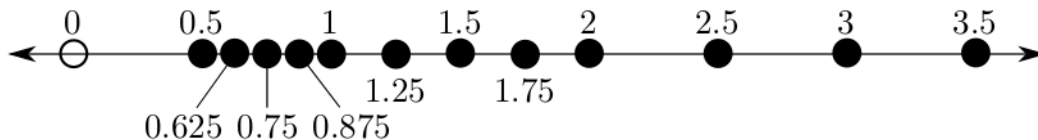


	2.1.3	More Exotic Options
{	2.2	Understanding Error
	2.2.1	Classifying Error
	2.2.2	Conditioning, Stability, and Accuracy
	2.3	Practical Aspects

Upon paging down to section 2.2 we pass this number line...



note that the points are not equally spaced... this is typical of the way floating point or any type of scientific notation with a...

mantissa with a fixed number of digits and an exponent

and other approximations. rounding typically encountered in numerical systems

Categorize types of error...we've already discussed the first type

n is # of dec digits.
 $2^{52} \approx 10^n$
 $n \approx 52 \frac{\ln 2}{\ln 10}$
 ≈ 15.6

• *Rounding or truncation error* comes to deal with the fact that we computational number systems an IEEE 754 floating-point value number of digits.

```
julia> 52*log(2)/log(10)
15.65355977452702
```

```
julia> 52*log10(2)/log10(10)
15.653559774527022
```

a little more than 15 digits of precision

• *Discretization error* comes from and other aspects of continuous attempt to approximate the de:

about 15 digits of precision in a 52-bit mantissa...

• *Modeling error* comes from hav lems we wish to solve. For insta choose to neglect the collective displacement of air by these but Furthermore, constants such as be provided to the system with

Most of this course is about discretization error

• *Input error* can come from use system (and from typos!) Simul if" questions, in which explorat idea of how a svstem behaves.

Input error can be a mistake like a typo which isn't really an error at all but simply a blunder...Input errors also include uncertainties in measured quantities...

Definition 2.1 (Absolute error). The *absolute error* of a measurement is the difference between the approximate value and its underlying true value.

Definition 2.2 (Relative error). The *relative error* of a measurement is the absolute error divided by the true value. *^ that sig digits*

Absolute error: Let x_* be an approximation of the exact value x .

$$E_{abs} = |x_* - x|$$

"signed error" = $x_* - x$, in the case $x \in \mathbb{R}$.

Relative error

$$E_{rel} = \frac{E_{abs}}{|x|}$$

Significant digits:

Suppose x_* was an approx of 7 good to 4 significant digits.

$$\underbrace{7.000}_{4\text{-digits}} \boxed{1234} \approx 7 \text{ to 4 sig digits}$$

$$6.999 \ 6843 = 7 \text{ to 4 sig. digits}$$

Extremes

$$\begin{array}{l} 7.0005 \\ 6.9995 \end{array}$$

largest abs error .0005

What is relative error?

$$\frac{.0005}{7} =$$

More extremes:

largest it could have been

$$\frac{.0005}{1} \quad (1)$$

smallest it could have been

$$\frac{.0005}{16} \quad (2)$$

interesting ..

In class it was not clear which of the above bounds should be used to define # of sig. digits... Then Murphy's Law prevailed and I chose the wrong one!

~~x is good to 4 sig digits.~~

~~if $E_{rel} \leq 0.5 \times 10^{-4}$~~

~~000005~~

~~In general good to n sig. digits if~~

$$E_{rel} \leq 0.5 \times 10^{-n}$$

This part was added after the lecture...

actually, should have used bound (1) to define # of sig. digits.

Thus,

$$\frac{.0005}{1} \quad (1)$$

$\approx 5 \times 10^{-4}$ means

Correct Definition:

x is good to 4 sig digits.

$$\text{if } E_{\text{rel}} \leq 5 \times 10^{-4}$$

In general good to n sig. digits if

$$E_{\text{rel}} \leq 5 \times 10^{-n}$$

Consider:

$$f(x) = \left(\frac{e^x - 1}{x} \right) - 1,$$

illustrate loss of precision

this example is related to approximating derivatives.

