



CZECH TECHNICAL UNIVERSITY IN PRAGUE

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Department of Electric Drives and Traction

Name of the report

Technical report

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Prague 2023

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1 Introduction

This is the introduction.

2 Notes on all of the circuit designs in Verilog

All of the designs are made in a pure Verilog code and tested via Free and open-source software (FOSS). The choice of FOSS was made to avoid any vendor-locking to a specific hardware or predefined IPs. The predefined IPs are in most of the times perfected by the vendor of a specific hardware and therefore meant to be used with that vendor's hardware. But not every time the hardware is available or suitable for a specific application. Open source and open hardware has been chosen by academics and many other companies to prevent the vendor-lock-in to happen. When the design and algorithm which is to be created is well understood, one can realize it in open-source way and then, when the vendor of the device is selected, modify it to specific hardware.

That is the reason why pure Verilog, with Cocotb [4] as a Test Bench creation tool and Verilator [3] as a simulator has been selected for designing the circuits presented in this paper.

3 Calculating the division of fixed point numbers

Usually, when using numerical methods to solve the transcendental equations, there is a need to calculate the division of two input numbers. Even for solving one set of two equations with Newton Raphson (NR) method, the calculation of reciprocal value of the Jacobian determinant is needed.

There are available some IP blocks, which are capable of calculating the division of two numbers, but the blocks are usually vendor specific intellectual property IP [1] or feature low performance [2].

The negative side of vendor specific IP is, that it is hard to use them with any other FPGA chip than the vendor specific. On the other hand the vendor specific IP is usually optimized to use the specific type of resources available at the vendor's chip which resolves in better performance.

To preserve the compatibility of the design with multiple vendors, the custom solution for division design based on the very known Newton Raphson (NR) algorithm was developed. [2]

3.1 Newton Raphson algorithm for calculating the division

General Newton Raphson (NR) algorithm is a well known way how to solve equations the numerical way. It is the reason why it is utilized in many algorithms. However, the negative aspect of NR is that its convergency strongly depends on initial values of unknown variables. When the initial variables are chosen poorly, the performed number of iterations before the convergency is reached can be high.

To reach the fastest convergency possible (determined in number of iterations) apart from the scaling the dominator into the interval [0.5,1] the initial value calculation formula should be utilized. [2] The initial value formula 2 - 1 is applied after the scaling of denominator is performed. The algorithm developed for the appropriate scaling is explained in the *Calculating number of bits to shift the denominator*.

$$x_0 = \frac{48}{17} - \frac{32}{17}D, \quad (3 - 1)$$

where the x_0 is the initial value for NR algorithm and D is the denominator value for calculating the expression N/D .

Because of the fixed point number format $Q32.15$ is used, the fractional numbers in equation 2 - 1 are rounded to 2.8229 (32'b000000000000000010_110100101011000 in binary) and 1.8819 (32'b000000000000000001_111000011100101 in binary) respectively.

After the initial value x_0 is calculated, the NR algorithm is performed. The idea for using NR algorithm to calculate the division of N/D is to trade the division for a multiplication, which can be synthesized in the FPGA fabric. For the NR algorithm the function which root is $1/D$ is crucial. There may be many functions, which root is the searched value $1/D$ but the most trivial is eq. 2 - 2.

$$F(x) = \frac{1}{x} - D. \quad (3 - 2)$$

For the derivative at the point of x_i then applies eq. 2 - 3.

$$\frac{dF(x_i)}{dx} = F'(x_i) = \frac{F(x_{i+1}) - F(x_i)}{x_{i+1} - x_i}. \quad (3 - 3)$$

Because finding root of the equation 2 - 2, the value of $F(x_{i+1})$ is set to be zero. After separating the x_{i+1} value of the eq. 2 - 3 and derivating the function $F(x_i)$ the obtained algorithm for a value x_{i+1} is obtained in eq. 2 - 4.

$$x_{i+1} = -\frac{F(x_i)}{F'(x_i)} + x_i = -\frac{F(x_i)}{-\frac{1}{x_i^2}} + x_i = (\frac{1}{x_i} - D)x_i^2 + x_i = x_i - Dx_i^2 + x_i = 2x_i - Dx_i^2. \quad (3 - 4)$$

Usually, the iterative algorithm is stopped, when the value $F(x_{i+1}) - F(x_i)$ (called defect) reaches certain value set by the stop condition. However, in this algorithm, the stop condition is not yet implemented. Based on the observation carried on the N-R algorithm the obtained result is sufficient after 5 iterations.

The mathematically expressed algorithm is then transformed into calculation flow suitable for implementing in the FPGA. The top module design for this algorithm is presented in the section *Top module design*, the control and data unit for calculating the value x_{i+1} is presented in the *Allocation and Timing*

3.2 IP Block Design

The design of this division unit is separated into 4 main modules:

- the **data unit module**, used for manipulating data and making calculation operations,
- the **control unit module**, used for controlling the **data unit module** and **scaling unit module**, this unit is a Finite State Machine (FSM),
- **scaling unit module**, used for calculating the number of bits needed for shifting the denominator value to the interval $[0.5, 1]$.

3.2.1 Top module design

The top module wraps all of the presented modules (**data unit module**, **control unit module**, **scaling unit module**). The basic structure of connected modules in this top design is depicted in the fig. 2 - 1. Thanks to this wrapper it is possible to test the created modules with Verilog Testbench, Verilator [3] or Cocotb [4].

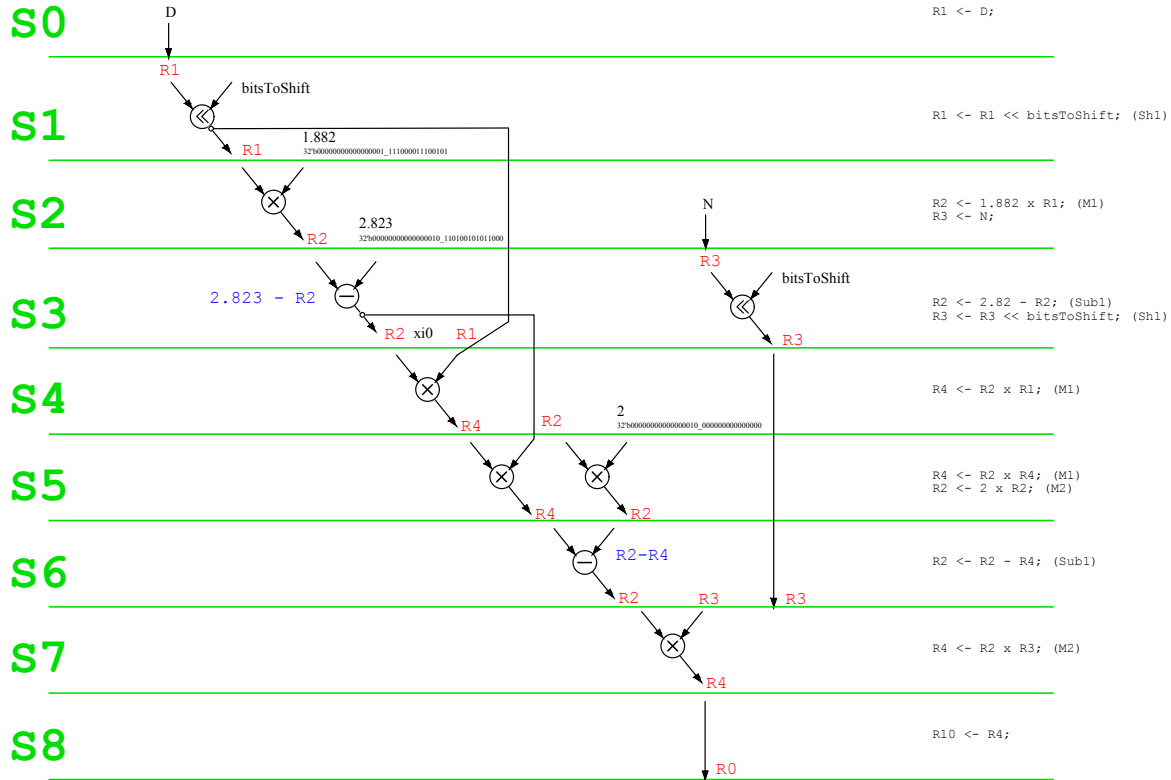


Figure 3 - 2 Allocation and timing diagram for the Data Path Unit part of the division IP.

3.2.3 Data Path Module

The structure of created Data Path Module is depicted in the figure 2 - 3. The module was specifically designed to serve the needs of the division algorithm. It consists of five registers labeled $R0$ through $R4$, two multipliers $M1$, $M2$ and one bit shifter.

The module is controlled by the presented control unit FSM with the control signal labeled as CV . The encoding table with the labels which corresponds with the Data Path Unit module is presented in the section *Control Unit*.

The result of each iteration from the division algorithm is passed to a register $R0$.

The Data Path Module unit also covers the possibility of negative denominator and numerator. Because the values are stored in a custom $Q32.15$ fixed point format, the algorithm checks if the D or N values are higher than $0h8000$ value and determine its actual sign and the sign of the result. If the analyzed number is determined negative, it is transformed to value positive and then used in the presented division algorithm. This transformation is needed because of the algorithm calculating the bits to shift the denominator in the interval.

