Constants and Functions of Mathematics: A Selection of Numerical Values^{††}

 $\pi \approx 3.1415926535897932384626433832795028841971693993751058209749445923078164062862089986280348253421170679821480865132823... (*) \\ e \approx 2.7182818284590452353602874713526624977572470936999595749669676277240766303535475945713821785251664274274663919320031... (*) \\ \gamma \approx 0.577215664901532860606512090082402431042159335939923598805767234884867726777664670936947063291746749514631447249807... (*) \\ \sqrt{2} \approx 1.41421356237309504880168872420969807856967187537694807317667973799073247846210703885038753432764157273501384623091... (*) \\ \sqrt{1,234,577} \approx 3.579104511459154876815321210535063096277545334818823440039944409401362003396042669499611436651400500240979... (*) \\ (2^{37,156,607} - 1) \approx 2.02254406890977335534188152263156829946846602582743182989551057360547514579758125084672139009590... × 10^{11,135,771} (*) \\ \log(2) \approx 0.693147180559945309417232121458176568075500134360255254120680009493393621969694715605863326996418687542001481021... (*) \\ \tan\left(\frac{11}{47}\right) \approx 1.19096924080642343385499535864391655166210224629673547857304600594374722030068682468661891601859189079094775669... (*) \\ \kappa\left(\frac{223}{173}\right) \approx 3.41631858359565670012207567527668502395404546289407743161606533879405092373789289556588867201067103024955751973... (*) \\ \kappa\left(\frac{1239}{173}\right) \approx 1.568328292965100929323804170392808853759994573468868190677779819680920995389510328229092820783838846775884559403... (*) \\ \kappa^{(1)}\left(\frac{177}{100}\right) \approx 520.6592864900438013460782240885803386003822629342382749339468928096649221194570206982681523534169910104580921... (*) \\ \chi(3) \approx 1.20205690315959428539973816151144999076498629234049888179227155534183820578631309018645587360933525814619915779526... (*) \\ \chi_{2}\left(\frac{177}{107}\right) \approx 0.25345997611996908988882205817748010929828990811653582213814484514265655593603922525970423851794541649313648170... (*) \\ \chi_{3}\left(\frac{1}{100}\right) \approx 0.253459976119969089888822058177480109298289908116535822138144884514265655593603925255970423851794541649313648170... (*) \\ \chi_{3}\left(\frac{1}{100}\right) \approx 0.253459976119969089888822058177480109298289981165358221381448945121678461440056918759527940326059..$

Calculations use high-performance multiple precision floating point programs designed for numbers with about $10^2...10^7$ decimal digits of precision. Certain integer functions and coefficients use symbolic math. Multiplication uses $O(N^2)$ traditional and $O(N^{\log_2(3)})$ Karatsuba as well as $O(N\log_2(N))$ Schönhage-Strassen FFT algorithms. Fast Fourier Transforms use the "Fastest Fourier Transform in the West" (FFTW) with the calculations distributed among 2^N CPU cores using parallel threads. Integer Power ($^{\circ}$) uses exponentiation by squaring. Integer Root ($^{\bullet}$) uses quadratically convergent Newton iteration. Constants ($^{\bullet}$) such as π , e and γ use Gauss arithmetic-geometric algorithms and binary splitting for computation of up to 32 million decimal digits. The calculation of one million decimal digits of π takes less than 10 seconds on a modern dual-core system. Elementary Transcendental Functions ($^{\diamond}$) use Taylor series, argument scaling, recursion and Newton iteration. Orthogonal Polynomials use generating functions and recursion. Primes and Prime Factorization use sieves and divide-and-conquer. Elliptic Integrals ($^{\bullet}$) use arithmetic-geometric methods. Gamma ($^{\circ}$) uses recursion and asymptotic series. Polygamma (*) uses recursion, asymptotic series and Euler-Maclaurin summation. Zeta (†) uses the product over all primes, an accelerated sum of reciprocal powers, and Euler-Maclaurin summation. Airy uses Taylor series, asymptotic series and Bessel function representation. Bessel ($^{\triangle}$) uses Taylor series, recursion, asymptotic hypergeometric series and uniform asymptotic Airy type expansions. Hypergeometric including Legendre ($^{\circ}$) uses Taylor series, recursion and various asymptotic series. Software design uses Microsoft® Visual Studio® 2008, GNU Compiler Collection (GCC) 4.3.3, GNUmake 3.81, Intel® C++ 11.0.066, Mathematica® 7.0.1, the C++ programs e_float and mp_cpp (e_float@yahoo.com), GNU Multiple Precision (GMP) 4.2.4, and FFTW 2.15. Visualization uses LaTeX

The first power of the Euler-Mascheroni constant; $\sqrt{2}$ Pythagoras' constant; $\sqrt{1}$ Pythagoras' constant; $\sqrt{2}$ Pythagoras' cons