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## TABLE OF CONTENTS

<b>1</b>	<b>Introduction .....</b>	<b>1</b>
<b>2</b>	<b>Calculating the division of fixed point numbers.....</b>	<b>2</b>
2.1	Newton Rapshon algorithm for calculating the division .....	2
2.2	IP block design .....	3
2.2.1	Top module design .....	3
2.2.2	Allocation and Timing .....	4
2.2.3	Data Path Module .....	5
2.2.4	Control Unit .....	6
2.3	Calculating number of bits to shift the denominator.....	7
2.4	Simulation results .....	7
<b>3</b>	<b>Using CORDIC to calculate trigonometric functions .....</b>	<b>11</b>
3.1	Theory .....	11
3.1.1	Example of calculation .....	13
3.2	Implementation .....	13
3.3	Simulation results .....	15
	<b>Conclusion .....</b>	<b>16</b>
	<b>References .....</b>	<b>19</b>
<b>Appendix A</b>	<b>List of symbols and abbreviations .....</b>	<b>20</b>
A.1	List of abbreviations.....	20
A.2	List of symbols .....	21

## LIST OF FIGURES

2 - 1	Top module design for the IP block design. ....	4
2 - 2	Allocation and timing diagram for the Data Path Unit part of the IP. ....	5
2 - 3	Register transfer level RTL scheme of the IP Data Path Unit part of the IP. ....	6
2 - 4	Selected signals of simulation of division $N/D = 10 / 7$ . The correct result in $R0$ is obtained after two iterations (reg numberOfIterations). ....	8
2 - 5	Selected signals of simulation of division $N/D = 1 / 0.25$ . The correct result in $R0$ is obtained after five iterations (reg numberOfIterations). ....	9
2 - 6	Selected signals of simulation of division $N/D = 1 / (-0.25)$ . The correct result in $R0$ is obtained after five iterations (reg numberOfIterations). ....	9
2 - 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). ....	10
2 - 8	Selected signals of simulation of division $N/D = 10 / (519)$ . The correct result in $R0$ is obtained after two iterations (reg numberOfIterations). ....	10

**LIST OF TABLES**

2 - 1      Control signal encoding table for instructions to be processed by the Division Module. . . . . 6



# **1 Introduction**

This is the introduction.

## 2 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]

### 2.1 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 it's 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*.

$$x_0 = \frac{48}{17} - \frac{32}{17}D, \quad (2 - 1)$$

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'b00000000000000010\_110100101011000 in binary) and 1.8819 (32'b00000000000000001\_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.

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

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

$$\frac{dF(x_i)}{dx} = F'(x_i) = \frac{F(x_{i+1}) - F(x_i)}{x_{i+1} - x_i}. \quad (2 - 3)$$

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.



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

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*

## 2.2 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  $[0.5, 1]$ .

### 2.2.1 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].

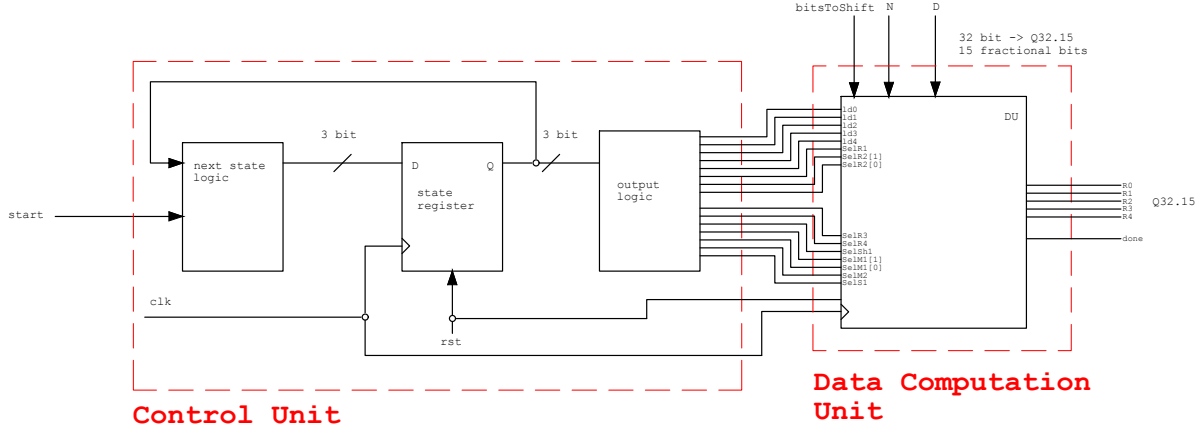


Figure 2 - 1 Top module design for the IP block design.

