[pp4fpga] CORDIC

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HLS C-sim/Synthesis/Cosim (Screenshot + brief intro):

CORDIC 演算法是一個"化繁為簡"的演算法,將許多複雜的運算轉化為一種 "僅需要移位和加法"的迭代操作。應用層面最常見像是三角函數,即計算 「sin, cos, sinh, cosh, tan-1」等等

CORDIC 演算法有旋轉和向量兩個模式,分別可以在圓座標系、線性座標系和雙曲線座標系使用。

這個實驗為執行給定輸入角 θ 計算正弦和餘弦,利用 CORDIC 演算法,這些簡單的操作在硬件中使用非常有效。

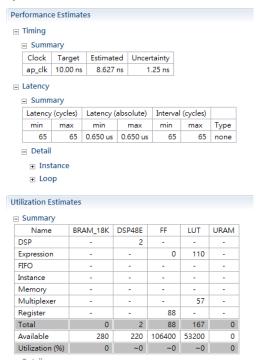
以下是提供的 source code:

```
void cordic (THETA_TYPE theta, COS_SIN_TYPE &s, COS_SIN_TYPE &c)
   // Set the initial vector that we will rotate
   // current cos = I; current sin =
  COS_SIN_TYPE current_cos = 0.60735;
COS_SIN_TYPE current_sin = 0.0;
   // This loop iteratively rotates the initial vector to find the // sine and cosine values corresponding to the input theta angle
   L1:for (int j = 0; j < NUM_ITERATIONS; j++) {

// Determine if we are rotating by a positive or negative angle
int sigma = (theta < 0) ? -1 : 1;
         // Multiply previous iteration by 2^(-j)
COS_SIN_TYPE cos_shift = current_cos * sigma * factor;
COS_SIN_TYPE sin_shift = current_sin * sigma * factor;
         COS_SIN_TYPE cos_shift = current_cos * factor;
COS_SIN_TYPE sin_shift = current_sin * factor;
                cos_shift = -current_cos * factor;
sin_shift = -current_sin * factor;
                                = theta + cordic_phase[j];
         else{
                cos_shift = current_cos * factor;
sin_shift = current_sin * factor;
theta = theta - cordic_phase[j];
         // Perform the rotation
current_cos = current_cos - sin_shift;
         current_sin = current_sin + cos_shift;
         // Determine the new theta
//theta = theta - sigma * cordic_phase[j];
   // Set the final sine and cosine values
s = current_sin; c = current_cos;
```

C-sim .

Synthesis:



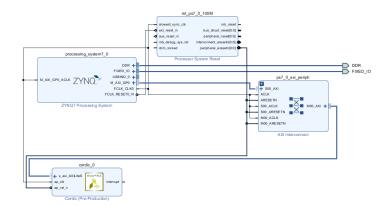
Cosim:

Cosimulation Report for 'cordic'

| Result | | | | | | | |
|---------|--------|---------|-----|-----|----------|-----|-----|
| | | Latency | | | Interval | | |
| RTL | Status | min | avg | max | min | avg | max |
| VHDL | NA | NA | NA | NA | NA | NA | NA |
| Verilog | Pass | 65 | 65 | 65 | 66 | 66 | 66 |

Export the report(.html) using the Export Wizard

System level bring-up (Pynq or U50)



Improvement - throughput, area

因為 sigma 的值為 1 或-1,用乘法器來實現的話會相對用掉不少資源,因此將它改成用 Mux 的方式來實現,另外,CORDIC 算法是一種迭代算法;因此,大多數計算都在一個 for 循環中執行,所以這邊對主要 for loop 設置 directive_pipeline II 1,由 C – Synthesis 可以看到 latency 比 baseline 少了快一半

```
L1:for (int j = 0; j < NUM_ITERATIONS; j++) {
    // Determine if we are rotating by a positive or negative angle
    //int sigma = (theta < 0) ? -1 : 1;

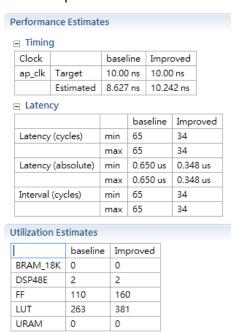
    // Multiply previous iteration by 2^(-j)
    //COS_SIN_TYPE cos_shift = current_cos * sigma * factor;
    //COS_SIN_TYPE sin_shift = current_sin * sigma * factor;

    COS_SIN_TYPE cos_shift = current_cos * factor;
    COS_SIN_TYPE sin_shift = current_sin * factor;

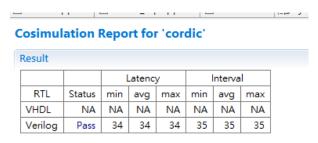
if (theta < 0) {
    cos_shift = -current_cos * factor;
    sin_shift = -current_sin * factor;
    theta = theta + cordic_phase[j];
}
else{
    cos_shift = current_cos * factor;
    sin_shift = current_sin * factor;
    sin_shift = current_sin * factor;
    theta = theta - cordic_phase[j];
}</pre>
```

C-sim:

Synthesis comparisom



Cosim:



Export the report(.html) using the $\ \underline{\text{Export Wizard}}$

Github: https://github.com/schuang23/MSOC.git