

Binary Logarithm Calculator

Mainly used methods:

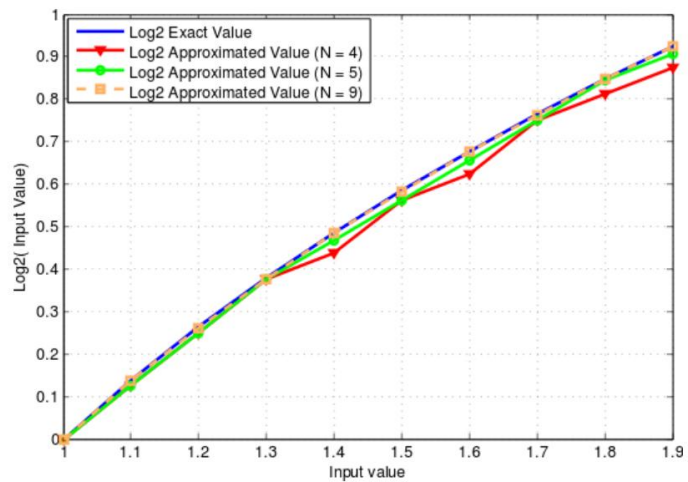
1. Look up table (LUT)
2. CORDIC $\Rightarrow \text{atanh} \Rightarrow \log_2 n = \text{atanh}(n - 1 / n + 1)$
3. Iterative method

Chosen method: Iterative

- No range reduction
- Around the same speed as CORDIC w/ fixed point conversions.

$$X = m2^e$$

$$\log_2(X) = \underbrace{e}_{\text{IntegerPart}} + \underbrace{\log_2(m)}_{\text{FractionPart}}$$



$$\log_2 x = n + \log_2 y \quad \text{where } y = 2^{-n}x \text{ and } y \in [1, 2)$$

For normalized floating-point numbers, the integer part is given by the floating-point exponent,^[57] and for integers it can be determined by performing a [count leading zeros](#) operation.^[58]

The fractional part of the result is $\log_2 y$ and can be computed iteratively, using only elementary multiplication and division.^[56] The algorithm for computing the fractional part can be described in [pseudocode](#) as follows:

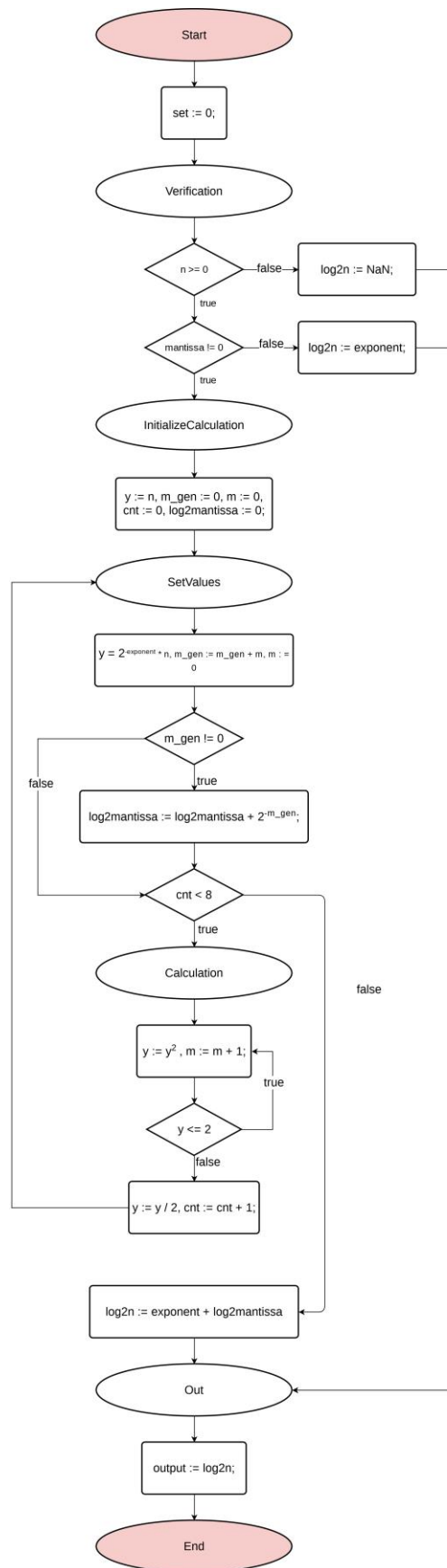
1. Start with a real number y in the half-open interval $[1, 2)$. If $y = 1$, then the algorithm is done, and the fractional part is zero.
2. Otherwise, square y repeatedly until the result z lies in the interval $[2, 4)$. Let m be the number of squarings needed. That is, $z = y^{2^m}$ with m chosen such that z is in $[2, 4)$.
3. Taking the logarithm of both sides and doing some algebra:

$$\begin{aligned} \log_2 z &= 2^m \log_2 y \\ \log_2 y &= \frac{\log_2 z}{2^m} \\ &= \frac{1 + \log_2(z/2)}{2^m} \\ &= 2^{-m} + 2^{-m} \log_2(z/2). \end{aligned}$$

