

# Approximating $e$ and fast integer division

## 1 Approximating $e$

The constant  $e$  is given by the formula

$$e = \sum_{k \geq 0} \frac{1}{k!} \approx 2.71828.$$

It is very well approximated by the  $n$ th truncated sum  $e_n = \sum_{k=0}^n \frac{1}{k!}$  (indeed  $e - e_n = \sum_{k>n} \frac{1}{k!} \leq \frac{3}{(n+1)!}$ , which ensures that the number of correct digits after comma in  $e_n$  is of the order of  $n \log(n)$ ). Note that  $e_n$  is a rational number of the form  $\frac{N_n}{n!}$ . The first values are  $e_0 = 1$ ,  $e_1 = 2$ ,  $e_2 = \frac{5}{2} = 2.5$ ,  $e_3 = \frac{16}{6} = 2.6667$ ,  $e_4 = \frac{65}{24} \approx 2.7083 \dots$  More generally, we have

$$\frac{N_n}{n!} = e_n = e_{n-1} + \frac{1}{n!} = \frac{N_{n-1}}{(n-1)!} + \frac{1}{n!} = \frac{nN_{n-1} + 1}{n!},$$

hence  $N_n$  satisfies the recurrence  $N_0 = 1$  and  $N_n = nN_{n-1} + 1$  for  $n \geq 1$ .

We have seen in TD2 two methods to compute  $n!$  (the denominator of  $e_n$  here) : one iterative and one by binary splitting. The second one was faster for large  $n$ , where the gain is more significant when using a fast integer product algorithm as the one in the `mpz` library. Similarly we will see here a naive (iterative) and a binary-splitting approach to compute the numerator  $N_n$ .

**Question 1.** Implement a simple iterative function `numer_iter(n)` that computes  $N_n$ . To test your method, check for instance that for  $n = 20$  it outputs 6613313319248080001, and run the tests in `test.py`.

Recall that the binary-splitting approach to compute  $n!$  was to define  $P(a, b) = \prod_{i=a}^b i$  and use the identities

$$P(a, b) = \begin{cases} a & \text{for } a = b, \\ P(a, m)P(m+1, b) & \text{for } a < b, \text{ where } m = \lfloor (a+b)/2 \rfloor \end{cases}$$

and moreover  $n! = P(1, n)$ . We have included the solution to the function `factor_bin(n)` in the file `exponential.py` (note that this implementation is done so as to perform multiplications using the `mpz` library).

Something similar can be done to compute  $N_n$ , but as we will see the multiplications are to be performed on  $2 \times 2$  matrices. Note that  $e_n - e_{n-1} = \frac{1}{n!}$ , hence for  $n \geq 2$  we have  $e_n - e_{n-1} = \frac{1}{n}(e_{n-1} - e_{n-2})$ , which gives  $e_n = \frac{1}{n}((n+1)e_{n-1} - e_{n-2})$ . Hence if we define the matrix  $A_n$  and the vector  $V_n$  as

$$A_n = \begin{bmatrix} n+1 & -1 \\ n & 0 \end{bmatrix}, \quad V_n = \begin{bmatrix} e_n \\ e_{n-1} \end{bmatrix},$$

then we have  $V_n = \frac{1}{n}A_n V_{n-1}$  for  $n \geq 2$ . Hence for  $n \geq 2$ , we have  $V_n = \frac{1}{n!}A_n A_{n-1} \cdots A_2 V_1$ , or equivalently

$$n!V_n = M_n V_1, \quad \text{with } M_n := A_n A_{n-1} \cdots A_2.$$

Since  $n!V_n = \begin{bmatrix} n!e_n \\ n!e_{n-1} \end{bmatrix} = \begin{bmatrix} N_n \\ nN_{n-1} \end{bmatrix}$ , we conclude that  $N_n$  is the first component of the vector  $M_n V_1$  (with  $V_1 = \begin{bmatrix} e_1 \\ e_0 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$ ).