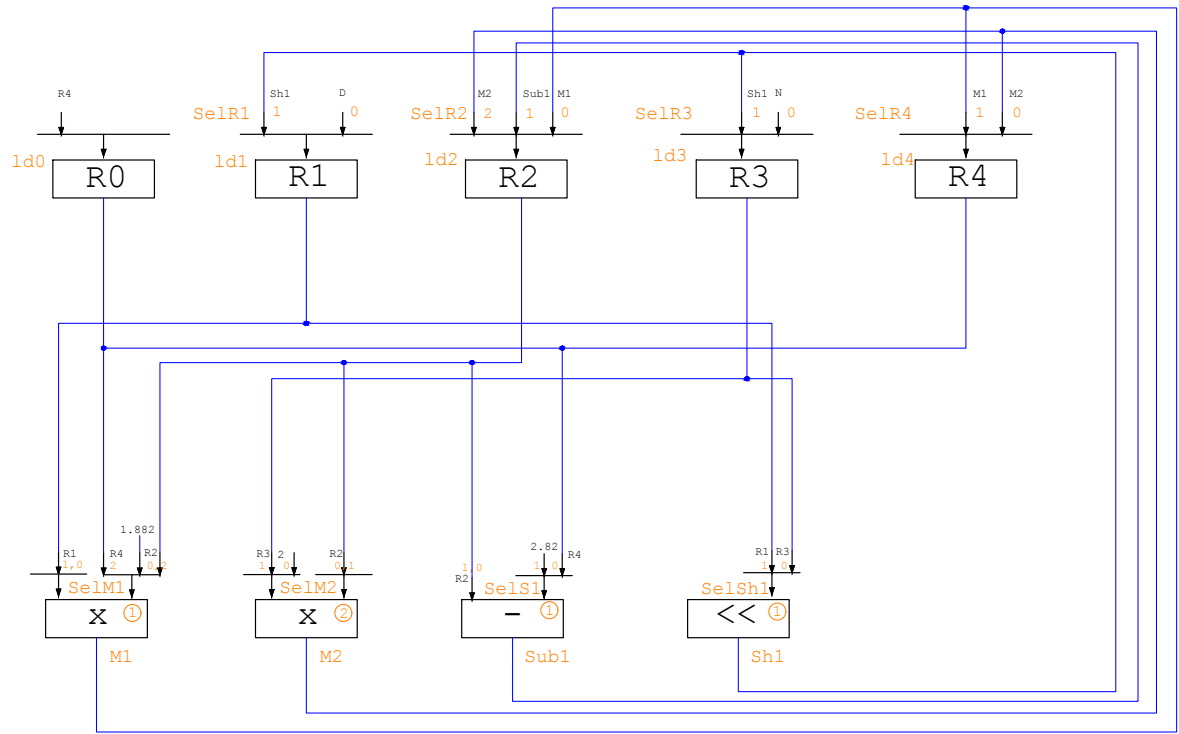


Figure 3 - 3 Register transfer level RTL scheme of the IP Data Path Unit part of the division IP.

3.2.4 Control Unit

The signals from Control Unit to Data Path Module are encoded in the CV signal. The CV signal with the corresponding instructions for the steps S_0 – S_8 of the FSM is presented in the table 2 - 1. For cleaner code, the signal is passed to the Control Unit in the hexadecimal format.

The number of the iteration is also set in the Control Unit. The value is used in this module to determine the stop condition of the calculation.

As stated in the *Allocation and Timing* section, after the step S_8 , the FSM restarts at the state S_4 with new x_i values to be used in the current iteration. This jump is not depicted in the table for CV signal.

Table 3 - 1 Control signal encoding table for instructions to be processed by the Division Module.

State	RTL Code	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	CV
S0	$R1 \leftarrow D;$	ld0	ld1	ld2	ld3	ld4	SelR1	SelR2[1]	SelR2[0]	SelR3	SelR4	SelSh1	SelM1[1]	SelM1[0]	SelM2	SelS1	2000h
S1	$R1 \leftarrow R1 \ll 32; (Sh1)$	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	15'h2210
S2	$R2 \leftarrow 1.882 \times R1; (M1)$ $R3 \leftarrow N;$	0	0	1	1	0	0	0	0	0	0	0	0	1	0	0	15'h1804
S3	$R2 \leftarrow 2.82 - R2; (Sub1)$ $R3 \leftarrow R3 \ll 32; (Sh1)$	0	0	1	1	0	0	0	1	1	0	0	0	0	0	0	15'h18C0
S4	$R4 \leftarrow R2 \times R1; (M1)$	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	420h
S5	$R4 \leftarrow R2 \times R4; (M1)$ $R2 \leftarrow 2 \times R2; (M2)$	0	0	1	0	1	0	1	0	0	1	0	1	0	0	0	15'h1528
S6	$R2 \leftarrow R2 - R4; (S1)$	0	0	1	0	0	0	0	1	0	0	0	0	0	0	1	15'h1081
S7	$R4 \leftarrow R2 \times R3; (M2)$	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0	15'h402
S8	$R0 \leftarrow R4;$	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000h

3.3 Calculating number of bits to shift the denominator

As presented in the section *Newton Rapshon algorithm for calculating the division* the denominator must be appropriately scaled for the division algorithm to work. This section presents algorithm for scaling the denominator specified in the fixed point number format *Q32.15*. After the scaling value is successfully determined, the numerator is scaled accordingly.

The presented algorithm shifts the value of denominator at every positive edge of the clock signal and saves the shifted value in the `compare` register. Then the combinational circuit is utilized to compare the shifted value in `compare` register with the number 1 specified in *Q32.15* format. If the compared value is the same or lower than 1 the shifting algorithm is done and the value `scaleToShift` is successfully found. If not, the inner value of shifting bits is incremented and the algorithm proceeds to the next iteration.

The presented algorithm is realized in the *denominatorSizeScaleUnit* module and it's pseudocode is depicted in the code 3 - 4.

```
1  at every negative edge of clock or positive edge of reset
2  if(rst)
3      scaleToShift = 0;
4      scaleToShiftInternal = 1;
5      started = 0;
6  end if
7  else if (start)
8      started = 1;
9  end else if
10
11  at every positive edge of clock
12  if (compare <= 32'b000000000000000001_0000000000000000)
13      done = 1;
14      started = 0;
15      scaleToShift = scaleToShiftInternal;
16  end if
17  else
18      done = 0;
19      scaleToShiftInternal = scaleToShiftInternal + 1;
20  end else
```

Code 3 - 1 Pseudocode for the *denominatorSizeScaleUnit* module algorithm.

3.4 Simulation results

The simulation via Verilog testbench was made to determine the correctness of presented division module. The Icarus Verilog simulator was used to simulate the module and GTKWave was used to display the VCD simulation output file.

As for the simulation output it can be stated, that the module works correctly for positive and negative numbers of fixed point format *Q32.15*.

The algorithm used in this module is able to calculate the proper result in much less clock cycles than the full division algorithm used in the division module in the package [2].

Thus the presented module may be used as a submodule in more complex modules.

Following figures present VCD wave simulation outputs for selected N and D . The clock frequency was set 250 MHz. Pseudocode Verilog snippet for the test bench is presented in the listing 2 - 2. In the test bench, one unit of time corresponds to 1 ns. (based on the set timescale settings) The division unit algorithm starts at the next positive edge of clock signal after successful determination of the value $bitsToShift$ when the $start$ signal is set on low.

```

1  timescale 1ns/1ns
2  #10; // wait for 10 units of time
3  #0 rstScale = 1; startScale = 0; // reset unit for determining the
   number of bits to shift in the denominator and do not start the unit yet
4  N = 32'b00000000100110000_0000100000000000; D=32'
   b11111111111111111111_1100000000000000; // set the numerator to N =
   304.03125, denominator to D = -0.25
5  #10 rstScale = 0; // wait for 10 units of time and stop the reset of
   scaling unit
6  #10 startScale = 1; // start the algorithm for scaling unit
7  #20 rst = 1; start = 0; // reset the division unit
8  #30 rst = 0; // stop resetting of the division unit
9  #20 start = 1; // start the division unit
10 #20 start = 0;
11 #1000; // wait 1000 units of time
12 $finish; // finish the simulation

```

Code 3 - 2 Pseudocode snippet for the Verilog simulation test bench.

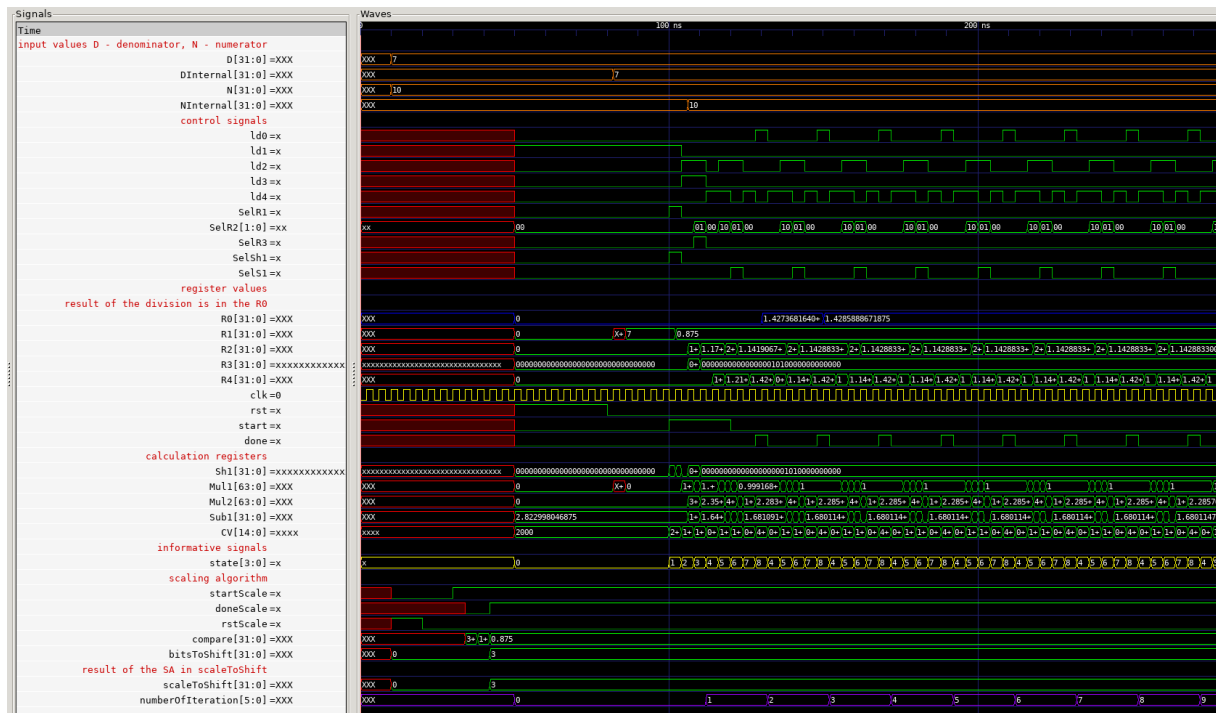


Figure 3 - 4 Selected signals of simulation of division $N/D = 10 / 7$. The correct result in $R0$ is obtained after two iterations (reg numberOfIterations).

