MA 3257 LECTURE 1

Fundamentals of Numerical Methods

Q: What are Numerical Methods?

A: They are algorithms to approximate the solution to problems in continuous mathematics.

(1) Algorithms

An algorithm is a **finite** sequence of steps or a formal procedure that a computer program implements.

- (a) Computer programs are always finite.
- (b) Approximate

Most of the time, the exact solution to a problem is unavailable.

(c) Continuous

There is more to the definition of continuity. Here, it means that the solutions to the mathematical problems are real numbers, not integers. Real numbers are in some sense "infinite", as opposed to discrete/finite like the algorithms.

Example. Algebraic equations:

- (1) $x^2 1 = 0$ has exact solutions $x = \pm 1$.
- (2) $x^2 + 2x 7 = 0$ has exact solutions via the quadratic formula

$$
x = \frac{-2 \pm \sqrt{4 - 4(1)(-7)}}{2} = 1 \pm 2\sqrt{2},
$$

but $\sqrt{2}$ is a real number, not an integer. An **approximation** is needed.

(3) $f(x) = x^5 + 2x - 7 = 0$ has no easy formula for the roots. We need **rooting-finding** algorithms to find all points $x \in \mathbb{R}$ such that $f(x) = 0$.

Example. Integrals. Find the area under f for $0 \le x \le 1$.

(1) Let $f(x) = e^x$.

$$
\int_0^1 e^x dx = e - 1.
$$

But, e is an irrational number, which requires an approximation. (a)

$$
\lim_{n \to \infty} \left(1 + \frac{1}{n} \right)^n
$$

(b)

$$
e^x = 1 + x + \frac{x^2}{2!} + \dots
$$

(2) Let $f(x) = e^{-x^2}$. Then, $\int_0^1 e^{-x^2} dx$ is impossible since e^{-x^2} does not have an antiderivative expressed by an elementary function. Thus, we approximate it by a numerical integration scheme, such as left point rule, right point, or a little better, trapezoidal (among many numerical integration methods).

Example. Ordinary Differential Equations (ODEs).

(1) Linear ODE

Suppose we have an initial value problem, $y(0) = y_0$, and $\frac{dy}{dx} = ky$. An exact solution is

$$
y\left(x\right) =y_{0}e^{ky}.
$$

However, the computer will still suffer from the approximation of e .

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(2) Nonlinear ODE

$$
\frac{dy}{dx} = \frac{\sin y}{y} + y^2 x = f(x, y(x)), \quad y(x_0) = y_0.
$$

which has no closed form solution. We need a numerical method to find $y(x)$.

$$
y(x) = y_0 + \int_{x_0}^{x} f(x, y(x)) dx
$$

which asks for a good numerical integration method.

Example. Numerical Differentiation $-$ Approximation of derivatives.

$$
f'(x) = \lim_{z \to x} \frac{f(z) - f(x)}{z - x}
$$

where the limit is taken by shrinking the distance from an arbitrary point z to the target point x . This "shrinking" can be done when $|z - x|$ is small enough, but not zero.

Example. Interpolation of Data: given some experimental data, can we cook up a function that pass through all of them? Then, we will use this function to make estimates where data is unavailable.

Standards of Algorithms

- (1) Accuracy: for a given amount of time, how big is the error?
- (2) Speed: for a given accuracy level, which algorithm is faster?
- (3) Stability: Can the method fail to yield the correct answer?

To understand the accuracy, speed and stability of an algorithm (and then possibly improve them), we study them mathematically. This practice is commonly known as numerical analysis. Coding up the algorithm and having a computer running it is the implementation of the algorithm.

Calculus Review

(1) A function $f(x)$ is continuous at some point $x = a$ if

$$
\lim_{x \to a} f(x) = f(a).
$$

This is a deeper statement than it appears. The limit itself includes both sides of the limit. The LHS is a limiting value, while the RHS is the function value $-$ these two values are NOT necessarily the same. They are the same when the function is continuous.

(2) Intermediate value theorem. If f is continuous on [a, b] and $f(a) \leq k \leq f(b)$, then there exists a point $c \in [a, b]$ such that $f(c) = k$.

NOTATIONS