This library implements two different methods for solving the equation $x \cdot \left(\frac{a}{b}\right)^x = \frac{c}{d}$:

- Function solveExact(a, b, c, d), which opts for accuracy over performance
- Function solveQuick(a, b, c, d), which opts for performance over accuracy

The solution to:

$$x\cdot \left(rac{a}{b}
ight)^x = rac{c}{d}$$

Can be computed via:

$$x = rac{W\Big(\logig(rac{a}{b}ig)\cdotrac{c}{d}\Big)}{logig(rac{a}{1}ig)}$$

Where W(z) computes a value of x which solves the equation $x \cdot e^x = z$.

The function $f(x) = x \cdot e^x$ reaches a global minimum at x = -1:

- $f'(x) = (x+1) \cdot e^x$ hence $f'(x) = 0 \iff x = -1$
- $f''(x) = (x+2) \cdot e^x$ hence f''(-1) = 1/e > 0

Since f(-1) = -1/e, the equation $x \cdot e^x = z$ has no solution for z < -1/e.

In order to handle the rest of the input domain, we split it into several sections.

When opting for accuracy, we split the input domain $z = \log\left(\frac{a}{b}\right) \cdot \frac{c}{d}$ into:

$$-1/e \dots 0 \left| \underbrace{0 \dots \infty} \right|$$

For $-1/e \le z < 0$, we approximate W(z) via the Newton-Raphson converging sequence:

$$\left\{egin{array}{l} y_0=-z \ y_{n+1}=rac{y_n^2+e^{y_n}\cdot z}{y_n-1} \end{array}
ight.$$

For $0 \le z < \infty$, we approximate W(z) via the Newton-Raphson converging sequence:

$$\left\{egin{array}{l} y_0 = egin{cases} z < 1 \ \log(z) & z \geq 1 \ \end{pmatrix} \ y_{n+1} = rac{y_n^2 \cdot e^{y_n} + z}{(y_n + 1) \cdot e^{y_n}} \end{array}
ight.$$

When opting for performance, we split the input domain $z = \log\left(\frac{a}{b}\right) \cdot \frac{c}{d}$ into:

$$\underbrace{-1/e \dots 0} \left| \underbrace{0 \dots 1/e} \right| \underbrace{1/e \dots 24 + 1/e} \left| \underbrace{24 + 1/e \dots \infty} \right|$$

 $\text{For } -1/e \leq z \leq +1/e \text{, you may observe that } W(z) = \frac{W\left(\log\left(\frac{a}{b}\right) \cdot \frac{c}{d}\right)}{\log\left(\frac{a}{b}\right)} = \frac{c}{d} \cdot \sum_{n=1}^{\infty} \frac{(-n)^{n-1}}{n!} \cdot \left(\log\left(\frac{a}{b}\right) \cdot \frac{c}{d}\right)^{n-1} \text{:}$

- For $-1/e \leq z \leq 0$, which implies that $a \leq b$, we compute $W(z) = \frac{c}{d} \cdot \sum_{n=1}^{\infty} \frac{(+n)^{n-1}}{n!} \cdot \left(\log\left(\frac{b}{a}\right) \cdot \frac{c}{d}\right)^{n-1}$
- For $0 \le z \le +1/e$, which implies that $a \ge b$, we compute $W(z) = \frac{c}{d} \cdot \sum_{n=1}^{\infty} \frac{(-n)^{n-1}}{n!} \cdot \left(\log\left(\frac{a}{b}\right) \cdot \frac{c}{d}\right)^{n-1}$

As you can see, when a=b, both formulas can be reduced to $W(z)=\frac{c}{d}$.

Note that as the value of z approaches -1/e, the value of W(z) approaches -1 but it never actually reaches there.

The function becomes increasingly steep, making its approximation via the Taylor series above increasingly inaccurate.

Hence for the smallest %1 of the range $-1/e \le z \le 0$:

- We precalculate a lookup table which maps 16 uniformly distributed values of z to values of W(z)
- During runtime, we calculate W(z) as the weighted-average of $W(z_0)$ and $W(z_1)$, where $z_0 \leq z < z_1$

For 1/e < z < 24 + 1/e:

- We precalculate a lookup table which maps 128 uniformly distributed values of z to values of W(z)
- During runtime, we calculate W(z) as the weighted-average of $W(z_0)$ and $W(z_1)$, where $z_0 \leq z < z_1$

For $z \geq 24+1/e$, we rely on the fact that $W(z) \approx p-q+rac{q^2+2pq-2q}{2p^2}$, where $p=\log(z)$ and $q=\log(p)$.

Since this method requires the calculation of $\log(\log(z))$, it is actually applicable for as low as z=e.

However, for $e \le z < 24 + 1/e$, the previous method achieves better accuracy than this method.

Note that due to practical reasons, this library internally implements the calculation of W(z)/z instead of W(z).

This means that instead of calculating $\frac{W\left(\log\left(\frac{a}{b}\right)\cdot\frac{c}{d}\right)}{\log\left(\frac{a}{b}\right)}$, it first calculates $\frac{W\left(\log\left(\frac{a}{b}\right)\cdot\frac{c}{d}\right)}{\log\left(\frac{a}{b}\right)\cdot\frac{c}{d}}$, and then multiplies the result by $\frac{c}{d}$.