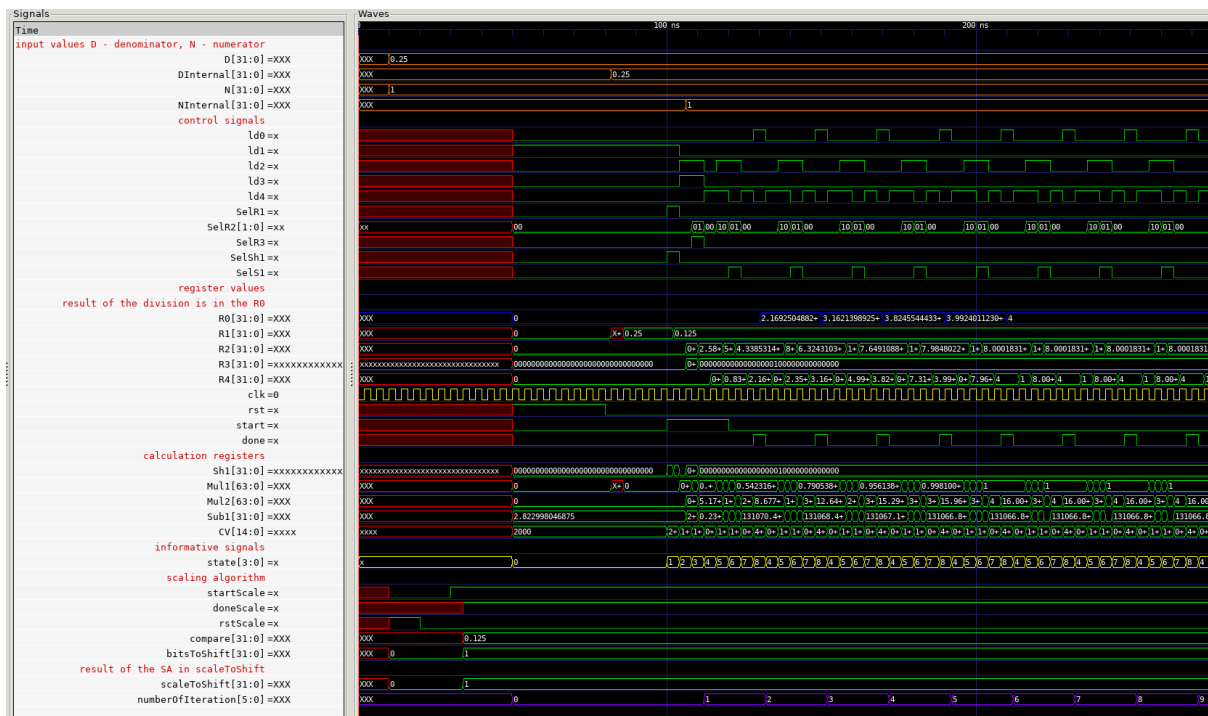


Figure 3 - 5 Selected signals of simulation of division $N/D = 1 / 0.25$. The correct result in R0 is obtained after five iterations (reg numberOfIterations).

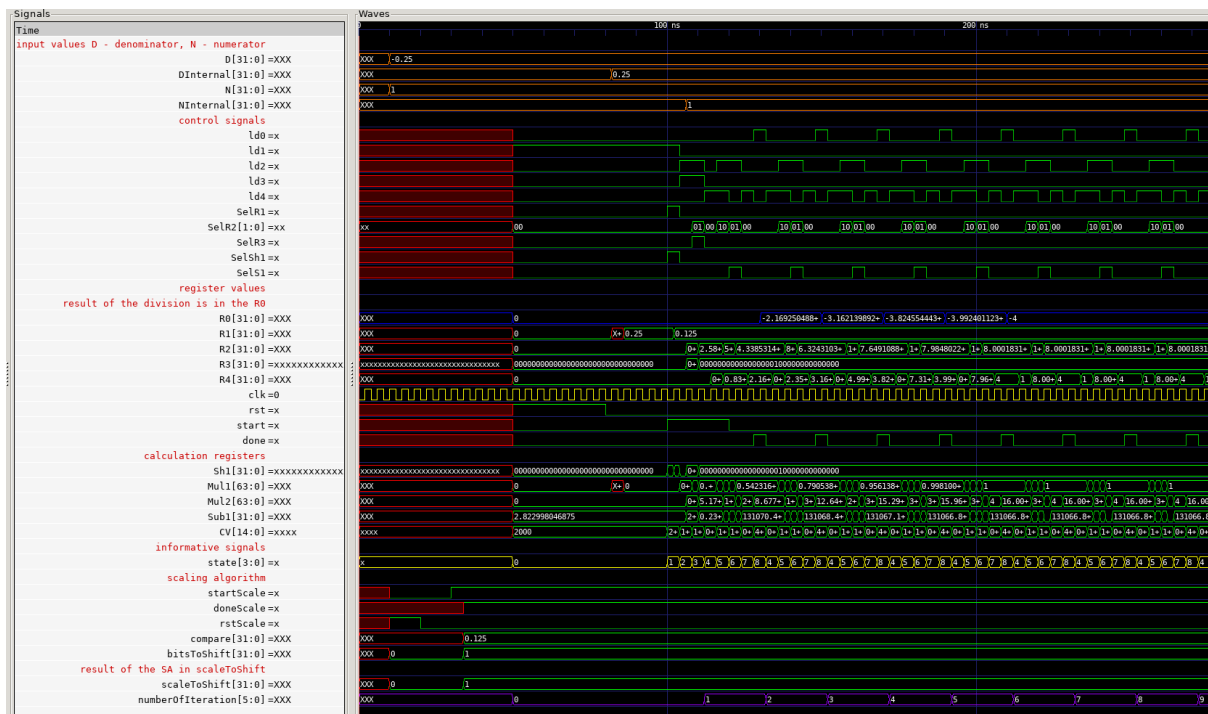


Figure 3 - 6 Selected signals of simulation of division $N/D = 1 / (-0.25)$. The correct result in R0 is obtained after five iterations (reg numberOfIterations).

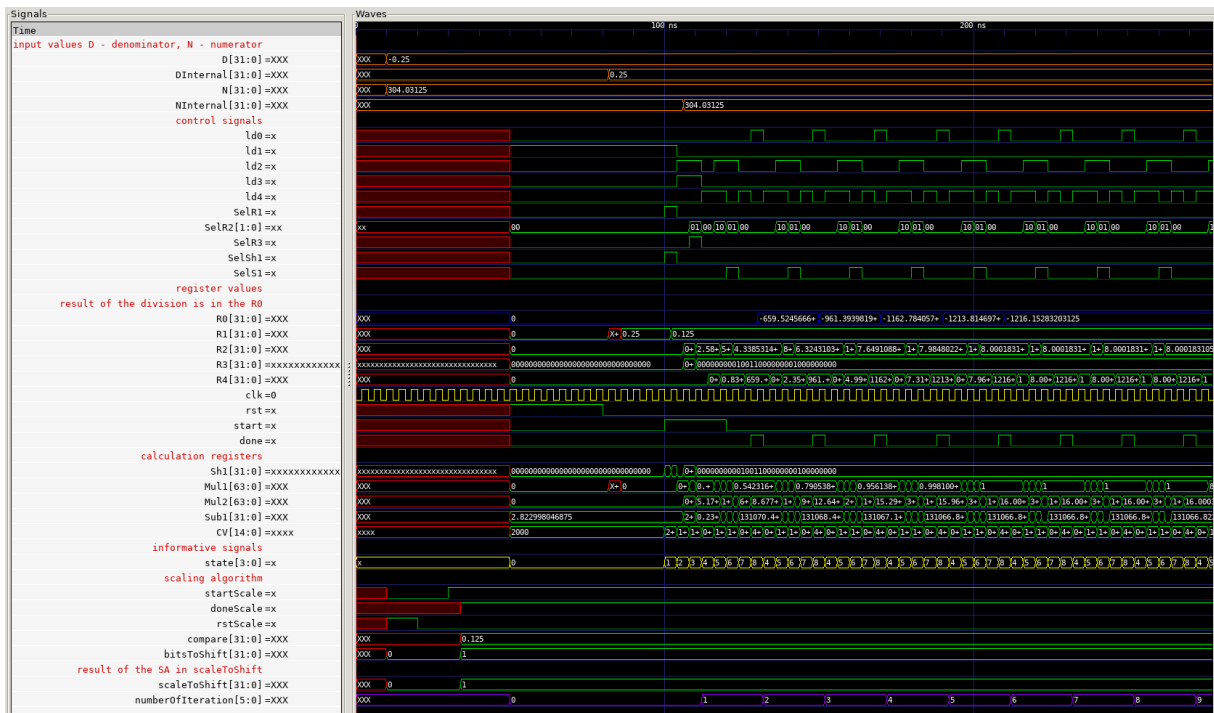


Figure 3 - 7 Selected signals of simulation of division $N/D = 304.03215 / (-0.25)$. The correct result in R0 is obtained after five iterations (reg numberOfIterations).