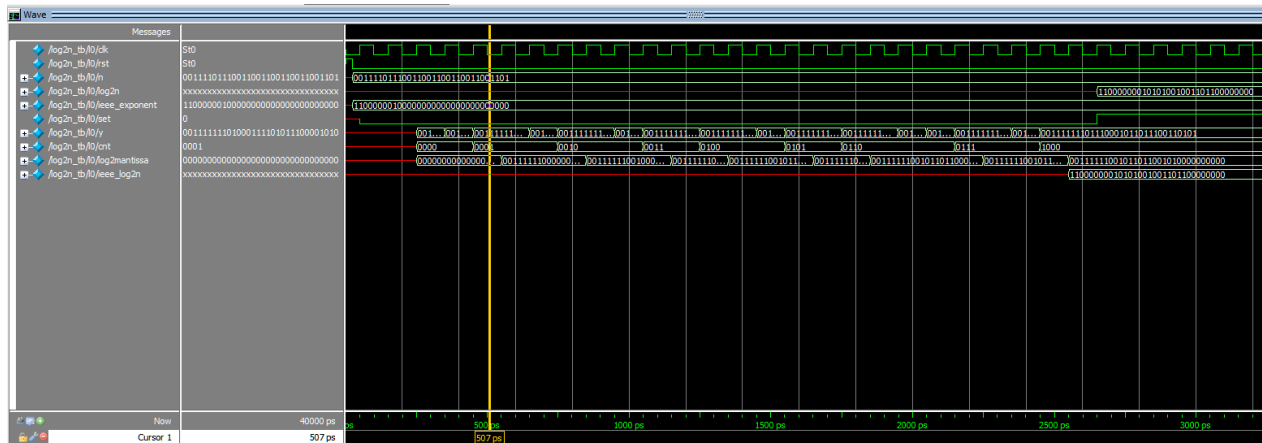
4. Once again $z/2$ is a real number in the interval $[1, 2)$. Return to step 1 and compute the binary logarithm of $z/2$ using the same method.

The result of this is expressed by the following recursive formulas, in which m_i is the number of squarings required in the i -th iteration of the algorithm:

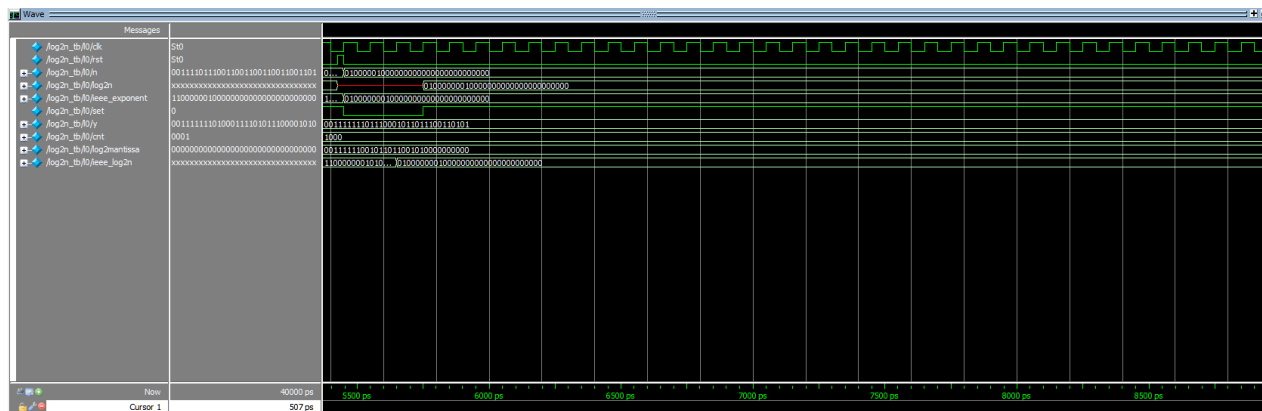
$$\begin{aligned} \log_2 x &= n + 2^{-m_1} (1 + 2^{-m_2} (1 + 2^{-m_3} (1 + \dots))) \\ &= n + 2^{-m_1} + 2^{-m_1-m_2} + 2^{-m_1-m_2-m_3} + \dots \end{aligned}$$



