# CP315: Introduction to Scientific Computing

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### 1 Introduction

CP315 is a set of methods for solving mathematical problems with computers; fair enough - we will be using Maple and MatLab. Fundamental operations that are used: addition and multiplication. These are needed to evaluate a <u>polynomial</u> at a specific value. As we know, polynomials are basic objects in scientific computing  $\leadsto$  efficient evaluation.

#### 1.1 Polynomial Evaluation

Consider a general, fourth-degree polynomial:

$$P(x) = c_0 + c_1 x + c_2 x^2 + c_3 x^3 + c_4 x^4$$

- i. Find  $P(\frac{1}{2})$  naively requires substituting  $\frac{1}{2}$  into  $P(x) \rightsquigarrow 10$  multiplications and 4 additions comes to a total of 14 operations.
- ii. Store powers of  $\frac{1}{2}$  progressively  $\rightarrow$  3 multiplications (from the powers) + 4 multiplications (from the coefficients) and 4 additions. The new total is 11 operations.
- iii. Horner's Method: Rewrite P(x) "backwards":

$$P(x) = c_0 + x(c_1 + x(c_2 + x(c_3 + x(c_4))))$$

This brings it down to 8 total operations.

**Fact**: A degree d polynomial can be a evaluated in d multiplications and d additions.

Portfolio Part 1: Implement Horner's Method in Maple and/or MatLab.

#### 1.1.1 Variation on the Theme

Evaluate:

$$P(x) = x^5 + x^8 + x^{11} + x^{14}$$

$$= x^5(1 + x^3 + x^6 + x^9)$$

$$= x^5(1 + x^3(1 + x^3 + x^6))$$

$$= x^5(1 + x^3(1 + x^3(1 + x^3)))$$

We get a total of 6 multiplications by 3 additions, thus 9 operations.

## Overview of Calculus

Theorem 1. Intermediate Value Theorem

If f(x) is continuous in [a, b] then  $\forall y$ , such that,  $f(a) \leq y \leq f(b) \exists c$ , such that  $a \leq c \leq b$  and f(c) = y.

**Corollary 2.** If f(a), f(b) < 0, then  $\exists c$ , such that f(c) = 0. Where c is a root of f(x) = 0.

#### Theorem 3. Mean Value Theorem

If f(x) is differentiable in [a,b] then  $\exists c$ , such that  $f'(c) = \frac{f(a) - f(b)}{b-a}$ . Thus, there is a point where we will be able to calculate the slope at c.

#### Corollary 4. Rolle's Theorem

If f(x) is differentialable at [a,b] then  $\exists c$ , such that  $a \le c \le b$  and f'(c) = 0.

#### Theorem 5. Taylor's Theorem

If f(x) is (k+1)-differentiable in  $[x_0, x]$ ,  $\exists c$ , such that:

$$f(x) = f(x_0) + f'(x_0)(x - x_0) + \frac{f''(x_0)}{2!}(x - x_0)^2 + \dots + \frac{f^{k+1}(x_0)}{(k+1)!}(x - x_0)^{k+1} + R$$

where  $R = \frac{f^{(k+1)}(c)}{(k+1)!}(x-x_0)^{k+1}$ , is the remainder. If we know  $f(x_0)$ , then we can find nearby values f(x) as a polynomial of degree k.

**Example 6.**  $f(x) = \sin(x)$ . Find a degree-4 Taylor polynomial (approximation) about  $x_0 = 0$ .

$$P_4(x) = x - \frac{x^3}{6}$$

with a remainder is  $R = \frac{x^5}{120}\cos(c)$ . Now, we need to estimate the size of the remainder term:

$$|R| \le \frac{|x|^5}{120}$$

If  $|x| \le 10^{-4}$  then  $|R| \le \frac{10^{-20}}{120}$ . This tells us that for all numbers  $\le 10^{-4}$ , R is close to zero and thus the Taylor approximation is accurate.

