

## Theme: Roundoff and population modeling Part II

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### Rules:

- Each student should hand in individually completed solution.
  - Use the provided answer sheet and add printouts of pictures and source code as requested.
  - You may discuss the problem among fellow students. If you receive considerable help from someone, say so in your solutions.
  - Do not copy solutions or code from others. Do not lend your solution or your code to other students.
  - A correct solution submitted at the latest **November 15 at 12.00 (noon)** is worth 2 bonus point on the final exam. An almost correct solution submitted in time will also entitle to bonus points, provided the solution is corrected before the final exam.
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### Computer exercises

*Note: Exercises marked with \* are optional.*

- (a) In MATLAB, the command `eps` returns machine epsilon  $\epsilon_M$ . More precisely, `eps(x)` returns the distance from `abs(x)` to the next larger in magnitude floating point number (of the same precision as `x`), and `eps` is a shorthand notation for `eps(1)`. Try the command. Of what order of magnitude is  $\epsilon_M$ ?
  - (b) Is it possible to represent numbers smaller than  $\epsilon_M$ ? If so, which is the smallest (positive greater than zero) number that can be represented using IEEE 754 double precision?
  - (c) What does NaN and Inf mean? Try some operations with NaN, Inf, and ordinary numbers such as `Inf-Inf`, `Inf+Inf`, `1/Inf`, `-1/0`, `NaN<-Inf`, `NaN>-Inf`, and `2*Inf==Inf`.

2. Predict the final value of `x` in each of the following statements. Motivate!

(a) <code>x=1;</code>	(b) <code>x=1;</code>	(c) <code>x=1;</code>
<code>while 1+x&gt;1</code>	<code>while x+x&gt;x</code>	<code>while x+x&gt;x</code>
<code>  x = x/2;</code>	<code>  x = x/2;</code>	<code>  x = 2*x;</code>
<code>  disp(x);</code>	<code>  disp(x);</code>	<code>  disp(x);</code>
<code>end</code>	<code>end</code>	<code>end</code>

Test if your predictions are correct.

3. Use MATLAB to generate the sequence  $x_1, x_2, \dots, x_{60}$ , defined by

$$x_n = \frac{7}{3}x_{n-1} - \frac{2}{3}x_{n-2}$$

with initial conditions  $x_1 = 3$  and  $x_2 = 1$ . Plot the values using `semilogy`. The exact solution to the recursion with the above starting values is  $x_n = 3^{2-n}$  and the general solution to the recursion is  $x_n = c_1 2^n + c_2 3^{-n}$ . Comment your results!

- \*4. Sometimes, computations can be rearranged so that they are less prone to rounding errors. One way of approximating  $\pi$  (Archimedes) is by calculating perimeter of polygons circumscribing a circle with diameter 1. Starting with hexagons and doubling the sides at each step the length of each side of the polygon follow the recursion  $t_0 = 1/\sqrt{3}$

$$t_{n+1} = \frac{t_n}{\sqrt{t_n^2 + 1} + 1}, \text{ or alternatively } t_{n+1} = \frac{\sqrt{t_n^2 + 1} - 1}{t_n}$$

The approximation of  $\pi$  in step  $n$  is given by  $2^n \cdot 6t_n$ . Try both versions and explain why one of the above recursions is less error prone.

5. The derivative  $f'$  of a smooth function  $f$  at a point  $x$  is defined as the limit

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}.$$

This limit can be approximated by the finite difference approximation

$$D_{\Delta x}^+ f(x) = \frac{f(x + \Delta x) - f(x)}{\Delta x}, \quad (1)$$

where  $\Delta x > 0$  is a real number. In exact arithmetic it holds that  $D_{\Delta x}^+ f(x) \rightarrow f'(x)$  as  $\Delta x \rightarrow 0$ . However, we are working with floating point arithmetic so due to cancellations one has to be careful when choosing the step  $\Delta x$ . Let  $f(x) = e^x$  and approximate  $f'$  using the finite difference approximation (1) at  $x = 1$  using  $\Delta x = 10^{-n}$  for  $n = 1, 2, \dots$  and plot the error  $|D_{\Delta x}^+ f(x) - f'(x)|$  as a function of  $\Delta x$ .

If you have time, try using other functions. Can you find a rule of thumb on how to choose  $\Delta x$  to obtain a good approximation of the derivative?

6. Write a MATLAB function `logmap(x0, r, k)` that returns the vector  $\mathbf{x} = [x_0, x_1, x_2, \dots, x_k]^T$  for the logistic map, where  $x_0$  is the initial condition,  $r$  is the constant  $r$ , and  $k$  is the number of iterations. Plot the results as time series of  $x_n$  against  $n$  for some sensible initial value  $x_0 (= 0.1)$ ,  $k = 100$  iterations, and  $r \in \{2.8, 3.3, 3.5, 3.9\}$ . Characterize the orbits  $\mathbf{x}$  as regular or irregular.
- \*7. Write a MATLAB function that returns  $\boldsymbol{\delta} = [\delta_1, \delta_2, \dots, \delta_k]^T$  where  $\delta_i = |x_i - y_i|$  with  $x_i$  the values returned by iterating the logistic map and  $y_i$  the values returned by iterating  $y_{n+1} = r y_n - r y_n^2$ . Plot  $\boldsymbol{\delta}$  for some sensible initial values  $x_0 = y_0 (= 0.1)$ ,  $k = 200$  iterations, and  $r \in \{3.3, 3.9\}$ . Give an interpretation of the results.
- \*8. In spite of the above, roundoff errors rarely cause problems in practical calculations. There are, however, two instances as where roundoff effects may cause problems:
- Problems that are inherently sensitive to disturbances in data regardless of which numerical algorithm that is used (ill-conditioned problems).
  - Algorithms sensitive to round-off even when applied to a well-conditioned problem (numerically unstable algorithms). Such algorithms should be avoided if possible!

Classify problems 4, 5, and 7 above as ill-conditioned or numerically unstable.