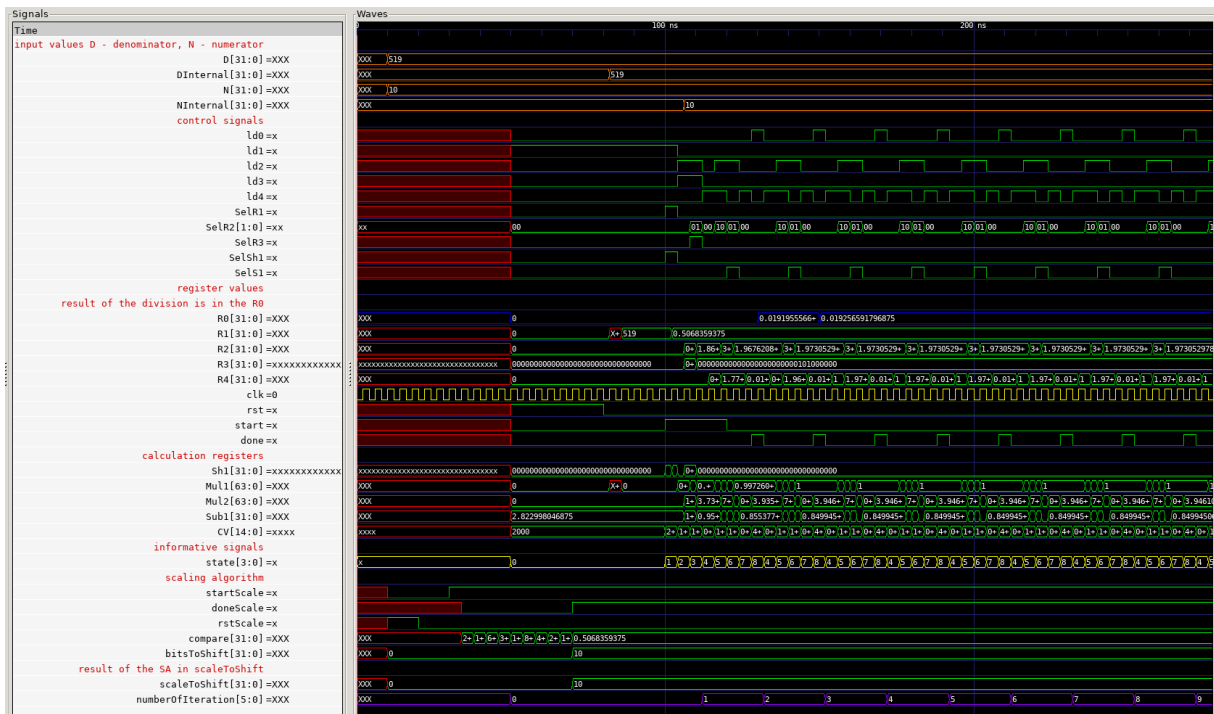


Figure 3 - 8 Selected signals of simulation of division $N/D = 10 / (519)$. The correct result in R0 is obtained after two iterations (reg numberOfIterations).

4 Using CORDIC to calculate trigonometric functions

There are few approaches when there is a need to calculate the trigonometric functions. In this work, the CORDIC was used. To get more flexibility in the calculation the implementation of CORDIC algorithm was chosen above the LUT for calculation.

The LUT method may be fast, but the accuracy depends on the size of the table. When using the CORDIC one can influence the precision by using more iterations of the algorithm. The modified algorithm may be used to calculate non-trivial functions, such as hyperbolic functions, square roots, multiplications, divisions, exponentials and logarithms. [5] In this work only the calculation of *sinus* and *cosinus* functions is used.

4.1 Theory

The theory of the first CORDIC was proposed by Volder in [6]. This algorithm computes a coordinate conversion between rectangular (x, y) and polar (R, θ) coordinates. The algorithm was then generalized by Walther in [7] to include circular, linear and hyperbolic transforms. This paper utilizes only circular transforms to calculate *sinus* and *cosinus* functions. Only the most basic approach to the algorithm will be presented.

The rotation of a vector in the rectangular coordinate system (x, y) may be described by matrix-vector multiplication depicted in the eq. 3 - 1.

$$\begin{pmatrix} x_R \\ y_R \end{pmatrix} = \begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix}, \quad (4 - 1)$$

where x_R and y_R are coordinates of a rotated vector, θ is the angle for which the vector with coordinates x_{in} and y_{in} was rotated.

Then when simplifying the equation

$$\begin{pmatrix} x_R \\ y_R \end{pmatrix} = \cos(\theta) \begin{pmatrix} 1 & -\tan(\theta) \\ \tan(\theta) & 1 \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix} \quad (4 - 2)$$

it can be seen, that only multiplication by scaling factor of precalculated values of $\cos(\theta)$, multiplication by $\tan(\theta)$, subtraction and addition operations are needed. However, the multiplication by $\tan(\theta)$ can be interchanged. The interchange may be done for angles θ for which the equation 3 - 3 is true. The when implementing the algorithm to the FPGA the multiplication may be swapped for signed right bit shift.

$$\tan(\theta) = 2^{-1}. \quad (4 - 3)$$

Then when the values $x_{in} = 1$ and $y_{in} = 0$ are used, the result for *sinus* and *cosinus* can be easily obtained from x_R and y_R as expressed in the equation 3 - 4.

$$x_R = x_{in} \cos(\theta) - y_{in} \sin(\theta) = |\theta = 0| = \cos(\theta) y_R = x_{in} \sin(\theta) + y_{in} \cos(\theta) = |\theta = 0| = \sin(\theta) \quad (4 - 4)$$

The algorithm may be further simplified by expecting that the algorithm is designed to use more than 6 iterations and thus the scaling constant represented by multiplying *cosinus* of different θ values

converges to 0,60725. So there is no need to precalculate all the scaling values and use only the value of the convergence. In this paper the scaling values are precalculated and passed from the custom LUT module.

As can be seen from the section *Example of calculation* section or the algorithm theory itself, it needs to be determined, if the angle for which the vector is rotated in the next iteration should be in a positive direction (counter-clockwise) or negative direction (clockwise). For that, the set of the equations is expanded with value z_i . The complete set of equations which are used in the implementation are as follows.

$$\begin{aligned} x[i+1] &= x[i] - \sigma_i 2^{-i} y[i], \\ y[i+1] &= y[i] + \sigma_i 2^{-i} x[i], \\ z[i+1] &= z[i] - \sigma_i \operatorname{atan}(2^{-i}). \end{aligned} \quad (4-5)$$

The σ_{i+1} is determined based on the sign of the z_{i+1} variable

$$\sigma_{i+1} = \begin{cases} -1, & \text{if } z_{i+1} < 0 \\ 1, & \text{if } z_{i+1} > 0 \\ 0, & \text{if } z_{i+1} = 0 \end{cases} \quad (4-6)$$

The algorithm as presented calculates the correct values for *sinus* and *cosinus* functions only in the first and fourth quadrant ($3\pi/2$ to $\pi/2$ counter-clockwise). For usage of the whole 2π range, corresponding actions before the 0. iteration must be made.

The algorithm must make checks, to determine the quadrant, where the desired angle θ for which the *sinus* and *cosinus* functions are to be calculated. This is done by `if` statements at the algorithm values initialization and at the final function value calculation. If the desired argument of the functions is not in the first or fourth quadrant then the angle is transferred from the actual quadrant to the first or fourth quadrant. Based on the quadrant, to which the angle is transformed, the σ_i value is set. The corresponding `if` statements at the algorithm initialization are presented in the pseudocode 3 - 1.

Similar `if` statements are used at the final calculation of *sinus* and *cosinus* values. The `if` statements are presented in the pseudocode 3 - 2.

The pseudocodes use `initialZValue` as a desired angle θ , for which to calculate the function values, `zValue` as a temporary value for calculating the iterations for z_i variables, `sigmaValue` for temporary value holding the current iteration value of σ_i , the `resultCos` and `resultSin` variables are used for storing the temporary and final values of the $\cos(\theta)$ and $\sin(\theta)$ values respectively.

```

1  if((initialZValue > 1.5707)&(initialZValue < 3.141592))
2      sigmaValue = -1
3      zValue = initialZValue - 3.141592
4  else if((initialZValue > 3.141592)&(initialZValue < 4.7123))
5      sigmaValue = 1
6      zValue = initialZValue - 3.141592
7  else
8      zValue = initialZValue
9      sigmaValue = 1
10 end

```

Code 4 - 1 Pseudocode for `if` statements used at the value initialization of the CORDIC algorithm.

```

1 if((initialZValue > 1.5707)&(initialZValue < 3.141592))
2     resultCos = - resultCos
3     resultSin = resultSin
4 else if((initialZValue > 3.141592)&(initialZValue < 4.7123))
5     resultCos = - resultCos
6     resultSin = - resultSin
7 end

```

Code 4 - 2 Pseudocode for if statements used at the final sinus and cosinus value calculation.

4.1.1 Example of calculation

The general approach of CORDIC algorithm may be explained on the example for calculating the *sinus* and *cosinus* values for the angle $\theta = 57,535^\circ$. Firstly, the angle may be deconstructured in the base angles, for which the equation 3 - 3 is true. In this example the is deconstructured as $57,535 = 45 + 25,565 - 14,03$.

The index i of the variables x_i and y_i in the following equations means the number of iteration of the algorithm.

$$0. \text{ iteration } \begin{pmatrix} x_0 \\ y_0 \end{pmatrix} = \cos(45^\circ) \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_{\text{in}} \\ y_{\text{in}} \end{pmatrix}, \quad (4 - 7)$$

$$1. \text{ iteration } \begin{pmatrix} x_1 \\ y_1 \end{pmatrix} = \cos(25,565^\circ) \begin{pmatrix} 1 & -2^{-1} \\ 2^{-1} & 1 \end{pmatrix} \begin{pmatrix} x_0 \\ y_0 \end{pmatrix}, \quad (4 - 8)$$

$$2. \text{ iteration } \begin{pmatrix} x_2 \\ y_2 \end{pmatrix} = \cos(-14,03^\circ) \begin{pmatrix} 1 & -2^{-2} \\ 2^{-2} & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ y_1 \end{pmatrix}. \quad (4 - 9)$$

Then after substitution the value of x_2 and y_2 may be obtained.

$$\begin{pmatrix} x_2 \\ y_2 \end{pmatrix} = \cos(45^\circ) \cos(25,565^\circ) \cos(-14,03^\circ) \begin{pmatrix} 1 & -2^{-2} \\ 2^{-2} & 1 \end{pmatrix} \begin{pmatrix} 1 & -2^{-1} \\ 2^{-1} & 1 \end{pmatrix} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_{\text{in}} \\ y_{\text{in}} \end{pmatrix}. \quad (4 - 10)$$

From the equation 3 - 10 the values x_2 and y_2 represent the value of $\cos(57,535^\circ)$ and $\sin(57,535^\circ)$ respectively.

