

Exercise 1.4.1

The formulas

$$f(x) = \frac{1 - \cos(x)}{\sin(x)}, \quad g(x) = \frac{2 \sin^2(x/2)}{\sin(x)},$$

are mathematically equivalent, but they suggest evaluation algorithms that can behave quite differently in floating point.

$$1 - \cos x = 2 \sin^2(x/2) \quad ?$$

$$\sin(a+b) = \sin a \cos b + \cos a \sin b$$

$$\frac{d}{da} \sin(a+b) = \frac{d}{da} (\sin a \cos b + \cos a \sin b)$$

$$\cos(a+b) = \cos a \cos b - \sin a \sin b$$

$$a = \frac{x}{2} \quad b = \frac{x}{2}$$

$$\cos x = \cos^2 \frac{x}{2} - \sin^2 \frac{x}{2}$$

Pythagorean theorem:

$$\cos^2 \frac{x}{2} + \sin^2 \frac{x}{2} = 1$$

$$- \cos^2 \frac{x}{2} + \sin^2 \frac{x}{2} = -\cos x$$

$$2 \sin^2 \frac{x}{2} = 1 - \cos x$$

Thus
=

$$\underbrace{\frac{1 - \cos x}{\sin x}}_{f(x)} = \underbrace{\frac{2 \sin^2 x/2}{\sin x}}_{g(x)}$$

due to rounding an approximation error these are not equal on a computer.

$$K_f(x) = \left| f'(x) \right| \left| \frac{x}{f(x)} \right|$$

$$K_g(x) = \left| g'(x) \right| \left| \frac{x}{g(x)} \right|$$

$$g'(x) = \frac{2(\sin^2 x/2)(\cos x/2)(1/2) \sin x - 2\sin^2 x/2 \cos x}{(\sin x)^2} = ?$$

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

$$K_f(x) = \left| \frac{1 - \cos x}{(\sin x)^2} \cdot \frac{x}{1 - \cos x} \right| = \left| \frac{x}{\sin x} \right|$$

$$\lim_{x \rightarrow 0} K_f(x) = \lim_{x \rightarrow 0} \left| \frac{x}{\sin x} \right| = \left| \lim_{x \rightarrow 0} \frac{x}{\sin x} \right| = 1$$

by L'Hospital's rule

$$\lim_{x \rightarrow 0} \frac{x}{\sin x} = \lim_{x \rightarrow 0} \frac{1}{\cos x} = \frac{1}{1} = 1$$

Small condition number

$$\left| \frac{f(\tilde{x}) - f(x)}{f(x)} \right| \approx \epsilon K_f(x) \quad \text{where } \epsilon \text{ is the relative error in } \tilde{x}$$

relative error in output relative error in the input

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

```
julia> g(x)=2*sin(x/2)^2/sin(x)
g (generic function with 1 method)
```

```
julia> f(1)
0.5463024898437905
```

```
julia> g(1)
0.5463024898437905
```

```
julia> f(1)==g(1)
true
```

} exactly the
same
answer ...
miracle...

```
julia> f(0.1)
0.050041708375538244
```

```
julia> g(0.1)
0.05004170837553879
```

~~14 digits agree~~ (really only 13)
differences because of rounding...

```
julia> f(0.01)
0.00500004166708478
```

```
julia> g(0.01)
0.005000041667083376
```

12 digits agree

```
julia> f(0.001)
0.0005000000416588394
```

```
julia> g(0.001)
0.0005000000416666708
```

11 digits agree

```
julia> f(0.0001)
4.999999977945978e-5
```

```
julia> g(0.0001)
5.000000004166667e-5
```

8 digits agree...

```
julia> f(0.00001)
5.000000413785189e-6
| | | | |
julia> g(0.00001)
5.0000000000041667e-6
```

7 digits agree

```
julia> f(0.000001)
5.000444502912538e-7
| | |
julia> g(0.000001)
5.000000000000416e-7
```

4 digits

```
julia> f(0.0000001)
4.996003610813213e-8
| |
julia> g(0.0000001)
5.0000000000000044e-8
```

3 digits agree...

```
julia> f(0.00000001)
0.0
julia> g(0.00000001)
5.0e-9
```

limiting value

not at the limit... don't want to round off to zero before it should... want to know how the function approaches zero...

all digits different

(loss of precision) subtraction of two nearly equal numbers

$$\underbrace{\frac{1 - \cos x}{\sin x}}_{f(x)} = \frac{2 \sin^2 x/2}{\sin x} = \underbrace{\frac{2 \sin^2 x/2}{\sin x}}_{g(x)}$$

