

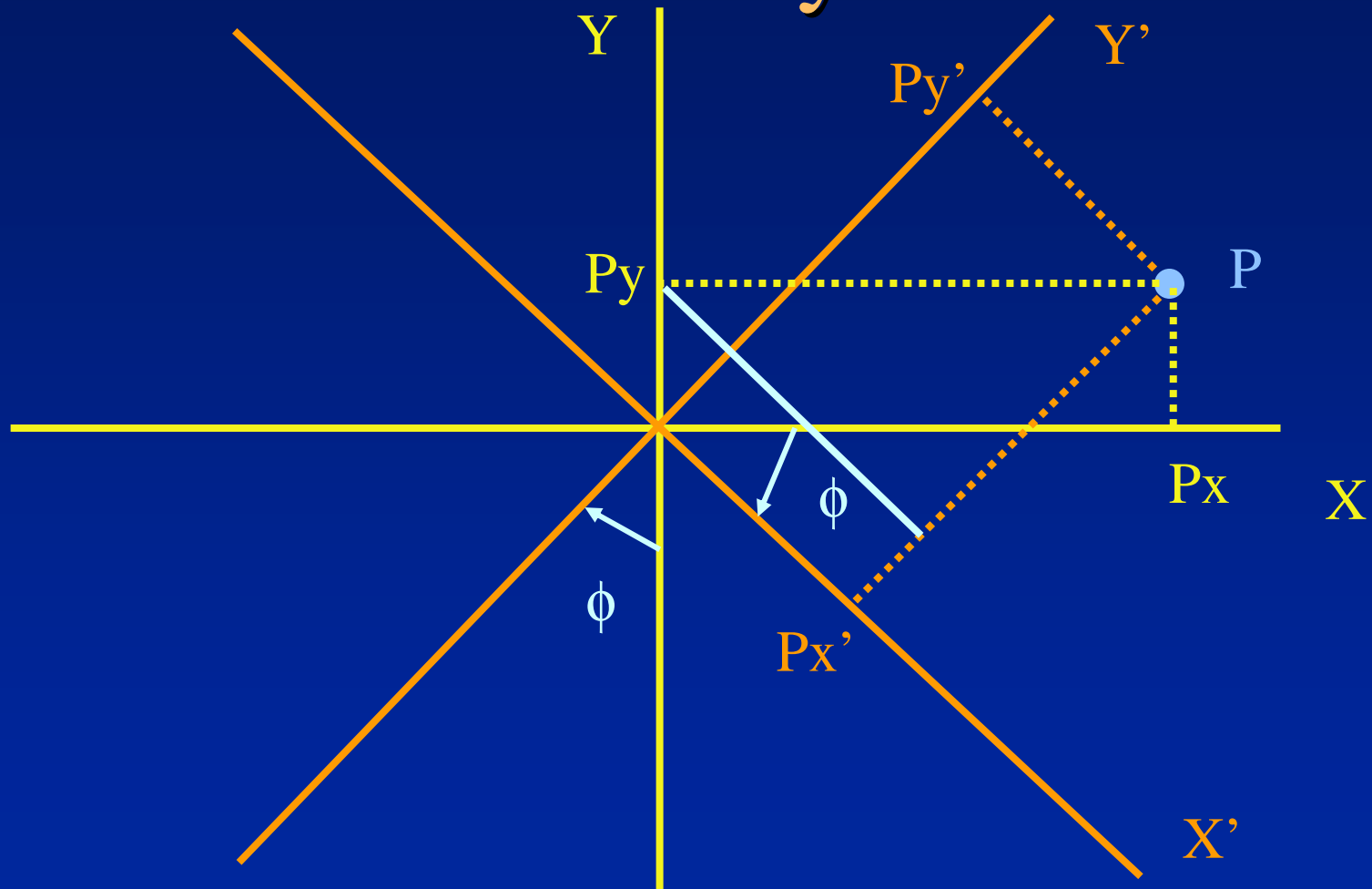


# Cordic Algorithms in FPGAs

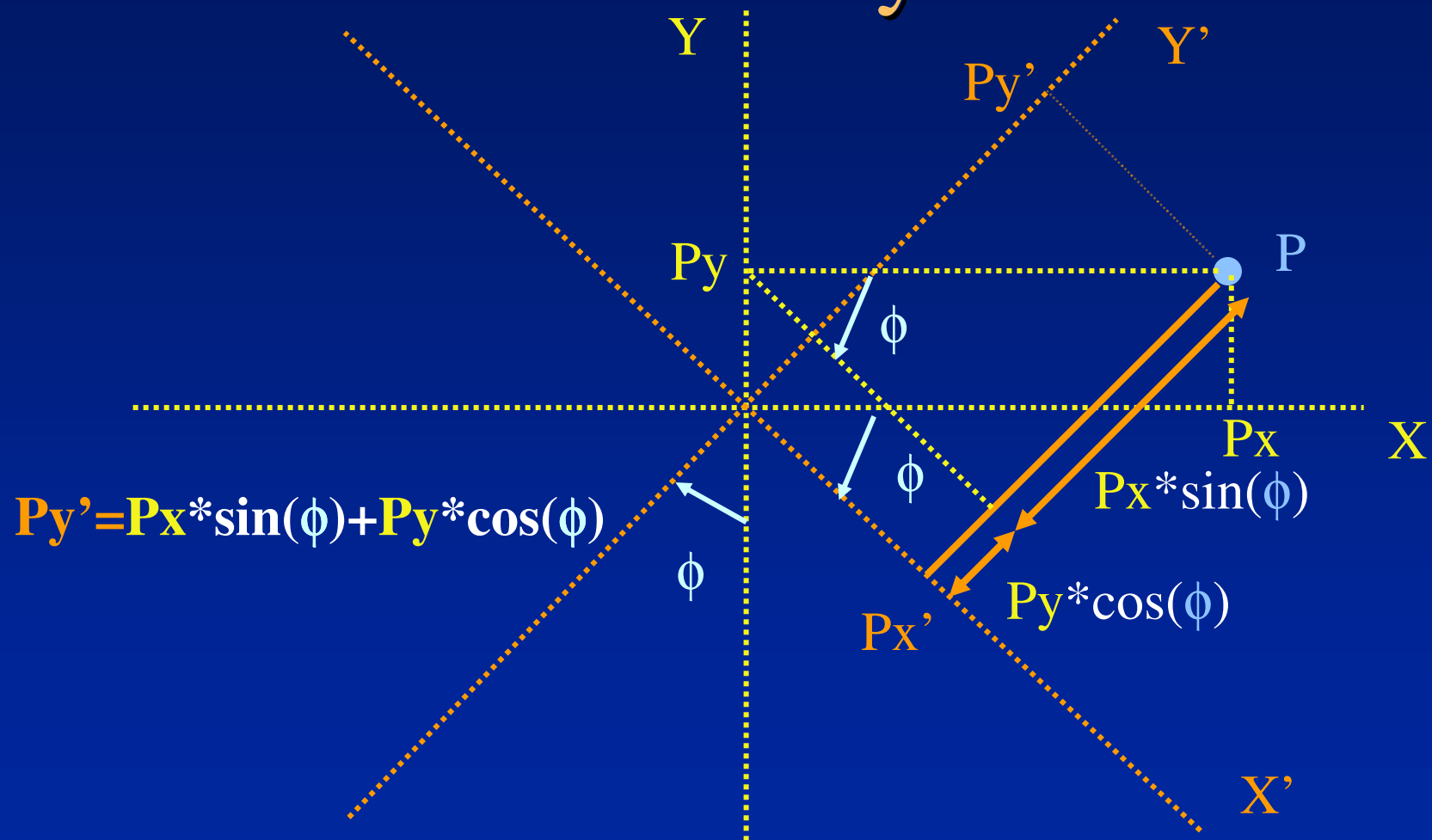
# Cordic Algorithm

- ◆ COrdinate Rotation Digital Computer
- ◆ An iterative method to perform Coordinate Rotations using only shifts and adds
- ◆ Hardware Efficient algorithms used for calculating trigonometric and transcendental functions

