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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 created using pure Verilog code and tested through Free and Open-Source Software (FOSS). The decision to opt for FOSS was deliberate, aiming to prevent any vendor-locking to specific hardware or predefined IPs. Predefined IPs are often optimized by a specific hardware vendor and intended for use with that vendor's hardware. However, the hardware may not always be available or suitable for a specific application. Academics and numerous companies opt for open-source and open-hardware approaches to prevent vendor lock-in. Once the design and algorithm are thoroughly understood, they can be initially implemented without any specific platform in mind. Later, when selecting the device vendor, the design can be modified to suit the specific hardware requirements.

That is why Verilog, with Cocotb [1] (Test Bench creation tool) and Verilator [2] (simulator) have been used for designing the circuits presented in this paper.

### 3 Calculating the division of fixed point numbers

Typically, when employing numerical methods to solve transcendental equations, the calculation of the division of two input numbers becomes necessary. This requirement persists even when applying the Newton-Raphson (NR) method to solve a set of two equations, as it entails computing the reciprocal value of the Jacobian determinant.

There are some IP blocks available, which are capable of calculating the division of two numbers, but the blocks are usually either vendor specific intellectual property IP [3] or feature low performance [4].

The drawback of vendor-specific IPs lies in their limited compatibility, often preventing their use with FPGA chips from different vendors. On the other hand the vendor specific IPs are usually optimized and able to use the specific type of resources available at the vendor's chip which resolve in better performance.

To preserve the compatibility of the design with chips from multiple vendors, the custom solution for division design based on the very known Newton Raphson (NR) algorithm was developed. [4]

#### 3.1 Newton Rapshon algorithm for calculating the division

General Newton Raphson (NR) algorithm is a well known approach to numerically solve equations. 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. [4] The formula for calculating the initial value eq. 3 - 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 the fixed point number format  $Q32.15$  is used, the fractional numbers in equation 3 - 1 are rounded to 2.8229 (32'sb00000000000000010\_110100101011000 in binary) and 1.8819 (32'sb00000000000000001\_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 synthetized in the FPGA fabric. For the NR algorithm the function with root is  $1/D$  is essential. There may be many functions, which root is the searched value  $1/D$  but the most trivial is eq. 3 - 2.

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

For the derivative at the point of  $x_i$  then applies eq. 3 - 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 3 - 2, the value of  $F(x_{i+1})$  is set to be zero. After separating the

$x_{i+1}$  value of the eq. 3 - 3 and derivating the function  $F(x_i)$  the obtained algorithm for a value  $x_{i+1}$  is obtained from eq. 3 - 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 programmable algorithm suitable for FPGA implementation. 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 unit is consists of 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**,
- **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 of this top design is depicted in the fig. 3 - 1. Thanks to this wrapper it is possible to test the created modules with Verilog Testbench, Verilator [2] or Cocotb [1].



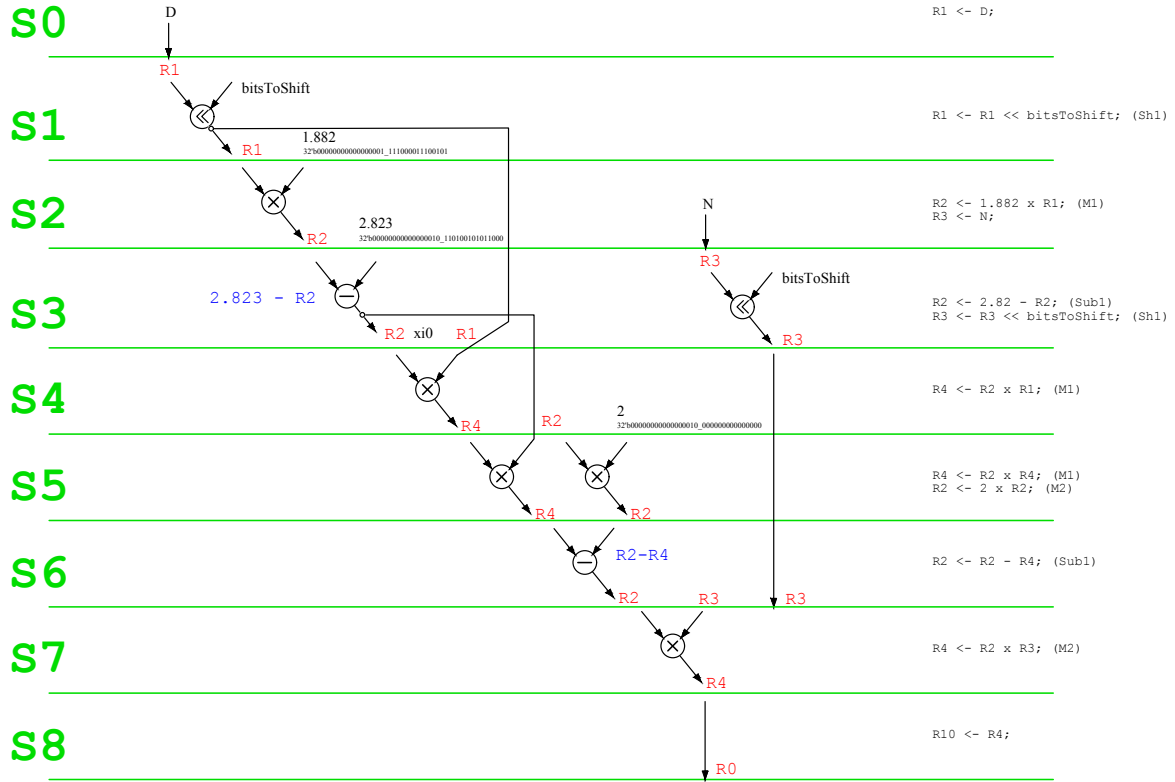


Figure 3 - 2 Allocation and timing diagram for the Data Path Unit part of the division IP.

### 3.2.3 Data Path Module

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

The module is controlled by the control unit with the control signal labeled as  $CV$ . The encoding table with the labels which corresponds to 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 (whole number comprises of 32 bits, 15 bits fractional part, 17 bits integer part), the algorithm checks if the  $D$  or  $N$  values are higher than  $0h8000$  and determine it's actual sign and the sets 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.

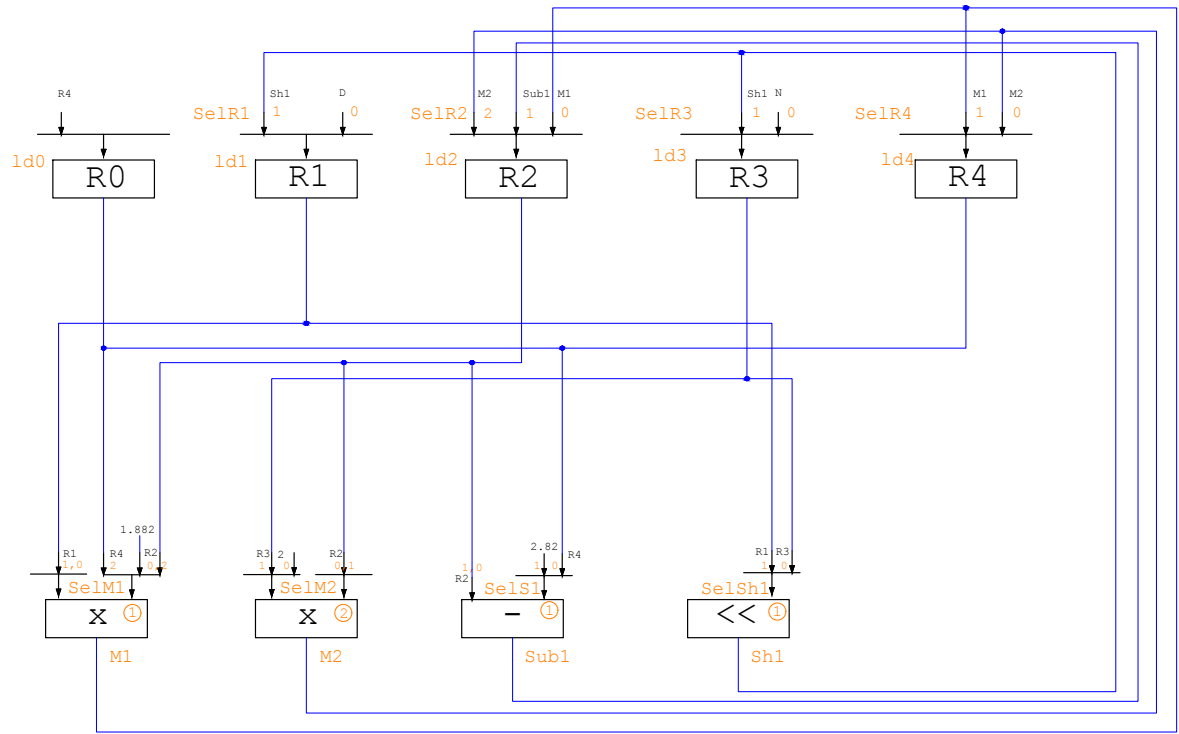


Figure 3 - 3 Register transfer level RTL scheme of the IP Data Path Unit part of the division IP.

