

$\log(63)$

- $\log(63) = \log(3^2 \cdot 7) = 2\log(3) + \log(7)$
- $\log(63) \sim 2(477) + 845 = 1799 \sim 1.799$
- $\log(63) = 1.79934055\dots$

**File Name:** compute logarithm manually.pdf

**Size:** 1585 KB

**Type:** PDF, ePub, eBook

**Category:** Book

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### Book Descriptions:

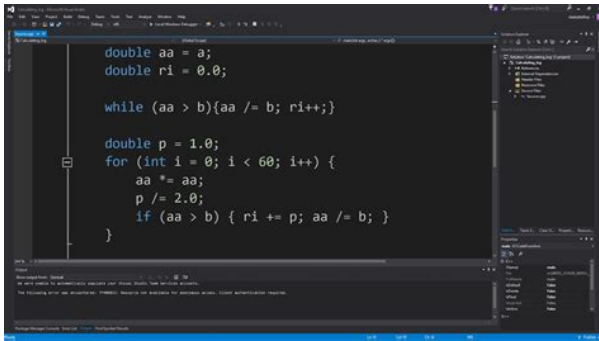
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## Book Descriptions:

# compute logarithm manually



```
double aa = a;
double r1 = 0.0;

while (aa > b){aa /= b; r1++;}

double p = 1.0;
for (int i = 0; i < 60; i++) {
    aa *= aa;
    p /= 2.0;
    if (aa > b) { r1 += p; aa /= b; }
}
```

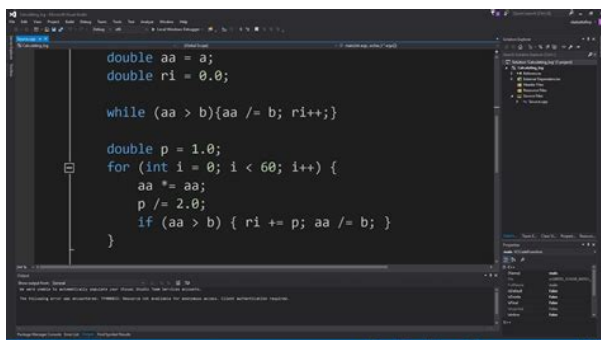
And let's start with the logarithm of 2. As a kid I always wanted to know how to calculate  $\log 2$  and nobody was able to tell me. Can we guess the logarithm of 19,683. Let's follow the chain. We are looking for 1225, so to account for the difference let's round 3.0876 up to 3.088. How to calculate  $\log 11$ . Here is a way to do this. We can take the geometric mean of 10 and 12. However; to be precise, for  $\log 11$  we need  $\log\sqrt{121}$ . 120 is close to 121 though. We need a small correction to be precise 0.833%. We calculated  $\log 120$  and we need  $\log 121$ . Based on what I'm doing I'm noting three things. As far as I can tell you are mixing the base 2 log and the base 10 log without mentioning where this switch came from. You need to memorize some numbers first, but that might appeal to the mental gymnasts on this forum I'll memorize the numbers in the second column some other time if I remember. Two or three iterations will give you a result that is almost as accurate as a hand calculator It is one example of a rootfinding algorithm. So functions that use logs to the base 10 will automatically convert to natural logs, which are much easier to calculate After searching across the web, I am being told differentiating  $\log x$  and  $\ln$  There are no natural logs anywhere nor are they needed. I mention natural logs in this current post, but that's because Newton's method uses first derivatives. Pure mathematicians will always use natural logs, denoted by  $\ln$ . Applied mathematicians AFAIK and engineers will almost always use logs to the base 10, denoted by  $\log$ . It might look like it though. In that case a number close to 20,000. If  $\log 4$  is 0.602, then  $\log 40$  is 1.602. However, the 5% is a bit too wide and might introduce errors in the last digit. Better to search for a number with a smaller difference. Then we are 1 off. This is less than 0.3%.  $\log 20$  can be calculated as  $\log 2$  plus  $\log 10$   $\log 21$  is  $\log 7$  plus  $\log 3$   $\log 22$  is  $\log 11$  plus  $\log 2$   $\log 23$ . <http://aviafond.ru/userfiles/f250-owners-manual-pdf.xml>

