

# CORDIC Background (2A)

---

- 
-

Copyright (c) 2010, 2011 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".

Please send corrections (or suggestions) to [youngwlim@hotmail.com](mailto:youngwlim@hotmail.com).

This document was produced by using OpenOffice and Octave.

# CORDIC Background

---

1.A survey of CORDIC algorithms for FPGAs, Ray Andraka,  
[www.andraka.com/cordic.htm](http://www.andraka.com/cordic.htm)

# Vector Rotation (1)

$$x' = x \cos \phi - y \sin \phi$$

$$y' = y \cos \phi + x \sin \phi$$

$$x' = \cos \phi \cdot [x - y \tan \phi]$$

$$y' = \cos \phi \cdot [y + x \tan \phi]$$

$$x_{i+1} = K_i \cdot [x_i - y_i \cdot d_i \cdot 2^{-i}]$$

$$y_{i+1} = K_i \cdot [y_i + x_i \cdot d_i \cdot 2^{-i}]$$

$$K_i = \cos \phi_i = \cos(\tan^{-1}(2^{-i}))$$

$$= \frac{1}{\sqrt{1 + 2^{-2i}}}$$

$$d_i = \pm 1$$

Restrict rotation angle  $\Rightarrow \tan \phi = \pm 2^{-i}$

Multiplication  $\Rightarrow$  simple shift

$$y \cdot \tan \phi$$

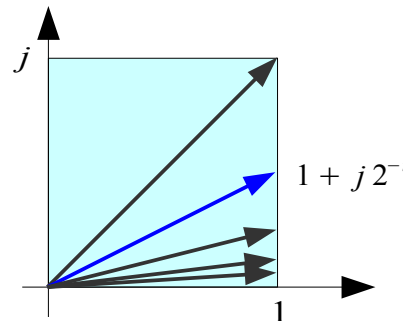
$$y \cdot 2^{-i}$$

$$x \cdot \tan \phi$$

$$x \cdot 2^{-i}$$

regardless of direction  $\Rightarrow \cos(\phi) = \cos(-\phi)$

*Allowed Rotation Angles*



$$\tan \phi \Rightarrow 2^{-i}$$

$$\cos \phi \Rightarrow \frac{1}{\sqrt{1 + 2^{-2i}}}$$

$$K_i \leq 1$$

$$( K_i \leftarrow \cos \phi )$$

# Vector Rotation (2)

$$x_{i+1} = K_i \cdot [x_i - y_i \cdot d_i \cdot 2^{-i}]$$

$$y_{i+1} = K_i \cdot [y_i + x_i \cdot d_i \cdot 2^{-i}]$$

$$K_i = \cos \phi_i = \cos(\tan^{-1}(2^{-i}))$$

$$= \frac{1}{\sqrt{1 + 2^{-2i}}} \quad K_i \leq 1$$

$$d_i = \pm 1$$

$$x_{i+1}^2 = K_i^2 \cdot [x_i^2 + y_i^2 \cdot 2^{-2i} - 2x_i y_i d_i \cdot 2^{-i}]$$

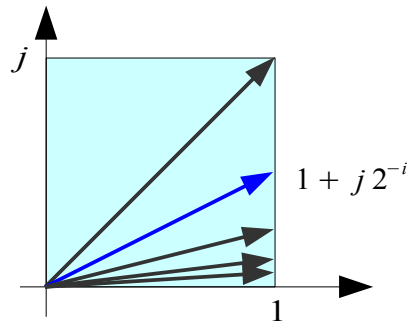
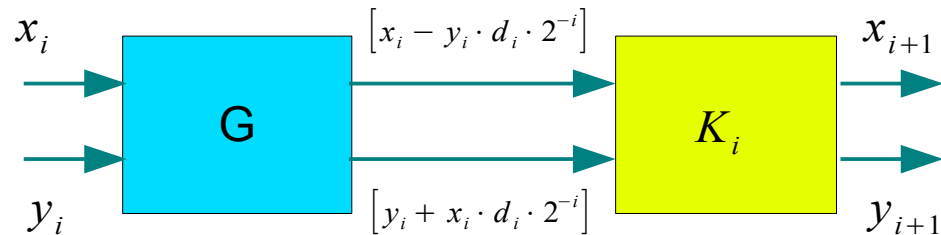
$$y_{i+1}^2 = K_i^2 \cdot [y_i^2 + x_i^2 \cdot 2^{-2i} + 2x_i y_i d_i \cdot 2^{-i}]$$

$$x_{i+1}^2 + y_{i+1}^2 = K_i^2 \cdot (1 + 2^{-2i}) \cdot (x_i^2 + y_i^2)$$

$$G \cdot K_i = 1$$

$$K_i \leq 1$$

$$G > 1$$



$$\tan \phi \rightarrow 2^{-i}$$

$$\cos \phi \rightarrow \frac{1}{\sqrt{1 + 2^{-2i}}}$$

CORDIC Gain : *growing in magnitude*

$$A_n = \prod_{i=1}^n \frac{1}{K_i} = \prod_{i=1}^n \sqrt{1 + 2^{-2i}} \rightarrow 1.647$$

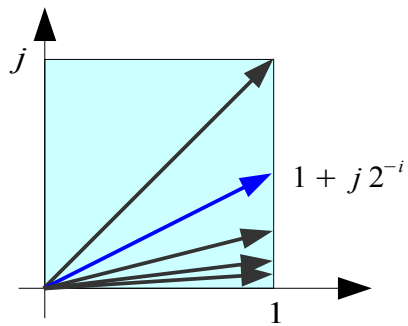
# Vector Rotation (3)

$$x_{i+1} = K_i \cdot [x_i - y_i \cdot d_i \cdot 2^{-i}]$$

$$y_{i+1} = K_i \cdot [y_i + x_i \cdot d_i \cdot 2^{-i}]$$

$$K_i = 1 / \sqrt{1 + 2^{-2i}} \quad \leftarrow \cos(\phi_i)$$

$$d_i = \pm 1$$



$$\tan \phi \rightarrow 2^{-i}$$

$$\cos \phi \rightarrow \frac{1}{\sqrt{1 + 2^{-2i}}}$$

Without Scale Constants  $K_i$

$$x_{i+1} = [x_i - y_i \cdot d_i \cdot 2^{-i}]$$

$$y_{i+1} = [y_i + x_i \cdot d_i \cdot 2^{-i}]$$

$$d_i = \pm 1$$

CORDIC Gain : *growing in magnitude*

$$A_n = \prod_{i=1}^n \frac{1}{K_i} = \prod_{i=1}^n \sqrt{1 + 2^{-2i}} \rightarrow 1.647$$

$$1 / K_i = \sqrt{1 + 2^{-2i}}$$

*For correction*

Multiplying  $K_i$ 's as a processing gain

$$\prod_{i=1}^n K_i = \prod_{i=1}^n \frac{1}{\sqrt{1 + 2^{-2i}}} \rightarrow 0.6073$$

# Angle Accumulator

## Rotation Mode

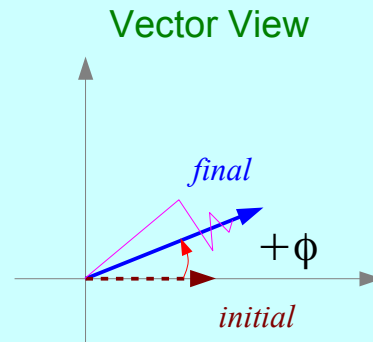
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

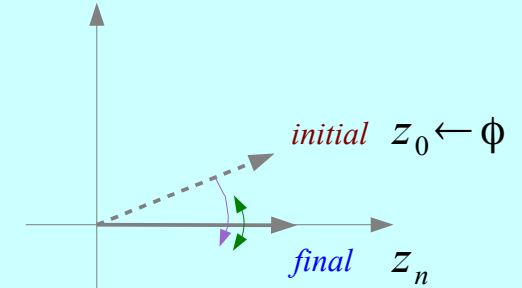
$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle