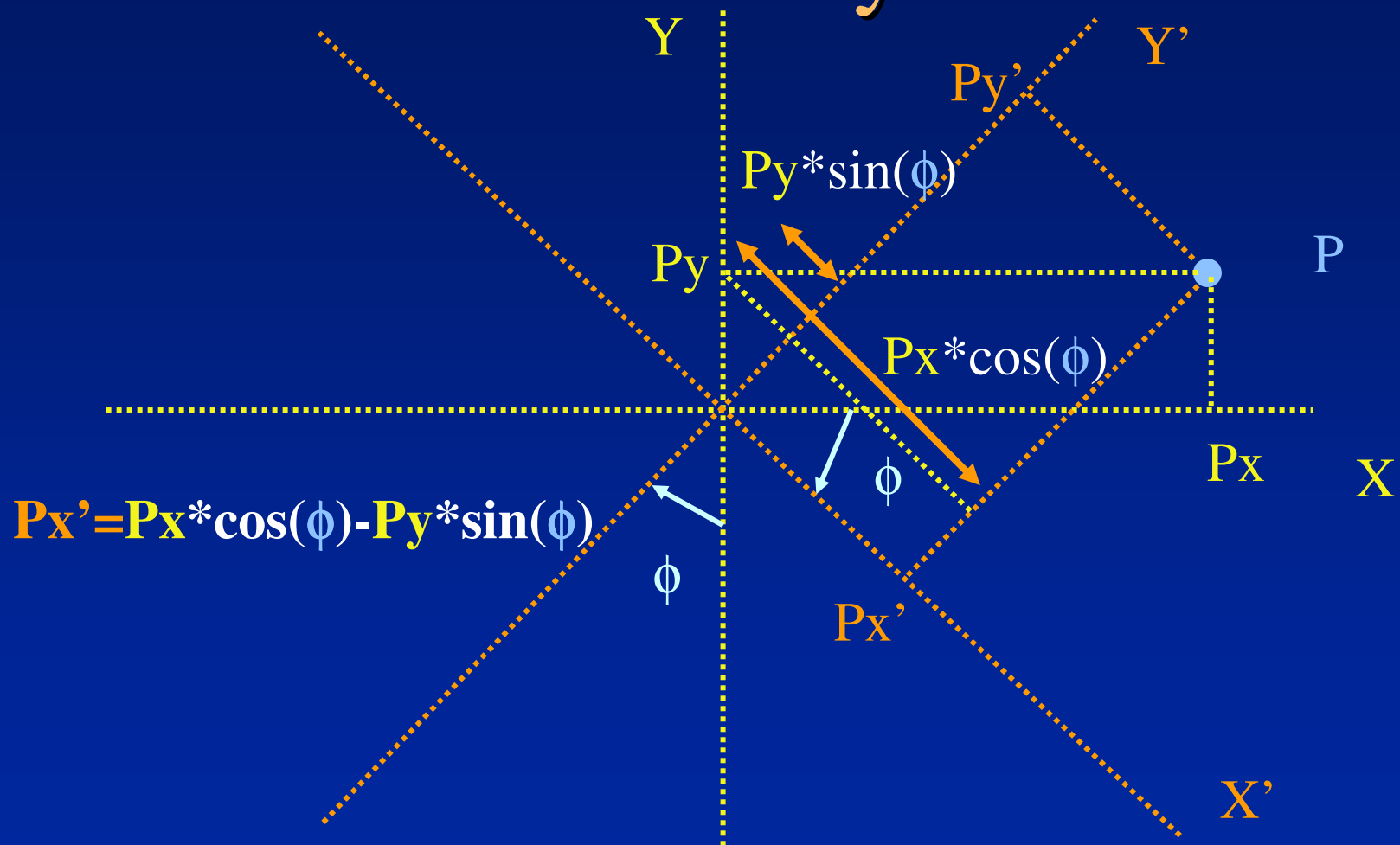
# Vector rotation in Cartesian Coordinate System



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# Vector rotation in Cartesian Coordinate System



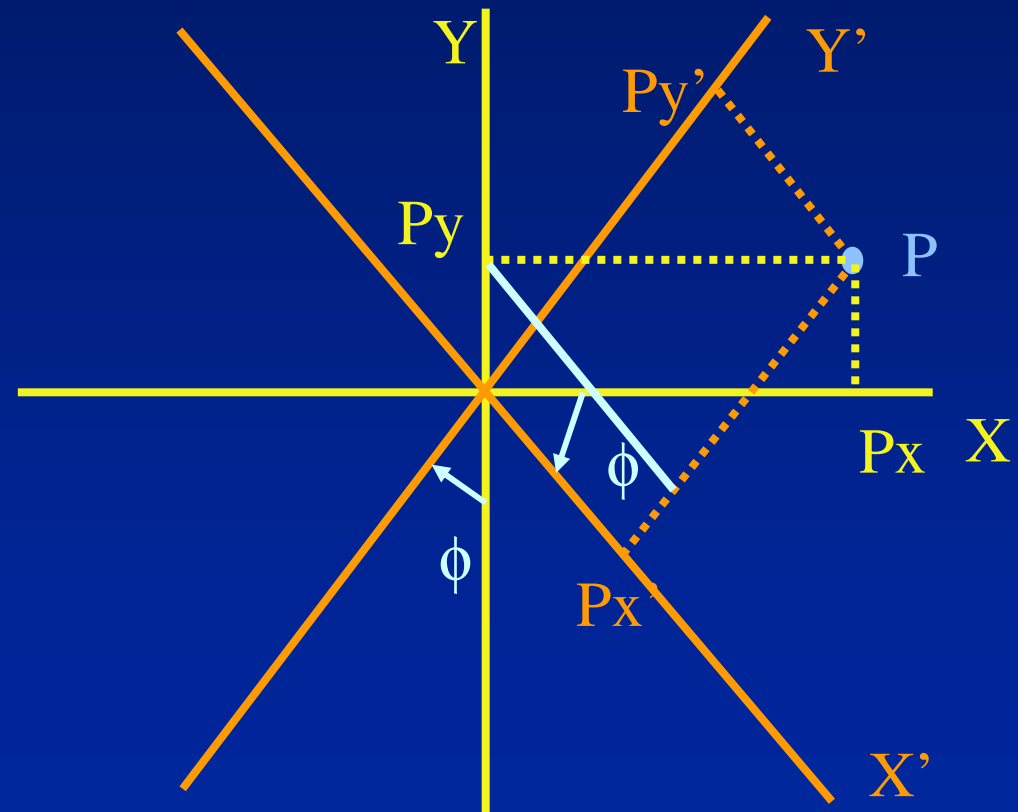
# Vector rotation in Cartesian Coordinate System

$$P_{x'} = P_x \cos(\phi) - P_y \sin(\phi)$$

$$P_{x'} = \cos(\phi) * (P_x - P_y \tan(\phi))$$

$$P_{y'} = P_x \sin(\phi) + P_y \cos(\phi)$$

$$P_{y'} = \cos(\phi) * (P_y + P_x \tan(\phi))$$



# CORDIC Equations

$$x_{i+1} = \cos(\phi_i) * (x_i - y_i * \tan(\phi_i))$$

$$y_{i+1} = \cos(\phi_i) * (y_i + x_i * \tan(\phi_i))$$

$$z_{i+1} = z_i - \phi_i$$

Assume  $\tan(\phi_i) = d_i * 2^{-i}$  where  $d_i = +1$  or  $-1$

$$\phi_i = d_i * \tan^{-1}(2^{-i})$$

$$K_i = \cos(\phi_i) = \cos(\tan^{-1}(2^{-i})) = 1/\sqrt{1+2^{-2i}}$$

# CORDIC Equations

Factor Out the constant  $K_i$  from each iteration

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

Multiply by  $A_n$  after n iterations to account for constants  $K_i$

$$A_n = \prod_{i=1}^n \sqrt{1 + 2^{-2i}}$$



# CORDIC Equations

- ◆ Previous Equations are valid if initial angle  $z_0 > -\pi/2$  and  $z_0 < \pi/2$ . For other angles, give an initial rotation of  $\pi$ .
- ◆ For initial rotation the equations are
$$x' = d * x \quad \text{where } d = -1 \text{ if } x < 0 \text{ else } d = 1$$
$$y' = -d * y$$
$$z' = z \quad \text{if } d \text{ is equal to } 1$$
$$= z - \pi \text{ if } d \text{ is equal to } -1$$
- ◆ An alternate solution is to rotate by  $\pi/2$  or  $-\pi/2$  initially.

