

# Angle Recording CORDIC

1. Hu

20180911 Tue

Copyright (c) 2015 - 2016 Young W. Lim.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

to reduce the number of CORDIC iterations

by encoding the angle of rotation  
as a linear combination of  
selected elementary angle of micro-rotations

Signal / Image Processing      DFT & DCT  
- the rotation angle known a priori

greedy algorithms to perform angle recoding

linear combination of  
elementary rotation angles (EAS)

FFT, Chirp-z

a circular rotation

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$\cos \theta, \sin \theta$

CORDIC : a sequence of successive rotation

$n$  elementary rotation angles

$$a(i), \quad i=0, \dots, n-1$$

$$\tan[a(i)] = 2^{-i}$$

only shifts and adds operations

$$\theta = \sum_{i=0}^{n-1} u(i) a(i) + \varepsilon$$

$\varepsilon$ : an angle approximation error

$$|\varepsilon| \leq a(n-1)$$

the direction of rotation angle

$$u(i) = +1 \text{ or } -1$$

$$z(0) = \theta$$

$$z(i+1) = z(i) - u(i) a(i) \quad i=0, \dots, n-1$$

$$u(i) = \text{sign}(z(i))$$

Initialization  $x(0) = x$   
 $y(0) = y$

For  $i=0$  to  $n-1$  do  
 CORDIC Rotation

$$\begin{bmatrix} x(i+1) \\ y(i+1) \end{bmatrix} = \begin{bmatrix} 1 & \tan u(i)a(i) \\ -\tan u(i)a(i) & 1 \end{bmatrix} \begin{bmatrix} x(i) \\ y(i) \end{bmatrix}$$

Scaling operation

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \prod_{i=0}^{n-1} \cos u(i)a(i) \cdot \begin{bmatrix} x(n) \\ y(n) \end{bmatrix}$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} \leftarrow \begin{bmatrix} x(n) \\ y(n) \end{bmatrix} \leftarrow \dots \leftarrow \begin{bmatrix} x(1) \\ y(1) \end{bmatrix} \leftarrow \begin{bmatrix} x(0) \\ y(0) \end{bmatrix}$$

shift and add operations

$$\prod_{i=0}^{n-1} \cos u(i)a(i) = \frac{1}{K(n)} \quad \text{norm correction}$$

a known constant

once the set  $\{u(i)a(i) : i = 0, \dots, n-1\}$   
 is determined

a multiplier recoding method  
 can be applied

Booth's algorithm.

For convenience, assume

$$|\theta| < 2\alpha(0) = \frac{\pi}{2}$$

Ⓐ if  $\theta > 2\pi$ ,  $\theta \leftarrow \theta \bmod 2\pi$

Ⓑ if  $2\pi > \theta > \pi$ ,  $\begin{bmatrix} x \\ y \end{bmatrix} \leftarrow \begin{bmatrix} -x \\ -y \end{bmatrix}$ ,  $\theta \leftarrow \theta - \pi$

Ⓒ if  $\pi > \theta > \frac{\pi}{2}$ ,  $\begin{bmatrix} x \\ y \end{bmatrix} \leftarrow \begin{bmatrix} y \\ -x \end{bmatrix}$ ,  $\theta \leftarrow \theta - \frac{\pi}{2}$

# CORDIC Angle Recoding Problem

$u(i) = 0$  is allowed.

repetition

$$u(i) = \begin{cases} +1 \\ 0 \\ -1 \end{cases}$$

desirable to minimize

$$\sum_{i=0}^{n-1} |u(i)|$$

→ reduce CORDIC iterations

Angle Recoding

given  $a(i)$ ,  $i=0, \dots, n-1$   
 $\theta$  an angle

$$a(i) \in \text{EAS}$$

find  $u(i)$ ,  $i=0, \dots, n-1$   $u(i) \in \{-1, 0, +1\}$

such that

$$(i) \quad \theta = \sum_{i=0}^{n-1} u(i) a(i) + \epsilon \quad \epsilon < a(n-1)$$

$$(ii) \quad \sum_{i=0}^{n-1} |u(i)| \text{ is minimized}$$

# CORDIC Angle Recoding Algorithm

## Greedy Algorithm

Initialization :  $\theta(0) = \theta$ ,  $\{u(i) = 0, 0 \leq i \leq n-1\}$ ,  $k = 0$

