Lecture Notes

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1 Lecture 1

The goal of this class is to solve *mathematical* problems with the help of *computers*.

1.1 Chapter Summaries

1. Computations in computers
   - How to store (real) numbers in the computer

     > **Note.** If the number has finitely many digits, then it is simple. What about numbers with infinitely many digits, i.e. $\frac{1}{3}$? We have to truncate or round, and store an approximation with finitely many digits.

   - How to perform computations

     > **Note.** From regular math, we know that $\frac{1}{3} + \frac{1}{3} = \frac{2}{3}$. However, in the computer, due to errors, we have $\frac{1}{3} \oplus \frac{1}{3} = ?\oplus? = ??$.

   - Errors
2. - Find roots of $f(x) = 0$ using bisection, Newton's method, ...
   - Convergence
   - Convergence order (how fast it converges)
3. Polynomial interpolation
   - Approximate a function $f(x)$ by a polynomial $P(x)$, where $f(x_i) = P(x_i)$ for finitely many x_i
   - *Accuracy* of the polynomial approximations
4. Numerical differentiations and numerical integrations
   - Using the approximations from chapter 3, we can approximate using

     $$f'(x^*) \approx P'(x^*) = \sum_{i=0}^{k} f(x_k)c_k,$$

     and

     $$\int_a^b f(x)\,\mathrm{d}x \approx \int_a^b P(x)\,\mathrm{d}x = \sum_{i=1}^{k} f(\overline{x_k})\overline{c_k}.$$

   - Error analysis

6.7. Solving linear systems of equations
   - Direct methods: Gaussian elimination (computationally expensive)
   - Iterative methods: (faster and cheaper)
   - Solution stability

1.2 Round-off errors and computer arithmetics

There are three kinds of errors:

- Modeling Error: Occurs when we convert a problem from the real world into the mathematical world.
- Method Error: Occurs when we try to solve the mathematical problem numerically.
- Round-off error: Occurs when the computer gives an incorrect result with the correct algorithm (comes from storage and computation).

1.2.1 Storage

Infinite digit real numbers are *stored* as finite digit numbers, using the normalized decimal form of real numbers.

Definition. *Normalized decimal form of a real number*
For any $y \in \mathbb{R}$, we may write
$$y = \pm 0.d_1 d_2 d_3 \dots d_k d_{k+1} \dots \cdot 10^n,$$
where $0 < d_1 \leq 9$, $0 \leq d_i \leq 9$, n are integers. For the particular case where $y = 0$, we write $y = 0.0 \cdot 10^0$.

Definition. *Normalized machine numbers (Floating-point form)*
Any machine number y can be written as
$$y = \pm 0.d_1 d_2 \cdots d_k \cdot 10^n,$$
where $0 < d_1 \leq 9$, $0 \leq d_i \leq 9$, n are integers.

We can think of the storage process as mapping normalized real numbers to normalized machine numbers. We do this via rounding or truncating.

Consider some $y \in \mathbb{R} \setminus \{0\}$.

- Truncating (k-digit truncation of $y = \pm d_1 d_2 d_3 \dots d_k d_{k+1} d_{k+2} \dots \cdot 10^n$) Simply omit the digits from d_{k+1} and onwards, in other words
$$f_\ell(\pm d_1 d_2 d_3 \dots d_k d_{k+1} d_{k+2} \dots \cdot 10^n) = \pm d_1 d_2 \dots d_k \cdot 10^n.$$
Thus we have $y \approx f_\ell(y)$.
- Rounding (k-digit rounding of $y = \pm d_1 d_2 d_3 \dots d_k d_{k+1} d_{k+2} \dots \cdot 10^n$)
If $d_{k+1} < 5$, then we drop $d_{k+1} d_{k+2} \dots$ (same with truncating)
If $d_{k+1} \geq 5$, then add 1 to d_k and drop $d_{k+1} d_{k+2} \dots$
$$f_\ell(\pm d_1 d_2 d_3 \dots d_k d_{k+1} d_{k+2} \dots \cdot 10^n) = \pm \delta_1 \delta_2 \dots \delta_k \cdot 10^m.$$