### 2.2.2 Allocation and Timing

The diagram which describes the data flow and timing by steps of the algorithm is displayed in the figure 2 - 2.

The whole algorithm consists of nine steps. The first four steps are used for calculating the initial value of  $x_0$  as described in the equation 2 - 1. The steps  $S4$  to  $S8$  are for calculating the next search value of  $x_{i+1}$ , the root of the equation 2 - 2 so the searched value of  $1/D$ . The next iteration starts at the step labeled as  $S5$ . The iterative process continues till the stop condition (eg. number of iterations) is met.

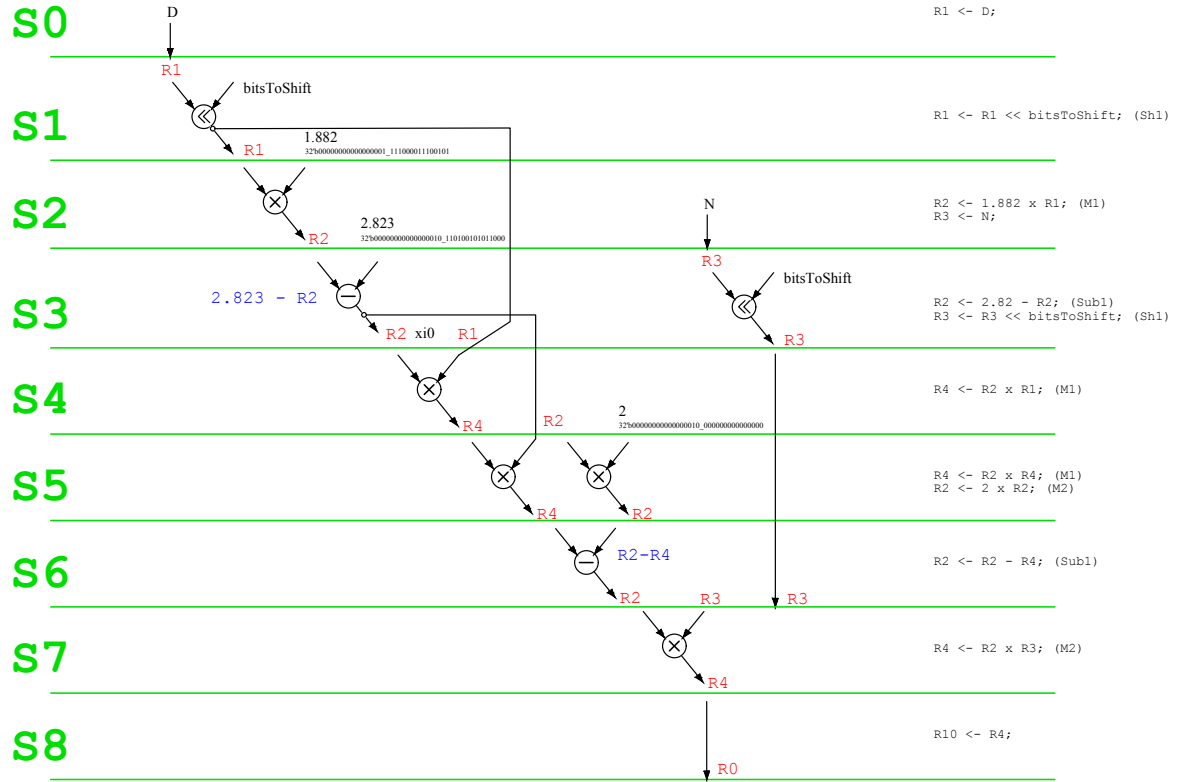


Figure 2 - 2 Allocation and timing diagram for the Data Path Unit part of the IP.