### Theorem 7. Mean Value Theorem for Integrals

If f is continuous in [a,b] and g is integrable in [a,b] and does not change sign in [a,b] then,  $\exists c$  such that  $a \le c \le b$  and

$$\int_{a}^{b} f(x)g(x)dx = f(c)\int_{a}^{b} g(x)dx$$

**Note:** This helps because this result gives us a way to evaluate  $\int f(x)g(x)$  - as there is no defined way to do this.

## 2 Floating Point Representation of Real Numbers (R)

IEEE 754 is a standard to model floating point arithmetic on a computer. The problem is that we have finite-precision memory locations to represent infinite-precision numbers, YIKES.

IEEE 754 is a set of binary representations of real numbers.

A floating point, or real, number has three parts:

- 1. Sign  $(\pm)$  s
- 2. Mantissa (AKA significant digits) m
- 3. Exponent e

These three parts are stored in a word. There are three common precision types:

- 1. Single: 32 bits, (s: 1, m: 8, e: 23)
- 2. Double: 64 bits (s: 1, m: 11, e: 52)
- 3. Long-double: 80 bits, (s: 1, m: 15, e: 64)

**Definition 8.** A normalized IEEE 754 floating point number is the following:

$$\pm 1.b_1b_2...b_N \times 2^p$$

where p is an M-bit binary number; where

$$b_i \in \{0, 1\}, i = 1, ..., N$$

Example 9. 9 decimal and we want to convert to an IEEE FLP number.

$$9 \rightarrow 1001 \text{ (binary)}$$
  
+1 .  $001 \times 2^3$   
 $N = 3$   
 $P = 3$ 

Multiplication by power of  $2 \equiv a$  shift.

Typical double precision parameters in C/MatLab: M = 11, N = 52.

**Example 10.** We want to represent 1.

$$\begin{array}{ll} 1 & \leadsto & 0001 \\ +1 & . & 0...0_{52} \times 2^0 \, (52 \, {\rm zeroes}) \end{array}$$

What is the "next" number we can represent? The answer is:  $+1.0...0_{51}1 \times 2^0 \rightsquigarrow 1 + 2^{-52}$ , this is 51 zeroes.

**Definition 11.** Machine epsilon,  $E_{\rm mach}$ , is the distance between 1 and the smallest FLP number greater than 1.

**Remark 12.** For IEEE 754, double precision, we have  $E_{\rm mach} = 2^{52}$ .

### 2.1 IEEE Nearest Rounding Rule

**Example 13.** 9.4 in decimal  $\rightarrow 1001.\overline{0110}$ 

The binary representation of 
$$0.4 \approx \frac{1}{2^2} + \frac{1}{2^3} + \frac{1}{2^6} + \frac{1}{2^7} + \dots = \sum_{k=1}^{\infty} \left( \frac{1}{2^{4k+2}} + \frac{1}{2^{4k+3}} \right)$$

We need to fit this precision number in 52 bits.

$$1.001011001100110...01100\times 2^3$$

We have the three bits in the beginning following by 12 sets of 0110:

$$3 \, \mathrm{bits} + 12 \times 4 \, \mathrm{bits} = 51 \, \mathrm{bits}$$

RMR: Look at the 53rd bit to the right of the radix point:  $\left\{ \begin{smallmatrix} 1 \to \operatorname{add} 1 \operatorname{to} \operatorname{bit} 52 \\ 0 \to \operatorname{do} \operatorname{nothing} \end{smallmatrix} \right.$ 

So in our example: 53rd bit is 1, so we add 1 to 52.

Thus, 9.4 is represented as:

$$+1.0010110\,\mathbf{1}\times2^3$$

which is actually  $9.4 + 0.2 \times 2^{-49}$  in decimal.

Remark 14. The IEEE double precision number associated with 9.4 using RNR is:

$$fl(9.4) = 9.4 + 0.2 \times 2^{-49}$$

where  $0.2 \times 2^{-49}$  is the error.