4.2 Python Implementation

The CORDIC algorithm was for simplicity prototyped in python. This turned out very beneficial as the debugging of the code is much faster. The less complex and abstract python code may help with understanding and creating the designed algorithms more than Mathematica which uses some higher abstraction layers to make calculations optimized and easier for more complex problems. But when designing the low level mathematical algorithms, the lower and easier language the more easy is then to implement the design in Verilog or any other hardware description language.

The python code was as well used to precalculate the LUT for scaling factor and arcus tangens values for z_i calculations.

For the clarity, the python implementation is presented in the code 3 - 3. The code also calculates the error of the CORDIC calculated value from the python math library functions.

```

1 import math
2
3 # Defining starting values and empty arrays
4 totalNumberOfIterations = 12 # 12 - best tradeof between value and
   iterations
5 atanValues = []
6 scalingValues = [1]
7 initialXValueCordic = 1
8 initialYValueCordic = 0
9 initialZValueCordic = - 1.248 # angle for which to calculate cordic
10 initialSigmaValueCordic = 1
11
12 for x in range(totalNumberOfIterations):
13     # Generating arcus tanges values of precalculated angles based on
   number of iterations
14     atanValues.append(math.atan(1*2**(-x)))
15     # Generating precalculated scaling values based on a number of
   iterations
16     scalingValues.append(scalingValues[x]*math.cos(atanValues[x]))
17
18 print("atanValues: ", atanValues)
19 print("scalingValues: ", scalingValues)
20
21
22 # Checking the initial value and moving it in the interval
23 if (initialZValueCordic > 1.5707) and (initialZValueCordic < 3.141592):
24     zValue = initialZValueCordic - 3.141592
25     sigmaValue = -1
26     print("value in second q")
27 elif (initialZValueCordic > 3.141592) and (initialZValueCordic < 4.7123):
28     zValue = initialZValueCordic - 3.141592
29     sigmaValue = 1
30     print("value in third q")
31 elif (initialZValueCordic < 0):
32     sigmaValue = -1
33     zValue = initialZValueCordic
34     print("value in fourth q")
35 else:
36     zValue = initialZValueCordic # For angle
37     sigmaValue = initialSigmaValueCordic # For +- next angle
38     print("value in first")
39
40 # Passing starting values to the calculation values
41 xValue = initialXValueCordic # For cos
42 yValue = initialYValueCordic # For sin
43
44
45 # CORDIC ALGORITHM

```

```

46 for x in range(totalNumberOfIterations):
47
48     # Calculating next values of the current iteration x
49     xNextValue = xValue - (sigmaValue*yValue)*2**(-x)
50     yNextValue = yValue + (sigmaValue*xValue)*2**(-x)
51     zNextValue = zValue - sigmaValue * atanValues[x]
52
53     # Determining the signum of next angle (addition or subtraction)
54     if zNextValue >= 0:
55         sigmaNextValue = 1
56     else:
57         sigmaNextValue = -1
58
59     # Values for new iteration
60     xValue = xNextValue
61     yValue = yNextValue
62     zValue = zNextValue
63     sigmaValue = sigmaNextValue
64
65     print("iteration:", x, "xValue:", xValue, "yValue:", yValue, "zValue:",
66           zValue, "sigmaValue:", sigmaValue, "\n")
67
68 # Calculating results by scaling the result values from CORDIC by the
69 # scalingValue which depends on number of iterations which were made
70 resultCos = scalingValues[x-1] * xValue
71 resultSin = scalingValues[x-1] * yValue
72
73 # Changing results sign based on the rotation of the initialZValueCordic
74 if (initialZValueCordic > 1.5707) and (initialZValueCordic < 3.141592):
75     resultCos = - resultCos
76 elif (initialZValueCordic > 3.141592) and (initialZValueCordic < 4.7123):
77     resultCos = - resultCos
78     resultSin = - resultSin
79
80 #Calculating values based on the math library
81 mathResultCos = math.cos(initialZValueCordic)
82 mathResultSin = math.sin(initialZValueCordic)
83
84 # Calculating the error of CORDIC calculated values from the python math
85 # functions
86 errorCos = abs(resultCos) - abs(mathResultCos)
87 errorSin = abs(resultSin) - abs(mathResultSin)

```

Code 4 - 3 Python code of CORDIC implementation.

After the python implementation and debugging has been finalized, the circuit Verilog implementation of the algorithm could be initiated. Same as for the Division Unit IP, presented in *Calculating the division of fixed point numbers* section, the Data Path, Control Unit and Top Module was designed. This approach based on the application specific circuit design should be by its nature faster and more safe than creating

the custom CPU with reduced and customized ISA.

4.3 IP Block Design

4.3.1 Top module design

The top module design of the CORDIC IP is shown in the picture 3 - 1. As can be seen, the structure is very much similar to the Division Unit top module. When using the approach to create a customized circuit for algorithm the flow of creating the top modules is likely to be similar with minor differences in signals, inputs and variables.

The Data Path Moule in the top design incorporates the precalculated LUTs for *atanValues* and *scalingValues*. The LUT memory module's structure is very simple and therefore the Verilog interpretation is depicted only for *atanValues* variable. The value of *totalNumberOfIterations* is set to be 12 in this implementation, thus the LUT is 12x32 bits in size. Obivously the already presented custom fixed point *Q32.15* format is required.

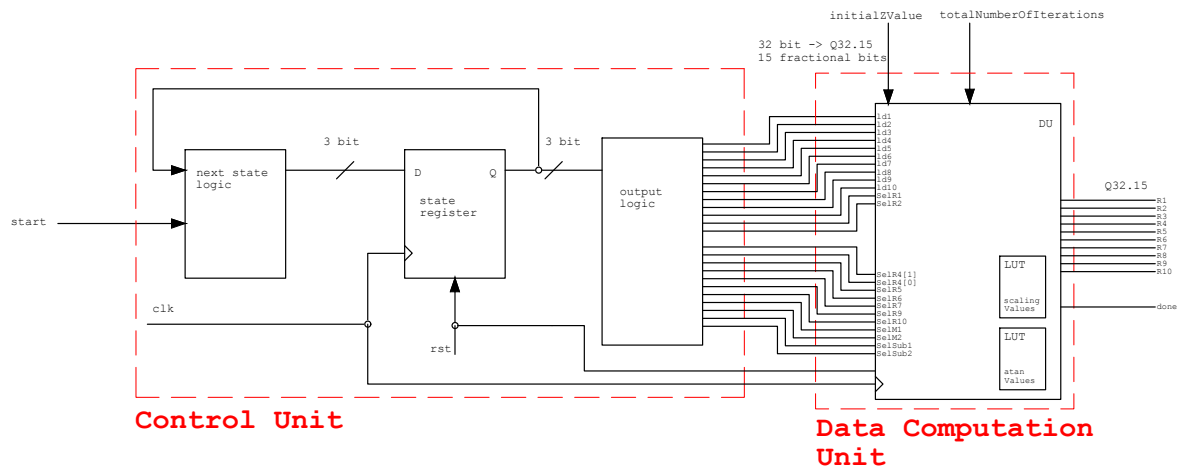


Figure 4 - 1 Top module design for the CORDIC IP block design.

4.3.2 Allocation and Timing

In the picture 3 - 2 the allocation and timing diagram is depicted. As can be seen, the if statements which are implemented in the control unit are documented here as well. The explanation why the if statements are needed is stated in the CORDIC *Theory* section. As stated in the section for CORDIC *Control Unit* there are two approaches of iteration cycles. The designer may choose jump from *S4* to *S2* for faster algorithm or from *S6* to *S2* for demonstrative aproach. The jumps in the allocation and timing diagram are not shown.

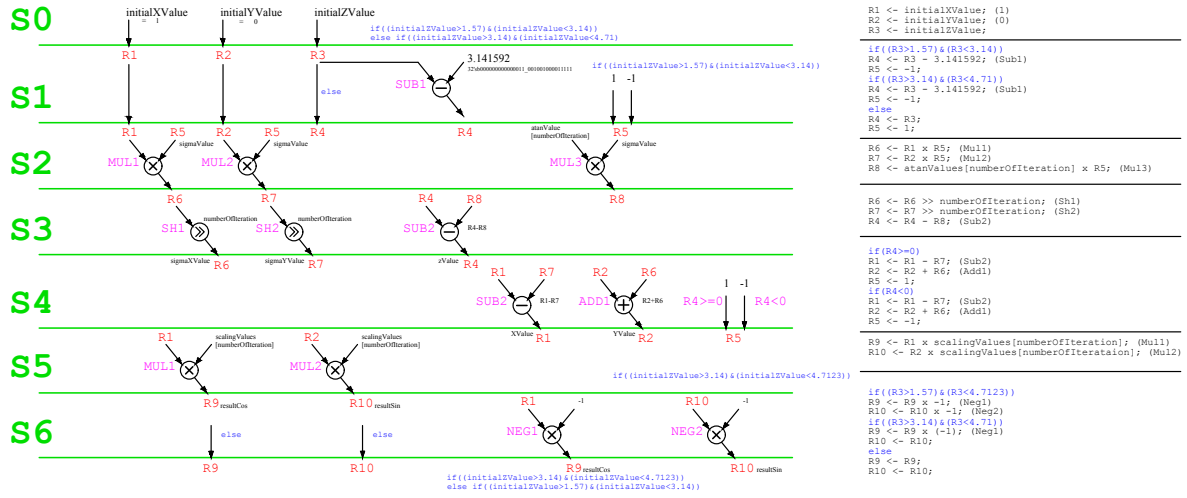


Figure 4 - 2 Allocation and timing diagram for the Data Path Unit part of the CORDIC IP.

4.3.3 Data Path Module

The picture 3 - 3 visualize the Data Path part of the Top Module design including calculation and storing units. The memory LUTs for *atanValues* and *scalingValues* are not depicted as a separate registers but as inputs to the calculation units. The results of *sinus* and *cosinus* functions, in python implementation named as *resultSin* and *resultCos* are saved to registers R9 and R10. The **NEG** blocks aren't in fact implemented as a standalone blocks for making negative numbers. The negation is activated in a corresponding target register when the appropriate **SeIR_x** is activated. (where *x* is here the number of a corresponding register R9 or R10)

As was stated before, the implementation of the LUT memory module for *atanValues* is depicted in this section in code 3 - 4.

