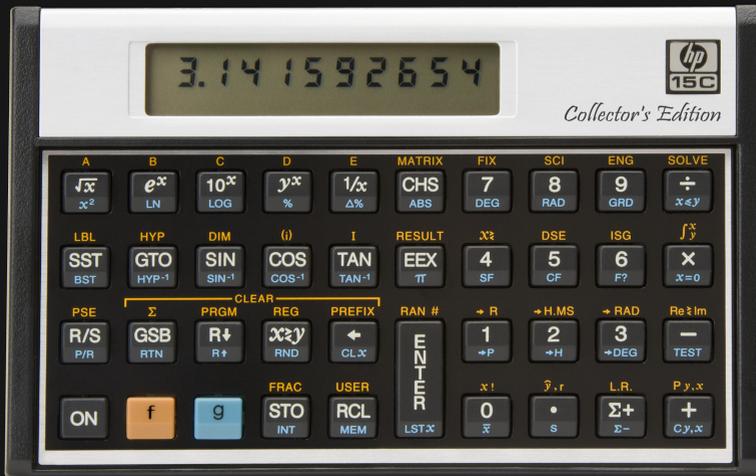




# HP 15c Collector's Edition SCIENTIFIC CALCULATOR



## ADVANCED FUNCTIONS HANDBOOK





# HP 15c Collector's Edition Advanced Functions Handbook

Edition 3, July 2023

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# Introduction

The HP 15c provides several advanced capabilities never before combined so conveniently in a handheld calculator:

- Finding the roots of equations.
- Evaluating definite integrals.
- Calculating with complex numbers.
- Calculating with matrices.

The *HP 15c Owner's Handbook* gives the basic information about performing these advanced operations. It also includes numerous examples that show how to use these features. The owner's handbook is your primary reference for information about the advanced functions.

This *HP 15c Advanced Functions Handbook* continues where the owner's handbook leaves off. In this handbook you will find information about how the HP 15c performs the advanced computations and information that explains how to interpret the results that you get.

This handbook also contains numerous programs, or applications. These programs serve two purposes. First, they suggest ways of using the advanced functions, so that you might use these capabilities more effectively in your own applications. Second, the programs cover a wide range of applications—they may be useful to you in the form presented in this handbook.

**Note:** The discussions of most topics in this handbook presume that you already understand the basic information about using the advanced functions and that you are generally familiar with the subject matter being discussed.

## Section 1

# Using `SOLVE` Effectively

The `SOLVE` algorithm provides an effective method for finding a root of an equation. This section describes the numerical method used by `SOLVE` and gives practical information about using `SOLVE` in various situations.

## Finding Roots

In general, no numerical technique can be guaranteed to find a root of every equation that has one. Because a finite number of digits are used, the calculated function may differ from the theoretical function in certain intervals of  $x$ , it may not be possible to represent the roots exactly, or it may be impossible to distinguish between zeros and discontinuities of the function being used. Because the function can be sampled at only a finite number of places, it's also possible to conclude falsely that the equation has no roots.

Despite these inherent limitations on any numerical method for finding roots, an effective method—like that used by `SOLVE`—should strive to meet each of the following objectives:

- If a real root exists and can be exactly represented by the calculator, it should be returned. Note that the calculated function may underflow (and be set to zero) for some values of  $x$  other than the true roots.
- If a real root exists, but it can't be exactly represented by the calculator, the value returned should differ from the true root only in the last significant digit.
- If no real root exists, an error message should be displayed.

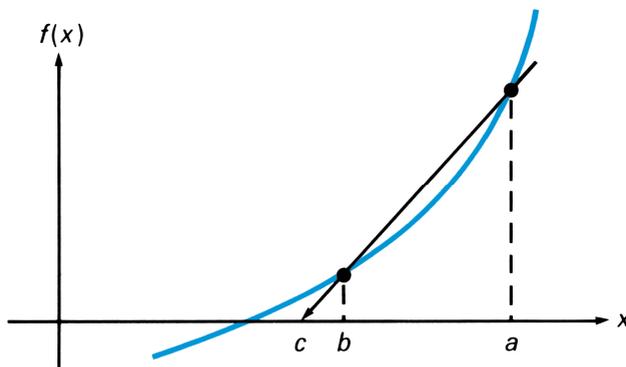
The `SOLVE` algorithm was designed with these objectives in mind. It is also easy to use and requires little of the calculator's memory. And because `SOLVE` in a program can detect the situation of not finding a root, your programs can remain entirely automatic regardless of whether `SOLVE` finds a root.

## How **SOLVE** Samples

The **SOLVE** routine uses only five registers of allocatable memory in the HP 15c. The five registers hold three sample values ( $a$ ,  $b$ , and  $c$ ) and two previous function values ( $f(a)$  and  $f(b)$ ) while your function subroutine calculates  $f(c)$ .

The key to the effectiveness of **SOLVE** is how the next sample value  $c$  is found.

Normally, **SOLVE** uses the secant method to select the next value. This method uses the values of  $a$ ,  $b$ ,  $f(a)$ , and  $f(b)$  to predict a value  $c$  where  $f(c)$  might be close to zero.

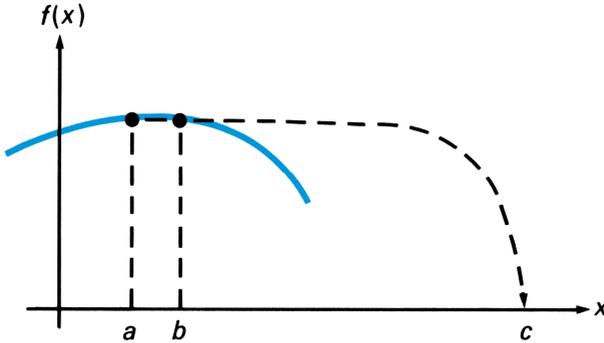


If  $c$  isn't a root, but  $f(c)$  is closer to zero than  $f(b)$ , then  $b$  is relabeled as  $a$ ,  $c$  is relabeled as  $b$ , and the prediction process is repeated. Provided the graph of  $f(x)$  is smooth and provided the initial values of  $a$  and  $b$  are close to a simple root, the secant method rapidly converges to a root.

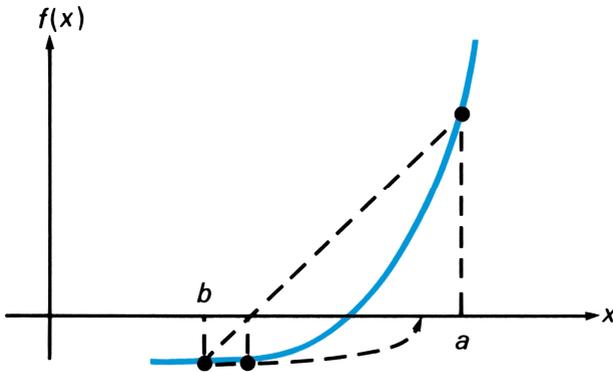
However, under certain conditions the secant method doesn't suggest a next value that will bound the search or move the search closer to the root, such as finding a sign change or a smaller function magnitude. In such cases, **SOLVE** uses a different approach.

If the calculated secant is nearly horizontal, **SOLVE** modifies the secant method to ensure that  $|c - b| \leq 100|a - b|$ . This is especially important because it also reduces the tendency for the secant method to go astray when rounding error becomes significant near a root.

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If **SOLVE** has already found values  $a$  and  $b$  such that  $f(a)$  and  $f(b)$  have opposite signs, it modifies the secant method to ensure that  $c$  always lies within the interval containing the sign change. This guarantees that the search interval decreases with each iteration, eventually finding a root.



If **SOLVE** hasn't found a sign change and a sample value  $c$  doesn't yield a function value with diminished magnitude, then **SOLVE** fits a parabola through the function values at  $a$ ,  $b$ , and  $c$ . **SOLVE** finds the value  $d$  at which the parabola has its maximum or minimum, relabels  $d$  as  $a$ , and then continues the search using the secant method.

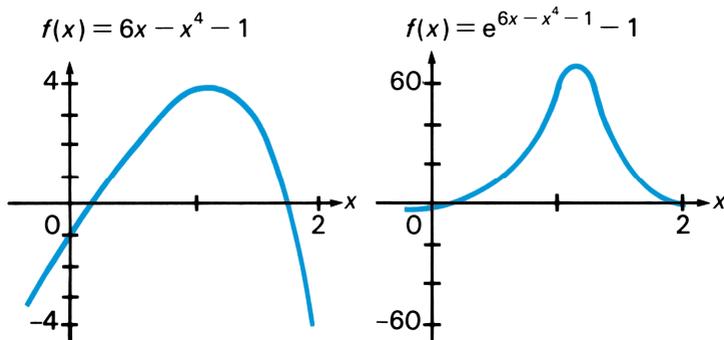
**SOLVE** abandons the search for a root only when three successive parabolic fits yield no decrease in the function magnitude or when  $d = b$ . Under these conditions, the calculator displays **Error 8**. Because  $b$  represents the point with the smallest sampled function magnitude,  $b$  and  $f(b)$  are returned in the X- and Z-registers, respectively. The Y-register contains the value of  $a$  or  $c$ . With this information, you can decide what to do next. You might resume the search where it left off, or direct the search elsewhere, or decide that  $f(b)$  is negligible so that  $x = b$  is a root, or transform the equation into another equation easier to solve, or conclude that no root exists.

## Handling Troublesome Situations

The following information is useful for working with problems that could yield misleading results. Inaccurate roots are caused by calculated function values that differ from the intended function values. You can frequently avoid trouble by knowing how to diagnose inaccuracy and reduce it.

### Easy Versus Hard Equations

The two equations  $f(x) = 0$  and  $e^{f(x)} - 1 = 0$  have the same real roots, yet one is almost always much easier to solve numerically than the other. For instance, when  $f(x) = 6x - x^4 - 1$ , the first equation is easier. When  $f(x) = \ln(6x - x^4)$ , the second is easier. The difference lies in how the function's graph behaves, particularly in the vicinity of a root.



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In general, every equation is one of an infinite family of equivalent equations with the same real roots. And some of those equations must be easier to solve than others. While **SOLVE** may fail to find a root for one of those equations, it may succeed with another.

### Inaccurate Equations

**SOLVE** can't calculate an equation's root incorrectly *unless the function is incorrectly calculated*. The accuracy of your function subroutine affects the accuracy of the root that you find.

You should be aware of conditions that might cause your calculated function value to differ from the theoretical value you want it to have. **SOLVE** can't infer intended values of your function. Frequently, you can minimize calculation error by carefully writing your function subroutine.