Step at a time to see what happens

x	10^{-6}
$\cos x$	0.99999999999995
$1 - \cos x$	5.000444502911705e-13

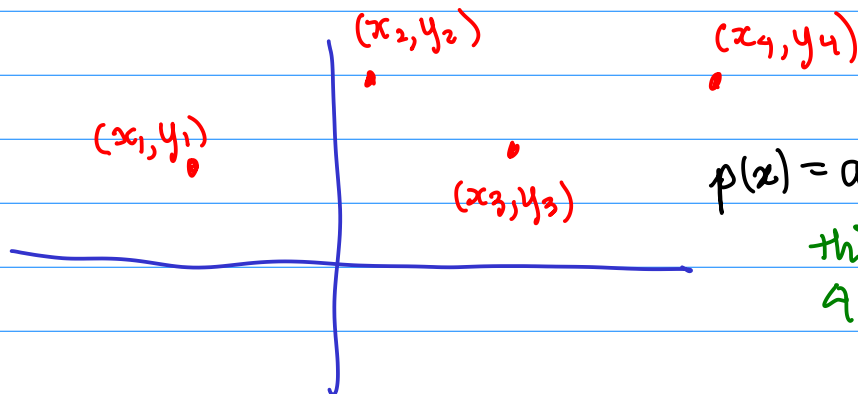
precision lost wrong

99
1.0000000000000000
0.9999999999999999
0.0000000000000000

L'Hospital's rule

$$\lim_{x \rightarrow 0} \frac{1 - \cos x}{\sin x} = \lim_{x \rightarrow 0} \frac{\sin x}{\cos x} = \frac{\sin 0}{\cos 0} = 0$$

Polynomial interpolation



$$p(x) = ax^3 + bx^2 + cx + d$$

third degree has 4 parameters.

Idea is to solve for a , b , c and d such that

$$p(x_1) = y_1 \quad p(x_2) = y_2 \quad p(x_3) = y_3 \quad p(x_4) = y_4$$

Note 4 equations with 4 unknowns... In fact they are linear equations...

$$ax_1^3 + bx_1^2 + cx_1 + d = y_1$$

$$ax_2^3 + bx_2^2 + cx_2 + d = y_2$$

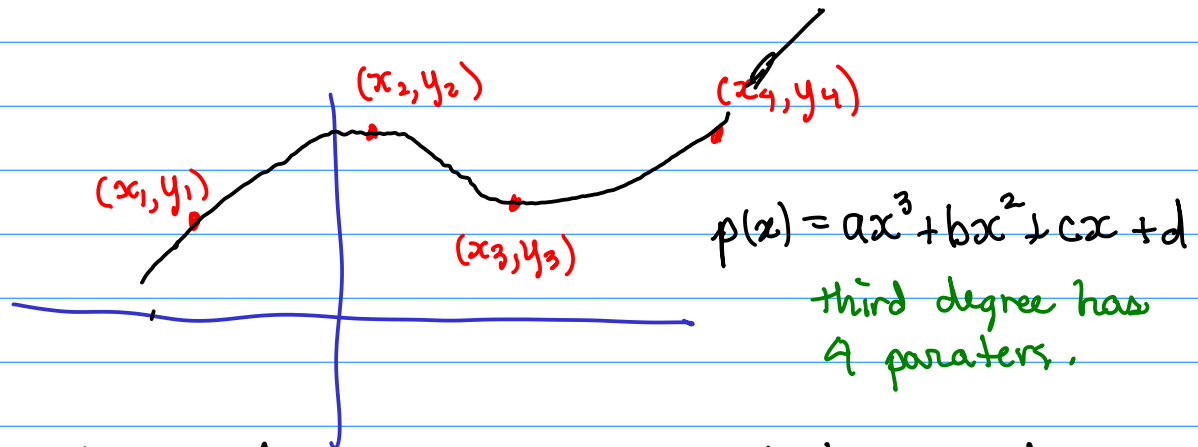
$$ax_3^3 + bx_3^2 + cx_3 + d = y_3$$

$$ax_4^3 + bx_4^2 + cx_4 + d = y_4$$

(Vandermonde matrix)

$$\begin{bmatrix} 1 & x_1 & x_1^2 & x_1^3 \\ 1 & x_2 & x_2^2 & x_2^3 \\ 1 & x_3 & x_3^2 & x_3^3 \\ 1 & x_4 & x_4^2 & x_4^3 \end{bmatrix} \begin{bmatrix} d \\ c \\ b \\ a \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix}$$

Solve system of linear equation to ^{get} polynomial



polynomial passes through all the points...

use this to represent functions by polynomials...

Polynomials can approximate arbitrary functions.