### 2.2.3 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.

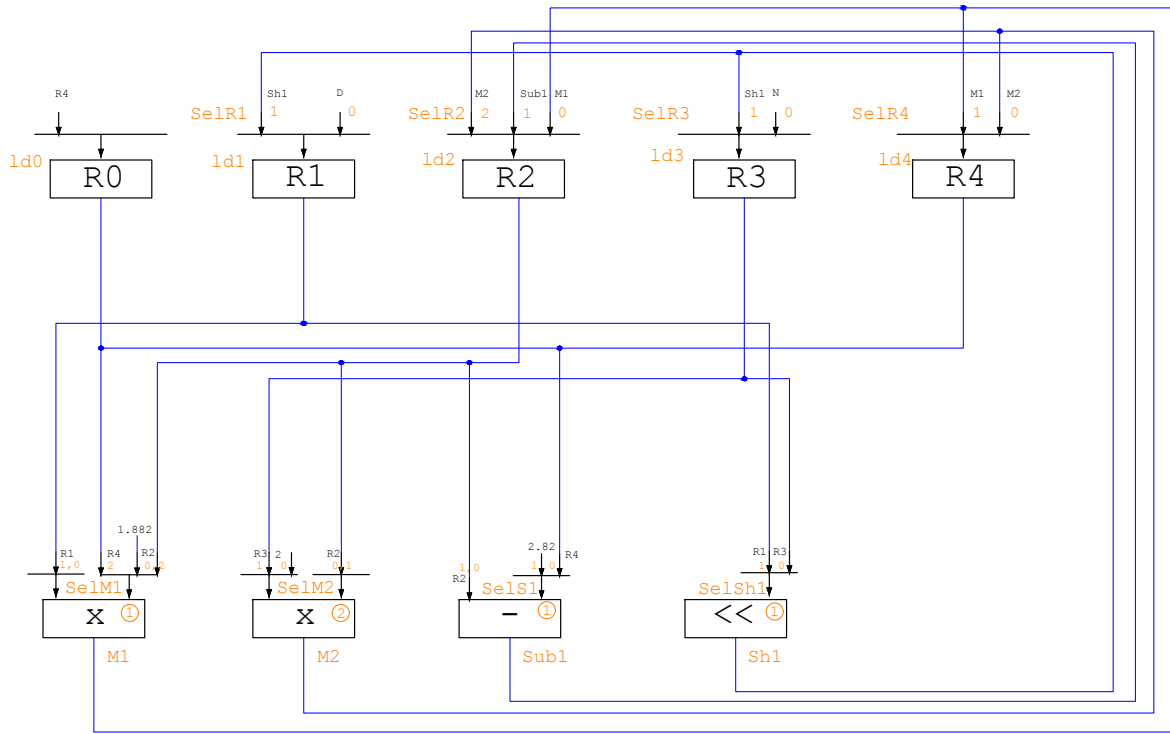


Figure 2 - 3 Register transfer level RTL scheme of the IP Data Path Unit part of the IP.

## 2.2.4 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 2 - 1 Control signal encoding table for instructions to be processed by the Division Module.

State	RTL Code	14 ld0	13 ld1	12 ld2	11 ld3	10 ld4	9 SelR1	8 SelR2[1]	7 SelR2[0]	6 SelR3	5 SelR4	4 SelSh1	3 SelM1[1]	2 SelM1[0]	1 SelM2	0 SelS1	CV
S0	$R1 \leftarrow D;$	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	2000h
S1	$R1 \leftarrow R1 \ll 32; (Sh1)$	0	1	0	0	0	1	0	0	0	0	1	0	0	0	0	2210h
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	1804h
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	18C0h
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	1528h
S6	$R2 \leftarrow R2 - R4; (S1)$	0	0	1	0	0	0	0	1	0	0	0	0	0	0	1	1081h
S7	$R4 \leftarrow R2 \times R3; (M2)$	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0	402h
S8	$R0 \leftarrow R4;$	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000h

