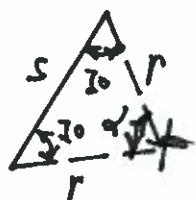
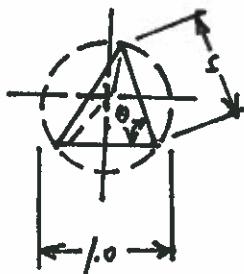


Computation of Pi - Infinite Polygon Method (10 Digits, 2nd/2)

(6)

Iteration 1: equilateral triangle



$$\text{m}\angle\theta = 60^\circ \text{ since } I \cdot 60^\circ = 180^\circ \therefore \text{half angle} = 30^\circ$$

$$\text{m}\angle d = 180 - 2(30^\circ) = 120^\circ \text{ note } D = 1.000 \text{ units} \Rightarrow r = \frac{1}{2}$$

$$\text{law of sines: } \frac{\left(\frac{1}{2}\right)}{\sin(30)} = \frac{s}{\sin(120)},$$

$$s = \frac{1}{2} \frac{\sin(120)}{\sin(30)} = 0.8660 \text{ units.}$$

$$\therefore p = s + s + s = 3 \cdot 0.8660 = 2.59808. \quad \underline{\text{perimeter of equilateral triangle}}$$

$$\text{since } \pi = \frac{\text{perimeter}}{\text{diameter}} \text{ if diameter} = 1.000 \text{ then } \underline{\pi \approx 2.59808}.$$

Iteration 2: square

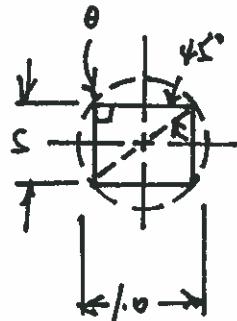
$$\text{m}\angle\theta = 90^\circ \therefore \text{half angle} = 45^\circ.$$

$$\text{Pythagorean Theorem: } s^2 + s^2 = 1.00000^2$$

$$\therefore s = \frac{1}{\sqrt{2}} = 0.70711 \text{ units.}$$

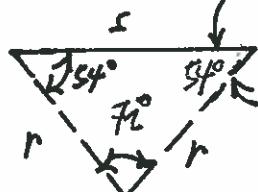
$$p = 4s = 4(0.70711 \text{ units}) = 2.82843 \quad \underline{\text{perimeter of square}}$$

$$\text{since } \pi = \frac{\text{perimeter}}{\text{diameter}}, \quad \underline{\pi \approx 2.82843}$$



Iteration 3: pentagon

$$\text{m}\angle\theta = \frac{180}{5} = 72^\circ. \quad \therefore \text{two vertex angles are identical},$$



$$\text{m}\angle d = (180^\circ - 72^\circ) \frac{1}{2} = 54^\circ \text{ half angle measure}$$

$$\text{law of sines: } \frac{\left(\frac{1}{2}\right)}{\sin(36)} = \frac{s}{\sin(54)} \quad \therefore s = 0.58779$$

$$p = 5s = 5 \times 0.58779 = 2.93895 \text{ units} \quad \underline{\text{perimeter of pentagon}}$$

$$\underline{\pi = 2.93895}$$

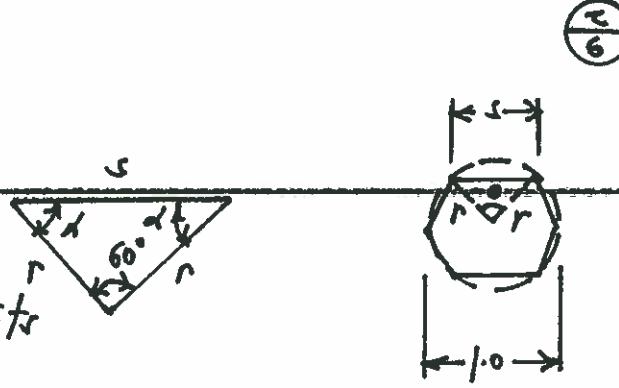
Iteration 4: hexagon

$$m\&\theta = \frac{160^\circ}{6} = 60^\circ \quad m\&d = 180 - 2(60) = 60^\circ$$

Law of Sines: $\frac{\left(\frac{1}{2}\right)}{\sin(60^\circ)} = \frac{s}{\sin(60^\circ)} \quad \text{v} \quad s = \frac{1}{2} \text{ units}$

$$P = 6 \times 0.50000 = 3.0000 \quad \underline{\text{perimeter of hexagon}}$$

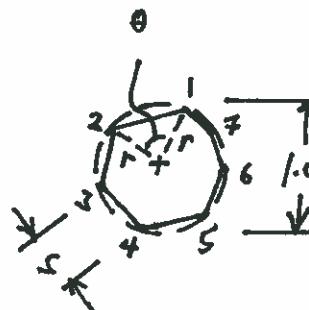
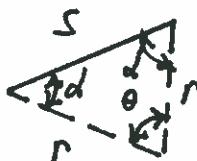
$$\therefore \frac{\pi}{4} = 3.0000$$



Iteration 5: heptagon.

