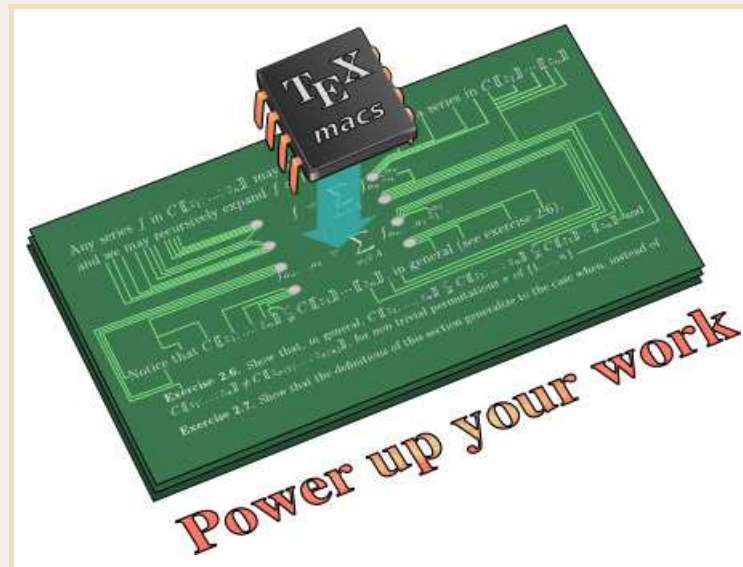


Ball arithmetic

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ACA, Vlor, 2010

<http://www.T_EX_{MACS}.org>



Objectives



Long term program:

- Understand the practical complexity of computable analysis.
- Design fast algorithms for common analytic computations.
- MATHEMAGIX: a free “computer analysis” system.
- Make computable analysis “competitive” with numerical analysis.

Existing software:

- Computable real numbers. Mostly restricted to numbers
- Interval arithmetic. Mostly double precision
- Fast arithmetic. Applications mostly algebraic or discrete
- Other libraries. Mostly specialized, e.g. find roots of $P \in \mathbb{C}[z]$



The numerical hierarchy



Mathematical level

$$x \in \mathbb{R}^{\text{com}} \iff \exists \tilde{x}: \varepsilon \in \mathbb{Q} \xrightarrow{\text{comp}} \tilde{x} \in \mathbb{Q}, |\tilde{x} - x| \leq \varepsilon$$

Reliable level

$$x^{\text{r}} = [x_l, x_r] \in \mathcal{I}(\mathbb{D})$$

Numerical level

$$x \in \mathbb{D}_{p,e} = \{-2^{p-1}, \dots, 0, \dots, 2^{p-1} - 1\} 2^{\{-2^{e-1}, \dots, 0, \dots, 2^{e-1} - 1\}}$$

$$\mathbb{D}_{52,12} \iff \text{“double precision IEEE 784 number”}$$

⚡ Correct rounding

Arithmetic level

$$x \in \mathbb{Z} \text{ or } x \in \{-2^{p-1}, \dots, 0, \dots, 2^{p-1} - 1\}$$



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$$x^\circ = \{\tilde{x} \in \mathbb{R}: |\tilde{x} - x_c| \leq x_r\} \in \mathcal{B}(\mathbb{D}, \mathbb{D})$$

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$$f: \mathbb{R} \rightarrow \mathbb{R} \rightsquigarrow f^\circ: \mathcal{B}(\mathbb{R}, \mathbb{R}) \rightarrow \mathcal{B}(\mathbb{R}, \mathbb{R}), \forall \tilde{x} \in x^\circ, f(\tilde{x}) \in f^\circ(x^\circ).$$

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$$x \in \mathbb{R}^{\text{com}} \iff \exists \check{x}: n \in \mathbb{N} \xrightarrow{\text{comp}} \check{x}_n \in \mathcal{B}(\mathbb{D}, \mathbb{D}), x \in \check{x}_n, \lim_{n \rightarrow \infty} (\check{x}_n)_r = 0$$