#### Definition 15.

$$x_c = \text{computed value of } x$$
absolute error  $= |x_c - x|$ 
relative error  $= \frac{|x_c - x|}{|x|}$ 

Remark 16. Relative error in IEEE 754 is bounded by:

$$\frac{|fl(x) - x|}{|x|} \le \frac{1}{2} E_{\text{mach}}$$

## 2.2 Loss of Significant Digits

**Example 17.**  $E_1 = \frac{1 - \cos(x)}{\sin^2(x)}$  and  $E_2 = \frac{1}{1 + \cos(x)}$ .  $\therefore E_1 = E_2$  in exact arithmetic. Evaluate  $E_1$  and  $E_2$  numerically for x = 1.000..., x = 0.100..., x = 0.010...

**Remark 18.** For values of  $x < 10^{-5}$ ,  $E_1$  losses significant digits. For  $x < 10^{-8}$ ,  $E_1$  has no correct significant digits. Well, we are subtracting numbers that are nearly equal.

**Example 19.**  $x^2 + 9^{12}x - 3 = 0$ , with a = 1,  $b = 9^{12}$ , c = -3.

$$\Delta = \sqrt{b^2 - 4ac}$$

$$x = \frac{-b \pm \Delta}{2a}$$

$$\oplus \rightarrow x = \frac{-b + b}{2a} = 0$$

But how?! We need to restructure the formula, using the conjugate quantity:

$$\frac{-b + \sqrt{\Delta}}{2a} \times \left(\frac{-b + \sqrt{\Delta}}{-b + \sqrt{\Delta}}\right)$$

$$= \frac{\Delta - b^2}{2a(b + \sqrt{\Delta})^2}$$

$$= \frac{-4ac}{2a(b + \sqrt{\Delta})}$$

$$= \frac{-2c}{b + \sqrt{\Delta}}$$

Note: This formula only applies for degree-2 polynomials.

## 3 Equation Solving

- We will explore iterative methods to locate solutions of f(x) = 0
- Convergence, complexity

We are also going to look at three different methods of solving equations:

- 1. Bisection
- 2. Fixed-point
- 3. Newtons's method

## 3.1 Bisection Method

- We are looking to solve f(x) = 0
- Means find r, st f(r) = 0
- Existence of r: IVT

Steps:

- 1. Find [a, b] st  $f(a) \times f(b) < 0$
- 2. Then,  $\exists r : a < r < b \text{ st } f(r) = 0$

**Example 20.**  $f(x) = x^3 + x - 1$ , we know f(0) = -1, f(1) = 1 and thus:

$$\leadsto \exists r \in [0, 1] \text{ st } f(r) = 0$$

Also:

$$f\!\left(\frac{1}{2}\right)\!<0 \leadsto f\!\left(\frac{1}{2}\right)\!\times f(1) < 0 \leadsto r \in \!\left[\frac{1}{2},1\right]$$

Next step in the interation:

$$f\!\left(\frac{1}{2}\right) > 0 \leadsto f(0) \times f\!\left(\frac{1}{2}\right) < 0 \leadsto r \in \left[0, \frac{1}{2}\right]$$

And thus we know:

$$f\!\left(\frac{1}{2}\right) < 0$$

We now know that  $\frac{1}{2} < f(\frac{1}{2}) < 1$ . We know can check the midpoint of  $\left[\frac{1}{2}, 1\right]$  which is  $\frac{3}{4}$ . Next interation:

$$f\!\left(\frac{3}{4}\right) \! > \! 0 \leadsto r \in \! \left\lceil \frac{1}{2}, \frac{3}{4} \right\rceil$$

Portfolio Part 2: Implement Bisection Method in Maple and/or MatLab.