## 2.3 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 2 - 1.

```
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 2 - 1 Pseudocode for the *denominatorSizeScaleUnit* module algorithm.

## 2.4 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'b000000000100110000_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 2 - 2 Pseudocode snippet for the Verilog simulation test bench.

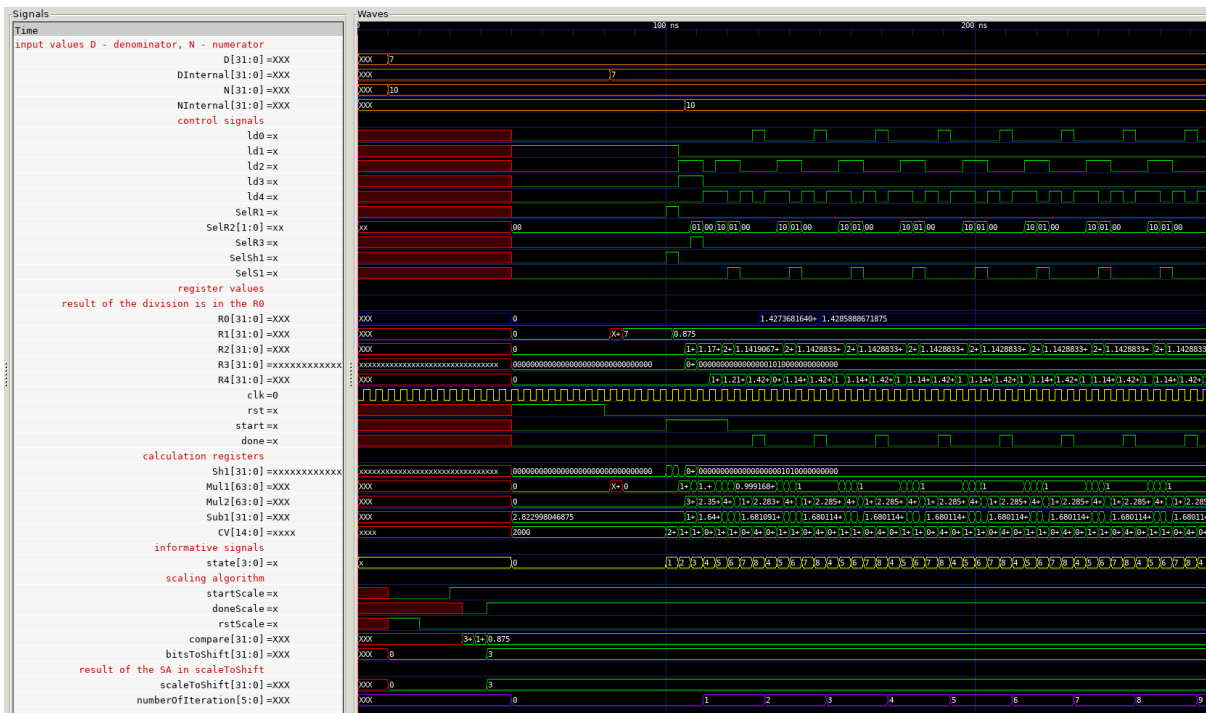


Figure 2 - 4 Selected signals of simulation of division  $N/D = 10 / 7$ . The correct result in  $R0$  is obtained after two iterations (reg numberOfIterations).

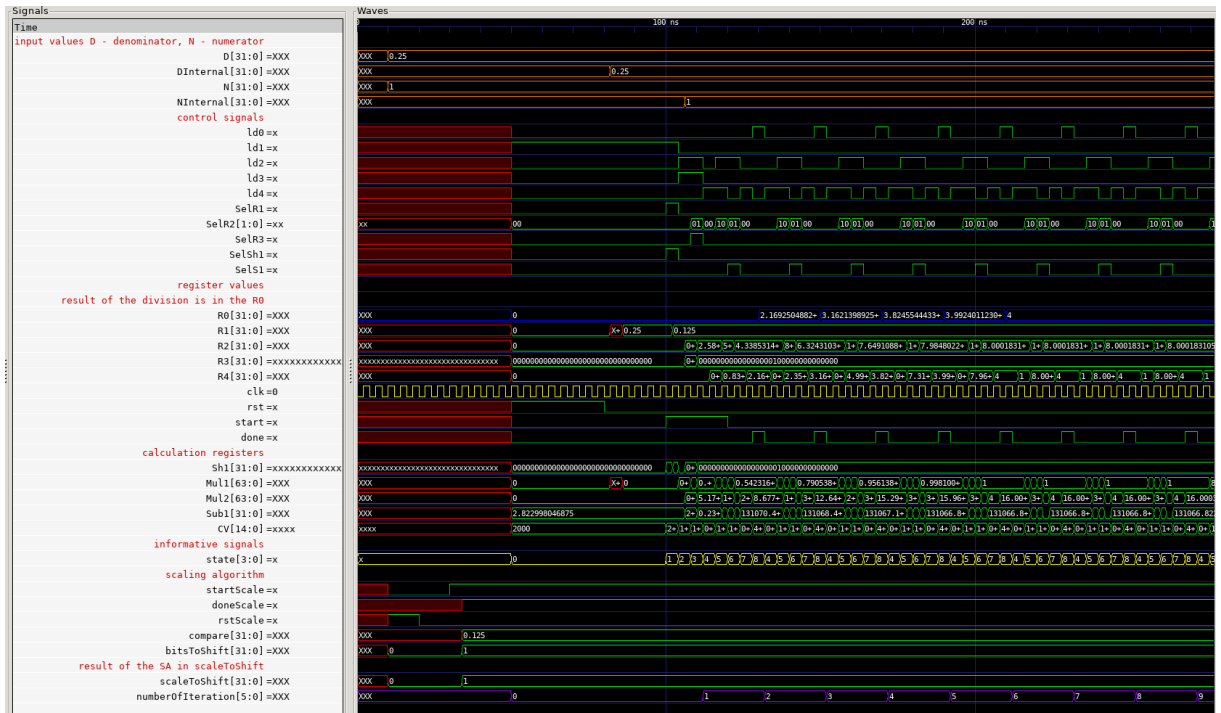


Figure 2 - 5 Selected signals of simulation of division  $N/D = 1 / 0.25$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

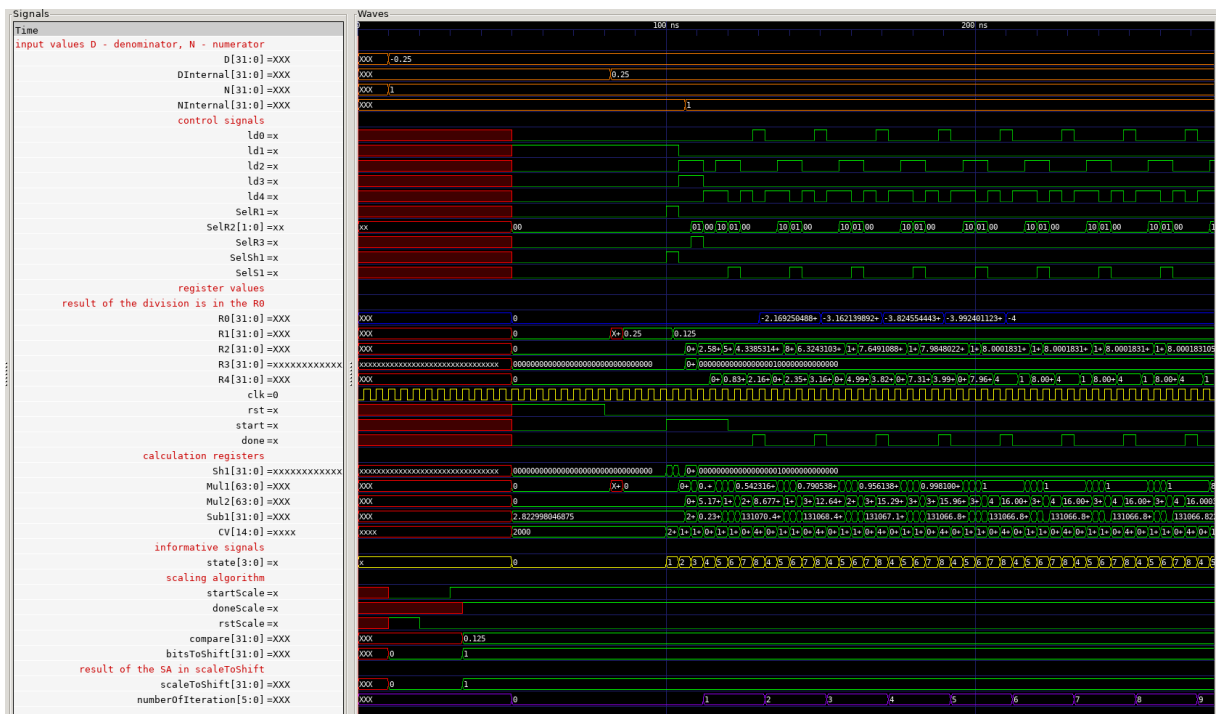


Figure 2 - 6 Selected signals of simulation of division  $N/D = 1 / (-0.25)$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

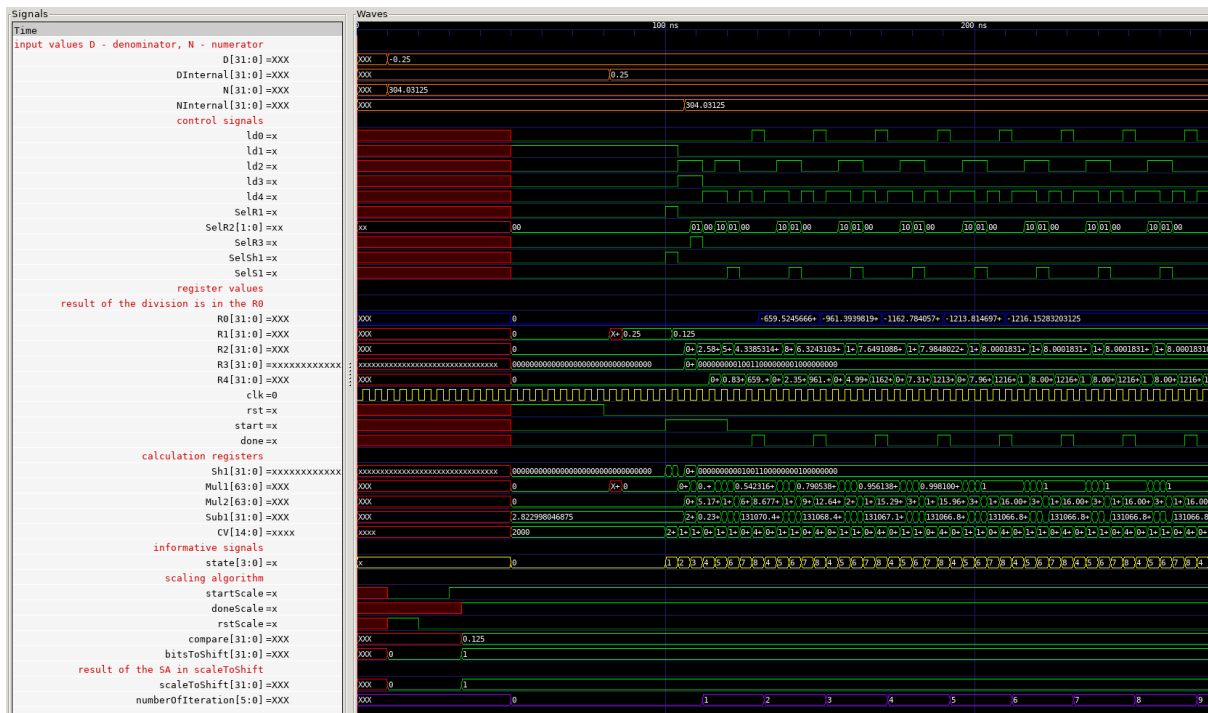


Figure 2 - 7 Selected signals of simulation of division  $N/D = 304.03215 / (-0.25)$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

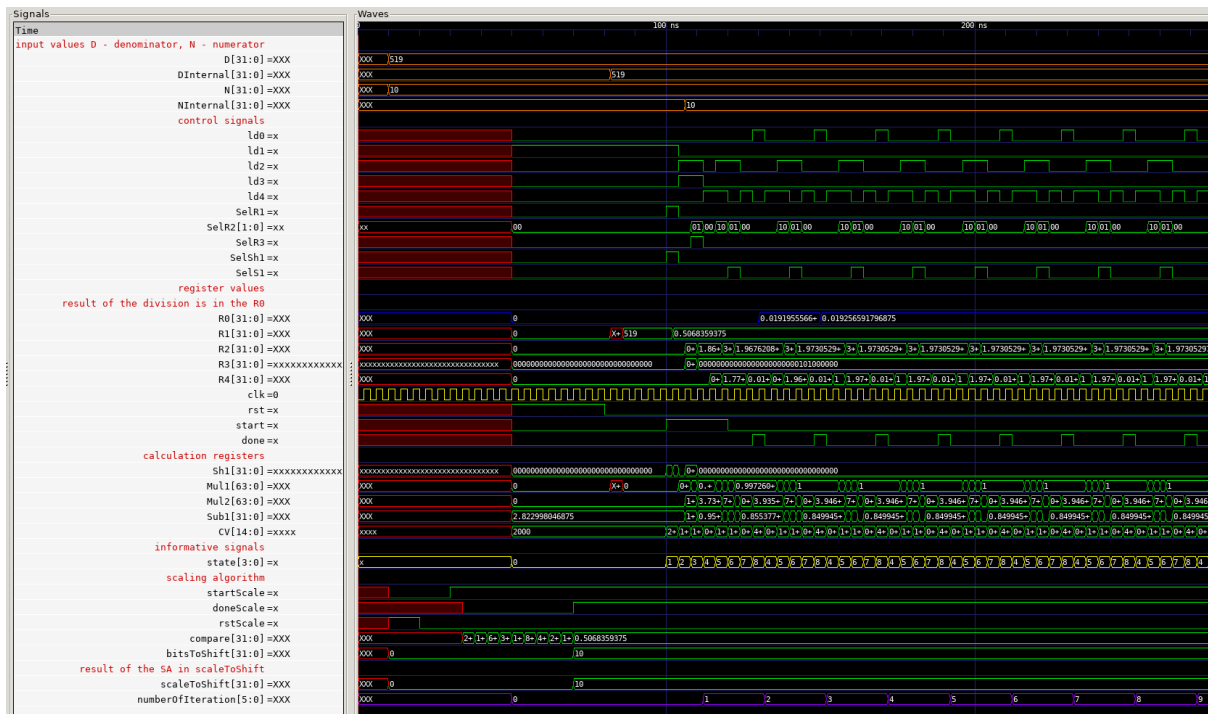


