

Numerical Methods

Lecture 3

CS 357 Spring 2014

David Semeraro

Taylor's theorem for $f(x)$

If the function f possesses continuous derivatives of orders $0, 1, 2, \dots, (n+1)$ in a closed interval $I = [a, b]$, then for any c and x in I ,

$$f(x) = \sum_{k=0}^n \frac{f^{(k)}(c)}{k!} (x - c)^k + E_{n+1}$$

Where the error term can be given in the form

$$E_{n+1} = \frac{f^{(n+1)}(\varepsilon)}{(n+1)!} (x - c)^{n+1}$$

Alternating Series (from last week)

If $a_1 \geq a_2 \geq a_3 \geq \cdots \geq a_n \geq \cdots \geq 0$ for all n and $\lim_{n \rightarrow \infty} a_n = 0$, then the alternating series:

$$a_1 - a_2 + a_3 - a_4 + \cdots$$

Converges; that is,

$$\sum_{k=1}^{\infty} (-1)^{k-1} a_k = \lim_{n \rightarrow \infty} \sum_{k=1}^n (-1)^{k-1} a_k = \lim_{n \rightarrow \infty} S_n = S$$

Where S is its sum and S_n is the n^{th} partial sum. Moreover, for all n .

$$|S - S_n| \leq a_{n+1}$$

Alternating Series (from last week)

Partial Sums S_n

$$S_1 = a_1$$

$$S_2 = a_1 - a_2$$

$$S_3 = a_1 - a_2 + a_3$$

$$S_4 = a_1 - a_2 + a_3 - a_4$$

...

Alternating Series Example

- How many terms are needed to approximate $\sin 1$ with an error less than $\frac{1}{2} \times 10^{-6}$?

Expand about $c = 0$.

$$\sin x \approx \sin(0) + \cos(0)x - \sin(0)\frac{x^2}{2!} - \cos(0)\frac{x^3}{3!} + \dots$$

Since $\sin(0) = 0$ and $\cos(0) = 1$:

$$\sin(x) = 1 - \frac{x^3}{3!} + \frac{x^5}{5!} - \dots$$

Alternating Series Example

$$\sin(1) = 1 - \frac{1}{3!} + \frac{1}{5!} - \frac{1}{7!} + \dots$$

By the alternating series theorem, the error does not exceed the first neglected term:

$$|S - S_n| \leq a_{n+1}$$

After n terms the first neglected term is $\frac{1}{(2n+1)!}$.

$$\frac{1}{(2n+1)!} < \frac{1}{2} \times 10^{-6}$$

Alternating Series Example

$$\frac{1}{(2n+1)!} < \frac{1}{2} \times 10^{-6}$$

Using base 10 logarithms...

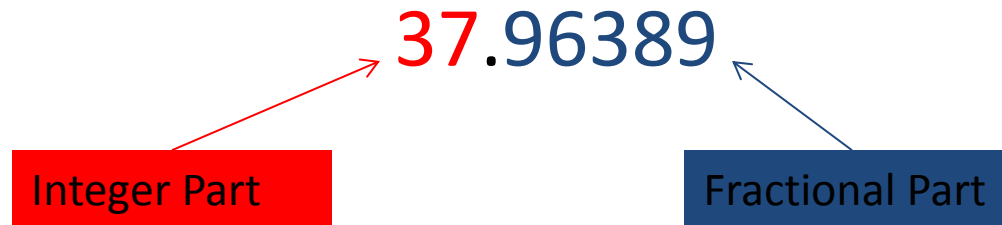
$$\log[(2n+1)!] > \log 2 + 6 = 6.3$$

$$\log 10! \approx 6.6 \rightarrow n \geq 5$$

Now for something different...

Floating Point Representation

Floating Point



Normalized Scientific Notation

$$37.96389 = 0.3796389 \times 10^2$$

Not zero

Fraction $\times 10^n$

Floating Point (base 10)

$$(a_n a_{n-1} \dots a_1 a_0 . b_1 b_2 \dots)_{10} = \sum_{k=0}^n a_k 10^k + \sum_{k=1}^{\infty} b_k 10^{-k}$$

- Some numbers have infinite number of digits in the fractional part.
 - $\pi = 3.14159 \dots$
 - $\sqrt{2} = 1.41421 \dots$

Other Bases (β)

- Binary ($\beta = 2$)
- Octal ($\beta = 8$)
- Hex ($\beta = 16$)

$$(a_n a_{n-1} \dots a_1 a_0 . b_1 b_2 \dots)_\beta = \sum_{k=0}^n a_k \beta^k + \sum_{k=1}^{\infty} b_k \beta^{-k}$$

(See Appendix B in Text)

Integer Conversion

- Decimal to Binary (example)

$$(N)_{10} = a_j 2^j + \cdots + a_1 2 + a_0$$

- Compute $\frac{(N)_{10}}{2} = Q + R$
 - $Q = a_j 2^{j-1} + \cdots + a_2 2 + a_1$
 - $R = a_0$ (a_0 is the *remainder* in long division)
- Repeat process on successive Q to obtain remaining digits.

