

NUMERICAL METHOD

LECTURE-1

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<https://elearning.amu.edu.et/course/view.php?id=279>

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WHAT?

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WHY?

Since the mid 20th century, the growth in power and availability of digital computers has led to an increasing use of realistic mathematical models in science and engineering, and numerical analysis of increasing sophistication is needed to solve these more detailed models of the world. The formal academic area of numerical method ranges from quite theoretical mathematical studies to computer science issues.

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OR

The overall goal of the field of numerical analysis is the design and analysis of techniques to give approximate but accurate solutions to hard problems,



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- Nowadays, mathematical modeling has a key role also in fields such as the environment and industry.
- One of the reasons for this growing success is definitely due to the impetuous progress of scientific computation;
- this discipline allows the translation of a mathematical model-which can be explicitly solved only occasionally-into algorithms that can be treated and solved by ever more powerful computers.



Real world data

FIGURE: Modeling Process



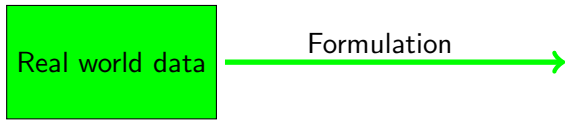


FIGURE: Modeling Process



MODELING PROCESS

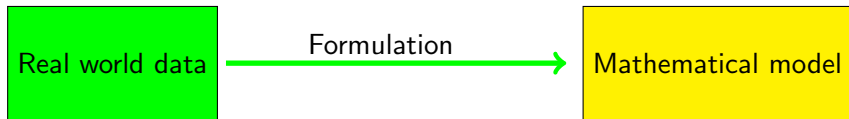


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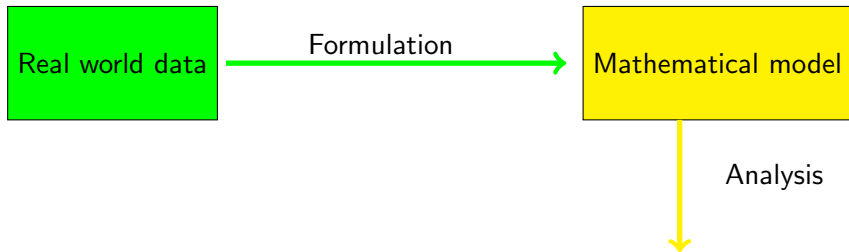


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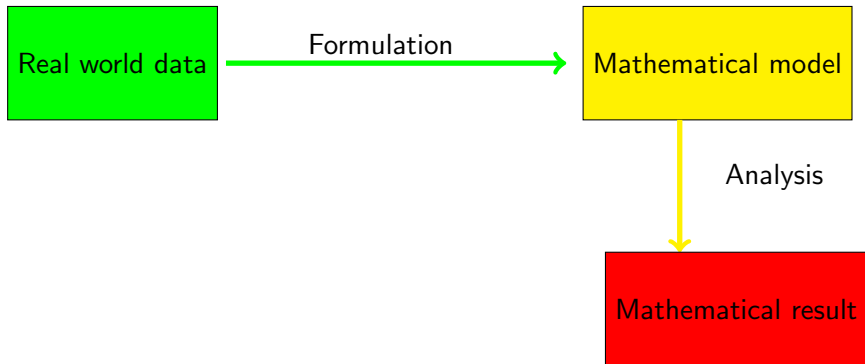


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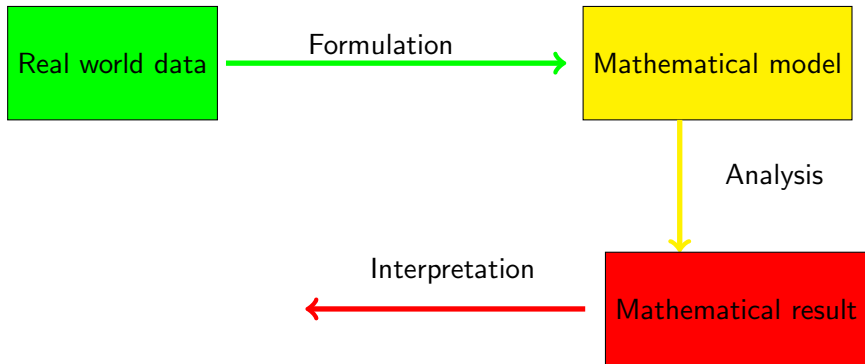