## Accumulator View



Subtract angles at each step

## Vectoring Mode

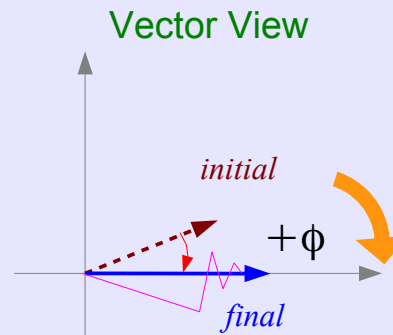
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

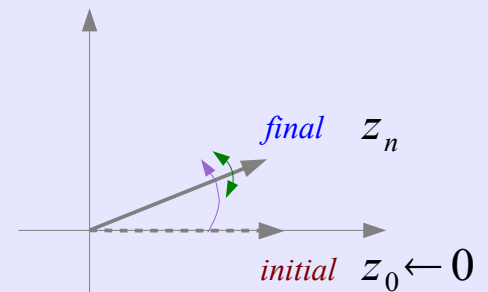
$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component

## Accumulator View



Add angles at each step

# Rotation Mode

## Rotation Mode

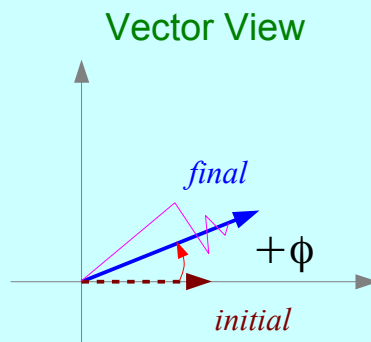
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

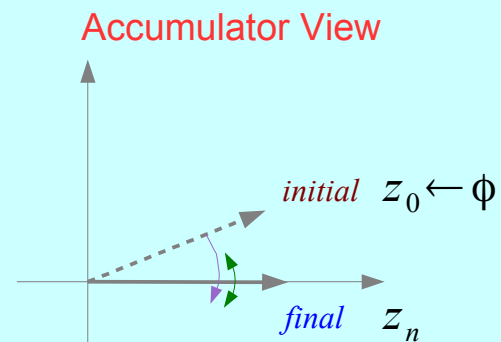
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle



Subtract angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$

$$x_n = A_n [x_0 \cos z_0 - y_0 \sin z_0]$$

$$y_n = A_n [y_0 \cos z_0 + x_0 \sin z_0]$$

$$z_n = 0$$

$$A_n = \prod_{i=1}^n \sqrt{1 + 2^{-2i}}$$



# Vectoring Mode

## Vectoring Mode

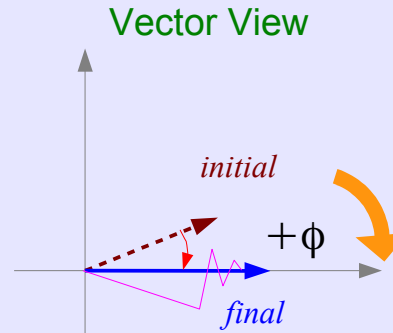
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

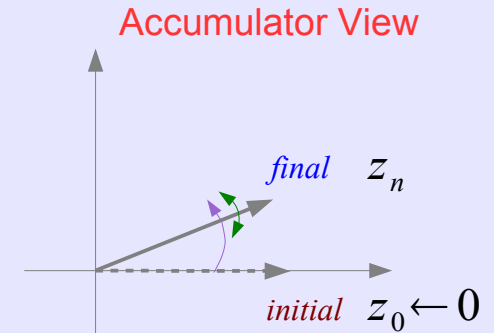
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



*Minimize the residual y component*



*Add angles at each step*

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$

$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

$$A_n = \prod_{i=1}^n \sqrt{1 + 2^{-2i}}$$

# Angle Accumulator – Rotation Mode

## Rotation Mode

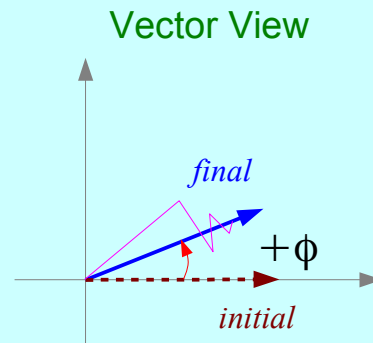
$$z_0 \leftarrow \phi \quad (\text{input})$$

$$z_n \rightarrow 0$$

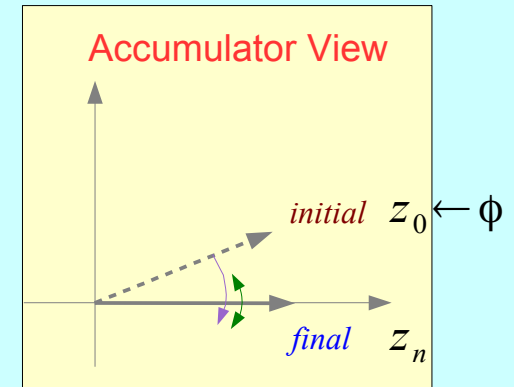
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle



Subtract angles at each step

$$z_i < 0$$

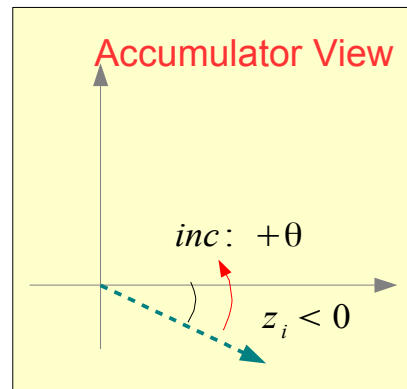
Increase Angle  $d_i = -1$

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

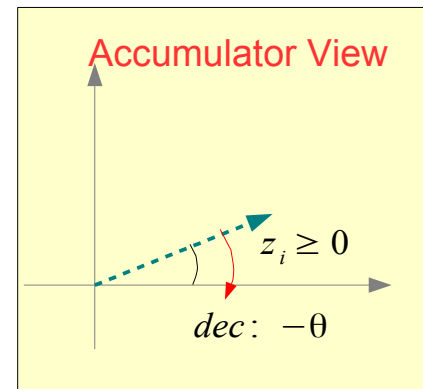
$$z_i \geq 0$$

Decrease Angle  $d_i = +1$

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



$z_i < 0$   
Increase Angle  $+θ$



$z_i \geq 0$   
Decreases Angle  $-θ$

# Angle Accumulator – Vectoring Mode

## Vectoring Mode

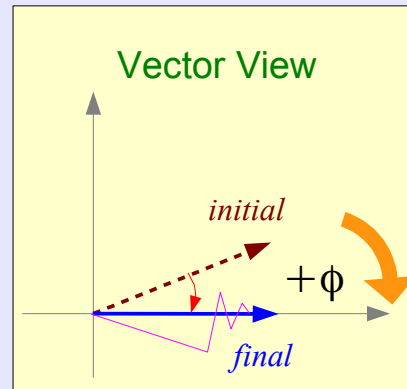
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

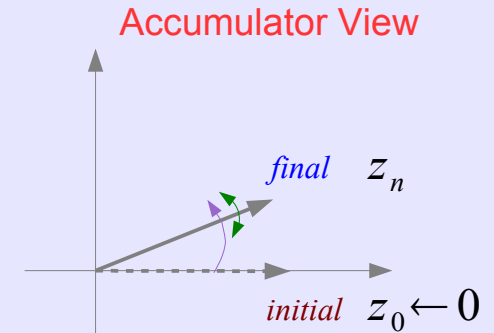
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component