Integer Conversion

- Convert 743 to binary.
- $\frac{743}{2} = 371$ remainder 1.
- $Q = 371; R = 1 = a_0$
- $a_0 = 1$
- Repeat

$$(743)_{10} = (1011100111)_2$$

j	Q	(a_j)
0	371	1
1	185	1
2	92	1
3	46	0
4	23	0
5	11	1
6	5	1
7	2	1
8	1	0
9	0	1

Fractional Part

$$x = \sum_{k=1}^{\infty} c_k \beta^{-k} = (0. c_1 c_2 \dots)_{\beta}$$

$$\beta x = (c_1. c_2 c_3 \dots)_{\beta}$$

Equate the integer parts of both sides of the = sign.

$$c_1 = I(\beta x)$$

Where $I(y)$ is the integer part of y .

Fractional Conversion

$$d_0 = x$$

$$d_1 = F(\beta d_0)$$

$$d_2 = F(\beta d_1)$$

...

$$c_1 = I(\beta d_0)$$

$$c_2 = I(\beta d_1)$$

...

- Start with x
- Multiply x by β
- Set coefficient to integer part of product.
- Repeat with fractional part of product

Fractional Conversion

- Convert 0.100 to binary.

$$2 \times 0.100 = 0.200 \rightarrow c_1 = 0$$

$$2 \times 0.200 = 0.400 \rightarrow c_2 = 0$$

$$2 \times 0.400 = 0.800 \rightarrow c_3 = 0$$

$$2 \times 0.800 = 1.600 \rightarrow c_4 = 1$$

$$2 \times 0.600 = 1.200 \rightarrow c_5 = 1$$

$$2 \times 0.200 = 0.400 \rightarrow c_6 = 0$$

$$(0.1)_{10} = (0.0001100110011 \dots)_2$$

Normalized Floating Point

- Real decimal number x can be written:

$$x = \mp 0.d_1d_2d_3 \dots \times 10^n$$

- Or

$$x = \mp r \times 10^n \quad \left(\frac{1}{10} \leq r < 1\right)$$

- r — normalized mantissa in $[\frac{1}{10}, 1)$
- n — exponent
- $d_1 \neq 0$

Normalized Floating Point

- Real binary number x can be written:

$$x = \mp 0.b_1b_2b_3 \dots \times 2^n$$

- Or

$$x = \mp q \times 2^m \quad \left(\frac{1}{2} \leq q < 1\right)$$

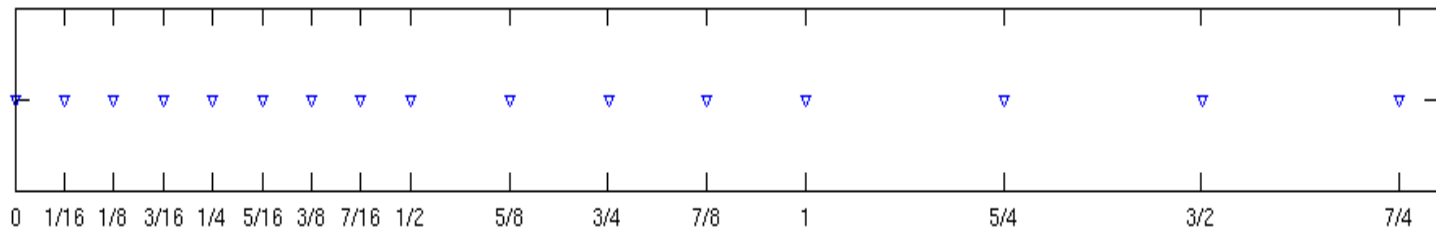
- q — normalized mantissa in $[\frac{1}{2}, 1)$
- n — exponent
- $b_1 \neq 0$

Computer Representation

- Finite Word Length (number of bits per word)
 - Finite number of digits per number
 - Irrational numbers can not be represented
 - Numbers may be too big or too small
- 1 word per number in single precision
- 2 or more words per number in extended precision.

