

MANE 3351

LECTURE 4

Classroom Management

Agenda

- Numerical Representations in a computer
- Lab 1 due September 17
- 4 students have not linked GitHub account through Homework 0
- 1 student has not picked up their Raspberry Pi
- Laboratory session will not meet, I will be in my office awaiting lab 1

RESOURCES

Handouts

- Lecture 4 Slides
- Lecture 4 Marked Slides

LECTURE 4 CONTENT

Embrace Your Inner Skeptic

Definition: Numerical Methods

[Home](#) > Computing > Dictionaries thesauruses pictures and press releases > numerical methods

TOOLS
▼

Numerical Methods

A Dictionary of Computing
© A Dictionary of Computing 2004, originally published by Oxford University Press 2004.

Numerical methods Methods designed for the constructive solution of mathematical problems requiring particular numerical results, usually on a computer. A [numerical method](#) is a complete and unambiguous set of procedures for the solution of a problem, together with computable error estimates (see [error analysis](#)). The study and implementation of such methods is the province of [numerical analysis](#).

Numerical Methods, definition

1

Embrace your Inner Skeptic

grammers should consult recent references.

Becoming familiar with basic numerical methods without realizing their limitations would be foolhardy. Numerical computations are almost invariably contaminated by errors, and it is important to understand the source, propagation, magnitude, and rate of growth of these errors. Numerical methods that provide approximations *and* error estimates are more valuable than those that provide only approximate answers. While we cannot help but be impressed by the speed and accuracy of the modern computer, we should temper our admiration with generous measures of skepticism. As the eminent numerical analyst Carl-Erik Fröberg once remarked:

Never in the history of mankind has it been possible to produce so many wrong answers so quickly!

Thus, one of our goals is to help the reader arrive at this state of skepticism, armed with methods for detecting, estimating, and controlling errors.

The reader is expected to be familiar with the rudiments of programming. Algorithms are presented as pseudocode and no particular programming language is adopted.

embrace your inner skeptic

2

Evaluating Numerical Methods

Numerical methods should consider these two evaluation criterion :

- Accuracy (or error) analysis
- Speed

Introduction to Error Analysis

Error Measurements

estimated

true

Let v_A be the approximate value and v_E be the exact value

- Absolute error: $|v_A - v_E|$
- Relative error: $\frac{|v_A - v_E|}{v_E}$
- Percentage error: $\frac{|v_A - v_E|}{v_E} \times 100\%$

Sources of Error

Sources of Errors

- **Round-off errors** are due to the fact that the computers represent numbers in a finite number of bits and bytes
- **Truncation errors** are errors that emerge from the *approximation of the mathematical model* → Taylor Series
- **Model errors** are due to the fact that the mathematical model usually is an *approximation of the physical reality*

Number Types in Python

Python supports int, float, and complex.

- Integers can be represented exactly
- Float and complex variables can be represented approximately
- “Floating-point numbers are usually implemented using double in C”³

C integer representation

short

int i →



$$00000000000000 \rightarrow 0 \times 2^0 + 0 \times 2^1 + 0 \times 2^2 + \dots + 0 \times 2^{15} = 0$$

$$111111111111 \rightarrow 1 \times 2^0 + 1 \times 2^1 + 1 \times 2^2 + \dots + 1 \times 2^{15} = 65,535$$

Computer Implementation of Floats

IEEE Standard 754 Floating Point Numbers

IEEE Standard 754 Floating Point Numbers

The IEEE Standard for Floating-Point Arithmetic (IEEE 754) is a technical standard for floating-point computation which was established in 1985 by the **Institute of Electrical and Electronics Engineers (IEEE)**. The standard addressed many problems found in the diverse floating point implementations that made them difficult to use reliably and reduced their portability. IEEE Standard 754 floating point is the most common representation today for real numbers on computers, including Intel-based PC's, Macs, and most Unix platforms.

There are several ways to represent floating point number but IEEE 754 is the most efficient in most cases. IEEE 754 has 3 basic components:

1. **The Sign of Mantissa** –

This is as simple as the name. 0 represents a positive number while 1 represents a negative number.

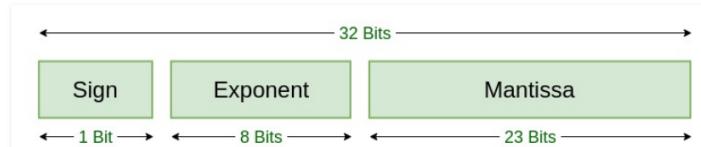
2. **The Biased exponent** –

The exponent field needs to represent both positive and negative exponents. A bias is added to the actual exponent in order to get the stored exponent.

