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Problem 1 [3 points] Suppose you need to generate n+1 equally spaced points in the interval [a,b] with spacing h=(b-a)/n, n>1. You can generate them using

 $x_0 = a, \quad x_i = x_{i-1} + h, \quad \text{or}$ $x_i = a + ih,$ (1)

for $i = 1, ..., n - 1, x_0 = a$ and $x_n = b$. Which of (1) and (2) would be more accurate and why?

(2) would be more efficient.

Because when X, and Xi-1 gets larger,
h will become too small to add to Xi-1

(2) will first a communate all his needed,

and then add to ma, which avoids

For example: if Xi-1 is 59999999

and h is something like 1e-15, adding h to Xi-1 will still result in X:

But if i is say les, adding ih to a will gible a better Fesulf

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	Problem 2 [5 points] You need to evaluate $\log(x - \sqrt{x^2 - 1})$ in floating-point arithmetic. a. [2 points] What numerical inaccuracies can occur and for what values of x ? b. [2 points] Obtain an equivalent formula to avoid such inaccuracies.	(1) (2)
Y.	a) Concellation can happen when $\chi \approx \sqrt{\chi}-1$.	
	Be cause if they are very close, they share	1100
8.	lots of digits. If two numbers share lots of	
	digits, they will waste accuracy because	
	the size of ploats in machine is limited, which	ac
	is cancellation.	
П	1) log(x-1/21)	
	$= \log \left(\left(\chi - \sqrt{\chi^2 - 1} \right) \times \left(\chi + \sqrt{\chi^2 - 1} \right) \right)$	
	X+ VZZ-1	
	$=\log(\chi^2-\chi^2+1)$	
100	2+12-1	
	= 109 (THIZI)	
1	In this case, carcellation is avoided	
J. State	In this case, carcellation is avoided when x2 x21 be cause we are doing addition instead of suttration. Cancellation only harmers took &	3 Lucaction
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,

Problem 3:

Problem 3 [3 points] Given a scalar R, describe a method for computing $1/R^2$ using only addition (or subtraction) and multiplication operations.

Let f(x) = 1/x - R, x = 1/2 and apply Newton's method. $\chi_{n+1} = \chi_n - \frac{f(\chi_n)}{f(\chi_n)}$ $-\chi_{n}-\frac{1}{\sqrt{\chi_{n}}}-R$ $=3\chi_n-zR\chi_n^2$ Then give on govers X, and apply this formula. Stop When You get satisfactory Psults.

Problem 4 [3 points] Consider Newton's method applied to the system of nonlinear equations

$$x_1^2 - x_2^2 = 0$$
$$2x_1x_2 = 1$$

Is there an initial guess x0 for which Newton would break down? If so, give such a guess.

It will break down when $F'(\chi')$ is

not singular, $\det(F'(x)=0)$ meaning $F'(\chi) = \begin{bmatrix} 2\chi_1 & -2\chi_2 \\ 2\chi_2 & 2\chi_1 \end{bmatrix}$ $\det(F'(\chi) = \begin{bmatrix} 2\chi_1^2 + (2\chi_1)^2 = 0 \end{bmatrix}$ Let $\chi_1 = \chi_2 = 0$, Newton would break down.

C:

P

Problem 5 [3 points] Given the data

x 0 1 2 4 f(x) 1 9 23 93

find an approximation for f(2.5) by evaluating the polynomial interpolating these data points.

Since we have 4 points, n=3.

Pn(x) = Cotlix + Czx2+Czx3

P(1) = Coto + 0 + 0 = 1

P(1) = Co+ G+ G+ C3 = 9

P(2)= (0+2(1+4(2+8(3=23

P(3) = Co + 4(, + 16(2 + 64(3 = 93

Solving the above system against b= [23]

We have χ of $C_{1}=7$ $C_{2}=0$

 $||'(x)|| = ||+7x+x||^3$

: f(2,5) - 1+7x2,5+2.53=34.125

Problem 6 [3 points] Consider $f(x) = e^x$ over $[0, \pi]$. Suppose we approximate f(x) by a trigonometric polynomial of the form $p(x) = a + b\cos(x) + c\sin(x)$. What is the linear system to be solved for determining the least squares fit of p to f?

: we have 3 terms in P(x) need 3 data Points. f(0), $f(\frac{\pi}{2})$, $f(\pi)$ is used the have the system P(0)= a+b, P(=)=a+c, P(2)=a-b he hant to solve;

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Problem 7 [4 points] Let A, B, and C be $n \times n$ matrices with A nonsingular, and let d be an n-vector.

- A. [2 points] How would you efficiently compute the product $A^{-1}(B+C)d$?
- B. [2 points] Derive the complexity of your approach in terms of big-O notation

A-OCALCULATE (Btc)

(3) Carta Calculate (DOD) (DX)

(4) Calculate (DX)

B Step (2) O(n²)
Step (3) O(n³)
Step (4) O(n²)

: . Overall, complexity is O(n3)

the emallest number of points that are needed to compute $f_0^R \sin x dx$ with

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(a) (b)

Problem 10 [4 points] Consider the following method

$$y_{i+1} = y_i + \frac{h}{2}[f(t_i, y_i) + f(t_{i+1}, y_i + hf(t_i, y_i))]$$

for integrating the ODE y' = f(t, y). What is the condition for h so this method is stable when applied to $y' = \lambda y$

1 = 1+ Nh+h2 = = 1 Should hold Solving the above inequality, we

geti och = 3

So, DEH = 3 Should hold for this to be stude.

Problem 9 [4 points] What is the smallest number of points that are needed to compute $\int_0^{\pi} \sin x dx$ with accuracy 10-6 using the following methods with equally spaced points:

- (a) trapezoid composite rule
- (b) Simpson's composite rule

Simpson's composite rule

of
$$a = 0$$
, $b = \pi$, $f''(x) = -fin(x)$, $f''(\mu) = -1$
 $a = 0$, $b = \pi$, $f''(x) = -fin(x)$, $f''(\mu) = -1$
 $a = 0$, a

:- (= 1607.4378)

: T is at least 1608 : At least 1608 +1 =1609 Points.

67 0=0, b= t, f(x)=5 in (x), f(m)=1

·· [= 36. [043]

: Tat least 37

:. At least 37+1=38 Points

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