

$$S = X^Y, \text{ WHERE } X, Y \in \mathbb{R}$$

BECAUSE computers cannot actually resolve all real numbers, we are justified in approximating any real (and computer-compatible) number as:

$$X = (-1)^m \left(\frac{a}{b}\right)$$

$$Y = (-1)^n \left(\frac{c}{d}\right), \text{ WHERE } m, n = 0 \text{ or } 1, a, b, c, d \text{ INTEGERS } > 0$$

Except in the (trivial) case where  $x$  or  $y = 0$ , any floating-point number can be resolved as a ratio of positive integers and a  $(-1)$ , when needed. For example:

$$3.14159 = \frac{314159}{100000}$$

Using exponent rules, the real number exponent operation can be decomposed as follows:

$$S = \left[(-1)^m \frac{a}{b}\right]^{(-1)^n \frac{c}{d}}$$

$$S = \left[(-1)^m\right]^{(-1)^n \frac{c}{d}} \left[\frac{a}{b}\right]^{(-1)^n \frac{c}{d}}$$

$$S = \left\{ \left[(-1)^m\right]^{(-1)^n \frac{c}{d}} \right\} \left\{ \left[\frac{a}{b}\right]^{(-1)^n \frac{c}{d}} \right\} = \{T_1\} \{T_2\} \{T_3\}$$

Beginning with the first of three major terms, the four permutations of  $m$  and  $n$  are:

$$\begin{array}{ll} m = 0: (-1)^0 = 1 & m = 1: (-1)^1 = -1 \\ n = 0: (-1)^0 = 1 & n = 1: (-1)^1 = -1 \end{array}$$

$$\begin{array}{ll} m = 1: (-1)^{-1} = -1 & m = 0: (-1)^0 = 1 \\ n = 1: (-1)^{-1} = -1 & n = 1: (-1)^1 = -1 \end{array}$$

In the trivial case that  $m=0$  (i.e.  $X$  is positive), the entire first term works out to 1, and the result  $S$  is guaranteed to be real. If  $X$  is negative, however, there are some conditions that result in nonreal answers.

If  $c$  is even, then the  $-1$  is flipped positive and the first term works out to 1. However, if  $c$  is odd, then the first term becomes:

$$T_1 = [(-1)^{\frac{c}{d}}]$$



In order to resolve the  $d$ th-root of  $-1$ , we first represent  $-1$  as a complex number using de Moivre's theorem:

In polar form, a complex number is described by:

$$\begin{aligned} z &= r(\cos x + i \sin x) \\ -1 + i0 &= 1(\cos \pi + i \sin \pi) \quad (r = 1, x = \pi) \\ -1 &= 1(-1) + i0 \\ -1 &= -1 \end{aligned}$$

An extension of de Moivre's theorem states that:

$$r^{1/n} \left[ \cos\left(\frac{x+2\pi k}{n}\right) + i \sin\left(\frac{x+2\pi k}{n}\right) \right]$$

Complex numbers have  $n$   $n$ th roots, and  $0 \leq k \leq n-1$  are used to compute each one. For our purposes, we are justified in taking the first convenient one,  $k=0$ . Using this and returning to the definitions of our particular problem:

$$T_1 = (-1)^{1/d} = (1)^{1/d} \left[ \cos\left(-\frac{\pi}{d}\right) + i \sin\left(-\frac{\pi}{d}\right) \right]$$

$$T_1 = (-1)^{1/d} = \cos\left(-\frac{\pi}{d}\right) + i \sin\left(-\frac{\pi}{d}\right)$$

Cosine and sine both have very well-defined Taylor series expansions, which means  $T_1$  can be computed easily.

To compute the second and third terms, it is useful to recognize the fact that they can be treated similarly, both being positive integers.

If  $n = 0$ :  $(a')^{c/d}, (b')^{c/d}$

If  $n = 1$ :  $(1/a)^{c/d}, (1/b)^{c/d}$

Therefore, there is always going to be a  $1/$  term to deal with. However, using the power of a quotient rule:

$$\left(-\frac{1}{a}\right)^{\frac{c}{d}} = -\frac{1}{a^{\frac{c}{d}}}$$

Thus, both  $T_2$  and  $T_3$  can both be calculated the same way, and if one of them is a  $1/$  term, then it can be reckoned with as a final step.

The full decomposition is (ignoring a  $-1$  exponent, as it has been shown to be a trivial step):

$$\begin{aligned} T_2 &= a^{c/d} \\ \ln(T_2) &= \ln(a^{c/d}) \\ \ln(T_2) &= \frac{c}{d} \ln a \\ e^{\ln(T_2)} &= T_2 = e^{\frac{c}{d} \ln a} \end{aligned}$$

It is important to note that, because of the constraints put on  $a$ ,  $b$ ,  $c$ , and  $d$  (that is, that they are integers  $> 0$ ), the use of the natural logarithm is legal under its particular domain.



To finally resolve  $T_2$  (and  $T_3$ , by extension), first the natural log must be calculated. To do so, we use Halley's method, which is an augmented form of Newton's method:

$$y = \ln x$$
$$y_{n+1} = y_n + 2 \left( \frac{x - e^{y_n}}{x + e^{y_n}} \right)$$

This will converge rather quickly, with high precision. Obviously, a method for the natural exponent is also needed, and there is a convenient power series expansion that will also converge very quickly:

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!}$$

What the preceding groundwork ultimately accomplishes is decomposing the real number exponent, in any possible computer-understandable form, into a set of smaller computations that are easily programmed into a computer. Every computation needed relies only on:

- Addition, subtraction, multiplication, division
- Whole number, positive exponents (repeated multiplication)
- Direct case checking (i.e.  $m=0$ ,  $T_1=1$ )
- "infinite" series (that break on convergence)

Of course, it remains to be seen whether the efficiency of these methods are within acceptable bounds.



$$T_1 = (-1)^{1/d}$$

$$z = r(\cos x + i \sin x)$$

~~$$1 + 0j = r(\cos x + i \sin x)$$~~

~~$$\Rightarrow x = 0, \pi, 2\pi, \dots$$~~

~~$$\Rightarrow r = 1$$~~

~~$$1 + 0j = (-1)(\cos 0 + i \sin 0)$$~~

~~$$z^{1/n} = r^{1/n} \left( \cos \frac{x + 2\pi k}{n} + i \sin \frac{x + 2\pi k}{n} \right)$$~~

$$\Rightarrow r = 1, x = \pi$$

De Moivre's Thm:

$$1 + 0j = (1)(\cos \pi + i \sin \pi) = -1 \quad \checkmark$$

$$z^{1/n} = r^{1/n} \left( \cos \frac{\pi + 2\pi k}{n} + i \sin \frac{\pi + 2\pi k}{n} \right)$$

Take  $k=0$

$$(-1)^{1/d} = (1)^{1/d} \left( \cos \left( \frac{\pi}{n} \right) + i \sin \left( \frac{\pi}{n} \right) \right)$$

$$(-1)^{1/d} = \cos \left( \frac{\pi}{n} \right) + i \sin \left( \frac{\pi}{n} \right)$$

$$v = a^{1/d} = (a)^{1/d}$$

$$\ln v = \ln (a)^{1/d}$$

$$e^{\ln v} = e^{\ln a^{1/d}}$$

$$x^{2.5} = x^{2+0.5} = x^2 x^{0.5}$$

$$\ln(a^c)$$