# Modes of Operation

- ◆ Hardware has three accumulators **x**, **y** and **z**

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

- ◆ Two modes of operation
  - ***Rotation Mode***
  - ***Vector Mode***

# Rotation Mode of Operation

- Initialize three accumulators by  $x_0$ ,  $y_0$  and  $z_0$

- Rotate to make the angle accumulator  $z_0$  equal to 0.

  - $d_i = -1$  if  $z_i < 0$

  - $d_i = 1$  otherwise

- Final accumulator values are  $x_n$ ,  $y_n$  and  $z_n$

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

$$x_n = A_n * (x_0 \cos(z_0) - y_0 \sin(z_0))$$

$$y_n = A_n * (y_0 \cos(z_0) + x_0 \sin(z_0))$$

$$z_n = 0$$

# Rotation Mode

$$\begin{aligned}x_n &= A_n^*(x_0 \cos(z_0) - y_0 \sin(z_0)) \\y_n &= A_n^*(y_0 \cos(z_0) + x_0 \sin(z_0)) \\z_n &= 0\end{aligned}$$

- ◆ General Vector Rotator :
  - Rotates a vector  $(x_0, y_0)$  by an angle  $z_0$ .
- ◆ Sine and Cosine Generator :
  - Initial Values  $x_0=1/A_n$ ,  $y_0=0$  and  $z_0=\theta$
  - Final Values  $x_n=\cos(\theta)$ ,  $y_n=\sin(\theta)$  and  $z_n=0$
- ◆ Polar to Rectangular Coordinate Conversion :
  - Initial Values  $x_0=r$ ,  $y_0=0$  and  $z_0=\theta$
  - Final Values  $x_n=A_n r \cos(\theta)$ ,  $y_n=A_n r \sin(\theta)$  and  $z_n=0$

# Vectoring Mode of Operation

- Initialize three accumulators by  $x_0$ ,  $y_0$  and  $z_0$

- Rotate to make the  $y$  accumulator  $y_0$  equal to 0.

  - $d_i = -1$  if  $y_i > 0$

  - $d_i = 1$  otherwise

- Final accumulator values are  $x_n$ ,  $y_n$  and  $z_n$

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

# Vectoring Mode

$$\mathbf{x}_n = A_n \sqrt{x_0^2 + y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

- ◆ Rectangular to Polar Coordinate Conversion
  - $x_n$  is scaled magnitude and  $z_n$  is the angle.
- ◆  $z_n$  is  $\tan^{-1}(y)$  if  $x_0=1$  and  $z_0=0$

# Convergence

$V_0$  aligning with X axis.

$V_1$  is incorrect.