Computer Representation

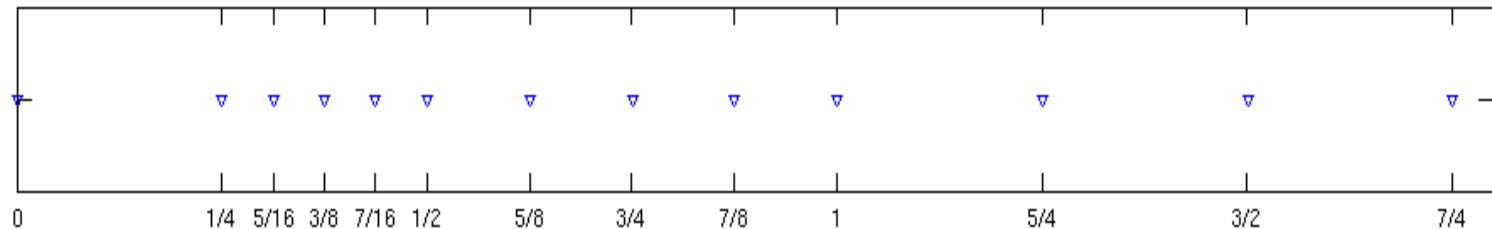
- *Machine numbers* are a discrete set.
- Consider $x = \mp(0.b_1b_2b_3) \times 2^{\mp m}$



- $x = \mp q \times 2^m; -1 \leq m \leq 1$
- m outside permissible range – *overflow or underflow*.

Computer Representation

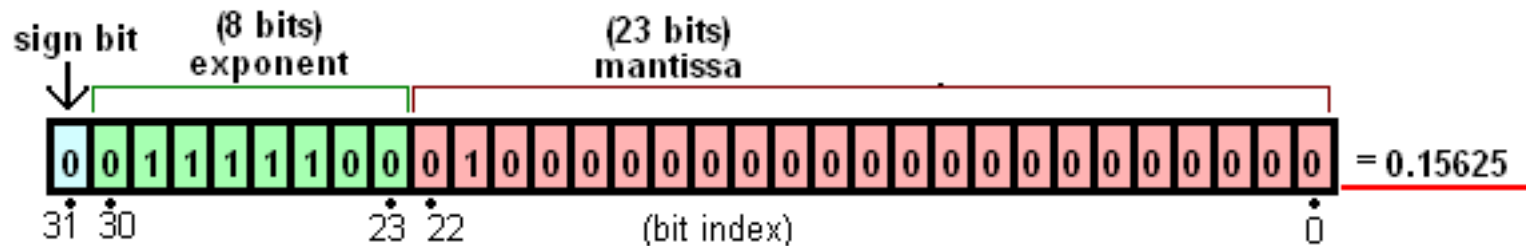
- Numbers $< \frac{1}{16}$ underflow to zero.
- Numbers $> \frac{7}{4}$ overflow to machine infinity.
- Allowing only normalized numbers ($b_1 = 1$) creates *hole at zero*. $1/8$, $1/16$, and $3/16$ are lost.



Computer Representation

- Single-precision
 - 32 bit word
 - Most reals cannot be expressed as floating point number due to infinite decimal or binary representation.
- Splitting up the bits $\mp q \times 2^m$
 - Sign of q – 1 bit
 - Integer $|m|$ - 8 bits (sign contained in the 8 bits.)
 - Number q – 23 bits

Single Precision



Standard single precision floating point

$$(-1)^s \times 2^{c-127} \times (1.f)_2$$

- Bit 31 contains s , sign of mantissa.
- Bits 23-30 contain c in 2^{c-127}
- Bits 0-22 contains f from $(1.f)_2$

Representation of the Mantissa

- The first bit in the mantissa of a normalized floating point number is always 1.
- In the 1-plus form $(1.f)_2$ the right most 23 bits of the word represent f and the 1 is hidden.
- So you get 24 bits of accuracy while using 23.
- $1 \leq (1.f)_2 \leq 2 - 2^{-23}$

Exponent

- $0 < c < 255$ (0 and 255 reserved)
- $-126 \leq c - 127 \leq 127$ (actual exponent)

Representation

- Largest single precision floating point number representable is

$$(2 - 2^{-23})2^{127} \approx 2^{128} \approx 3.4 \times 10^{38}$$

- Smallest positive number representable is

$$2^{-126} \approx 1.2 \times 10^{-38}$$

- Machine epsilon $\epsilon = 2^{-23} \approx 1.2 \times 10^{-7}$ is the smallest number such that $1 + \epsilon \neq 1$.