### Algorithm 1

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Bisection Method  \begin{aligned} &\textbf{Input: f, a, b st. } f(a) \times f(b) < 0; \ \text{tolerance } (\epsilon) \text{ - e} \\ &\textbf{Output: approximate root r, in } [a,b], \ f(r) = 0 \end{aligned}  while (b-a)/2 > e do  r = (a+b)/2 \\ &\text{if } f(r) = 0 \text{ then return r} \\ &\text{if } f(a) * f(r) < 0 \\ &\text{b=r} \\ &\text{else} \\ &\text{a=r} \\ &\text{return } (a+b)/2 \end{aligned}
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#### Example 16 cont.

$\epsilon$	$\#\mathtt{while}\ \mathrm{step}$	approx r
$10^{-4}$	13	0.6823
$10^{-5}$	16	0.6823
$10^{-6}$	19	0.68232
$10^{-7}$	23	0.68232780

**Definition 21.** An approximate solution is correct to p decimal places if the error

$$|x_c - r| < \frac{1}{2} 10^{-p}$$

#### 3.1.1 Error Analysis

- Start [a, b]
- After n bisection steps  $[a_n, b_n]$

$$x_c = \frac{a_n + b_n}{2} \leadsto |x_c - r| < \frac{b - a}{2^{n+1}}$$

Question 22. How many bisection steps are needed to compute a solution correct to 6 decimal places?

**Answer.** Error after n bisection steps:  $\frac{1}{2^{n+1}}$  and thus

$$\frac{1}{2^{n+1}} < \frac{1}{2}10^{-6}$$

$$10^{6} < 2^{n}$$

$$\log(10^{6}) < \log(2^{n})$$

$$6 \times \log(10) < n \times \log(2)$$

$$6 < n \times \log(2)$$

$$19.9 < n$$

And thus we need 20 steps to compute 0.739085.

#### 3.2 Fixed-Point Iteration

**Definition 23.** r is a fixed point (fp) of a function g(x), iff g(r) = r.

**Example 24.**  $g(x) = x^3$ . We have three fixed points:  $0, \pm 1$ .

**Observation.** Finding a fp of  $g(x) \Leftrightarrow$  solving the equation: g(x) - x = 0 where we can define g(x) - x as f(x).

#### Algorithm 2

FPI

**Input:** f(x) = g(x) - x, initial guess,  $x_0$ 

**Output:** approximate solution of f(x) = 0, (ie. a fp of g(x))

for 
$$i = 0..k$$
  
 $x_{i+1}=g(x_i)$ 

If the sequence  $x_0, x_1, x_2, \dots$  converges to a value, r, then r is a fp of g(x). For some j:  $|x_{j+1}-x_j| < E$ .

**Question 25.** Can any fct, f(x) be written as g(x) - x?

Answer. Yes, and often in more ways than one.

**Example 26.**  $x^2 + x - 1 = 0$ 

$$x = 1 - x^3 \tag{1}$$

$$x = (1 - x)^{\frac{1}{3}} \tag{2}$$

$$x = \frac{1 + 2x^3}{1 + 3x^2} \tag{3}$$

Use fp iterations with  $x_0 = 0.5$ .

- 1. The interates flip-flop from 0 to 1, **no convergence**
- 2. The iterates converge to 0.6823 in 25 iterations

Explanation: |g'(r) > 1, <1|

#### Example 27.

$$g_1(x) = -\frac{3}{2}x + \frac{5}{2}$$
 with  $r = 1$  and  $|g_1'(1)| = \frac{3}{2} > 1$   
 $g_2(x) = -\frac{1}{2}x + \frac{3}{2}$  with  $r = 1$  and  $|g_2'(1)| = \frac{1}{2} < 1$ 

Thus, we have  $x_{i+1} = g_1(x_i)$ . Consider  $g(x) \leadsto$ 

$$x_{i+1} - 1 = -\frac{3}{2}(x_i - 1)$$

denote by  $e_i = |1 - x_i|$  then  $e_{i+1} = \frac{3}{2} e_i \leadsto$  error increases, divergent.

