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[Main page](#)
[Contents](#)
[Featured content](#)
[Current events](#)
[Random article](#)
[Donate to Wikipedia](#)
[Wikipedia store](#)

Interaction

[Help](#)
[About Wikipedia](#)
[Community portal](#)
[Recent changes](#)
[Contact page](#)

Tools


[What links here](#)
[Related changes](#)
[Upload file](#)
[Special pages](#)
[Permanent link](#)
[Page information](#)
[Wikidata item](#)
[Cite this page](#)

Print/export

[Create a book](#)
[Download as PDF](#)
[Printable version](#)

Languages

[Català](#)
[Deutsch](#)

 [Edit links](#)

[Create account](#) [Log in](#)

Article [Talk](#)

[Read](#) [Edit](#) [View history](#)

BKM algorithm


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The **BKM algorithm** is a **shift-and-add algorithm** for computing **elementary functions**, first published in 1994 by J.C. Bajard, S. Kla, and J.M. Muller. BKM is based on computing complex **logarithms** and **exponentials** using a method similar to the algorithm **Henry Briggs** used to compute logarithms. By using a precomputed table of logarithms of negative powers of two, the BKM algorithm computes elementary functions using only integer add, shift, and compare operations.

BKM is similar to **CORDIC**, but uses a table of logarithms rather than a table of arctangents. On each iteration, a choice of coefficient is made from a set of nine complex numbers, 1, 0, −1, i, −i, 1+i, 1−i, −1+i, −1−i, rather than only −1 or +1 as used by CORDIC. BKM provides a simpler method of computing some elementary functions, and unlike CORDIC, BKM needs no result scaling factor. The convergence rate of BKM is approximately one bit per iteration, like CORDIC, but BKM requires more precomputed table elements for the same precision because the table stores logarithms of complex operands.

As with other algorithms in the shift-and-add class, BKM is particularly well-suited to hardware implementation. The relative performance of software BKM implementation in comparison to other methods such as **polynomial** or **rational** approximations will depend on the availability of fast multi-bit shifts (i.e. a **barrel shifter**) or hardware **floating point** arithmetic.

References [\[edit\]](#)

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