Angle Recoding 2. Wu 3. MVR

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2 MVR (Modified Vector Rotational)

two modifications

- (1) repeatition of elementary angles
 - each micro-rotation of elementary angle can be penformed repeatedly
 - more possible combinations
 - smaller &m
- 2 confinement of total micro-votation number

(on fine the iteration number in the micro-rotation phase to Rm (Rm << W)

to the number of non-zero digit

No in CSD recoding scheme

the angle quantization error

$$\xi_{m,MVR} \triangleq \Theta - \sum_{i=0}^{Rm-1} \alpha(i) \alpha(s(i))$$

the rotational sequence $S(i) \in \{0, 1, \dots, W-1\}$

the micro-rotation angle in the i-th iteration

the directional sequence $(i) \in \{-1, 0, +1\}$

the direction of the i-th micro-rotation of a (Sci)

$$\alpha(i)$$
 () (((i)) = $\tilde{\theta}$ (i)

AQ & MUR CORDIC

$$\xi_{m,MVR} \triangleq \Theta - \begin{bmatrix} R_{m} - I \\ \sum_{j=0}^{r} \alpha(j) \alpha(S(j)) \end{bmatrix}$$

the rotational sequence S(j)

$$j = 0, 1, 2, \dots, Rm-1$$
 $S(j) \in \{0, 1, \dots, W-1\}$ rotational sequence

determines the micro-rotation angle a (S(j1) in the j-th iteration

the directional sequence $\alpha(i)$ d(1) ∈ { +, 0, + 1}

> controls the direction of the j-th micro-rotation of a (S(j1)

$$\alpha(i)$$
 $\alpha(s(i)) = \tilde{\theta}(i)$

$$i = 0, 1, 2, 3, \dots, W-1$$
 $S(i) = 0, 1, 2, 3, \dots, W-1$ rotational Sequence
$$0(i) = 1, 0, 0, +1, \dots, -1$$
 directional Sequence
$$1 = 0, -, -, 1, \dots, Rm-1$$
 effective iteration number
$$R_m < W$$

sub-angle
$$(\alpha(j) \alpha(s(j))) \sim \widetilde{\theta}(j)$$

$$\xi_{\mathsf{m},\mathsf{AR}} = \Theta - \left[\sum_{j=0}^{\mathsf{N}^{\mathsf{I}}-\mathsf{I}} \mathsf{ton}^{\mathsf{I}} \left(\alpha(\mathbf{i}) \cdot 2^{-\mathsf{S}(\mathbf{i})} \right) \right]$$

$$= \Theta - \left[\sum_{j=0}^{\mathsf{N}^{\mathsf{I}}-\mathsf{I}} \widehat{\Theta}(\mathbf{i}) \right] , \qquad \widehat{\Theta}(\mathbf{i}) = \mathsf{ton}^{\mathsf{I}} \left(\alpha(\mathbf{i}) \cdot 2^{-\mathsf{S}(\mathbf{i})} \right)$$

$$N' riangleq \sum_{j=0}^{N-1} |\mu(j)|$$
 the effective iteration number

EAS formed by MUR-CORDIC

is the same as AR

also performs AQ

the EAS consists of all possible values of 0(3)

the EAS S, in AR

$$S_1 = \{ tan^{-1} (\alpha^* \cdot 2^{-S^*}) : \alpha^* \in \{1, 0, 1\}, S^* \in \{0, 1, \dots, N+1\} \}$$

The major difference

1) the total number of Sub-angles NA
the total iteration number
in the micro-votation phase

is kept fixed to a pre-defined value of R_m $N_4 = R_m$

2) the sub-angle O_i corresponds to $\alpha(j) \alpha(s(j))$

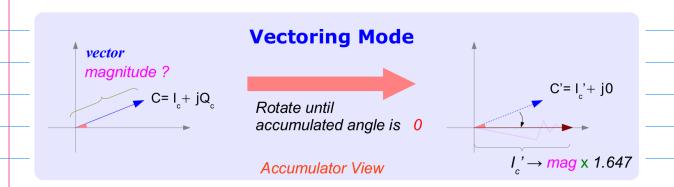
$$\mathcal{O}_{j} = \alpha(j) \alpha(s(j)) = \widehat{\mathcal{O}}_{j}$$

