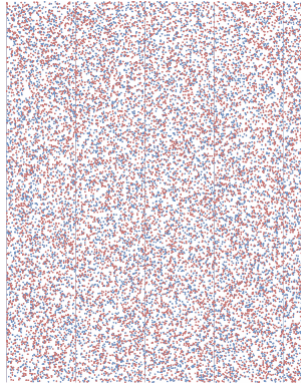


*CS 190C*  
*Science Education in Computational Thinking*



**RANDOMNESS:**

- Floating-Point Numbers & Issues
- Using Randomness
- (Pseudo) Random Numbers
- Monte Carlo Methods
- Percolation

**Hoffmann, 2008**

## Scientific Numbers

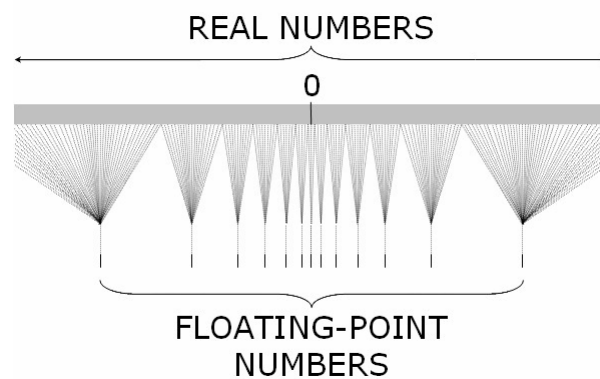
- $1.23664 \times 10^4$ :
  - 10: base
  - 4: exponent
  - 1.23664: mantissa, precision 6 decimals
  - sign
- $1.23664 \times 10^4 + 1.56333 \times 10^7$ 
  - shift-align the mantissa  $1.23664 \times 10^4$
  - do the subtraction  $+1563.33000 \times 10^4$
  - round to 6-digit precision  $1564.56664 \times 10^4$
  - result  $1.56457 \times 10^4$



## FP Arithmetic, IEEE 754

- Float: 1b sign + 8b exponent + 23b mantissa
- Double: 1b sign + 11b exponent + 52b mantissa
- 0.085 decimal =  
**0 01111011 01011100001010001111011** binary
- Decimal examples with 3-digit mantissa:
  - $355 = 0.355 \times 10^3$
  - $12.77 = 0.128 \times 10^2$
- Rounding by magnitude instead of directed, but ALU can do directed rounding needed for interval computing
  - round  $-0.3555$  ?                       $-0.356$  or  $-0.355$

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## Arithmetic Issues

- Precision = number of digits  
Accuracy = number of correct digits  
 $\pi = 3.133333$  is precise to 7 decimals, but...

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## Clicker Question

Which of the following three is slowest?

- A. Adding two 32bit integers
- B. Fetching one 64bit double from RAM
- C. Multiplying two 32bit floating point numbers

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## Arithmetic Issues

- Round-off error:  
 $0.124 \times 0.351 = 0.043524$ :  $0.435 \times 10^{-1}$   
 $\Delta = 0.24 \times 10^{-4}$
- Digit cancellation error:  
 $0.127 - 0.124 = 0.003$ :  $0.300 \times 10^{-2}$
- Large summations are problematic, as are iterated computations in general...

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## Examples

- Square root by Newton, role of epsilon
- Digit cancellation near zero for  $(1 - \cos(x))/(x^2)$
- Events that happened due to arithmetic issues:  
<http://www.cs.princeton.edu/introcs/91/float/>
  - Ariane 5 rocket 1996: arithmetic overflow
  - Patriot missile 1991: time increment  $1/10^{\text{th}}$  sec
  - Intel FDIV hardware error 1997

pgm<sub>0</sub>

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## Correct Graph?

Near zero for  $(1-\cos(x))/x^2$  is what?

$$\cos(x) \approx 1 - x^2/2 + x^4/24 - x^6/6! \pm \dots$$

$$1 - \cos(x) \approx x^2/2 - O(x^4)$$

So,  $(1 - \cos(x))/x^2 \approx 1/2 - O(x^2)$

We should see 0.5 at zero...



## Which is not a Random Event?

- A. Color of first car crossing Stadium Ave after 12 noon
- B. 101<sup>st</sup> digit in expansion of  $\pi$  is even
- C. Fair coin toss
- D. June 1, 2008, is a cloudy day

# Percolation



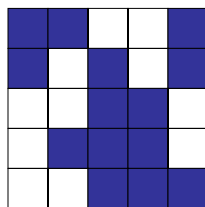
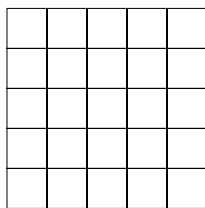
Probability for percolation given probability of generating the grid  
Critical probability is 0.5



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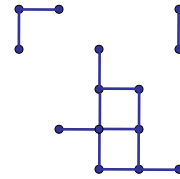
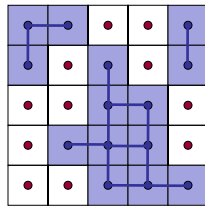
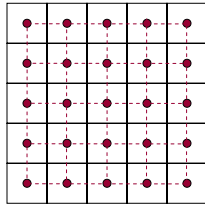
# Percolation Grid is a Graph



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## Percolation Grid is a Graph



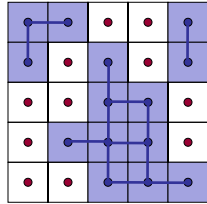
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## What Happens during Exploration?

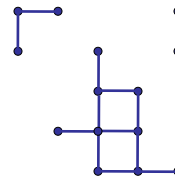
- A recursive graph exploration:  
**visit(graph\_node X):**  
  mark X as “visited”  
  for each adjacent, not visited Y, where  $X \rightarrow Y$ :  
    **visit(Y)**  
  **return**
- This is a depth-first search

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# DFS of Graph



```
visit(graph_node X):
  mark X as "visited"
  for each adjacent, not visited Y, where X → Y:
    visit(Y)
  return
```



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# What Happens in Exploration?

- A recursive graph exploration, ending if we reach the other end:

```
visit(graph_node X):
  mark X as "visited"
  if X at bottom, return "percolates"
  for each adjacent not visited Y where X → Y:
    s = visit(Y)
    if s is "percolates": return s
  return "does not percolate"
```

- Driving by calling **visit(X)** with every **X** in top row

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