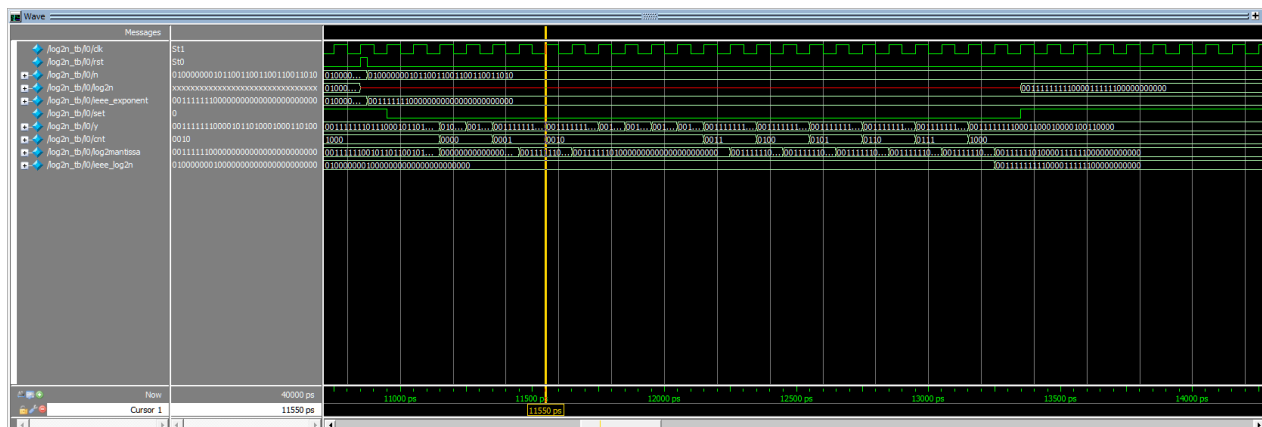
```
# input:0.100000
# output:-3.321960
```



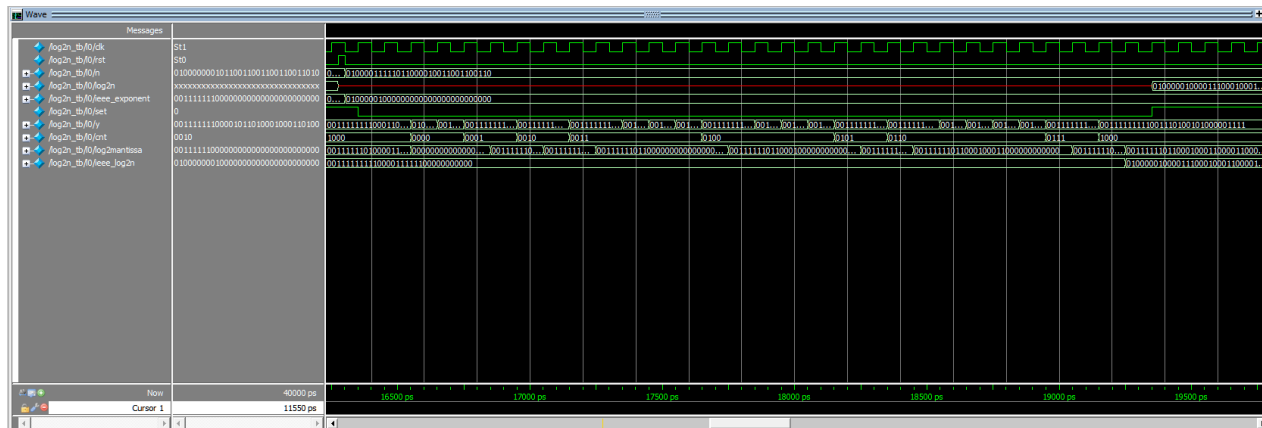
```
# input:8.000000
# output:3.000000
```



```
# input:3.400000
# output:1.765381
```



```
# input:472.299988
# output:8.883556
```



```
# input:0.000000
# output:1.#QNAN0
#
# input:0.000000
# output:1.#QNAN0
#
# input:-0.100000
# output:1.#QNAN0
#
```