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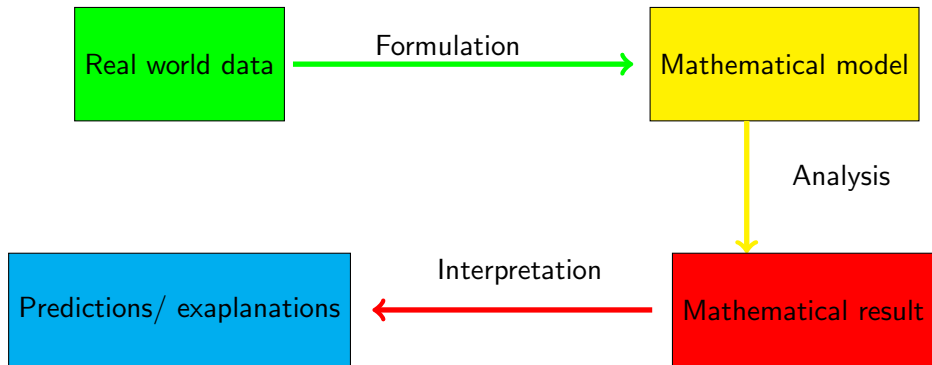


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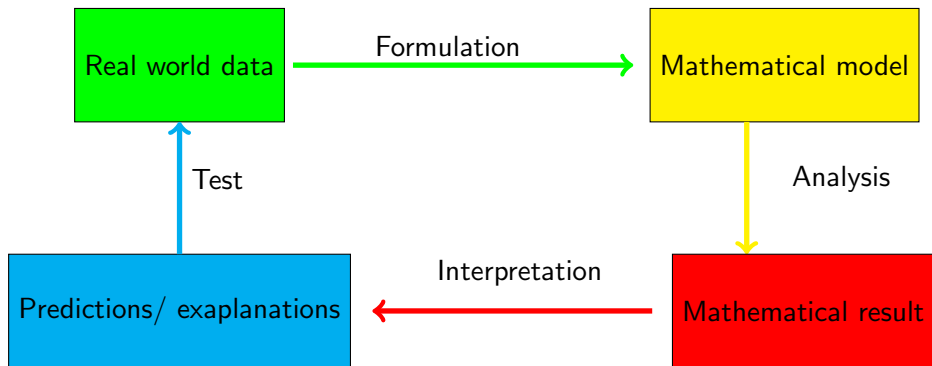


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$$V = L \times W \times D.$$

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- Mathematical model which has been formulated in an attempt to explain and understand an observed phenomenon in different discipline.
- We will concentrate on those mathematical models which are continuous (or piece-wise continuous) and are difficult or impossible to solve analytically:
- this is usually the case in practice.



- In order to solve such a model approximately on a computer, the (continuous, or piece-wise continuous) problem is approximated by a discrete one.

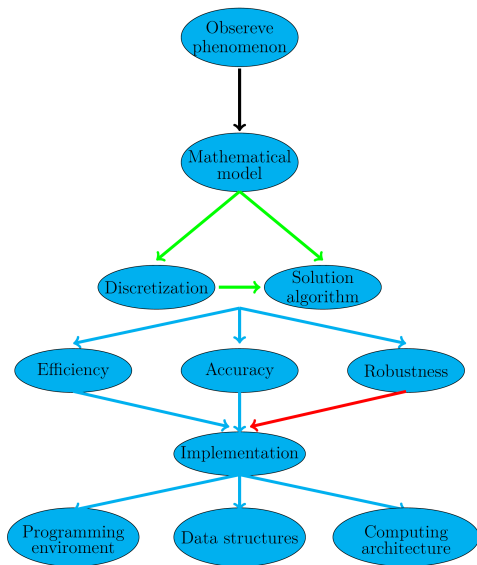


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- While scientific computing focuses on the design and the implementation of such algorithms,
- This leads to questions involving programming languages, data structures, computing architectures and their exploitation (by suitable algorithms), etc.