### 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 3 - 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
		ld0	ld1	ld2	ld3	ld4	SelR1	SelR2[1]	SelR2[0]	SelR3	SelR4	SelSh1	SelM1[1]	SelM1[0]	SelM2	SelS1	
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	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 its pseudocode is depicted in the code 4 - 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 [4].

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

VCD simulation output waveforms are depicted on the following Figures. The simulations were conducted for arbitrary selected  $N$  and  $D$ . The clock frequency was set 250 MHz. Pseudocode Verilog snippet for the test bench is present in the listing 3 - 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.

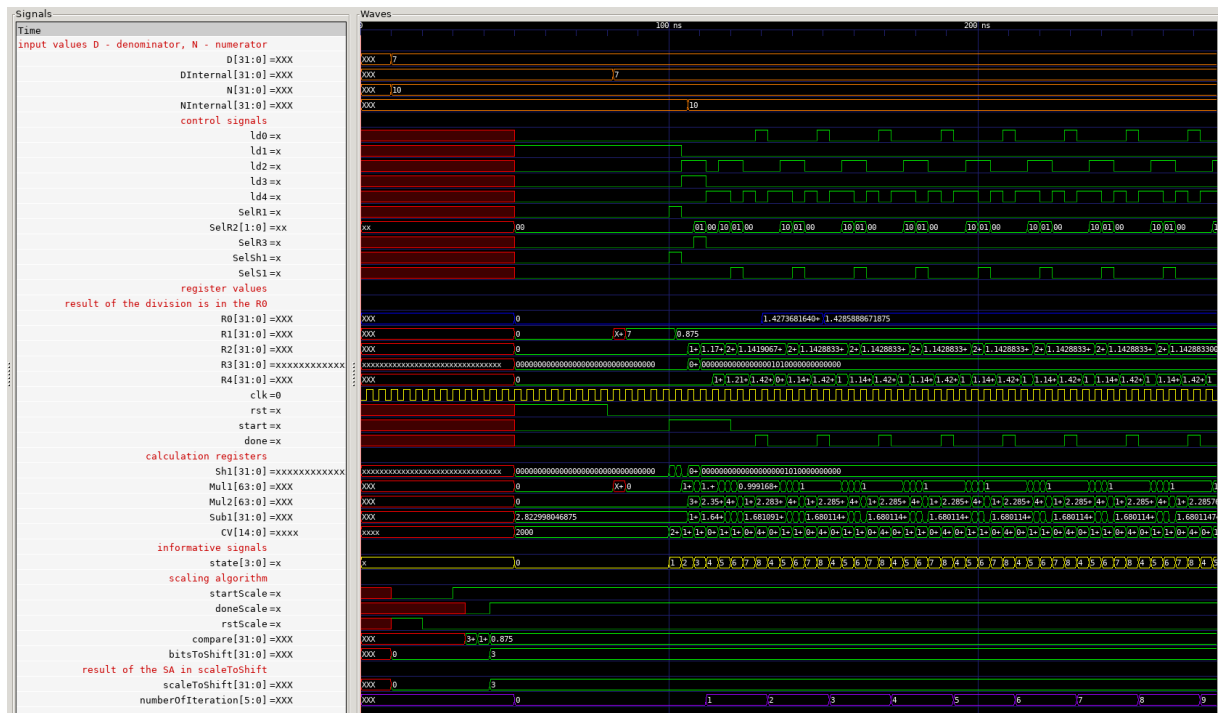


Figure 3 - 4 Selected signals of simulation of division  $N/D = 10 / 7$ . The correct result in R0 is obtained after two iterations (reg numberOfIterations).



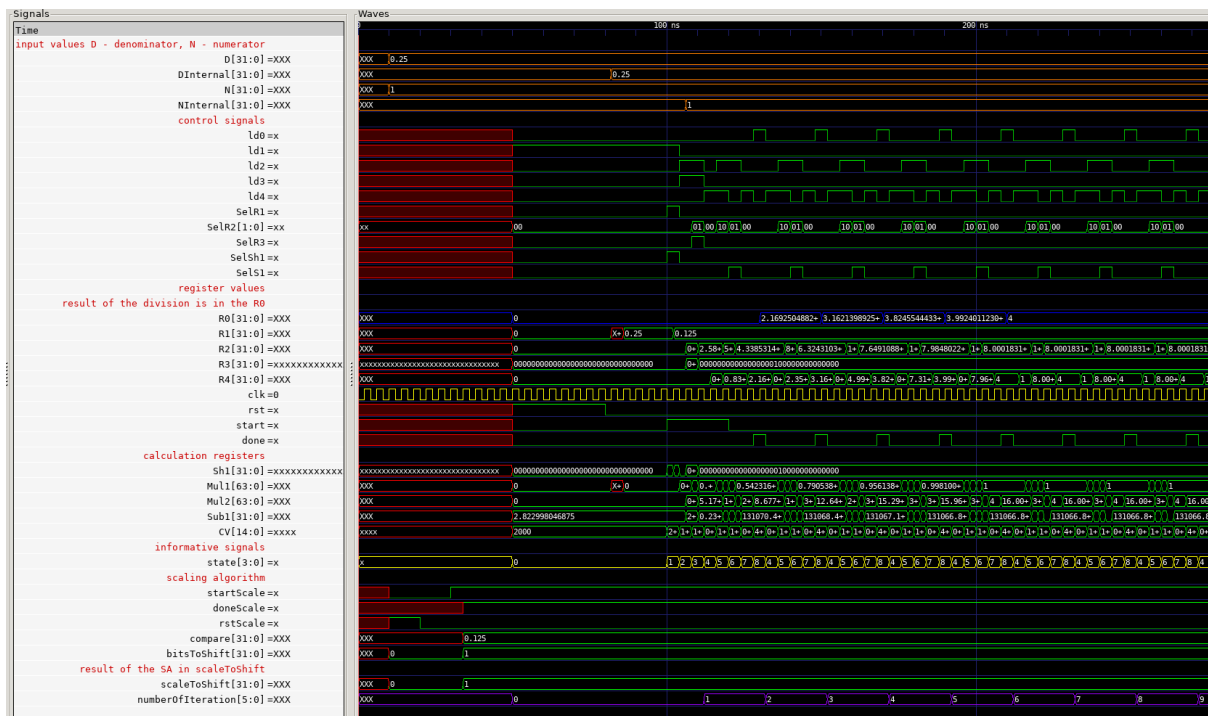


Figure 3 - 5 Selected signals of simulation of division  $N/D = 1 / 0.25$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