- **calculate logarithm manually, compute logarithm manually, compute logarithm manually function, compute logarithm manually calculator, compute logarithm manually worksheet, compute logarithm manually equation.**

## log(63)

- $\log(63) = \log(3^2 \cdot 7) =$   
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23 is prime and so is the next one that needs to be calculated. However; this is too small a number when we calculate with 3 or 4 digits precision. It only takes a minute to sign up. By pen and paper that is. Im doing this old school. Essentially you dont want to use a single power series but do most of the work by using appropriate interpolations. I also want to add that its nice seeing someone else who is interested in this stuff whenever I feel my arithmetic skills are declining I add to my log tables for practice. I know that my parents had to use logarithm tables when there were no affordable calculators. Why would you want to do this by hand today To counteract this, whenever I notice Im getting sloppy with numbers I just pull out my table and add to it A slight digression Another use for calculating things by hand well, maybe not always by hand is to help calculus students understand what. Iasafros solution takes about 900 divisions and 450 cubings, and 450 raisings to 5. Roberts second solution takes about 2700 divisions, 900 squarings, and 900 cubings. Mine takes 1700 divisions. These kinds of comparisons should be important for making an efficient algorithm. I would have one question The numbers here have the smallest possible size. Can one use only 6 digits of those numbers after the decimal mark, or Maple optimized that too I would use this algorithm on soroban My original answer is below, and the motivation, background, and error discussion can be found there. First, read up on the RungeKutta method for approximating solutions to differential equations at. Most introductory differential equations courses cover Eulers method, which is a great concept, but usually impractical for its slowness. RungeKutta works a lot faster. My feeling is that this will give you the results that you want much quicker than most methods based on power series. Just like this method, those require several divisions at each step. <http://astmasme.com/userData/board/f250-owners-manual-2004.xml>



```
double aa = a;
double ri = 0.0;

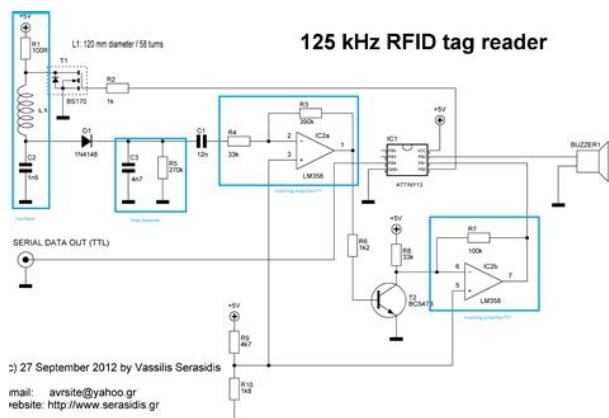
while (aa > b){aa /= b; ri++;}

double p = 1.0;
for (int i = 0; i < 60; i++) {
    aa *= aa;
    p /= 2.0;
    if (aa > b) { ri += p; aa /= b; }
}
```

But power series methods also require raising to powers, and this method does not. For base 10 logarithms, you can do the conversion by dividing your natural logarithms by ln10, which you can also find quickly by the above method. So we are back to natural logs. If your number is close to 1, then the natural log will be a small number, and multiplication by the natural log of 10 might be less of a headache. Of course, this does not cover the range of numbers you want; you must use RANGE

REDUCTION. If you have an approximation that is not quite accurate enough, calculate  $\ln \sqrt{x}$  and double the result. Of course you best have a guard digit because you lose one bit of resolution when you double a number. This will remove square roots from your approximation. It is a tradeoff between work and accuracy. Generation of the logs of 0.9, 0.99, and 0.999 to 8 digits may seem slow and laborious, but is an investment that will pay back by simplifying all of the other logs. I recommend pencil, eraser, and paper. That's no fun. I would try to get logs to base ten directly by Euler's method of finding upper and lower bounds that have known logs, so you have an upper and lower bound for the log. Then bisect that interval for the logs by taking the arithmetic mean and for the argument by taking the geometric mean. You have to be quick and accurate at taking square roots like Euler. Twenty such entries would allow you to calculate logs to 5 places by multiplying your target number by the appropriate power of ten and adding the negative of that log to the total. You could probably use two soroban one for the division, and one to accumulate the log. When you divide by 10, append a binary 1 to the log which is represented in binary, otherwise, append a binary 0. Knuth has a discussion of this in chapter 1 of *Fundamental Algorithms* and gives the breakdown of the squaring method as a problem for the student.