REPRESENTATION OF NUMBERS ON A COMPUTER

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10^4	10^3	10^2	10^1	10^0	10^{-1}	10^{-2}	10^{-3}	10^{-4}	
↓	↓	↓	↓	↓	↓	↓	↓	↓	
6	0	7		4	.	3	1	2	5

$$6 \times 10^4 + 0 \times 10^3 + 7 \times 10^2 + 2 \times 10^1 + 4 \times 10^0 + 3 \times 10^{-1} + 1 \times 10^{-2} + 2 \times 10^{-3} + 5 \times 10^{-4} = 60,724.3125$$

10).



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↓	↓	↓	↓	↓	↓	↓	↓
1	0	0	1	1	1	0	1

$$1 \times 2^4 + 0 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0 + 1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3}$$

$$1 \times 16 + 0 \times 8 + 0 \times 4 + 1 \times 2 + 1 \times 1 + 1 \times 0.5 + 0 \times 0.25 + 1 \times 0.125 = 19.625$$



BINARY REPRESENTATION

The [Binary Floating Point Arithmetic Standard 754-1985](#) (IEEE — The Institute for Electrical and Electronics Engineers) standard specified the following layout for a 64-bit real number:

$$s c_{10} c_9 \cdots c_1 c_0 m_{51} m_{50} \cdots m_1 m_0$$

where

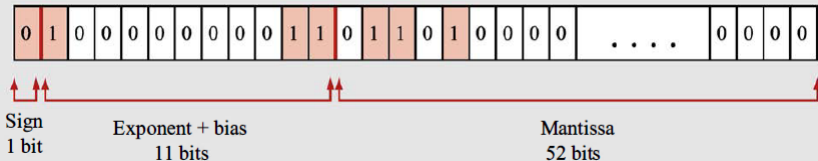


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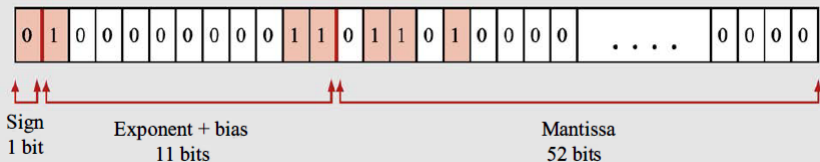
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- The largest positive number that can be expressed in double precision is approximately : $2^{1024} \approx 1.8 \times 10^{308}$.
- Attempts to define a larger number causes **overflow** error. (The same applies to numbers smaller than -2^{1024} .)



FPR

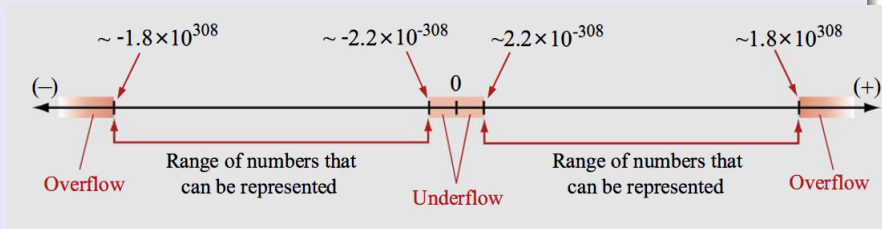
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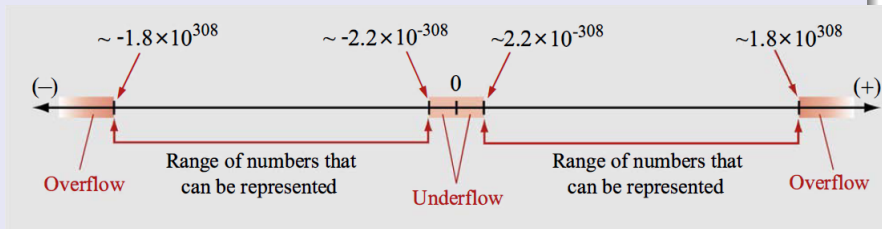
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- In double precision, the smallest value of the mantissa that can be stored is $2^{-52} \approx 2.22 \times 10^{-16}$.
- This value is also defined as the **machine epsilon** in double precision.



CHANGE NUMBER FROM BINARY TO DECIMAL

FORMULA

$$r = (-1)^s 2^{c-1023} (1 + m); \quad c = \sum_{k=0}^{10} c_k 2^k, \quad m = \sum_{k=0}^{51} \frac{m_k}{2^{52-k}}$$

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EXAMPLE

Write the number 50 in binary floating point representation then change to decimal format(base 10)