### Equations With Several Roots

The task of finding all roots of an equation becomes more difficult as the number of roots increases. And any roots that cluster closely will usually defy attempts at accurate resolution. You can use *deflation* to eliminate roots, as described in the *HP 15c Owner's Handbook*.

An equation with a multiple root is characterized by the function and its first few higher-order derivatives being zero at the multiple root. When **SOLVE** finds a double root, the last half of its digits may be inaccurate. For a triple root, two-thirds of the root's digits tend to be obscured. A quadruple root tends to lose about three-fourths of its digits.

### Using **SOLVE** With Polynomials

Polynomials are among the easiest functions to evaluate. That is why they are traditionally used to approximate functions that model physical processes or more complex mathematical functions.

A polynomial of degree  $n$  can be represented as

$$a_n X^n + a_{n-1} X^{n-1} + \dots + a_1 X + a_0.$$

This function equals zero at no more than  $n$  real values of  $x$ , called zeros of the polynomial. A limit to the number of *positive* zeros of this function can be determined by counting the number of times the signs of the coefficients change as you scan the polynomial from left to right.

Similarly, a limit to the number of *negative* zeros can be determined by scanning a new function obtained by substituting  $-x$  in place of  $x$  in the original polynomial. If the actual number of real positive or negative zeros is less than its limit, it will differ by an even number. (These relationships are known as Descartes' Rule of Signs.)

As an example, consider the third-degree polynomial function

$$f(x) = x^3 - 3x^2 - 6x + 8.$$

It can have no more than three real zeros. It has at most two positive real zeros (observe the sign changes from the first to second and third to fourth terms) and at most one negative real zero (obtained from  $f(-x) = -x^3 - 3x^2 + 6x + 8$ ).

Polynomial functions are usually evaluated most compactly using nested multiplication. (This is sometimes referred to as Horner's method.) As an illustration, the function from the previous example can be rewritten as

$$f(x) = [(x - 3)x - 6]x + 8.$$

This representation is more easily programmed and more efficiently executed than the original form, especially since SOLVE fills the stack with the value of  $x$ .

**Example:** During the winter of '78, Arctic explorer Jean-Claude Coulerre, isolated at his frozen camp in the far north, began scanning the southern horizon in anticipation of the sun's reappearance. Coulerre knew that the sun would not be visible to him until early March, when it reached a declination of  $5^{\circ}18'S$ . On what day and time in March was the chilly explorer's vigil rewarded?

The time in March when the sun reached  $5^{\circ}18'S$  declination can be computed by solving the following equation for  $t$ :

$$D = a_4t^4 + a_3t^3 + a_2t^2 + a_1t + a_0$$

where  $D$  is the declination in degrees,  $t$  is the time in days from the beginning of the month, and

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$$a_4 = 4.2725 \times 10^{-8}$$

$$a_3 = -1.9931 \times 10^{-5}$$

$$a_2 = 1.0229 \times 10^{-3}$$

$$a_1 = 3.7680 \times 10^{-1}$$

$$a_0 = -8.1806.$$

This equation is valid for  $1 \leq t < 32$ , representing March, 1978.

First convert  $5^{\circ}18'S$  to decimal degrees (press 5.18 **CHS** **g** **+H**), obtaining  $-5.3000$  (using **FIX** 4 display mode). (Southern latitudes are expressed as negative numbers for calculation purposes.)

The solution to Coulerre's problems is the value of  $t$  satisfying

$$-5.3000 = a_4t^4 + a_3t^3 + a_2t^2 + a_1t + a_0.$$

Expressed in the form required by **SOLVE**, the equation is

$$0 = a_4t^4 + a_3t^3 + a_2t^2 + a_1t - 2.8806$$

where the last, constant term now incorporates the value of the declination.

Using Horner's method, the function to be set equal to zero is

$$f(t) = (((a_4t + a_3)t + a_2)t + a_1)t - 2.8806.$$

To shorten the subroutine, store and recall the constants using the registers corresponding to the exponent of  $t$ .

### Keystrokes

### Display

**ON** / **-**

**Pr Error**

Clears calculator's memory.\*

**←**

0.0000

**g** **P/R**

000-

Program mode.

**f** **LBL** **A**

001-42, 21, 11

**RCL** 4

002- 45 4

---

\* This step is included here only to ensure that sufficient memory is available for the examples that follow in this handbook.

Keystrokes	Display
<b>X</b>	003- 20
<b>RCL</b> 3	004- 45 3
<b>+</b>	005- 40
<b>X</b>	006- 20
<b>RCL</b> 2	007- 45 2
<b>+</b>	008- 40
<b>X</b>	009- 20
<b>RCL</b> 1	010- 45 1
<b>+</b>	011- 40
<b>X</b>	012- 20
<b>RCL</b> 0	013- 45 0
<b>+</b>	014- 40
<b>g</b> <b>RTN</b>	015- 43 32

In Run mode, key in the five coefficients:

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Run mode.
4.2725 <b>EEX</b> 8 <b>CHS</b>	4.2725 -08	
<b>STO</b> 4	4.2725 -08	Coefficient of $t^4$ .
1.9931 <b>CHS</b> <b>EEX</b> 5		
<b>CHS</b> <b>STO</b> 3	-1.9931 -05	Coefficient of $t^3$ .
1.0229 <b>EEX</b> 3 <b>CHS</b>	1.0229 -03	
<b>STO</b> 2	0.0010	Coefficient of $t^2$ .
3.7680 <b>EEX</b> 1 <b>CHS</b>	3.7680 -01	
<b>STO</b> 1	0.3768	Coefficient of $t$ .
2.8806 <b>CHS</b> <b>STO</b> 0	-2.8806	Constant term.

Because the desired solution should be between 1 and 32, key in these values for initial estimates. Then use **SOLVE** to find the roots.

Keystrokes	Display	
1 <b>ENTER</b>	1.0000	
32	32	Initial estimates.
<b>f</b> <b>SOLVE</b> <b>A</b>	7.5137	Root found.

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$\boxed{R\downarrow}$	7.5137	Same previous estimate.
$\boxed{R\downarrow}$	0.0000	Function value.
$\boxed{g} \boxed{R\uparrow} \boxed{g} \boxed{R\uparrow}$	7.5137	Restores stack.

The day was March 7th. Convert the fractional portion of the number to decimal hours and then to hours, minutes, and seconds.

Keystrokes	Display	
$\boxed{f} \boxed{\text{FRAC}}$	0.5137	Fractional portion of day.
24 $\boxed{\times}$	12.3293	Decimal hours.
$\boxed{f} \boxed{\rightarrow\text{H.MS}}$	12.1945	Hours, minutes, seconds.

Explorer Coulerre should expect to see the sun on March 7th at 12<sup>h</sup> 19<sup>m</sup> 45<sup>s</sup> (Coordinated Universal Time).

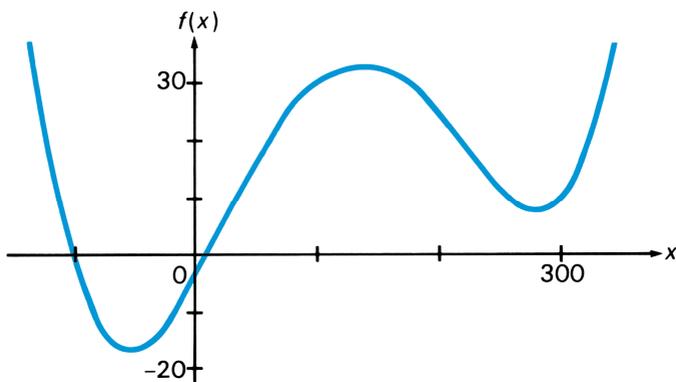
By examining Coulerre's function  $f(t)$ , you realize that it can have as many as four real roots—three positive and one negative. Try to find additional positive roots by using  $\boxed{\text{SOLVE}}$  with larger positive estimates.

Keystrokes	Display	
1000 $\boxed{\text{ENTER}}$ 1100	1,100	Two larger, positive estimates.
$\boxed{f} \boxed{\text{SOLVE}} \boxed{A}$	<b>Error 8</b>	No root found.
$\boxed{\leftarrow}$	278.4497	Last estimate tried.
$\boxed{R\downarrow}$	276.7942	A previous estimate.
$\boxed{R\downarrow}$	7.8948	Nonzero value of function.
$\boxed{g} \boxed{R\uparrow} \boxed{g} \boxed{R\uparrow}$	278.4497	Restores stack to original state.
$\boxed{f} \boxed{\text{SOLVE}} \boxed{A}$	<b>Error 8</b>	Again, no root found.
$\boxed{\leftarrow}$	278.4398	Approximately same estimate.
$\boxed{R\downarrow}$	278.4497	A previous estimate.
$\boxed{R\downarrow}$	7.8948	Same function value.

You have found a positive local minimum rather than a root. Now try to find the negative root.

Keystrokes	Display	
1000 <b>CHS</b> <b>ENTER</b>	-1,000.0000	
1100 <b>CHS</b>	-1,100	Two larger, negative estimates.
<b>f</b> <b>SOLVE</b> <b>A</b>	-108.9441	Negative root.
<b>R↓</b>	-108.9441	Same previous estimate.
<b>R↓</b>	1.6000    -08	Function value.

There is no need to search further—you have found all possible roots. The negative root has no meaning since it is outside of the range for which the declination approximation is valid. The graph of the function confirms the results you have found.



## Solving a System of Equations

**SOLVE** is designed to find a single variable value that satisfies a single equation. If a problem involves a system of equations with several variables, you may still be able to **SOLVE** to find a solution.

For some systems of equations, expressed as

$$f_1(x_1, \dots, x_n) = 0$$

$$\vdots$$

$$f_n(x_1, \dots, x_n) = 0$$

it is possible through algebraic manipulation to eliminate all but one variable. That is, you can use the equations to derive expressions for all

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but one variable in terms of the remaining variable. By using these expressions, you can reduce the problem to using **SOLVE** to find the root of a single equation. The values of the other variables at the solution can then be calculated using the derived expressions.

This is often useful for solving a complex equation for a complex root. For such a problem, the complex equation can be expressed as two real-valued equations—one for the real component and one for the imaginary component—with two real variables—representing the real and imaginary parts of the complex root.

For example, the complex equation  $z + 9 + 8e^{-z} = 0$  has no real roots  $z$ , but it has infinitely many complex roots  $z = x + iy$ . This equation can be expressed as two real equations

$$\begin{aligned}x + 9 + 8e^{-x}\cos y &= 0 \\y - 8e^{-x}\sin y &= 0.\end{aligned}$$

The following manipulations can be used to eliminate  $y$  from the equations. Because the sign of  $y$  doesn't matter in the equations, assume  $y > 0$ , so that any solution  $(x, y)$  gives another solution  $(x, -y)$ . Rewrite the second equation as

$$x = \ln(8(\sin y)/y),$$

which requires that  $\sin y > 0$ , so that  $2n\pi < y < (2n + 1)\pi$  for integer  $n = 0, 1, \dots$ .