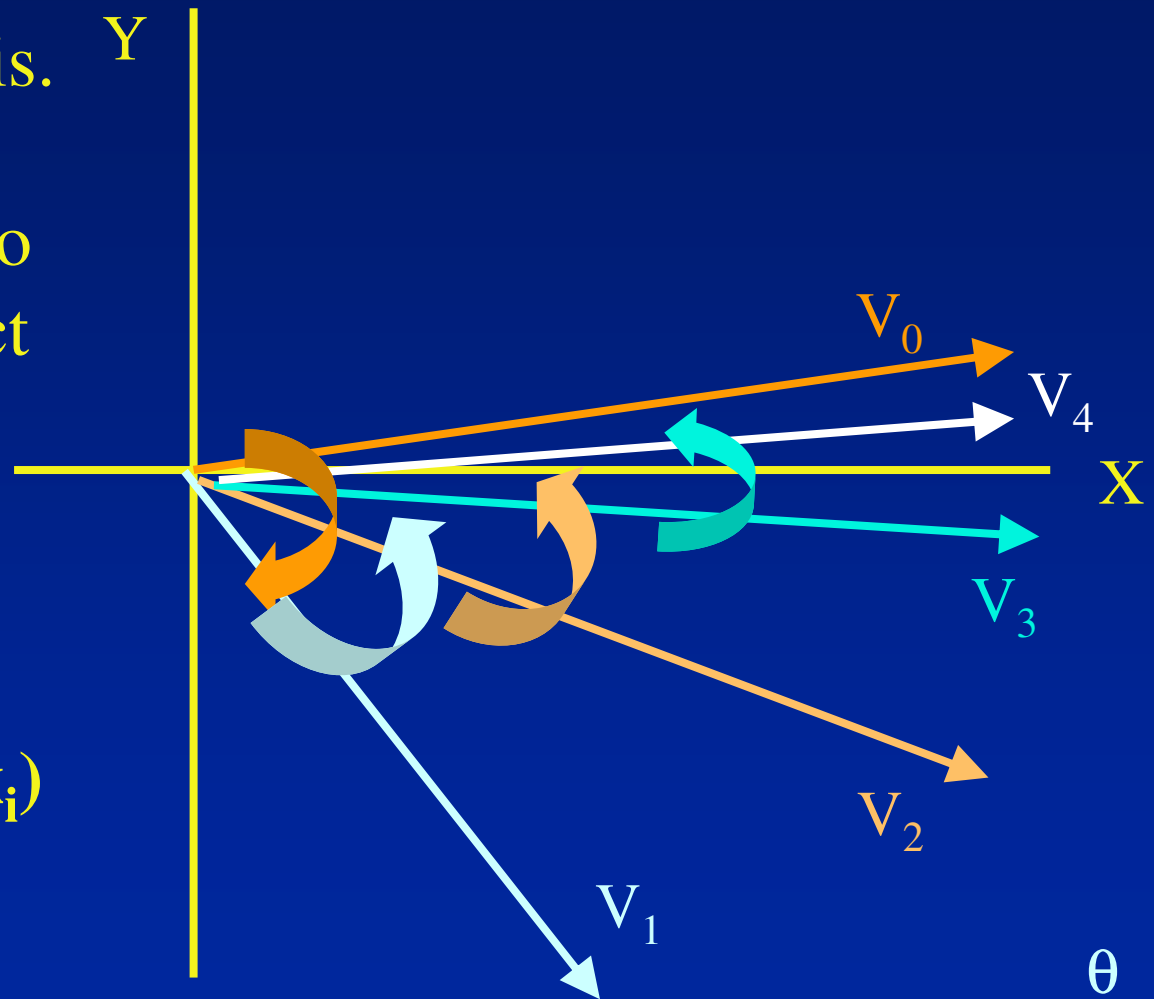
Subsequent rotations to

$V_2, V_3, \dots$  must correct the error

Condition

$$\tan^{-1}(y_{i+1}/x_{i+1}) > 0.5 * \tan^{-1}(y_i/x_i)$$

ensures convergence



# Convergence

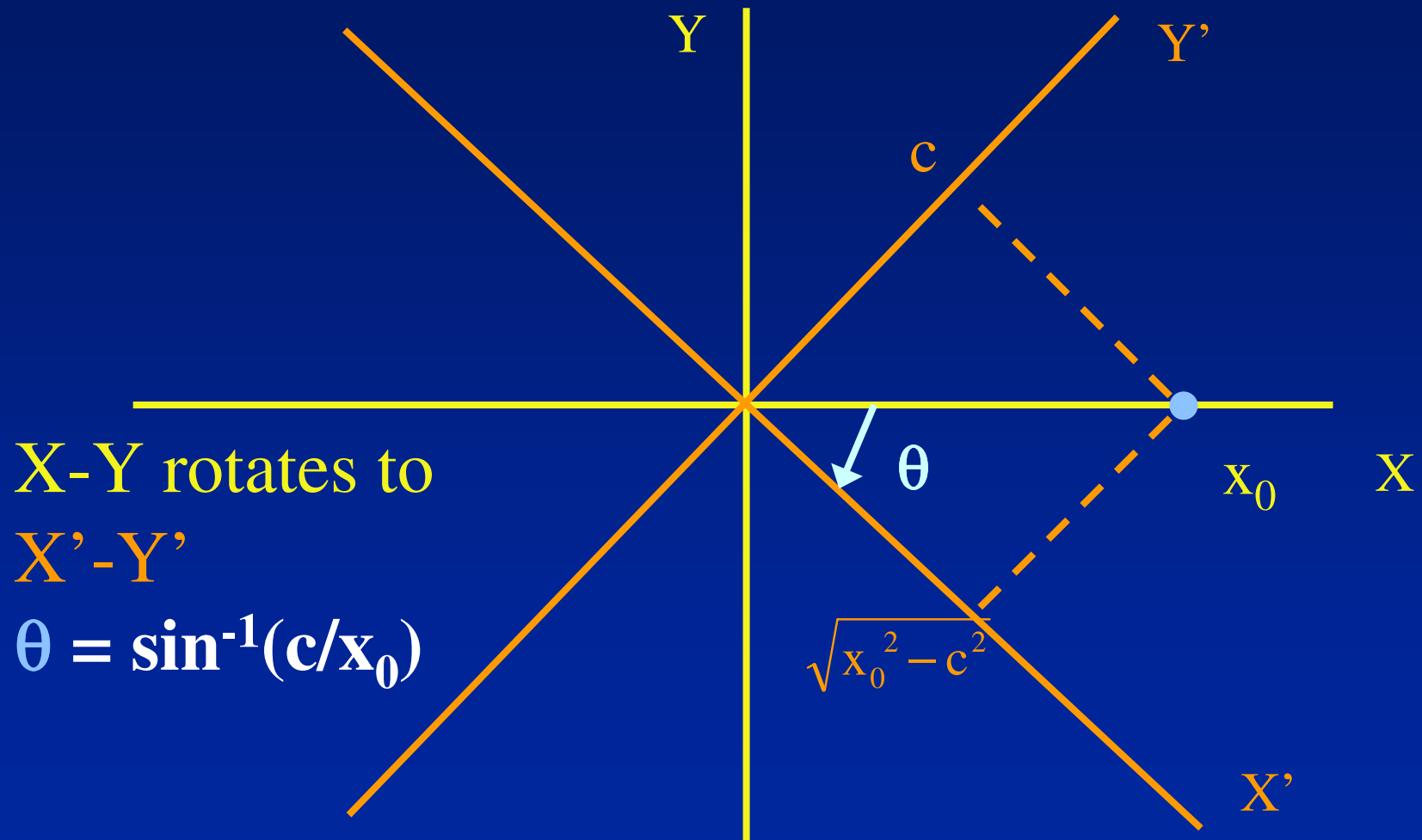
- ◆ Cordic Equations in the Rotation Mode and Vectoring Mode converge.
- ◆ Error reduces in each iteration.
- ◆ Each Rotation makes the accumulators more correct. Decide on the number of rotations from your application.



# Functions covered ....

- ◆ Vector Rotation.
- ◆ Rectangular to Polar Coordinate Conversion
- ◆ Polar to Rectangular Coordinate Conversion
- ◆ Sine, Cosine and Arctan Generators

# Arcsine using Inverse Cordic



$X$ - $Y$  rotates to  
 $X'$ - $Y'$

$$\theta = \sin^{-1}(c/x_0)$$

# Arcsine

Rotate the vector so that  $y_n$  is equal to  $c$ , a constant

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

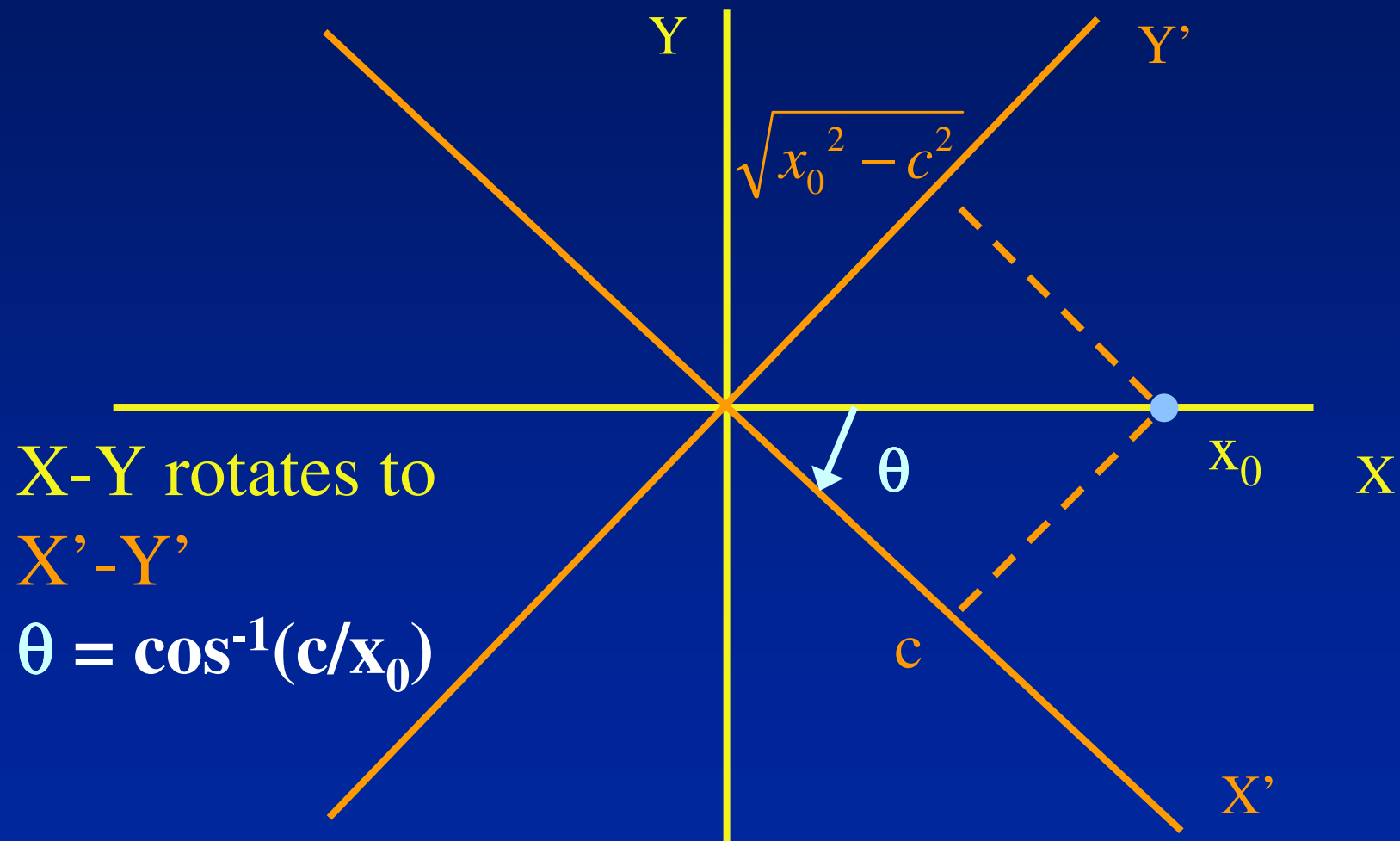
where

$d_i = +1$  if  $y_i < c$ ,  $-1$  otherwise

— Initial Values :  $x_0 = x_0$ ,  $y_0 = 0$  and  $z_0 = 0$

— Final Values :  $x_n = \sqrt{(A_n x_0)^2 - c^2}$ ,  $y_n = c$  and  $z_n = \sin^{-1}(c/A_n x_0)$