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Mathematical level

$$M, N \in (\mathbb{R}^{\text{com}})^{n \times n}, MN?$$

Reliable level

$$M^\circ, N^\circ \in \mathcal{B}(\mathbb{D}, \mathbb{D})^{n \times n}, MN?$$

Numerical level

$$M, N \in \mathbb{D}_{p,e}^{n \times n}, MN?$$

- $\mathbb{D}_{p,e} = \mathbb{D}_{52,12} \rightsquigarrow \text{Blas}$
- $p > 52, \mathbb{D}^{n \times n} \cong \mathbb{Z}^{n \times n} 2^{\mathbb{Z}}$

Arithmetic level

$$M, N \in \mathbb{Z}^{n \times n}, MN$$

FFT or Chinese remaindering depending on $\frac{n}{p}$, with $p =$ bit precision



Matrix multiplication



Mathematical level

$$M, N \in (\mathbb{R}^{\text{com}})^{n \times n} \cong (\mathbb{R}^{n \times n})^{\text{com}}$$

$$M \in (\mathbb{R}^{\text{com}})^{n \times n} \iff \exists \tilde{M}: \varepsilon \in \mathbb{D}^> \xrightarrow{\text{comp}} \tilde{M} \in \mathbb{D}^{n \times n}, |\tilde{M} - M| \leq \varepsilon, \text{ sup-norm on } \mathbb{R}^{n \times n}$$

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Intervals versus balls



	Intervals	Balls
Representation	$[2, \infty]$	$\{z \in \mathbb{C} : z \leq 1\}$
Hardware support	IEEE 754 $x + \downarrow y = -((-x) + \uparrow (-y))$	not yet $\Delta(y) = (y + \uparrow 2^{-2^{e-1}}) \cdot \uparrow 2^{-p}$
Efficiency	end-points at full precision multiplication \rightsquigarrow branching	radius at single precision completely vectorial
Standardization	correct rounding	explicit formulas for operations
Standardness	computer science	mathematics
Recommendation	algorithms that require subdivision of space	approximation of numbers
Predicates	values in $\mathcal{I}_{\{0,1\}}$	values in $\{0, 1\}$ also, $=: (\mathbb{R}^{\text{com}})^2 \rightarrow \{0, 1\}^{\text{rcom}}$



The wrapping effect and the radius type

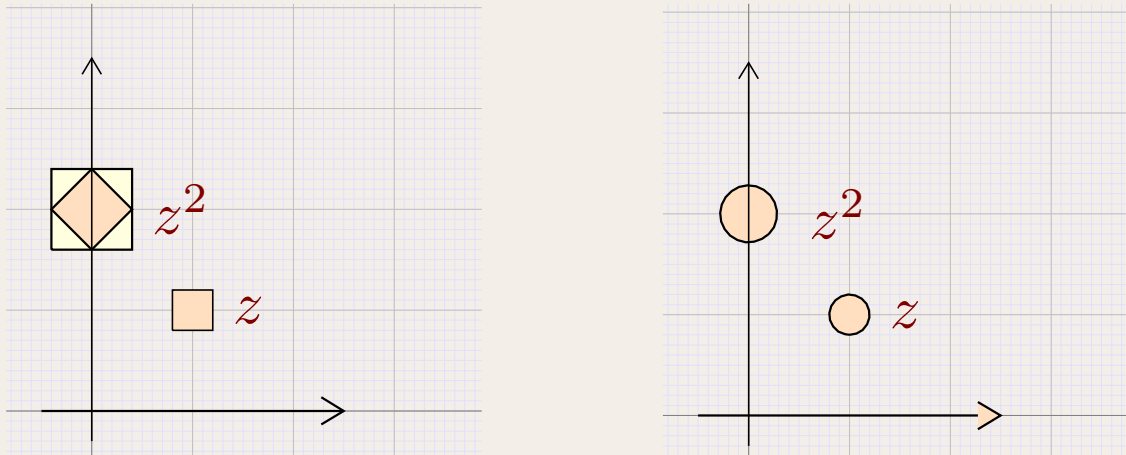


Figure. Illustration of the computation of z^2 using interval and ball arithmetic, for $z = 1 + i$.

