# Reliable computing with GNU MPFR

### Paul Zimmermann



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Overview of 3rd International Workshop on Symbolic-Numeric Computation (SNC 2009), Kyoto, August 2009:

Algorithms that combine ideas from symbolic and numeric computation have been of increasing interest over the past decade. The growing demand for speed, accuracy and reliability in mathematical computing has accelerated the process of blurring the distinction between two areas of research that were previously quite separate. [...]

Proceedings of ICMS 2010:

However, floating-point arithmetic carries a reputation of being unreliable and not trustworthy

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However, floating-point arithmetic carries a reputation of being unreliable and not trustworthy (Rump, p. 105)

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#### Maple 13:

- > evalf(sin(2^100), 20); -0.58645356896925826300

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```
Sage 4.5.3:
```

```
sage: c=exp(pi*sqrt(163))-262537412640768744
```

```
sage: numerical_approx(c, digits=15)
```

```
448.000000000000
```

```
sage: numerical_approx(c, digits=30)
```

```
-5.96855898038484156131744384766e-13
```

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Mathematica 6.0: In[1]:= c = Exp[Pi\*Sqrt[163]]-262537412640768744; In[2] := N[c]Out[2] = -480. In[3] := N[c, 20]-13 Out[3]= -7.4992740280181431112 10

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On http://www.fftw.org/accuracy/comments.html:

Our benchmark shows that certain FFT routines are more accurate than others. In other cases, a routine is accurate on one machine but not on another. [...]

FFTW uses *trigonometric recurrences* to compute the *twiddle factors*  $e^{2ik\pi/2^n}$ , which are evaluated in double-extended precision (64 bits) or double precision (53 bits).

# Why this chaos?

Developers/users want:

- first speed (easy to measure)
- then reliability (how to define it?)
- then reproducibility among different hardwares, compilers, operating systems

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Reliable computing with GNU MPFR

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Before it was a chaos. The same program gave different results on different hardware, maybe even from the same vendor!

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IEEE 754 standardizes the *double-precision* format and the corresponding operations.

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25 years later, a given program (usually) gives only one possible result, independent of the hardware, compiler, operating system.

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Computer algebra systems: we are still in the chaos!

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### How to exit the chaos?

Ideally: follow IEEE 754-2008 extended and extendable precisions (Section 3.7)

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# Ideally: follow IEEE 754-2008 extended and extendable precisions (Section 3.7)

At least: provide a rigorous error bound for each computation (either in the documentation, or returned with the result)

```
sage: numerical_integral?
```

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OUTPUT:

numerical\_integral returns a tuple whose first component is the answer and whose second component is an error estimate.

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sage: numerical\_integral(sin(x<sup>2</sup>),0,1)
(0.31026830172338105, 3.4446701238464278e-15)

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Project started in 1999 with a few people (G. Hanrot, F. Rouillier, P. Z.) after discussions with J. van der Hoeven and J.-M. Muller.

Supported by INRIA and LORIA (Nancy, Lyon). Current main developers are V. Lefèvre and P. Z.

Arbitrary-precision extension of IEEE 754-1985 (implements Section 3.7 of IEEE 754-2008).

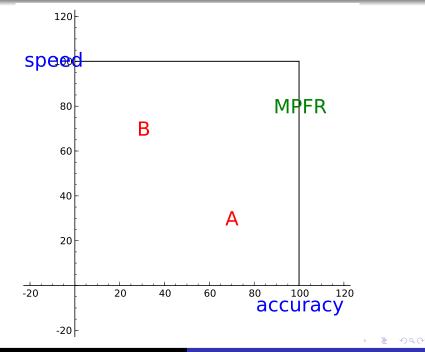
Guarantees *correct rounding* for all functions (including Erf, Zeta, Ai, ..., and base-conversion functions)

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Need of an arbitrary precision tool where:

- reliability is first goal
- correct rounding as in IEEE 754: only one correct result for each atomic computation
- reproducibility comes as extra bonus
- speed still very important, but comes after reliability

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Based on GMP's MPN class (array of unsigned long).

GMP provides efficiency (assembly), portability and reproducibility (integer types only).

MPFR does not use hardware floating-point registers (except for conversions).

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IEEE 754 only requests correct rounding for atomic operations. Problem A. 2D-plot of  $|\cos((x + iy)^4)| = 1$  for  $-3 \le x, y \le 3$ 

Problem B. 20 decimal places of  $\rho(10)$  where

$$x \rho'(x) + \rho(x-1) = 0$$
 with  $\rho(x) = 1$  for  $0 \le x \le 1$ 

Problem C. 20 decimal places of the singular values of the Hilbert matrix of order 50, defined by  $M_{i,j} = 1/(i+j)$ 

IEEE-754 alone (as MPFR) is unable to solve those problems!

Hints: interval arithmetic, RealRAM, ...

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# Applications of GNU MPFR in LNCS 6327

Floating-point numbers (RealField) of Sage (Eröcal, Stein, pages 12–27). Remember also Witty's tutorial on Sage.

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Evaluating dag expressions (Mörig, Friday 14:40-15:20, pages 109-120):

Interestingly, creating a tree is faster with MPFR [...]

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Evaluating dag expressions (Mörig, Friday 14:40-15:20, pages 109-120):

Interestingly, creating a tree is faster with MPFR [...]

Exact numeric computation (Yu, Yap, Du, Pion, Brönnimann, Friday 15:20-16:00, pages 121-141):

The timing in Figure 8 show that Core 2 is about 25 times faster, thanks purely to MPFR.

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Mathemagix (Lecerf, session Reliable Computation B, Friday 14:00, pages 329-332):

**numerix** [...] is essentially a wrapper of GMP and MPFR [...] **linalg** is a C++ templated version of the LAPACK library, that allows the user for instance to benefit of the LAPACK algorithms on the arbitrarily large floating-point numbers of MPFR

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# Other selected applications of GNU MPFR

- constant folding in GCC and Gfortran
- companion libraries MPFI and MPC
- MPFR in Sage (also in Magma, and Mathemagix/numerix)
- real solutions of polynomial systems within Maple
- reference correctly-rounded implementation
- study of waves produced by a disc (Chiba and Ushijima)
- finding new worst approximable pairs (Briggs)
- simulate the Longxin/Longsoon processor (Joloboff)
- videos of the Mandelbrot/Julia sets (de Rauglaudre)

• ...

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## Constant folding in GCC (and Gfortran)