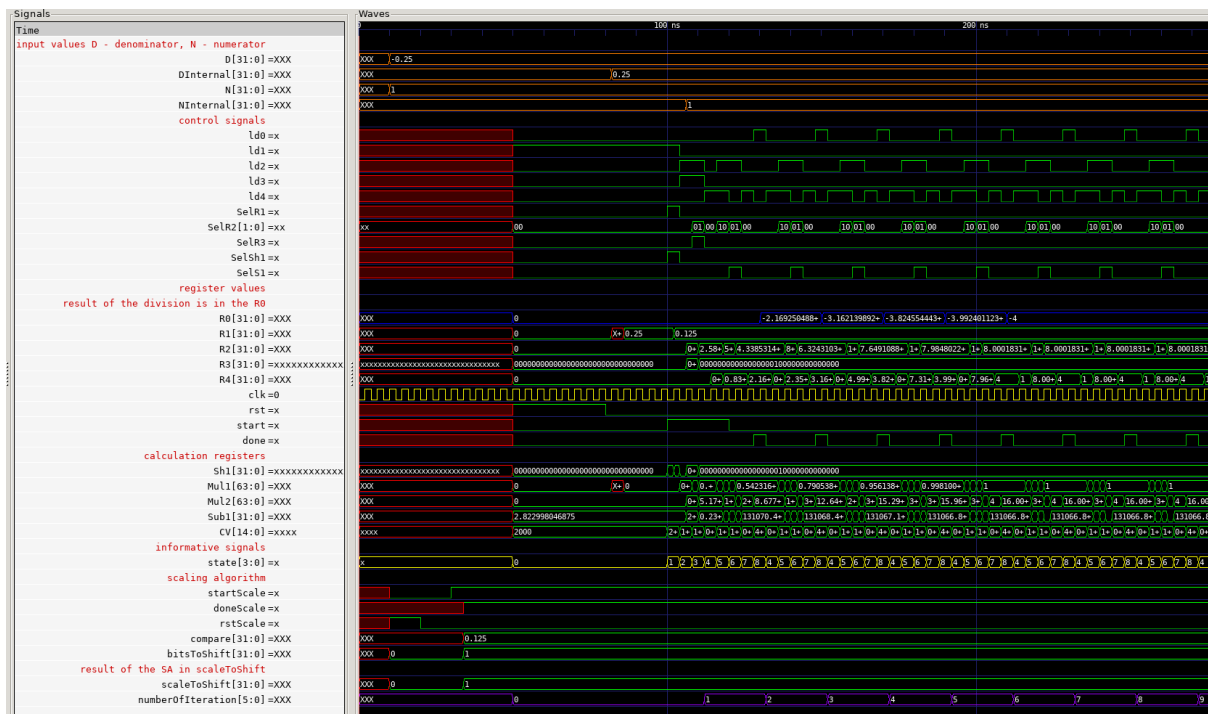


Figure 3 - 6 Selected signals of simulation of division  $N/D = 1 / (-0.25)$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

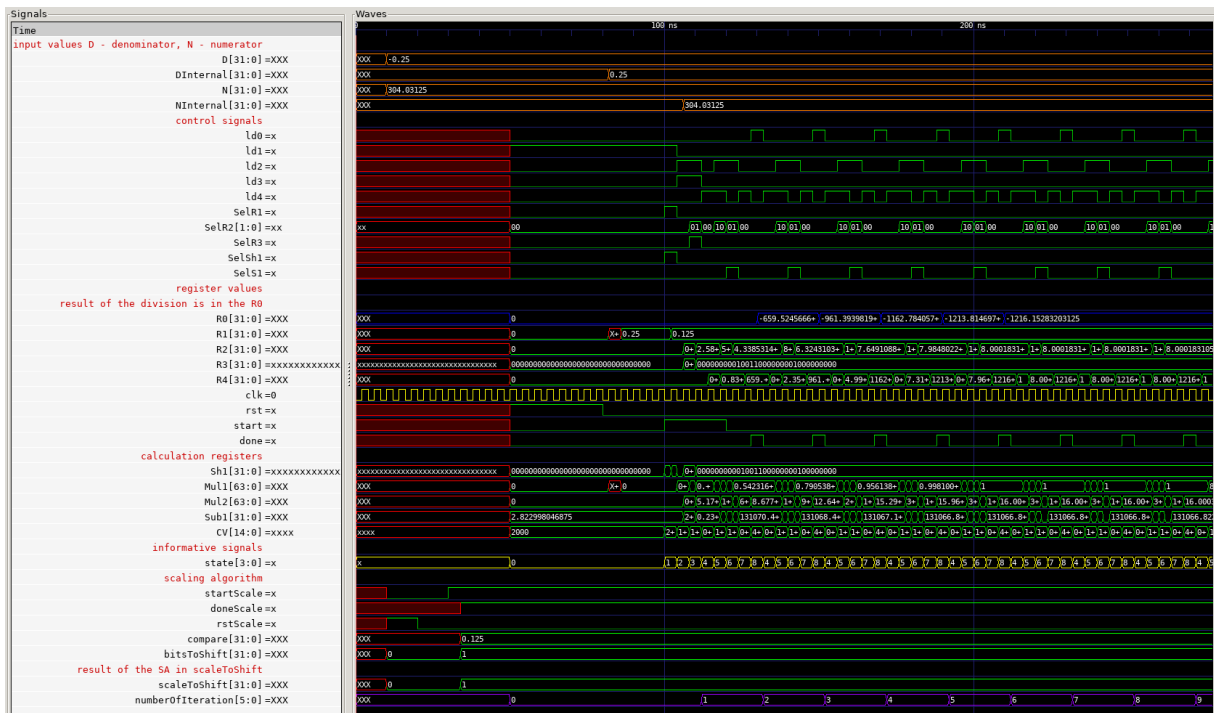


Figure 3 - 7 Selected signals of simulation of division  $N/D = 304.03215 / (-0.25)$ . The correct result in R0 is obtained after five iterations (reg numberOfIterations).

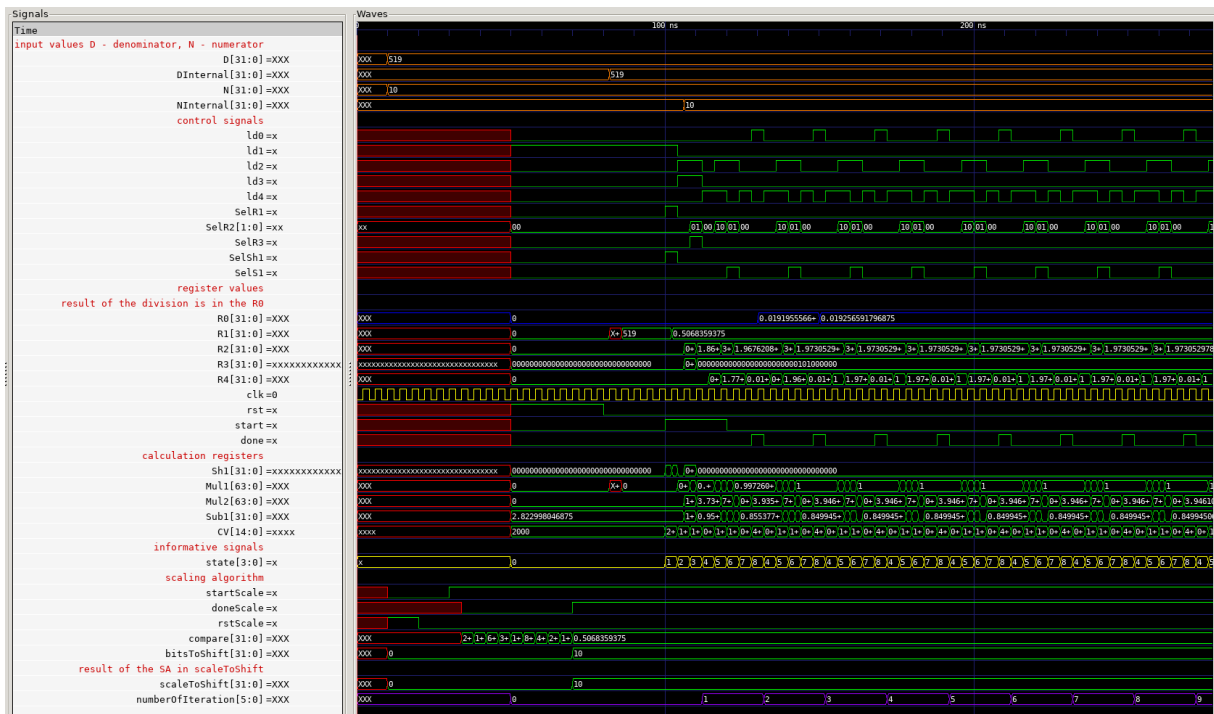


Figure 3 - 8 Selected signals of simulation of division  $N/D = 10 / (519)$ . The correct result in R0 is obtained after two iterations (reg numberOfIterations).