↑ Intervals

```

Mmx] use "analyziz";
Mmx] one == interval (1.0, next_above 1.0);
Mmx] z1 == complex (one, one)
Mmx] pow (u, n) == if n=1 then u else u * pow (u, n-1);
Mmx] [ pow (z1, 8*i) || i in 1 to 10 ]
Mmx]

```

↑ Balls

```
Mmx] z2 == ball complex (1.0, 1.0)
```

```
Mmx] [ pow (z2, 8*i) || i in 1 to 10 ]
```

```
Mmx]
```



Reducing the wrapping effect



Use divide and conquer algorithms

I.e. keep depth of the arithmetic circuit small

$$z^n = z^{\lfloor \frac{n}{2} \rfloor} z^{\lceil \frac{n}{2} \rceil}$$

```
Mmx] binpow (u, n) ==  
      if n = 1 then u else binpow (u, n div 2) * binpow (u, (n+1) div 2);
```

```
Mmx] [ pow (z1, 8*i), binpow (z1, 8*i) || i in 1 to 10 ]
```

```
Mmx]
```



Reducing the wrapping effect



Use divide and conquer algorithms

I.e. keep depth of the arithmetic circuit small

$$z^n = z^{\lfloor \frac{n}{2} \rfloor} z^{\lceil \frac{n}{2} \rceil}$$

Changes of coordinates

Enclose vectors by products MV^{-1} , $M \in \mathbb{D}^{n \times n}$, $V \in \mathcal{I}_{\mathbb{D}}^n$

Useful for differential equations, e.g.

$$f' = \begin{pmatrix} \cos' \\ \sin' \end{pmatrix} = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \cos \\ \sin \end{pmatrix} = A f$$

Works because rounding errors all accumulate at the same side:

$$\begin{aligned} f(t_0) &= M_0 V_0^{-1} \\ f(t_1) &= \Delta_{t_0, t_1} (M_0 V_0^{-1}) = \overline{\Delta_{t_0, t_1}} M_0 (V_0^{-1} + \varepsilon^{-1}) \end{aligned}$$

Not suited for general purpose complex ball arithmetic, because of sums



Condition number

$$f: \mathbb{R}^n \rightarrow \mathbb{R}^m$$
$$\kappa_f(x) = \lim_{\varepsilon \rightarrow 0} \sup_{\|\delta\|=\varepsilon} \frac{\|f(x+\delta) - f(x)\|}{\|f(x)\|} \bigg/ \frac{\|\delta\|}{\|x\|}$$

Linear algebra

$$\begin{aligned} \kappa(M) &= \kappa_{M^{-1}}(x) \\ &= \|M\| \|M^{-1}\|. \end{aligned}$$

operator norms

Integration of a dynamical system

$$f' = \Phi(f)$$
$$\kappa(\Phi, f(0), 0, t) = \max_{0 \leq u \leq t} \kappa(\Delta_{0,u}(f(0)))$$



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$$f' = \Phi(f)$$
$$\kappa(\Phi, f(0), 0, t) = \max_{0 \leq u \leq v \leq t} \kappa(\Delta_{u,v}(f(u)))$$



Real numbers

$$\mathcal{B}(x_c, x_r) \cdot \mathcal{B}(y_c, y_r) = \mathcal{B}(x_c \cdot \downarrow y_c, (|x_c| + \uparrow x_r) \cdot \uparrow y_r + \uparrow x_r \cdot \uparrow |y_c| + \uparrow \Delta(x_c \cdot \downarrow y_c))$$

Matrices

$$M^\circ N^\circ = \mathcal{B}(M_c N_c, (|M_c| + M_r) N_r + M_r |N_c| + \Delta)$$

Preconditioning

$$\begin{pmatrix} 1.0000e10 & 2.1000e5 & 6.3333e8 \\ 2.1111e16 & 1.1428e10 & 3.9876e12 \\ 2.2187e7 & 1.2134e2 & 9.8765e5 \end{pmatrix} \begin{pmatrix} 1.2222e10 & 4.3245e6 \\ 1.2345e13 & 2.3456e8 \\ 2.4325e12 & 5.3235e8 \end{pmatrix}$$