From the first equation

$$\begin{aligned}y &= \cos^{-1}(-e^x(x + 9)/8) + 2n\pi \\&= (2n + 1)\pi - \cos^{-1}(e^x(x + 9)/8)\end{aligned}$$

for  $n = 0, 1, \dots$  substitute this expression into the second equation,

$$x + \ln\left(\frac{(2n + 1)\pi - \cos^{-1}(e^x(x + 9)/8)}{\sqrt{64 - (e^x(x + 9))^2}}\right) = 0.$$

You can then use **SOLVE** to find the root  $x$  of this equation (for any given value of  $n$ , the number of the root). Knowing  $x$ , you can calculate the corresponding value of  $y$ .

A final consideration for this example is to choose the initial estimates that would be appropriate. Because the argument of the inverse cosine must be between  $-1$  and  $1$ ,  $x$  must be more negative than about  $-0.1059$  (found by trial and error or by using **SOLVE**). The initial guesses might be near but more negative than this value,  $-0.11$  and  $-0.2$  for example.

(The complex equation used in this example is solved using an iterative procedure in the example on page 81. Another method for solving a system of nonlinear equations is described on page 122.)

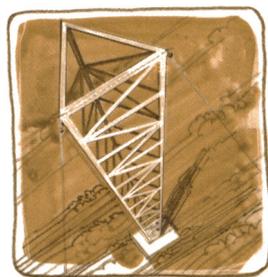
## Finding Local Extremes of a Function

### Using the Derivative

The traditional way to find local maximums and minimums of a function's graph uses the *derivative* of the function. The derivative is a function that describes the slope of the graph. Values of  $x$  at which the derivative is zero represent potential local extremes of the function. (Although less common for well-behaved functions, values of  $x$  where the derivative is infinite or undefined are also possible extremes.) If you can express the derivative of a function in closed form, you can use **SOLVE** to find where the derivative is zero—showing where the function may be maximum or minimum.

**Example:** For the design of a vertical broadcasting tower, radio engineer Ann Tenor wants to find the angle from the tower at which the relative field intensity is most negative. The relative intensity created by the tower is given by

$$E = \frac{\cos(2\pi h \cos \theta) - \cos(2\pi h)}{[1 - \cos(2\pi h)] \sin \theta}$$



where  $E$  is the relative field intensity,  $h$  is the antenna height in wavelengths, and  $\theta$  is the angle from vertical in radians. The height is  $0.6$  wavelengths for her design.

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The desired angle is one at which the derivative of the intensity with respect to  $\theta$  is zero.

To save program memory space and execution time, store the following constants in registers and recall them as needed:

$$\begin{array}{ll}
 r_0 = 2\pi h & \text{and is stored in register } R_0, \\
 r_1 = \cos(2\pi h) & \text{and is stored in register } R_1, \\
 r_2 = 1/[1 - \cos(2\pi h)] & \text{and is stored in register } R_2.
 \end{array}$$

The derivative of the intensity  $E$  with respect to the angle  $\theta$  is given by

$$\frac{dE}{d\theta} = r_2 \left[ r_0 \sin(r_0 \cos \theta) - \frac{\cos(r_0 \cos \theta) - r_1}{\sin \theta \tan \theta} \right].$$

Key in a subroutine to calculate the derivative.

### Keystrokes

### Display

[G] [P/R]	
[f] CLEAR [PRGM]	000-
[f] [LBL] 0	001-42,21, 0
[COS]	002- 24
[RCL] 0	003- 45 0
[x]	004- 20
[COS]	005- 24
[RCL] 1	006- 45 1
[=]	007- 30
[x]↔[y]	008- 34
[SIN]	009- 23
[÷]	010- 10
[x]↔[y]	011- 34
[TAN]	012- 25
[÷]	013- 10
[CHS]	014- 16
[x]↔[y]	015- 34
[COS]	016- 24
[RCL] 0	017- 45 0

Program mode.

Clears program memory.

Keystrokes	Display
$\times$	018- 20
SIN	019- 23
RCL 0	020- 45 0
$\times$	021- 20
+	022- 40
RCL 2	023- 45 2
$\times$	024- 20
g RTN	025- 43 32

In Radians mode, calculate and store the three constants.

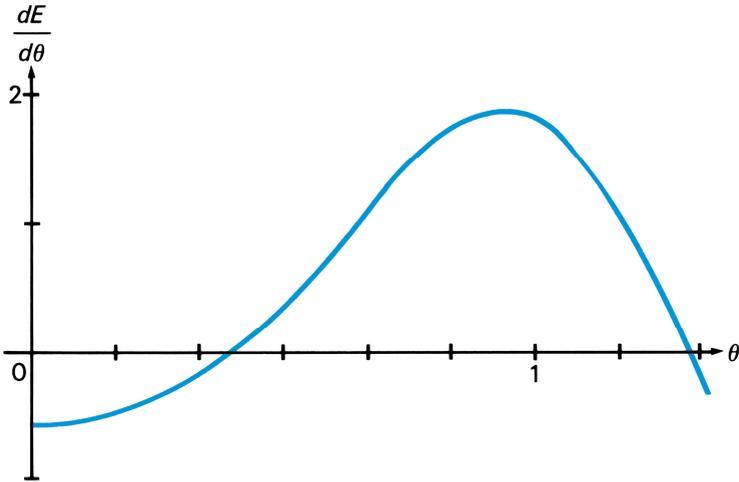
Keystrokes	Display	
g P/R		Run mode.
g RAD		Specifies Radians mode.
2 g $\pi$ $\times$	6.2832	
.6 $\times$ STO 0	3.7699	Constant $r_0$ .
COS STO 1	-0.8090	Constant $r_1$ .
CHS 1 +	1.8090	
1/x STO 2	0.5528	Constant $r_2$ .

The relative field intensity is maximum at an angle of  $90^\circ$  (perpendicular to the tower). To find the minimum, use angles closer to zero as initial estimates, such as the radian equivalents of  $10^\circ$  and  $60^\circ$ .

Keystrokes	Display	
10 f $\rightarrow$ RAD	0.1745	
60 f $\rightarrow$ RAD	1.0472	Initial estimates.
f SOLVE 0	0.4899	Angle giving zero slope.
R $\downarrow$ R $\downarrow$	-5.5279	-10 Slope at specified angle.
g R $\uparrow$ g R $\uparrow$	0.4899	Restores the stack.
g $\rightarrow$ DEG	28.0680	Angle in degrees.

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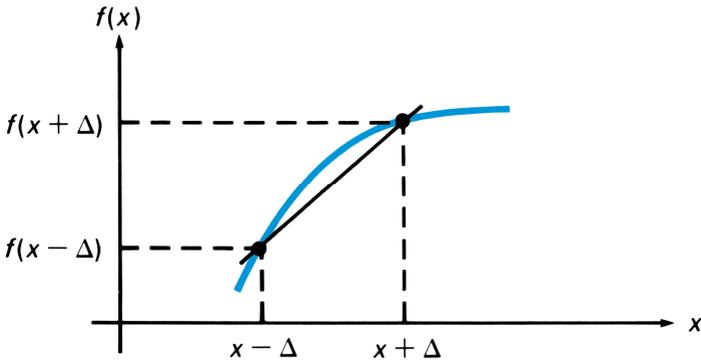
The relative field intensity is most negative at an angle of  $28.0680^\circ$  from vertical.



**Using an Approximate Slope**

The derivative of a function can also be approximated numerically. If you sample a function at two points relatively close to  $x$  (namely  $x + \Delta$  and  $x - \Delta$ ), you can use the slope of the secant as an approximation to the slope at  $x$ :

$$s = \frac{f(x + \Delta) - f(x - \Delta)}{2\Delta}$$



The accuracy of this approximation depends upon the increment  $\Delta$  and the nature of the function. Smaller values of  $\Delta$  give better approximations to the derivative, but excessively small values can cause round-off inaccuracy. A value of  $x$  at which the slope is zero is potentially a local extreme of the function.

**Example:** Solve the previous example without using the equation for the derivative  $dE/d\theta$ .

Find the angle at which the derivative (determined numerically) of the intensity  $E$  is zero.

In Program mode, key in two subroutines: one to estimate the derivative of the intensity and one to evaluate the intensity function  $E$ . In the following subroutine, the slope is calculated between  $\theta + 0.001$  and  $\theta - 0.001$  radians (a range equivalent to approximately  $0.1^\circ$ ).

Keystrokes	Display	
<b>g</b> <b>P/R</b>	000-	Program mode.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
<b>EEX</b>	002- 26	
<b>CHS</b>	003- 16	
3	004- 3	Evaluates $E$ at $\theta + 0.001$ .
<b>+</b>	005- 40	
<b>ENTER</b>	006- 36	
<b>GSB</b> <b>B</b>	007- 32 12	
<b>x<math>\leftrightarrow</math>y</b>	008- 34	
<b>EEX</b>	009- 26	
<b>CHS</b>	010- 16	
3	011- 3	Evaluates $E$ at $\theta - 0.001$ .
<b>-</b>	012- 30	
<b>ENTER</b>	013- 36	
<b>GSB</b> <b>B</b>	014- 32 12	
<b>-</b>	015- 30	
2	016- 2	
<b>EEX</b>	017- 26	
<b>CHS</b>	018- 16	
3	019- 3	
<b><math>\div</math></b>	020- 10	

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### Keystrokes

### Display

<b>g</b> <b>RTN</b>	021-	43 32	
<b>f</b> <b>LBL</b> <b>B</b>	022-	42, 21, 12	Subroutine for $E(\theta)$ .
<b>COS</b>	023-	24	
<b>RCL</b> 0	024-	45 0	
<b>x</b>	025-	20	
<b>COS</b>	026-	24	
<b>RCL</b> 1	027-	45 1	
<b>-</b>	028-	30	
<b>x<math>\rightarrow</math>y</b>	029-	34	
<b>SIN</b>	030-	23	
<b><math>\div</math></b>	031-	10	
<b>RCL</b> 2	032-	45 2	
<b>x</b>	033-	20	
<b>g</b> <b>RTN</b>	034-	43 32	

In the previous example, the calculator was set to Radians mode and the three constants were stored in registers R<sub>0</sub>, R<sub>1</sub>, and R<sub>2</sub>. Key in the same initial estimates as before and execute **SOLVE**.

