

## Re: OT : Approximate / fast math libraries ?

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- *From:* Les <hlhowell@xxxxxxxxxxxx>
  - *Date:* Fri, 31 Aug 2007 12:05:11 -0700
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On Fri, 2007-08-31 at 15:48 +0100, Chris Jones wrote:

Hi,

I have a number crunch application that is starting to hit bottlenecks in standard maths functions, like log, exp sqrt etc. Thing is, in many places I don't need much precision, so was wondering if there was anything I could do, like use a different library or enable some gcc options (currently using -O2) to speed things up.

Does anyone have any recommendations for fast maths ? search around on the web I've found a lot of references to fast / approximate math libraries, but nothing obvious.

Chris

Numerical Recipes in C (they also exist in other languages, but this is the one I use) from Cambridge. I think many of the algorithms are on line. There are also some libraries available from NASA that are public domain.

Regards,  
Les H

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