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e\_log.c

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```

/* @(#)e_log.c 5.1 93/09/24 */
/*
 * =====
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 *
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 * software is freely granted, provided that this notice
 * is preserved.
 * =====
 */

#if defined(LIBM_SCCS) && !defined(lint)
static char rcsid[] = "$NetBSD: e_log.c,v 1.8 1995/05/10 20:45:49 jtc Exp $";
#endif

/* __ieee754_log(x)
 * Return the logarithm of x
 *
 * Method :
 * 1. Argument Reduction: find k and f such that
 *      x = 2^k * (1+f),
 *      where sqrt(2)/2 < 1+f < sqrt(2) .
 *
 * 2. Approximation of log(1+f).
 *      Let s = f/(2+f) ; based on log(1+f) = log(1+s) - log(1-s)
 *          = 2s + 2/3 s^3 + 2/5 s^5 + .....
 *          = 2s + s*R
 *      We use a special Reme algorithm on [0,0.1716] to generate
 *      a polynomial of degree 14 to approximate R The maximum error
 *      of this polynomial approximation is bounded by 2**-58.45. In
 *      other words,
 *          2      4      6      8      10      12      14
 *      R(z) ~ Lg1*s +Lg2*s +Lg3*s +Lg4*s +Lg5*s +Lg6*s +Lg7*s
 *      (the values of Lg1 to Lg7 are listed in the program)
 *      and
 *          |      2      14      |      |      -58.45
 *          | Lg1*s +...+Lg7*s  - R(z) | <= 2
 *      Note that 2s = f - s*f = f - hfsq + s*hfsq, where hfsq = f*f/2.
 *      In order to guarantee error in log below 1ulp, we compute log
 *      by
 *          log(1+f) = f - s*(f - R)          (if f is not too large)
 *          log(1+f) = f - (hfsq - s*(hfsq+R)). (better accuracy)
 *
 * 3. Finally, log(x) = k*ln2 + log(1+f).
 *      = k*ln2_hi+(f-(hfsq-(s*(hfsq+R)+k*ln2_lo)))
 *      Here ln2 is split into two floating point number:
 *          ln2_hi + ln2_lo,
 *      where n*ln2_hi is always exact for |n| < 2000.
 *
 * Special cases:
 *      log(x) is NaN with signal if x < 0 (including -INF) ;
 *      log(+INF) is +INF; log(0) is -INF with signal;
 *      log(NaN) is that NaN with no signal.
 *
 * Accuracy:
 *      according to an error analysis, the error is always less than
 *      1 ulp (unit in the last place).
 *
 * Constants:
 *      The hexadecimal values are the intended ones for the following

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 * constants. The decimal values may be used, provided that the
 * compiler will convert from decimal to binary accurately enough
 * to produce the hexadecimal values shown.
 */

#include "math.h"
#include "math_private.h"

#ifdef __STDC__
static const double
#else
static double
#endif
ln2_hi = 6.93147180369123816490e-01, /* 3fe62e42 fee00000 */
ln2_lo = 1.90821492927058770002e-10, /* 3dea39ef 35793c76 */
two54 = 1.80143985094819840000e+16, /* 43500000 00000000 */
Lg1 = 6.66666666666666735130e-01, /* 3FE55555 55555593 */
Lg2 = 3.99999999999940941908e-01, /* 3FD99999 9997FA04 */
Lg3 = 2.857142874366239149e-01, /* 3FD24924 94229359 */
Lg4 = 2.222219843214978396e-01, /* 3FCC71C5 1D8E78AF */
Lg5 = 1.818357216161805012e-01, /* 3FC74664 96CB03DE */
Lg6 = 1.531383769920937332e-01, /* 3FC39A09 D078C69F */
Lg7 = 1.479819860511658591e-01; /* 3FC2F112 DF3E5244 */

#ifdef __STDC__
static const double zero = 0.0;
#else
static double zero = 0.0;
#endif

#ifdef __STDC__
double __ieee754_log(double x)
#else
double __ieee754_log(x)
double x;
#endif
{
    double hfsq,f,s,z,R,w,t1,t2,dk;
    int32_t k,hx,i,j;
    u_int32_t lx;

