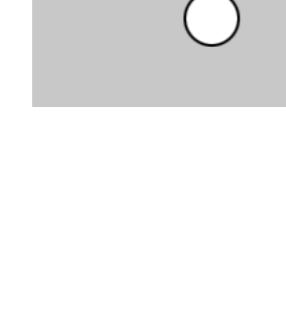


log()

Calculates the natural logarithm (the base-e logarithm) of a number.

`log()` expects the `n` parameter to be a value greater than 0 because the natural logarithm is defined that way.

Examples



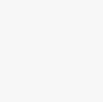
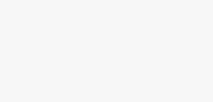
```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Top-left.
  let d = log(50);
  circle(33, 33, d);

  // Bottom-right.
  d = log(500000000);
  circle(67, 67, d);

  describe('Two white circles. The circle at the top-left is
  small. The circle at the bottom-right is about five times
  larger.');
}
```



```
function setup() {
  createCanvas(100, 100);

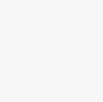
  background(200);

  describe('A series of black dots that get higher slowly from
  left to right.');
}

function draw() {
  // Invert the y-axis.
  scale(1, -1);
  translate(0, -100);

  // Calculate coordinates.
  let x = frameCount;
  let y = 15 * log(x);

  // Draw a point.
  point(x, y);
}
```



Syntax

```
log(n)
```



Parameters

`n` Number: number greater than 0.

Returns

Number: natural logarithm of `n`.

This page is generated from the comments in [src/math/calculation.js](#). Please feel free to edit it and submit a pull request!

Related References

[abs](#)

Calculates the absolute value of a number.

[ceil](#)

Calculates the closest integer value that is greater than or equal to a number.

[constrain](#)

Constrains a number between a minimum and maximum value.

[dist](#)

Calculates the distance between two points.

