

# Activity 1 - Babylonian square root (45 minutes)

This activity is inspired by Alan Edelman’s “Automatic Differentiation in 10 minutes with Julia” talk, and Carsten Bauer’s “Julia for HPC Course @ UCL ARC” workshop.

## Heron’s algorithm

In ancient Greece, the mathematician Hero of Alexandria described what is now known as Heron’s method or the Babylonian method of calculating the square root of a number,  $\sqrt{x}$ .

For calculating the square root of a positive number  $x$ , Heron’s method consisted in iteratively computing

$$y_n = \frac{1}{2} \left( y_n + \frac{x}{y_n} \right),$$


until a desired accuracy is achieved, with  $\lim_{n \rightarrow \infty} y_n = \sqrt{x}$  and  $y_0 > 0$ . This method is very good, and converges quadratically, as it is just Newton’s root finding method for  $f(y) = y^2 - x$ .

An implementation of this algorithm in Julia can be seen below:


```
function sqrt_babylonian(x, N = 10)
    y = (1 + x) / 2 # First iteration, y0 = 1
    for i = 2:N
        y = (y + x / y) / 2
    end
    return y
end
```

## Numerical precision

Does this algorithm work?

 **Task 1:** Confirm that the iterative algorithm converges. For this, compare the output of `sqrt(big"2.0")` and `sqrt_babylonian(2.0, N)` for N increasing from 1 to 10.

In the definition of `sqrt_babylonian`, we never forced `x` to be of any specific type. This is called a generic implementation.

 **Task 2:** Do the same as in task 1, but vary the data type of the input. Specifically, use `Float16(2.0)`, `Float32(2.0)`, `Float64(2.0)` and `sqrt(big"2.0")`.

The combination of **generic code** and **special data types** can lead to “emergent” features. Below, we’ll consider three simple but hopefully somewhat exciting examples that will make our `sqrt_babylonian`

- compute not only the square root itself but also its **derivative**,
- produce an **analytical expression** that approximates the square root, and
- **propagate uncertainty** in the input (according to linear error propagation theory) to the output.

And all of this **without modifying our implementation**.

## Automatic differentiation (AD)

A powerful number type invented by Clifford in 1873 is the **dual number**. One application of these numbers is known as **forward-mode automatic differentiation (AD)**.

Dual numbers are expressions of the form  $a_x + b_\epsilon \epsilon$ , where the symbol  $\epsilon$  satisfy  $\epsilon^2 = 0$ .

```
struct D <: Number # Dual number
    x::Float64 # Value
    ε::Float64 # Derivative
end
```

Of course, this numbers satisfy the **addition rule**

$$(a_x + a_\epsilon \epsilon) \pm (b_x + b_\epsilon \epsilon) = (a_x \pm b_x) + (a_\epsilon \pm b_\epsilon) \epsilon,$$

that can easily be translated to Julia code:

```
# Extending + and - symbols from Base
Base.:+(a::D, b::D) = D(a.x + b.x, a.ε + b.ε)
Base.:-(a::D, b::D) = D(a.x - b.x, a.ε - b.ε)
```

The use of `Base.:+` is to extend the symbol `+` from Base, this notation explicitly shows from which module the function is being extended. An alternative notation would be to import the symbol to be extended with `import Base: +` and then `+(x::D, y::D) = ...`.

As  $\epsilon^2 = 0$ , dual numbers satisfy the **product rule**

$$\begin{aligned} (a_x + a_\epsilon \epsilon)(b_x + b_\epsilon \epsilon) &= a_x b_x + a_x b_\epsilon \epsilon + a_\epsilon b_x \epsilon + a_\epsilon b_\epsilon \epsilon^2 \\ &= (a_x b_x) + (a_\epsilon b_x + a_x b_\epsilon) \epsilon. \end{aligned}$$

Look at the term multiplied by  $\epsilon$ . Does it look similar to the derivative product rule  $(fg)' = f'g + fg'$ ?

```
Base.:*(a::D, b::D) = D(a.x * b.x, a.x * b.ε + a.ε * b.x)
```

The **quotient rules** is derived by rationalizing the expression

$$\begin{aligned} \frac{a_x + a_\epsilon \epsilon}{b_x + b_\epsilon \epsilon} &= \frac{(a_x + a_\epsilon \epsilon)(b_x - b_\epsilon \epsilon)}{(b_x + b_\epsilon \epsilon)(b_x - b_\epsilon \epsilon)} \\ &= \frac{a_x}{b_x} + \frac{a_\epsilon b_x - a_x b_\epsilon}{b_x^2} \epsilon. \end{aligned}$$

Look at the term multiplied by  $\epsilon$ . Does it look similar to the derivative quotient rule  $(f/g)' = (f'g - fg')/f^2$ ?

```
Base.:/(a::D, b::D) = D(a.x / b.x, (b.x * a.ε - a.x * b.ε) / b.x^2)
```


Additionally, we need to define how to convert and promote regular numbers to dual numbers

```
# Operations between Number and D <: Number convert Number to D
Base.promote_rule(::Type{D}, ::Type{<:Number}) = D
# How to convert Number (1 arg) to D (two args)
Base.convert(::Type{D}, x::Real) = D(x, zero(x)) # Real to Dual
```

Finally, to take the derivative of a function `f`

```
derivative(f::Function, x::Number) = f(D(x, one(x))).ε
```

 **Task 3:** What is the analytical derivative of  $\sqrt{x}$ ? Remember your calculus class 😊.

 **Task 4:** Check that `derivative(sqrt_babylonian, x)` indeed automagically gives the correct value of the derivative.

Feel free to try other functions/algorithms as well! Maybe something recursive like `pow(x, n) = n <= 0 ? 1 : x * pow(x, n-1)?`

## Symbolics

 **Task 5:** Verify that

$$\text{sqrt\_babylonian}(x, 3) = \frac{7x + 17x^2 + 7x^3}{8(1+x)\left(\frac{1}{4} + \frac{3}{2}x + \frac{1}{4}x^2\right)}.$$


Use the Symbolics package, in particular `@variables x` and `simplify`.

## Uncertainty propagation


In the experimental sciences, numerical values (e.g., from measurements) are often subject to uncertainties due to systematic precision errors of the measurement devices. The Julia package `Measurements.jl` provides a number type and corresponding arithmetical operations that address this situation. Specifically, the package implements linear error propagation theory, which states that given a function  $f(x)$  and an input value  $x_0$  with uncertainty  $\Delta x_0$ , the uncertainty of  $f(x_0)$  is given by

$$\Delta(f(x_0)) = \frac{df}{dx}(x_0)\Delta x_0,$$

that is, the derivative of  $f$  evaluated at  $x_0$  multiplied by the input uncertainty  $\Delta x_0$ .

 **Task 6:** Try to run our `sqrt` algorithm with a `Measurement` as input, i.e. `sqrt_babylonian(2.0 ± 0.1)`. Does it work? What uncertainty do you get for the result?

Hint: you can get the  $\pm$  by typing `\pm` and then pressing the “TAB” key.

 **Task 7:** It never hurts to check for correctness: Does the obtained uncertainty match the formula above for  $f = \text{sqrt}$ ?