# Arccosine using Inverse Cordic



$X$ - $Y$  rotates to  
 $X'$ - $Y'$

$$\theta = \cos^{-1}(c/x_0)$$

# Arccosine

Rotate the vector so that  $x_n$  is equal to  $c$ , a constant

$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$

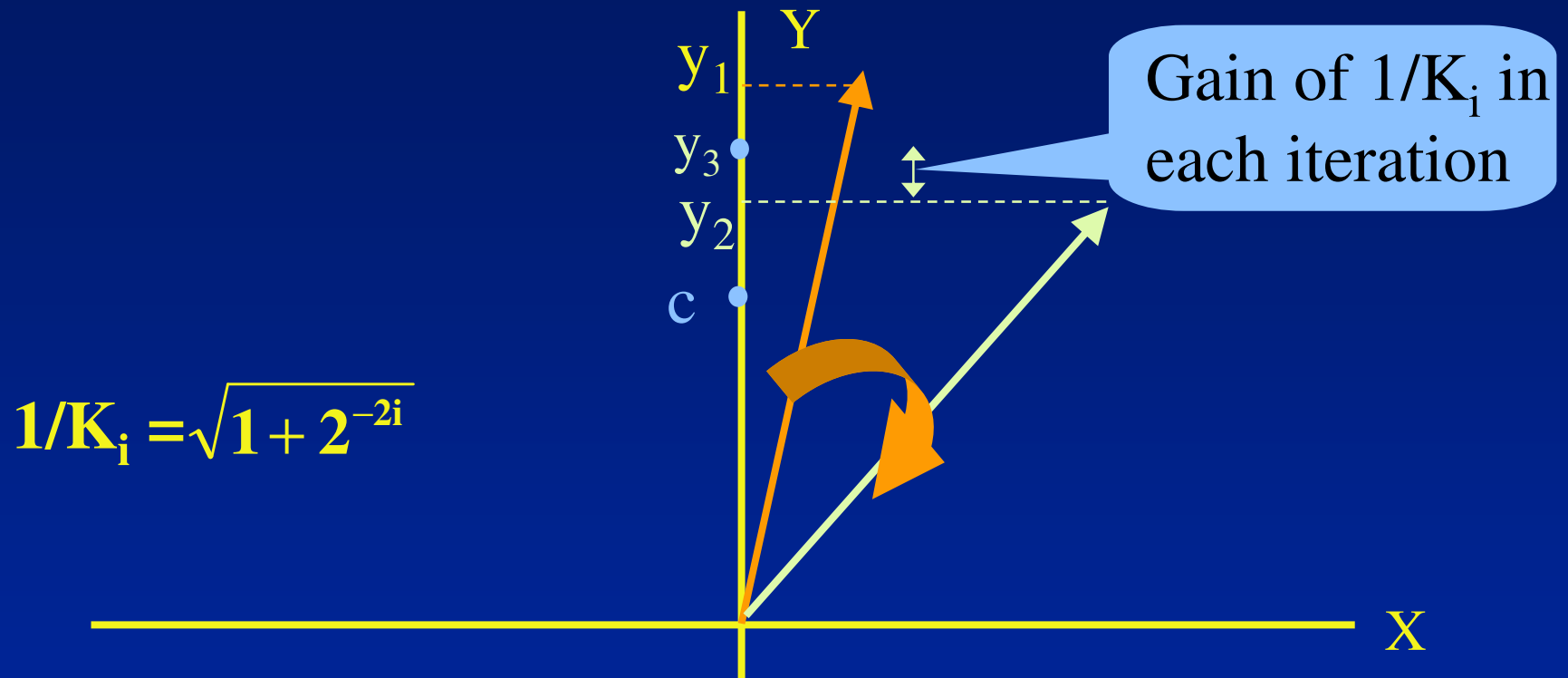
where

$d_i = -1$  if  $x_i < c$ ,  $+1$  otherwise

— Initial Values :  $x_0 = x_0$ ,  $y_0 = 0$  and  $z_0 = 0$

— Final Values :  $x_n = \sqrt{(A_n x_0)^2 - c^2}$ ,  $y_n = c$  and  $z_n = \cos^{-1}(c/A_n x_0)$

# Convergence of Arcsine and Arccosine



- Due to gain  $1/K_i$ ,  $(y_1 - y_3)/(y_1 - c) < 1/2$ , which does not guarantee convergence

# Convergence of Arcsine and Arccosine

- ◆ Double Iteration Algorithm
  - For each iteration, rotate the vector twice instead of once.
- ◆ Double Iteration Algorithm makes the results of arcsine and arccosine more accurate.

# General Cordic Equation

- ◆ Circular Coordinate Transforms : What has been presented so far.
- ◆ Cordic Equations can be extended to calculate more functions
  - Linear Functions
  - Hyperbolic Functions



# Linear Cordic Equations

$$x_{i+1} = x_i - 0 * y_i * d_i * 2^{-i} = x_i$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * 2^{-i}$$

- ◆ *Rotation Mode* ( $d_i = -1$  if  $z_i < 0$ ,  $+1$  otherwise)

- A multiplier with shifts and adds

- Final Values:

$$x_n = x_0$$

$$y_n = y_0 + x_0 z_0$$

$$z_n = 0$$

# Linear Cordic Equations

$$\mathbf{x}_{i+1} = \mathbf{x}_i$$

$$\mathbf{y}_{i+1} = \mathbf{y}_i + \mathbf{x}_i * \mathbf{d}_i * 2^{-i}$$

$$\mathbf{z}_{i+1} = \mathbf{z}_i - \mathbf{d}_i * 2^{-i}$$

- ◆ Vectoring Mode ( $\mathbf{d}_i = +1$  if  $\mathbf{y}_i < 0$ ,  $-1$  otherwise)
  - Calculates the ratio  $\mathbf{y}_0/\mathbf{x}_0$  in  $\mathbf{z}$  accumulator
  - $\mathbf{x}_n = \mathbf{x}_0$
  - $\mathbf{y}_n = 0$
  - $\mathbf{z}_n = \mathbf{z}_0 - \mathbf{y}_0/\mathbf{x}_0$

# Hyperbolic CORDIC Equations

$$x_{i+1} = \cosh(\phi_i) * (x_i + y_i * \tanh(\phi_i))$$

$$y_{i+1} = \cosh(\phi_i) * (y_i + x_i * \tanh(\phi_i))$$

$$z_{i+1} = z_i - \phi_i$$

Assume  $\tan(\phi_i) = d_i * 2^{-i}$  where  $d_i = +1$  or  $-1$

$$\phi_i = d_i * \tanh^{-1}(2^{-i})$$

$$K_i = \cosh(\phi_i) = \cosh(\tanh^{-1}(2^{-i})) = 1/\sqrt{1-2^{-2i}}$$

# Hyperbolic CORDIC Equations

$$x_{i+1} = x_i + y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tanh^{-1}(2^{-i})$$

Multiply by  $A_n$  after n iterations to account for constants  $K_i$

$$A_n = \prod_{i=1}^n \sqrt{1 - 2^{-2i}}$$

# Rotation Mode

- Converge Angle Accumulator  $z$  to 0.

- $d_i = -1$  if  $z_i < 0$ ,  $+1$  otherwise

- ◆ Initialize with  $x_0$ ,  $y_0$  and  $z_0$ .

- ◆ The Hyperbolic Cordic Equations converge to

$$x_n = A_n * ( x_0 \cosh(z_0) + y_0 \sinh(z_0) )$$

$$y_n = A_n * ( y_0 \cosh(z_0) + x_0 \sinh(z_0) )$$

$$z_n = 0$$

$$x_{i+1} = x_i + y_i * d_i * 2^{-i}$$
$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$
$$z_{i+1} = z_i - d_i * \tanh^{-1}(2^{-i})$$

# Vectoring Mode

- Converge Accumulator  $y$  to 0.

- $d_i = +1$  if  $y_i < 0$ ,  $-1$  otherwise

- ◆ Initialize with  $x_0$ ,  $y_0$  and  $z_0$ .

- ◆ The Hyperbolic Cordic Equations converge to

$$x_n = A_n \sqrt{x_0^2 - y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tanh^{-1}(y_0/x_0)$$

$$x_{i+1} = x_i + y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tanh^{-1}(2^{-i})$$

# Hyperbolic Cordic Equations

- ◆ Hyperbolic Equations require double iteration for convergence
- ◆ Hyperbolic functions similar to Trigonometric functions described earlier can be calculated
- ◆ For more information
  - Walther, J.S., “A Unified algorithm for elementary functions”, Spring Joint Computer Conf, 1971, proc, pp. 379-385.

