

# Re: Archimedes Pi Algorithm

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*Source:* <http://sci.tech-archive.net/Archive/sci.math/2006-01/msg05183.html>

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- *From:* Ken Pledger <[ken.pledger@xxxxxxxxxxxxxx](mailto:ken.pledger@xxxxxxxxxxxxxx)>
  - *Date:* Wed, 01 Feb 2006 08:48:24 +1300
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In article

<27284186.1138680771203.JavaMail.jakarta@xxxxxxxxxxxxxxxxxxxxxxxx>, dave <[davidsnow6767@xxxxxxxxxxxxx](mailto:davidsnow6767@xxxxxxxxxxxxx)> wrote:

> Hi, I was wondering if anybody could explain to me how to generally use  
> Archimedes Algorithm to calculate pi. My main problem is: how can you find  
> the perimeters of an n-sided polygon inside and outside a unit circle without  
> using trigonometry??? Any help on this would be greatly appreciated!

Go to the fountainhead! "Measurement of a Circle" Proposition 3 is in T. L. Heath (ed.), "The Works of Archimedes" (Dover reprint), pp. 93-98.

Ken Pledger.

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• *References:*

◆ *Archimedes Pi Algorithm*

◇ *From:* dave

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