

Q). Find $\cos\theta$ and $\sin\theta$ for $\theta = 27$

→ Scaling factor = $\frac{1}{K_n} = \frac{1}{1.6073} = 0.6073$

→ $(0.6073)_{10} = 0.10011011011100$

→ for $\cos()$ & $\sin()$ computations

→ 1). $x[0] = 0.6073$

→ 2). $y[0] = 0$

→ 3). $z[0] = \text{Angle given by user.}$

→ Set of equations used

→ $x_{i+1} = x_i - \mu d_i z^{-i} y_i$

→ $y_{i+1} = y_i + d_i z^{-i} x_i$

→ $z_{i+1} = z_i - d_i e^i$

→ In Rotation mode

→ $d_i = \text{sgn}(z_i)$

→ For Circular Rotations

→ $\mu = 1, e^i = \tan^{-1}(z^{-i})$

⇒ Above set of operating equations are re-written as:

→ $x_{i+1} = x_i - d_i z^{-i} y_i$

→ $y_{i+1} = y_i + d_i z^{-i} x_i$

→ $z_{i+1} = z_i - d_i [\tan^{-1}(z^{-i})]$

→ $d_{i+1} = \text{sgn}(z_{i+1})$

→ This is what we need to compute $\sin()$ and $\cos()$

Look up table

i	0	1	2	3	4	5	6	7	8
2^{-i}	1	0.5	0.25	0.125	0.0625	0.03125	0.015625	0.0078125	0.00390625
$\tan^{-1}(2^{-i})$	45	26.565	14.036	7.125	3.576	1.7899	0.89517	0.44761	0.22381

i	9
2^{-i}	0.001953125
$\tan^{-1}(2^{-i})$	0.11090567

Step 0

- $x[0] = 1/k = 0.6073$
- $y[0] = 0$
- $z[0] = \text{Angle given by user} = 27$ (in this example)
- $d[0] = \text{sgn}(z[0]) = \text{sgn}(27) = 1$

Step 1

- $x_1 = x_0 - (d_0 2^{-0} y_0) = 0.6073 - 0 = 0.6073$
- $y_1 = y_0 + (d_0 2^{-0} x_0) = 0 + 0.6073 = 0.6073$
- $z_1 = z_0 - d_0 \tan^{-1}(0) = 27 - 45 = -18$
- $d_1 = \text{sgn}(z_1) = -1$ (This -1 is stored as '0' in code)

Step 2:

$$\begin{aligned} \rightarrow x_2 &= x_1 - (d_1 \bar{a}' y_1) = 0.6073 - \left(-\frac{y_1}{2}\right) = 0.6073 + \frac{0.6073}{2} = 0.91095 \\ \rightarrow y_2 &= y_1 + (d_1 \bar{a}' x_1) = 0.6073 + \left(\frac{-x_1}{2}\right) = 0.6073 - \frac{0.6073}{2} = 0.30365 \\ \rightarrow z_2 &= z_1 - d_1 \tan^{-1}(1) = -18 - (-1 \times 26.565) = 8.565 \\ \rightarrow d_2 &= \text{sgn}(z_2) = 1 \end{aligned}$$

\vdots

Problem of unintentional o/p change

→ Occurs when we go from one quadrant to another.
→ while moving from one quadrant, don't update the result unless and until you have the new angle.

→ Problem fixed by using loading target-angle-conv instead of target-angle-clk
→ target-angle-clk has been removed from the code as it was unnecessary.