# Unified Cordic Equation

## Unified Equations

$$x_{i+1} = x_i - m * y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * e_i$$

## Linear Functions

$$m = 0 \text{ and } e_i = 2^{-i}$$

$$x_{i+1} = x_i$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * 2^{-i}$$

## Hyperbolic Functions

$$m = 1 \text{ and } e_i = \tanh^{-1}(2^{-i})$$

$$x_{i+1} = x_i + y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tanh^{-1}(2^{-i})$$

## Trigonometric Functions

$$m = -1 \text{ and } e_i = \tan^{-1}(2^{-i})$$

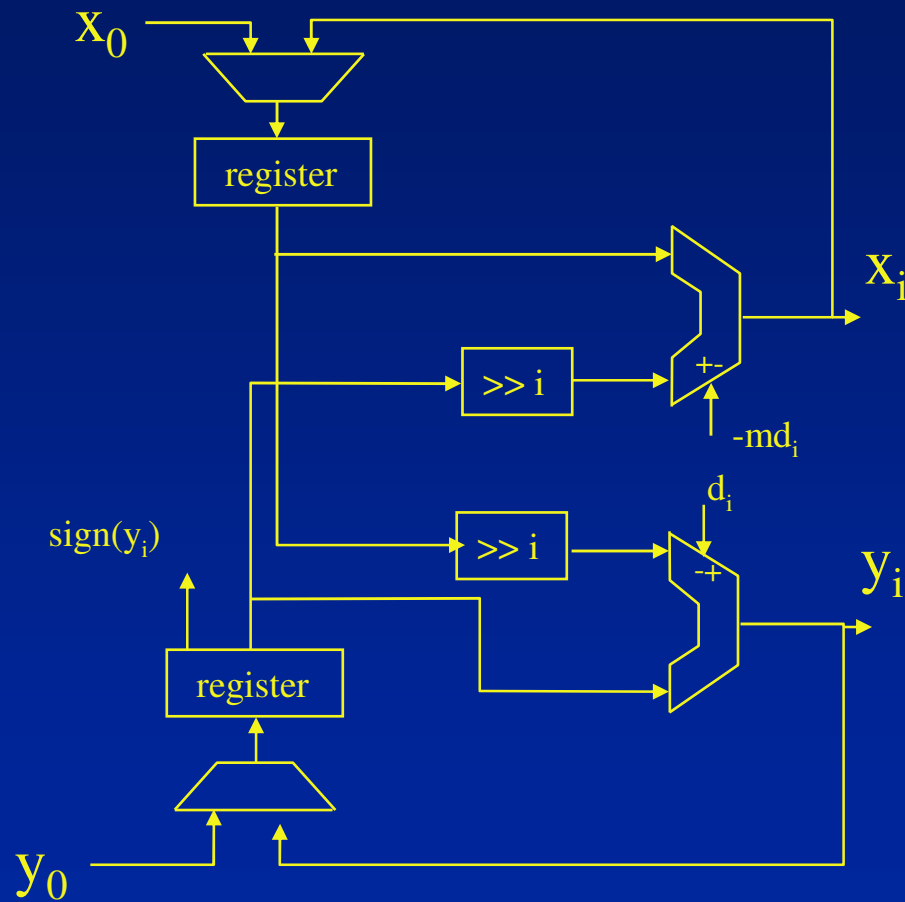
$$x_{i+1} = x_i - y_i * d_i * 2^{-i}$$

$$y_{i+1} = y_i + x_i * d_i * 2^{-i}$$

$$z_{i+1} = z_i - d_i * \tan^{-1}(2^{-i})$$



# Bit Parallel Implementation

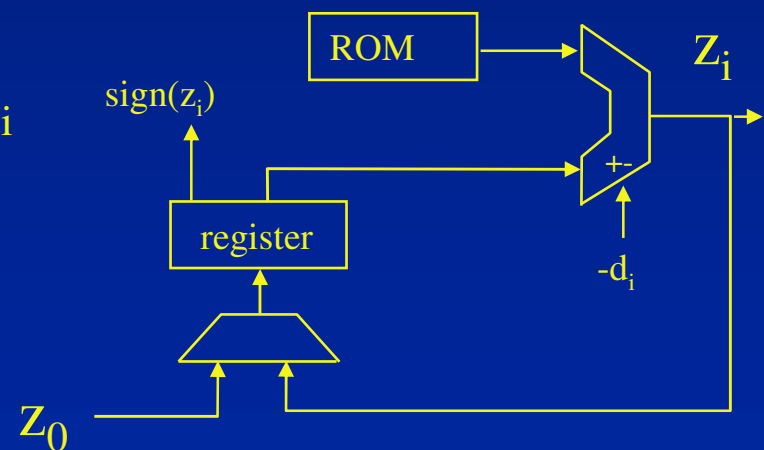


## Unified Equations

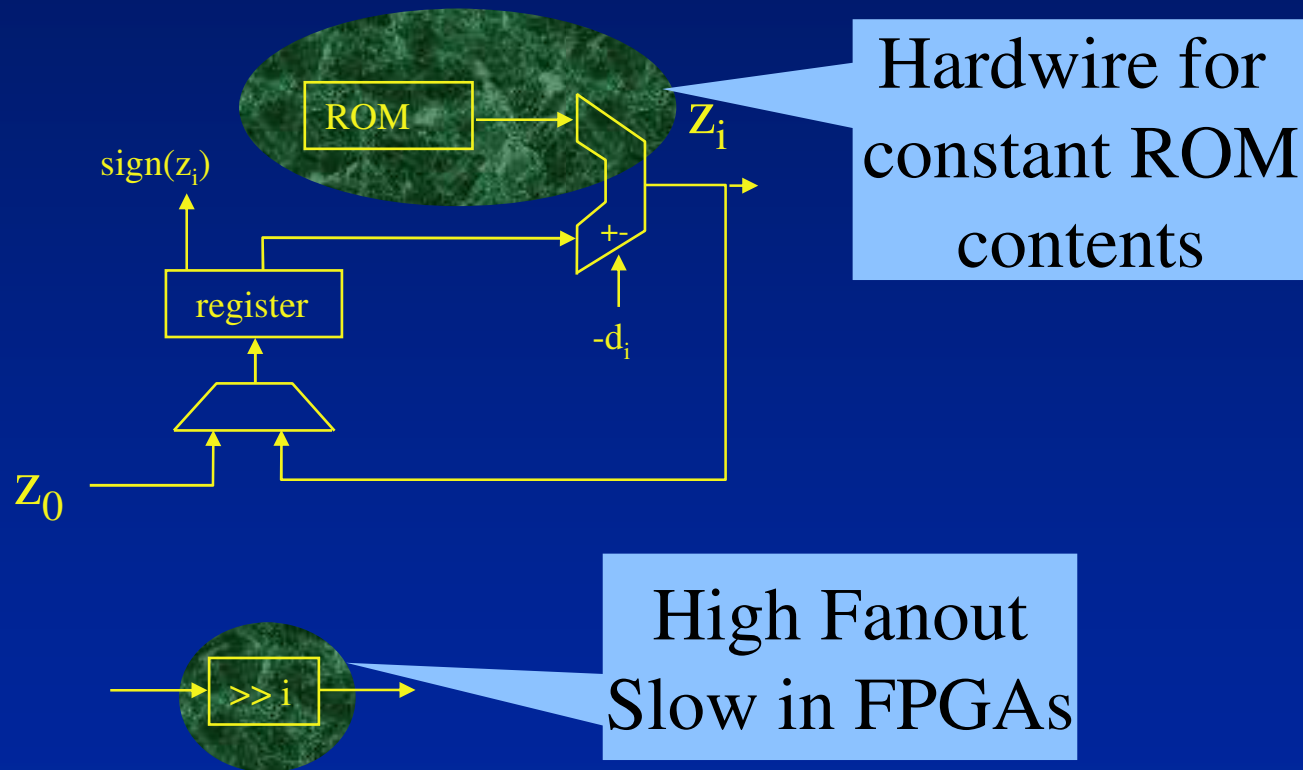
$$X_{i+1} = X_i - m \cdot y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