Subdivision

$$\begin{pmatrix} a_{00} & a_{01} & a_{02} & a_{03} & a_{04} & a_{05} \\ a_{10} & a_{11} & a_{12} & a_{13} & a_{14} & a_{15} \\ a_{20} & a_{21} & a_{22} & a_{23} & a_{24} & a_{25} \\ a_{30} & a_{31} & a_{32} & a_{33} & a_{34} & a_{35} \\ a_{40} & a_{41} & a_{42} & a_{43} & a_{44} & a_{45} \\ a_{50} & a_{51} & a_{52} & a_{53} & a_{54} & a_{55} \end{pmatrix}$$



Efficient ball arithmetic



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Matrices

$$M \circ N \circ = \mathcal{B}(M_c N_c, [(\|M_c\| + \|M_r\|) \|N_r\| + \|M_r\| \|N_c\| + \Delta] \Omega)$$

$$\Omega = \begin{pmatrix} \mathcal{B}(0, 1) & \cdots & \mathcal{B}(0, 1) \\ \vdots & & \vdots \\ \mathcal{B}(0, 1) & \cdots & \mathcal{B}(0, 1) \end{pmatrix}$$

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Inversion of a matrix

$$M^\circ \in \mathcal{B}(\mathbb{D}, \mathbb{D})^{n \times n}$$

$$N_c := \text{fl}_p(M_c^{-1})$$

$$E^\circ := 1 - M^\circ N_c$$

$$(1 - E^\circ)^{-1} := 1 + E^\circ + \frac{\|E^\circ\|^2}{1 - \|E^\circ\|} \begin{pmatrix} \mathcal{B}(0, 1) & \cdots & \mathcal{B}(0, 1) \\ \vdots & & \vdots \\ \mathcal{B}(0, 1) & \cdots & \mathcal{B}(0, 1) \end{pmatrix}$$

$$(M^\circ)^{-1} := N_c (1 - E^\circ)^{-1}$$

Large p

$$\|E^\circ\| \approx \kappa(M) 2^{-p}$$

Increased quality

$$M = \begin{pmatrix} 1 & K & & & \\ & 1 & K & & \\ & & \ddots & \ddots & \\ & & & 1 & K \\ & & & & 1 \end{pmatrix}$$



Inversion of a matrix

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$$E^\circ := 1 - M^\circ N_c$$

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$$\|E^\circ\| \approx \kappa(M) 2^{-p}$$

Increased quality

$$(1 - E^\circ)^{-1} := (1 + E^\circ) (1 + (E^\circ)^2) \cdots (1 + (E^\circ)^{2^{p-1}}) + O(\|E^\circ\|^{2^p})$$



↑ Floating point coefficients at precision $p = 128$

```
Mmx] use "analyziz";  
Mmx] bit_precision := 128;  
Mmx] time_mode? := true;  
Mmx] z1 == series (0.0, 1.0);  
Mmx] B1 == exp (exp z1 - 1)  
Mmx] B1[5000]
```

↑ Ball coefficients at precision $p = 128$

```
Mmx] z2 == series (ball 0.0, ball 1.0);  
Mmx] B2 == exp (exp z2 - 1);  
Mmx] B2[5000]
```

↑ Floating point coefficients at precision $p = 256$

```
Mmx] bit_precision := 256;  
Mmx] z3 == series (0.0, 1.0);  
Mmx] B3 == exp (exp z3 - 1);  
Mmx] B3[5000]
```

↑ Ball coefficients at precision $p = 256$

```
Mmx] z4 == series (ball 0.0, ball 1.0);
```

```
Mmx] B4 == exp (exp z4 - 1);
```

```
Mmx] B4[5000]
```



Conclusion



- Tradeoff between efficiency and quality; condition number.
- At high precision, certification should be of neglectible cost.
- High precision \leftrightarrow Algebraic complexity
- Low precision \leftrightarrow Geometry, condition number