

Assignment 2 - Design.pdf

newton.c

#define Counter

int sqrt-newton(x) {

z = 0.0

y = 1.0

while (abs(y-z) > epsilon)

z = y

y = 0.5 * (z + x/z)

return y

}

sqrt-newton-iter(x) { * all term/iter counts will follow this

counter += 1

return counter

e.c

Static Counter

ec {

k = 1.0

prevt = 0.0

while (abs(k - prevt) > Epsilon) {

prevt = (k * prevt)

y = 1/prevt

k += 1

e-terms {

return y

$\sqrt[2]{2} / 2^{k+1} \dots 3^k$

Madhava c

tt = sqrt-newton(12);

2^{k+1}

$k=0 = 1 + 2$

// finding 0th term

$3^0 = 1 \cdot 3$

bt = 1

nt = tt/bt

while (nt - pt) > Epsilon {

pt = nt

temp1 = (2 * k) + 1;

for (int i = 1; i < k; i++) {

temp2 = 3 * 3

}

bt = temp1 - temp2

nt = tt/bt

k += 1

}

return nt;

}

python (will have to switch)

$$\frac{x^{k-1}}{(k-1)!} \cdot \frac{x}{k}$$

* no loops so pt = k

* no for loop

euler.c

* the most compute one I have.

k=1 * beginning

pt=0 * previous term

while k > epsilon {

bottomFact = k * k * k^2

nt = 1 / bottomFact * $\frac{1}{k^2}$

x = pt + nt * $x = 0 + \frac{1}{k^2}$

pt = x * storing previous term

k += 1 * incrementing k

x = x * 0.6 * mult by 0.6 the summation

Sqrt(x) * $\sqrt{0.6 \cdot \sum \frac{1}{k^2}}$

return x

bfp.c

pi = bfp {

k = 1.0 * Set to first

pt = 0.0 * no previous

while (k - 0.0) > epsilon {

tt = (k * (120 * k + 151) + 47) * top term

bt = (k * (k * (k * (512 * k + 1024) + 712) + 194) + 15) * bottom term

pt = tt / bt * $\frac{tt}{bt}$

x = 1/16 * setting multiple 16^{-k}

for (int i = 1; i < k; i++) {

x = 1/16 * x * 16^{-i}

}

pt = x * pt * $16^{-k} \cdot \frac{tt}{bt}$

}

return pt

}

vieta.c

k = 1.0

pt = 0.0

while (abs(k - pt) > EPS) {

for (int i = 0; i < k; i++) {

pt = 2 + pt

pt = sqrt(pt)

}

pt = pt / 2

}

double x = 0.0

x = 2 / pt

return x