### Keystrokes

### Display

<b>g</b> <b>P/R</b>			Run mode.
10 <b>f</b> <b><math>\rightarrow</math>RAD</b>	0.1745		
60 <b>f</b> <b><math>\rightarrow</math>RAD</b>	1.0472		Initial estimates.
<b>f</b> <b>SOLVE</b> <b>A</b>	0.4899		Angle given zero slope.
<b>R<math>\downarrow</math></b> <b>R<math>\downarrow</math></b>	0.0000		Slope at specified angle.
<b>g</b> <b>R<math>\uparrow</math></b> <b>g</b> <b>R<math>\uparrow</math></b>	0.4899		Restores stack.
<b>ENTER</b> <b>ENTER</b>	-0.2043		Uses function subroutine to calculate minimum intensity.
<b>f</b> <b>B</b>			
<b>x<math>\rightarrow</math>y</b>	0.4899		Recalls $\theta$ value.
<b>g</b> <b><math>\rightarrow</math>DEG</b>	28.0679		Angle in degrees.

This numerical approximation of the derivative indicates a minimum field intensity of  $-0.2043$  at an angle of  $28.0679^\circ$ . (This angle differs from the previous solution by  $0.0001^\circ$ .)

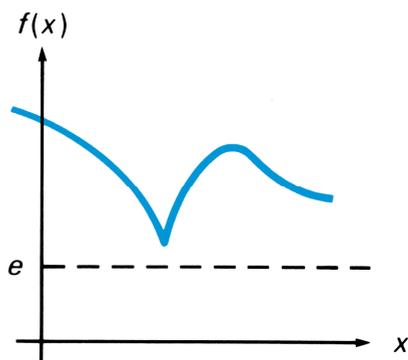
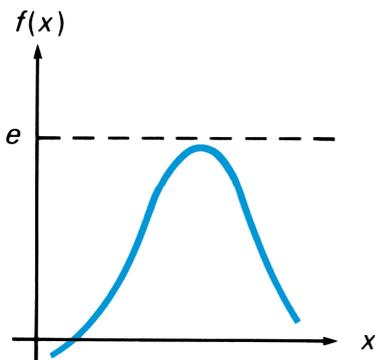
## Using Repeated Estimation

A third technique is useful when it isn't practical to calculate the derivative. It is a slower method because it requires the repeated use of the **SOLVE** key. On the other hand, you don't have to find a good value for  $\Delta$  of the previous method. To find a local extreme of the function  $f(x)$ , define a new function

$$g(x) = f(x) - e$$

where  $e$  is a number slightly beyond the estimated extreme value of  $f(x)$ . If  $e$  is properly chosen,  $g(x)$  will approach zero near the extreme of  $f(x)$  but will not equal zero. Use **SOLVE** to analyze  $g(x)$  near the extreme. The desired result is **Error 8**.

- If **Error 8** is displayed, the number in the X-register is an  $x$  value near the extreme. The number in the Z-register tells roughly how far  $e$  is from the extreme value of  $f(x)$ . Revise  $e$  to bring it closer (but not equal) to the extreme value. Then use **SOLVE** to examine the revised  $g(x)$  near the  $x$  value previously found. Repeat this procedure until successive  $x$  values do not differ significantly.
- If a root of  $g(x)$  is found, either the number  $e$  is not beyond the extreme value of  $f(x)$  or else **SOLVE** has found a different region where  $f(x)$  equals  $e$ . Revise  $e$  so that it is close to—but beyond—the extreme value of  $f(x)$  and try **SOLVE** again. It may also be possible to modify  $g(x)$  in order to eliminate the distant root.



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**Example:** Solve the previous example without calculating the derivative of the relative field intensity  $E$ .

The subroutine to calculate  $E$  and the required constants have been entered in the previous example.

In Program mode, key in a subroutine that subtracts an estimated extreme number from the field intensity  $E$ . The extreme number should be stored in a register so that it can be manually changed as needed.

Keystrokes	Display	
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">P/R</span>	000-	Program mode.
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">LBL</span> 1	001-42,21, 1	Begins with label.
<span style="border: 1px solid black; padding: 2px;">GSB</span> <span style="border: 1px solid black; padding: 2px;">B</span>	002- 32 12	Calculates $E$ .
<span style="border: 1px solid black; padding: 2px;">RCL</span> 9	003- 45 9	} Subtracts extreme estimate.
<span style="border: 1px solid black; padding: 2px;">-</span>	004- 30	
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">RTN</span>	005- 43 32	

In Run mode, estimate the minimum intensity value by manually sampling the function.

Keystrokes	Display	
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">P/R</span>		Run mode.
10 <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">→RAD</span>	0.1745	} Samples the function at 10°, 30°, 50°, ....
<span style="border: 1px solid black; padding: 2px;">ENTER</span> <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">B</span>	-0.1029	
30 <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">→RAD</span>	0.5236	
<span style="border: 1px solid black; padding: 2px;">ENTER</span> <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">B</span>	-0.2028	
50 <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">→RAD</span>	0.8727	
<span style="border: 1px solid black; padding: 2px;">ENTER</span> <span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">B</span>	0.0405	

Based on these samples, try using an extreme estimate of  $-0.25$  and initial **SOLVE** estimates (in radians) near  $10^\circ$  and  $30^\circ$ .

<b>Keystrokes</b>	<b>Display</b>	
.25 <b>CHS</b> <b>STO</b> 9	-0.2500	Stores extreme estimate.
.2 <b>ENTER</b>	0.2000	} Initial estimates.
.6	0.6	
<b>f</b> <b>SOLVE</b> 1	<b>Error 8</b>	No root found.
<b>←</b> <b>STO</b> 4	0.4849	Stores $\theta$ estimate.
<b>R↓</b> <b>STO</b> 5	0.4698	Stores previous $\theta$ estimate.
<b>R↓</b>	0.0457	Distance from extreme.
.9 <b>×</b>	0.0411	} Revises extreme estimate by 90 percent of the distance.
<b>STO</b> <b>+</b> 9	0.0411	
<b>RCL</b> 4	0.4849	Recalls $\theta$ estimate.
<b>ENTER</b> <b>ENTER</b> <b>f</b> <b>B</b>	-0.2043	Calculates intensity $E$ .
<b>←</b>	0.0000	} Recalls other $\theta$ estimate, keeping first estimate in Y-register.
<b>RCL</b> 5	0.4698	
<b>f</b> <b>SOLVE</b> 1	<b>Error 8</b>	No root found.
<b>←</b>	0.4898	$\theta$ estimate.
<b>x↔y</b>	0.4893	Previous $\theta$ estimate.
<b>x↔y</b>	0.4898	Recalls $\theta$ estimate.
<b>ENTER</b> <b>ENTER</b> <b>f</b> <b>B</b>	-0.2043	Calculates intensity $E$ .
<b>x↔y</b>	0.4898	Recalls $\theta$ value.
<b>g</b> <b>→DEG</b>	28.0660	Angle in degrees.
<b>g</b> <b>DEG</b>	28.0660	Restores Degrees mode.

The second interaction produces two  $\theta$  estimates that differ in the fourth decimal place. The field intensities  $E$  for the two iterations are equal to four decimal places. Stopping at this point, a minimum field intensity of  $-0.2043$  is indicated at an angle of  $28.0660^\circ$ . (This angle differs from the previous solutions by about  $0.002^\circ$ .)

## Applications

The following applications illustrate how you can use **SOLVE** to simplify a calculation that would normally be difficult—finding an interest rate that can't be calculated directly. Other applications that use the **SOLVE** function are given in Sections 3 and 4.

### Annuities and Compound Amounts

This program solves a variety of financial problems involving money, time, and interest. For these problems, you normally know the values of three or four of the following variables and need to find the value of another:

- n* The *number* of compounding periods. (For example, a 30-year loan with monthly payments has  $n = 12 \times 30 = 360$ .)
- i* The *interest rate* per compounding period expressed as a percent. (To calculate *i*, divide the annual percentage rate by the number of compounding periods in a year. That is, 12% annual interest compounded monthly equals 1% periodic interest.)
- PV* The *present value* of a series of future cash flows or the initial cash flow.
- PMT* The periodic *payment* amount.
- FV* The *future value*. That is, the final cash flow (balloon payment or remaining balance) or the compounded value of a series of prior cash flows.

### Possible Problems Involving Annuities and Compound Amounts

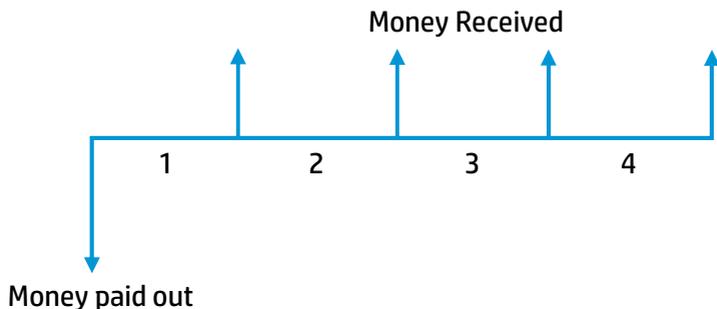
Allowable Combinations of Variables	Typical Applications		Initial Procedure
	For Payments at End of Period	For Payments at Beginning of Period	
$n, i, PV, PMT$ (Enter any three and calculate the fourth.)	Direct reduction loan. Discounted note. Mortgage.	Lease. Annuity due.	Use <b>f</b> <b>CLEAR</b> <b>REG</b> or set $FV$ to zero.
$n, i, PV, PMT, FV$ (Enter any four and calculate the fifth.)	Direct reduction loan with balloon payment. Discounted note.	Lease with residual value. Annuity due.	None.
$n, i, PMT, FV$ (Enter any three and calculate the fourth.)	Sinking fund.	Periodic savings. Insurance.	Use <b>f</b> <b>CLEAR</b> <b>REG</b> or set $PV$ to zero.
$n, i, PV, FV$ (Enter any three and calculate the fourth.)	Compound growth. Savings.		Use <b>f</b> <b>CLEAR</b> <b>REG</b> or set $PMT$ to zero.

The program accommodates payments that are made at the beginning or end of compounding periods. Payments made at the end of compounding periods (ordinary annuity) are common in direct reduction loans and mortgages. Payments made at the beginning of compounding periods (annuity due) are common in leasing. For payments at the end of periods, clear flag 0. For payments at the beginning of periods, set flag 0. If the problem involves no payments, the status of flag 0 has no effect.

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This program uses the convention that money paid out is entered and displayed as a negative number, and that money received is entered and displayed as a positive number.

A financial problem can usually be represented by a cash flow diagram. This is a pictorial representation of the timing and direction of financial transactions. The cash flow diagram has a horizontal time line that is divided into equal increments that correspond to the compounding period—months or years, for example. Vertical arrows represent exchanges of money, following the convention that an upward arrow (positive) represents money received and a downward arrow (negative) represents money paid out. (The examples that follow are illustrated using cash flow diagrams.)