Add angles at each step

$$y_i < 0$$

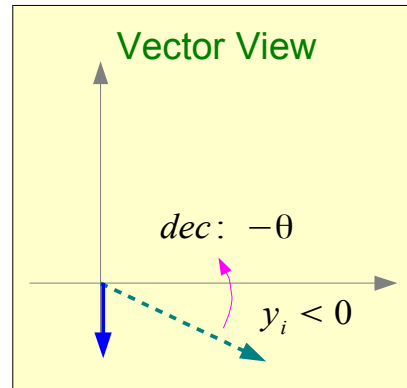
Decrease Angle  $d_i = +1$

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

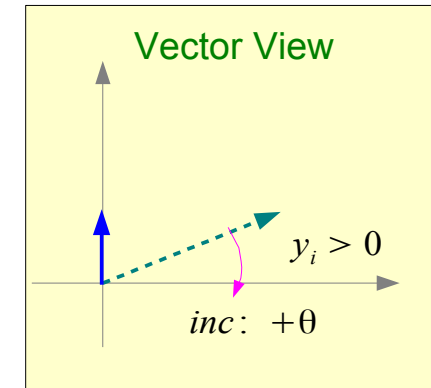
$$y_i > 0$$

Increase Angle  $d_i = -1$

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



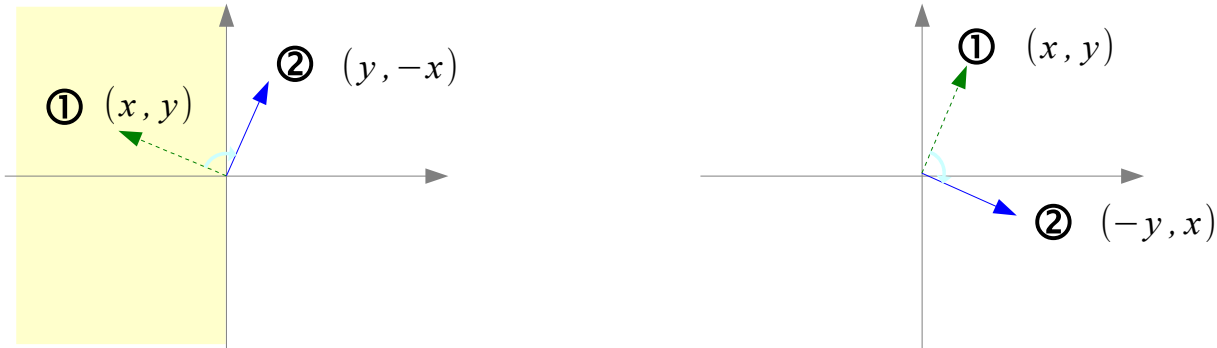
$y_i < 0$   
Decrease Angle  $-\theta$



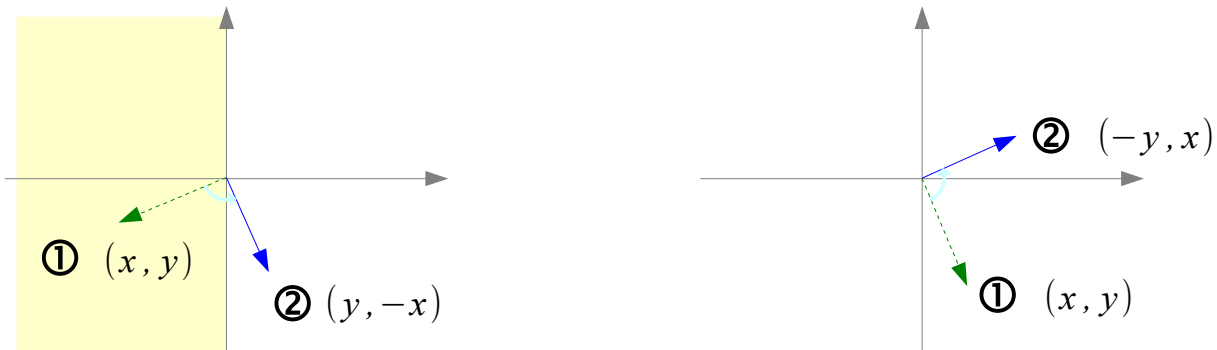
$y_i > 0$   
Increases Angle  $+\theta$

# Initial Rotation $\pm\pi/2$

Positive Phase ( $y > 0$ )  $\rightarrow$  Rotate by  $-90$  degrees



Negative Phase ( $y < 0$ )  $\rightarrow$  Rotate by  $+90$  degrees



Resulting Phase  $\rightarrow$   $[-90, +90]$

$$x' = -d \cdot y$$

$$y' = +d \cdot x$$

$$z' = z + d \cdot \frac{\pi}{2}$$

$$d = +1 \quad \text{if } y < 0$$

$$d = -1 \quad \text{otherwise}$$

No magnitude change

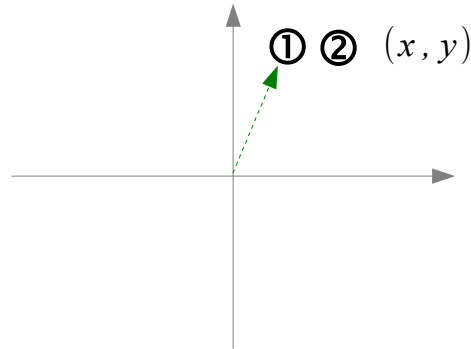
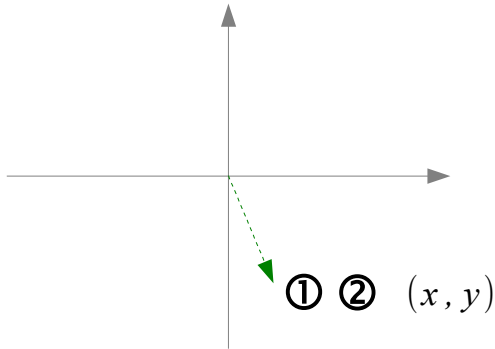
$$x' \leftarrow y$$

$$y' \leftarrow x$$

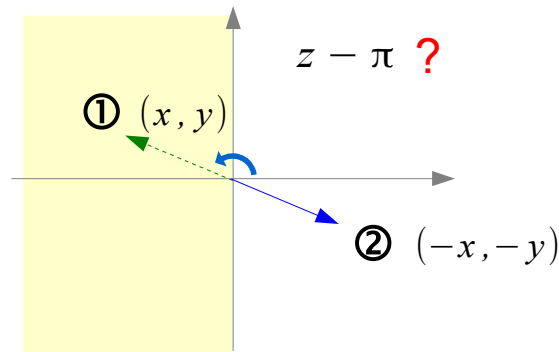
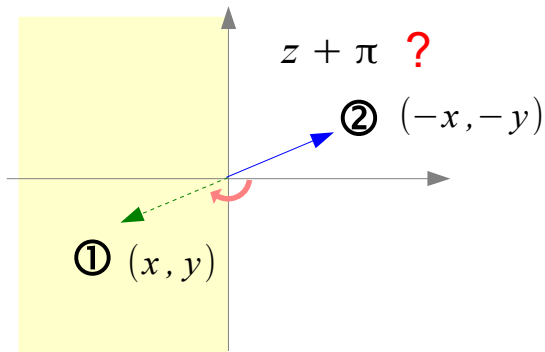
Consistent

# Initial Rotation $0, +\pi$

Positive  $x$  ( $x > 0$ )  $\rightarrow$  Rotate by  $0$  degrees



Negative  $x$  ( $x < 0$ )  $\rightarrow$  Rotate by  $+180$  degrees



Resulting Phase  $\rightarrow$   $[-90, +90]$

$$\begin{aligned} x' &= +d \cdot x \\ y' &= +d \cdot y \\ z' &= z \quad \text{if } d = 1 \\ z' &= \pi - z \quad \text{if } d = -1 \end{aligned}$$

$$\begin{aligned} d &= -1 \quad \text{if } x < 0 \\ d &= +1 \quad \text{otherwise} \end{aligned}$$