```
#include <stdio.h>
#include <math.h>
int main() { printf ("y=%.16e\n", sin(0.2522464));
```

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## Constant folding in GCC (and Gfortran)

```
#include <stdio.h>
#include <math.h>
int main() { printf ("y=%.16e\n", sin(0.2522464));
$ gcc f.c; ./a.out
y=2.4957989804940911e-01
```

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```
#include <stdio.h>
#include <math.h>
int main() { printf ("y=%.16e\n", sin(0.2522464));
$ qcc f.c; ./a.out
y=2.4957989804940911e-01
$ qcc -fno-builtin f.c
/tmp/ccZTbrpq.o: In function `main':
f.c:(.text+0xd): undefined reference to `sin'
collect2: ld returned 1 exit status
```

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```
#include <stdio.h>
#include <math.h>
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$ qcc -fno-builtin f.c
/tmp/ccZTbrpq.o: In function `main':
f.c:(.text+0xd): undefined reference to `sin'
collect2: ld returned 1 exit status
$ gcc -fno-builtin f.c -lm; ./a.out
v=2.4957989804940914e-01
```

Multiple-precision floating-point interval library on top of GNU MPFR.

Originally designed by N. Revol and F. Rouillier.

Each interval is represented by two MPFR numbers (inf-sup representation):

 $\ell \leq \mathbf{x} \leq \mathbf{h}$ 

Implementing MPFI on top of MPFR is trivial for monotonic functions.

Non-trivial for non-monotonic functions: does cos([103992, 103993]) contain 1?

MPFI is included within Sage (RealIntervalField).

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Complex multiple-precision floating-point library on top of MPFR.

Developed by A. Enge, Ph. Théveny and P. Zimmermann.

Implements all functions from the C99 standard.

Required by GCC up from version 4.5 (constant folding).

Cartesian representation: z = x + iy.

Both x and y are correctly rounded.

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```
sage: D = RealField(42, rnd='RNDD');
        U = RealField(42, rnd='RNDU')
sage: D(pi), U(pi)
(3.14159265358, 3.14159265360)
sage: D(pi).exact_rational()
3454217652357/1099511627776
sage: x = RealIntervalField(42)(pi);
        x.lower(), x.upper()
(3.14159265358, 3.14159265360)
```

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```
#include <stdio.h>
#include <mpfr.h>
int main() {
    mpfr_t x;
    mpfr_init2 (x, 10);
    mpfr_set_ui (x, 1, MPFR_RNDN);
    mpfr_mul_2exp (x, x, 100, MPFR_RNDN);
    mpfr_sin (x, x, MPFR_RNDZ);
    mpfr_printf ("sin(2^100)=%RZf\n", x);
    mpfr_clear (x); }
```

```
$ ./test_sin
sin(2^100)=-0.872070
```

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```
With Sage 4.5.3 and MPFI:
sage: R=RealIntervalField(2)
sage: R(sin(2<sup>100</sup>)).str(style='brackets')
'[-1.0 .. -0.75]'
```

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- improve efficiency of existing functions (e.g., mpfr\_root)
- improve test coverage to 100% (97.1% for 3.0.0)
- better deal with different input and output precisions
- implement random distribution functions (suggested by Charles Karney)
- implement more mathematical functions (LIA-2, GSL, gnumeric, ...)
- (very hard) obtain a formal proof of say mpfr\_sub

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# Can I contribute my preferred function to GNU MPFR?

Yes you can! See http://www.mpfr.org/contrib.html:

- define precisely the function you want to implement
- write down a detailed algorithm
- perform its error analysis (mathematical and rounding)
- implement it within MPFR
- write a test program and a documentation
- compare the efficiency of your code with other tools

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# Mandelbrot/Julia set (credit de Rauglaudre)

