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Assignment 2: A Small Numerical Library
Design Document

This program utilizes Newton's method to calculate the value the inverse trig functions and log functions

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

Newton's Method
Estimate roots of a function

\sin^{-1} with Newton's method

$$x = \sin^{-1}(a)$$

$$f(x) = \sin(x) - a$$

$$\sin(x) = a$$

$$\sin(x) - a = 0$$

$$x_{n+1} = x_n - \left(\frac{\sin(x_n) - a}{\cos(x_n)} \right)$$

\cos^{-1} ~~with~~

\cos^{-1} can be implemented by doing:

$$\frac{\pi}{2} - \arcsin(x)$$

\tan^{-1} can be implemented by doing:

$$\arcsin\left(\frac{x}{\sqrt{x^2+1}}\right)$$

log

$$x = \ln(a)$$

$$f(x) = \sin e^x - a$$

$$a = e^x$$

$$e^x - a = 0$$

$$x_{n+1} = x_n - \left(\frac{e^x - a}{e^x} \right)$$

I. Pseudocode

```
double arcSin(double x) {  
    double oldguess;  
    double guess=1;  
    double answer = sin(guess) -x;  
    while (Abs(answer) > EPSILON) {  
        oldguess = guess  
        guess = oldguess-(sin(guess)-x)/cos(guess)  
        answer = sin(guess)-x  
    }  
    return answer;  
}  
double arcCos(double x) {  
    return (PI/2)-arcsin(x)  
}  
double arcTan(double x) {  
    return arcsin(x/sqrt((x^2)+1))  
}
```

```
double Log(double x) {  
    double oldguess;  
    double guess=1;  
    double answer = e^guess -x;  
    while (answer > EPSILON) {  
        oldguess = guess  
        guess = oldguess-(e^guess-x)/e^guess  
        answer = e^guess-x  
    }  
    return answer;  
}
```