**Question 2.** Based on this, implement a binary-splitting function `numer_bin(n)` that computes  $N_n$ , after computing the  $2 \times 2$  matrix  $M_n$  (be careful that the matrix product is not commutative!). You should store a  $2 \times 2$  matrix  $\begin{bmatrix} a & b \\ c & d \end{bmatrix}$  in Python as `[[a,b],[c,d]]`, and write your own function `prod_mat(K,L)` for the multiplication of two  $2 \times 2$  matrices (do not use the `np` data structures to store matrices). Another important point is that your algorithm for  $N_n$  should use integer multiplications using the `mpz` library (see the code of `facto_bin(n)`, note that the `mpz` syntax is used just when  $ns = ne$  in the auxiliary recursive function). Tests your code using `test.py`.

Once your function works, you can compare running times by using the (already provided) function `compare_times_numer()`. The binary-splitting function should become better only for very large sizes (typically  $n \geq 65,536$ ).

**Question 3.** It is quite easy to see that  $e - e_n \leq \frac{3}{(n+1)!}$ , hence  $e - e_n < 10^{-k}$  for any  $k$  such that  $k \log(10) > \log((n+1)!) - \log(3)$ , i.e., such that  $k \log(10) > \sum_{i=1}^{n+1} \log(i) - \log(3)$ . Hence, if we let  $k \geq 1$ , then we have  $e - e_n < 10^{-k}$  for the smallest  $n$  such that

$$\sum_{i=1}^{n+1} \log(i) > k \log(10) + \log(3).$$

Write a function `exp_digits(k)` that accurately computes  $e$  up to  $k$  digits. In other words it has to output the integer  $\lfloor e * 10^k \rfloor$ . (Note : for two `mpz` integers  $a, b$ , `a//b` gives the `mpz` integer for  $\lfloor a/b \rfloor$ ). Test your function using `test.py`. Also a list of 10,000 correct digits of  $e$  can be found at [http://www-history.mcs.st-and.ac.uk/HistTopics/e\\_10000.html](http://www-history.mcs.st-and.ac.uk/HistTopics/e_10000.html).

## 2 Euclidean division using Newton's iterations

We would like to write our own division algorithm `own_div(A,B)` to compute  $\lfloor A/B \rfloor$  (usually done by the command `A//B` in Python), using Newton's iterations. We are here only allowed to use integer additions and multiplications, and bit-shift operators (e.g. `x>>k` gives `x//(2**k)` and `x<<k` gives `x*(2**k)`). To simplify we will write a first version of the algorithms without `mpz`. (Once it works it is then easy to do the few code modifications to indicate that integers are to be treated by `mpz`).

In a first step you will have to implement a DAC algorithm to compute the so-called *dual* of an integer. For  $x$  a positive integer, the *size*  $n$  of  $x$  is defined here as the bit-length of  $x$  (available as `x.bit_length()` in Python), i.e.  $n$  is the unique positive integer such that  $2^{n-1} \leq x < 2^n$ . The *dual* of  $x$  is the integer

$$d(x) := \lfloor 2^{2n-1}/x \rfloor.$$

Note that  $2^{n-1} < \frac{2^{2n-1}}{x} \leq 2^n$ , hence  $d(x)$  has also size  $n$  (except in the special case  $x = 2^{n-1}$ , where  $d(x) = 2^n$  has size  $n+1$ ). The function `dual_for_tests(x)` (to be used only for tests!) computes  $d(x)$ . For instance  $d(1) = 2$ , and  $d(7) = \lfloor 2^5/7 \rfloor = 4$ .