## 4 Using CORDIC to calculate trigonometric functions

There are numerous ways how to calculate the trigonometric functions. To gain more flexibility the Coordinate Rotation Digital Computer (CORDIC) was chosen above the Look-Up Table (LUT) implementation.

The LUT method may be fast, but the accuracy depends on the size of the table. When using the CORDIC the precision depends on number of performed 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  $(R, \theta)$  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 of 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. 4 - 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,  $\theta$  is the angle for which the vector with coordinates  $x_{in}$  and  $y_{in}$  was rotated.

Then when simplifying the equation

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

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  $\theta$  for which the equation 4 - 3 is true. The when implementing the algorithm to the FPGA the multiplication may be swapped for signed right bit shift.

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

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

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

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  $\theta$  values converges to 0,60725. So there is no need to precalculate all the scaling values only the convergent value may be used. In this paper the precalculated values are passed from the custom LUT module to the

main algorithm.

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 and new value  $z_i$  added. 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  $\sigma_{i+1}$  is determined based on the sign of the  $z_{i+1}$  variable

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

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 in 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 4 - 1.

Similar `if` statements are used at the final calculation of *sinus* and *cosinus* values. The `if` statements are presented in the pseudocode 4 - 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 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 destructurized in the base angles, for which the equation 4 - 3 is true. In this example the is destructurized 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.

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

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

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

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

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

From the equation 4 - 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 4 - 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 # initialZValueCordic = - 1.248 # angle for which to calculate cordic
11 # initialZValueCordic = - 6.7194 # angle for which to calculate cordic
12 initialZValueCordic = 10.7194824 # angle for which to calculate cordic
13 initialSigmaValueCordic = 1
14
15 for x in range(totalNumberOfIterations):
16     # Generating arcus tanges values of precalculated angles based on
   number of iterations
17     atanValues.append(math.atan(1*2**(-x)))
18     # Generating precalculated scaling values based on a number of
   iterations
19     scalingValues.append(scalingValues[x]*math.cos(atanValues[x]))
20
21 print("atanValues: ", atanValues)
22 print("scalingValues: ", scalingValues)
23
24 print("*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-")
25 print("\n")
26 print("initialZValue original: ", initialZValueCordic)
27
28 # Moving angle to interval [0,2Pi]
29 if initialZValueCordic > 0:
30     while initialZValueCordic > (2*3.141592):
31         initialZValueCordic = initialZValueCordic - 2*3.141592
32 else:
33     while initialZValueCordic < (-2*3.141592):
34         initialZValueCordic = initialZValueCordic + 2*3.141592
35
36
37 print("initialZValue after moving to [0,2Pi] interval: ",
   initialZValueCordic)
38 print("\n")
39 print("*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-+-+-+*-")
40
41 # Checking the initial value and moving it in the interval
42 if (initialZValueCordic > 1.5707) and (initialZValueCordic < 3.141592):
43     zValue = initialZValueCordic - 3.141592
44     sigmaValue = -1
45     print("value in second q")

```

```

46 elif (initialZValueCordic > 3.141592) and (initialZValueCordic < 4.7123):
47     zValue = initialZValueCordic - 3.141592
48     sigmaValue = 1
49     print("value in third q")
50 elif (initialZValueCordic < 0):
51     sigmaValue = -1
52     zValue = initialZValueCordic
53     print("value in fourth q")
54 else:
55     zValue = initialZValueCordic # For angle
56     sigmaValue = initialSigmaValueCordic # For +- next angle
57     print("value in first")
58
59 # Passing starting values to the calculation values
60 xValue = initialXValueCordic # For cos
61 yValue = initialYValueCordic # For sin
62
63
64 # CORDIC ALGORITHM
65 for x in range(totalNumberOfIterations):
66
67     # Calculating next values of the current iteration x
68     xNextValue = xValue - (sigmaValue*yValue)*2**(-x)
69     yNextValue = yValue + (sigmaValue*xValue)*2**(-x)
70     zNextValue = zValue - sigmaValue * atanValues[x]
71
72     # Determining the signum of next angle (addition or subtraction)
73     if zNextValue >= 0:
74         sigmaNextValue = 1
75     else:
76         sigmaNextValue = -1
77
78     # Values for new iteration
79     xValue = xNextValue
80     yValue = yNextValue
81     zValue = zNextValue
82     sigmaValue = sigmaNextValue
83
84     print("iteration:", x, "xValue:", xValue, "yValue:", yValue, "zValue:",
85           zValue, "sigmaValue:", sigmaValue, "\n")
86
87 # Calculating results by scaling the result values from CORDIC by the
88   scalingValue which depends on number of iterations which were made
89 resultCos = scalingValues[x-1] * xValue
90 resultSin = scalingValues[x-1] * yValue
91
92 # Changing results sign based on the rotation of the initialZValueCordic
93 if (initialZValueCordic > 1.5707) and (initialZValueCordic < 3.141592):

```