$$m\&\theta = \frac{160^\circ}{7} = 51.42857^\circ$$

$$m\&d = \frac{180^\circ - 51.42857^\circ}{2} = 64.28571^\circ$$



Law of Sines:

$$\frac{\left(\frac{1}{2}\right)}{\sin(64.28571^\circ)} = \frac{s}{\sin(51.42857^\circ)} \quad \text{v} \quad s = 0.43388 \text{ units}$$

$$P = 7 \times 0.43388 = 3.07719 \text{ units.} \quad \underline{\text{perimeter of heptagon}}$$

Algorithm: Step 1: compute the angle subtended by vertices at the polygon centre.

$$m\&\theta = \frac{160^\circ}{n} \quad \text{v} \quad n = \text{number of sides of polygon.}$$

Step 2: calculate the half angle at vertex noting angles in A sum to 180° .

$$m\&d = \frac{180 - m\&\theta}{2}$$

Step 3: determine the length of polygon side given unit circle of $r = \frac{1}{2}$

Law of Sines: $\frac{\left(\frac{1}{2}\right)}{\sin d} = \frac{s}{\sin \theta}$

Step 4: find the perimeter of the polygon.

$$P = n \times s \text{ units.}$$

Step 5: since $\text{perimeter} = \pi \times \text{Diameter}$, estimate the value of π .

$$\frac{\pi}{n} = \frac{P}{1,000} \Rightarrow \frac{\pi}{n} = P.$$

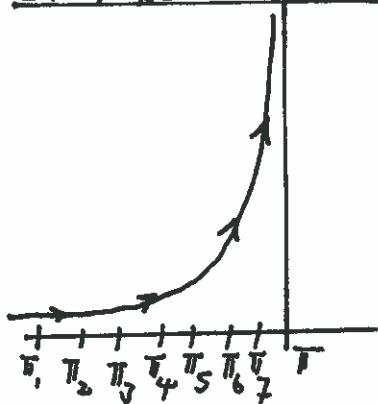
INSCRIBED METHOD

example: polygon of 2553 sides.

$$\text{m}\angle\theta = \frac{160^\circ}{2553} = 0.14101$$

$$\text{m}\angle d = \frac{180 - 0.14101}{2} = 89.92949$$

$$s = \frac{1}{2} \frac{\sin(0.14101)}{\sin(89.92949)} = 0.00127 \text{ units.}$$



converge from the left

$$\therefore P = 2553 \times 0.00127 \text{ units} = 3.14158 \text{ units.}$$

$$\frac{\pi}{2553} \approx 3.14158.$$

Note: calculation dependent on level of significant digits.

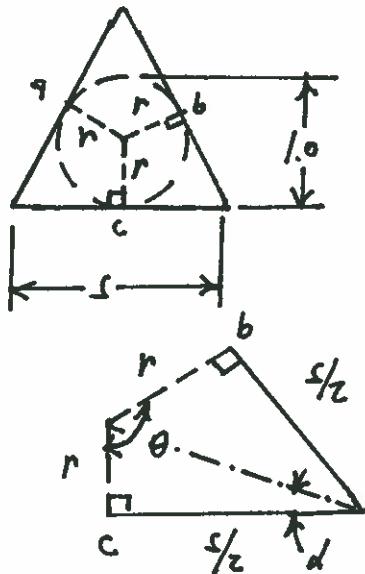
- so as $n \rightarrow \infty$ then I am populating a polygon of infinite vertices whose distance lies equal from a centre of that figure,
- vertices are equidistant from said centre of increasing points on a perimeter;
- each iteration converges closer to a circle, i.e. points infinite in count all lying equidistant from a "centre";
- definition is that of a circle; constant of π is perimeter of that figure divided by twice the radius or diameter;
- a circle is therefore an infinite polygon.

KH

• the above method is asymptotic from the left, converging to π .

• what about convergence from the right? look at circumscribing polygons of increasing sides,

Iteration 1: equilateral triangle



- pts q, b, c are midpoints to side "s",

- side "s" is a tangent to some unitary circle for ease of computation,

- I note that circular radius is $r = \frac{1}{2}s$,

$$\text{mid}\theta = \frac{360}{7} = 120^\circ \quad \text{central angle}$$

- run a line from the vertex to centre of the polygon. this forms a right angle triangle of sides r and $\frac{s}{2}$,

$$\text{mid}\alpha = 180 - 90 - \frac{\text{mid}\theta}{2} = 90 - \frac{120}{2} = 30^\circ$$

$$\text{Law of Sines} \quad \frac{\left(\frac{1}{2}\right)}{\sin \alpha} = \frac{\left(\frac{s}{2}\right)}{\sin\left(\frac{\theta}{2}\right)}$$

$$\frac{0.50000}{\sin(30)} = \frac{\left(\frac{s}{2}\right)}{\sin(60)} \quad \nu \quad s = 1.73205 \text{ units}$$

$$\therefore \text{perimeter of equilateral triangle} \quad P = 3 \times 1.73205 \text{ units} = 5.19615 \text{ units}$$

$$\pi_1 = \frac{\text{perimeter}}{\text{diameter}} = \frac{5.19615}{1} = 5.19615$$

