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# Assignment 1

Shridhar Sharma — IMT2020065 Mayank Chadha — IMT2020045

Instructor: Prof. G.Srinivasaraghavan

Generating digits of  $\pi$  up to any given precision (number of decimal digits after the decimal point) using Borwein's Algorithm.

We could get 1000 correct digits in 9 iterations with the code running for 2.08 seconds on our laptop.

<u>NOTE</u>: Our code works correctly only upto Base  $2^{13}$ . For Base  $\geq 2^{14}$  integer overflow occurs, which is a hardware limitation.

For the Internal sub-parts of the assignment, we are comparing Correct Digits of  $\pi$  and Correct Digits of  $\sqrt{2}$  which are stored in tester.hpp to test them with our final output to ease the process of assignment checking.

We are using C++ because of its unique STL features such as Vector and its properties.

Algorithm used for:

Description

1

**Addition** - Addition Algorithm as taught in class.

**Subtraction** - Subtraction Algorithm as taught in class.

Multiplication - Both Karatsuba's Algorithm and Simple MUL algorithm as taught in class

**Division** - Division Algorithm as taught in class.

**Square Root** - Newton-Raphson Iterative method.

## 2 I/O and Commands

#### Inputs:

A Menu-driven interface is provided.

The internal Base used can be changed for rigorous code testing by modifying the "BASE" and "BASE\_BITS" macros defined in pi.hpp. We are currently using Base 2<sup>6</sup> for best performance.

#### **Outputs:**

The digits of  $\pi$  or  $\sqrt{2}$  are displayed on the screen with the precision and the correct number of digits. Also, the execution time is displayed.

Execution time varies according to the System Specifications.

#### Commands to Compile and Run our Code:

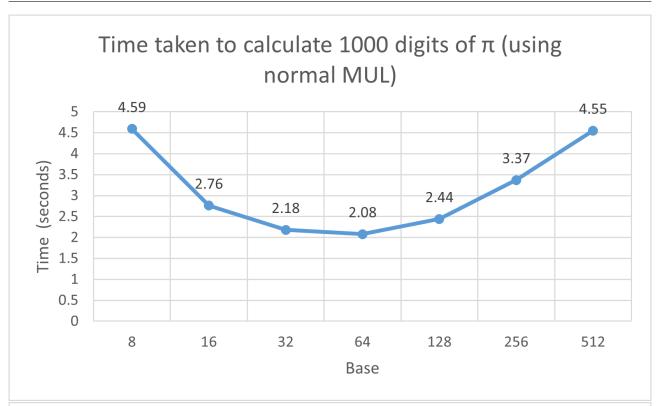
1 make

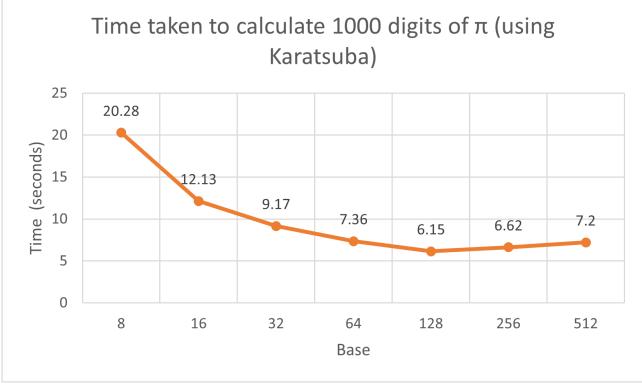
2 ./pi

### 3 Observations

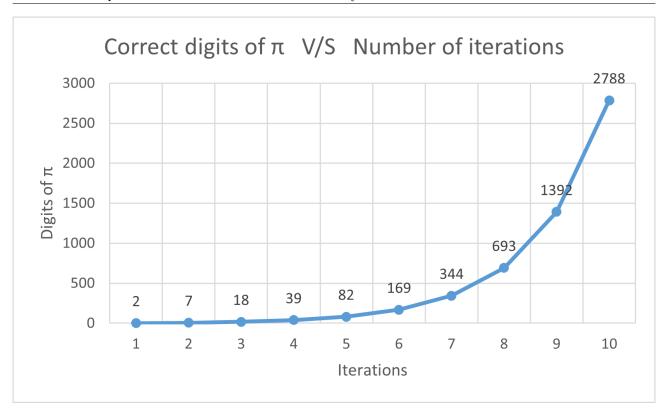
Some Graphs to help you interpret how some of the critical parameters vary with the execution of our code.











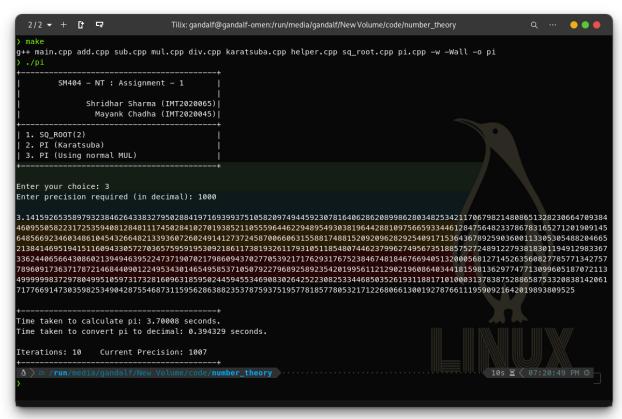


Figure 1: Sample I/O