

An approximation to e^x

MTH 125

Infinite Series for e^x

- The infinite series for the exponential function is:

$$e^x = \sum_{k=0}^{\infty} \frac{x^k}{k!} = 1 + x + \frac{x^2}{2} + \frac{x^3}{6} + \cdots + \frac{x^n}{n!} + \cdots$$

Compute Using Partial Sums

- We can approximate e^x using partial sums:

$$E_1 = 1$$

$$E_2 = 1 + x$$

$$E_3 = 1 + x + \frac{x^2}{2}$$

...

$$E_n = 1 + x + \frac{x^2}{2} + \frac{x^3}{6} + \cdots + \frac{x^n}{n!}$$

But how do we know when to stop? Or how many terms to take?

Partial Sums continued

- One way to know how many terms to use is to keep adding the terms of the series until the last term we add is suitably small, say 0.000001.

$$\frac{|x|^n}{n!} \leq \epsilon$$

where $\epsilon = 0.000001$.

- Thus n will be the smallest value for which the above inequality holds.

Program to Approximate e^x

To write a program to approximate the value of e^x , we will need to ask the user for the value of x and the value of epsilon.

Then we need the value of the partial sum we are on – let's call that E and initialize it to 1.

NextTerm will be the next term that we add to E , if it is not smaller than epsilon.

NextTerm = ??????

Finding the Next Term

initialization n=1

To get from	to	multiply by	n
1	x	x	1
x	$x^2/2$	$x/2$	2
$x^2/2$	$x^3/6$	$x/3$	3
$x^3/6$	$x^4/24$	$x/4$	4
⋮	⋮	⋮	⋮
<i>nth term</i>	<i>next term</i>	x/n	n

$$\text{NextTerm} = \text{NextTerm} * x/n$$

↑
initialize to 1

Checking if NextTerm is too small

- Using a while loop we can first check if NextTerm is less than or equal to epsilon before we add it to E.
- We must use `fabs(NextTerm)` though since, depending on the value of `x`, NextTerm could be negative, and a negative number is ALWAYS less than or equal to a positive epsilon.
- If we use `fabs`, we must include the library header, `cmath`

```
#include <cmath>
```

Complete Program to Approximate e^x

```
#include <iostream>
#include <cmath> // to use fabs
/* The purpose of this program is to approximate e^x by a partial series */
int main()
{
    // declare and initialize all variables
    double x, epsilon; // will be initialized by user
    double E = 1.;
    double NextTerm = 1.;
    double n = 1.;
```

```
    cout << "Please enter values for x and epsilon: ";
    cin >> x >> epsilon;
    // echo the values that were inputted
    cout << "x = " << x << " epsilon = " << epsilon << endl;
    // while loop to approximate E
    while (fabs(NextTerm) > epsilon)
    {
        NextTerm = NextTerm * x / n; // compute the next term
        E = E + NextTerm; // update the approximation
        cout << "E = " << E << " n = " << n << endl; // output the current approx
        n++; // increase n by 1
    } // end of while loop
    return 0;
} // end of main
```

Test Run

- We need to test our program, so why don't we use a value of `x = 1`, so that we get an approximation for `e` itself.
- Also use `epsilon = 0.0000001`
- We should see `E = 2.718281828`, which is the value of `e`