## Assignment 2 DESIGN.pdf

# **Description of Program**

This program simulates calculating mathematical constants e and pi. These constants are calculated term by term from summations and terms required are determined by once the error between terms to become less than the given constant EPSILON e =10<sup>-14</sup>. The main program mathlib-test.c compiles all the methods of solving e and pi and allows for the users to use created commands denoted with a '-' that print out statistics and differences between the methods. The commands'-h' show how to use the program along with all the possible commands the program can run. Overall the program uses multiple methods of calculating pi and can reveal data such as the amount of terms required to reach pi or e allowing for the user to better understand how well the methods can approximate pi. Files to be included in the "asgn1" files

```
e.c:
```

Implements e() and e terms()

## bbp.c:

Implements pi bbp() and pi bbp terms()

#### euler.c:

Implements pi euler() and pi euler terms()

madhava.c:

Implements pi madhava() and pi madhava terms()

## mathlib-test.c:

This contains the main() function which tests each of your math library functions.

Contains the commands

- -a: Runs all tests.
- -e: Runs e approximation test.
- -b : Runs Bailey-Borwein-Plouffe  $\pi$  approximation test.
- -m : Runs Madhava  $\pi$  approximation test.
- -r : Runs Euler sequence  $\pi$  approximation test.
- -v : Runs Viète  $\pi$  approximation test.
- -n: Runs Newton-Raphson square root approximation tests.
- -s : Enable printing of statistics to see computed terms and factors for each tested function

-h : Display a help message detailing program usage.

### mathlib.h:

This contains the interface for your math library.

newton.c: Implementation of the square root approximation sqrt\_newton()and the function to return the number of computed iterations sqrt\_newton\_iters().

### viete.c:

This contains the implementation of Viète's formula to approximate  $\pi$  and the function to return the number of computed factors. Includes pi viete() and pi viete factors()

### Makefile:

CC = clang must be specified.

CFLAGS = -Wall -Wextra -Werror -Wpedantic must be specified.

make must build the mathlib-test executable, as should make all and make mathlib-test. make clean must remove all files that are compiler generated.

make format should format all your source code, including the header files

Linked source file to main through command prompt and allowing for new source files to be run quickly. It also cleans up the file format tools and makes it more accessible

## DESIGN.pdf:

Describes the entire assignment along with all information regarding the program

### README.md

Describes how to build and run the program

### WRITEUP.pdf

Includes graphs comparing the methods and terms used to approach e and pi. Also uses

### **Source code for e.c:**

Includes mathlib.h

Initialize Double error = 1

Initialize Double term = 0

Initialize Double e = 1

Initialize Double preterm =1

Initialize Double pree

```
Initialize cont =1
While (error>EPSILON(defines as 10<sup>-14</sup>))
       pree=e
       E is the summation of (cont/(term*preterm))
       Preterm = term *preterm keeps track of the factorial
       Term is keeping track for the looping
       Error= e-pree
Return out e and term
Source code for euler.c:
Includes mathlib.h
Initialize int eulerterms =0
Create function double pi euler
       Create double variables for error, prepi, pi, pow
       Ensure that counter eulerterms is reset to 0;
For k = 1 such that EPSILON <error k interacts by 1
       Pow equals 1/(k*k) according to eulers method is the functioning term of the
summation
       Prepi set to pi
       Pow is added to pi
       Error calculator the difference between the terms
       Eulerterms count +1
Pi outside of the summation is sqrt newton (pi*6) which finalizes the method
Return pi
Int terms counter function pi euler terms()
       return eulerterms
Source code madhava.c:
Includes mathlib.h
Initializes terms as 1
Creates function double pi madhava()
       Double error set as 1
       Double prepi,pi =1,pow =1
       Counter terms set to 1
       For k = 1 as Epsilon <error k interacts by 1
```

```
For i = 1 i \le k i interacts 1
                      Pow is multiples to -\frac{1}{3}
               Prepi equals pow/(2*k+1)
               Pi adds prepi
               Implement absolute value of prepi using if and else if checking for
negatives then reversing to positive
       Pow is reset to 1
       Terms counter is added +1
Pi equals sqrt_newton() using newton.c implementation * pi
Return pi
Create int term function pi madhava terms()
Returns terms
Source code bbp.c
Int bbpterms initialized 1
Create double pi bbp()
       Double error=1
       Double prepi
       Double pi (47/15)
       Double pow =1
       Double base
       Restate bbpterms=1
       For k = 1 as Epsilon <error k interacts by 1
               For i = 1 i \le k i interacts 1
                      Pow is multiples to 1/16
               prepi = pi
               Base = (k * (120.0 * k + 151.0) + 47.0) / (k * (k * (k * (512.0 * k +
1024.0) + 712.0) + 194.0) + 15.0
               pi adds pow * base
               error between pi and prepi
               pow reset to 1
       Return pi
Create function int pi bbp terms()
Return bbpterms
```

### Source code newton.c

```
Initialize fabsminus which is absolute value function for floats
sqrterms=0
Declare double sqrt newton(double x)
       Double z=0
       Double y=1
       sqrterms=0
       While (fabsminus(y,z) \le EPSILON)
              y = .0*(z+x/z)
              Sqrterms +=1;
       Return y
Absolute value function double fabsminus(double y, double z)
double zero = 0;
if (y - z > zero)
       return y - z
else
       return (-1 * (y - z))
Count interactions int sqrt newton iters()
return sqrterms
Source code viete.c:
Include mathlib.h
Declare vieterms =0
Function double pi viete()
       double error =1
       double prepi
       double pi = base case which is sqrt newton(2)/2.0
       Double pow = sqrt newton(2) which is a constant that will be reused
       Vieterms restated as 0
       While (EPSILON < error)
              pow=sqrt newton(pow 2)
              Prepi set equal to pi
              Pi multiply by pow/2
              Error between prepi and pi
```

Vieterms add 1 pi=2/pi Int function pi\_viete\_factors() Return veiterms

### Source code mathlib-test.c

include mathlib.h include math.h include stdbool.h include stdio.h include unistd.d define OPTIONS "aebmrynsh"

In main (int argc, char) taken from Prof. Long Boolean of all the commands corresponding to Options While (opt =getopt(argc,argv,OPTIONS))!=1)

Switch opt

Case for each boolean command and set to true then break
For case a however no boolean corresponding set et,m,r,b,v,n to true
Case h help will print designated message and not trigger any other commands

All the other booleans will set off prints statements according to each commands setting up (function = function ,  $M_E/M_PI$  =, diff=fabs(function- $M_E/M_PI$ )

Case s triggers term print statement under each print statement Return 0

## **Source code notes:**

Int term:Each source file except for mathlib-test had an term counter variant that performs the same task

double e: retain the summation of the method to calculate e

double pree: retains the previous summation of the terms of e.

double pi: retain the summation of the method to calculate pi

double prepi: retains the previous summation of the terms of pi.

double pow/base: was the variable that would apply some sort of mathematical operation to pi or e

double error: takes the abs of pi and prepi/e and pree to compare against

**EPSILON** 

Took and understand of sqrt newton from asgn2 doc

Took the basics of Makefile from Euguene Took basics of mathlib-test.c from asgn2 doc