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Spigot algorithm

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A **spigot algorithm** is an [algorithm](#) for computing the value of a mathematical constant such as π or e which generates output digits left to right, with limited intermediate storage.

The name comes from a "spigot", meaning a [tap or valve](#) controlling the flow of a liquid.

Interest in such algorithms was spurred in the early days of computational mathematics by extreme constraints on memory, and an algorithm for calculating the digits of e appears in a paper by Sale in 1968.^[1] The name "Spigot algorithm" appears to have been coined by Stanley Rabinowitz and Stan Wagon,^[2] whose algorithm for calculating the digits of π is sometimes referred to as "*the* spigot algorithm for π ".

The spigot algorithm of Rabinowitz and Wagon is *bounded*, in the sense that the number of required digits must be specified in advance. [Jeremy Gibbons](#) (2004)^[3] uses the term "*streaming algorithm*" to mean one which can be run indefinitely, without a prior bound. A further refinement is an algorithm which can compute a single arbitrary digit, without first computing the preceding digits: an example is the [Bailey-Borwein-Plouffe formula](#), a digit extraction algorithm for π which produces hexadecimal digits.

Example [\[edit\]](#)

This example illustrates the working of a spigot algorithm by calculating the binary digits of the [natural logarithm](#) of 2 (sequence [A068426](#) in [OEIS](#)) using the identity

$$\ln(2) = \sum_{k=1}^{\infty} \frac{1}{k2^k}.$$

To start calculating binary digits from, say, the 8th place we multiply this identity by 2^7 (since $7 = 8 - 1$):

$$2^7 \ln(2) = 2^7 \sum_{k=1}^{\infty} \frac{1}{k2^k}.$$

We then divide the infinite sum into a "head", in which the exponents of 2 are greater than or equal to zero, and a "tail", in which the exponents of 2 are negative:

$$2^7 \ln(2) = \sum_{k=1}^7 \frac{2^{7-k}}{k} + \sum_{k=8}^{\infty} \frac{1}{k2^{k-7}}.$$

We are only interested in the fractional part of this value, so we can replace each of the summands in the "head" by

$$\frac{2^{7-k} \bmod k}{k}.$$

Calculating each of these terms and adding them to a running total where we again only keep the fractional part, we have:

<i>k</i>	<i>A</i> = 2 ^{7-<i>k</i>}	<i>B</i> = <i>A</i> mod <i>k</i>	<i>C</i> = <i>B</i> / <i>k</i>	Sum of <i>C</i> mod 1
1	64	0	0	0
2	32	0	0	0
3	16	1	1/3	1/3
4	8	0	0	1/3
5	4	4	4/5	2/15
6	2	2	1/3	7/15
7	1	1	1/7	64/105

We add a few terms in the "tail", noting that the error introduced by truncating the sum is less than the final term:

<i>k</i>	<i>D</i> = 1/ <i>k</i> 2 ^{<i>k</i>-7}	Sum of <i>D</i>	Maximum error

8	1/16	1/16	1/16
9	1/36	13/144	1/36
10	1/80	37/360	1/80

Adding the "head" and the first few terms of the "tail" together we get:

$$2^7 \ln(2) \mod 1 \approx \frac{64}{105} + \frac{37}{360} = 0.10011100 \cdots_2 + 0.00011010 \cdots_2 = 0.1011 \cdots_2,$$

so the 8th to 11th binary digits in the binary expansion of $\ln(2)$ are 1, 0, 1, 1. Note that we have not calculated the values of the first seven binary digits – indeed, all information about them has been intentionally discarded by using [modular arithmetic](#) in the "head" sum.

The same approach can be used to calculate digits of the binary expansion of $\ln(2)$ starting from an arbitrary n^{th} position. The number of terms in the "head" sum increases linearly with n , but the complexity of each term only increases with the logarithm of n if an efficient method of [modular exponentiation](#) is used. The [precision](#) of calculations and intermediate results and the number of terms taken from the "tail" sum are all independent of n , and only depend on the number of binary digits that are being calculated – [single precision](#) arithmetic can be used to calculate around 12 binary digits, regardless of the starting position.

References [\[edit\]](#)

- ↑ Sale, AHJ (1968). "The calculation of *e* to many significant digits" [↗](#). *The Computer Journal* **11** (2): 229–230. doi:10.1093/comjnl/11.2.229 [↗](#). Retrieved 8 May 2013.
- ↑ Rabinowitz, Stanley; Wagon, Stan (1995). "A Spigot Algorithm for the Digits of Pi" [↗](#) (PDF). *American Mathematical Monthly* **102** (3): 195–203. doi:10.2307/2975006 [↗](#). Retrieved 8 May 2013.
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Further reading [\[edit\]](#)

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