Figure 2 - 8 Selected signals of simulation of division  $N/D = 10 / (519)$ . The correct result in R0 is obtained after two iterations (reg numberOfIterations).



### 3 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.

#### 3.1 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  $(R, \theta)$  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.

$$\begin{pmatrix} x_R \\ y_R \end{pmatrix} = \begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix}, \quad (3 - 1)$$

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

Then when simplifying the equation

$$\begin{pmatrix} x_R \\ y_R \end{pmatrix} = \cos(\theta) \begin{pmatrix} 1 & -\tan(\theta) \\ \tan(\theta) & 1 \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix} \quad (3 - 2)$$

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  $\theta$  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.

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

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.

$$x_R = x_{in} \cos(\theta) - y_{in} \sin(\theta) = |\theta = 0| = \cos(\theta) y_R = x_{in} \sin(\theta) + y_{in} \cos(\theta) = |\theta = 0| = \sin(\theta) \quad (3 - 4)$$

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  $\theta$  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.

$$\begin{aligned} x[i+1] &= x[i] - \sigma_i 2^{-i} y[i], \\ y[i+1] &= y[i] + \sigma_i 2^{-i} x[i], \\ z[i+1] &= z[i] - \sigma_i \tan(2^{-i}). \end{aligned} \quad (3-5)$$

The  $\sigma_{i+1}$  is determined based on the sign of the  $z_{i+1}$  variable

$$\sigma_{i+1} = \begin{cases} -1, & \text{if } z_{i+1} < 0 \\ 1, & \text{if } z_{i+1} > 0 \\ 0, & \text{if } z_{i+1} = 0 \end{cases} \quad (3-6)$$

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  $2\pi$  range, corresponding actions before the 0. iteration must be made.

The algorithm must make checks, to determine the quadrant, where the desired angle  $\theta$  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  $\sigma_i$  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  $\theta$ , 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  $\sigma_i$ , 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 3 - 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 3 - 2 Pseudocode for if statements used at the final sinus and cosinus value calculation.

