



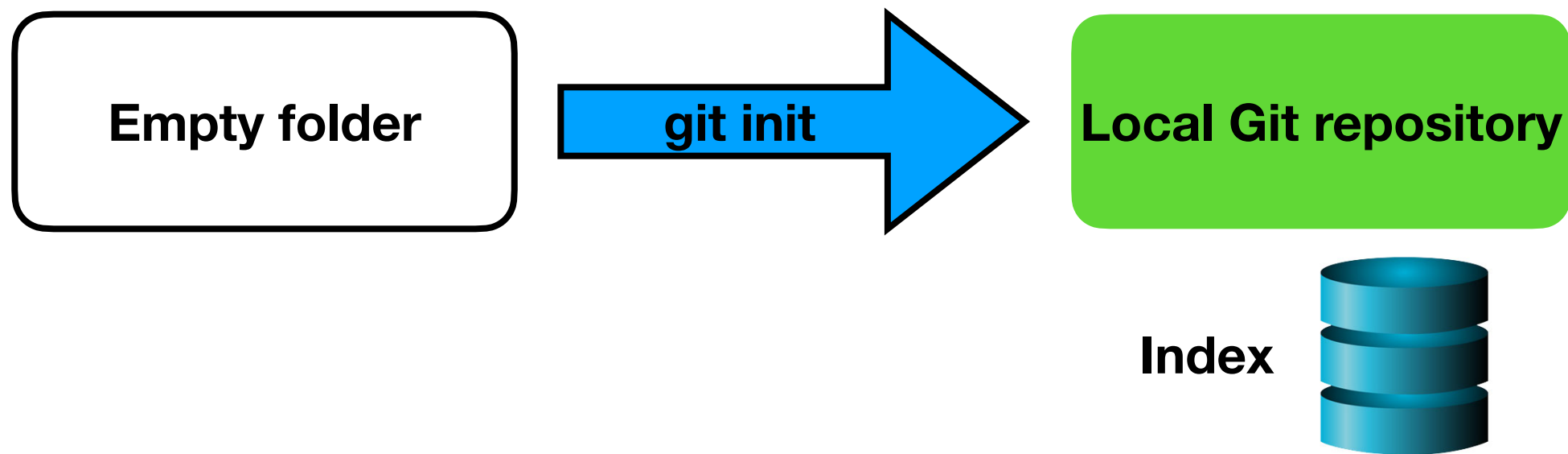
# Introduction to Scientific Computation