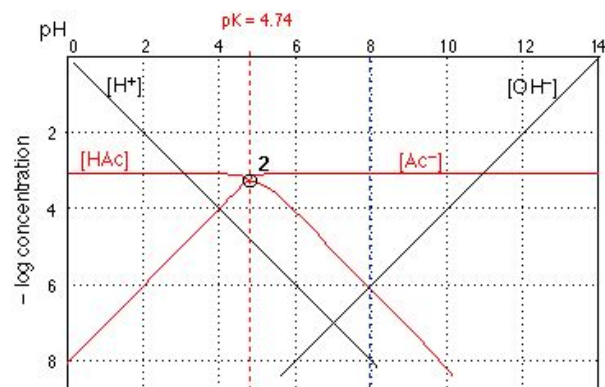
For a number  $x$  that you cannot factor, find a nearby number  $y$  that you can factor. The smaller  $x$ , the better the approximation. Of course it is helpful to memorize a few things to ten or more places. I would start with the logs of 2,  $e$ , 3, and 7. The logs of 4, 5, 6, 8, and 9 can be computed from these. As you know, the arithmetic-geometric mean algorithm converges quadratically. Here is a variant. The  $a$ 's and  $g$ 's converge to a common limit, but not quadratically. You can use Richardson extrapolation to speed convergence. This was a popular method in the Forth Interest Group. However that passes the buck to finding a fast efficient way to calculate the exponential. Creative factoring can greatly extend the first few simple results. Interesting problem! Please be sure to answer the question. Provide details and share your research. Making statements based on opinion; back them up with references or personal experience. Use MathJax to format equations. MathJax reference. To learn more, see our tips on writing great answers. Browse other questions tagged numerical-methods logarithms or ask your own question. Is it idiomatic? What are possible consequences from this? The site may not work properly if you don't update your browser. If you do not update your browser, we suggest you visit old reddit. Press J to jump to the feed. Press question mark to learn the rest of the keyboard shortcuts Log in sign up User account menu 235 Calculating logarithms by hand Logarithms are a side hobby of mine. My method does not require square roots, or fancy series calculations. It's rather dopey, actually. If I find a link I will post it. Just memorise a few logarithms between 1 and 10, and then you just add. The method I use involves knowing all the fractional powers of 10, and then converting between bases. The hardest part is getting the fractional powers of ten, and that isn't even that bad.



<http://eco-region31.ru/boss-dd-6-digital-delay-manual>

Granted he was awesome and we had the resources of an international school sponsored by a petroleum company, but still. All rights reserved Back to top. Lamar University is in Beaumont Texas and Hurricane Laura came through here and caused a brief power outage at Lamar. Things should be up and running at this point and hopefully will stay that way, at least until the next hurricane comes through here which seems to happen about once every 1015 years. Note that I wouldn't be too surprised if there are brief outages over the next couple of days as they work to get everything back up and running properly. I apologize for the inconvenience. Due to the nature of the mathematics on this site it is best views in landscape mode. If your device is not in landscape mode many of the equations will run off the side of your device should be able to scroll to see them and some of the menu items will be cut off due to the narrow screen width. We will look at logarithms in this section. Logarithms are one of the functions that students fear the most. The main reason for this seems to be that they simply have never really had to work with them. Once they start working with them, students come to realize that they aren't as bad as they first thought. Remembering this equivalence is the key to evaluating logarithms. The number,  $b$ , is called the base. So, let's take a look at the first one. Since 2 raised to 4 is 16 we get, The base is important. It can completely change the answer. These are, Here is a sketch of both of these logarithms. Some of which deal with the natural or common logarithm and some of which don't. We can't plug in zero or a negative number. Notice as well that these last two properties tell us that, In other words, Once we've used Property 7 we can then use Property 9. Also, note that that we'll be converting the root to fractional exponents in the first step.