### 3.1.1 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 destructure in the base angles, for which the equation 3 - 3 is true. In this example the is destructure 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.

$$0. \text{ iteration } \begin{pmatrix} x_0 \\ y_0 \end{pmatrix} = \cos(45^\circ) \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix}, \quad (3 - 7)$$

$$1. \text{ iteration } \begin{pmatrix} x_1 \\ y_1 \end{pmatrix} = \cos(25, 565^\circ) \begin{pmatrix} 1 & -2^{-1} \\ 2^{-1} & 1 \end{pmatrix} \begin{pmatrix} x_0 \\ y_0 \end{pmatrix}, \quad (3 - 8)$$

$$2. \text{ iteration } \begin{pmatrix} x_2 \\ y_2 \end{pmatrix} = \cos(-14, 03^\circ) \begin{pmatrix} 1 & -2^{-2} \\ 2^{-2} & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ y_1 \end{pmatrix}. \quad (3 - 9)$$

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

$$\begin{pmatrix} x_2 \\ y_2 \end{pmatrix} = \cos(45^\circ) \cos(25, 565^\circ) \cos(-14, 03^\circ) \begin{pmatrix} 1 & -2^{-2} \\ 2^{-2} & 1 \end{pmatrix} \begin{pmatrix} 1 & -2^{-1} \\ 2^{-1} & 1 \end{pmatrix} \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_{in} \\ y_{in} \end{pmatrix}. \quad (3 - 10)$$

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.

## 3.2 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
71 resultCos = scalingValues[x-1] * xValue
