

Square Root - Direct Method

In IEEE floating point standard a real number is represented as :

$$(-1)^S \times M \times 2^E$$

In 32-bit representation :

$$S \in \{0, 1\}$$

$$M \in [1, 2[$$

$$E \in \{-126, \dots, 127\}$$

$$\text{Or } M \in [0, 2[$$

$$\text{if } E = -127$$

normal

sub-normal



Digital Design

February 2017

Square Root - Direct Method

Let R be a positive real number ($S = 0$) $R = (-1)^S \times M \times 2^E$

We seek to calculate the positive real number \sqrt{R}

$$\sqrt{R} = (-1)^S \times \sqrt{M} \times 2^{E/2}$$

$\frac{E}{2}$ is easy to calculate ... except when E is **odd**



Digital Design

February 2017

Square Root - Direct Method

To help the calculation of \sqrt{R}

the representation of R must be changed into

$$R = (-1)^S \times M' \times 2^{2E'}$$

where $S = 0$

$$E' = \text{Int} \left(\frac{E}{2} \right)$$

$$M' \in [0, 4[$$

Then $\sqrt{R} = (-1)^S \times \sqrt{M'} \times 2^{E'}$ with $\sqrt{M'} \in [0, 2[$



Digital Design

February 2017

Square Root - Direct Method

However, when $M' \in [0, 1[$ the calculation of $\sqrt{M'}$ may lead to a loss of precision

Therefore if $M' = 0$ $\sqrt{M'} = 0$

and if $M' \in]0, 1[$ E' is decreased and M' is $\times 2$ until it can fit within $[1, 4[$



Digital Design

February 2017

Square Root - Direct Method

Then, the problem can be stated as :

Given a positive real number $A \in [1, 4[$
we seek to calculate X_{Th} such as $X_{Th} = \sqrt{A}$ $X_{Th} \in [1, 2[$

Let X_n be an approximation of X_{Th} coded on $n+1$ bits

$$X_n = \sum_{j=0}^n x_{-j} \times 2^{-j} \quad \text{such as } X_n^2 \leq A < (X_n + 2^{-n})^2$$



We propose to calculate X_n digit-by-digit

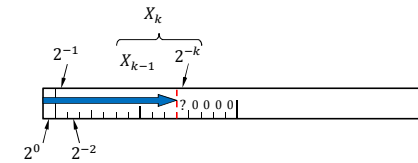
Digital Design

February 2017

Square Root - Direct Method

$$\text{Let } X_{k-1} = \sum_{j=0}^{k-1} x_{-j} \times 2^{-j} \quad \text{such as}$$

$$X_{k-1}^2 \leq A < (X_{k-1} + 2^{-(k-1)})^2$$



Digital Design

February 2017

Square Root - Direct Method

$$\text{Let } X_k = \sum_{j=0}^k x_{-j} \times 2^{-j} \quad \text{such as } X_k^2 \leq A < (X_k + 2^{-k})^2$$

At each iteration X_k is obtained from X_{k-1}

$$X_k = X_{k-1} + x_{-k} 2^{-k} \quad x_{-k} \in \{0, 1\}$$

2^{-k} is denoted W_k



Digital Design

February 2017

Square Root - Direct Method

$$X_k^2 \leq A < (X_k + 2^{-k})^2$$

$$0 \leq A - X_k^2 < (X_k + 2^{-k})^2 - X_k^2 \quad \text{Let } \Delta_k = A - X_k^2$$

$$0 \leq \Delta_k < 2^{-k}(2X_k + 2^{-k})^2 \quad \text{yet } X_k < 2$$

$$\text{and } X_k + 2^{-k} \leq 2$$

$$\text{then } 0 \leq \Delta_k < 4 \times 2^{-k}$$

- $0 \leq \Delta_0 < 4$
- At each iteration the upper bound of Δ_k is divided by 2



Digital Design

February 2017

Square Root - Direct Method

$$\Delta_k = A - X_k^2$$

$$\Delta_k = A - (X_{k-1} + x_{-k}2^{-k})^2$$

$$\Delta_k = A - (X_{k-1}^2 + 2x_{-k}2^{-k}X_{k-1} + x_{-k}2^{-k}2^{-k})$$

$$\Delta_k = \Delta_{k-1} - x_{-k}2^{-k}(2X_{k-1} + 2^{-k})$$

$$2^k \Delta_k = 2^k \Delta_{k-1} - x_{-k}(2X_{k-1} + 2^{-k}) \quad \text{Let } D_k = 2^k \Delta_k$$

$$D_k = 2D_{k-1} - x_{-k}(2X_{k-1} + 2^{-k}) \quad x_{-k} = \begin{cases} 0 & \text{such as } 0 \leq D_k \\ 1 & \end{cases}$$



