

Dynamic Dual Fixed-Point CORDIC Implementation

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Main Contributions



- Extra layer of flexibility added to Dual Fixed Point (DFX) CORDIC: Run-time reconfiguration of DFX CORDIC allow for Dynamic DFX CORDIC implementation.
- Methodology for self-reconfiguration based on user input and output data: The run-time reconfigurable embedded system swaps hardware configurations based on external requirements and arithmetic overflow (issued via an interrupt).
- Comparison with CORDIC architectures on DFX, FX, and FP arithmetic: This is to assess whether the hardware and software overhead of DDFX CORDIC is justified by the dynamic range and accuracy improvements.



Dynamic DFX CORDIC



- **DDFX**: Set of DFX formats sharing the same word-length
 - Example: [32 26 4 6]: It includes DFX formats that guarantee increasing range of values between DFX formats:

[32 26 20], [32 18 12], [32 10 4].

- DFX format: [n p₀ p₁]: It can thought as two FX formats [n − 1 p₀] and [n − 1 p₁], where p₀ > p₁.
- DDFX: Implemented by modifying the DFX format at run-time.



DDFX CORDIC: It uses the DFX CORDIC hardware.

- DFX format: Adjusted (vary p₀ and p₁, n fixed) by altering the combinational logic that depends on p₀ and p₁: this is the run-time alterable area (green-shaded).
- Overflow: Issued to request a numerical format with higher dynamic range.



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DDFX CORDIC

Self-reconfigurable Embedded System

- DFX CORDIC is placed as an AXI4 peripheral in an embedded system inside the XC7Z010 Zynq-7000 PSoC.
- Overflow, done: Connected to interrupt sources to trigger run-time reconfiguration





Run-time management

- DDFX CORDIC: Implemented by run-time swapping DFX CORDIC cores based on a State Diagram.
- State Diagram: Implemented as software routine. It specifies transitions to different DFX formats based on overflow and user input.

Experimental Setup



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- Functions tested: atan(x), $A_n\sqrt{x^2 + y^2}$. T=50.
- Input domains: They were selected so that the State Diagram can transition forward and backward across all states.
- DDFX formats tested (32 and 24 bits), along with the DFX, FX, FP CORDIC realization we perform comparisons against:

DDFX Format	Set of DFX formats	Range of Values	Max/Min Resolution	Dynamic Range	DFX	FX	FP
[32 26 4 6]	[32 26 20]	$[-2^{26}, 2^{26} - 2^{-4}]$	1.49×10^{-8} 6.25×10^{-2}	313.07dB	[32 10 4]	[32 4]	
	[32 18 12]						32-bit
	[32 10 4]						
[32 29 1 8]	[32 29 21]	$[-2^{29}, 2^{29} - 2^{-1}]$	1.86×10^{-9} 5×10^{-1}	349.12dB	[32 9 1]	[32 1]	
	[32 19 11]						32-bit
	[32 9 1]						
[24 20 4 4]	[24 20 16]	$[-2^{18}, 2^{18} - 2^{-4}]$	9.54×10^{-7} 6.25×10^{-2}	228.78dB	[24 8 4]	[24 4]	24-bit
	[24 14 10]						FW-7
	[24 8 4]						FW:16
[24 23 1 6]	[24 23 17]	$[-2^{21}, 2^{21} - 2^{-1}]$	1.19×10^{-7} 5×10^{-1}	264.91dB	[24 7 1]	[24 1]	24-bit
	[24 15 9]						FW/•7
	[24 7 1]						FW:16

Results



Accuracy (Relative Error)

- Increasing monotonic domains: Note how states transition from states 1 to 3. State transitions are caused by output overflow.
- DDFX looks more accurate most of the time (even when using 24 bits) than single-precision FP. However, DDFX is less accurate than FP when output values are very large.



Results



Accuracy (Relative Error)

- Non-monotonic domains: disjoint piece-wise vectors. This forces the States to transition back and forth between 1 and 3.
- For FP, relative error is steady. DDFX is more accurate than FP except in some cases with State 3 (with large output values).