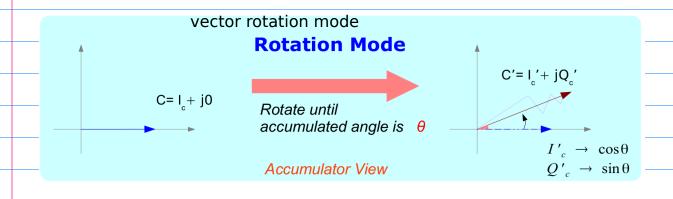
MVR (Modified Vector Rotation)

- 1) Repeat of Elementary Angles Oi, Oi
- 2) fixed total micro-rotation Number Rm

* Vector Rotation Mode

* and the rotation angles are known in advance





Modified Vector Rotational MUR CORDIC

- reduce the iteration number
- maintaining the SQNR performance
- modifying the basic microrotation procedure

Three Searching Algorithm

- The selective prerotation
- 1 the selective scaling
- 3 iteration-tradeoff scheme

Optimization Problem

EAS point of view

Given 0, find the combination of Rm elementary angles from EAS S,, such that the angle quantitation error | \(\xi m\), mure | is minimized.

Semi-greedy algorithm

tradu offs between computational complexities

and performance

key issue in the MVR-corplc

is to find the best sequences of

s(i) and o(i) to minimize |\(\xi_m\)|

subject to the constraint that

the total iteration number is confined to Rm

- 1) Greedy Algorithm
- 2) Exhaustive Algorithm
- 3) Semigreedy Algorithm

1) Greedy Algorithm

try to approach the target rotation angle, Θ , Step by Step in each step, decisions are made on $\alpha(i)$ and $\beta(i)$ by choosing the best combination of $\alpha(i)$ also so as to minimize $|\xi_m|$

 $\alpha(i)$ and s(i) are determined such that the error function $J(i) = | G(i) - \alpha(c) \alpha(s(i)) |$ is minimited