```
92 resultCos = - resultCos
93 elif (initialZValueCordic > 3.141592) and (initialZValueCordic < 4.7123):
94     resultCos = - resultCos
95     resultSin = - resultSin
96
97 # Calculating values based on the math library
98 mathResultCos = math.cos(initialZValueCordic)
99 mathResultSin = math.sin(initialZValueCordic)
100
101 # Calculating the error of CORDIC calculated values from the python math
    functions
102 errorCos = abs(resultCos) - abs(mathResultCos)
103 errorSin = abs(resultSin) - abs(mathResultSin)
104
105 # Results printing
106 print("*--+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+*")
107 print("CORDIC results:")
108 print("cos: ", resultCos)
109 print("sin: ", resultSin)
110 print("scaleFactor: ", scalingValues[totalNumberOfIterations-1])
111 print("\n")
112 print("MATH results:")
113 print("cos: ", mathResultCos)
114 print("sin: ", mathResultSin)
115 print("\n")
116 print("error CORDIC-MATH:")
117 print("cos: ", errorCos)
118 print("sin: ", errorSin)
```

*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 4 - 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. Obviously the already presented custom fixed point



$Q32.15$  format is required.

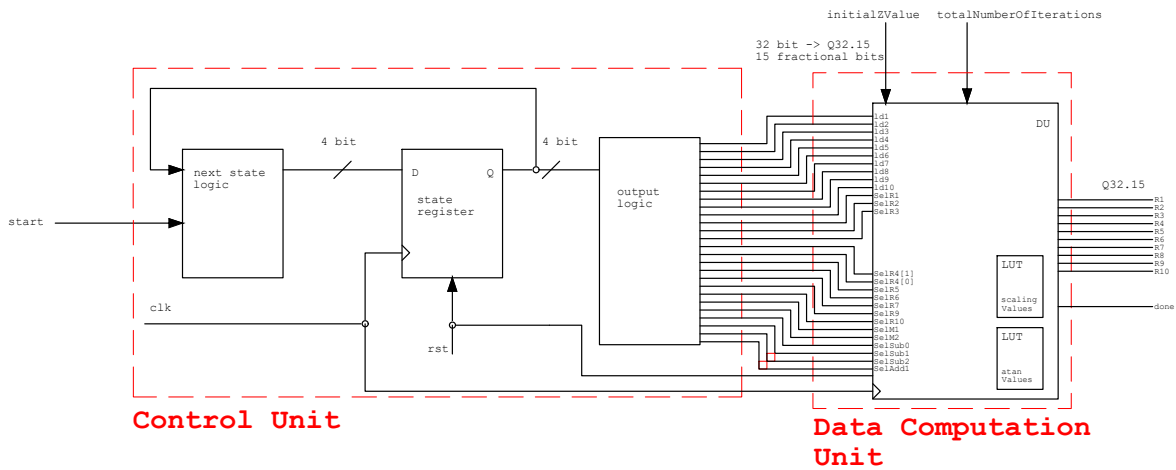


Figure 4 - 1 Top module design for the CORDIC IP block design.

### 4.3.2 Allocation and Timing

In the picture 4 - 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 approach. The jumps in the allocation and timing diagram are not shown.

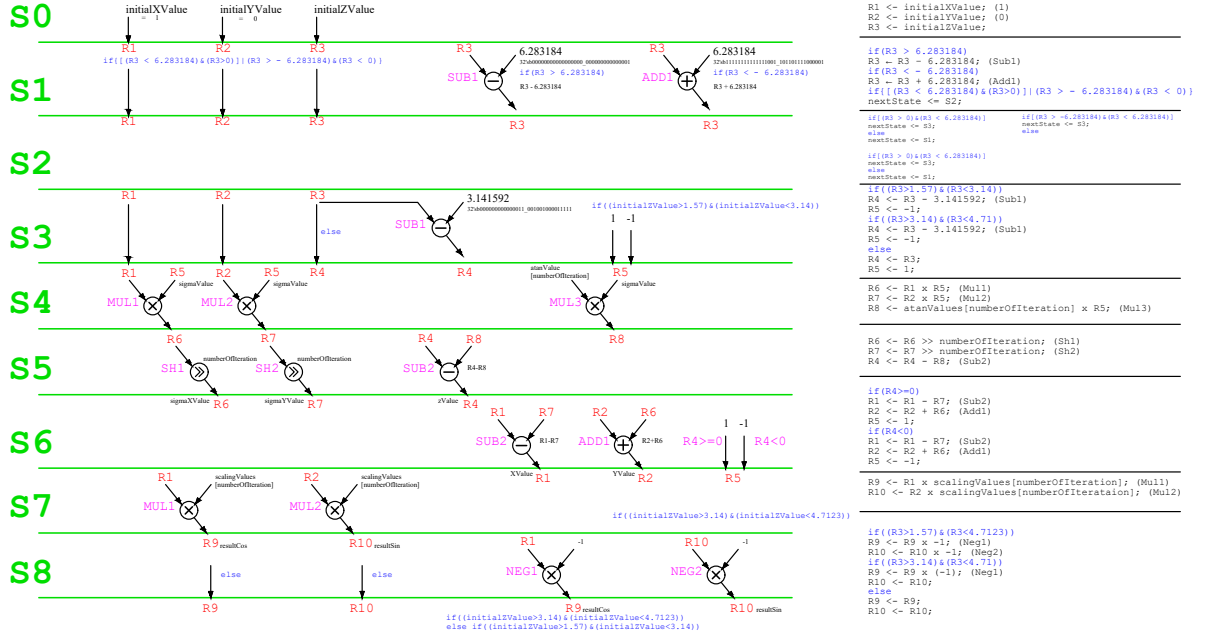


Figure 4 - 2 Allocation and timing diagram for the Data Path Unit part of the CORDIC IP.

### 4.3.3 Data Path Module

The picture 4 - 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 **SelR<sub>x</sub>** 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 4 - 4.

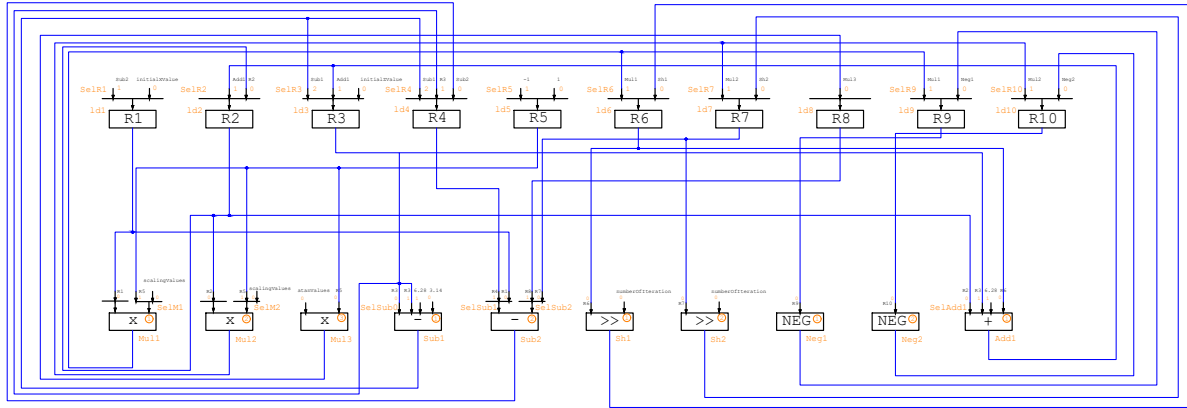


Figure 4 - 3 Register transfer level RTL scheme of the CORDIC IP Data Path Unit IP.

