

Table of Contents

Preface vii

Acknowledgments xiii

1 Errors, Range Reduction, and Rounding 1

1.1 Errors 2

1.1.1 Computation errors 5

1.1.2 Propagated errors 7

1.1.3 Iterative algorithms 10

1.2 Range reduction 11

1.3 Rounding 18

2 Redundant Representations and High-Speed Arithmetic 21

2.1 Redundant number representations 23

2.1.1 Carry-save representation 24

2.1.2 Redundant signed-digit representation 26

2.2 High-speed multiplication 35

2.2.1 Multiplier recoding 35

2.2.2 Squaring 42

2.3 High-speed division 43

2.3.1 Multiplicative normalization 44

2.3.2 Additive normalization 62

2.3.3 SRT 69

2.3.4 Very high radix 89

3 CORDIC 93

3.1	Trigonometric functions	94
3.2	Inverse trigonometric functions	106
3.3	Hyperbolic functions and inverses	113
3.4	Linear functions	120
3.5	Errors and datapath precision	124
3.6	Implementation	126
4	High-Performance CORDIC	131
4.1	De Lugish CORDIC	132
4.2	Correcting-Rotations CORDIC	137
4.3	Branching CORDIC	139
4.4	Differential CORDIC	143
4.5	Double-Rotations CORDIC	147
4.6	High-radix CORDIC	151
4.7	Very-high-radix CORDIC	162
5	Normalization Algorithms	167
5.1	Normalization constants	169
5.2	Reciprocals	171
5.3	Exponential and logarithm functions	174
5.3.1	Exponential	175
5.3.2	Logarithm	180
5.4	Trigonometric functions and inverses	184
5.5	Square root and inverse	187
5.6	High-performance exponential and logarithm	194

5.6.1	Early termination and zero skipping	194
5.6.2	Redundant representation and high radix	200
5.6.3	Very-high-radix computation	215
6	Polynomial and Rational-Function Approximations	223
6.1	Quality of approximation	224
6.2	Taylor series	227
6.3	Chebyshev polynomials	236
6.4	Legendre polynomials	246
6.5	Interpolation	247
6.6	Rational functions	254
7	Table Lookup and Segmented Polynomial Approximations	261
7.1	Polynomial-based table lookup	264
7.1.1	Bipartite tables	265
7.1.2	Multipartite tables	271
7.1.3	Addition-Table lookup-Addition	285
7.2	Table-driven polynomial approximation	295
7.3	Segmented polynomial approximation	300
7.3.1	Uniform segmentation	301
7.3.2	Segment boundaries and numbers	308
7.3.3	Hierarchical segmentation	310
7.3.4	LUT cascades	315
7.3.5	Address remapping	317
7.3.6	Errors	321

8 Reciprocals, Square Roots, and Inverse Square Roots	329
8.1 Polynomial approximations	330
8.2 Reciprocals	334
8.2.1 Newton-Raphson method	334
8.2.2 Goldschmidt normalization	342
8.3 Square root and inverse	349
8.3.1 Newton-Raphson method and variations	349
8.3.2 Goldschmidt normalization	356
8.3.3 Multiplicative normalization: non-redundant digit set	359
8.3.4 Multiplicative normalization: redundant digit set	362
8.3.5 Additive normalization: redundant digit set	369
8.3.6 "SRT" algorithms	377
8.3.7 High-radix computation	389
References	397
Index	411