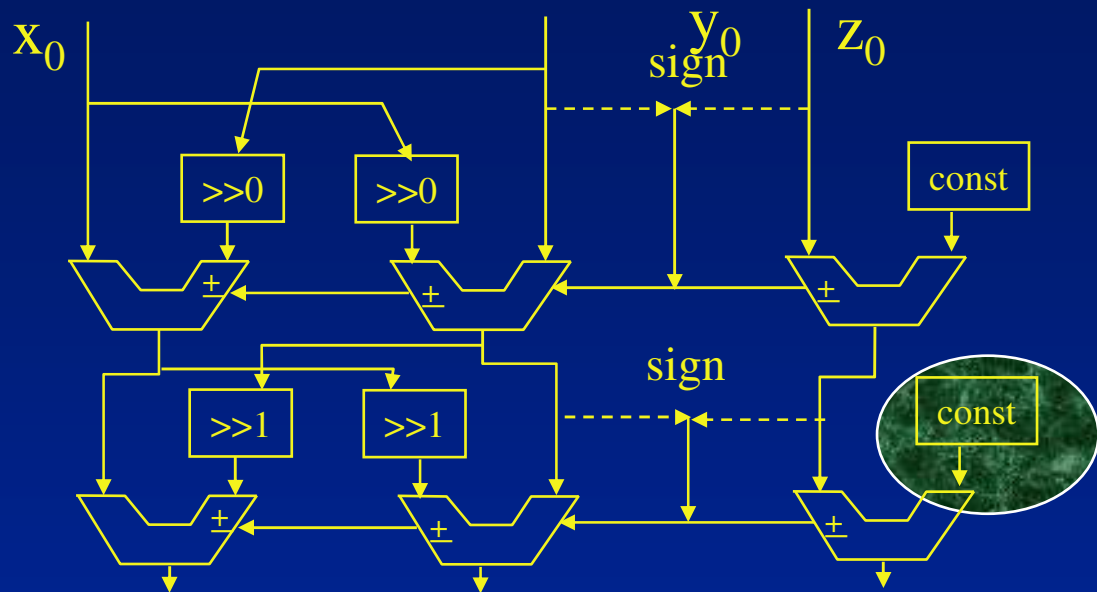
$$z_{i+1} = z_i - d_i \cdot e_i$$



# Bit Parallel Implementation

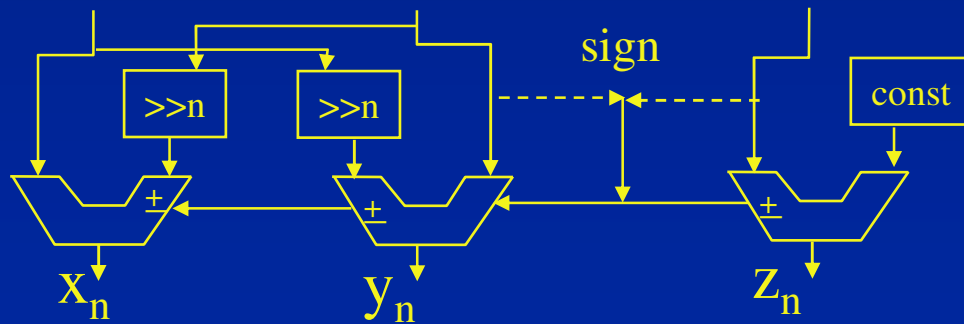


# Unrolled Bit Parallel

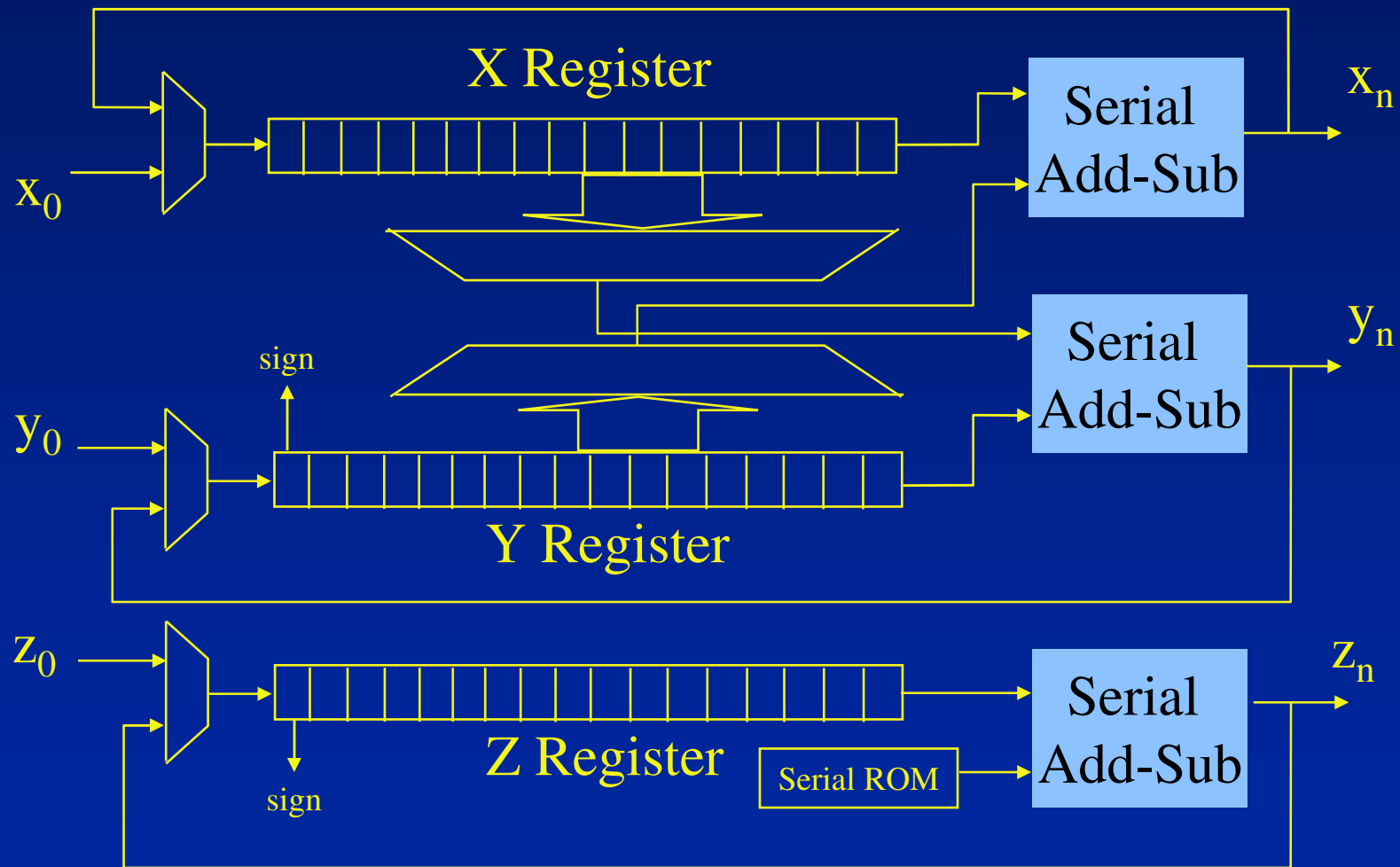


Hardwire if possible

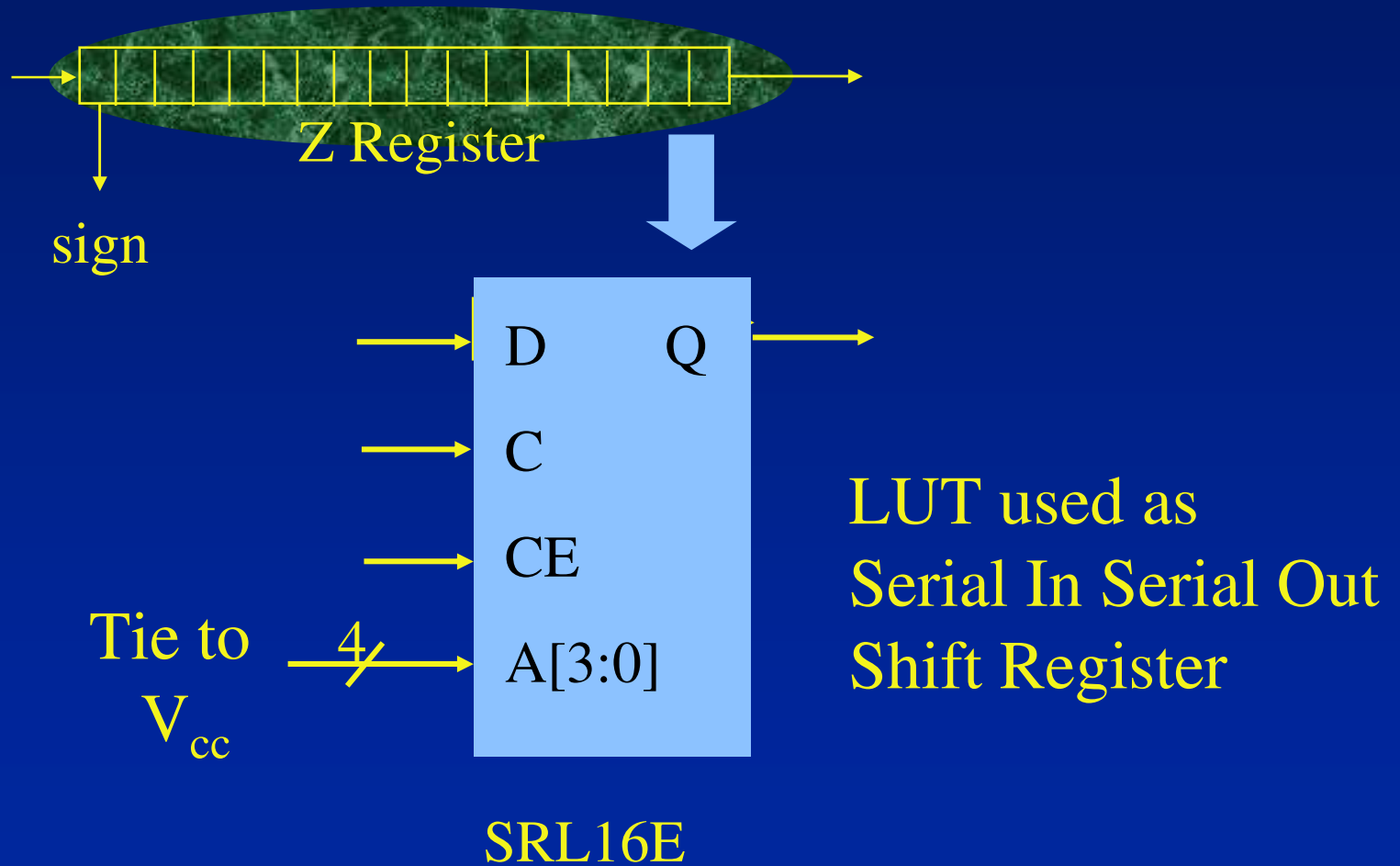
More Unrolled Cordic units .....



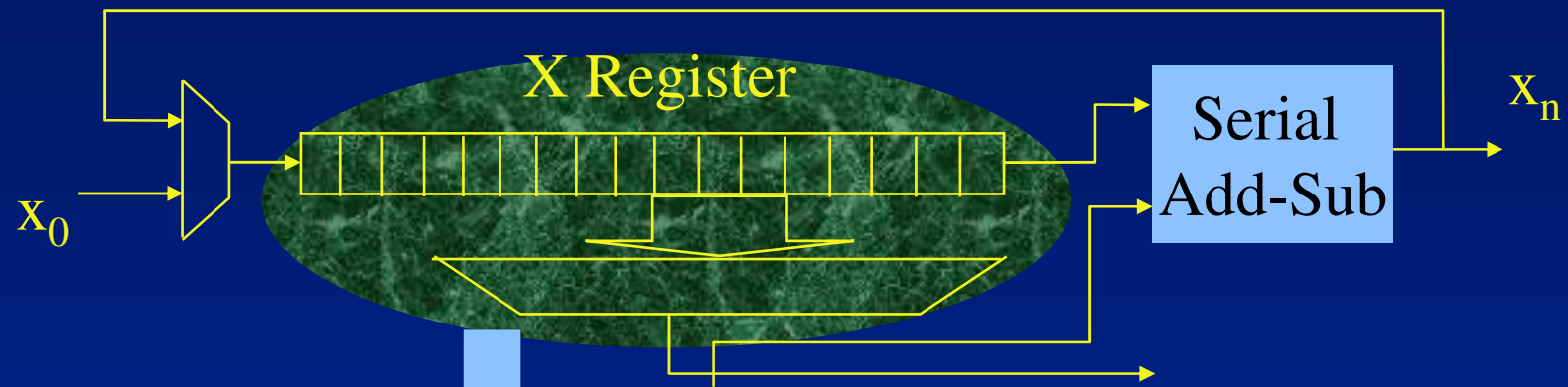
# Bit Serial Implementation



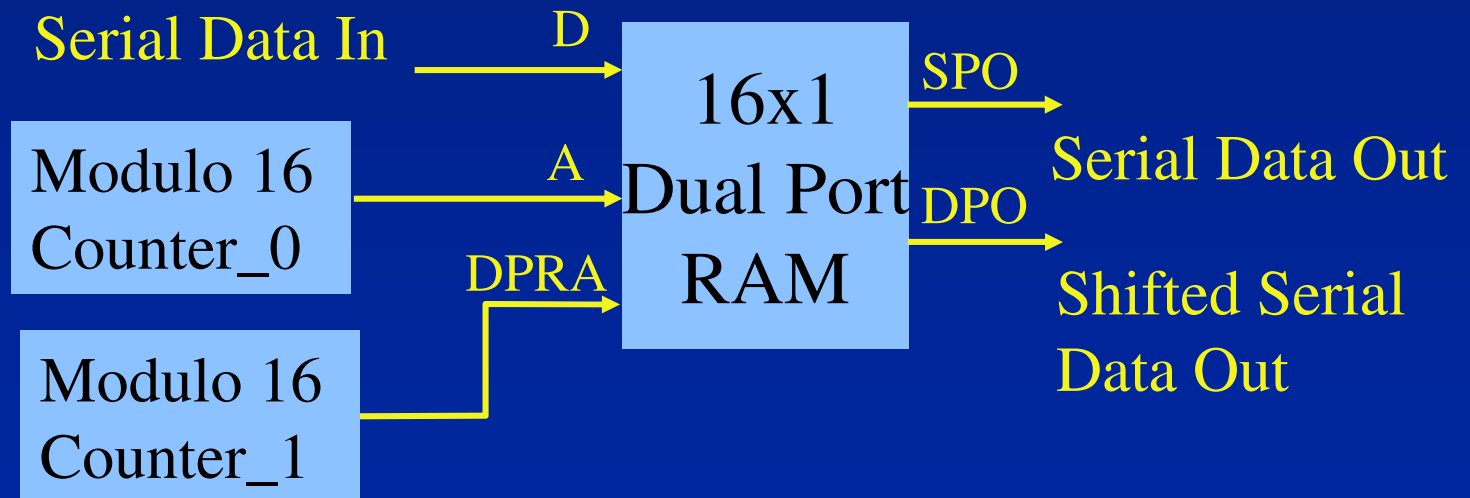
# Bit Serial Implementation in Virtex



# Bit Serial Implementation in Virtex



Counter\_1  
lags  
Counter\_0  
for  
required  
delay



# Conclusion

- ◆ Good hardware algorithm
  - calculate various trigonometric and hyperbolic functions
  - Rotate Vectors appropriately
  - Convert from one coordinate system to another
- ◆ Pay attention to the convergence of the algorithm.

# References

Andraka, R.J., “A survey of CORDIC algorithms for FPGA based computers”, FPGA ‘98, Proc. Of the 1998 ACM/SIGDA sixth international symposium on Field Programmable Gate Arrays, Feb 22-24, 1998, Monterey CA, pp 191-200.

Volder, J., “The CORDIC Trigonometric Computing Technique”, IRE Trans. Electronic Computing, Vol EC-8, pp330-334, Sept 1959.

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