For  $n \geq 2$ , we let  $n_2 := \lceil n/2 \rceil$ , and let  $x_2$  be the integer (of size  $n_2$ ) made of the  $n_2$  leftmost bits of  $x$ , i.e.  $x_2 = \lfloor x/2^{\lfloor n/2 \rfloor} \rfloor$ . Let  $a = \frac{x}{2^{n-1}}$  (so  $1 \leq a < 2$ ). By definition of  $d(x)$  we have

$$0 \leq \frac{2^{2n-1}}{x} - d(x) < 1, \text{ hence } 0 \leq \frac{1}{a} - d(x)2^{-n} < 2^{-n}.$$

Hence,  $d(x)$  can be seen as giving the  $n$  most significant bits (after comma) of  $1/a$ . Similarly,  $d(x_2)$  gives the  $n_2$  most significant bits of  $1/a$ . Hence, from the quadratic convergence of the Newton iteration to compute  $1/a$  (see slide 7 in this week's lecture, and slide 12 for the analogous to power series), we expect that if we let  $y' = d(x)2^{-n}$  and let  $y = d(x_2)2^{-n_2}$  then we should have

$$y' \approx \mathcal{N}(y), \text{ where } \mathcal{N}(y) := y + y(1 - ay) = 2y(1 - \frac{a}{2}y).$$

In other words we should have (recall that  $\frac{a}{2} = \frac{x}{2^n}$ )

$$d(x) \approx [2d(x_2) \cdot (2^{n+n_2} - x \cdot d(x_2))] / 2^{2n_2}.$$

If we let  $\tilde{d}(x)$  be the right-hand side, we do not always have  $d(x) = \tilde{d}(x)$ , but we expect to be close. In case  $r(x) := 2^{2n-1} - \tilde{d}(x)x$  does not lie in the desired interval  $[0, \dots, x-1]$ , we can just add (if  $r(x) < 0$ ) or subtract (if  $r(x) > x$ ) to  $r(x)$  enough copies of  $x$  to reach  $[0, \dots, x-1]$ , the number of copies we have used indicates the distance between  $\tilde{d}(x)$  and the correct value  $d(x)$ .

**Question 4.** Based on this, implement the function `dual_dac(x)` that computes  $d(x)$  using a DAC approach. Specifically, your function should recursively compute  $d(x_2)$ , then compute  $\tilde{d}(x)$  and correct it so that  $2^{2n-1} - \tilde{d}(x)x$  lies in  $[0, \dots, x-1]$ ; return the corrected value. To test it, you can check that it gives the same results as `dual_for_tests(x)`, and also run tests in `test.py`. It is also interesting to print the intermediate value  $\tilde{d}(x)$ . You should see that it is often already exactly at  $d(x)$ , or otherwise very close to it.

We can now complete our algorithm to compute  $\lfloor A/B \rfloor$ . The trick is to multiply  $A$  by the dual of  $2^k B$ , for some well-adjusted  $k$ . Precisely, let  $p$  be the size of  $A$  and  $q$  the size of  $B$ . For  $k \geq 0$ , we let  $C_k$  be the dual of  $2^k B$ . By definition we have

$$0 \leq \frac{2^{2q+2k-1}}{2^k B} - C_k < 1, \text{ hence } 0 \leq \frac{1}{B} - \frac{C_k}{2^{2q+k-1}} < \frac{1}{2^{2q+k-1}}, \text{ hence } 0 \leq \frac{A}{B} - \frac{AC_k}{2^{2q+k-1}} < \frac{A}{2^{2q+k-1}}.$$

Hence, for any  $k \geq 0$  such that  $2q + k - 1 \geq p$ , we have  $0 \leq \frac{A}{B} - \frac{AC_k}{2^{2q+k-1}} < 1$ , which implies that  $\lfloor A/B \rfloor - \lfloor AC_k / 2^{2q+k-1} \rfloor$  is either 0 or 1. Let  $Q := \lfloor AC_k / 2^{2q+k-1} \rfloor$ , then the previous inequality shows that the correct value for  $\lfloor A/B \rfloor$  is  $Q$  whenever  $A < B(Q+1)$  and  $Q+1$  otherwise.

**Question 5.** Based on this, implement the function `division(A,B)` that computes  $\lfloor A/B \rfloor$ , and test that it gives the same result as `A//B`. Test your function using `test.py`.