; BEXP = BEXP -3
           SWAPF     BARGB3,W
           ANDLW     0x0F
           MOVFP     WREG,BARGB3
           SWAPF     BARGB2,W
           ANDLW     0xF0
           ADDWF     BARGB3,F

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        SWAPF          BARGB2,W
        ANDLW          0x0F
        MOVPF          WREG,BARGB2
        SWAPF          BARGB1,W
        ANDLW          0xF0
        ADDWF          BARGB2,F
        SWAPF          BARGB1,W
        ANDLW          0x0F
        MOVPF          WREG,BARGB1
        DCFSNZ         BEXP,F          ; BEXP = BEXP - 1
        GOTO           ALIGNED32      ; aligned if BEXP = 0

ALOOP32A    BCF          _C          ; right shift by BEXP
            RRCF          BARGB1,F
            RRCF          BARGB2,F
            RRCF          BARGB3,F
            DCFSNZ         BEXP,F
            GOTO           ALIGNED32      ; aligned if BEXP = 0
            BCF          _C
            RRCF          BARGB1,F
            RRCF          BARGB2,F
            RRCF          BARGB3,F
            DCFSNZ         BEXP,F
            GOTO           ALIGNED32      ; aligned if BEXP = 0
            BCF          _C          ; at most 3 right shifts are
            RRCF          BARGB1,F      ; possible
            RRCF          BARGB2,F
            RRCF          BARGB3,F
            GOTO           ALIGNED32

ANIB32      MOVLW        3          ; do nibbleshift if BEXP >= 4
            CPFSGT        BEXP
            GOTO           ALOOP32
            SUBWF         BEXP,F      ; BEXP = BEXP -3
            SWAPF         BARGB3,W
            ANDLW         0x0F
            MOVPF         WREG,BARGB3
            SWAPF         BARGB2,W
            ANDLW         0xF0
            ADDWF         BARGB3,F
            SWAPF         BARGB2,W
            ANDLW         0x0F
            MOVPF         WREG,BARGB2
            SWAPF         BARGB1,W
            ANDLW         0xF0
            ADDWF         BARGB2,F
            SWAPF         BARGB1,W
            ANDLW         0x0F
            MOVPF         WREG,BARGB1
            SWAPF         BARGB0,W
            ANDLW         0xF0
            ADDWF         BARGB1,F
            SWAPF         BARGB0,W
            ANDLW         0x0F
            MOVPF         WREG,BARGB0
            DCFSNZ         BEXP,F      ; BEXP = BEXP - 1
            GOTO           ALIGNED32      ; aligned if BEXP = 0

ALOOP32      BCF          _C          ; right shift by BEXP
            RRCF          BARGB0,F
            RRCF          BARGB1,F
            RRCF          BARGB2,F
            RRCF          BARGB3,F
            DCFSNZ         BEXP,F
            GOTO           ALIGNED32      ; aligned if BEXP = 0
            BCF          _C
```

	RRCF	BARGB0,F	
	RRCF	BARGB1,F	
	RRCF	BARGB2,F	
	RRCF	BARGB3,F	
	DCFSNZ	BEXP,F	
	GOTO	ALIGNED32	; aligned if BEXP = 0
	BCF	_C	; at most 3 right shifts are
	RRCF	BARGB0,F	; possible
	RRCF	BARGB1,F	
	RRCF	BARGB2,F	
	RRCF	BARGB3,F	
ALIGNED32	CLRF	AARGB3,W	
	BTFSS	TEMPB0,MSB	; negate if signs opposite
	GOTO	AOK32	
	COMF	BARGB3,F	
	COMF	BARGB2,F	
	COMF	BARGB1,F	
	COMF	BARGB0,F	
	INCF	BARGB3,F	
	ADDWFC	BARGB2,F	
	ADDWFC	BARGB1,F	
	ADDWFC	BARGB0,F	
AOK32	MOVFP	BARGB3,WREG	
	ADDWF	AARGB3,F	
	MOVFP	BARGB2,WREG	; add
	ADDWFC	AARGB2,F	
	MOVFP	BARGB1,WREG	
	ADDWFC	AARGB1,F	
	MOVFP	BARGB0,WREG	
	ADDWFC	AARGB0,F	
	BTFSC	TEMPB0,MSB	
	GOTO	ACOMP32	
	BTFSS	_C	
	GOTO	NMRND4032	
	RRCF	AARGB0,F	; shift right and increment EXP
	RRCF	AARGB1,F	
	RRCF	AARGB2,F	
	RRCF	AARGB3,F	
	INCFSZ	AEXP,F	
	GOTO	NMRND4032	
	GOTO	SETFOV32	; set floating point overflow flag
ACOMP32	BTFSC	_C	
	GOTO	NRM4032	; normalize and fix sign
	CLRF	WREG,F	
	COMF	AARGB3,F	; negate, toggle sign bit and
	COMF	AARGB2,F	; then normalize
	COMF	AARGB1,F	
	COMF	AARGB0,F	
	INCF	AARGB3,F	
	ADDWFC	AARGB2,F	
	ADDWFC	AARGB1,F	
	ADDWFC	AARGB0,F	
	BTG	SIGN,MSB	
	GOTO	NRM4032	

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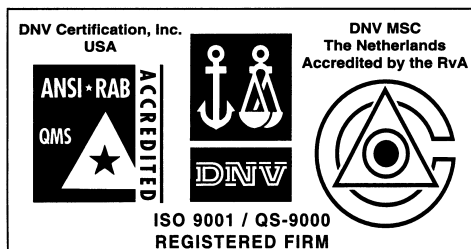
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