```
Raw_Me
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CSCI-3656

Homework 1

Q1:

When I execute the commands I get:

```
z = 3.330669073875470e-16
```

This is because the first command is:

```
>> format long
```

This command makes the computer use the 64 bit representation. In this case 9.4 and 0.4 are represented in(respectively):

Since long uses the rounding to the nearest rule, we can see that both numbers have rounding errors. The 9.4 representation makes a rounding error equals to 0.2×2^{-49} . The 0.4 representation makes a rounding error equals to 0.1×2^{-52} . Subtracting the two rounding errors equals z.

Q2:

The implementation in Matlab:

```
function x = horner(a,z)
m = length(z);
n = length(a);
p = a(1);
for j = 2:n
    p = p.*z + a(j);
end
x = p;
```

Then executing the following commands:

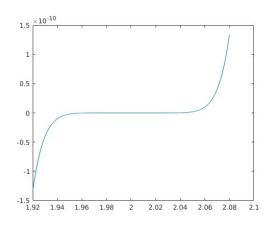
```
>>z = linspace(1.92, 2.08, 8000);

>>p1 = (z-2).^9;

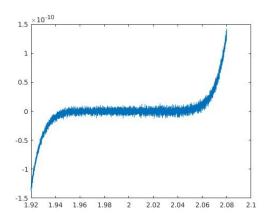
>>plot(z,p1)

>>plot(z, horner([1 -18 144 -672 2016 -4032 5376 -4608 2304 -512],z))
```

p1(x) graph:



p2(x) graph:



The difference is clear. It is only happening as the polynomial is reaching 0 using Horner's Algorithm.

I think that it is because when reaching 0 the cancellation of big numbers, compared to the result (≈ 0), causes errors due to the rounding rule.

Q3:

proving they are equal:

$$f_1(x) = \frac{1 - \cos(x)}{\sin^2(x)} = \frac{1 - \cos(x)}{1 - \cos^2(x)} = \frac{1 - \cos(x)}{1^2 - \cos^2(x)} = \frac{1 - \cos(x)}{(1 + \cos(x))(1 - \cos(x))} = \frac{1}{1 + \cos(x)} = f_2(x)$$

The Matlab implementation:

$$k = linspace(0,12,13);$$

$$x = 10.^{(-k)};$$

$$f1 = (1 - cos(x))./(sin(x).^2)$$

$$f2 = 1./(1 + cos(x))$$

The results:

The reason behind this difference is as x goes to $0 \cos(x)$ gets closer to 1. This affects only f1(x) because of 1 - $\cos(x)$. In this case, the subtraction of nearly equal numbers causes loss of significance.