Consider  $g_2(x)$  with  $x_{i+1} = g_2(x_i) \rightsquigarrow$ 

$$x_{i+1} - 1 = -\frac{1}{2}(x_i - 1)$$

then  $e_{i+1} = \frac{1}{2} e_i$ . 1

**Definition 28.** Denote by  $e_i$ , the error at step i, of an iterative method.

$$e_i = |r - x_i|$$

The method converges linearly with rate, S, if:

$$\lim_{i \to \infty} \frac{e_{i+1}}{e_i} = S$$

and S < 1.

**Observation.** f-p iteration for  $g_2(x)$  converges linearly with rate  $S = \frac{1}{2}$ .

**Theorem 29.** Assume g is differentiable.

$$\begin{split} g(r) &= \quad r \quad \text{ and } r \text{ is an fp of } g \\ |g'(r)| &= \quad S < 1 \end{split}$$

Then, the fp iteration for g, conerges linearly with rate, S to r. For initial guesses,  $x_0$ , sufficiently close to r.

**Example 30.**  $f(x) = x^3 + x - 1$  in the form of g(x) = x.

- 1.  $g_1(x) = 1 x^3$ , now  $|g_1'(x)| = 3x^2 \longrightarrow x = 0.6823 \longrightarrow >1$
- 2.  $g_2(x) = (1-x)^{\frac{1}{3}}$ , now  $|g_2'(x)| = \frac{1}{3}(1-x)^{-\frac{2}{3}} + 1 \longrightarrow x = \dots \longrightarrow <1$  : converges
- 3.  $g_3(x) = \frac{1+2x^3}{1+3x^2}$ , now  $|g_3'(x)| = \frac{(6x^2)(1+3x^2)+(6x)(1+2x^3)}{(1+3x^2)^2} \longrightarrow x = \dots \longrightarrow 0 < 1$  We have a linear convergence with rate, S = 0

## 3.2.1 Stopping Criteria for FPI

Where do we need to stop the iteration?

1. Bounded absolute error:

$$|x_{i+1} - x_i| < \mathbf{E}$$

#### 2. Bounded relative error:

$$\frac{|x_{i+1} - x_i|}{|x_{i+1}|} < \mathbf{E}$$

**Example 31.**  $\begin{cases} g(x) = \frac{x + \frac{2}{x}}{2} \\ x_0 = 1 \end{cases}$ . Set up FPI as g(x) = x.

$$g(\sqrt{2}) = \frac{\sqrt{2} + \frac{2}{\sqrt{2}}}{2} = \sqrt{2}$$

#### 3.2.2 Forward and Backward Error

**Example 32.**  $f(x) = x^3 - 2x^2 + \frac{4}{3}x - \frac{8}{27}$ . Use the bisection method to compute a root with 6 correct significant digits. We have f(0) f(1) < 0 and  $f(\frac{2}{3}) = 0$ .

**Observation.** 16 steps  $\rightarrow$  0.6666641. We cannot get the 6<sup>th</sup> digit correct.

IEEE double precision, there are many float point numbers within  $10^{-5}$  of the correct root  $r = \frac{2}{3}$ .

**Definition 33.** Suppose a function, f, with root r and f(r) = 0. Also,  $x_a$  is an approximation to r computed by a root-finding method.

Backwards error (BE):  $|f(x_a)|$ 

Forward error (FE):  $|r - x_a|$ 

BE amount by which we need to change f(x) so that  $x_a$  is a solution. FE amount by which we need to change the approximate solution to make it correct.

**Remark 34.** The problem we encountered with the previous example is that the BE is near  $E_{\rm mach} = 10^{-16}$  and the  $FE \approx 10^{-5}$ .