## Lecture 1

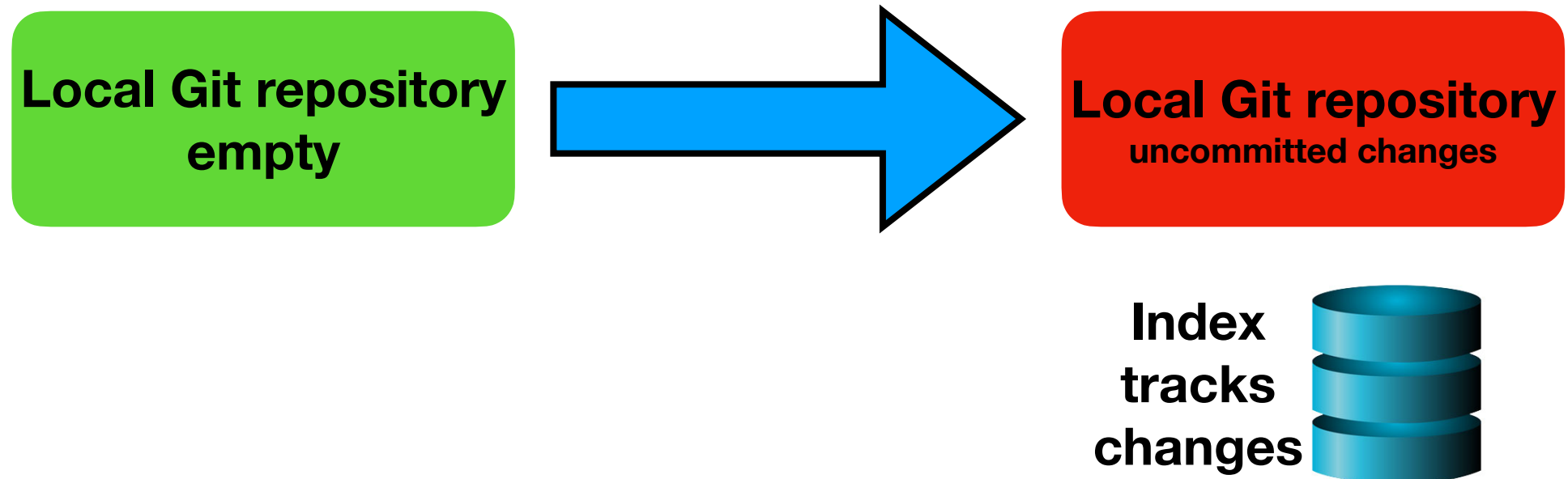
### Fall 2023

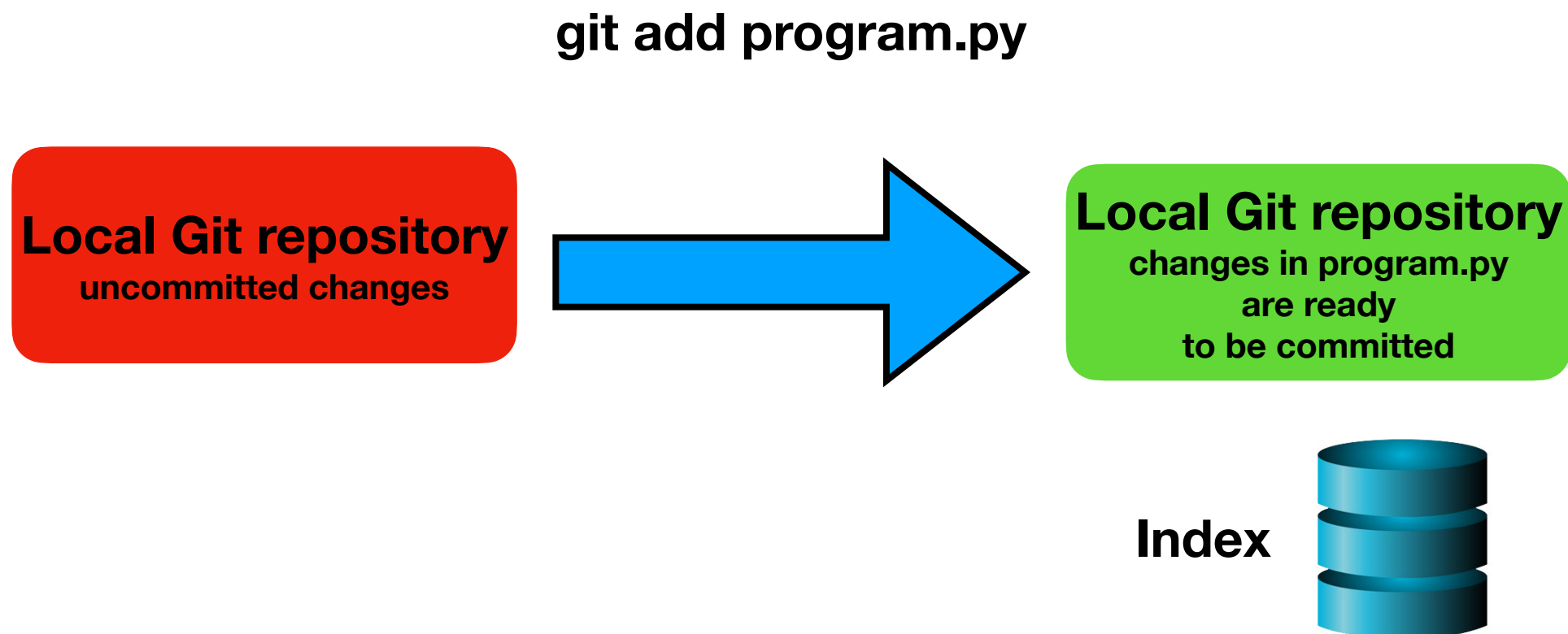
Git, Complexity, Floating-point arithmetic  
Numerical stability