Pressing **f** **CLEAR** **REG** provides a convenient way to set up the calculator for a new problem. However, it isn't necessary to press **f** **CLEAR** **REG** between problems. You need to reenter the values of only those variables that change from problem to problem. If a variable isn't applicable for a new problem, simply enter zero as its value. For example, if *PMT* is used in one problem but not used in the next, simply enter zero for the value of *PMT* in the second problem.

The basic equation used for the financial calculations is

$$PV + \frac{PMT A}{i/100} [1 - (1 + i/100)^{-n}] + FV(1 + i/100)^{-n} = 0$$

where  $i \neq 0$  and

$$A = \begin{cases} 1 & \text{for end-of-period payments} \\ 1 + i/100 & \text{for beginning-of-period payments.} \end{cases}$$

The program has the following characteristics:

- **SOLVE** is used to find  $i$ . Because this is an iterative function, solving for  $i$  takes longer than finding other variables. It is possible to define problems which cannot be solved by this technique. If **SOLVE** can't find a root, **Error 4** is displayed.
- When finding any of the variables listed on the left below, certain conditions result in an **Error 4** display:

$n$	$PMT = -PV i / (100 A)$ $(PMT A - FV i / 100) / (PMT A + PV i / 100) \leq 0$ $i \leq -100$
$i$	<b>SOLVE</b> can't find a root
$PV$	$i \leq -100$
$PMT$	$n = 0$ $i = 0$ $i \leq -100$
$FV$	$i \leq -100$

- If a problem has a specified interest rate of 0, the program generates an **Error 0** display (or **Error 4** when solving for  $PMT$ ).
- Problems with extremely large (greater than  $10^6$ ) or extremely small (less than  $10^{-6}$ ) values for  $n$  and  $i$  may give invalid results.
- Interest problems with balloon payments of opposite signs to the periodic payments may have more than one mathematically correct answer (or no answer at all). This program may find one of the answers but has no way of finding or indicating other possibilities.

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Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	<i>n</i> routine.
<b>STO</b> 1	002- 44 1	Stores <i>n</i> .
<b>R/S</b>	003- 31	
<b>GSB</b> 1	004- 32 1	Calculates <i>n</i> .
<b>g</b> <b>LSTX</b>	005- 43 36	
<b>RCL</b> <b>x</b> 0	006-45, 20, 0	
<b>RCL</b> 5	007- 45 5	
<b>x<math>\rightrightarrows</math>y</b>	008- 34	
<b>-</b>	009- 30	Calculates $FV - 100 PMT A / i$ .
<b>g</b> <b>LSTX</b>	010- 43 36	
<b>RCL</b> <b>+</b> 3	011-45, 40, 3	Calculates $PV + 100 PMT A / i$ .
<b>g</b> <b>x=0</b>	012- 43 20	Tests $PMT = -PV i / (100 A)$ .
<b>GTO</b> 0	013- 22 0	
<b>÷</b>	014- 10	
<b>CHS</b>	015- 16	
<b>g</b> <b>TEST</b> 4	016-43, 30, 4	Tests $x \leq 0$ .
<b>GTO</b> 0	017- 22 0	
<b>g</b> <b>LN</b>	018- 43 12	
<b>RCL</b> 6	019- 45 6	
<b>g</b> <b>LN</b>	020- 43 12	
<b>÷</b>	021- 10	
<b>STO</b> 1	022- 44 1	
<b>g</b> <b>RTN</b>	023- 43 32	
<b>f</b> <b>LBL</b> <b>B</b>	024-42, 21, 12	<i>i</i> routine.
<b>STO</b> 2	025- 44 2	Stores <i>i</i> .
<b>R/S</b>	026- 31	
<b>•</b>	027- 48	
2	028- 2	
<b>ENTER</b>	029- 36	
<b>EEX</b>	030- 26	
<b>CHS</b>	031- 16	

**Keystrokes****Display**

3	032-	3	
<b>g</b> <b>CF</b> 1	033-43, 5, 1		Clears flag 1 for <b>SOLVE</b> subroutine.
<b>f</b> <b>SOLVE</b> 3	034-42,10, 3		
<b>GTO</b> 4	035- 22 4		
<b>GTO</b> 0	036- 22 0		
<b>f</b> <b>LBL</b> 4	037-42,21, 4		
<b>EEX</b>	038- 26		
2	039- 2		
<b>x</b>	040- 20		Calculates <i>i</i> .
<b>STO</b> 2	041- 44 2		
<b>g</b> <b>RTN</b>	042- 43 32		
<b>f</b> <b>LBL</b> <b>C</b>	043-42,21,13		<i>PV</i> routine.
<b>STO</b> 3	044- 44 3		Stores <i>PV</i> .
<b>R/S</b>	045- 31		
<b>GSB</b> 1	046- 32 1		Calculates <i>PV</i> .
<b>GSB</b> 2	047- 32 2		
<b>CHS</b>	048- 16		
<b>STO</b> 3	049- 44 3		
<b>g</b> <b>RTN</b>	050- 43 32		
<b>f</b> <b>LBL</b> <b>D</b>	051-42,21,14		<i>PMT</i> routine.
<b>STO</b> 4	052- 44 4		Stores <i>PMT</i> .
<b>R/S</b>	053- 31		
1	054- 1		Calculates <i>PMT</i> .
<b>STO</b> 4	055- 44 4		
<b>GSB</b> 1	056- 32 1		
<b>RCL</b> 3	057- 45 3		
<b>GSB</b> 2	058- 32 2		
<b>x<math>\rightrightarrows</math>y</b>	059- 34		
<b>÷</b>	060- 10		
<b>CHS</b>	061- 16		
<b>STO</b> 4	062- 44 4		
<b>g</b> <b>RTN</b>	063- 43 32		

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### Keystrokes

### Display

<b>f</b> <b>LBL</b> <b>E</b>	064-42,21,15	<i>FV</i> routine.
<b>STO</b> 5	065- 44 5	Stores <i>FV</i> .
<b>R/S</b>	066- 31	
<b>GSB</b> 1	067- 32 1	Calculates <i>FV</i> .
<b>RCL</b> <b>+</b> 3	068-45,40, 3	
<b>RCL</b> <b>÷</b> 7	069-45,10, 7	
<b>CHS</b>	070- 16	
<b>STO</b> 5	071- 44 5	
<b>g</b> <b>RTN</b>	072- 43 32	
<b>f</b> <b>LBL</b> 1	073-42,21, 1	
<b>g</b> <b>SF</b> 1	074-43, 4, 1	Sets flag 1 for <b>SOLVE</b> subroutine.
1	075- 1	
<b>RCL</b> 2	076- 45 2	
<b>g</b> <b>%</b>	077- 43 14	Calculates $i / 100$ .
<b>f</b> <b>LBL</b> 3	078-42,21, 3	<b>SOLVE</b> subroutine.
<b>STO</b> 8	079- 44 8	
1	080- 1	
<b>STO</b> 0	081- 44 0	
<b>+</b>	082- 40	
<b>g</b> <b>TEST</b> 4	083-43,30, 4	Tests $i \leq 100$ .
<b>GTO</b> 0	084- 22 0	
<b>STO</b> 6	085- 44 6	
<b>g</b> <b>F?</b> 0	086-43, 6, 0	Tests for end-of-period payments.
<b>STO</b> 0	087- 44 0	
<b>RCL</b> 1	088- 45 1	
<b>CHS</b>	089- 16	
<b>y<sup>x</sup></b>	090- 14	Calculates $(1 + i / 100)^{-n}$ .
<b>STO</b> 7	091- 44 7	
1	092- 1	
<b>x<math>\rightleftharpoons</math>y</b>	093- 34	
<b>-</b>	094- 30	Calculates $1 - (1 + i / 100)^{-n}$ .

Keystrokes	Display	
<b>g</b> <b>x=0</b>	095-	43 20 Tests $i = 0$ or $n = 0$ .
<b>GTO</b> 0	096-	22 0
<b>RCL</b> <b>x</b> 0	097-	45,20, 0
<b>RCL</b> 4	098-	45 4
<b>RCL</b> <b>÷</b> 8	099-	45,10, 8
<b>x</b>	100-	20
<b>g</b> <b>F?</b> 1	101-	43, 6, 1 Tests flag 1 set.
<b>g</b> <b>RTN</b>	102-	43 32
<b>RCL</b> <b>+</b> 3	103-	45,40, 3 <b>SOLVE</b> subroutine continues.
<b>f</b> <b>LBL</b> 2	104-	42,21, 2
<b>RCL</b> 5	105-	45 5
<b>RCL</b> <b>x</b> 7	106-	45,20, 7 Calculates $FV(1 + i / 100)^{-n}$ .
<b>+</b>	107-	40
<b>g</b> <b>RTN</b>	108-	43 32 <b>SOLVE</b> subroutine ends.

Labels used: A, B, C, D, E, 0, 1, 2, 3, and 4.

Registers used:  $R_0$  (A),  $R_1$  (n),  $R_2$  (i),  $R_3$  (PV),  $R_4$  (PMT),  $R_5$  (FV),  $R_6$ ,  $R_7$ , and  $R_8$ .

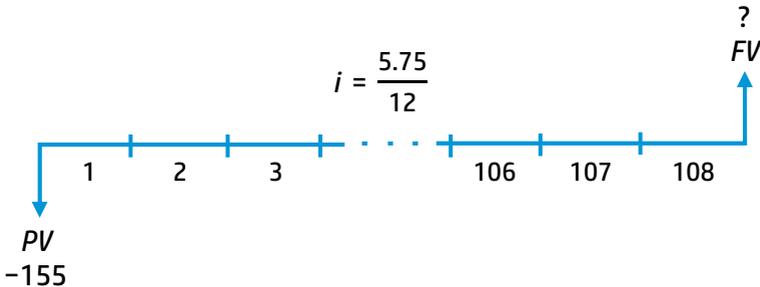
To use the program:

1. Press 8 **f** **DIM** **(i)** to reserve  $R_0$  through  $R_8$ .
2. Press **f** **USER** to activate User mode.
3. If necessary, press **f** **CLEAR** **REG** to clear all of the financial variables. You don't need to clear the registers if you intend to specify all of the values.
4. Set flag 0 according to how payments are to be figured:
  - Press **g** **CF** 0 for payments at the end of the period.
  - Press **g** **SF** 0 for payments at the beginning of the period.
5. Enter the known values of the financial variables:
  - To enter  $n$ , key in the value and press **A**.
  - To enter  $i$ , key in the value and press **B**.

