Project 1

Execute the following lines in a Python interpreter.

```
x = 9.4
y = x - 9
z = y - 0.4
print(z)
```

- What did you get for z? What should it be in exact arithmetic? Why is it not what it should be?
- See Sauer's Numerical Analysis Chapter 0.3.3 for a complete description of the rounding phenomenon.

```
In [1]:
         #Floating point arithmetic:
         x = 9.4
         print(x)
         y = x - 9
         print(y)
         z = y - 0.4
         print(z)
         #hmm but in exact arithmetic this is 0. Let us investigate
        9.4
        0.400000000000000036
        3.3306690738754696e-16
In [2]:
         #Lets try changing the order
         # hm now this showing exactly 0, which is what we expect
         a = 9.4
         print(a)
         b = a - 0.4
         print(b)
         c = b - 9
         print(c)
        9.4
        9.0
        0.0
```

- From Sauer's textbook and Paul's lecture 1.2 and previous classes, I know that computers have a finite precision memory, however they must store infinite precision numbers and hence must handle rounding in some way
- IEEE sets standards for "that establish specifications and procedures designed to maximize the reliability of the materials, products, methods, and/or services people use every day". This includes a majority of computers, storage devices, and software platforms, including python

• 9.4 represented by the IEE double precision floating point standard is

thus the 53rd bit is a 1 so the IEE rounding to nearest says to round up, or add a 1 to bit 52

We are discarding the infinite tail which means we subtract

$$1100 \times 2^{-52} \text{ time } 2^3 = 0.4 \times 2^{-48}$$

and then round up, adding

$$2^{-52} \times 2^3 = 2^{-49}$$

■ Thus we have it that 9.4 is represented in the computer by

$$fl(9.4) = 9.4 - 0.4 \times 2^{-48} + 2^{-49}$$

= $9.4 + 2^{-49} - 0.4 \times 2^{-48}$

• Which means that the rounding error when storing 9.4 is

$$=0.2\times 2^{-49}$$

In [3]:

roundingError= 0.2*2**-49 # this is the rounding error when we store 9.4 print(roundingError) print(9.4-9-roundingError-0.4)

3.552713678800501e-16 0.0

• Likewise, 0.4 represented by the IEE double precision floating point standard is

thus the 53rd bit is a 1 so the IEE rounding to nearest says to round up, or add a 1 to bit 52

• So fl(0.4) becomes

■ Thus, we are discarding the infinite tail which means we subtract

$$2^{-53} \times 2^{-2} + .0\overline{1}10 \times 2^{-54} \times 2^{-2} = 0.4 \times 2^{-48}$$

and then round up, adding

$$2^{-52} \times 2^{-2} = 2^{-54}$$

■ Thus we have it that 0.4 is represented in the computer by

$$fl(0.4) = 0.4 - 2^{-55} - 0.4 \times 2^{-56} + 2^{-54}$$

= $0.4 + 0.1 \times 2^{-52}$

• Which means that the rounding error when storing 0.4 is

$$=0.1 \times 2^{-52}$$

[Aside: Note I ended up coping this directly from the textbook after I first (stubbornly) tried to do this by hand without referencing the textbook to "test myself". Then I made the even dumber naieve decision not to check if I was correct, and ended up doing the rounding for incorrectly and I carried the error way to far through and wasted time. Learning point: just use the resources early and often I

• Thus it is easy to see how operations between floating points can quickly exasperate the error

```
In [5]:

#I wanted to see if this is the rounding errors for 9.4 and 0.4 is equal to 3.330669073 totalRoundingError=(roundingError+roundingError2)

print("Python reported 9.4-9-0.4 was: {}". format(z))
print("The rounding error for 9.4 and 0.4 is: {}". format(totalRoundingError))

#Clearly this is not the case, and I believe this is because there are rounding errors

# I really wanted to see if there was some way around this, and obviously there is not,

Python reported 9.4-9-0.4 was: 3.3306690738754696e-16

The rounding error for 9.4 and 0.4 is: 3.7747582837255326e-16
```