    EXTRACT_WORDS(hx,lx,x);

    k=0;
    if (hx < 0x00100000) { /* x < 2**-1022 */
        if ((hx&0x7fffffff)|lx)==0) /* log(+0)=-inf */
            return -two54/zero;
        if (hx<0) return (x-x)/zero; /* log(-#) = NaN */
        k -= 54; x *= two54; /* subnormal number, scale up x */
        GET_HIGH_WORD(hx,x);
    }
    if (hx >= 0x7ff00000) return x+x;
    k += (hx>>20)-1023;
    hx &= 0x000fffff;
    i = (hx+0x95f64)&0x100000;
    SET_HIGH_WORD(x,hx|(i^0x3ff00000)); /* normalize x or x/2 */
    k += (i>>20);
    f = x-1.0;
    if((0x000fffff&(2+hx))<3) { /* |f| < 2**-20 */
        if(f==zero) if(k==0) return zero; else {dk=(double)k;
            return dk*ln2_hi+dk*ln2_lo;}
        R = f*f*(0.5-0.3333333333333333*f);

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        if(k==0) return f-R; else {dk=(double)k;
            return dk*ln2_hi-((R-dk*ln2_lo)-f);}
    }
    s = f/(2.0+f);
    dk = (double)k;
    z = s*s;
    i = hx-0x6147a;
    w = z*z;
    j = 0x6b851-hx;
    t1= w*(Lg2+w*(Lg4+w*Lg6));
    t2= z*(Lg1+w*(Lg3+w*(Lg5+w*Lg7)));
    i |= j;
    R = t2+t1;
    if(i>0) {
        hfsq=0.5*f*f;
        if(k==0) return f-(hfsq-s*(hfsq+R)); else
            return dk*ln2_hi-((hfsq-(s*(hfsq+R)+dk*ln2_lo))-f);
    } else {
        if(k==0) return f-s*(f-R); else
            return dk*ln2_hi-((s*(f-R)-dk*ln2_lo)-f);
    }
}

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sinx2.c

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```
/* Vizsgáljuk, hogy a  $(PI/2)^n/n!$  mikor csökken  $10^{-k}$  alá. */  
  
#define PI 3.141592654  
  
double hatvany(double a,int n)  
{  
    double v=1;  
    while (--n>=0)  
        v*=a;  
    return v;  
}  
  
double faktorialis(int n)  
{  
    double v=1;  
    while (n>1)  
        v*=n--;  
    return v;  
}  
  
main()  
{  
    double a;  
    int n;  
    for (n=1;n<=25;++n)  
        printf("  $(PI/2)^n/n! = %20.18f$ \n",n,n,hatvany(PI/2,n)/faktorialis(n));  
}
```

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sinx.c

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```
/* Vizsgáljuk, hogy a  $(\pi/2)^n/n!$  mikor csökken  $10^{-k}$  alá. */  
  
#define PI 3.141592654  
  
double hatvany(double a,int n)  
{  
    double v=1;  
    while (--n>=0)  
        v*=a;  
    return v;  
}  
  
long faktorialis(int n)  
{  
    long v=1;  
    while (n>1)  
        v*=n--;  
    return v;  
}  
  
main()  
{  
    double a;  
    int n;  
    for (n=1;n<=20;++n)  
        printf("( $\pi/2$ )^%d/%d!=%10.8f\n",n,n,hatvany(PI/2,n)/faktorialis(n));  
}
```

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sinx-hiba.c

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```
/* Vizsgáljuk, hogy a  $(PI/2)^n/n!$  mikor csökken  $10^{-k}$  alá. */  
  
#define PI 3.141592654  
  
double hatvany(double a,int n)  
{  
    double v=1;  
    while (--n>=0)  
        v*=a;  
    return v;  
}  
  
long faktorialis(int n)  
{  
    long v=1;  
    while (n>1)  
        v*=n--;  
    return v;  
}  
  
main()  
{  
    double a;  
    int n;  
    for (n=1;n<=20;++n)  
        printf(" %d!=%d, (PI/2)^%d/%d!=%10.8f\n",n,faktorialis(n),  
            n,n,hatvany(PI/2,n)/faktorialis(n));  
}
```

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**1.c**

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```
main()
{
    double s=0;
    long n;
    for (n=1;n<100;++n)
        s+=1/(double)(n*n);
    printf("%8.6f\n",s);
}
```

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**2.c**

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```
int prim_e(int a)
{
    int v=1;
    long i;
    if (a<2)
        v=0;
    for (i=2;i*i<=a;i+=1)
        if (a%i==0) v=0;
    return v;
}

main()
{
    double t=0;
    long n;
    for (n=1;n<10000;n+=1)
        if (prim_e(n))
            t+=1/(double)(n*n);
    printf("%8.6f\n",t);
}
```