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- To enter *PV*, key in the value and press **C**.
  - To enter *PMT*, key in the value and press **D**.
  - To enter *FV*, key in the value and press **E**.
6. Calculate the unknown value:
- To calculate *n*, press **A** **R/S**.
  - To calculate *i*, press **B** **R/S**.
  - To calculate *PV*, press **C** **R/S**.
  - To calculate *PMT*, press **D** **R/S**.
  - To calculate *FV*, press **E** **R/S**.
7. To solve another problem, repeat steps 3 through 6 as needed. Be sure that any variable not to be used in the problem has a value of zero.

**Example:** You place \$155 in a savings account paying 5¾% compounded monthly. What sum of money can you withdraw at the end of 9 years?



#### Keystrokes

#### Display

**g** **P/R**

Run mode.

**f** **CLEAR** **REG**

Clears financial variables.

**f** **FIX** **2**

**f** **USER**

Activates User mode.

**g** **CF** **0**

Ordinary annuity.

9 **ENTER** 12 **×** **A** 108.00

Enters  $n = 9 \times 12$ .

5.75 **ENTER** 12 **÷** **B** 0.48

Enters  $i = 5.75 / 12$ .

155 **CHS** **C** -155.00

Enters  $PV = -155$  (money paid out).

**Keystrokes****E** **R/S****Display**

259.74

Calculates *FV*.

If you desire a sum of \$275, what would be the required interest rate?

**Keystrokes**275 **E****B** **R/S**12 **X****Display**

275.00

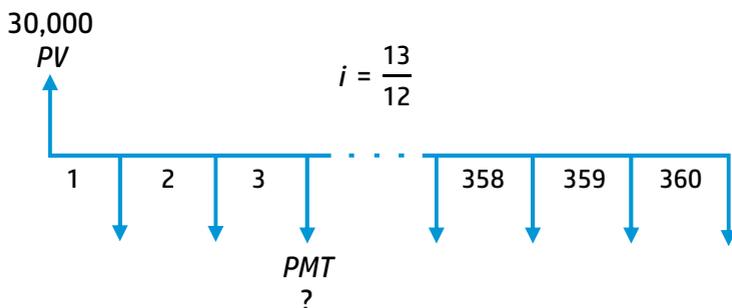
0.53

6.39

Enters *FV* = 275.Calculates *i*.

Calculates annual interest rate.

**Example:** You receive \$30,000 from the bank as a 30-year, 13% mortgage. What monthly payment must you make to the bank to fully amortize the mortgage?

**Keystrokes****f** **CLEAR** **REG**30 **ENTER** 12 **X** **A** 360.0013 **ENTER** 12 **÷** **B** 1.0830000 **C** 30,000.00**D** **R/S****Display**

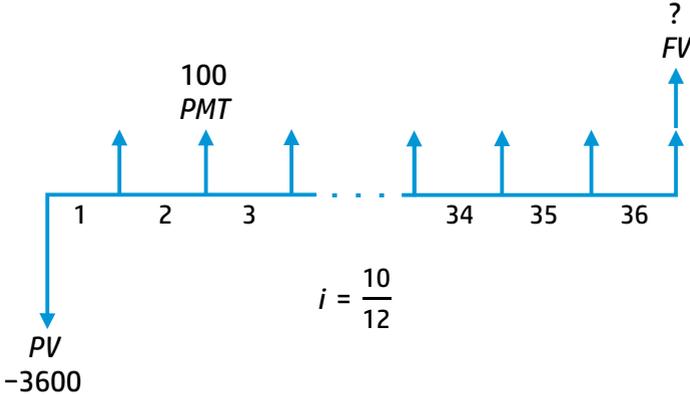
-331.86

Clears financial variables

Enters  $n = 30 \times 12$ .Enters  $i = 13 / 12$ .Enters  $PV = 30,000$ .Calculates *PMT*  
(money paid out).

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**Example:** You offer a loan of \$3,600 that is to be repaid in 36 monthly payments of \$100 with an annual interest rate of 10%. What balloon payment amount, to be paid coincident with the 36th payment, is required to pay off the loan?



#### Keystrokes

#### Display

**f** CLEAR **REG**

Clears financial variables.

36 **A**

36.00

Enters  $n = 36$ .

10 **ENTER** 12 **÷** **B**

0.83

Enters  $i = 10 / 12$ .

3600 **CHS** **C**

-3600.00

Enters  $PV = -3600$   
(money paid out).

100 **D**

100.00

Enters  $PMT = 100$   
(money received).

**E** **R/S**

675.27

Calculates  $FV$ .

The final payment is  $\$675.27 + \$100.00 = \$775.27$  because the final payment and balloon payment are due at end of the last period.

**Example:** You're collecting a \$50,000 loan at 14% annual interest over 360 months. Find the remaining balance after the 24th payment and the interest accrued between the 12th and 24th payments.

You can use the program to calculate accumulated interest and the remaining balance for loans. The accumulated interest is equal to the total payments made during that time less the principal reduction during that time. The principal reduction is the difference between the remaining balances at the start and end of the period.

First, calculate the payment on the loan.

Keystrokes	Display	
<b>f</b> CLEAR <b>REG</b>		Clears financial variables.
360 <b>A</b>	360.00	Enters $n = 360$ .
14 <b>ENTER</b> 12 <b>÷</b> <b>B</b>	1.17	Enters $i = 14 / 12$ .
50000 <b>CHS</b> <b>C</b>	-50,000.00	Enters $PV = -50,000$ .
<b>D</b> <b>R/S</b>	592.44	Calculates $PMT$ .

Now calculate the remaining balance at month 24.

Keystrokes	Display	
24 <b>A</b>	24.00	Enters $n = 24$ .
<b>E</b> <b>R/S</b>	49,749.56	Calculates $FV$ at month 24.

Store this remaining balance, then calculate the remaining balance at month 12 and the principal reduction between payments 12 and 24.

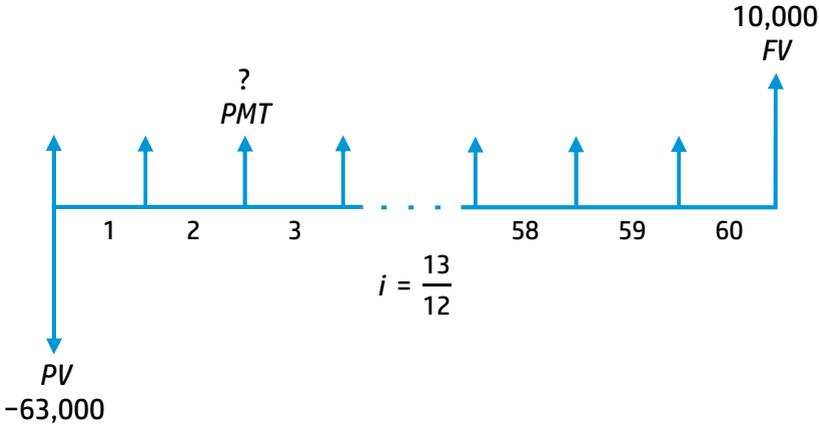
Keystrokes	Display	
<b>STO</b> <b>I</b>	49,749.56	
12 <b>A</b>	12.00	Enters $n = 12$ .
<b>E</b> <b>R/S</b>	49,883.48	Calculates $FV$ at month 12.
<b>RCL</b> <b>I</b>	49,749.56	Recalls $FV$ at month 24.
<b>-</b>	133.92	Calculates principal reduction.

The accrued interest is the value of 12 payments less the principal reduction.

Keystrokes	Display	
<b>RCL</b> 4	592.44	Recalls $PMT$ .
12 <b>×</b>	7,109.23	Calculates value of payments.
<b>x↔y</b> <b>-</b>	6,975.31	Calculates accrued interest.

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**Example:** A leasing firm is considering the purchase of a minicomputer for \$63,000 and wants to achieve a 13% annual yield by leasing the computer for a 5-year period. At the end of the lease the firm expects to sell the computer for at least \$10,000. What monthly payment should the firm charge in order to achieve a 13% yield? (Because the lease payments are due at the beginning of each month, be sure to set flag 0 to specify beginning-of-period payments.)



#### Keystrokes

#### Display

**f** CLEAR **REG**

Clears financial variables.

**g** SF 0

Specifies beginning of period payments.

5 **ENTER** 12 **×** **A** 60.00

Enters  $n = 5 \times 12$ .

13 **ENTER** 12 **÷** **B** 1.08

Enters  $i = 13 / 12$ .

63000 **CHS** **C** -63,000.00

Enters  $PV = -63,000$ .

10000 **E** 10,000.00

Enters  $FV = 10,000$ .

**D** **R/S** 1,300.16

Calculates  $PMT$ .

If the price of the computer increases to \$70,000, what should the payments be?

#### Keystrokes

#### Display

70000 **CHS** **C** -70,000.00

Enters  $PV = -70,000$ .

**D** **R/S** 1,457.73

Calculates  $PMT$ .

If the payments were increased to \$1,500, what would the yield be?

Keystrokes	Display	
1500 <b>D</b>	1,500.00	Enters $PMT = 1500$ .
<b>B</b> <b>R/S</b>	1.18	Calculates $i$ (monthly).
12 <b>X</b>	14.12	Calculates annual yield.
<b>f</b> <b>USER</b>	14.12	Deactivates User mode.

## Discounted Cash Flow Analysis

This program performs two kinds of discounted cash flow analysis: net present value ( $NPV$ ) and internal rate of return ( $IRR$ ). It calculates  $NPV$  or  $IRR$  for up to 24 groups of cash flows.

The cash flows are stored in the two-column matrix **C**. Matrix **C** has one row for each group of cash flows. In each row of **C**, the first element is the cash flow amount; the second element is the number of consecutive cash flows having that amount (the number of flows in that group). The first element of **C** must be the amount of the initial investment. The cash flows must occur at equal intervals; if no cash flow occurs for several time periods, enter 0 for the cash flow amount and the number of zero cash flows in that group.

After all the cash flows have been stored in matrix **C**, you can enter an assumed interest rate and calculate the net present value ( $NPV$ ) of the investment. Alternatively, you can calculate the internal rate of return ( $IRR$ ). The  $IRR$  is the interest rate that makes the present value of a series of cash flows equal to the initial investment. It's the interest rate that makes the  $NPV$  equal zero.  $IRR$  is also called the *yield* or *discounted rate of return*.

The fundamental equation for  $NPV$  is

$$NPV = \begin{cases} \sum_{j=1}^k CF_j \left( \frac{1 - (1 + \frac{i}{100})^{-n_j}}{i/100} \right) (1 + i/100)^{-\sum_{l < j} n_l} & \text{for } i > -100 \\ & i \neq 0 \\ \sum_{j=1}^k CF_j n_j & \text{for } i = 0 \end{cases}$$

where  $\sum_{l < j} n_l$  is defined as  $-1$ .

