Maths pitfalls

Almost all reals cannot be represented exactly

Maths pitfalls

FP maths is commutative, but not associative

Value1	Value2	Value3	Value4	Sum
1.0E+30	-1.0E+30	9.5	-2.3	7.2
1.0E+30	9.5	-1.0E+30	-2.3	-2.3
1.0E+30	9.5	-2.3	-1.0E+30	0

the result of a summation depends on the order of how the numbers are summed up

results may change significantly, if a compiler changes the order of operations for optimisation

prefer adding numbers of same magnitude

avoid subtracting very similar numbers

Ill-conditioned matrices

1.0000 x + 1.0000 y = 2.00001.0000 x + 1.0001 y = 2.0000

1.0000 x + 1.0000 y = 2.00001.0000 x + 1.0001 y = 2.0001

Floating point maths, David Grellscheid 2018-04-30

$$\frac{x}{1000} + y = 1 \qquad x = \frac{1000}{999}$$
$$x + y = 2 \qquad y = \frac{998}{999}$$

$$\frac{x}{1000} + y = 1$$
$$-999y = -998$$

$$\frac{x}{1000} + y = 1$$
$$y = 1.00$$

$$\frac{999}{1000}y = \frac{998}{1000}$$
$$x + y = 2$$

$$1.00 y = 1.00$$

 $x + y = 2$

Inversion of Extremely Ill-Conditioned Matrices in Floating-Point

Siegfried M. RUMP

$$A_{4} = \begin{pmatrix} -5046135670319638 & -3871391041510136 & -5206336348183639 & -6745986988231149 \\ -640032173419322 & 8694411469684959 & -564323984386760 & -2807912511823001 \\ -16935782447203334 & -18752427538303772 & -8188807358110413 & -14820968618548534 \\ -1069537498856711 & -14079150289610606 & 7074216604373039 & 7257960283978710 \end{pmatrix}$$

$$\operatorname{inv}_{\mathrm{fl}}(A_4) = \begin{pmatrix} -3.11 & -1.03 & 1.04 & -1.17 \\ 0.88 & 0.29 & -0.29 & 0.33 \\ -2.82 & -0.94 & 0.94 & -1.06 \\ 4.00 & 1.33 & -1.34 & 1.50 \end{pmatrix}$$

$$fl(A_4^{-1}) = \begin{pmatrix} 8.97 \cdot 10^{47} & 2.98 \cdot 10^{47} & -3.00 \cdot 10^{47} & 3.37 \cdot 10^{47} \\ -2.54 \cdot 10^{47} & -8.43 \cdot 10^{46} & 8.48 \cdot 10^{46} & -9.53 \cdot 10^{46} \\ 8.14 \cdot 10^{47} & 2.71 \cdot 10^{47} & -2.72 \cdot 10^{47} & 3.06 \cdot 10^{47} \\ -1.15 \cdot 10^{48} & -3.84 \cdot 10^{47} & 3.85 \cdot 10^{47} & -4.33 \cdot 10^{47} \end{pmatrix}$$