

Problem Set 1

Exercises for the Lecture Fundamentals of Simulation Methods

Prof. Dr. Ralf Klessen (Lecture Tuesday 9h - 11h and Thursday 9h - 11h)

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Submit the solution to your tutor in electronic form by **Wednesday October 23, 2019**.

1. Pitfalls of integer and floating point arithmetic

(6 points)

1. Consider the following C/C++ code:

```
int      i = 7;
float    y = 2*(i/2);
float    z = 2*(i/2.);
printf("%e %e \n", y, z);
```

which prints out two float numbers. Explain why the numbers are not all equal.

2. Consider the following numbers:

```
double   a = 1.0e17;
double   b = -1.0e17;
double   c = 1.0;
double   x = (a + b) + c;
double   y = a + (b + c);
```

Calculate the results for x and y. Which one is correct, if any? Explain, why the law of associativity is here broken.

3. Consider the following C/C++ code:

```
float     x = 1e20;
float     y;
y = x*x;
printf("%e %e\n", x, y/x);
```

Explain what you see.

2. Near-cancellation of numbers

(14 points)

Consider the following function:

$$f(x) = \frac{x + \exp(-x) - 1}{x^2} \quad (1)$$

Clearly for $x = 0$ this function is ill determined. However, for the limit $x \downarrow 0$ the function goes to a non-zero and non-infinite value.

1. Determine $\lim_{x \downarrow 0} f(x)$
2. Write a computer program that asks for a value of x from the user and then prints $f(x)$
3. For small (but positive non-zero) values of x this evaluation goes wrong. Determine experimentally at which values of x the formula goes wrong.
4. Explain why this happens.
5. Add an if-clause to the program such that for small values the function is evaluated in another way that does not break down, so that for all positive values of x the program produces a reasonable result.