Repeat until  $|\theta(k)| < \alpha(n-1)$  Do

① choose  $i_k$ ,  $0 \leq i_k \leq n-1$  such that

$$|\theta(k) - \alpha(i_k)| = \min_{0 \leq i \leq n-1} |\theta(k) - \alpha(i)|$$

②  $\theta(k+1) = \theta(k) - u(i_k)\alpha(i_k)$   
 $u(i_k) = \text{sign}(\theta(k))$

greedy

at every step

represent the remaining angle

using a closest elementary CORDIC angle

draw  $i_k$  without replacement



choosing  $i_k$ ,  $0 \leq i_k \leq n-1$

① with angle replacement

always choose  $i_k$   
among  $n$  numbers  $(0 \dots n-1)$

angle repetition is allowed

$\theta(k+1) \leq \theta(k)$  monotonically decreasing

② without angle replacement

at each step choose  $i_k$   
among one less numbers  
than the previous step's numbers

$\theta(k+1) < \theta(k)$  Strictly decreasing

$$|\theta(k) - a(i_k)| = \min_{0 \leq i \leq n-1} |\theta(k) - a(i)|$$

$$\theta(k+1) = \theta(k) - u(i_k) a(i_k)$$

$$|\theta(k+1)| = |\theta(k) - u(i_k) a(i_k)|$$

$$= |\theta(k) - a(i_k)|$$

$$\leq |\theta(k) - a(n-1)|$$

$$< |\theta(k)|$$

loop while

$$|\theta(k)| > a(n-1)$$

$$a(i_k) > a(n-1)$$

Strictly decreasing

$$g(i) = a(i) - a(i+1) \quad i = 0, 1, \dots, n-2$$

$$a(i) = \tan^{-1}(2^{-i})$$

$$g(i) > 0 \quad a(i) > a(i+1) \quad \text{strictly decreasing}$$

$$g(i) = a(i) - a(i+1) = \tan^{-1}(2^{-i}) - \tan^{-1}(2^{-i-1}) > 0$$

$$g(i+1) = a(i+1) - a(i+2) = \tan^{-1}(2^{-i-1}) - \tan^{-1}(2^{-i-2}) > 0$$

$$g(i) - g(i+1) = a(i) - 2a(i+1) + a(i+2) > 0$$

$$\tan(a(i)) = \tan(\tan^{-1}(2^{-i})) = 2^{-i}$$

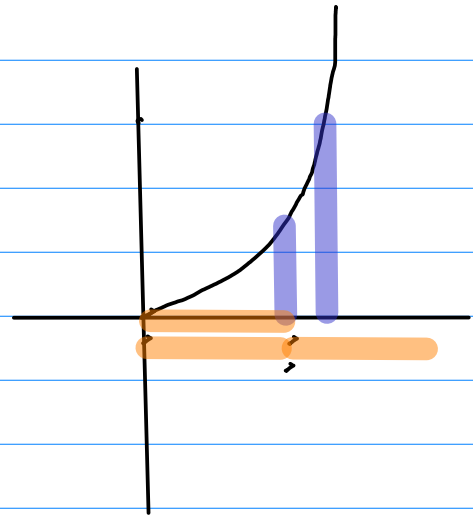
$$\tan(a(i+1)) = \tan(\tan^{-1}(2^{-(i+1)})) = 2^{-(i+1)}$$

