Stats102A, Summer 2023 - Homework 4

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1: Dealing with Large Numbers

```
source("206039397_stats102a_hw4.R")
```

Constructor Function and Generic Function Demos

```
# create objects
o1 <- pqnumber(1,3,4,1:8)
o2 <- pqnumber(1,6,0,c(3,9,5,1,4,1,3))
o3 <- pqnumber(-1,5,1,c(2,8,2,8,1,7,2))
# demonstrating is_pqnumber()
is_pqnumber(o1)
## [1] TRUE
is_pqnumber(o2)
## [1] TRUE
is_pqnumber(o3)
## [1] TRUE
# demonstrating print.pqnumber()
print(o1)
## [1] sign = 1
## [1] p = 3
## [1] q = 4
## [1] nums =
## [1] 1 2 3 4 5 6 7 8
```

```
print(o1,DEC = T)
## [1] 87654.321
print(o2)
## [1] sign = 1
## [1] p = 6
## [1] q = 0
## [1] nums =
## [1] 3 9 5 1 4 1 3
print(o2,DEC = T)
## [1] 3.141593
print(o3)
## [1] sign = -1
## [1] p = 5
## [1] q = 1
## [1] nums =
## [1] 2 8 2 8 1 7 2
print(o3,DEC = T)
## [1] -27.18282
# demonstrating as_pqnumber
demo \leftarrow as_pqnumber(c(0,4,1,3,0,0,0,0),3,4)
print(demo,DEC = T)
## [1] 3.14
# demonstrating as_numeric
as_numeric(demo)
## [1] 0 4 1 3 0 0 0 0
Addition and Subtraction
Algorithms
FUNCTION carry-over(vec)
  SET overflow = 0
```

```
SET indx = vector of nums along vec
  FOR i in indx
    SET vec[i] = vec[i] +overflow
    IF vec[i] > 9
     SET overflow = 1
     SET vec[i] = vec[i] - 10
    END IF
    ELSE
     SET overflow = 0
    END ELSE
    IF i == indx[last indx] & overflow == 1
     SET temp = 1
     SET l = vec length + 1 of l
     FOR j in vec along 1
       SET l[j] = temp[j]
      END FOR
     l[i+1] <- 1
    END IF
  END FOR
  RETURN 1
END FUNCTION
FUNCTION borrowing(v)
  SET indx = vec along v
  WHILE if any of v < 0
    FOR i in indx
      IF v[i] < 0
        SET v[i+1] = v[i+1] -1
        SET v[i] = v[i] + 10
     END IF
    END FOR
  END WHILE
END FUNCTION
FUNCTION add(x,y)
DECLARE res_sign, rs
```

```
SET xs = nums vec in x
SET ys = nums vec in y
SET svals = vec -p to q of x
 IF x sign == 1 & y sign == 1
 SET rs = xs + ys
 SET res_sign = 1
END IF
 IF x sign == 1 \& y sign == -1
 IF x > y
    SET rs = xs - ys
    SET res_sign = 1
  END IF
  ELSE
   SET rs = ys - xs
    SET res_sign = -1
 END ELSE
END IF
IF x sign == -1 & y sign == 1
  IF x > y
    SET rs = xs - ys
    SET res_sign = -1
  END IF
  ELSE
    SET rs = ys - xs
    SET res_sign = 1
  END ELSE
 END IF
 IF x sign == -1 & y sign == -1
 SET rs = xs + ys
 SET res_sign = -1
 END IF
 WHILE if any rs > 9 or rs < 0
 SET rs = carry_over(rs)
 SET rs = borrowing(rs)
END WHILE
  WHILE svals length is < rs length
    SET svals = append (svals + (last val of svals + 1))
  END WHILE
  RETURN res_sign * sum(rs * 10^svals)
END FUNCTION
FUNCTION subtract
DECLARE res_sign, rs
```

```
SET xs = nums vec in x
SET ys = nums vec in y
SET svals = vec -p to q of x
 IF x sign == 1 & y sign == 1
 IF x > y
   SET rs = xs - ys
   SET res_sign = 1
 END IF
 ELSE
   SET rs = ys - xs
   SET res_sign = -1
 END ELSE
END IF
 IF x sign == 1 & y sign == -1
 SET rs = xs + ys
 SET res_sign = 1
END IF
IF x sign == -1 & y sign == 1
   SET rs = xs + ys
   SET res_sign = -1
END IF
IF x sign == -1 & y sign == -1
 IF x > y
   SET rs = xs - ys
   SET res_sign = -1
 END IF
 ELSE
   SET rs = ys - xs
   SET res_sign = 1
 END ELSE
END IF
WHILE if any rs > 9 or rs < 0
 SET rs = carry_over(rs)
 SET rs = borrowing(rs)
END WHILE
 WHILE svals length is < rs length
   SET svals = append (svals + (last val of svals + 1))
 END WHILE
 RETURN res_sign * sum(rs * 10^svals)
END FUNCTION
```