O (1): the <u>residue</u> angle in the i-th step

$$O(i) = O - \sum_{m=0}^{i-1} \alpha(m) \alpha(s(m))$$

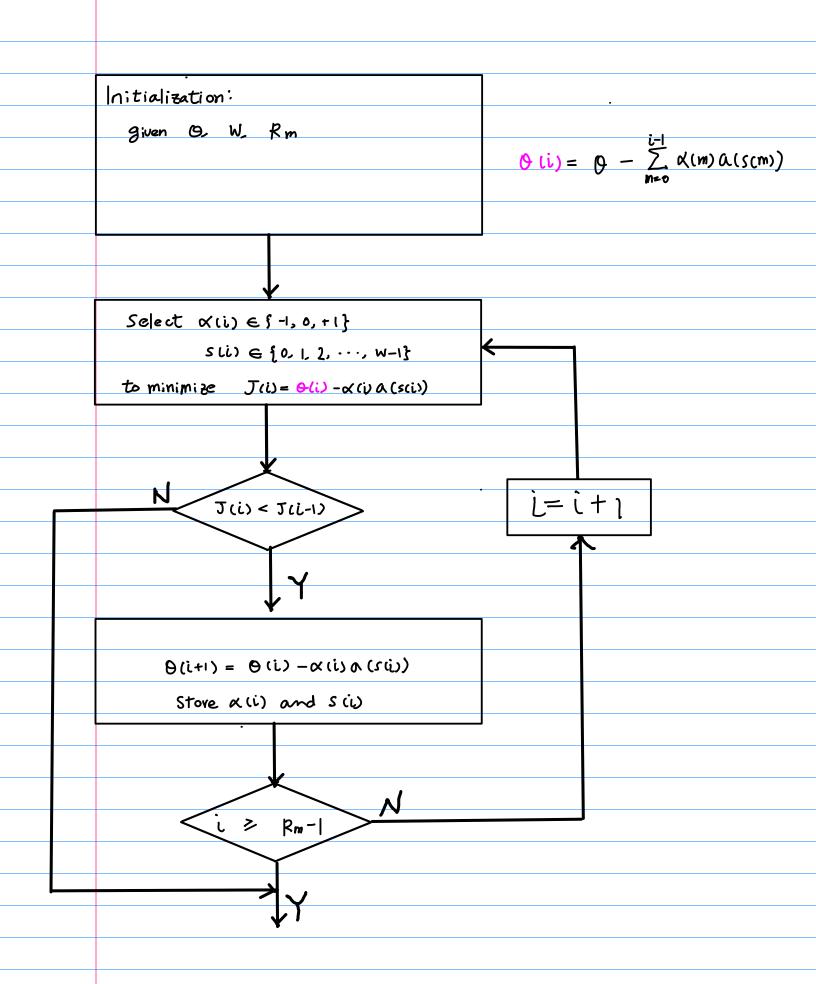
the searching is terminated

if no further improvements can be found $J(i) \geqslant J(i-1)$

the greedy algorithm terminates

Only when the residue angle error

cannot be further reduced.



2) Exhaustive Algorithm

Search for the entire solution space

all possible combinations of

$$R_{m-1}$$
 $\sum_{i=0}^{R_{m-1}} \alpha(i) \alpha(s(i))$

in a single step

decisions for
$$\propto (i)$$
 and $s(i)$, $0 \le i \le Rm-1$
by minimizing the error function

$$\mathcal{J} = \left| 0 - \sum_{i=0}^{Rm-1} \alpha(i) \alpha(s(i)) \right|$$

global optimal solution

Initialization:

given O. W. Rm

Let
$$\Theta(0) = \Theta$$
,

Select <(i) ∈ §-1,0,+1}

s li) ∈ {0, 1, 2, ···, w-1}

for $0 \le i \le R_m - 1$

to minimize $J(i) = \frac{R_m-1}{1-0} \propto (i) \propto (s(i))$

$$(3 \cdot W) \cdot (3 \cdot W) \cdots (3 \cdot W)$$

Store &(i) and S(i) for O≤i≤Rm-1

3) Semi-greedy Algorithm

a combination of greedy and exhaustive algorithm

the search space of α(i) and s(i) for 0≤i≤Rm-1 are divided into several soctions

with Diterations as a segment

block length

block

total iteration (Rm)

the segmentation scheme

Rm - D·(S-1) Section $S = \left[\frac{Rm}{D}\right]$ Section 1 section 3 rection 2 exhaustive exhaustive exhaustive exhaustive search search search search greedy greedy greedy greedy

decision of
$$\alpha(k)$$
 and $s(k)$ for $iD \leq k \leq liti)D-1$

minimizes
$$J = \frac{(i+i)D-1}{0(i) - \sum_{k=iD} 0(ik) (s(k))}$$

where
$$0(i) = 0 - \sum_{m=0}^{i-1} \left[\sum_{k=m}^{(m+1)D-1} \alpha(k) \alpha(s(k)) \right]$$

the residue angle in the i-th step

$$S = \left\lceil \frac{R_m}{D} \right\rceil$$

$$\frac{0(i)}{(k)} = 0 - \left[\sum_{k=0:D}^{1:D+1} \alpha(k) \alpha(s(k)) + \sum_{k=1:D}^{2:D+1} \alpha(k) \alpha(s(k)) + \dots + \sum_{k=2:D}^{S:D-1} \alpha(k) \alpha(s(k)) \right]$$