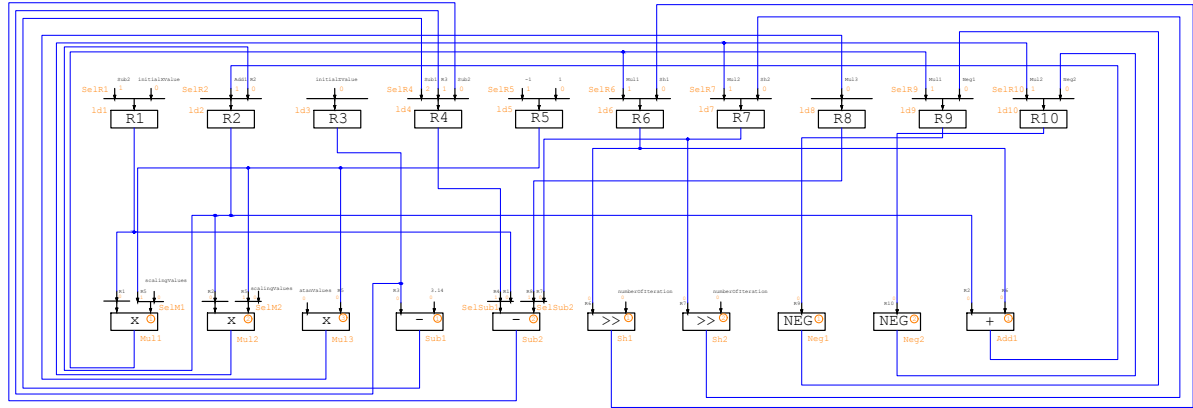


Figure 4 - 3 Register transfer level RTL scheme of the CORDIC IP Data Path Unit IP.

```

1 module atanValuesCordicLUT(index, returnValue);
2
3 input [3:0] index;
4 output reg signed [31:0] returnValue;
5
6
7 always@(index)
8 begin
9     case(index)
10         4'b0000: returnValue = 32'sb00000000000000000000_110010010000111; //
11             0.7853981633974483
12         4'b0001: returnValue = 32'sb00000000000000000000_011101101011000; //
13             0.4636476090008061
14         4'b0010: returnValue = 32'sb00000000000000000000_001111101011011; //
15             0.24497866312686414
16         4'b0011: returnValue = 32'sb00000000000000000000_000111111101010; //
17             0.12435499454676144
18         4'b0100: returnValue = 32'sb00000000000000000000_000011111111101; //
19             0.06241880999595735
20         4'b0101: returnValue = 32'sb00000000000000000000_000001111111111; //
21             0.031239833430268277
22         4'b0110: returnValue = 32'sb00000000000000000000_000000111111111; //
23             0.015623728620476831
24     endcase
25 end

```

```

17      4'b0111: returnValue = 32'sb000000000000000000_000000011111111; //
      0.007812341060101111
18      4'b1000: returnValue = 32'sb000000000000000000_000000011111111; //
      0.007812341060101111
19      4'b1001: returnValue = 32'sb000000000000000000_000000001111111; //
      0.0019531225164788188
20      4'b1010: returnValue = 32'sb000000000000000000_000000000111111; //
      0.0009765621895593195
21      4'b1011: returnValue = 32'sb000000000000000000_000000000011111; //
      0.00048828121111948983
22      default: returnValue = 32'sb100000000000000000_000000000000000; // 0
23      endcase
24 end
25
26 endmodule

```

Code 4 - 4 Verilog code of a atanValues LUT implementation. The LUT structure for scalingValues is very similar and therefore not depicted here.

4.3.4 Control Unit

Same way as in a Division Module Control unit, presented in *Control Unit* section, the control signal encoding table 3 - 1 for Data Path CORDIC unit is created. The control signal in the Verilog design is named CS.

The branches of if statements used in the design has been colorcoded in the table for improved clarity. The iteration jumps are not depicted in the control signal table. The jumps may be performed from the step *S4*, when the speed of the calculation is the main concern, or from *S6*, when the algorithm function is presented. The steps *S5* and *S6* are mainly focused on multiplying the result of iteration by the appropriate scaling value and on transforming the results based on the quadrant of the original wanted angle value.

Table 4 - 1 Control signal encoding table for instructions to be processed by the CORDIC Module.

State	RTL Code	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	CV
S0	R0 ← totalNumberOfIterations; R1 ← initialXValue; R2 ← initialYValue; R3 ← initialZValue;	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23'h70000
S1	if(R3 > 1.5707) & (R3 < 3.141592) R4 ← R3 - 3.141592; (Sub1) R5 ← -1;	0	0	0	1	1	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	24'hC0500
	if(R3 > 3.141592) & (R3 < 4.7123) R4 ← R3 - 3.141592; (Sub1) R5 ← -1;	0	0	0	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	24'hC0400
	if(R3 < 0) R5 ← -1; R4 ← R3;	0	0	0	1	1	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	24'hC0300
	else R4 ← R3; R5 ← 1;	0	0	0	1	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	24'hC0200
S2	R6 ← R1 x R5; (Mul1) R7 ← R2 x R5; (Mul2) R8 ← atanValues[numberOfIteration] x R5; (Mul3)	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	1	1	0	0	1	1	0	0	24'h380CC
S3	R6 ← R6 * numberOfIteration; (Sh1) R7 ← R7 * numberOfIteration; (Sh2) R4 ← R4 - R8; (Sub2)	0	0	0	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	24'hB0003
S4	R4 ≥ 0; R1 ← R1 - R7; (Sub2) R2 ← R2 + R6; (Add1) R5 ← 1;	1	1	0	0	1	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	24'h641800
	R4 < 0; R1 ← R1 - R7; (Sub2) R2 ← R2 + R6; (Add1) R5 ← -1;	1	1	0	0	1	0	0	0	0	0	1	1	0	0	1	0	0	0	0	0	0	0	0	24'h641900
S5	R9 ← R1 x scalingValues[numberOfIteration]; (Mul1) R10 ← R2 x scalingValues[numberOfIteration]; (Mul2)	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	1	1	0	0	0	0	24'h6030
S6	if(R3 > 3.141592) & (R3 < 4.7123) R9 ← R9 x (-1); (Neg1) R10 ← R10 x (-1); (Neg2)	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	24'h6000
	if(R3 > 1.5707) & (R3 < 3.141592) R9 ← R9 x (-1); (Neg1) R10 ← R10;	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24'h4000
	else R9 ← R9;	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24'h0
	R10 ← R10;	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	24'h0

4.4 Simulation results

The testbench for testing the design is created with cocotb and simulated with Verilator.

As can be seen when implementing the algorithm where the actual iteration value for *sinus* and *cosinus* is calculated, the number of cycles needed for the final calculation can be calculated

$$NoCyc_{\text{result every iteration}} = 2 + (5NoIt), \quad (4 - 11)$$

where $NoCyc (-)$ is the number of cycles and $NoIt$ is the number of iterations for the CORDIC algorithm. The 2 value is for $S0$ and $S1$ and the multiplication by 5 is because of states $S2-S6$. When the result of the CORDIC algorithm is calculated only once at the end of the algorithm, the number of iteration can be determined by

$$NoCyc_{\text{result at the end}} = 2 + (3NoIt) + 2, \quad (4 - 12)$$

where the multiplication by value 3 is caused by states $S2-S4$ and the addition of the second 2 is caused by states $S5-S6$.

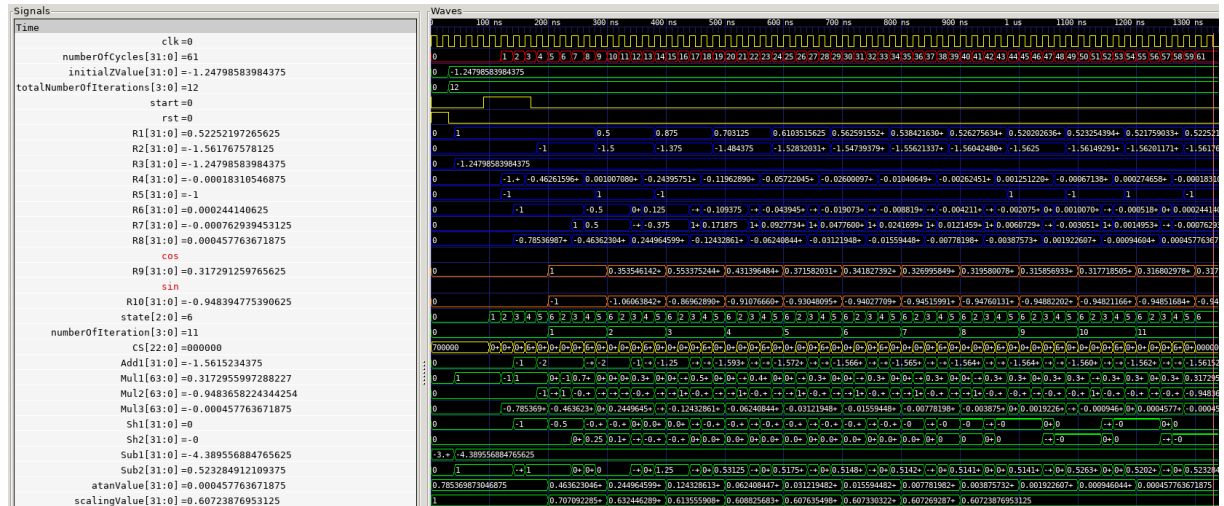


Figure 4 - 4 The whole Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle $\theta = -1.2479$ rad. The value of sinus and cosinus based on the current iteration is also calculated in this algorithm approach. The result is passed to the registers R9 and R10.