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The program uses the convention that money received is entered and displayed as a positive number, and that money paid out is entered and displayed as a negative number.

The program has the following characteristics:

- The cash flow sequence (including the initial investment) must contain both a positive flow and a negative flow. That is, there must be at least one sign change.
- Cash flows with multiple sign changes may have more than one solution. This program may find one solution, but it has no way of indicating other possibilities.
- The *IRR* calculation may take several seconds (5 or more) depending of the number of cash flow entries.
- The program displays **Error 4** if it is unable to find a solution for *IRR* or if the yield  $i \leq -100\%$  in the *NPV* calculation.

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	<i>NPV</i> routine.
<b>EEX</b>	002- 26	
2	003- 2	
<b>÷</b>	004- 10	Calculates <i>IRR</i> / 100.
<b>GSB</b> 2	005- 32 2	
<b>R/S</b>	006- 31	
<b>f</b> <b>LBL</b> <b>B</b>	007-42, 21, 12	<i>IRR</i> routine.
1	008- 1	
<b>ENTER</b>	009- 36	
<b>EEX</b>	010- 26	
<b>CHS</b>	011- 16	
3	012- 3	
<b>f</b> <b>SOLVE</b> 2	013-42, 10, 2	
<b>GTO</b> 1	014- 22 1	
<b>GTO</b> 0	015- 22 0	Branch for no <i>IRR</i> solution.
<b>f</b> <b>LBL</b> 1	016-42, 21, 1	
<b>EEX</b>	017- 26	
2	018- 2	
<b>x</b>	019- 20	

**Keystrokes**

**R/S**  
**f** **LBL** 2  
**g** **CF** 0  
**STO** 2  
 1  
**STO** 4  
**+**  
**g** **TEST** 4  
**GTO** 0  
**STO** 3  
 0  
**STO** 5  
**f** **MATRIX** 1  
**f** **LBL** 3  
**g** **F?** 0  
**GTO** 7  
**GSB** 6  
**RCL** 2  
**g** **x=0**  
**GTO** 4  
 1  
**+**  
**GSB** 6  
**CHS**  
 $y^x$   
**STO** 4  
 1  
 $x \rightrightarrows y$   
**-**  
**RCL**  $\div$  2  
**RCL**  $\times$  3  
**GTO** 5  
**f** **LBL** 4  
 $x \rightrightarrows y$   
**GSB** 6  
**f** **LBL** 5  
**x**

**Display**

020- 31  
 021-42,21, 2 Calculates NPV.  
 022-43, 5, 0  
 023- 44 2  
 024- 1  
 025- 44 4  
 026- 40 Calculates  $1 + IRR / 100$ .  
 027-43,30, 4 Tests  $IRR \leq -100$ .  
 028- 22 0 Branch for  $IRR \leq -100$ .  
 029- 44 3  
 030- 0  
 031- 44 5  
 032-42,16, 1  
 033-42,21, 3  
 034-43, 6, 0 Tests if all flows used.  
 035- 22 7 Branch for all flows used.  
 036- 32 6  
 037- 45 2  
 038- 43 20 Tests  $IRR = 0$ .  
 039- 22 4 Branch for  $IRR = 0$ .  
 040- 1  
 041- 40  
 042- 32 6  
 043- 16  
 044- 14  
 045- 44 4  
 046- 1  
 047- 34  
 048- 30  
 049-45,10, 2  
 050-45,20, 3  
 051- 22 5  
 052-42,21, 4  
 053- 34  
 054- 32 6  
 055-42,21, 5  
 056- 20

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Keystrokes	Display	
<b>STO</b> <b>+</b> 5	057-44,40, 5	
<b>RCL</b> 4	058- 45 4	
<b>STO</b> <b>×</b> 3	059-44,20, 3	
<b>GTO</b> 3	060- 22 3	
<b>f</b> <b>LBL</b> 6	061-42,21, 6	Recalls cash flow element.
<b>f</b> <b>USER</b> <b>RCL</b> <b>C</b>	062u 45 13	
<b>f</b> <b>USER</b>		
<b>g</b> <b>RTN</b>	063- 43 32	
<b>g</b> <b>SF</b> 0	064-43, 4, 0	Sets flag 0 if last element.
<b>g</b> <b>RTN</b>	065- 43 32	
<b>f</b> <b>LBL</b> 7	066-42,21, 7	
<b>RCL</b> 5	067- 45 5	Recalls <i>NPV</i> .
<b>g</b> <b>RTN</b>	068- 43 32	

Labels used: A, B, and 0 through 7.

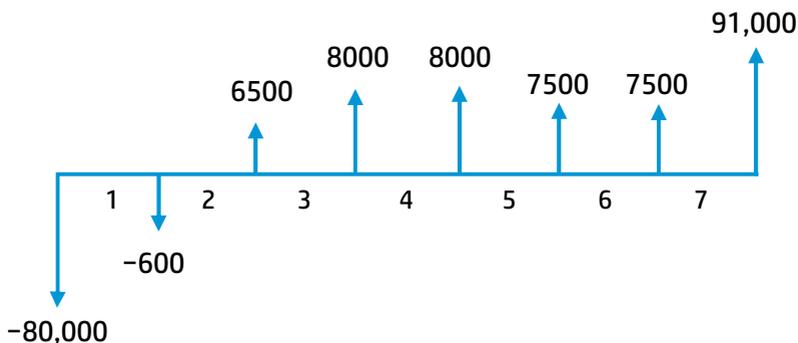
Registers used:  $R_0$  through  $R_5$ .

Matrix used: **C**.

To use the discounted cash flow analysis program:

1. Press 5 **f** **DIM** **(i)** to allocate registers  $R_0$  through  $R_5$ .
2. Press **f** **USER** to activate User mode (unless it's already active).
3. Key in the number of cash flow groups, then press **ENTER** 2 **f** **DIM** **C** to dimension matrix **C**.
4. Press **f** **MATRIX** 1 to set the row and column numbers to 1.
5. For each cash flow group:
  - a. Key in the amount and press **STO** **C**, then
  - b. Key in the number of occurrences and press **STO** **C**.
6. Calculate the desired parameter:
  - To calculate *IRR*, press **B**.
  - To calculate *NPV*, enter periodic interest rate  $i$  in percent and press **A**. Repeat for as many interest rates as needed.
7. Repeat steps 3 through 6 for other sets of cash flows.

**Example:** An investor pays \$80,000 for a duplex that he intends to sell after 7 years. He must spend some money the first year for repairs. At the end of the seventh year the duplex is sold for \$91,000. Will he achieve a desired 9% after-tax yield with the following after-tax cash flows?



**Keystrokes**

**Display**

<b>g</b> <b>P/R</b>		Run mode.
<b>f</b> <b>FIX</b> 2		
5 <b>f</b> <b>DIM</b> (i)	5.00	Reserve registers R <sub>0</sub> through R <sub>5</sub> .
6 <b>ENTER</b> 2	2	
<b>f</b> <b>DIM</b> <b>C</b>	2.00	
<b>f</b> <b>MATRIX</b> 1	2.00	
<b>f</b> <b>USER</b>	2.00	Activates User mode.
80000 <b>CHS</b> <b>STO</b> <b>C</b>	-80,000.00	Initial investment.
1 <b>STO</b> <b>C</b>	1.00	
600 <b>CHS</b> <b>STO</b> <b>C</b>	-600.00	
1 <b>STO</b> <b>C</b>	1.00	
6500 <b>STO</b> <b>C</b>	6,500.00	
1 <b>STO</b> <b>C</b>	1.00	
8000 <b>STO</b> <b>C</b>	8,000.00	
2 <b>STO</b> <b>C</b>	2.00	
7500 <b>STO</b> <b>C</b>	7,500.00	
2 <b>STO</b> <b>C</b>	2.00	
91000 <b>STO</b> <b>C</b>	91,000.00	
1 <b>STO</b> <b>C</b>	1.00	
9	9	Enters assumed yield.
<b>A</b>	-4,108.06	<i>NPV</i> .

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Since the *NPV* is negative, the investment does not achieve the desired 9% yield. Calculate the *IRR*.

#### Keystrokes

#### Display

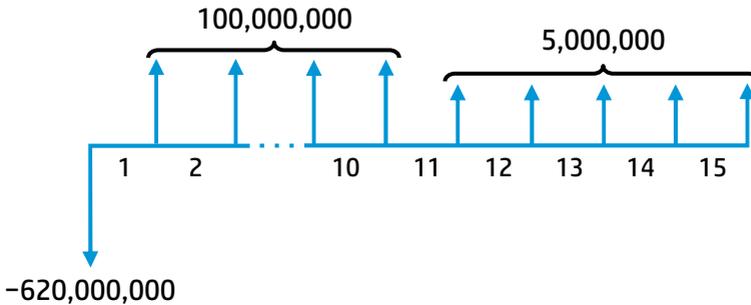
**B**

8.04

*IRR* (after about 5 seconds).

The *IRR* is less than the desired 9% yield.

**Example:** An investment of \$620,000,000 is expected to have an annual income stream for the next 15 years as shown in the diagram.



What is the expected rate of return?

#### Keystrokes

#### Display

3 **ENTER** 2

2

**f** **DIM** **C**

2.00

**f** **MATRIX** 1

2.00

620000000 **CHS**

-620,000,000

**STO** **C**

-620,000,000.0

1 **STO** **C**

1.00

100000000 **STO** **C**

100,000,000.0

10 **STO** **C**

10.00

5000000 **STO** **C**

5,000,000.00

5 **STO** **C**

5.00

**B**

10.06

*IRR*.

**f** **FIX** 4

10.0649

**f** **USER**

10.0649

Deactivates User mode.

## Section 2

# Working With $\int_y^x$

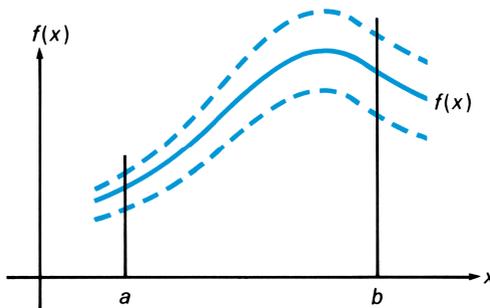
The HP 15c gives you the ability to perform numerical integration using  $\int_y^x$ . This section shows you how to use  $\int_y^x$  effectively and describes techniques that enable you to handle difficult integrals.

