L01: FP Problem

Goal: To see that computation on a computer can be inaccurate, even if the math is correct.

Floating-Point Blues

Suppose we need to compute the integral

$$I_n = \int_0^1 \frac{x^n}{x + \alpha} dx$$

For a given real number α and integer n, $n \geqslant 0$. This is tough to do, except for this trick...

$$I_{n} = \int_{0}^{1} \frac{x^{n}}{x+d} dx$$

$$= \int_{0}^{1} \frac{x^{n} + x^{n-1} - x^{n-1}}{x+d} dx$$

$$= \int_{0}^{1} \frac{x^{n} + x^{n-1} - x^{n-1}}{x+d} - \frac{x^{n-1}}{x+d} dx$$

$$= \int_{0}^{1} x^{n-1} dx - \alpha \int_{0}^{1} \frac{x^{n-1}}{x+d} dx$$

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Thus, $I_n = \frac{1}{h} - \alpha I_{n-1}$ (recurrence relation) Notice that I_0 is easy

$$I_0 = \int_0^1 \frac{1}{x+d} dx = \ln(x+d) \Big|_0^1 = \ln(1+d) - \ln d = \ln \frac{1+d}{d}$$

Cool! Let's try it out.

Create a Matlab script (text file with extension .m).

Comments
$$\Rightarrow$$
 { % Try alpha values of 0.5 and 2.
 $alpha = 0.5$; $N = 100$; $I = log((1+alpha) / alpha)$; $I = log((1+alpha) / alpha)$; $I = 1/n - alpha * I$; end

Hmmm... seems strange.

Observation: If
$$0 \le x \le 1$$
 and $\alpha > 1$, then $\frac{x}{x+\alpha} \le x^n$
Hence, $I_n = \int_{-\infty}^{1} \frac{x^n}{x+\alpha} dx \le \int_{0}^{1} x^n = \frac{1}{n+1}$

So, for
$$\alpha=2$$
, we should get $I_{100} \leq \frac{1}{101}$.

Note: Aritmetic on a computer uses truncated numbers. Thus, we can have a small error in every number.

Thus,
$$I_o^{(comp)} = I_o^{(exact)} + e_o$$

and $I_n^{(comp)} = I_n^{(exact)} + e_n$
are error at step n

Using our recurrence relation,

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$$I_{n}^{(exact)} = \frac{1}{n} - \alpha I_{n-1}^{(exact)} \quad (mathematical)$$

$$I_{n}^{(comp)} = \frac{1}{n} - \alpha I_{n-1}^{(comp)} \quad (computational)$$

Then,
$$e_h = I_h^{(comp)} - I_h^{(exact)}$$

$$= \left(\frac{1}{h} - \alpha I_{h-1}^{(comp)}\right) - \left(\frac{1}{h} - \alpha I_{h-1}^{(exact)}\right)$$

$$= -\alpha \left(I_{h-1}^{(comp)} - I_{h-1}^{(exact)}\right)$$

$$e_{n} = -\alpha e_{n-1}$$
That is, $e_{n} = \alpha^{2} e_{n-2}$

$$= \alpha^{3} e_{n-3}$$

$$= \alpha^{n} e_{0}$$

If
$$|\alpha| < 1 \Rightarrow 0$$
 as $n \Rightarrow \infty$ (Good)
If $|\alpha| > 1 \Rightarrow 0$ as $n \Rightarrow \infty$ (Bad)

So there seems to be a build-up of round-off errors, but only when \| \| \| \| \| \| .

Another example:

$$e^{x} = 1 + x + \frac{x^{2}}{2!} + \frac{x^{3}}{3!} + \frac{x^{4}}{4!} + \cdots$$

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Suppose we use only 5 digits of accuracy.

$$e^{-5.5} = 1 - 5.5 + 15.125 - 27.729 + ... (25 terms)$$

= 0.00 26363

Mathematically, it's equivalent to

$$\frac{1}{e^{5.5}} = \frac{1}{(+5.5 + 15.125 + 27.729 + \cdots)}$$

It's not just what you compute, but how you compute it.

Consider adding up these 4 binary numbers, but keeping only 4 significant digits.

Method 1

$$0.1111) \oplus 1.0110 = 0.101.0 = 0.110.1 \oplus 0.1100.0$$

$$0.0001 \longrightarrow 0.0000 \times 10$$

$$0.0000 \longrightarrow 0.0000.0$$

$$0.0000 \longrightarrow 0.0000.0$$

Method 2

Take-Home Message

We follow some basic rules when doing arithemetic and mathematics. For example:

$$1) (a+b)+c = a+(b+c)$$

3)
$$\frac{a+b}{c} = \frac{a}{c} + \frac{b}{c}$$

4) Correct mathematical algorithms produce correct answers.

Once you do arithmetic using floating-point numbers, none of the above are true.