```

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

```



## 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

$$NoCyc_{\text{result every iteration}} = \begin{cases} 3, & \text{if } initialZValue \in [-2\pi, 2\pi] \\ 4, & \text{if } initialZValue \notin [-2\pi, 2\pi] \end{cases} + 5NoIt, \quad (4 - 11)$$

where *NoCyc* (-) is the number of cycles and *NoIt* is the number of iterations for the CORDIC algorithm. The 4 value is for *S0-S4* and the multiplication by 5 is because of states *S4-S8*. 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

$$NoCyc_{\text{result at the end}} = \begin{cases} 3, & \text{if } initialZValue \in [-2\pi, 2\pi] \\ 4, & \text{if } initialZValue \notin [-2\pi, 2\pi] \end{cases} + 3NoIt + 2, \quad (4 - 12)$$

where the multiplication by value 3 is caused by states *S4-S6*, the addition of 4 is caused by states *S0-S4* and the addition of the 2 is caused by states *S7-S8*.

In the simulation the *numberOfCycles* displayed is more of an index of the cycle, so for angle  $\theta$  is the number of iterations depicted on Figure 4 - 5 in fact 63 not displayed 62.

The frequency of the clock signal in this design is currently set as 50 MHz.

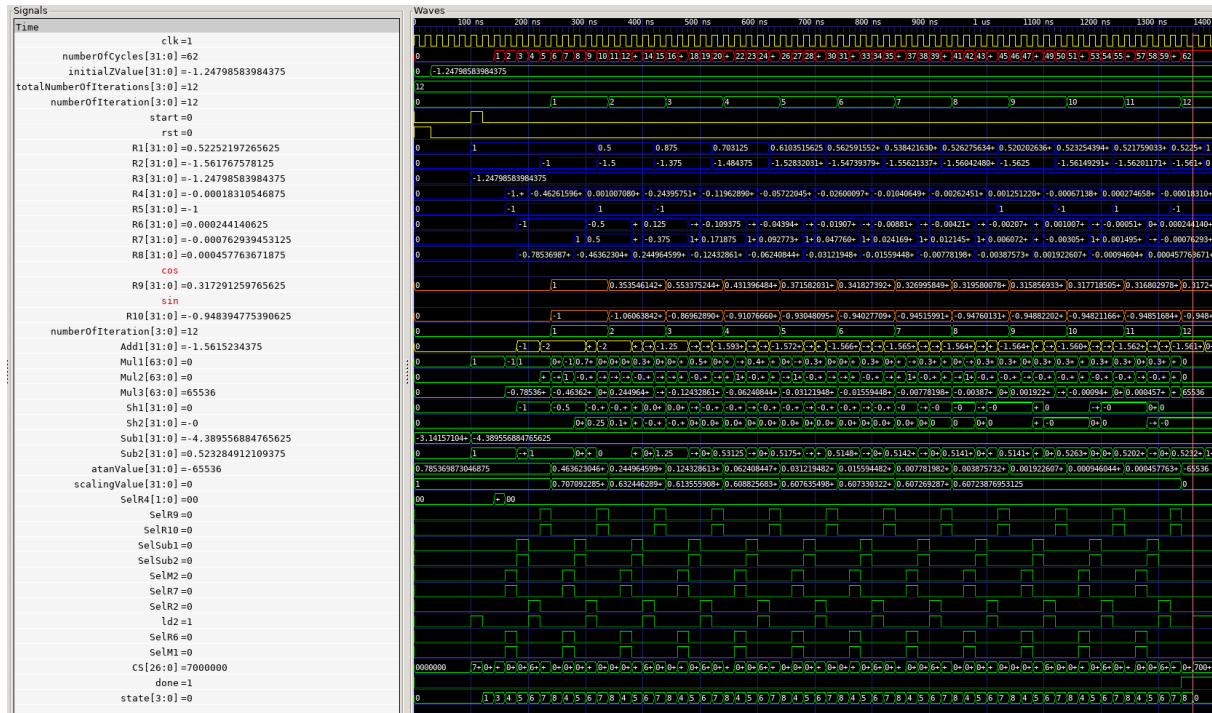


Figure 4 - 4 The whole Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle  $\theta = -1.2479$  rad. The value of sinus and cosinus based on the current iteration is also calculated in this algorithm approach. The result is passed to the registers R9 and R10.

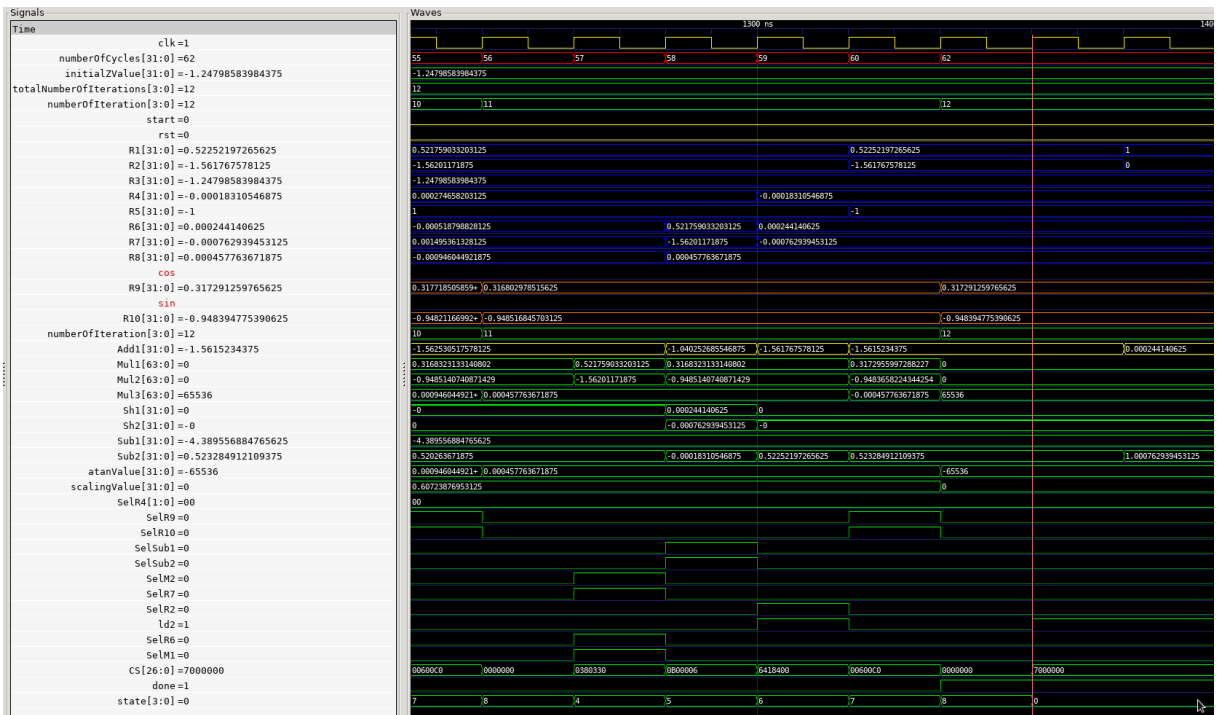


Figure 4 - 5 The detail of the last iteration of the Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle  $\theta = -1.2479$  rad. The result is passed to the registers R9 and R10.

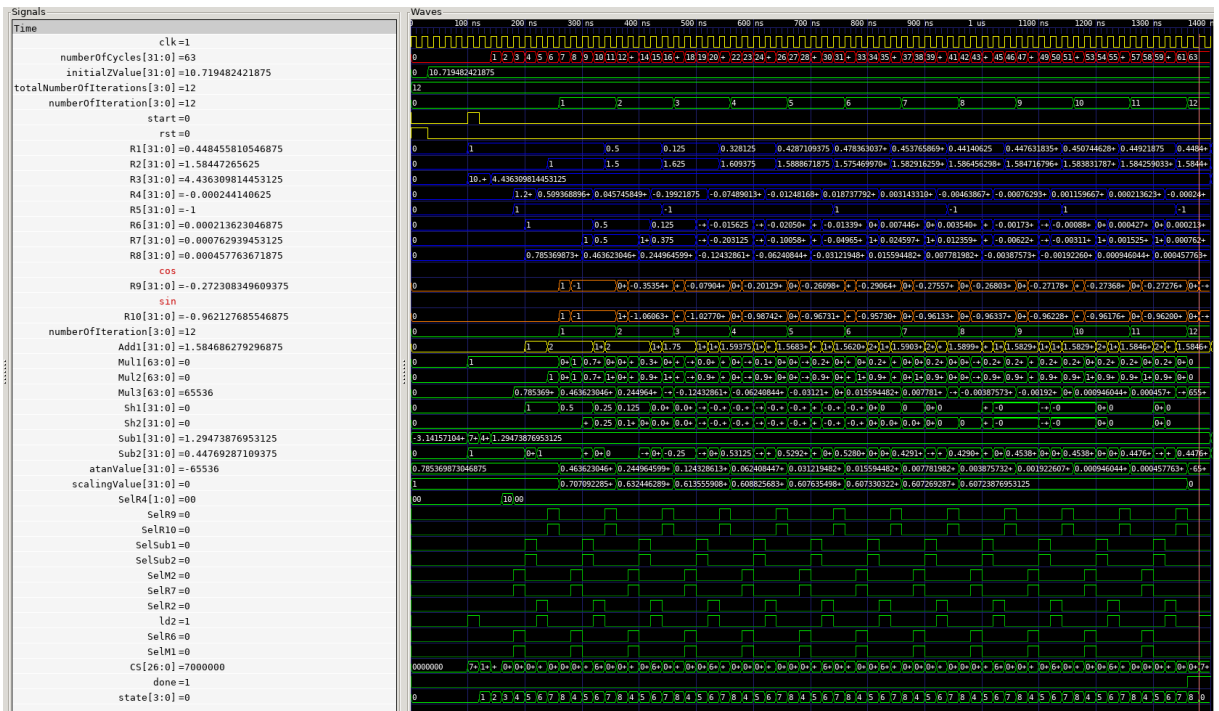


Figure 4 - 6 The whole Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle  $\theta = 10.7195129$  rad. The value of sinus and cosinus based on the current iteration is also calculated in this algorithm approach. The result is passed to the registers R9 and R10.