72 resultSin = scalingValues[x-1] * yValue
73
74 # Changing results sign based on the rotation of the initialZValueCordic
75 if (initialZValueCordic > 1.5707) and (initialZValueCordic < 3.141592):
76     resultCos = - resultCos
77 elif (initialZValueCordic > 3.141592) and (initialZValueCordic < 4.7123):
78     resultCos = - resultCos
79     resultSin = - resultSin
80
81 #Calculating values based on the math library
82 mathResultCos = math.cos(initialZValueCordic)
83 mathResultSin = math.sin(initialZValueCordic)
84
85 # Calculating the error of CORDIC calculated values from the python math
86   functions
87 errorCos = abs(resultCos) - abs(mathResultCos)
88 errorSin = abs(resultSin) - abs(mathResultSin)

```

*Code 3 - 3 Python code of CORDIC implementation.*

### 3.3 Simulation results

## 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**

<b>CORDIC</b>	Coordinate Rotation Digital Computer
<b>FPGA</b>	Field Programmable Gate Array
<b>FSM</b>	Finite State Machine
<b>IP</b>	Intellectual property
<b>LUT</b>	Look Up Table
<b>NR</b>	Newton Raphson
<b>RTL</b>	Register Transfer Level

## A.2 List of symbols

$P_n$  (W) jmenovitý výkon stroje