No magnitude change

$$x' \leftarrow y$$

$$y' \leftarrow x$$

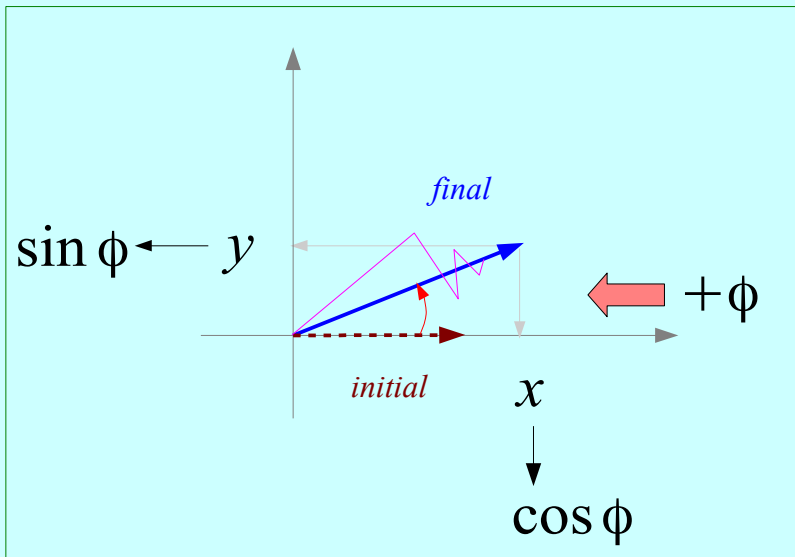
Convenient wiring in  
FPGA

# Application Modes (1)

## Rotation Mode

Input angle is given

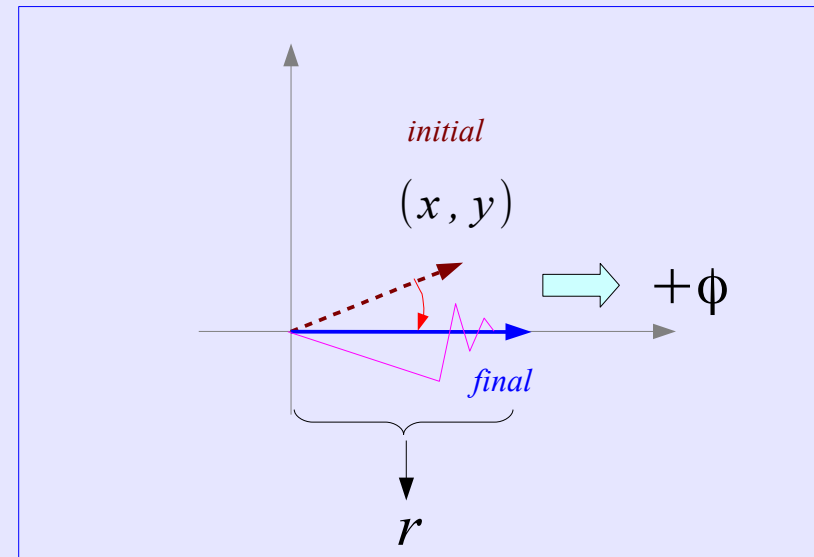
- **sin** and **cos**
- $(r, \theta) \rightarrow (x, y)$
- General vector rotation



## Vectoring Mode

Finding the resulting angle

- **$\tan^{-1}$**
- Vector Magnitude
- $(x, y) \rightarrow (r, \theta)$



# Application Modes (2)

---

- A. **sin & cos**
- B.  **$(r, \theta) \rightarrow (x, y)$**
- C. General Vector Rotation
- D.  **$\tan^{-1}$**
- E. Vector Magnitude
- F.  **$(x, y) \rightarrow (r, \theta)$**
- G.  **$\sin^{-1}$**
- H.  **$\cos^{-1}$**
- I. Linear Functions
- J. Hyperbolic Functions

# A. Sine and Cosine

## Rotation Mode

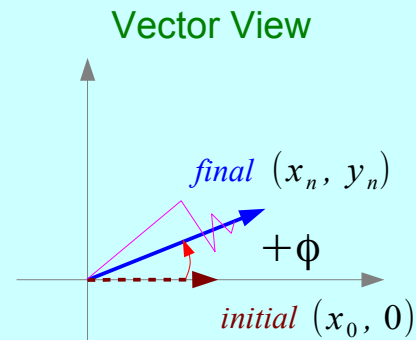
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

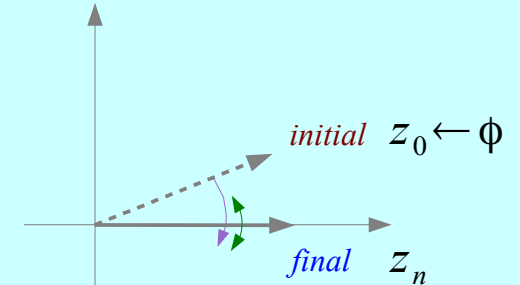
$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle

## Accumulator View



Subtract angles at each step

## Finding Sine and Cosine

$$(x_0, 0) \rightarrow (x_n, y_n)$$

$$x_n = A_n \cdot x_0 \cos z_0$$

$$y_n = A_n \cdot x_0 \sin z_0$$

## Unscaled Sine and Cosine

$$x_0 \leftarrow \frac{1}{A_n} = 0.6073$$

$$x_n = \cos z_0$$

$$y_n = \sin z_0$$

## Modulated Sine and Cosine

$$x_0 \leftarrow \left\{ \prod_{i=1}^n K_i \right\} \cdot x_0 = 0.6073 \cdot x_0$$

$$x_n = x_0 \cdot \cos z_0$$

$$y_n = x_0 \cdot \sin z_0$$

CORDIC Gain : *growing in magnitude*

$$A_n = \prod_{i=1}^n \frac{1}{K_i} = \prod_{i=1}^n \sqrt{1 + 2^{-2i}} \rightarrow 1.647$$

LUT  $\rightarrow$  a pair of MULT

CORDIC  $\rightarrow$  rotation operations

Single MULT



# B. Polar to Rectangular

## Rotation Mode

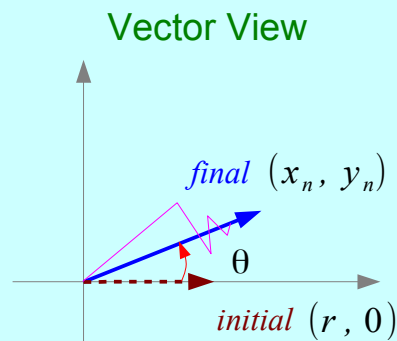
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

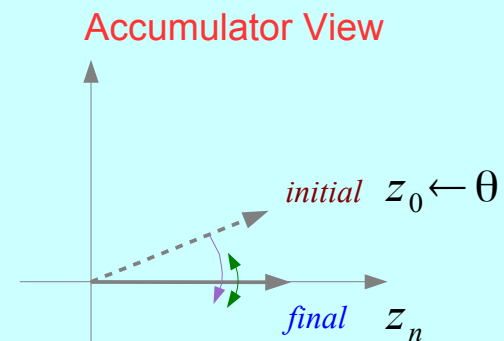
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle



Subtract angles at each step

## Finding Sine and Cosine

$$(x_0, 0) \rightarrow (x_n, y_n)$$

$$x_n = A_n \cdot x_0 \cos z_0$$

$$y_n = A_n \cdot x_0 \sin z_0$$

$$x_0 \leftarrow r, \quad z_0 \leftarrow \theta$$

$$(r, 0) \rightarrow (x_n, y_n)$$

$$x_n = A_n r \cos \theta$$

$$y_n = A_n r \sin \theta$$

$$x_0 \leftarrow r \cdot \frac{1}{A_n}, \quad z_0 \leftarrow \theta$$

$$\left(\frac{r}{A_n}, 0\right) \rightarrow (x_n, y_n)$$

$$x_n = r \cos \theta$$

$$y_n = r \sin \theta$$

CORDIC Gain : *growing in magnitude*

$$A_n = \prod_{i=1}^n \frac{1}{K_i} = \prod_{i=1}^n \sqrt{1 + 2^{-2i}} \rightarrow 1.647$$

