

Scientific Notation

In scientific notation, a number can be expressed in the form

$$x = \pm r \times 10^m$$

where *r* is a coefficient in the range $1 \le r < 10$ and *m* is the exponent. $1165.7 = 1.165.7 \times 10^{3}$

0.0004728 =

Error in Numerical Methods

- Every result we compute in Numerical Methods contain errors!
- We always have them... so our job? Reduce the impact of the errors
- How can we model the error?

X = true(exact)

Δ

$$\hat{X} = \alpha \beta \beta r \sigma A$$

$$e_{a} = |x - \hat{x}|$$

$$e_{r} = \frac{|x - \hat{x}|}{|x|}$$

- Absolute errors can be misleading, depending on the magnitude of the true value *x*.
- Example: $\Delta X = 10^{-1}$ i) $x = 10^{5}$, $10^{5} \pm 10^{-1}$ ii) $x = 10^{-1}$, $10^{5} \pm 10^{-1}$
 - Relative error is independent of magnitude!

You are tasked with measuring the height of a tree which is known to be exactly 170 ft tall. You later realized that your measurement tools are somewhat faulty, up to a relative error of 10%. What is the maximum measurement for the tree height (numbers rounded to 3 sig figs)?

meet. ps/cs357

A) 153 ft



$$X = 170 ff$$

 $e_{r} = 0.1$

D) 189 ft

 $e_{r} = \frac{|x - \hat{x}|}{|x|} \implies e_{r} |x| = |x - \hat{x}|$ $i \ge 1$ $\hat{x} = x (i = e_{r})$ = 170(1.1) = 187 ft

You are tasked with measuring the height of a tree and you get the measurement as 170 ft tall. You later realized that your measurement tools are somewhat faulty, up to a relative error of 10%. What is the minimum height of the tree (numbers rounded to 3 sig figs) ?



Significant digits

Significant figures of a number are digits that carry meaningful information. They are digits beginning to the leftmost nonzero digit and ending with the rightmost "correct" digit, including final zeros that are exact.

The number 0.00035 has 2 significant digits.

The number 0.000350 has <u>3</u> significant digits.

Accurate to *n* significant digits means that you can trust a total of *n* digits. Accurate digits is a measure of relative error.

Suppose x is the true value and \tilde{x} the approximation.

The number of significant digits tells us about how many positions of x and \tilde{x} agree.

 \tilde{x} has *n* significant figures of *x* if $|x - \tilde{x}|$ has zeros in the first *n* decimal places counting from the leftmost nonzero (leading) digit of *x*, followed by a digit from 0 to 4.

Example:

$$x = 5.1 and \tilde{x} = 5$$

 $x = 0.51 and \tilde{x} = 0.5$
 $x = 5 and \tilde{x} = 4.992$
 $x = 5 and \tilde{x} = 4.996$

$$5.1 - 5 = 0.1 \rightarrow 1 \text{ sigfg}$$

$$0.51 - 0.5 = 0.001 \rightarrow 1 \text{ sig fig}$$

$$6 - 4.992 = 0.098 \rightarrow 2 \text{ sig fig}$$

$$5 - 4.996 = 0.004 \rightarrow 3 \text{ sig fig}$$

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The number of significant digits tells us about how many positions of x and \tilde{x} agree.

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Accurate to *n* significant digits means that you can trust a total of *n* digits. *Accurate digits* is a measure of relative error.

Relative error: $error = \frac{|x_{exact} - x_{approx}|}{|x_{exact}|} \le 10^{-n+1}$

> er < 10×10ⁿ



-n+1 $C_{r} \leq 10$ After rounding, the resulting number has 5 accurate digits. What is the tightest estimate of the upper bound on my relative error?

A) 10⁵ $e_{r} \leq 10^{-5+1} \implies e_{r} \leq 10^{-4}$ *B)* 10⁻⁵ *C*) 10⁴

Sources of Error

Main source of errors in numerical computation:

- Rounding error: occurs when digits in a decimal point (1/3 = 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 (eg. the approximation $\sin(\theta) \approx \theta$ for small angles θ)

Floating point representation



(Unsigned) Fixed-point representation

The numbers are stored with a fixed number of bits for the integer part and a fixed number of bits for the fractional part.

31-875

Suppose we have 8 bits to store a real number, where 5 bits store the integer part and 3 bits store the fractional part:



(Unsigned) Fixed-point representation

Suppose we have 64 bits to store a real number, where 32 bits store the integer part and 32 bits store the fractional part:

$$(a_{31} \dots a_2 a_1 a_0 \dots b_1 b_2 b_3 \dots b_{32})_2 = \sum_{k=0}^{31} a_k \, 2^k + \sum_{k=1}^{32} b_k \, 2^{-k}$$

$$= a_{31} \times 2^{31} + a_{30} \times 2^{30} + \dots + a_0 \times 2^0 + b_1 \times 2^{-1} + b_2 \times 2^2 + \dots + b_{32} \times 2^{-32}$$

Smallest: $000 \dots 00$. $000 \dots 000$

largest:
$$(111 - ... 11 . 111 - ... 11) \cong 10$$

range
0 10 10 00 00

(Unsigned) Fixed-point representation

Range: difference between the largest and smallest numbers possible. More bits for the integer part \rightarrow increase range

Precision: smallest possible difference between any two numbers More bits for the fractional part \rightarrow increase precision

$$(a_2a_1a_0, b_1b_2b_3)_2$$
 OR $(a_1a_0, b_1b_2b_3b_4)_2$

Wherever we put the binary point, there is a trade-off between the amount of range and precision. It can be hard to decide how much you need of each!

Floating-point numbers

A floating-point number can represent numbers of different order of magnitude (very large and very small) with the same number of fixed bits.

