

std::Math

An implementation of standard math functions in Rust, rather than importing from a C library.

pow(mantissa: float, exponent: float)

```
Normal[Series[
```

sin(angle: float)

```
In[88]:= clear[f, theta, g];
sinApprox[theta_] = Normal[Series[Sin[theta], {theta, 0, 20}]];
Plot[sinApprox[theta], {theta, -Pi/2, Pi/2}]
N[Abs[Sin[Pi/2] - sinApprox[Pi/2]]]
```

$$\text{Out[89]}= \theta - \frac{\theta^3}{6} + \frac{\theta^5}{120} - \frac{\theta^7}{5040} + \frac{\theta^9}{362880} - \frac{\theta^{11}}{39916800} + \frac{\theta^{13}}{6227020800} - \frac{\theta^{15}}{1307674368000} + \frac{\theta^{17}}{355687428096000} - \frac{\theta^{19}}{121645100408832000}$$