# C. General Vector Rotation

## Rotation Mode

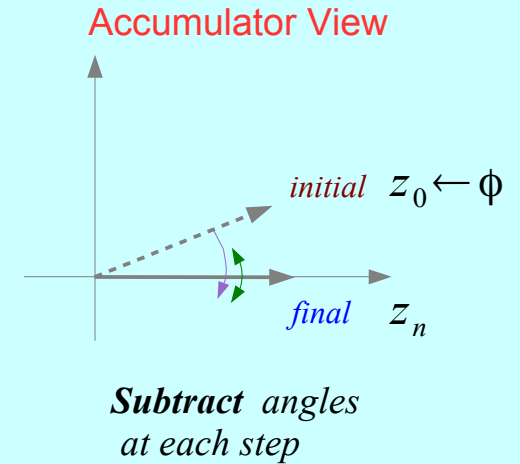
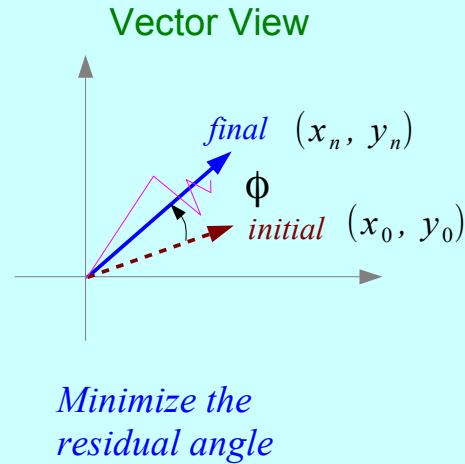
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



## Motion Correction and Control System

$$\begin{bmatrix} x_n \\ y_n \end{bmatrix} = A_n \cdot \begin{bmatrix} \cos z_0 & -\sin z_0 \\ \sin z_0 & \cos z_0 \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

\* n-dim rotation  
→ tree architecture

## Unscaled Rotation

$$\begin{bmatrix} x_n \\ y_n \end{bmatrix} = A_n \cdot \begin{bmatrix} \cos z_0 & -\sin z_0 \\ \sin z_0 & \cos z_0 \end{bmatrix} \begin{bmatrix} \frac{x_0}{A_n} \\ \frac{y_0}{A_n} \end{bmatrix} \begin{matrix} \rightarrow \text{A pair of} \\ \rightarrow \text{MULT} \end{matrix} \Rightarrow \begin{bmatrix} x_n \\ y_n \end{bmatrix} = \begin{bmatrix} \cos z_0 & -\sin z_0 \\ \sin z_0 & \cos z_0 \end{bmatrix} \begin{bmatrix} x_0 \\ y_0 \end{bmatrix}$$

# D. Arctangent

## Vectoring Mode

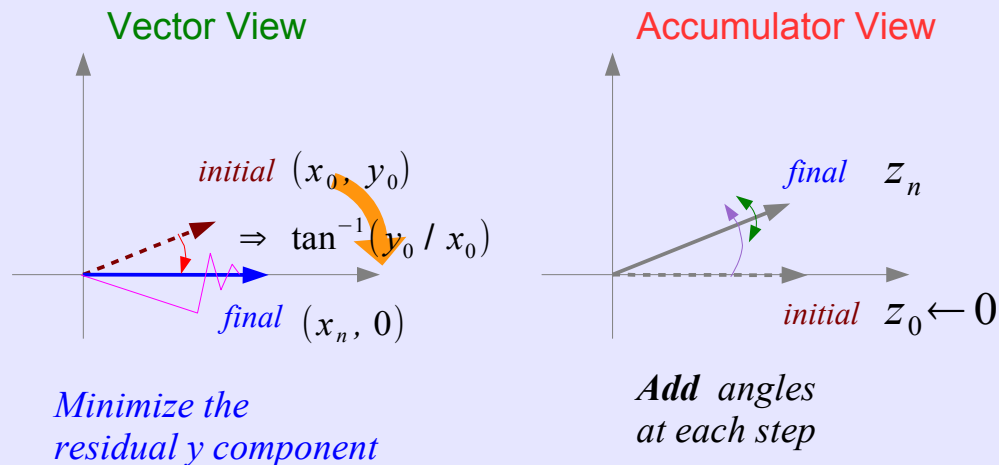
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



## Input

$$(x_0, y_0) \rightarrow \text{ratio } \frac{y_0}{x_0}$$

$$(0, y_0) \rightarrow \text{ratio } \pm\infty$$

## Output

*Angle Accumulator Value*

*→ CORDIC gain does not affect*

$$x_n = z_0 + \tan^{-1}(y_0/x_0)$$

# E. Vector Magnitude

## Vectoring Mode

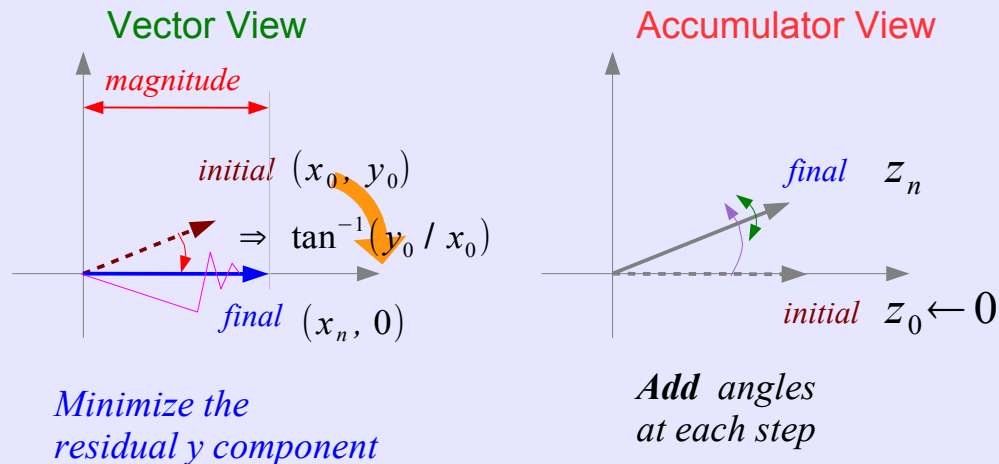
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



The magnitude:

- byproduct of computing arctangent
- the result vector is aligned with x-axis
- the x component of the result vector
- increased by CORDIC gain
- can be scaled by the processor gain
- one MULT hardware cost

$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

The accuracy of the magnitude result

- Improves by 2 bits for each iteration performed

# F. Cartesian to Polar Transformation

## Vectoring Mode

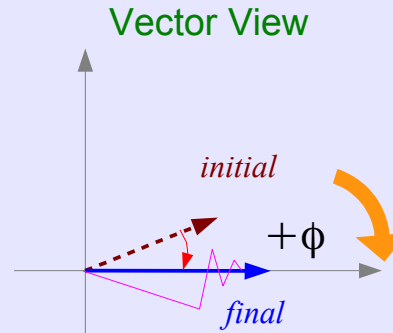
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

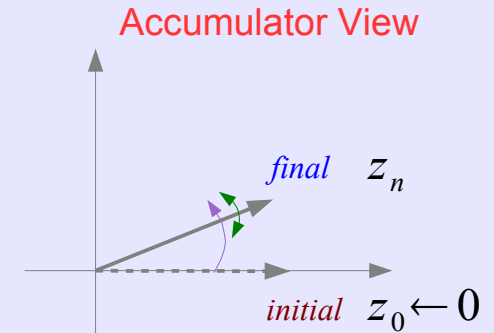
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component



Add angles at each step

input vector  $(x, y)$

magnitude  $r = \sqrt{x^2 + y^2}$



$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

phase angle  $\phi = \tan^{-1}(y/x)$



$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

# G. ArcSine (1)

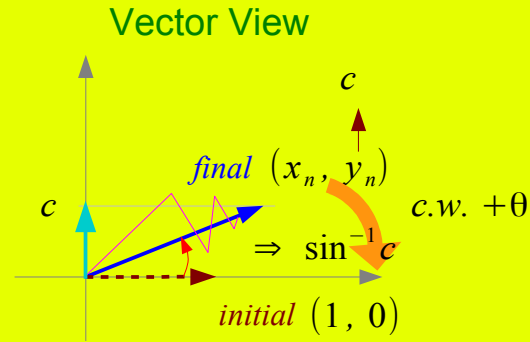
## Exploit Vector Mode HW

$$z_n \rightarrow z_0 + \sin^{-1}\left(\frac{c}{A_n \cdot x_0}\right)$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