Representation of real x

- If x is zero use full word of zero bits. (possible sign bit)
- For nonzero x
 - Assign sign bit
 - Convert integer and fractional part of $|x|$ to binary
 - 1-plus normalize the result by shifting binary point so that first bit to left of point is 1. All bits to left of this 1 are zero.
 - Adjust the exponent to reflect the bit shift in the mantissa.
 - Determine C from the current exponent.

Example from book

- Determine single precision machine representation of -52.234375
- Negative number so sign bit is 1.
- Convert 52 to binary (see integer conversion example)
 - $(52.)_{10} = (110100.)_2$
- Convert 0.234375 to binary (see fractional conversion example)
 - $(.234375)_{10} = (.001111)_2$

Example from book

- $(52.234375)_{10} = (1.101000011110)_2 \times 2^5$
 - After one-plus normalization
 - $(.101000011110)_2$ is the stored mantissa
- Exponent is $(5)_{10}$
 - We have $c - 127 = 5 \rightarrow c = 132$
 - Stored exponent: $(132)_{10} = (10000100)_2$
- $[1\underbrace{10000100}_{\text{exponent}}\underbrace{10100001111000000000000000}_{\text{mantissa}}]_2$

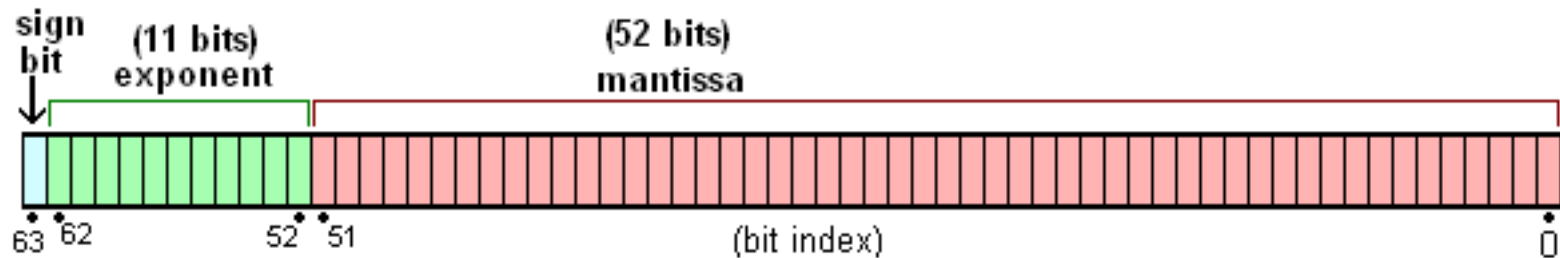
Going the other way

- $[01000101110111100100000000000000]_2$
- Exponent $c = (10001011)_2 = (139)_{10}$
 - Exponent is $c - 127 = 12$
- Mantissa in one-plus form is
 $(1.101111001)_2$
- Combining exponent and mantissa
$$\begin{aligned}(1.101111001)_2 \times 2^{12} &= (1101111001000)_2 \\ &= (15710)_8 \\ &= 0 \times 1 + 1 \times 8 + 7 \times 8^2 + 5 \times 8^3 + 1 \times 8^4 \\ &= 7112\end{aligned}$$

Special Cases

- denormalized/subnormal numbers: use 1 extra bit in the mantissa
 - exponent is now -126 (less precision, more range), indicated by 00000000_2 in the exponent field
- two zeros: +0 and -0 (0 mantissa, 0 exponent)
- two ∞ 's: $+\infty$ and $-\infty$
- ∞ (0 mantissa, 11111111_2 exponent)
- NaN (any mantissa, 11111111_2 exponent)
- see appendix C.1 in NMC 7th ed.

Double precision



- 1-bit sign
- 11-bit exponent
- 52-bit mantissa
- single-precision: about 6 decimal digits of precision
- double-precision: about 15 decimal digits of precision
- $m = c - 1023$