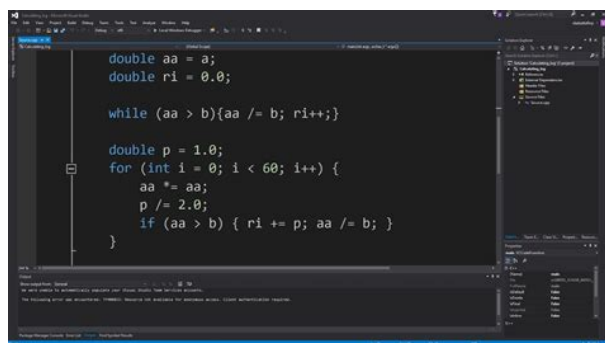
<https://lg-asesoria.com/images/casio-aw-81d-2avef-manual.pdf>



However, the usual reason for using the change of base formula is to compute the value of a logarithm that is in a base that you can't easily deal with. Using the change of base formula means that you can write the logarithm in terms of a logarithm that you can deal with. The two most common change of base formulas are For instance. Author of Mathematical Machines. Logarithms of the latter sort that is, logarithms with base 10 are called common, or Briggsian, logarithms and are written simply  $\log n$ . Invented in the 17th century to speed up calculations, logarithms vastly reduced the time required for multiplying numbers with many digits. They were basic in numerical work for more than 300 years, until the perfection of mechanical calculating machines in the late 19th century and computers in the 20th century rendered them obsolete for largescale computations. The natural logarithm with base  $e$  2.71828 and written  $\ln n$ , however, continues to be one of the most useful functions in mathematics, with applications to mathematical models throughout the physical and biological sciences. In particular, scientists could find the product of two numbers  $m$  and  $n$  by looking up each number's logarithm in a special table, adding the logarithms together, and then consulting the table again to find the number with that calculated logarithm known as its antilogarithm. For example,  $100 \times 1,000$  can be calculated by looking up the logarithms of 100 2 and 1,000 3, adding the logarithms together 5, and then finding its antilogarithm

100,000 in the table. To obtain the logarithm of some number outside of this range, the number was first written in scientific notation as the product of its significant digits and its exponential power—for example, 358 would be written as  $3.58 \times 10^2$ , and 0.0046 would be written as  $4.6 \times 10^{-3}$ . Then the logarithm of the significant digits—a decimal fraction between 0 and 1, known as the mantissa—would be found in a table.

<http://libertad74.com/images/casio-aw-82-manual.pdf>



```
double aa = a;
double ri = 0.0;

while (aa > b){aa /= b; ri++;}

double p = 1.0;
for (int i = 0; i < 60; i++) {
    aa *= aa;
    p /= 2.0;
    if (aa > b) { ri += p; aa /= b; }
}
```

Britannica Premium Serving the evolving needs of knowledge seekers. Get 30% your subscription today. In a geometric sequence each term forms a constant ratio with its successor; for example, In an arithmetic sequence each successive term differs by a constant, known as the common difference; for example, Thus, multiplication is transformed into addition. The original comparison between the two series, however, was not based on any explicit use of the exponential notation; this was a later development. In 1620 the first table based on the concept of relating geometric and arithmetic sequences was published in Prague by the Swiss mathematician Joost Burgi. His purpose was to assist in the multiplication of quantities that were then called sines. The whole sine was the value of the side of a rightangled triangle with a large hypotenuse. Napier's original hypotenuse was  $10^7$ . His definition was given in terms of relative rates. For the Napierian logarithm the comparison would be between points moving on a graduated straight line, the L point for the logarithm moving uniformly from minus infinity to plus infinity, the X point for the sine moving from zero to infinity at a speed proportional to its distance from zero. Furthermore, L is zero when X is one and their speed is equal at this point. The essence of Napier's discovery is that this constitutes a generalization of the relation between the arithmetic and geometric series; i.e., multiplication and raising to a power of the values of the X point correspond to addition and multiplication of the values of the L point, respectively. In 1628 the Dutch publisher Adriaan Vlacq brought out a 10place table for values from 1 to 100,000, adding the missing 70,000 values. Both Briggs and Vlacq engaged in setting up log trigonometric tables. Such early tables were either to onehundredth of a degree or to one minute of arc.