In general, in the binary system, a floating number can be expressed as

$$x = [\pm q] \times 2^{m}$$

q is the significand, normally a fractional value in the range [1.0,2.0)

m is the exponent



"Floating" the binary point

$$(1011.1)_2 = 1 \times 8 + 0 \times 4 + 1 \times 2 + 1 \times 1 + 1 \times \frac{1}{2} = (11.5)_{10}$$

 $(10111)_2 = 1 \times 16 + 0 \times 8 + 1 \times 4 + 1 \times 2 + 1 \times 1 = (23)_{10}$
 $= (1011.1)_2 \times 2^1 = (23)_{10}$
 $(101.11)_2 = 1 \times 4 + 0 \times 2 + 1 \times 1 + 1 \times \frac{1}{2} + 1 \times \frac{1}{4} = (5.75)_{10}$
 $= (1011.1)_2 \times 2^{-1} = (5.75)_{10}$

Move "binary point" to the left by one bit position: Divide the decimal number by 2 Move "binary point" to the right by one bit position: Multiply the decimal number by 2

Converting floating points Convert $(39.6875)_{10} = (10011.1011)_2$ into floating point representation 5 1.001111011×

 \rightarrow fixed as <u>one</u>

Normalized floating-point numbers

Normalized floating point numbers are expressed as

$$x = \pm 1. b_1 b_2 b_3 \dots b_n \times 2^m = \pm 1. f \times 2^m$$

where f is the fractional part of the significand, m is the exponent and $b_i \in \{0,1\}.$ hidden bit • Fix the leading bit to 1 representation Dégalus 1 bit. • range m E [L, U] upper bwer n is the number of bits -oprecision = h+1in the fractional part # bits stored" = n

Iclicker question

Determine the normalized floating point representation $1. f \times 2^m$ of the decimal number x = 47.125 (f in binary representation and m in decimal)

A) $(1.01110001)_2 \times 2^5$ B) $(1.01110001)_2 \times 2^4$ C) $(1.01111001)_2 \times 2^5$ D) $(1.01111001)_2 \times 2^4$

Normalized floating-point numbers

- $x = \pm q \times 2^{m} = \pm 1. b_{1}b_{2}b_{3} \dots b_{n} \times 2^{m} = \pm 1. f \times 2^{m}$
- Exponent range: $M \in [L, V]$
- n: # bits fractional Precision: p = N+l
- Smallest positive normalized FP number:

$$x = 1.000 - 0 \times 2$$
 UFL = 2

U+1

Largest positive normalized FP₋number: $X = 1, 111 \dots - 11 \times 2^{U} \implies 0FL = 2^{U}(1)$



Floating-point numbers: Simple example

A "toy" number system can be represented as $x = \pm 1. b_1 b_2 \times 2^m$ for $m \in [-4,4]$ and $b_i \in \{0,1\}$.

$$M = -1 -2 -3 -$$

Floating-point numbers: Simple example

A "toy" number system can be represented as $x = \pm 1. b_1 b_2 \times 2^m$ for $m \in [-4,4]$ and $b_i \in \{0,1\}$.

 $(1.00)_2 \times 2^0 = 1$ $(1.00)_2 \times 2^2 = 4.0$ $(1.00)_2 \times 2^1 = 2$ $(1.01)_2 \times 2^0 = 1.25$ $(1.01)_2 \times 2^1 = 2.5$ $(1.01)_2 \times 2^2 = 5.0$ $(1.10)_2 \times 2^0 = 1.5$ $(1.10)_2 \times 2^1 = 3.0$ $(1.10)_2 \times 2^2 = 6.0$ $(1.11)_2 \times 2^0 = 1.75$ $(1.11)_2 \times 2^1 = 3.5$ $(1.11)_2 \times 2^2 = 7.0$ $(1.00)_2 \times 2^3 = 8.0$ $(1.00)_2 \times 2^4 = 16.0$ $(1.00)_2 \times 2^{-1} = 0.5$ $(1.01)_2 \times 2^3 = 10.0$ $(1.01)_2 \times 2^{-1} = 0.625$ $(1.01)_2 \times 2^4 = 20.0$ $(1.10)_2 \times 2^3 = 12.0$ $(1.10)_2 \times 2^{-1} = 0.75$ $(1.10)_2 \times 2^4 = 24.0$ $(1.11)_2 \times 2^3 = 14.0$ $(1.11)_2 \times 2^4 = 28.0$ $(1.11)_2 \times 2^{-1} = 0.875$ $(1.00)_2 \times 2^{-2} = 0.25$ $(1.00)_2 \times 2^{-3} = 0.125$ $(1.00)_2 \times 2^{-4} = 0.0625$ $(1.01)_2 \times 2^{-2} = 0.3125$ $-(1.01)_2 \times 2^{-4} = 0.078125$ $(1.01)_2 \times 2^{-3} = 0.15625$

Same steps are performed to obtain the negative numbers. For simplicity, we will show only the positive numbers in this example.



Machine epsilon

• Machine epsilon (ϵ_m) : is defined as the distance (gap) between 1 and the next largest floating point number.

= 2

Machine numbers: how floating point numbers are stored?

Floating-point number representation

What do we need to store when representing floating point numbers in a computer?



Initially, different floating-point representations were used in computers, generating inconsistent program behavior across different machines.

Around 1980s, computer manufacturers started adopting a standard representation for floating-point number: IEEE (Institute of Electrical and Electronics Engineers) 754 Standard.





Single => 8 bits to store "C" (0000000) = 0|||||) = 255La Special cases (save for later!) $1 \leq \text{mtshift} \leq 254$ \Rightarrow shift = 127 $-126 \leq M \leq 127$ me[L,U]