## Git v2



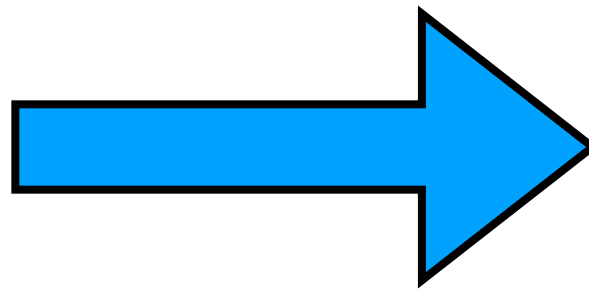
Create program.py consisting of K lines





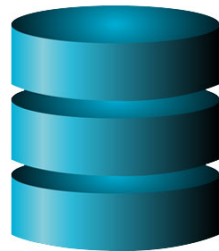
**git commit -m “implemented program”**

**Local Git repository**  
changes in program.py  
are ready  
to be committed



**Local Git repository**

**Index**

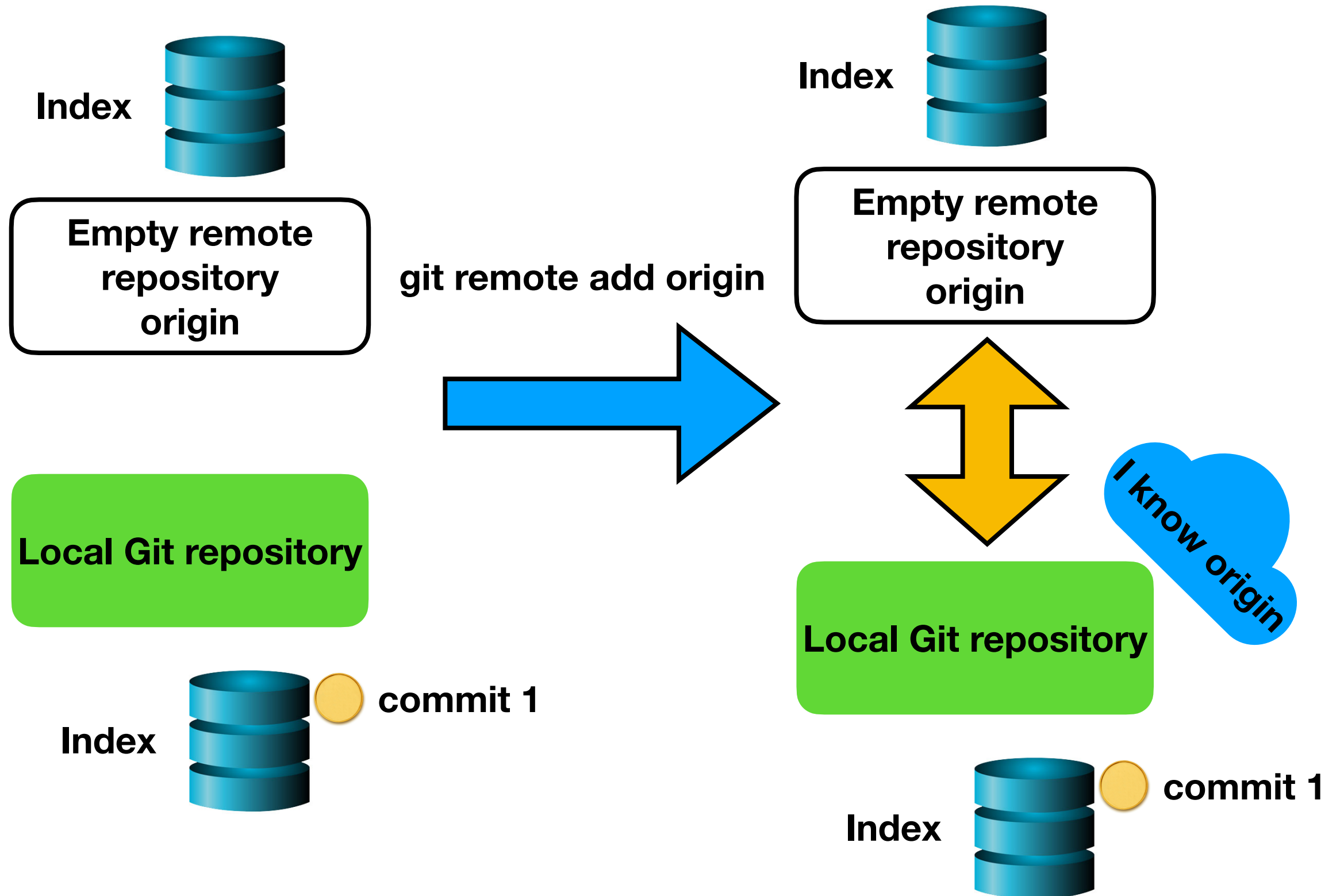


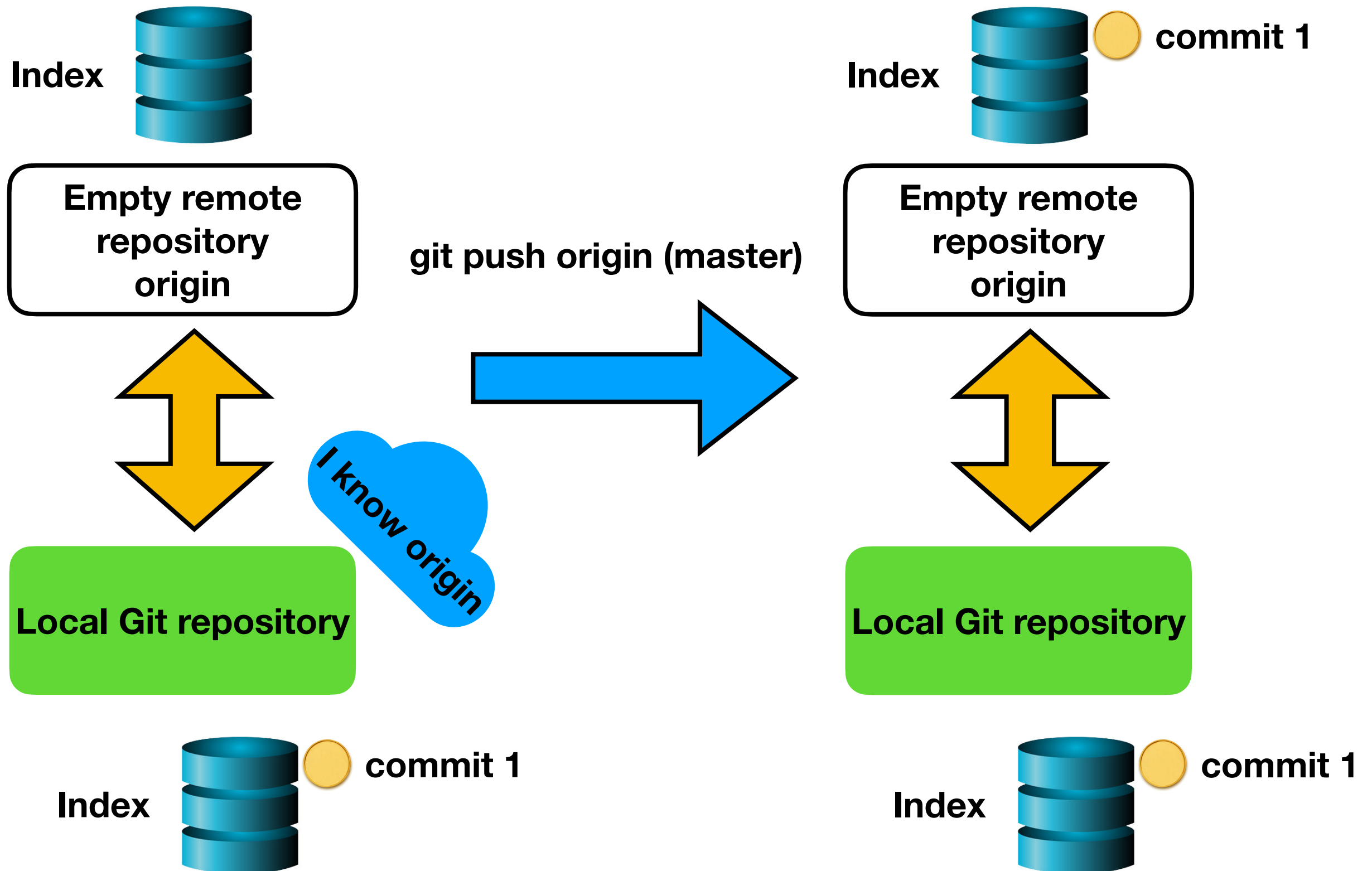
**Index**



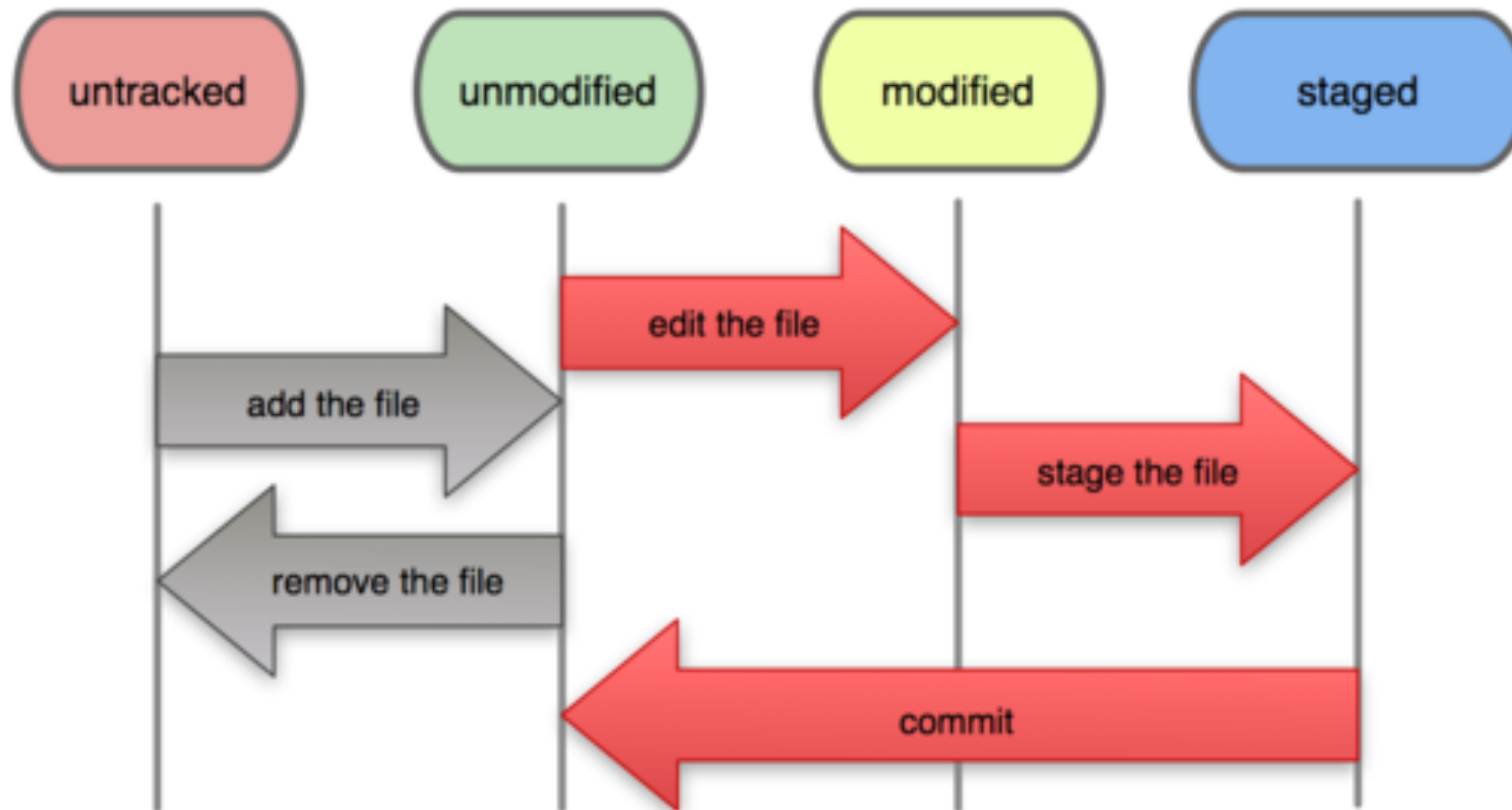
**commit 1**







## File Status Lifecycle





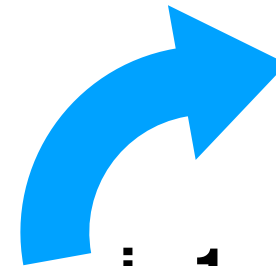


