

Error analysis - 1

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Error Analysis.

Exact solution is approximated using numerical schemes, which incur an error called mathematical error (ME). Therefore,

$$\text{Exact solution} = \text{Approximate Solution} + \text{Mathematical Error.}$$

A finite digit arithmetic machine introduces additional error when a numerical scheme is implemented due to approximation of numbers using finite digits. This error is called arithmetic error and the output is called numerical solution.

$$AS = \text{Numerical Solution} + \text{Arithmetic Error}$$

$$ES = NS + \boxed{AE + ME} \rightarrow TE$$

Floating point representation

Let $p \in \mathbb{N}$ and $p \geq 2$. A real number can be represented exactly in base p

$$\text{as } (-1)^s \times (0.d_1d_2 \dots d_nd_{n+1} \dots)_p \times p^e$$

where, $d_i \in \{0, 1, \dots, p-1\}$ with $d_1 \neq 0$ OR $d_1 = \dots = d_n = \dots = 0$,

$s = 0$ or 1 and the appropriate integer e is called the exponent.

Here,

$$0.d_1d_2 \dots d_nd_{n+1} \dots = \frac{d_1}{p} + \frac{d_2}{p^2} + \dots + \frac{d_n}{p^n} + \frac{d_{n+1}}{p^{n+1}} + \dots$$

is called the mantissa (p -fraction), s - sign, p - radix. This representation

is called floating point representation.

Floating point approximation

An n -digit floating-point number in base p is of the form

$$(-1)^s \times (0.d_1d_2 \dots d_n)_p \times p^e$$

$d_1 \neq 0$ or $d_1 = d_2 = \dots = d_n = 0$, $s = 0$ or $s = 1$ and an appropriate exponent e .

Underflow and Overflow of Memory

In every computing device, the exponent e has an upper bound and a lower bound.

That is $m < e < M$.

If in a calculation, $e > M$, then memory overflow occurs and
if $e < m$, the memory underflow occurs.