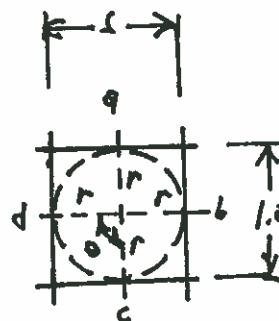
$$\underline{\underline{\pi \approx 5.19615}}$$

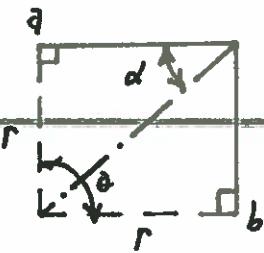
Iteration 2: square

- the side of polygon are increased by one, four-sided polygon or a square,

- midpts of the square circumscribed to the unitary circle is q, b, c & d,

- proceed as above noting mid α at centre and mid α as half angle at a vertex to such a polygon, inscribed to a point of vertex equi-distant, i.e. circle.





$$\text{m}\angle\theta = \frac{360^\circ}{4} = 90^\circ$$

$$\text{m}\angle d = 180 - 90 - \frac{\text{m}\angle\theta}{2} = 90 - \frac{90}{2} = 45^\circ$$

Law of Sines: $\frac{\left(\frac{1}{2}\right)}{\sin d} = \frac{\left(\frac{s}{2}\right)}{\sin\left(\frac{\theta}{2}\right)} \Rightarrow s = \frac{\sin(45)}{\sin(45)} = 1.00000 \text{ units}$

$$\therefore P = 4 \cdot 1.0000 \text{ units} \equiv 4.0000 \text{ units} \quad \underline{\text{perimeter of the square}}$$

$$\frac{\pi}{2} = \frac{\text{perimeter}}{\text{diameter}} \equiv 4.0000 \Rightarrow \underline{\underline{\pi = 4.0000}}$$

Iteration I: pentagon

$$\text{m}\angle\theta = \frac{360^\circ}{5} = 72^\circ$$

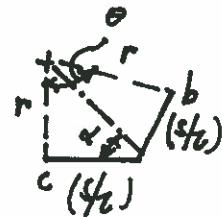
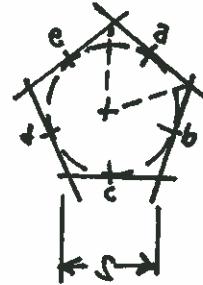
$$\text{m}\angle d = 180 - 90 - \frac{\text{m}\angle\theta}{2} = 90 - \frac{72}{2} = 54^\circ$$

Law of Sines: $\frac{\left(\frac{1}{2}\right)}{\sin(54)} = \frac{\left(\frac{s}{2}\right)}{\sin(72)}$

$$s = \frac{\sin(72)}{\sin(54)} = 0.72654$$

$$P = s \times 0.72654 \text{ units} = 3.6371 \text{ units. } \underline{\text{perimeter of pentagon}}$$

$$\frac{\pi}{5} = 3.6371.$$



Algorithm: Step 1: calculate the angle subtended by two consecutive vertices,
 $\text{m}\angle\theta = \frac{360^\circ}{n}$ & $n = \text{polygon side count}$

Step 2: determine half angle subtended by the vertex,

$$\text{m}\angle d = 90 - \frac{\text{m}\angle\theta}{2}$$

Step 3: apply the Law of Sines and obtain polygon side length "s",

$$s = \frac{\sin(\frac{\theta}{2})}{\sin \alpha} \text{ units}$$

STEP 4: compute the perimeter for said polygon,

$$P = n \times s$$

STEP 5: estimation for π_i is perimeter divided by diameter, which is unitary,

$$\pi_i \equiv P.$$

example: polygon of 1937 sides.

CIRCUMSCRIBED METHOD

$$\text{m}\Delta\theta = \frac{360^\circ}{1937} = 0.18585^\circ$$

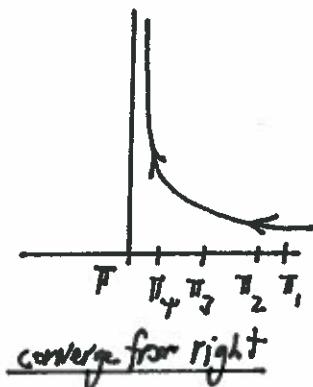
$$\text{m}\Delta d = 90 - \frac{0.18585}{2} = 89.90707^\circ$$

$$s = \frac{\sin(\frac{0.18585}{2})}{\sin(89.90707^\circ)} = 0.00162 \text{ units}$$

$$P = 1937 \times 0.00162 \text{ units} = 3.14152 \text{ units.}$$

$$\therefore \frac{1937}{1937} \pi \approx 3.14152$$

NOTE: calculation is dependent on no. of significant digits.



converge from right

- circumscribed polygon method uses tangents of each polygon side at midpoint to that side,
- such midpoints lie equi-distance from the centre of the polygon,
- these midpoints are along a path for a circle; definition of a circle, points lie at equi-distance from a common centre,
- converge asymptotically from the right to a value of π ; opposite of the inscribed method which converges asymptotically from the left.

X