#### **Definition 35.** Multiple Roots

f, a differentiable function, with root r and f(r) = 0 if

$$o = f(r) = f'(r) = f''(r) = \dots = f^{(m-1)}(r)$$

and  $f^{(m)}(r) \neq 0$ . Then, f, has a root of multiplicity m, at r; where r is a multiple root of order m of f.

$$\begin{cases} m = 1; r \text{ single root} \\ m = 2; r \text{ double root} \\ m = 3; r \text{ triple root} \end{cases}$$

**Example 36.**  $f(x) = x^2$ , has a double root at x = 0.

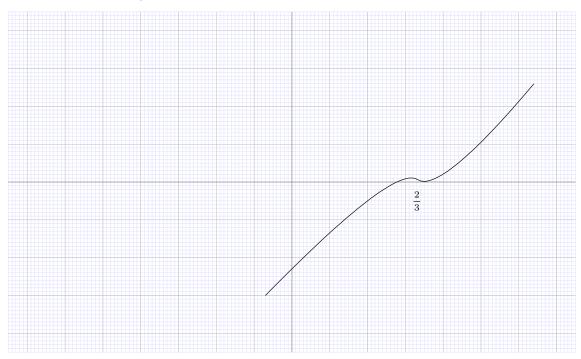
$$\begin{array}{rcl} f(0) & = & 0 \\ f'(0) & 2x|_{x=0} & =0 \\ f''(0) & = & 2 \neq 0 \end{array}$$

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Also,  $f(x) = x^3$  has a triple root at x = 0.

#### Geometric Intuition.

Graph of  $f(x) = \left(x - \frac{2}{3}\right)^3$ .



 $\frac{2}{3}$  is a triple root. The graph is [supposed to be] flat around the triple root.

Consequence. Large disparity between BE and FE.

$$BE \ll FE$$

where BE is the vertical dimension and FE is the horizantal dimension.

**Example 37.**  $f(x) = \sin(x) - x$  has a triple root at r = 0 and  $x_a = 0.001$  is the approx. root. Compute BE and FE.

BE: 
$$|r - x_a| = 10^{-3}$$
  
FE:  $|f(x_a)| = |\sin(0.001) - 0.001|$   
 $\approx 1.6667 \times 10^{-10}$ 

Stopping Criteria. Either make FE small or make BE small.

Bisection: 
$$\begin{cases} \text{BE: known} \\ \text{FE: } < \frac{b-a}{2} \end{cases}$$

> if 
$$abs(f(x_a)) < E$$
 then ...  
> if  $abs(\frac{b-a}{2}) < E$  then ...

$$\label{eq:BE:known} \text{Fixed point:} \left\{ \begin{array}{l} \text{BE:known} \\ \text{FE:not known} \end{array} \right.$$

### 3.2.3 Wilkinson Polynomial

$$W(x) = (x-1)(x-2)...(x-20)$$
$$= \prod_{i=1}^{20} (x-i)$$

It has 20 (simple) roots, x=1,...,20. To compute numerical approximations to the roots of the expanded W(x) is very hard.  $W(x)=x^{20}\pm...$ 

#### 3.2.4 Sensitivity of Root Finding

A problem is called sensitive if small errors in the input (the eq. we are solving). This leads to large errors in the output (solution).

We need to measure how far a root is moved when the eq. is changed (perturbed).

**Proposition 38.** Supposed, we change  $f(x) \to f(x) + \epsilon g(x)$ .

Let  $\Delta_r$  be the corresponding change to the root r.

$$f(r + \Delta_r) + \epsilon g(r + \Delta_r) = 0$$

D-d-d-d-drop the Taylor and neglect the higher order terms (H.O.T).

$$\Delta_r \approx -\frac{\epsilon g(r)}{f'(r)}$$

for  $\epsilon \ll f'(r)$ .

Example 39. Estimate the largest root of

$$P(x) = \left(\prod_{i=1}^{6} (x-i)\right) - 10^{-6}x^{7}$$

Get all emotional and used the sensitivity formula.

$$\epsilon = -10^{-6}$$

$$g(x) = x^{7}$$

$$f(x) = P(x)$$

Now:

$$\Delta_r \approx \frac{\epsilon \, 6^7}{5!} = -2332.8 \, \epsilon$$

and thus:

$$6 + \Delta_r = 6.0023$$