✓ %

$$\lim_{x \rightarrow 0} f(x) = \lim_{x \rightarrow 0} \frac{e^x - 1}{x} - \lim_{x \rightarrow 0} 1$$

$$= \left(\lim_{x \rightarrow 0} \frac{e^x - 0}{1} \right) - 1 = \frac{e^0}{1} - 1 = 1 - 1 = 0$$

Let's use Julia to draw Figure 2.2 from page 34 of the text...

```
julia> f(x)=(exp(x)-1)/x-1
f (generic function with 1 method)
```

Plug in values of x close to zero

```
julia> f(0.1)
0.051709180756477124

julia> f(0.01)
0.005016708416794913

julia> f(0.0001)
5.0001667140975314e-5
```

As expected, $f(x)$ gets close to zero as x gets close to zero, so what could go wrong?

There is loss of precision in
the numerator $e^x - 1$
caused by subtracting two
nearly equal numbers

loss of precision

3.24689

6 sig. digits

subtract

3.24521

6 sig. digits

3.24689
- 3.24521

0.00168

~~~~~

only 3 significant digits left.

Therefore, the values of  $f(x)$  become less precise as  $x$  gets smaller

```
julia> exp(0.1)
1.1051709180756477
  one digit cancels
julia> exp(0.01)
1.010050167084168
  two digits cancel
julia> exp(0.0001)
1.0001000050001667
  four digits
julia> exp(0.00001)
1.00001000005 5 digits cancel
```

subtract 1 from  
each of these  
numbers ...

How many digits  
cancel.

If 5 digits cancel, then 10 are left, because the computations are done using 15-digit double precision floating point...

for smaller values of  $x$  even more digits will cancel...and eventually all of them...a catastrophe...

**Example 2.5** (Loss of precision in practice). Figure 2.2 plots the function

$$f(x) \equiv \frac{e^x - 1}{x} - 1,$$

for evenly spaced inputs  $x \in [-10^{-8}, 10^{-8}]$ , computed using IEEE floating point arithmetic. The numerator and denominator approach 0 at approximately the same rate, resulting in loss of precision and vertical jumps up and down near  $x = 0$ .

```
julia> exp(1e-8)
1.000000001
  8 digits cancel
```

more than half  
the digits are  
lost ... answer  
only good to 7  
sig. digits ...

Thus,  $x=1e-8$  is in the danger zone of catastrophic loss of precision due to subtraction of two nearly equal numbers.

Graph that range...

## Ranges in Julia

start increment end

```
julia> x=[1:2:12;]  
6-element Vector{Int64}:  
 1  
 3  
 5  
 7  
 9  
11
```

don't forget this  
weird semicolon

actual range we want to plot...

```
julia> x=[-1e-8:1e-10:1e-8;]  
201-element Vector{Float64}:  
-1.0e-8  
-9.9000000000000001e-9  
-9.8e-9  
-9.7000000000000001e-9  
-9.6e-9  
⋮  
 9.7000000000000001e-9  
 9.8000000000000002e-9  
 9.9e-9  
 1.0e-8
```

If you are using your own computer you may need to add the Plots package before proceeding...

This doesn't need to be done in the lab, but to load a package type the ] key and then at the package manager prompt type

*skip this if in the lab*

