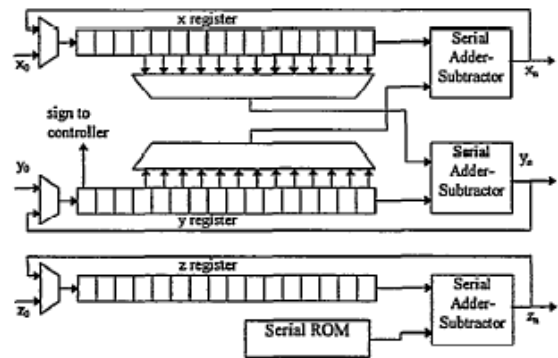


# A survey of CORDIC algorithms for FPGA based computers

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**Area:** Applications



If you ever needed to know how to build efficient circuits for doing transcendental functions in an FPGA you would have likely studied this paper.

In 1998, programmable DSP chips were commonly used for signal processing and the state-of-the-art devices had about 128KB of on-chip SRAM and 100 MIPS of performance. FPGAs were providing the opportunity to build hardware signal processing systems that were not possible using a programmable DSP chip and much easier to build than an ASIC. The FPGAs of 1998 were much smaller than today, having on the order of a thousand four-input LUTs for the Xilinx 4013E mentioned in this paper. Efficient and small implementations of DSP functions and operations were essential.

This well-known paper by Andraka has long been a common starting point for FPGA designers building signal processing algorithms in hardware. DSP requires transcendental functions like *sine* and *cosine*, and computing them in hardware is not as straightforward as calling the appropriate, vendor-provided library functions when writing a software implementation. With signal processing developers familiar with using programmable DSP technology beginning to explore the use of FPGA technology, this paper served to educate this new community that different architectural solutions were required to implement hardware DSP. More specifically, the paper provided an overview of the theory of CORDIC algorithms, which are based on shift and add operations and therefore, highly suited to implementation on FPGAs. Some example circuits for FPGAs were presented for several devices of the day.

Unlike the typical application paper, where the usual subject is the description of a specific application implemented on an FPGA, this paper targeted a community of application developers. Educating the community is what a good survey paper should do. On the other hand, there are many equations that make it a challenge to read all the details.

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