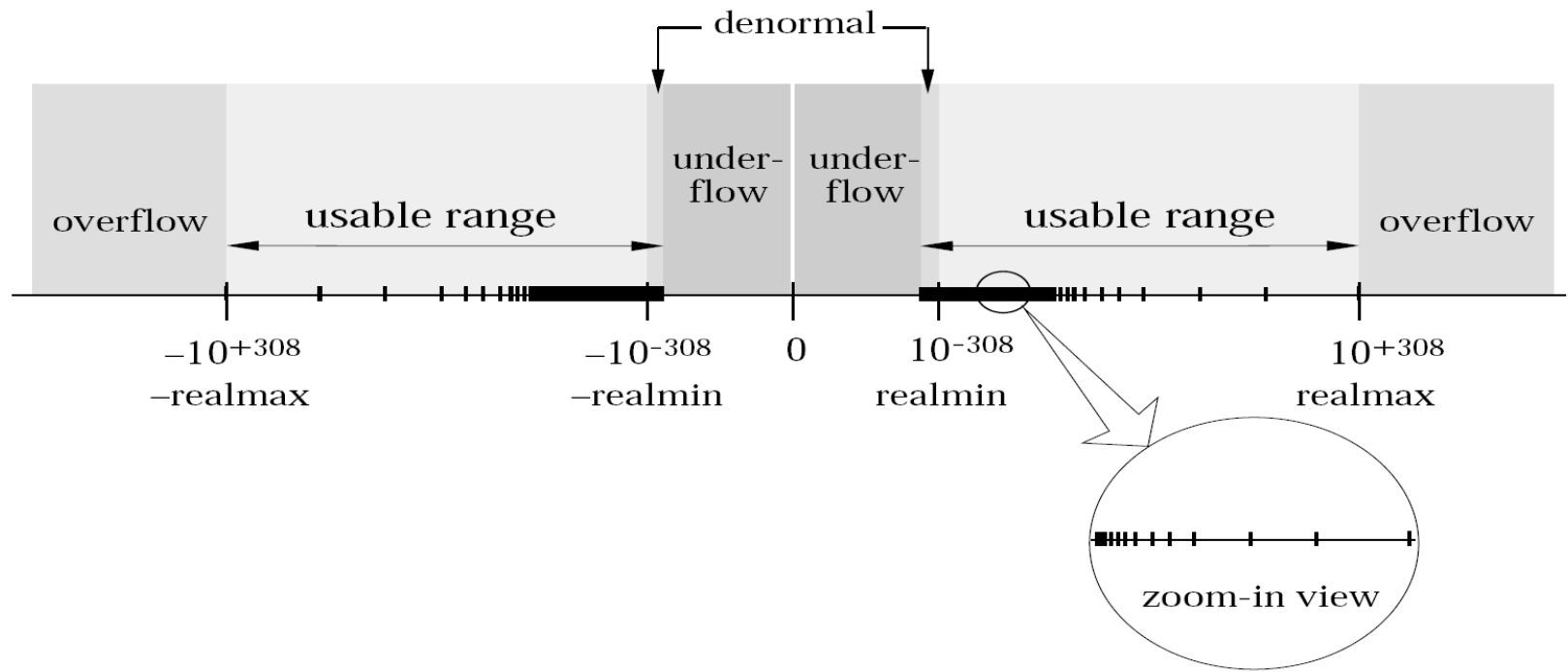
Range

Type	Range	Approx. Range
Single	$-3.4 \times 10^{38} \leq x \leq -1.18 \times 10^{-38}$	$2^{-126} \rightarrow 2^{128}$
	0	
	$1.18 \times 10^{-38} \leq x \leq 3.4 \times 10^{38}$	
Double	$-1.8 \times 10^{308} \leq x \leq -2.23 \times 10^{-308}$	$2^{-1022} \rightarrow 2^{1024}$
	0	
	$2.23 \times 10^{-308} \leq x \leq 1.8 \times 10^{308}$	

```
>>> sys.float_info.max
1.7976931348623157e+308
>>> sys.float_info.min
2.2250738585072014e-308
>>>
```

Number Line

Floating Point Number Line



Computer Representation

- *Roundoff* occurs when digits in a decimal point (0.3333...) are lost (0.3333) due to a limit on the memory available for storing one numerical value.
- *Truncation* error occurs when discrete values are used to approximate a mathematical expression.

Uncertainty

Errors in input data can cause uncertain results

- Input data can be experimental or rounded. leads to a certain variation in the results
- **Well-conditioned**: numerical results are insensitive to small variations in the input
- **Ill-conditioned**: small variations lead to drastically different numerical calculations (a.k.a. poorly conditioned)

Uncertainty

Need to...

1. Solve a problem so that the calculation is not susceptible to large roundoff error
2. Solve a problem so that the approximation has a tolerable truncation error

How?

- Incorporate roundoff-truncation knowledge into
 - The mathematical model
 - The method
 - The algorithm
 - Software design
- Utilize awareness of uncertainty to interpret results.