```
(@v1.6) pkg> add Plots
Updating registry at ~/.julia/registries/General
Resolving package versions...
Installed Libiconv_jll - v1.16.0+8
Installed FFTW_jll - v3.3.9+8
```

Press backspace to leave the package manager when it's done.

Making a plot in Julia...

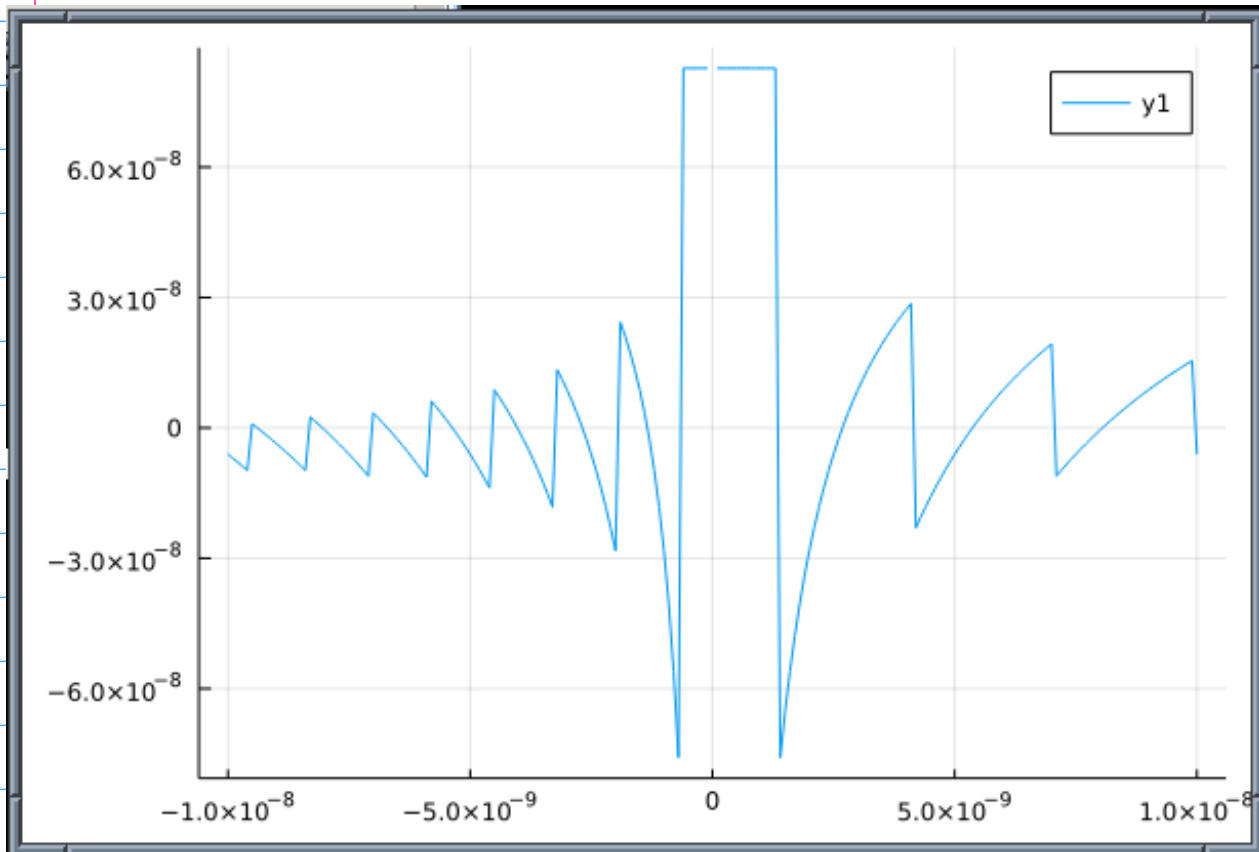
```
julia> using Plots
julia> plot(x, f.(x))
```

note  $f(x)$  is a vector valued function  
Whereas  $f_*(x)$  means a vector of  $f$  values...

$$f_*(x) = \begin{bmatrix} f(x_1) \\ f(x_2) \\ \vdots \\ f(x_{201}) \end{bmatrix}$$



The plot should look like



- note that the graph, surprisingly, is not symmetric about the origin.
- If you can explain the lack of symmetry, please write this down and turn it in for extra credit.

## Backwards error vs forward error

$x = \sqrt{2}$  correct answer to the problem  
find the root of  $f(x) = x^2 - 2$ .

$$x_* = 1.4$$

$$\kappa_{abs} = |x_* - x| = |1.4 - \sqrt{2}| \approx 0.0142$$

By how much do I have to change the problem  
so  $x_*$  is the exact solution

$$g(x) = x^2 - (1.4)^2$$

The difference of the two problems

$$|g(x) - f(x)| = |(1.4)^2 - 2| \approx 0.04$$

condition # in this case

$$C \approx \frac{0.0142}{0.04} = \frac{\text{forward error}}{\text{backwards error}}$$

Q maximize over all small errors