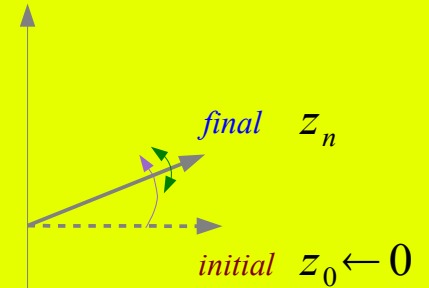
$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component

## Accumulator View



Add angles at each step

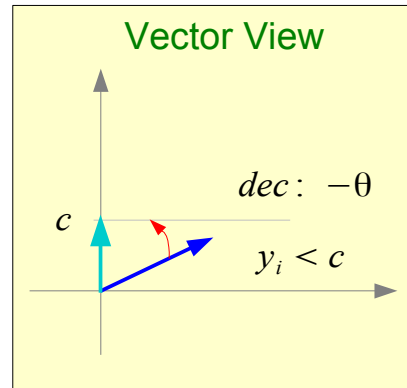
$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

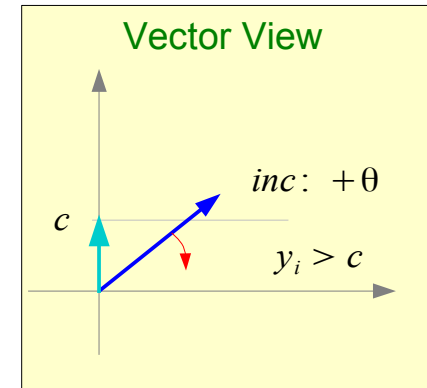
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$



$y_i < c$  Dec Angle  
Add (-) Angle



$y_i > c$  Inc Angle  
Add (+) Angle

# G. ArcSine (2)

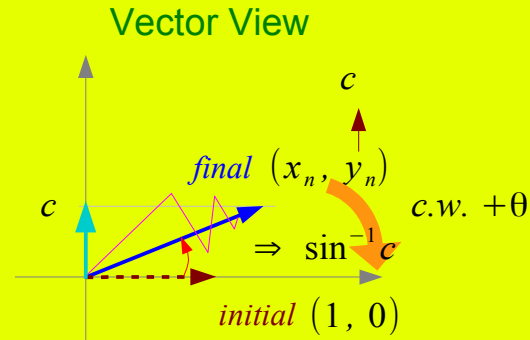
## Exploit Vector Mode HW

$$z_n \rightarrow z_0 + \sin^{-1}\left(\frac{c}{A_n \cdot x_0}\right)$$

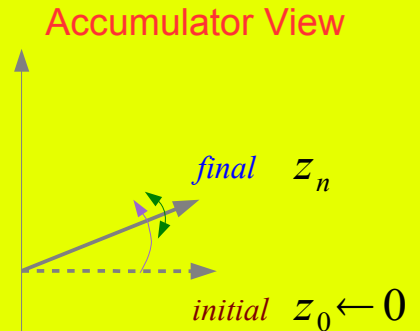
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component



Add angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$

$$x_n = \sqrt{(A_n \cdot x_0)^2 - c^2}$$

$$y_n = c$$

$$z_n = z_0 + \sin^{-1}\left(\frac{c}{A_n \cdot x_0}\right)$$

$$A_n = \prod_{i=1}^n \sqrt{1 + 2^{-2i}}$$

# H. Arccosine (1)

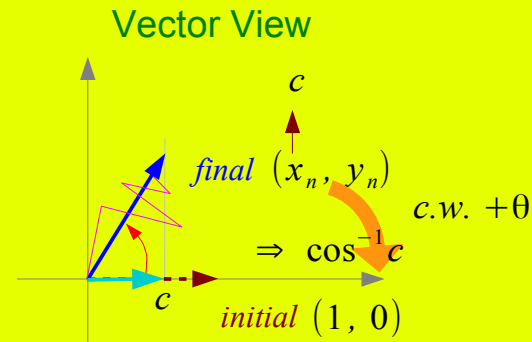
## Exploit Vector Mode HW

$$z_n \rightarrow z_0 + \sin^{-1}\left(\frac{c}{A_n \cdot x_0}\right)$$

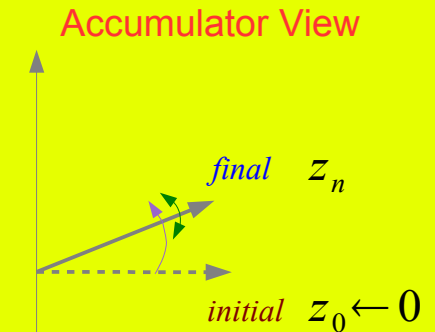
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual  $x$  component



Add angles at each step

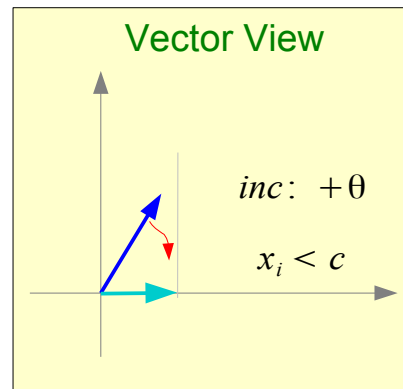
$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

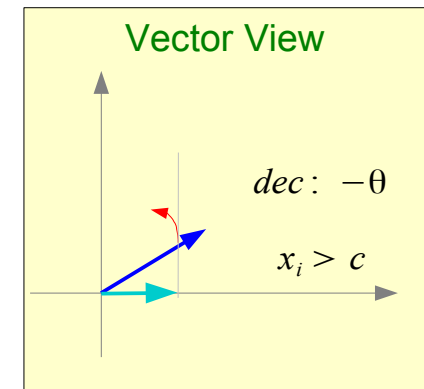
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } x_i > c$$

$$d_i = -1 \quad \text{otherwise}$$



$x_i < c$  Inc Angle  
Add (+) Angle



$x_i > c$  Dec Angle  
Add (-) Angle



# H. Arccosine (1)

## Exploit Vector Mode HW

$$z_n \rightarrow z_0 + \sin^{-1}\left(\frac{c}{A_n \cdot x_0}\right)$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < c$$

$$d_i = -1 \quad \text{otherwise}$$

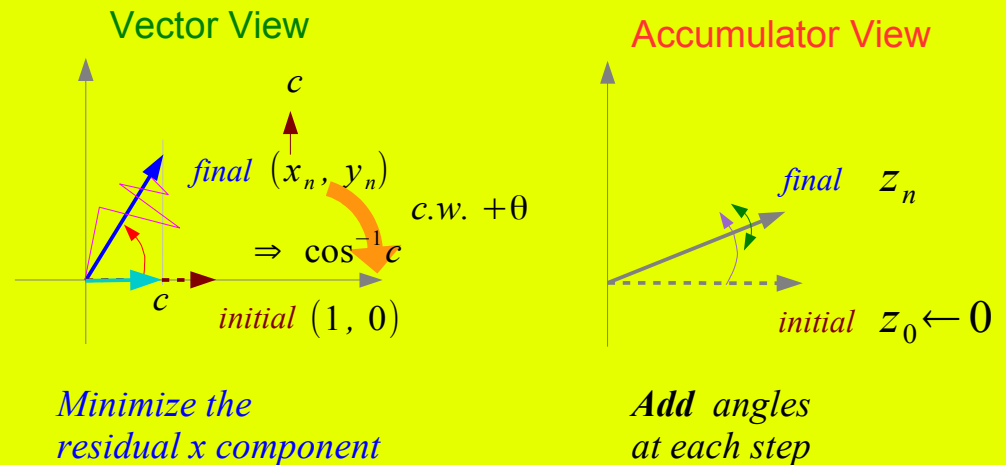
$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } x_i > c$$

$$d_i = -1 \quad \text{otherwise}$$



$$y_n = \sqrt{(A_n \cdot y_0)^2 - c^2}$$

$$x_n = c$$

$$z_n = z_0 + \cos^{-1}\left(\frac{c}{A_n \cdot y_0}\right)$$

$$A_n = \prod_{i=1}^n \sqrt{1 + 2^{-2i}}$$

# I. Linear Functions (1)

## Rotation Mode

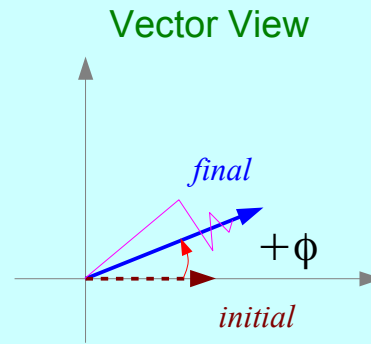
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