=

git checkout commit i

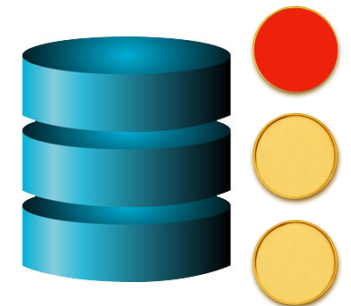
Local Git repository

Local Git repository



$i = 1$

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commit 1

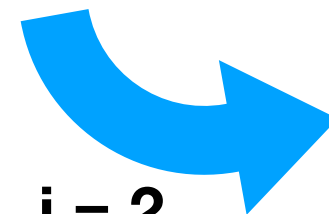
commit 2

commit N

Local Git repository



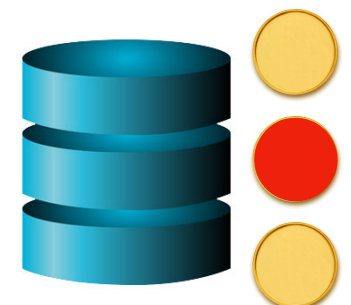
$i = N$



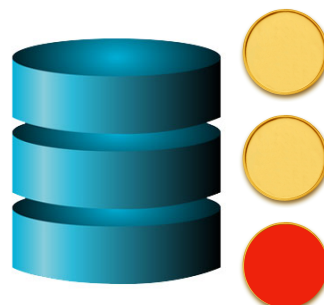
$i = 2$

Local Git repository

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**Check here for more examples:**

**<http://git-lectures.github.io>**

## Complexity

One of definitions: it is a measure of computational cost

In order to give a more formal definition quite a big formalism should be introduced (see recommended materials for this week).

We will operate with a concept.

## Complexity

The notion of complexity is about how good or bad is the algorithm.  
We want to think in an abstract way, independent of:

- implementation details (Python, C++, matlab)
- hardware (stm32, intel Pentium D, Intel Core i7-8700K)
- etc and whatnot

## Complexity

Let us use constant time operation (elementary operations).

E.g. + and \*

Remember: real runtime doesn't matter (does it ?)

$$3 + 5 = \begin{array}{r} 0011 \\ + 0101 \\ \hline 1000 \end{array}$$

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$c$  - is a cost for summation of one bits



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$c$  - is a cost for summation of one bits

$c_1$  - for cpu1

$c_2$  - for cpu2

## Complexity

In order to get rid of  $c$  we will use **Asymptotic complexity** with big-O notation.