In the 18th century, tables were published for 10second intervals, which were convenient for sevendecimalplace tables. In general, finer intervals are required for calculating logarithmic functions of smaller numbers—for example, in the calculation of the functions  $\log \sin x$  and  $\log \tan x$ . The procedures of trigonometry were recast to produce formulas in which the operations that depend on logarithms are done all at once. The recourse to the tables then consisted of only two steps, obtaining logarithms and, after performing computations with the logarithms, obtaining antilogarithms. Francis J. Murray As any person can attest, adding two 10digit numbers is much simpler than multiplying them together, and the transformation of a multiplication problem into an addition problem is exactly what logarithms enable. Click here to view our Privacy Notice. Easy unsubscribe links are provided in every email. The base 5 logarithm of 15 is 1.6826061945 Or share some lines pseudoCode Im able to understand Otherwise it checks if the logarithm we want to find is

lower or higher than the current one But tbh I can not really get the logic behind your code. is not supposed to sound rude. Would you mind to add a second approach like youve mentioned in the comments. Like using my code but just improve it by adding the precision property However If you feel like it, I would be glad about some lines of pseudo code, because I will not use javascript later, but a different language. By implication, at some point I have to translate your answer code from js. Which will be extremely difficult for the shorthand of your code. Like dowhile, etc For efficiency, if the values can span many orders of magnitude, instead of equal factors you can use a squared sequence, 2, 4, 16, 256., followed by a dichotomic search when you have bracketed the value. To avoid divisions, it is advisable to keep a table of negative powers. This brings the value between 1 and  $v^2$ . Then compare to  $vv^2$  and so on.

<http://pulsrmedia.com/wp-content/plugins/formcraft/file-upload/server/content/files/16285146c619b8---burgman-650-workshop-manual.pdf>

Of course, the square roots should be tabulated. Please be sure to answer the question. Provide details and share your research. Making statements based on opinion; back them up with references or personal experience. To learn more, see our tips on writing great answers. Is it idiomatic In simpler terms, my 8th grade math teacher always told me LOGS ARE EXPONENTS!! What did she mean by that If we needed more than 3 significant figures, we pulled out our lengthy logarithm tables. Anyway, enough history. On most calculators, you obtain the log or ln of a number by The characteristic only locates the decimal point of the number, so it is usually not included when determining the number of significant figures. The mantissa has as many significant figures as the number whose log was found. So in the above examples This is called finding the antilogarithm or inverse logarithm of the number. To do this using most simple scientific calculators, It might also be labeled the  $10^x$  or  $e^x$  button. The answer to the correct number of significant figures is  $1.60 \times 10^4$ . If your calculator has the Log button but not the Ln button, you can still compute the natural logarithm. You will need to use the base change formula that converts logarithm in base 10 to base e. Calculating the Natural Logarithm with the Ln Button Enter the number whose natural logarithm you wish to calculate. To get accurate results, you should enter the full number and avoid rounding. This is the natural logarithm of the number you entered. You may need to round this number for convenience if there are many digits after the decimal point. For instance, the natural logarithm of 3.777 is about 1.32893 when rounded. Calculating the Natural Logarithm with the Log Button Enter the number whose logarithm you need to compute and do not round the number. For example, if you must calculate the natural logarithm of 3.777, enter 3.777 on your calculator. The number 0.4342944819 is the logarithm of e in base 10.

How to Type a Mixed Fraction in a TI83 Plus How to Convert Ln to Log 10 How to Use Exponents on a Scientific Calculator How to Use the Log Function on a Calculator How to Calculate Antilog How to Do Integers on the Calculator. It is simply a matter of memorization and a little estimation. First memorize all the single digit base 10 logs. Dont worry, its not as painful as it sounds. I even made the chart for you Now you may ask, what if it isnt just a number with a bunch of 0s after it. That is, for any real number x, The binary logarithm function is the inverse function of the power of two function. As well as  $\log_2$ , alternative notations for the binary logarithm include lg, ld, lb the notation preferred by ISO 3111 and ISO 80002, and with a prior statement that the default base is 2 log. Binary logarithms can be used to calculate the length of the representation of a number in the binary numeral system, or the number of bits needed to encode a message in information theory. In computer science, they count the number of steps needed for binary search and related algorithms. Other areas The integer part of a binary logarithm can be found using the find first set operation on an integer value, or by looking up the exponent of a floating point value. The fractional part of the logarithm can be calculated efficiently. And the binary logarithm of a power of two is just its position in the ordered sequence of powers of two. On this basis, Michael Stifel has been credited with

publishing the first known table of binary logarithms in 1544. His book *Arithmetica Integra* contains several tables that show the integers with their corresponding powers of two. Virasena's concept of *ardhacheda* has been defined as the number of times a given number can be divided evenly by two. Euler established the application of binary logarithms to music theory, long before their applications in information theory and computer science became known.