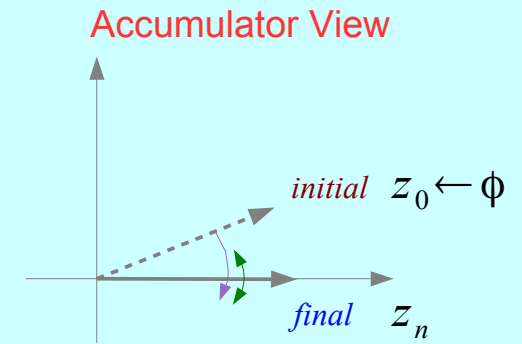
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle



Subtract angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$x_{i+1} = x_i - \mathbf{0} \cdot y_i \cdot d_i \cdot 2^{-i} = x_i$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot (2^{-i})$$

$$x_n = A_n \begin{bmatrix} x_0 \cos z_0 - y_0 \sin z_0 \\ y_0 \cos z_0 + x_0 \sin z_0 \end{bmatrix}$$

$$y_n = A_n \begin{bmatrix} x_0 \cos z_0 - y_0 \sin z_0 \\ y_0 \cos z_0 + x_0 \sin z_0 \end{bmatrix}$$

$$z_n = 0$$

$$x_n = x_0$$

$$y_n = y_0 + x_0 z_0$$

$$z_n = 0$$

# I. Linear Functions (2)

## Vectoring Mode

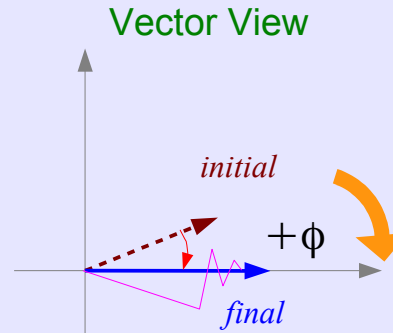
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

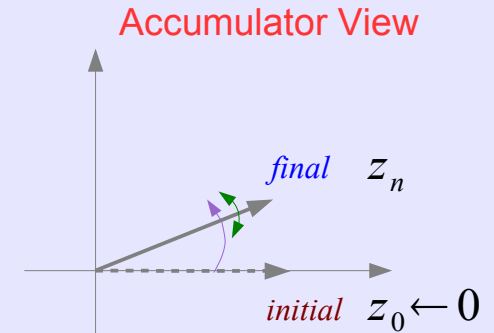
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component



Add angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$x_{i+1} = x_i - \mathbf{0} \cdot y_i \cdot d_i \cdot 2^{-i} = x_i$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot (2^{-i})$$

$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

$$x_n = x_0$$

$$y_n = 0$$

$$z_n = z_0 - (y_0/x_0)$$

# J. Hyperbolic Functions (1)

## Rotation Mode

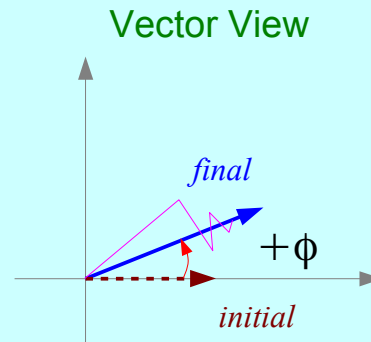
$$z_0 \leftarrow \phi \quad (\text{desired angle})$$

$$z_n \rightarrow 0$$

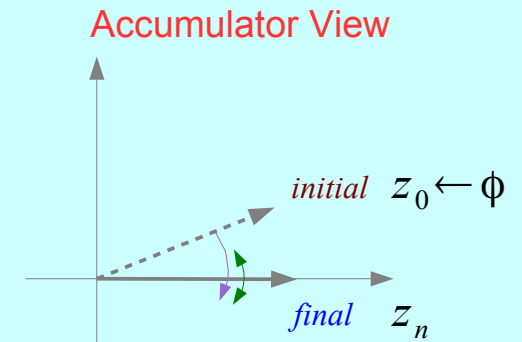
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = -1 \quad \text{if } z_i < 0$$

$$d_i = +1 \quad \text{otherwise}$$



Minimize the residual angle



Subtract angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$x_{i+1} = x_i + y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \mathbf{tanh}^{-1}(2^{-i})$$

$$x_n = A_n [x_0 \cos z_0 - y_0 \sin z_0]$$

$$y_n = A_n [y_0 \cos z_0 + x_0 \sin z_0]$$

$$z_n = 0$$

$$x_n = A_n [x_0 \mathbf{cosh} z_0 - y_0 \mathbf{sinh} z_0]$$

$$y_n = A_n [y_0 \mathbf{cosh} z_0 + x_0 \mathbf{sinh} z_0]$$

$$z_n = 0$$

# J. Hyperbolic Functions (1)

## Vectoring Mode

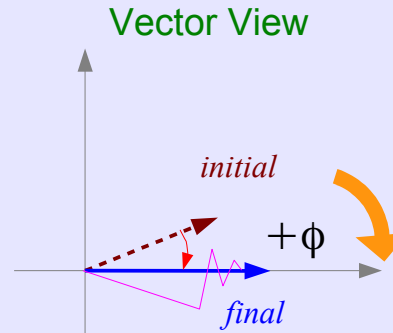
$$z_0 \leftarrow 0$$

$$z_n \rightarrow z_0 + \tan^{-1}(y_0/x_0)$$

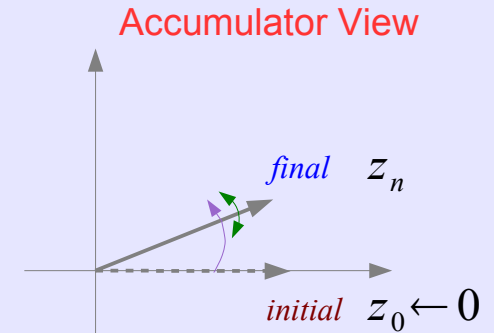
$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$d_i = +1 \quad \text{if } y_i < 0$$

$$d_i = -1 \quad \text{otherwise}$$



Minimize the residual y component



Add angles at each step

$$x_{i+1} = x_i - y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \tan^{-1}(2^{-i})$$

$$x_{i+1} = x_i + y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot \mathbf{tanh}^{-1}(2^{-i})$$

$$x_n = A_n \sqrt{x_0^2 + y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \tan^{-1}(y_0/x_0)$$

$$x_n = A_n \sqrt{x_0^2 - y_0^2}$$

$$y_n = 0$$

$$z_n = z_0 + \mathbf{tanh}^{-1}(y_0/x_0)$$

# Unified CORDIC Iteration Eq

$$x_{i+1} = x_i - m \cdot y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot e_i$$