## Complexity

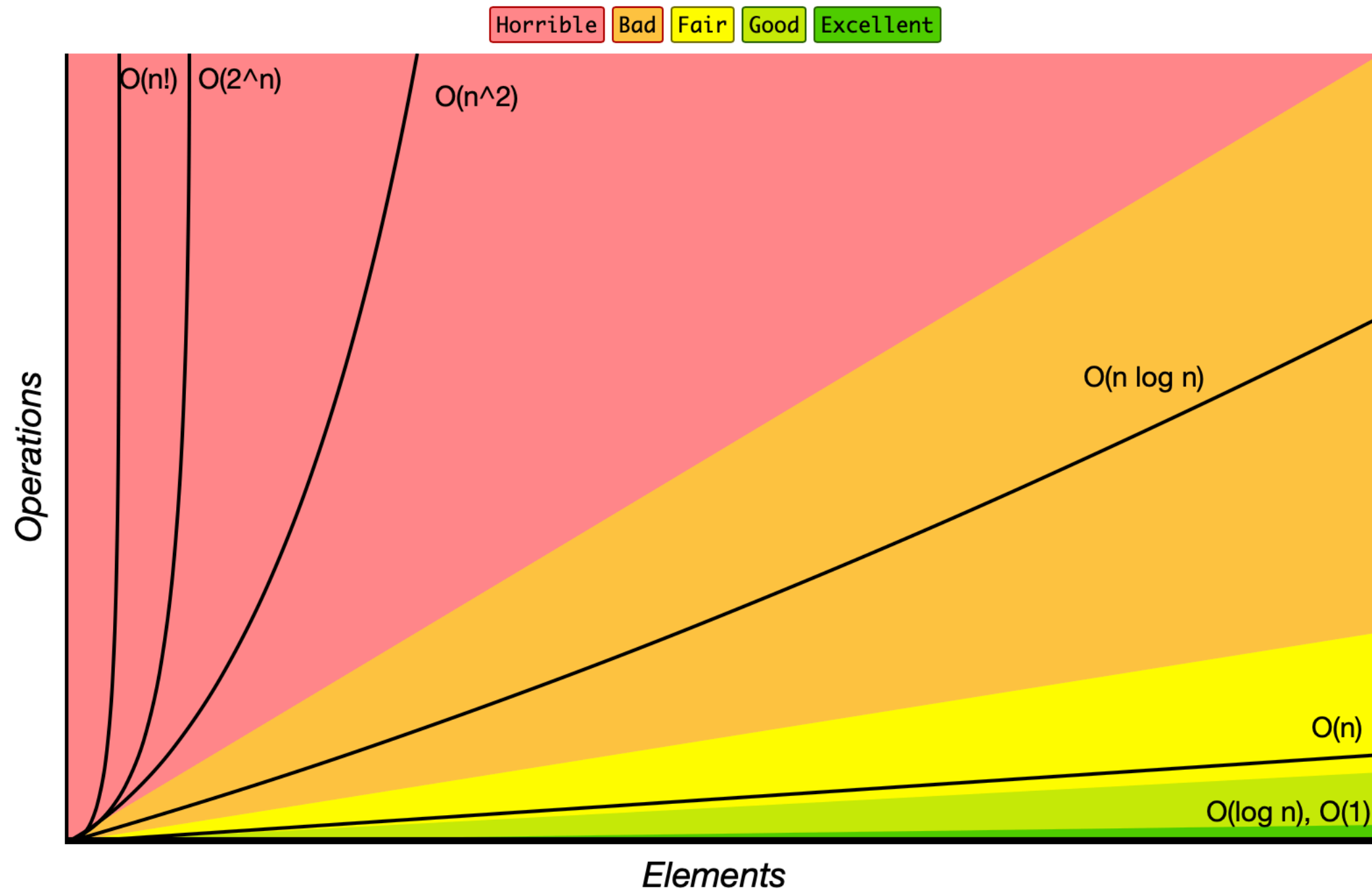
In order to get rid of  $c$  we will use **Asymptotic complexity** with big-O notation.