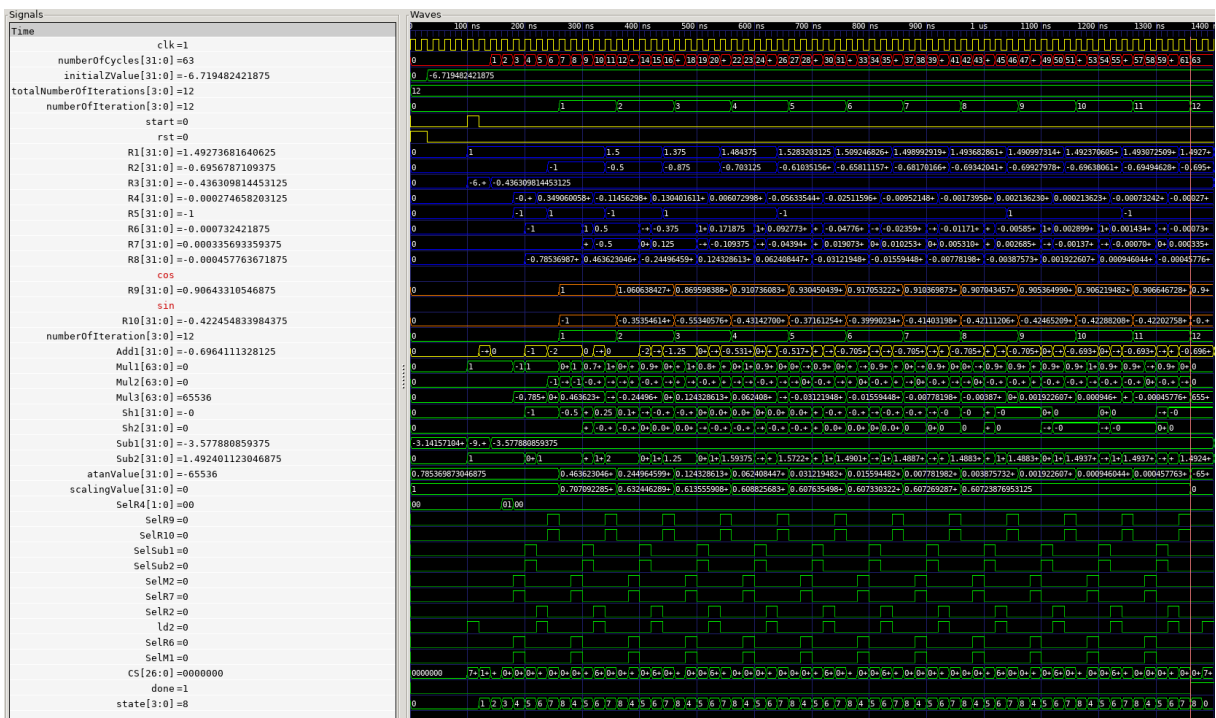


Figure 4 - 7 The whole Verilog simulation of CORDIC algorithm for determining the sinus and cosinus values of angle  $\theta = -6.7195129$  rad. The value of sinus and cosinus based on the current iteration is also calculated in this algorithm approach. The result is passed to the registers R9 and R10.

## 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

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

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 5 - 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.

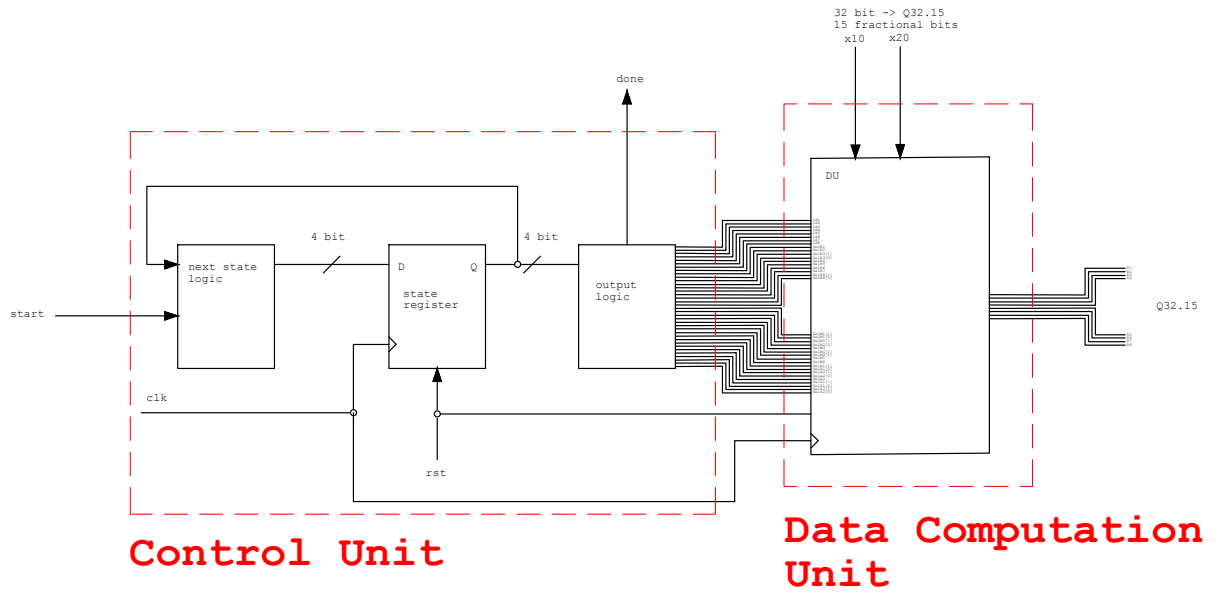


Figure 5 - 1 Top module design for the simple NR calculation unit IP block design.

### 5.2.2 Allocation and Timing

The algorithm structure for the Verilog implementation is depicted in the data flow diagram in the picture 5 - 2. The algorithm iteration jumps (explained in the section *Control unit* of the simple NR algorithm ) are not displayed in this diagram.

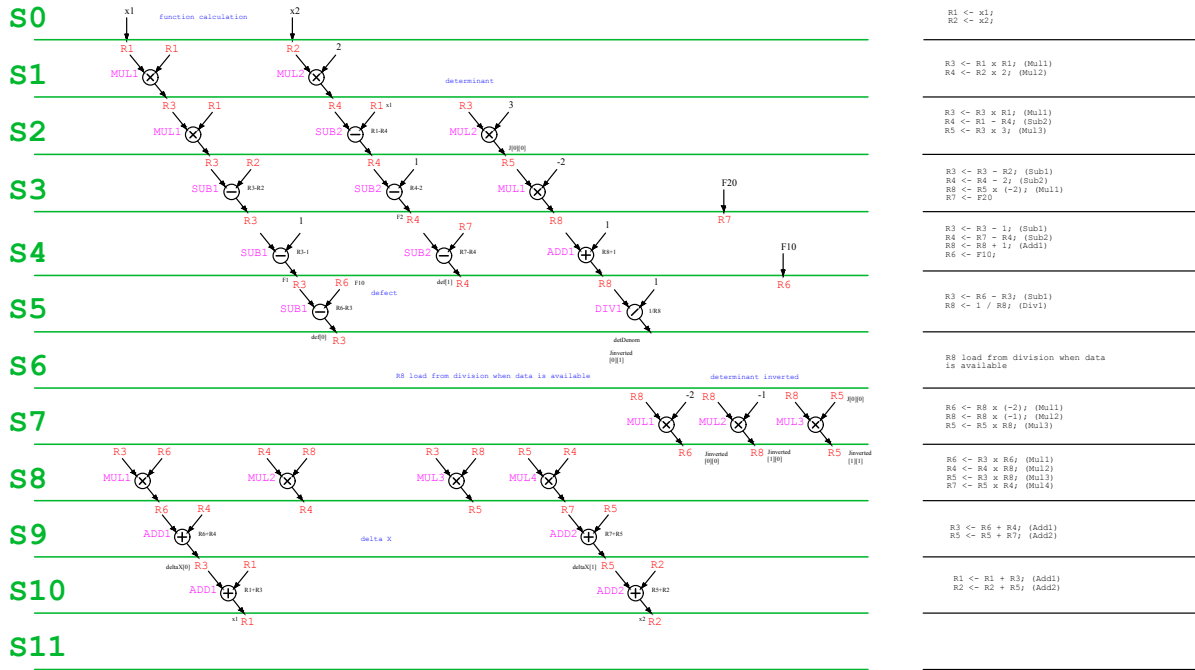


Figure 5 - 2 Allocation and timing diagram for the Data Path Unit part of the simple NR IP.

### 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.

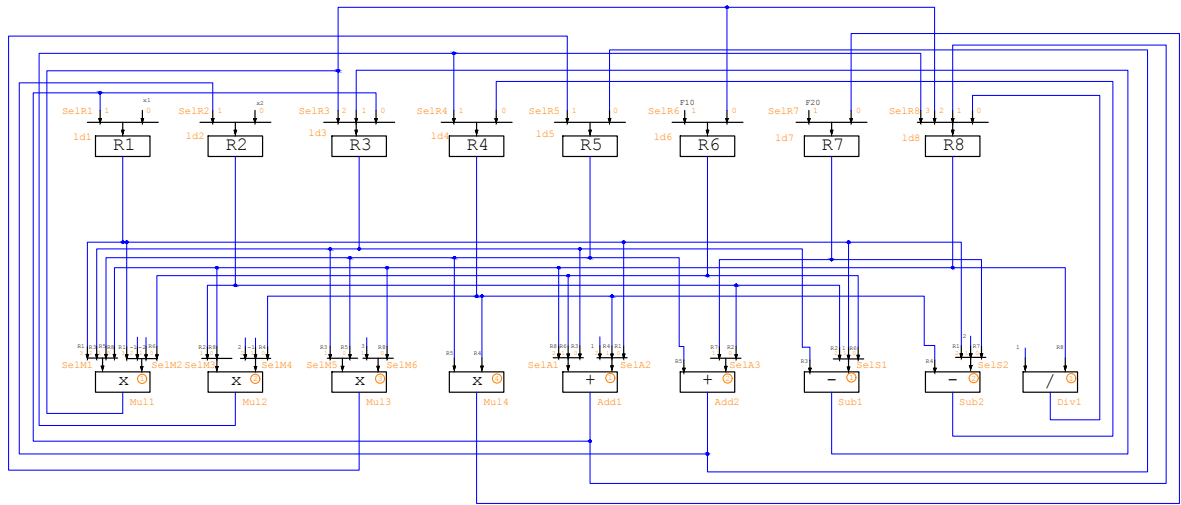


Figure 5 - 3 Register transfer level RTL scheme of the IP Data Path Unit part of the simple NR calculation IP.

## 5.2.4 Control Unit

The encoding table 5 - 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	36'5A'0203F0806	
S2	R3 ← R3 + R1 (1) R4 ← R1 - R4 (2) R5 ← R2 × R3 (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	36'5A'8242C3652	
S3	R3 ← R3 - R2 (1) R4 ← R4 - 2 (2) R5 ← R5 × (2), (1) R7 ← F20	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	36'5A'331198809	
S4	R3 ← R3 - F23 (1) R4 ← R7 - R4 (2) R5 ← R5 + 1, (1) R6 ← F20	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	36'5A'51240144	
S5	R3 ← R5 - R2 (1) R5 ← 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	36'5A'211000000		