$$m = 1 \Rightarrow e_i = \tan^{-1}(2^{-i})$$

$$m = 0 \Rightarrow e_i = (2^{-i})$$

$$m = -1 \Rightarrow e_i = \mathbf{tanh}^{-1}(2^{-i})$$

$$\mathbf{tan} \alpha = \frac{\mathbf{sin} \alpha}{\mathbf{cos} \alpha}$$

$$\mathbf{tanh} \alpha = \frac{\mathbf{sinh} \alpha}{\mathbf{cosh} \alpha}$$

$$\mathbf{exp} \alpha = \mathbf{sinh} \alpha + \mathbf{cosh} \alpha$$

$$\mathbf{ln} \alpha = 2 \mathbf{tanh}^{-1}(y/x)$$

$$x = \alpha + 1$$

$$y = \alpha - 1$$

$$(\alpha)^{1/2} = (x^2 - y^2)^{1/2}$$

$$x = \alpha + 1/4$$

$$y = \alpha - 1/4$$

# Unified CORDIC Iteration Eq

$$x_{i+1} = x_i - m \cdot y_i \cdot d_i \cdot 2^{-i}$$

$$y_{i+1} = y_i + x_i \cdot d_i \cdot 2^{-i}$$

$$z_{i+1} = z_i - d_i \cdot e_i$$

$$m = 1 \Rightarrow e_i = \tan^{-1}(2^{-i})$$

$$m = 0 \Rightarrow e_i = (2^{-i})$$

$$m = -1 \Rightarrow e_i = \mathbf{\tanh}^{-1}(2^{-i})$$

$$\mathbf{\cosh} i x = \frac{1}{2}(e^{ix} + e^{-ix}) = \cos x$$

$$\mathbf{\sinh} i x = \frac{1}{2}(e^{ix} - e^{-ix}) = i \sin x$$

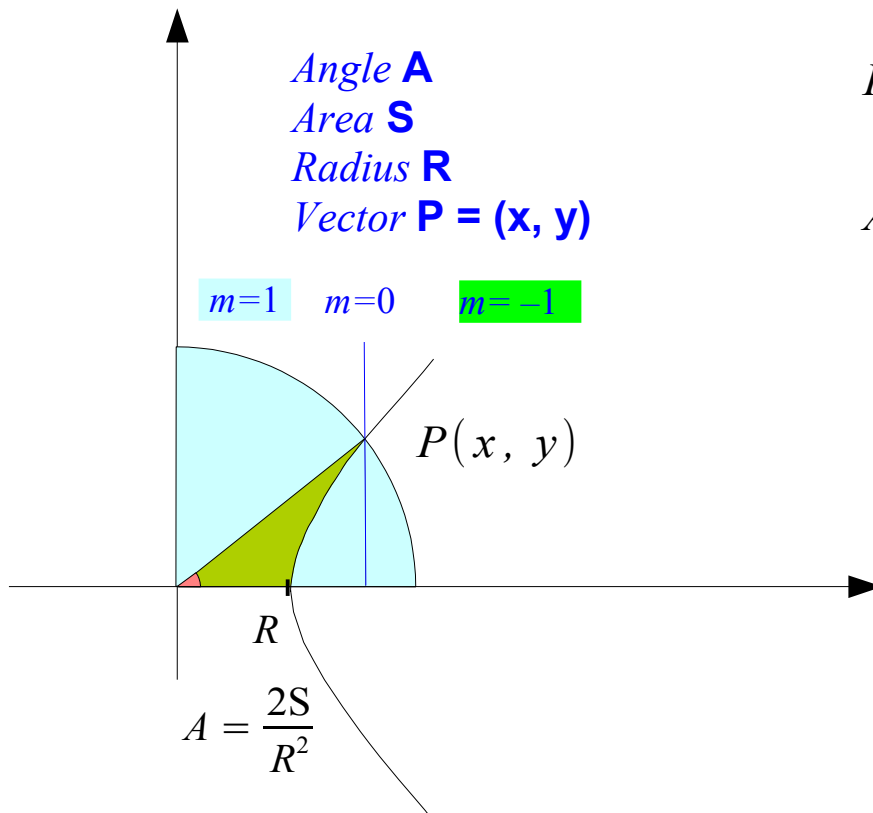
$$\mathbf{\tanh} i x = \frac{(e^{ix} + e^{-ix})}{(e^{ix} - e^{-ix})} = i \tan x$$

$$\mathbf{\cosh} x = \frac{1}{2}(e^x + e^{-x}) = \cos i x$$

$$\mathbf{\sinh} x = \frac{1}{2}(e^x - e^{-x}) = -i \sin i x$$

$$\mathbf{\tanh} x = \frac{(e^x + e^{-x})}{(e^x - e^{-x})} = -i \tan i x$$

# 2S = A (Area:S Angle:A)



$$R = (x^2 + y^2)^{1/2}$$

$$A = \tan^{-1}\left(\frac{y}{x}\right)$$

$$R = (x^2 - y^2)^{1/2}$$

$$A = -i \tan^{-1}\left(i \frac{y}{x}\right) = \mathbf{\tanh^{-1}\left(\frac{y}{x}\right)}$$

$$R = x$$

$$A =$$



# Unified CORDIC Iteration Eq

$$P=(x, y)$$

$$R = \sqrt{x^2 + m y^2}$$

$$A = \frac{1}{\sqrt{m}} \tan^{-1} \left( \sqrt{m} \frac{y}{x} \right)$$

$$P_{i+1}=(x_{i+1}, y_{i+1}) \rightarrow P_i=(x_i, y_i)$$

$$x_{i+1} = x_i + m y_i \delta_i$$

$$y_{i+1} = y_i - x_i \delta_i$$

$$A_{i+1} = A_i - \alpha_i$$

$$R_{i+1} = R_i \cdot K_i$$

$$\alpha_i = \frac{1}{\sqrt{m}} \tan^{-1} (\sqrt{m} \delta_i)$$

$$K_i = \sqrt{1 + m \delta_i^2}$$

$$A_n = A_0 - \alpha$$

$$R_n = R_0 \cdot K$$

$$\alpha = \sum_{i=0}^{n-1} \alpha_i$$

$$K = \prod_{i=0}^{n-1} K_i$$

# Unified CORDIC Iteration Eq

$$A_{i+1} = A_i - \alpha_i \quad \alpha_i = \frac{1}{\sqrt{m}} \tan^{-1}(\sqrt{m} \delta_i)$$

$$R_{i+1} = R_i \cdot K_i \quad K_i = \sqrt{1 + m \delta_i^2}$$

$$A_{i+1} = A_i - \frac{1}{\sqrt{m}} \tan^{-1}(\sqrt{m} \delta_i)$$

$$R_{i+1} = R_i \cdot \sqrt{1 + m \delta_i^2}$$

$$m = +1$$

$$x_{i+1} = x_i + y_i \delta_i$$

$$y_{i+1} = y_i - x_i \delta_i$$

$$A_{i+1} = A_i - \tan^{-1}(\delta_i)$$

$$R_{i+1} = R_i \cdot \sqrt{1 + \delta_i^2}$$

$$m = -1$$

$$x_{i+1} = x_i - y_i \delta_i$$

$$y_{i+1} = y_i - x_i \delta_i$$

$$A_{i+1} = A_i + i \tan^{-1}(i \delta_i)$$

$$R_{i+1} = R_i \cdot \sqrt{1 - \delta_i^2}$$

$$m = 0$$

$$x_{i+1} = x_i$$

$$y_{i+1} = y_i - x_i \delta_i$$

$$A_{i+1} = A_i - \delta_i$$

$$R_{i+1} = R_i$$

# Unified CORDIC Iteration Eq

$$m = -1 \Rightarrow e_i = \mathbf{tanh}^{-1}(2^{-i})$$

$$\mathbf{cosh} \, i x = \frac{1}{2}(e^{ix} + e^{-ix}) = \cos x$$

$$\mathbf{sinh} \, i x = \frac{1}{2}(e^{ix} - e^{-ix}) = i \sin x$$

$$\mathbf{tanh} \, i x = \frac{(e^{ix} + e^{-ix})}{(e^{ix} - e^{-ix})} = i \tan x$$

$$\mathbf{cosh} \, x = \frac{1}{2}(e^x + e^{-x}) = \cos i x$$

$$\mathbf{sinh} \, x = \frac{1}{2}(e^x - e^{-x}) = -i \sin i x$$

$$\mathbf{tanh} \, x = \frac{(e^x + e^{-x})}{(e^x - e^{-x})} = -i \tan i x$$

# Unified CORDIC Iteration Eq

---

## References

- [1] <http://en.wikipedia.org/>
- [2] CORDIC FAQ, [www.dspguru.com](http://www.dspguru.com)
- [3] R. Andraka, A survey of CORDIC algorithms for FPGA based computers
- [4] J. S. Walther, A Unified Algorithm for Elementary Functions