**Definition:** for any monotonic functions  $f(n)$  and  $g(n)$  from positive integers to the positive integers  $f(n) = O(g(n))$  when there exists constants  $c > 0$  and  $n_0 > 0$  such that

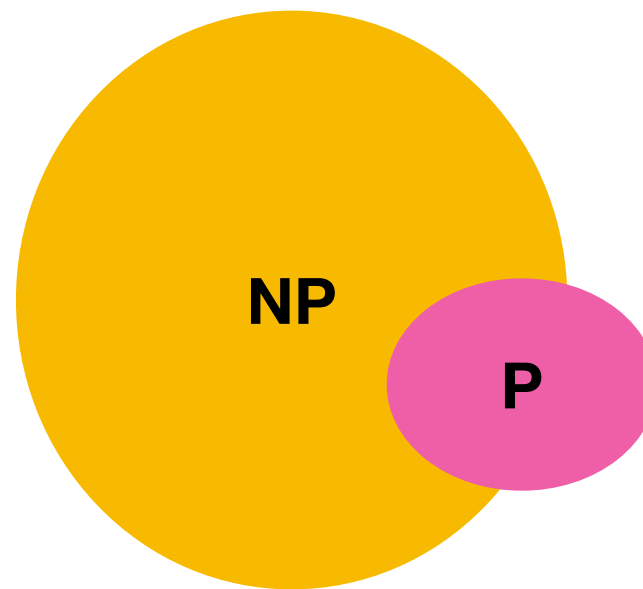
$$f(n) \leq c \cdot g(n), \text{ for all } n \geq n_0$$

## Complexity

## Big-O Complexity Chart



## Complexity



???

## Representation of numbers

### Fixed point

The most straightforward format for the representation of real numbers is **fixed point** representation, a.k.a **Qm.n** format.

**Qm.n** number is in the range  $[-2^m, 2^m - 2^{-n}]$  with the resolution  $2^{-n}$   
requires  $m + n + 1$  bits for storage.



## Representation of numbers

### Floating point

We are mostly interested in **floating point numbers** represented as e.g.

$$1.2345 = \underbrace{12345}_{\text{significand}} \times \underbrace{10}_{\text{base}} \overbrace{-4}^{\text{exponent}}$$

### IEEE 754

## Single and double precision

$$X = \pm 1.\overline{b_1 b_2 \dots b_K} \cdot 2^e$$

$$X \in [X - \Delta X, X + \Delta X],$$

### Single

- S EEEEEEEE FFFFFFFFFFFFFFFFFFFFFFFF
- 0 1 8 9 31

### Double

- S EEEEEEEEEEE FF
- 0 1 11 12 63

### Absolute accuracy

$$\Delta X \leq \frac{1}{2} 2^{-K} * 2^e \leq |X| \cdot 2^{-K-1}$$

### Relative accuracy

$$\frac{\Delta X}{X} \leq 2^{-K-1}$$

The **relative accuracy** of single precision is  $10^{-7} - 10^{-8}$  ,  
while for double precision is  $10^{-14} - 10^{-16}$  .

A **float32** takes **4 bytes**, **float64**, or double precision, takes **8 bytes**.

These are the only two floating point-types supported in hardware.

You should use **double precision** in CSE and **single** on GPU/Data Science.

Format	Total bits	Significand bits	Exponent bits	Smallest number	Largest number
Single precision	32	23 + 1 sign	8	ca. $1.2 \cdot 10^{-38}$	ca. $3.4 \cdot 10^{38}$
Double precision	64	52 + 1 sign	11	ca. $5.0 \cdot 10^{-324}$	ca. $1.8 \cdot 10^{308}$

**See code**