S6	R3 find error of value when data is available R4 ← R4 × (2), (1) R5 ← R4 × (1), (1) R7 ← R5 × R6 (3)	0	0	0	0	1	1	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	0	0	0	36'5A'101000000		
S7	R4 ← R4 × R5 (1) R5 ← R4 × R6 (2) R7 ← R3 × R4 (3) R7 ← R3 × R4 (4)	0	0	0	0	1	1	0	0	1	0	0	0	0	1	1	0	0	0	1	1	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	36'5A'04C0000	
S8	R4 ← R3 × R6 (1) R4 ← R4 × R6 (2) R5 ← R3 × R6 (3) R7 ← R3 × R4 (4)	0	0	0	1	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	36'5A'101C20400		
S9	R3 ← R3 + R4 (1) R5 ← R3 + 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	1	0	1	1	0	36'5A'200000000		
S10	R1 ← R1 + R3 (1) R2 ← R2 + R3 (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	36'5A'3C3000000			
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	36'5A'xxxxxxx				

## 5.3 Simulation results

The test bench for simulation was made using Cocotb [1] with the Verilator [2] as a simulator. The result of the calculation may be seen in the registers R1 and R2. The results are  $x_1 = -0.707489$  and  $x_2 = -1.353759$

The clock signal frequency for this design is currently 20 MHz.

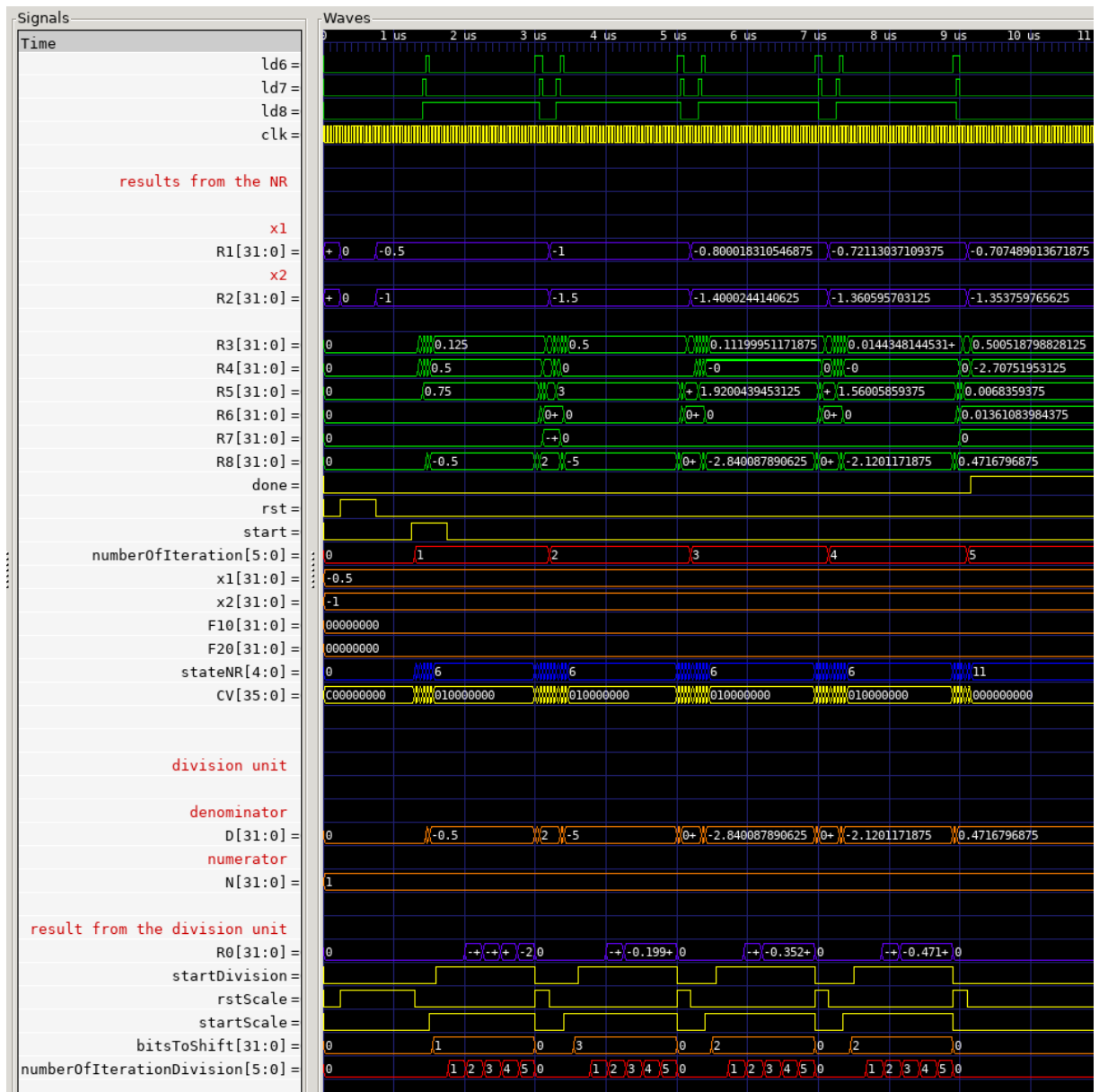


Figure 5 - 4 The whole Verilog simulation of a simple NR algorithm. The result is may be seen in registers R1 and R2 after the fifth iteration of the algorithm.

## 6 Selective Harmonic Elimination

### 6.0.1 Control Unit

Table 6 - 1 Control signal encoding table for instructions to be processed by the simple NR algorithm solve Module.

Row	CtrlCode	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000	1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	12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## 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>CPU</b>	Central Processing Unit
<b>FOSS</b>	Free and open-source software
<b>FPGA</b>	Field Programmable Gate Array
<b>FSM</b>	Finite State Machine
<b>IP</b>	Intellectual property
<b>ISA</b>	Instruction Set Architecture
<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