Demonstrations

```
o2 <- pqnumber(-1,3,4,c(2,8,1,7,2,0,0,0))
add(o1,o2)
## [1] 87627.139
# check accuracy
print(o1,DEC = T) + print(o2,DEC = T)
## [1] 87654.321
## [1] -27.182
## [1] 87627.14
add(o2,o1)
## [1] 87627.139
# check accuracy
print(o1,DEC = T) + print(o2,DEC = T)
## [1] 87654.321
## [1] -27.182
## [1] 87627.14
subtract(o1,o2)
## [1] 87681.503
# check accuracy
print(o1,DEC = T) - print(o2,DEC = T)
## [1] 87654.321
## [1] -27.182
## [1] 87681.5
subtract(o2, o1)
## [1] -87681.503
# check accuracy
print(o2,DEC = T) - print(o1,DEC = T)
## [1] -27.182
## [1] 87654.321
## [1] -87681.5
```

Problem 2: Root-Finding Problem

1.

```
bisection <- function(a,b,f,tol)</pre>
  mid \leftarrow (a+b)/2
  f_mid <- f(mid)</pre>
  while(abs(f_mid) - 0 > tol)
    # if f mid is < 0, then 0 is on right interval
    if(f_mid < 0)</pre>
    {
       a \leftarrow mid
    }
    else
    {
       b <- mid
    mid \langle -(a+b)/2 \rangle
    f_mid <- f(mid)</pre>
  return(mid)
}
f1 <- function(x)</pre>
\{x**3 + 23\}
f2 <- function(x)
\{x**x - 18\}
f3 <- function(x)
\{\exp(-x**(2)) - (1/10)\}
```

The formula for the minimum number of iterations is: $n >= \frac{log(b-a)-log(tol)}{log(2)}$

[-5,5], estimated iterations: 30

```
bisection(-5,5,f1,10**-8)

## [1] -2.843867

[-5,5], estimated iterations: 30

bisection(-5,5,f2,10**-8)

## [1] 2.803663
```

```
bisection(-5,5,f3,10**-8)
```

```
## [1] -1.517427
```

[-5,5], estimated iterations: 30

2.

Fixed point algorithm:

As long as the difference between g_res and x is more than the tolerance, the code will repeatedly set x = g(x) and then find g(x), such that g is f but rearranged to be equal to x.

```
g <- function(x)
{18/log(x)}

fixed_point <- function(x,g,tol)
{
    g_res <- g(x)
    while(abs(g_res - x) > tol)
    {
        x <- g_res
        g_res <- g(x)
    }

    return(g_res)
}

fixed_point(2,g,10**-8)</pre>
```

[1] 8.439243

Newton's method algorithm:

As long as the $x_1 - x_0$ is greater than the tolerance, set $x_1 = x_0 - \frac{f(x)}{f'(x)}$ and $x_0 = x_1$.

```
f <- function(x)
{x**x - 18}

f_deriv <- function(x)
{(x**x) * (log(x) + 1)}

newton <- function(x0,f,fd,tol)
{
    x1 <- x0 - (f(x0)/fd(x0))
    while(abs(x1-x0) > tol)
    {
        x0 <- x1
        x1 <- x0 - (f(x0)/fd(x0))
}</pre>
```

```
return(x1)
}
newton(2,f,f_deriv,10**-8)
```

[1] 2.803663