

Introduction to the exponential function

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One of the fundamental mathematical constants is Euler's number, e , which is a irrational number approximately equal to 2.71828. The proper definition is the sum of the infinite series:

$$e = \sum_{n=0}^{\infty} \frac{1}{n!} \quad (1)$$

Raising e to the power of some variable, x , one gets the exponential function $\exp(x) = e^x$. This is defined as the infinite series:

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!} \quad (2)$$

One of the most important properties of the exponential function, which makes it a unique function, is that it is equal to its derivative:

$$\frac{d}{dx} e^x = e^x \quad (3)$$

When it comes to computational calculations with the exponential function, the definition in (2) is quite useful. A processor knows how to calculate " e^x ", but it is much faster at addition, subtraction, multiplication and division. Hence, including the first ten or so terms will give a reasonable precision and speed up the processing time. That the precision is reasonable can be seen since the 11th term is $\frac{2^{11}}{11!} \approx 5,1 \cdot 10^{-5}$. An implementation of the exponential function could look like this:

```
double ex(double x){
  if (x<0) return 1/ex(-x);
  if (x>1./8) return pow(ex(x/2),2);
  return 1+x*(1+x/2*(1+x/3*(1+x/4*(1+x/5*(1+x/6*(1+x/7*(1+x/8*(1+x/9*(1+x/10)))))))));
}
```

This function first checks if the input is negative. If it is, it recalls the function with the numerical input, but returns the reciprocal value. This is smart because when x is negative one would need more terms of the infinite sum in (2) to get a precision that is as good as if x was positive. This is because of the alternating fashion introduced when x is negative.

The expansion in (2) is done around the point $x = 0$. As a consequence, it is most precise for values of x close to zero. This is taken care of by recalling the function with the input $x/2$ and then squaring the output. The arbitrary limit for when x is too large is set to $1/8$.

Lastly, the actual value of the sum is calculated with the first ten terms. It is written in a clever way that avoids squaring numbers and calculating factorials, which reduces the processing time.

In figure (1) the implemented function is plotted with the exponential function defined in `math.h`.

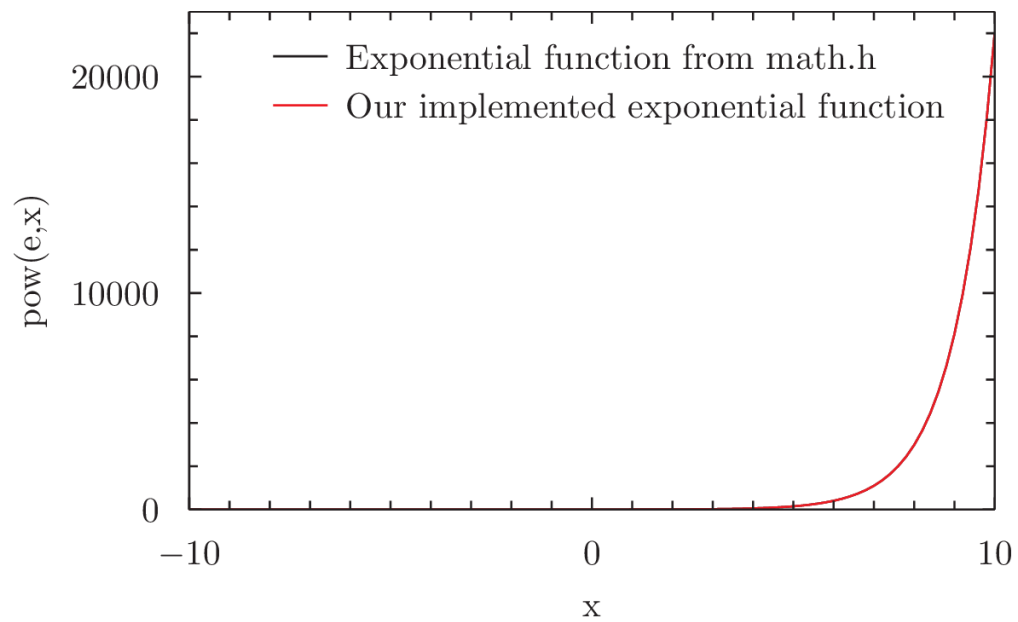


Figure 1: Our implementation of the exponential function plotted together with the exponential function given in math.h. As can be seen, our implementation is as precise as the one from math.h