3. **The Normalised Mantissa** –

The mantissa is part of a number in scientific notation or a floating-point number, consisting of its significant digits. Here we have only 2 digits, i.e. 0 and 1. So a normalised mantissa is one with only one 1 to the left of the decimal.

IEEE 754 numbers are divided into two based on the above three components: single precision and double precision.



IEEE Standard 754 floating point numbers

Floating Point Representation

(sgn) $\text{mantissa} \times 10^{\text{exponent}}$

Tools & Thoughts

IEEE-754 Floating Point Converter

Translations: [de](#)

This page allows you to convert between the decimal representation of numbers (like "1.02") and the binary format used by all modern CPUs (IEEE 754 floating point).

IEEE 754 Converter (JavaScript), V0.22

Sign	Exponent	Mantissa
Value: Encoded as: Binary:	2 ⁻⁷ 120	1.2799999713897705 2348810
You entered 0.01		
Value actually stored in float: 0.0099999977648258209228515625		
Error due to conversion: -2.2351741790771484375E-10		
Binary Representation 001110000100011101011100001010		
Hexadecimal Representation 0x3c23d70a		

+1 -1

floating point convertor

Exponent - excess 128 8-bit
Subtract 127

Exponent

Perils of Floating Point

Binary Floating-Point

At the heart of many strange results is one fundamental: floating-point on computers is usually base 2, whereas the external representation is base 10. We expect that $1/3$ will not be exactly representable, but it seems intuitive that $.01$ would be. Not so! $.01$ in IEEE single-precision format is exactly $10737418/1073741824$ or approximately 0.009999999776482582 . You might not even notice this difference until you see a bit of code like the following:

```
REAL X
DATA X /.01/
IF ( X * 100.d0 .NE. 1.0 ) THEN
    PRINT *, 'Many systems print this surprising result.'
ELSE
    PRINT *, 'And some may print this.'
ENDIF
```

Base-10 floating-point implementations don't have this anomaly. However, base-10 floating-point implementations are rare because base-2 (binary) arithmetic is so much faster on digital computers.

binary floating point



SINGLE-PRECISION RANGE

Single Precision Range

- Exponents 00000000 and 11111111 are reserved
- Smallest value
 - Exponent: 00000001
⇒ actual exponent = $1 - 127 = -126$
 - Fraction: 000...00 ⇒ significand = 1.0
 - $\pm 1.0 \times 2^{-126} \approx \pm 1.2 \times 10^{-38}$
- Largest value
 - exponent: 11111110
⇒ actual exponent = $254 - 127 = +127$
 - Fraction: 111...11 ⇒ significand ≈ 2.0
 - $\pm 2.0 \times 2^{+127} \approx \pm 3.4 \times 10^{+38}$

range of single-precision numbers

single: 8 bits	single: 23 bits
double: 11 bits	double: 52 bits
S	Exponent

FLOATING-POINT PRECISION

Single Floating-Point Precision

- Relative precision

- all fraction bits are significant
- Single: approx 2^{-23}
 - Equivalent to $23 \times \log_{10}2 \approx 23 \times 0.3 \approx 6$ decimal digits of precision
- Double: approx 2^{-52}
 - Equivalent to $52 \times \log_{10}2 \approx 52 \times 0.3 \approx 16$ decimal digits of precision

precision of single-precision numbers

Double Precision Range

Double Check this.
Looks like something
is missing!

Double Floating-Point Precision

Verification / Validation

Notes

1. “numerical methods.” A Dictionary of Computing. Retrieved August 27, 2019 from Encyclopedia.com: <https://www.encyclopedia.com/computing/dictionaries-thesauruses-pictures-and-press-releases/numerical-methods>
2. Cheney and Kincaid (2004), *Numerical Mathematics and Computing, 5th edition*.
3. Python 3.12.5 Documentation » The Python Standard Library » Built-in Types. Retrieved September 6, 2024 from: <https://docs.python.org/3/library/stdtypes.html>
4. Geeks for Geeks. Retrieved August 28, 2019 from: <https://www.geeksforgeeks.org/ieee-standard-754-floating-point-numbers/>
5. FloatConvertor. Retrieved August 28, 2019 from: <https://www.h-schmidt.net/FloatConverter/IEEE754.html>
6. Perils of Floating Point. Retrieved August 28, 2019 from: <http://www.lahey.com/float.htm>
7. IEEE 754 Floating Point Representation. Retrieved August 28, 2019 from: <http://cs.boisestate.edu/~alark/cs354/lectures/ieee754.pdf>
8. IEEE 754 Floating Point Representation. Retrieved August 28, 2019 from: <http://cs.boisestate.edu/~alark/cs354/lectures/ieee754.pdf>