The height of the tree number of rounds of the tournament is the binary logarithm of the number of players, rounded up to an integer. This idea is used in the analysis of several algorithms and data structures. For example,  $O(\log_2 n)$  is not the same as  $O(\ln n)$  because the former is equal to  $O(n)$  and the latter to  $O(n^{0.6931})$ . The expression rates of these genes are compared using binary logarithms. Different rates of expression of a gene are often compared by using the binary logarithm of the ratio of expression rates the log ratio of two expression rates is defined as the binary logarithm of the ratio of the two rates. Intervals coming from rational number ratios with small numerators and denominators are perceived as particularly euphonious. The simplest and most important of these intervals is the octave, a frequency ratio of 2:1. That is, if tones  $x$ ,  $y$ , and  $z$  form a rising sequence of tones, then the measure of the interval from  $x$  to  $y$  plus the measure of the interval from  $y$  to  $z$  should equal the measure of the interval from  $x$  to  $z$ . Such a measure is given by the cent, which divides the octave into 1200 equal intervals 12 semitones of 100 cents each. For example,  $\log_2 6$  is approximately 2.585, which rounds up to 3, indicating that a tournament of 6 teams requires 3 rounds either two teams sit out the first round, or one team sits out the second round. The  $\ln$  and  $\log$  keys are in the second row; there is no  $\log_2$  key. These two forms of integer binary logarithm are related by this formula  $\ln x = \log_2 x \cdot \ln 2$ . In this sense it is the complement of the find first set operation, which finds the index of the least significant 1 bit. Many hardware platforms include support for finding the number of leading zeros, or equivalent operations, which can be used to quickly find the binary logarithm. For practical use, this infinite series must be truncated to reach an approximate result. By using this site, you agree to the Terms of Use and Privacy Policy. Previous UserDefined Units.

Up Units For field quantities, Calc uses This default can be With the capital O prefix these commands If the powers If two field quantities themselves Similarly, logarithmic units can be "subtracted" with  $\ln$ . In this case,  $\log_2 p$  will be compiled by using  $\log$  instead, and the precision of the result will be identical to  $\log_2$ , i.e. it will always be 0 for small numbers. Sample  $\log_2(1.0e20)$  returns 0.0 if  $\log_2 p$  is approximated by using  $\log$  returns something very near from  $1.0e20$ , if  $\log_2 p$  is supported by the underlying C library. The page may contain broken links or outdated information, and parts may not function in current web browsers. By means of various generalizations, the definition can be extended for any value of  $N$  that is any real number. The two flanking numbers on the table suggest that our answer is between 2.86240 and 2.86325, since In a calculation where negative numbers are multiplied or elevated to some power, it may be best to put the minus sign aside for safekeeping, perform the calculation with positive numbers and then figure out from the nature of the calculation whether the minus sign should be restored or omitted. That is hardly useful! If you consider going further in studying logarithms, you will be rewarded by the derivation of more accurate values in section M18. With this range covered, numbers outside it can be handled to essentially, by writing them in scientific notation or doing something equivalent. Suppose we seek Using scientific notation Below is a list of powers of 2, each twice the one which precedes it Three more approximations follow at once From that. A more accurate value is Again, not too bad Still, trying to calculate with these crude logarithms demonstrates the general method. Using scientific notation Now the whole part of the logarithm gets The above result is therefore inaccurate, just like its tools; but had our logarithms been accurate to 6 or 7 figures, similar steps would still be followed, and we would have much better accuracy.