Digital Design

February 2017

Square Root - Direct Method

$$D_k = 2D_{k-1} - x_{-k}(2X_{k-1} + 2^{-k}) \quad x_{-k} = \begin{cases} 0 & \text{such as } 0 \leq D_k \\ 1 & \end{cases}$$

Iteration scheme :

$$\begin{cases} D_k = 2(D_{k-1} - x_{-k}(X_{k-1} + 2^{-k-1})) \\ X_k = X_{k-1} + x_{-k}2^{-k} \end{cases} \quad x_{-k} = \begin{cases} 0 & \text{such as } 0 \leq D_k \\ 1 & \end{cases}$$



Digital Design

February 2017

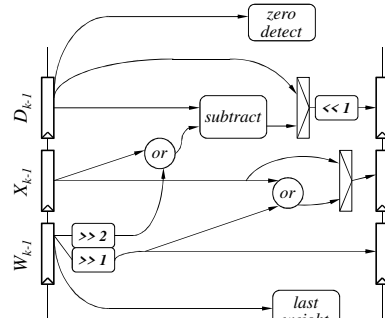
Square Root - Direct Method

Implementation

$$D_k = 2(D_{k-1} - x_{-k}(X_{k-1} + 2^{-k}W_{k-1}))$$

$$X_k = X_{k-1} + x_{-k}2^{-k}W_{k-1}$$

$$W_k = 2^{-k} = 2^{-1}W_{k-1}$$

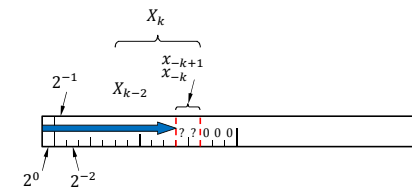


Digital Design

February 2017

Square Root - Direct Method - Improvement

$$X_k = X_{k-2} + (2x_{-k+1} + x_{-k})2^{-k} \quad \text{radix 4}$$



Digital Design

February 2017

Square Root - Direct Method - Improvement

$$x_{-k+1} = 0, x_{-k} = 0 \begin{cases} D_k = 4 D_{k-2} \\ X_k = X_{k-2} \end{cases} \quad \text{radix 4}$$

$$x_{-k+1} = 0, x_{-k} = 1 \begin{cases} D_k = 4(D_{k-2} - 1/2(X_{k-2} + 1 \times 2^{-k-1})) \\ X_k = X_{k-2} + 1 \times 2^{-k} \end{cases}$$

$$x_{-k+1} = 1, x_{-k} = 0 \begin{cases} D_k = 4(D_{k-2} - (X_{k-2} + 2 \times 2^{-k-1})) \\ X_k = X_{k-2} + 2 \times 2^{-k} \end{cases}$$

$$x_{-k+1} = 1, x_{-k} = 1 \begin{cases} D_k = 4(D_{k-2} - 3/2(X_{k-2} + 3 \times 2^{-k-1})) \\ X_k = X_{k-2} + 3 \times 2^{-k} \end{cases}$$

Digital Design

February 2017

Square Root - Direct Method - Improvement

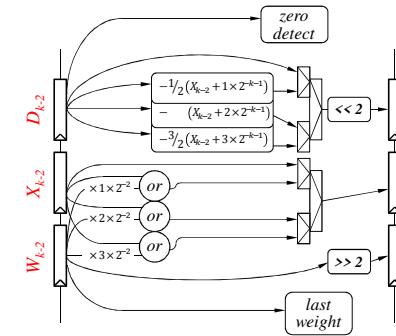
Implementation

$$\begin{cases} D_k = 4 D_{k-2} \\ X_k = X_{k-2} \end{cases}$$

$$\begin{cases} D_k = 4(D_{k-2} - 1/2(X_{k-2} + 1 \times 2^{-k-1})) \\ X_k = X_{k-2} + 1 \times 2^{-k} \end{cases}$$

$$\begin{cases} D_k = 4(D_{k-2} - (X_{k-2} + 2 \times 2^{-k-1})) \\ X_k = X_{k-2} + 2 \times 2^{-k} \end{cases}$$

$$\begin{cases} D_k = 4(D_{k-2} - 3/2(X_{k-2} + 3 \times 2^{-k-1})) \\ X_k = X_{k-2} + 3 \times 2^{-k} \end{cases}$$



Digital Design

February 2017