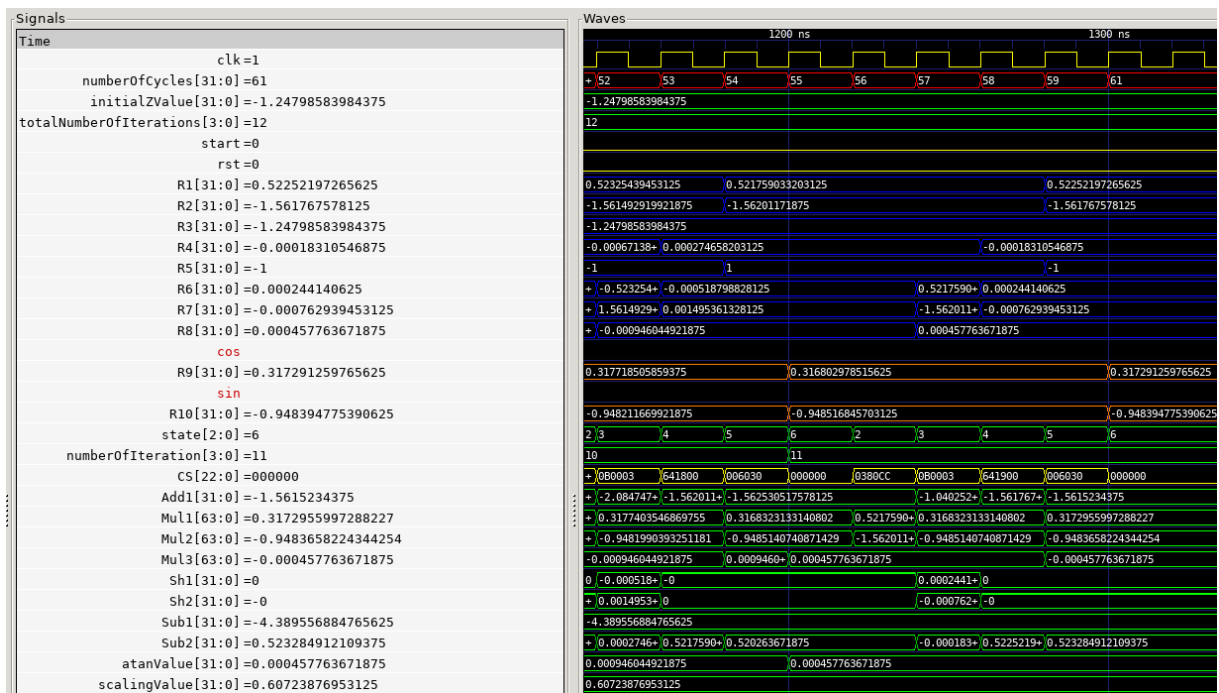


Figure 4 - 5 The detail of the last iteration of the Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle $\theta = -1.2479$ rad. The result is passed to the registers R9 and R10.

5 Simple set of nonlinear equations solved by a Newton-Raphson algorithm using custom circuit implementation

All the presented parts in previous sections may be utilized to solve the system of nonlinear equations. This work leads to solving the transcendental equations for Selective Harmonic Elimination. But the best approach is to firstly solve an easier set of equations to determine, if the approach of NR is viable.

5.1 Theory

The objective of the NR algorithm is to solve the set of nonlinear equations

$$F_1(x_1, x_2) = x_1^3 - x_2 - 1, \quad (5 - 1)$$

$$F_2(x_1, x_2) = x_1 - 2x_2 - 2, \quad (5 - 2)$$

where one possible set of solutions x_1 and x_2 yields

$$F_1 = 0, \quad (5 - 3)$$

$$F_2 = 0. \quad (5 - 4)$$

The algorithm could be implemented in a custom CPU with reduced instruction set but for the obvious reasons, eg. speed and complexity of developing own RISC-V, the approach of creating the application specific circuit design was used.

To be able to implement the algorithm to the custom design, the general NR algorithm approach had to be simplified to the most low level implementation. Every single part that could be precalculated was set as a static value at the design step.

To check if the implementation and algorithm was well designed, the solution by *Solve* function and a customized NR was made in Wolfram Mathematica. Before the start of the algorithm the starting values of x_1^0 and x_2^0 were set as an input to the module. Based on that input the function values at selected starting points were calculated.

As a next step, the so called defect could be calculated using the newly found values of $F_1(x_1^0)$ and $F_2(x_1^0, x_2^0)$

$$\Delta \mathbf{F}^i = \begin{pmatrix} \Delta F_1^i \\ \Delta F_2^i \end{pmatrix} = \begin{pmatrix} F_1^i - F_1^{\text{known solution}} \\ F_2^i - F_2^{\text{known solution}} \end{pmatrix}, \quad (5 - 5)$$

where the superscript i is the number of iteration for which the defect is calculated. When the algorithm starts, the $i = 0$. So for example the input value for F_1^0 is x_1^0 and x_2^0 .

Next the Jacobian matrix \mathbf{J} from vector of functions $(F)(x_1, x_2) = (F_1, F_2)$ is calculated as follows.

$$\mathbf{J}^i = \begin{pmatrix} \frac{dF_1}{dx_1^i} & \frac{dF_1}{dx_2^i} \\ \frac{dF_2}{dx_1^i} & \frac{dF_2}{dx_2^i} \end{pmatrix} = \begin{pmatrix} 3(x_1^i)^2 & -1 \\ 1 & -2 \end{pmatrix}. \quad (5 - 6)$$

As for the general NR algorithm, the inverted value of Jacobian matrix needs to be calculated. The problem is that when using general mathematical software, such as Wolfram Mathematica, the calculation of the inverted value is as easy as using function of inversion. When designing the circuit, the approach of

manual calculation of inversion must be used. In this paper, the calculation is made possible by calculating the determinant of the Jacobian Matrix, its reciprocal value, its adjugate matrix and multiplication of the adjugate matrix elements by the calculated determinant reciprocal value.

Because the size of the Jacobian matrix is 2x2 the determinant may be easily calculated using the Sarrus Rule. When the matrix is more complicated, the expansion method may be utilized.

$$\det(\mathbf{J}) = 3(x_1^i)^2(-2) - (-1) = 3(x_1^i)^2(-2) + 1. \quad (5 - 7)$$

The reciprocal value of the determinant is then calculated by the Division Unit, created for calculating division of arbitrary numbers real numbers. This Division Unit is presented in the section *Calculating the division of fixed point numbers*.

The adjugate matrix is calculated as follows

$$\text{adj}(\mathbf{J}) = \begin{pmatrix} \mathbf{J}_{11}(-1)^{1+1} & \mathbf{J}_{01}(-1)^{1+2} \\ \mathbf{J}_{10}(-1)^{1+2} & \mathbf{J}_{00}(-1)^{2+2} \end{pmatrix} = \begin{pmatrix} -2 & -1 \\ 1 & 3(x_1^i)^2 \end{pmatrix}. \quad (5 - 8)$$

After the calculation of the reciprocal value of the determinant of the Jakobi matrix and the adjugate matrix, the inverted Jakobi matrix bay be finally calculated

$$\mathbf{J}^{i-1} = \frac{1}{\det(\mathbf{J}^i)} \begin{pmatrix} \text{adj}(\mathbf{J}_{00}^i) & \text{adj}(\mathbf{J}_{01}^i) \\ \text{adj}(\mathbf{J}_{10}^i) & \text{adj}(\mathbf{J}_{11}^i) \end{pmatrix} = \frac{1}{\det(\mathbf{J}^i)} \begin{pmatrix} -2 & -1 \\ 1 & 3(x_1^i)^2 \end{pmatrix}. \quad (5 - 9)$$

Next the $(\Delta x_1^i, \Delta x_2^i)$ is to be calculated by using the inverted Jakobi matrix and the defect.

$$\begin{pmatrix} \Delta x_1^i \\ \Delta x_2^i \end{pmatrix} = \begin{pmatrix} \mathbf{J}_{00}^{-1i} \Delta F_1^i + \mathbf{J}_{01}^{-1i} \Delta F_2^i \\ \mathbf{J}_{10}^{-1i} \Delta F_1^i + \mathbf{J}_{11}^{-1i} \Delta F_2^i \end{pmatrix}. \quad (5 - 10)$$

Now the next iteration value denoted as $i + 1$ of x_1 and x_2 may be calculated

$$\begin{pmatrix} x_1^{i+1} \\ x_2^{i+1} \end{pmatrix} = \begin{pmatrix} x_1^i + \Delta x_1^i \\ x_2^i + \Delta x_2^i \end{pmatrix}. \quad (5 - 11)$$

With those new iteration values x_1^{i+1} x_2^{i+1} the loop for calculation starts again at the calculation of the new value F_1^{i+1} F_2^{i+1} which is presented at the start of this section.

5.2 IP Block Design

5.2.1 Top module design

The picture 4 - 1 depicts the top module design of the circuit. The Control Unit sends control signals to the Data Path unit to make the desired calculations. As in all designs in this paper, the numbers are formatted in the $Q32.15$ fixed point format.

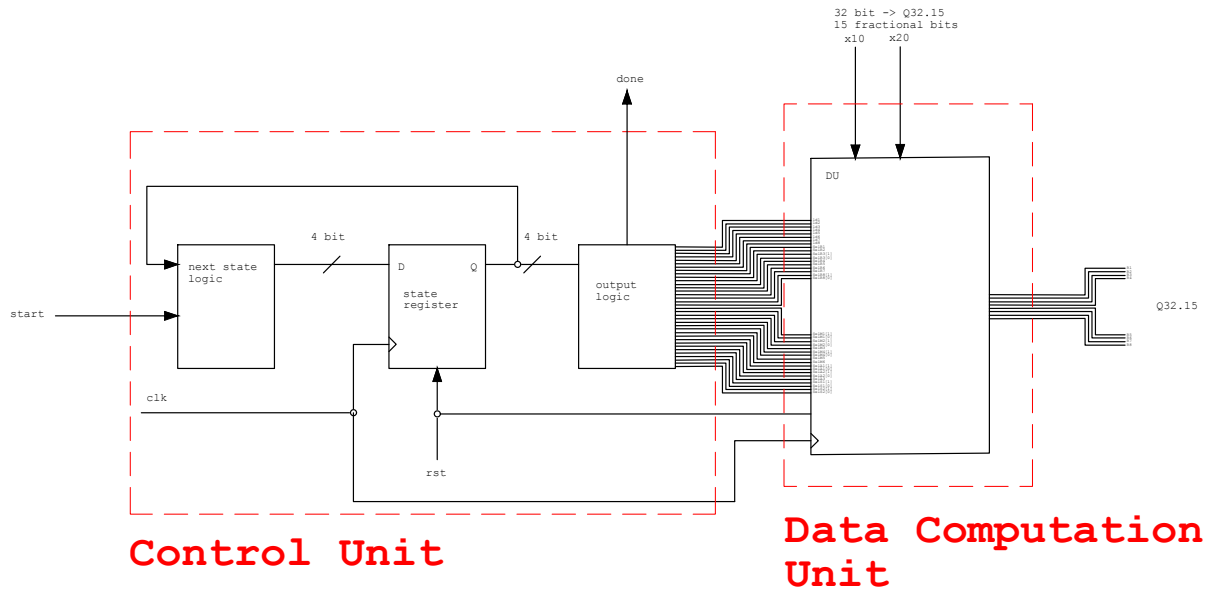


Figure 5 - 1 Top module design for the simple NR calculation unit IP block design.

