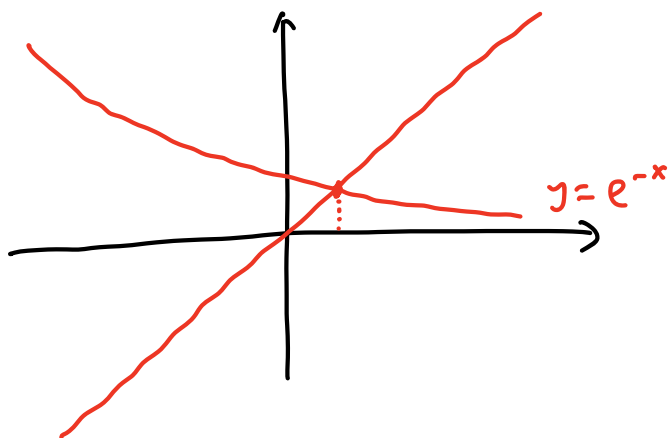


Math 8500 : Advanced numerical analysis I

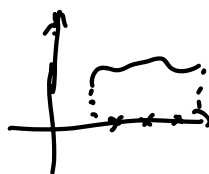
- Why do we need numerical methods?

Ex Solve $e^{-x} = x$



no explicit sol'n
↳ need to do approximation of the sol'n.

- How do we evaluate a numerical method?
 - Accuracy / cost
 - Stability / robustness
 - Regularity / information required.
 - High dimension efficiency.
 - good for parallel computing?
 - easy to implement



Round-off error

- normalized scientific notation (decimal system)

$$235.4127 = \underbrace{0.2354127}_{\text{mantissa}} \times 10^{\underbrace{3}_{\text{exponent}}}$$

generally, for any $x \in \mathbb{R}$, $x \neq 0$,

$$x = \pm r \times 10^n \quad \text{where} \quad \frac{1}{10} \leq r < 1, n \in \mathbb{Z}$$

• normalized scientific notation (binary system)

$$x = \pm q \times 2^m \quad \text{where} \quad \frac{1}{2} \leq q < 1, m \in \mathbb{Z}$$

$$\underbrace{0.100101}_{\text{as binary}} \times 2^{-4} = (2^{-1} + 2^{-4} + 2^{-6}) \times 2^{-4}$$

In computer, we need to store +, 100101, -100

• 64-bit system



↳ largest possible exp: $2^{10} - 1 = 1023$

⇒ largest possible number: $2^{1023} \approx 10^{308}$

trying to get a larger number leads to overflow

"NaN"

52 binary effective digits

$$2^{52} = 10^n$$

→

16 decimal eff. digits

"machine epsilon"

$$\epsilon \approx 10^{-16}$$

• Why do we need round-off?

Say, using decimal system w/ 3 eff. digits

$$0.563 + 0.611 = 1.174 \xrightarrow{\text{round-off}} 1.17 \quad (\text{closest expressible number to } 1.174)$$

$$8.50 \times 0.850 = 7.225 \xrightarrow{\text{round-off}} 7.23$$

- Be careful when subtracting two numbers which are close.

$$0.563 - 0.562 = 0.001$$

Say, given $f(x)$, want $f'(x_0) \approx \frac{f(x_0+h) - f(x_0)}{h}$ for small h .

For $f(x) = x^2$, $x_0 = 1$

$$h = 0.1 \quad \frac{1.1^2 - 1^2}{0.1} = \frac{1.21 - 1}{0.1} = \frac{0.21}{0.1} = 2.1$$

$$h = 0.01 \quad \frac{1.01^2 - 1^2}{0.01} = \frac{1.0201 - 1}{0.01} \sim \frac{1.02 - 1}{0.01} = \frac{0.02}{0.01} = 2$$

$$h = 0.001 \quad \frac{1.001^2 - 1^2}{0.001} \sim \frac{1^2 - 1^2}{0.001} = 0 \quad \times$$

- Be careful when adding a small number to a large number

choose $h \gg \text{machine } \epsilon$.

$$2.23 + 0.0123 = 2.2423 \rightarrow 2.24$$

$$2.23 + 0.0131 = 2.2431 \rightarrow 2.24$$