That might have been the usual method a century ago today, logarithms are no longer a prime

computing tool, but other uses remain. Suppose we use the 5 decimal approximation. Then. But how about? Some people write. Choose whatever you prefer, but be aware that slightly different rules apply to numbers below 1! Actually, the sliding strip usually rode in a slot in the middle of the rule. A third essential component was the cursor, a transparent slider able to slide up and down the assembly, with a marked line perpendicular to the logarithmic rules. Its role was to mark a position on the ruler. Move it over the number 2 on the movable ruler. In that case, do not place the beginning of the sliding ruler under the cursor, but its far end. Of course, you will have to adjust the decimal point, but again, multiplying 3.98 times 4.32 is just as fast. To divide, you use the slide to subtract lengths, and most rules have several scales, on both sides. The slide rule in the pictures here has divisions 110 on one side of the sliding scale and 1100 two scales of 110, half as large on the other side. Using the 1100 scale helps carry out multiplications like 3 times 4 without reversing sides but since the scale is smaller, accuracy is reduced too. So putting the cursor on x on the 110 scale and then looking for the corresponding number on 1100 gives  $x \times 2$ , though the power of 10 in the scientific notation needs to be derived or guessed. Putting the cursor on 3 on the scale 1100 helps derive square roots of numbers with even number of decimal figures 3, 300, 30,000, 3,000,000 and so forth, also 0.03. 0.0003 etc.. Putting it on 30 helps derive square roots of numbers with odd number of decimals. You can still buy slide rules today over the worldwide web, though they are likely to be used ones. Only a few examples can be given. It was a rather subjective classification.

The formula due to Pogson, 1856 is If R is what we feel and S is the stimulus. For example, sound intensity is measured in a unit called bel in honor of Alexander Graham Bell and though a sound of 5 bels sounds like just one notch louder than 4 bels, in fact it carries 10 times the energy. And a tenth of a bel is of course a decibel, a term more widely used. An earthquake registering 8.2 on the Richter scale carries 10 times more energy than one of 7.2. It is the slow growth of the logarithm which makes high speed launches difficult and expensive! How many times more energy than magnitude 5. Use our approximate logs. It was usually pegged at the 17th magnitude, but in October 2007 it suddenly brightened to reach 3rd magnitude the cause remains to be established. How many times brighter did it become. And did you get a brightening by about 375,000 times. If all you wanted was a basic understanding, you may stop at this place, though some more advanced aspects are covered in the following sections. If I were to say 2 to the fourth power, what does that mean. Well that means 2 times 2 times 2 times 2. 2 multiplied or repeatedly multiplied 4 times, and so this is going to be 2 times 2 is 4 times 2 is 8, times 2 is 16. But what if we think about things in another way. We know that we get to 16 when we raise 2 to some power but we want to know what that power is. So for example, let's say that I start with 2, and I say I'm raising it to some power, what does that power have to be to get 16. Well we just figured that out. X would have to be 4. And this is what logarithms are fundamentally about, figuring out what power you have to raise to, to get another number. Now the way that we would denote this with logarithm notation is we would say, log, base 2, of 16 is equal to what, or is equal in this case since we have the x there, is equal to x.

This and this are completely equivalent statements. Let's say you had. log, base 3, of 81. What would this evaluate to. Well this is a reminder, this evaluates to the power we have to raise 3 to, to get to 81. So if you want to, you can set this to be equal to an x, and you can restate this equation as, 3 to the x power, is equal to 81. Why is a logarithm useful. And you'll see that it has very interesting properties later on. But you didn't necessarily have to use algebra. To do it this way, to say that x is the power you raise 3 to to get to 81, you had to use algebra here, while with just a straight up logarithmic expression, you didn't really have to use any algebra, we didn't have to say that it was equal to x, we could just say that this evaluates to the power I need to raise 3 to to get to 81. The power I need to raise 3 to to get to 81. Well what power do you have to raise 3 to to get to 81. Well let's experiment a little bit, so 3 to the first power is just 3, 3 to the second power is 9, 3 to the third power is 27, 3 to the fourth power, 27 times 3 is equal to 81. 3 to the fourth power is equal to 81. X

is equal to four. So we could say. Log, base 3, of 81, is equal to 4. I'll do this in a different colour. Is equal to 4. Lets do several more of these examples and I really encourage you to give a shot on your own and hopefully you'll get the hang of it. So lets try a larger number, lets say we want to take log, base 6, of 216. What will this evaluate to. This is equal to 3. So this is 6 to the third power is equal to 216. Lets try another one. Lets say I had, I dunno, log, base 2, of 64. So what does this evaluate to. So this right over here is 2 to the sixth power, is equal to 64. Lets do a slightly more straightforward one, or maybe this will be less straightforward depending on how you view it. What is log, base 100, of 1 I'll let you think about that for a second. 100 is a subscript so its, log, base 100, of 1.

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