5.2.2 Allocation and Timing

The algorithm structure for the Verilog implementation is depicted in the data flow diagram in the picture 4 - 2. The algorithm iteration jumps (explained in the section *Control unit* of the simple NR algorithm) are not displayed in this diagram.

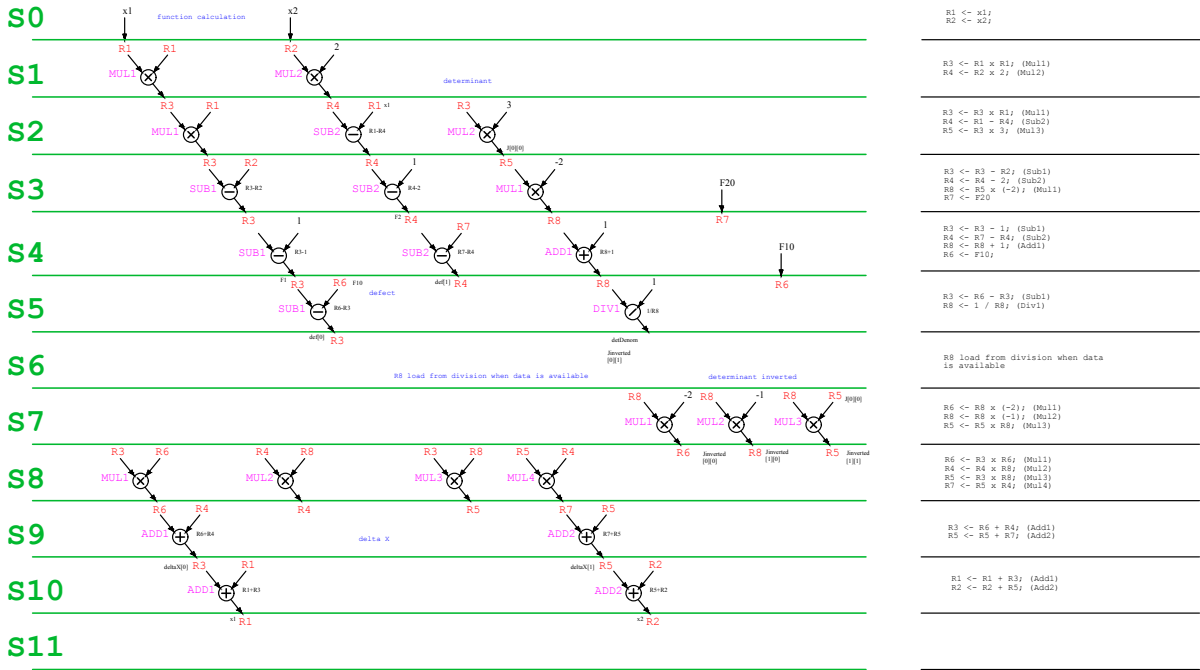


Figure 5 - 2 Allocation and timing diagram for the Data Path Unit part of the simple NR IP.

5.2.3 Data Path Unit

The Data path unit for this simple NR algorithm consists of four multipliers, two adders, two subtractors and one divider. The divider is implemented using the Division Unit, presented in the section *Calculating the division of fixed point numbers*. When the algorithm has finished the results for x_1 and x_2 are saved in the R1 and R2, the state *S11* is set and *done* signal is set to 1. The results then can be driven to another module or unit for further usage. In fact the *done* signal is driven in the Control Unit and can be used in controlling the possible module, where the NR module is only part of the design.

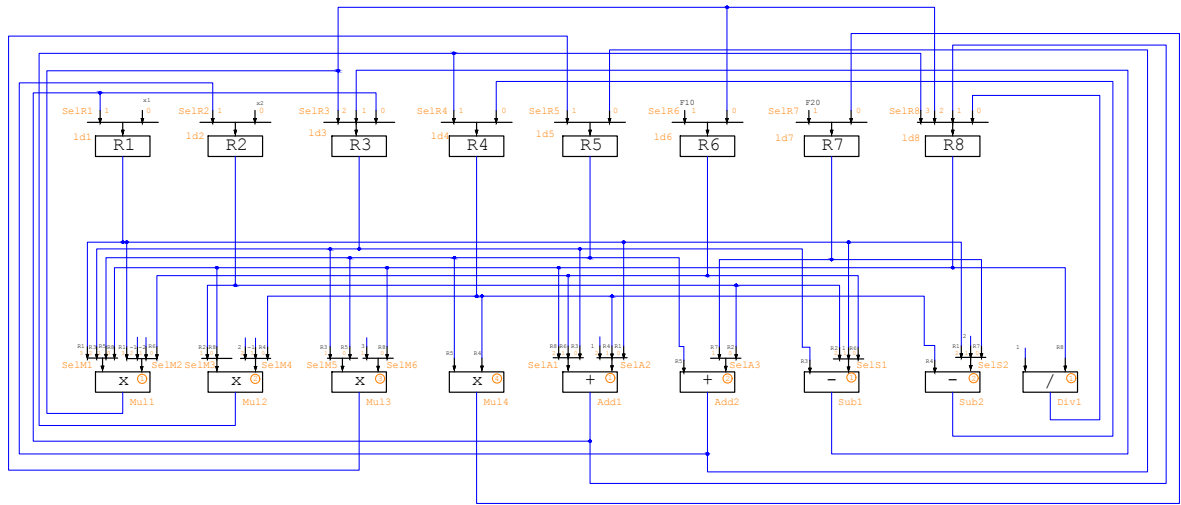


Figure 5 - 3 Register transfer level RTL scheme of the IP Data Path Unit part of the simple NR calculation IP.

5.2.4 Control Unit

The encoding table 4 - 1 shows the steps of the algorithm with a corresponding control signal for the Data Path Unit of the simple NR algorithm Verilog implementation.

The NR algorithm iteration jumps are carried out from the state *S10* to state *S1*, when the number of iteration is lower than the set total number of iterations, which is hardcoded to the Control Unit. At this implementation, the total number of iterations is set to be 5. In fact, the end of the NR algorithm should be determined based on the defect value. In this simple example, the value check of the defect is not implemented. The implementation would be simple though. The value of register holding the defect values R3 and R4 would be wired to the control unit in the corresponding steps *S4* and *S5* respectively and the comparison with the desired defect value would be performed. If the defect value was smaller than the desired value, the next state of the algorithm would be *S11* and therefore the calculation would end. If the defect was larger than the desired value, the next state would be *S6* and the iteration would complete normally and loop from the state *S10* to *S1*.

Table 5 - 1 Control signal encoding table for instructions to be processed by the simple NR algorithm solve Module.

State	WFL Code	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	CN			
S0	R1 ← A1; R2 ← A2	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025	026	027	028	029	030	031	032	033	034	035	036	037	038	039	36'5C'00000000
S1	R3 ← R1 × R2 (1) R4 ← R2 × R2 (2)	0	0	1	1	0	0	0	0	0	0	1	0	1	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	36'5C'0203F00000	
S2	R5 ← R1 × R2 (1) R4 ← R1 - R4 (2) R5 ← R2 × R2 (3)	0	0	1	1	1	0	0	0	0	0	1	0	0	1	0	0	0	0	1	0	1	1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	1	0	0	36'5C'0242C00000
S3	R3 ← R3 - R2 (1) R4 ← R4 - 2 (2) R5 ← R5 × (2), (1) R7 ← F200	0	0	1	1	0	0	0	1	1	0	0	0	1	0	0	0	1	1	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	36'5B'3311900000
S4	R7 ← R7 - 1 (1) R4 ← R7 - R4 (2) R8 ← R8 + 1, (1) R9 ← F200	0	0	1	1	0	1	0	1	0	0	0	1	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	1	0	0	0	36'5B'51240144
S5	R5 ← R6 - R2 (1) R9 ← 1, R4 (1)	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36'5B'7210000000	
S6	R5 found error or value when data is available	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36'5B'7300000000	
S7	R6 ← R6 × (2), (1) R5 ← R5 × R5 (3) R5 ← R5 × R5 (3)	0	0	0	0	1	1	0	1	0	0	0	0	0	0	1	0	0	1	1	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	36'5B'94C00000
S8	R6 ← R3 × R6 (1) R4 ← R4 × R6 (2) R5 ← R3 × R6 (3) R7 ← R2 × R6 (4)	0	0	0	1	1	1	0	0	0	0	0	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	36'5B'95C20400
S9	R7 ← R7 + R4 (1) R5 ← R5 + R5 (2)	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1	0	36'5C'00000000	
S10	R1 ← R1 + R3 (1) R2 ← R2 + R5 (2)	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36'5C'0C30000000	
S11		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	36'5C'00000000		

5.3 Simulation results

The test bench for simulation was made using Cocotb [4] with the Verilator [3] as a simulator.

Conclusion

And this is the conclusion of my report. P_n .

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Appendix A: List of symbols and abbreviations

A.1 List of abbreviations

CORDIC	Coordinate Rotation Digital Computer
CPU	Central Processing Unit
FPGA	Field Programmable Gate Array
FSM	Finite State Machine
IP	Intellectual property
ISA	Instruction Set Architecture
LUT	Look Up Table
NR	Newton Raphson
RTL	Register Transfer Level

A.2 List of symbols

P_n (W) jmenovitý výkon stroje