$$\tan(a(i)) = 2 \cdot \tan(a(i+1))$$

$$a(i) < 2 \cdot a(i+1) < 2a(i)$$

$$a(i+2) < g(i) = a(i) - a(i+1) < a(i+1)$$

$$a(i) < 2 \cdot a(i+1)$$



$$|\theta| \leq a(0) = \frac{\pi}{4}$$

$$\sum_{i=0}^{n-1} |u(i)| \leq \frac{n}{2}$$

$$i_k \geq 2k$$

$$a(n-1) < |\theta| < a(0)$$

$$|\theta| \in [a(i_0+1), a(i_0)] \quad \text{or}$$

$$|\theta| \in [a(i_0), a(i_0-1)]$$

$$\theta(1) = ||\theta(0)| - a(i_0)|$$

$$< \max \{ g(i_0)/2, g(i_0-1)/2 \}$$

$$< g(0)/2$$

$$< a(1)/2$$

$$< a(2)$$

$$k = 1$$

$$|\theta(k)| < a(2k)$$

$$|\theta(k+1)| < g(2k)/2$$

$$< a(2k+1)/2$$

$$< a(2k+2)$$

$$= a(2(k+1))$$

$$2k \geq n-1 \quad k^* \leq \frac{(n-1)}{2}$$

$i = 0, 1, 2, \dots, n-1$  ← ...  $n$ -bit word

$|\theta(k)| < \alpha(n-1)$  termination condition

$k = 0, 1, \dots, \underline{k'-1}$  hopefully less than  $n-1$

$$k=0 \quad 0 \leq i_0 \leq n-1$$

$$k=1 \quad 0 \leq i_1 \leq n-1$$

⋮

$$k=k'-1 \quad 0 \leq i_{k'-1} \leq n-1$$

$u(i) = 0$  initialization  $i = 0, 1, \dots, n-1$

$$\theta(k) > 0 \quad u(i_k) = +1 \quad \theta(k+1) = \theta(k) - \alpha(i_k)$$

find  $i_k$  s.t.  $\text{Min}_{0 \leq i \leq n-1} |\theta(k) - \alpha(i)|$

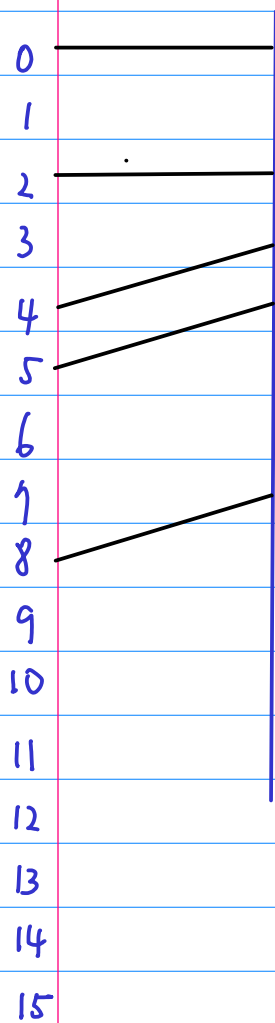
$$\theta(k) < 0 \quad u(i_k) = -1 \quad \theta(k+1) = -\theta(k) + \alpha(i_k)$$

find  $i_k$  s.t.  $\text{Min}_{0 \leq i \leq n-1} |\theta(k) - \alpha(i)|$

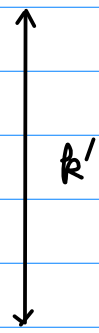
$$u(j) = 0 \quad j \in \{0, 1, \dots, n-1\}$$

$$j \notin \{i_0, i_1, \dots, i_{k-1}\}$$

no repetition



0	+
2	-
4	+
5	-
8	-
0	
0	
0	
0	
0	
0	
0	
0	
0	
0	
0	
0	
0	
0	



repetition allowed  
in MVR

if the algorithm terminates at  $k = k^*$ ,  $k^* < \frac{n}{2}$

$$g(i) = a(i) - a(i+1) \quad i = 0, 1, \dots, n-2$$

$$a(i) = \tan^{-1} 2^{-i}$$

- ①  $g(i) > 0$
- ②  $a(i+2) < g(i) < a(i+1)$
- ③  $g(i) > g(i+1)$

- ①  $a(i) - a(i+1) > 0$
- ②  $a(i+2) < a(i) - a(i+1) < a(i+1)$
- ③  $a(i) - a(i+1) > a(i+1) - a(i+2)$

if  $|\theta| \leq a(0) = \frac{\pi}{4}$

$$\sum_{i=0}^{n-1} |u(i)| < \frac{\pi}{2}$$



# Elementary Angle Set

$$S = \{ (\sigma \cdot \tan^{-1}(2^{-r})) : \sigma \in \{+1, -1\}, r \in \{1, 2, \dots, n-1\} \}$$

n-bit angle as a linear combination

$$\theta = \sum_{i=0}^{n-1} \sigma_i \cdot \tan^{-1}(2^{-i})$$

$$AR : \sigma \in \{+1, 0, -1\}$$

EAS (Elementary Angle Set) for AR methods

$$S_{EAS} = \{ (\sigma \cdot \tan^{-1}(2^{-r})) : \sigma \in \{+1, 0, -1\}, r \in \{1, 2, \dots, n-1\} \}$$

Simple angle recording — Hu's greedy algorithm

tries to represent the remaining angle

using the closest elementary angle  $\pm \tan^{-1}$

{ rotation mode — Angle Recording  
vectoring mode — Backward Angle Recording (BAK)

initialize  $\theta_0 = \theta$

$$\sigma_i = 0 \quad i = 0, 1, \dots, n-1$$

$$k = 0$$

repeat until  $|\theta_k| < \tan^{-1}(2^{-n+1})$  do

1. choose  $i_k$ ,  $i_k = 0, 1, 2, \dots, n-1$

such that

$$\left| |\theta_k| - \tan^{-1}(2^{-i_k}) \right| = \min_{i \in [0:n]} \left| |\theta_k| - \tan^{-1}(2^{-i}) \right|$$

2.  $\theta_{k+1} = \theta_k - \sigma_{i_k} \tan^{-1}(2^{-i_k})$

$$\sigma_{i_k} = \text{sign}(\theta_k)$$

$$\prod_{i=0}^{n-1} \cos u_i a(i) = 1/K(n)$$

a modified Booth's multiplier recoding representation for  $1/K(n)$

the total number of 1's and T's

→ additional iterations needed for CORDIC scaling (norm correction operation)

the total number of iterations

for CORDIC rotation operations  
for norm correction operations