Misc experiments

• Explored a bunch of resources and experimented with ALOT of ways to represent 9.4, 9, and 0.4 because I really wanted to see if there were other ways to do 9.4-9-0.4 in that order and get 0 and obviously there is not, I cannot trick the computer to store infinite numbers, but regardless here are some cool ways to play with numbers

```
In [6]:

# From source: https://docs.python.org/3/tutorial/floatingpoint.html

# Python has some methods to find the exact value of a float.

# The float.as_integer_ratio() method expresses the value of a float as a fraction:
```

```
dec=9.4
         rat= dec.as integer ratio()
         print("The float 9.4 is printed as {} ".format(dec))
         print("Which in ratio form is {}".format(rat))
         #convert the ratio to decimal
         rat to dec= 5291729562160333/562949953421312
         print(rat_to_dec) #appears to be 9.4, but lets check if they are actually stored equiva
         print(rat_to_dec== 9.4) ##wow they are
        The float 9.4 is printed as 9.4
        Which in ratio form is (5291729562160333, 562949953421312)
        9.4
        True
In [7]:
         #Really interesting source: http://stupidpythonideas.blogspot.com/2015/01/ieee-floats-a
         import bitstring
         f = 9.4
         b = bitstring.pack('>d', f)
         sbit, wbits, pbits = b[:1], b[1:12], b[12:]
         sign= sbit.bin
         print("Sign bit is: " , sign) #Sign bit 0 means positive, 1 means negative
         wbits.bin
         exp= wbits.uint - (1 << 10) + 1
         print("The exponent is: ", exp)
         pbits.bin
         mantissa= 1 + pbits.uint / (1<<52)
         print("The mantissa is: ",mantissa )
         scinot= mantissa*2 **exp
         print("The float {} or {} in Scientific Notation is : {} * 2**{}".format(f, scinot, man
        Sign bit is: 0
        The exponent is: 3
        The mantissa is: 1.175
        The float 9.4 or 9.4 in Scientific Notation is : 1.175 * 2**3
In [8]:
         # https://www.delftstack.com/howto/python/python-epsilon/
         #this didn't really end up leading to any conclusions, but a neat method in numpy to ge
         import numpy
         mach=numpy.finfo('float').eps
         print("The value of epsilon is:",mach)
```

The value of epsilon is: 2.220446049250313e-16

Conclusions

- Ultimately concluded that I am not a magician so I cannot trick the computer into having infinite storage capacity
- What I did learn:

- Floating point operations can be really dangerous depending on how they are used/what they are used for because of these storage and rounding errors
 - This has really got my mind thinking and I will now be on the lookout for it and I am interested to find ways to "avoid" this
- I forgot how neat Computer Systems is and man I was quite rusty
- Python has a lot of really neat libraries and methods and I learned how to add more packages to my jupyter kernel
- Also:
 - I tried to set cut off timers for myself of 2 hours per day for max of 8 hours on this because I knew I would spend far too long investigating this considering I have many other assignments to do. However, like usual I was not successful in sticking to this, but will try again next time

References

- https://standards.ieee.org/develop/develop-standards/overview/
- http://stupidpythonideas.blogspot.com/2015/01/ieee-floats-and-python.html (this website has a whole rabbit hole of cool articles, I highly recommend)
- Sauer Textbook 2nd edition
- https://docs.python.org/
- https://www.delftstack.com/howto/python/python-epsilon/

Notes

- watched lectures 1.1 and 1.2 and read Sauer chapter 0.0-0.3 prior to starting
- began on Friday 8/26 at 11:30pm worked for 1 hour
- worked 4 hours on Tuesday 8/30, still not much to show for it
- 8/31: office hours and rereading Sauer Wednesday 4 hours
- Thursday 9/1: 3ish hours REALLY TRYING to get bitstring imported
- Friday 9/2: FINALLY figured out how to add packages to my jupyter notebook (probably definitely wasted more time on the bitstring attempt than I should have, especially considering it did not lead to any conclusions/discoveries like I was hoping). At least I learned how to do that. Cleaned up the rest of my notebook and actually reported my "findings". 4 more hours submitted 5:40.