MAT360 Section Summary:

1.2: Roundoff Errors and Computer Arithmetic

1. **Definitions**

- long real: 8 byte real (64 bits):
 - first bit for the sign (positive or negative);
 - -11 bits for the **characteristic** (exponent); and the remaining
 - -52 bits for the **mantissa**, which is the rational representation of the number in the interval from 0 to 1.

"To save storage and provide a unique representation for each floating-point number, a normalization is imposed", so that the decimal representation of the binary number is

$$(-1)^{s}2^{c-1023}(1+f)$$

(where f is the decimal expansion of the mantissa).

11 bits for exponents gives $2048 = 2^{11}$ distinct powers (orders of binary magnitude) that can be represented;

52 bits for mantissa gives 4, 503, 599, 627, 370, 496 = 2^{52} distinct numbers per order of magnitude (that seems like pretty many....). The largest number that can be represented using this normalized scheme is about 10^{308} , and the smallest about 10^{-308} . Calculations resulting in numbers larger than 10^{308} result in **overflows**, which usually mean "expect junk" (if not an impolite crash); numbers smaller than 10^{-308} result in **underflows**, which generally cause no trouble (they're set to zero).

• *k*-digit decimal machine numbers:

 $\pm 0.d_1d_2...d_k \ge 10^n, \ 1 \le d_1 \le 9, \ 0 \le d_i \le 9$

• chopping to a k-digit decimal number: simply truncating an

 $\pm 0.d_1d_2\ldots d_kd_{k+1}d_{k+2}\ldots \ge 10^n \approx \pm 0.d_1d_2\ldots d_k \ge 10^n$

- rounding to a k-digit decimal number: add 5 in the k + 1 place, then chop.
- floating-point form: the form fl(y) of a number y that results from chopping or rounding.
- **roundoff error**: the error that results from replacing a number with its floating-point form.
- absolute error: $|p p^*|$
- relative error:

$$\frac{|p-p^*|}{|p|}$$

• p^* is said to approximate p to t significant digits (or figures) if t is the largest non-negative integers for which

$$\frac{|p - p^*|}{|p|} < 5 \ge 10^{-t}$$

2. Properties/Tricks/Hints/Etc.

Relative errors for floating-point form:

- k-digit chopping: 10^{-k+1}
- k-digit rounding: $0.5 \ge 10^{-k+1}$
- 3. Summary

Machine numbers are the approximations we may use for all real numbers. It's odd to imagine that we're going to use a bounded finite set of rational numbers to stand for all real numbers, but that's the case.

Each is generally stored as a binary number, including information about sign, exponent (characteristic), and mantissa (with a fixed number of digits dedicated to distinguishing adjacent numbers).

By replacing the infinite number of numbers within the interval of 10^{-308} and 10^{308} by the finite number of machine numbers between those values, we're obviously making some errors. Those errors get compounded as we perform arithmetic operations. Two very dangerous operations are

- the subtraction of nearly equal numbers, resulting in the cancellation significant digits;
- Division by very small numbers (or multiplication by very large numbers).

These two problems can be seen clearly in two standard mathematical computations:

- The quadratic formula (e.g. example 5) and
- Polynomial evaluation (e.g. example 6).