### Numerical Integration Using $\int_y^x$

A calculator using numerical integration can almost never calculate an integral precisely. But the  $\int_y^x$  function asks you in a convenient way to specify how much error is tolerable. It asks you to set the display format according to how many figures are accurate in the integrand  $f(x)$ . In effect, you specify the width of a ribbon drawn around the graph of  $f(x)$ . The integral estimated by  $\int_y^x$  corresponds to the area under some unspecified graph lying entirely within the ribbon. Of course, this estimate could vary by as much as the area of the ribbon, so  $\int_y^x$  estimates this area too. If  $I$  is the desired integral, then

$$I = \left( \begin{array}{l} \text{area under a graph} \\ \text{drawn in the ribbon} \end{array} \right) \pm \left( \begin{array}{l} \frac{1}{2} \text{ area of} \\ \text{the ribbon} \end{array} \right)$$

The HP 15c places the first area estimate in the X-register and the second—the uncertainty—in the Y-register.



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For example,  $f(x)$  might represent a physical effect whose magnitude can be determined only to within  $\pm 0.005$ . Then the value calculated as  $f(x)$  has an uncertainty of 0.005. A display setting of **FIX** 2 tells the calculator that decimal digits beyond the second can't matter. The calculator need not waste time estimating the integral with unwarranted precision. Instead, the calculator can more quickly give you a fair idea of the range of values within which the integral must lie.

The HP 15c doesn't prevent you from declaring that  $f(x)$  is far more accurate than it really is. You can specify the display setting after a careful error analysis, or you can just offer a guess. You may leave the display set to **SCI** 4 or **FIX** 4 without much further thought. You will get an estimate of the integral and its uncertainty, enabling you to interpret the result more intelligently than if you got the answer with no idea of its accuracy or inaccuracy.

The  $\int \frac{x}{y}$  algorithm uses a Romberg method for accumulating the value of the integral. Several refinements make it more effective.

Instead of using uniformly spaced samples, which can induce a kind of resonance or aliasing that produces misleading results when the integrand is periodic  $\int \frac{x}{y}$  uses samples that are spaced nonuniformly. Their spacing can be demonstrated by substituting, say,

$$x = \frac{3}{2}u - \frac{1}{2}u^3$$

into

$$I = \int_{-1}^1 f(x) dx = \int_{-1}^1 f\left(\frac{3}{2}u - \frac{1}{2}u^3\right) \frac{3}{2}(1 - u^2) du$$

and sampling  $u$  uniformly. Besides suppressing resonance, the substitution has two more benefits. First, no sample need be drawn from either end of the interval of integration (except when the interval is so narrow that no other possibilities are available). As a result, an integral like

$$\int_0^3 \frac{\sin x}{x} dx$$

won't be interrupted by division by zero at an endpoint. Second,  can integrate functions that behave like  $\sqrt{|x-a|}$ , whose slope is infinite at an endpoint. Such functions are encountered when calculating the area enclosed by a smooth, closed curve.

Another refinement is that  uses extended precision, 13 significant digits, to accumulate the internal sums. This allows thousands of samples to be accumulated, if necessary, without losing to roundoff any more information than is lost within your function subroutine.

## Accuracy of the Function to be Integrated

The accuracy of an integral calculated using  depends on the accuracy of the function calculated by your subroutine. This accuracy, which you specify using the display format, depends primarily on three considerations:

- The accuracy of empirical constants in the function.
- The degree to which the function may accurately describe a physical situation.
- The extent of round-off error in the internal calculations of the calculator.

## Functions Related to Physical Situations

Functions like  $\cos(4\theta - \sin \theta)$  are *pure mathematical functions*. In this context, this means that the functions do not contain any empirical constants, and neither the variables nor the limits of integration represent actual physical quantities. For such functions, you can specify as many digits as you want in the display format (up to nine) to achieve the desired degree of accuracy in the integral.\* All you need to consider is the trade-off between the accuracy and calculation time.

---

\* Provided that  $f(x)$  is still calculated accurately, despite round-off error, to the number of digits shown in the display.

There are additional considerations, however, when you're integrating functions relating to an actual physical situation. Basically, with such functions you should ask yourself *whether the accuracy you would like in the integral is justified by the accuracy in the function*. For example, if the function contains empirical constants that are specified to only, say, three significant digits, it might not make sense to specify more than three digits in the display format.

Another important consideration—and one which is more subtle and therefore more easily overlooked—is that nearly every function relating to a physical situation is *inherently inaccurate to a certain degree*, because it is only a mathematical *model* of an actual process or event. A mathematical model is itself an *approximation* that ignores the effects of known or unknown factors which are insignificant to the degree that the results are still useful.

An example of a mathematical model is the *normal distribution function*

$$\int_{-\infty}^t \frac{e^{-(x-\mu)^2 / 2\sigma^2}}{\sigma\sqrt{2\pi}} dx$$

which has been found to be useful in deriving information concerning physical measurements on living organisms, product dimensions, average temperatures, etc. Such mathematical descriptions typically are either derived from theoretical considerations or inferred from experimental data. To be practically useful, they are constructed with certain assumptions, such as ignoring the effects of relatively insignificant factors. For example, the accuracy of results obtained using the normal distribution function as a model of the distribution of certain quantities depends on the size of the population being studied. And the accuracy of results obtained from the equation  $s = s_0 - \frac{1}{2}gt^2$ , which gives the height of a falling body, ignores the variation with altitude of  $g$ , the acceleration of gravity.

Thus, mathematical descriptions of the physical world can provide results of only limited accuracy. If you calculated an integral with an apparent accuracy beyond that with which the model describes the actual behavior of the process or event, you would not be justified in using the calculated value to the full apparent accuracy.

## Round-Off Error in Internal Calculations

With any computational device—including the HP 15c—calculated results must be “rounded off” to a finite number of digits (10 digits in the HP 15c). Because of this *round-off error*, calculated results—especially results of evaluating a function that contains several mathematical operations—may not be accurate to all 10 digits that can be displayed. Note that round-off error affects the evaluation of *any* mathematical expression, not just the evaluation of a function to be integrated using . (Refer to the appendix for additional information.)

If  $f(x)$  is a function relating to a physical situation, its inaccuracy due to round-off typically is insignificant compared to the inaccuracy due to empirical constants, etc. If  $f(x)$  is what we have called a pure mathematical function, its accuracy is limited only by round-off error. Generally, it would require a complicated analysis to determine precisely how many digits of a calculated function might be affected by round-off. In practice, its effects are typically (and adequately) determined through experience rather than analysis.

In certain situations, round-off error can cause peculiar results, particularly if you should compare the results of calculating integrals that are equivalent mathematically but differ by a transformation of variables. However, you are unlikely to encounter such situations in typical applications.

## Shortening Calculation Time

The time required for  to calculate an integral depends on how soon a certain density of sample points is achieved in the region where the function is interesting. The calculation of the integral of any function will be prolonged if the interval of integration includes mostly regions where the function is not interesting. Fortunately, if you must calculate such an integral, you can modify the problem so that the calculation time is reduced. Two such techniques are subdividing the interval of integration and transformation of variables.

## Subdividing the Interval of Integration

In regions where the slope of  $f(x)$  is varying appreciably, a high density of sample points is necessary to provide an approximation that changes insignificantly from one iteration to the next. However, in regions where the slope of the function stays nearly constant, a high density of sample points is not necessary. This is because evaluating the function at additional sample points would not yield much new information about the function, so it would not dramatically affect the disparity between successive approximations. Consequently, in such regions an approximation of comparable accuracy could be achieved with substantially fewer sample points: so much of the time spent evaluating the function in these regions is wasted. When integrating such functions, you can save time by using the following procedure:

1. Divide the interval of integration into subintervals over which the function is interesting and subintervals over which the function is uninteresting.
2. Over the subintervals where the function is interesting, calculate the integral in the display format corresponding to the accuracy you would like overall.
3. Over the subintervals where the function either is not interesting or contributes negligibly to the integral, calculate the integral with less accuracy, that is, in a display format specifying fewer digits.
4. To get the integral over the entire interval of integration, add together the approximations and their uncertainties from the integrals calculated over each subinterval. You can do this easily using the  $\Sigma+$  key.

Before subdividing the integration, check whether the calculator underflows when evaluating the function around the upper (or lower) limit of integration.\* Since there is no reason to evaluate the function at values of  $x$  for which the calculator underflows, in some cases the upper limit of integration can be reduced, saving considerable calculation time.

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\* When the calculation of any quantity would result in a number less than  $10^{-99}$ , the result is replaced by zero. This condition is known as underflow.

Remember that once you have keyed in the subroutine that evaluates  $f(x)$ , you can calculate  $f(x)$  for any value of  $x$  by keying that value into the X-register and pressing **ENTER** **ENTER** **ENTER** **GSB** followed by the label of the subroutine.

If the calculator underflows at the upper limit of integration, try smaller numbers until you get closer to the point where the calculator no longer underflows

For example, consider the approximation of

$$\int_0^{\infty} xe^{-x} dx.$$

Key in a subroutine that evaluates  $f(x) = xe^{-x}$ .

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> 1	001-42, 21, 1	
<b>CHS</b>	002- 16	
<b>e<sup>x</sup></b>	003- 12	
<b>x</b>	004- 20	
<b>g</b> <b>RTN</b>	005- 43 32	

Set the calculator to Run mode and set the display format to **SCI** 3. Then try several values of  $x$  to find where the calculator underflows for your function.

Keystrokes	Display		
<b>g</b> <b>P/R</b>			Run mode.
<b>f</b> <b>SCI</b> 3			Sets format to <b>SCI</b> 3.
<b>EEX</b> 3	1	03	Keys 1000 into X-register
<b>ENTER</b> <b>ENTER</b>	1.000	03	Fills the stack with x.
<b>ENTER</b>			
<b>GSB</b> 1	0.000	00	Calculator underflows at $x = 1000$ .
300 <b>ENTER</b>	3.000	02	Tries a smaller value of x.
<b>ENTER</b> <b>ENTER</b>	3.000	02	
<b>GSB</b> 1	0.000	00	Calculator still underflows.
200 <b>ENTER</b>	2.000	00	Try a smaller value of x.

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Keystrokes	Display		
<b>ENTER</b> <b>ENTER</b>	2.000	02	
<b>GSB</b> 1	2.768	-85	Calculator doesn't underflow at $x = 200$ ; try a number between 200 and 250.
225 <b>ENTER</b>	2.250	02	
<b>ENTER</b> <b>ENTER</b>	2.250	02	
<b>GSB</b> 1	4.324	-96	Calculator is close to underflow.

At this point, you can use **SOLVE** to pinpoint the smallest value of  $x$  at which the calculator underflows.

Keystrokes	Display		
<b>R</b> ↓	2.250	02	Roll down stack until the last value tried is in the X- and Y-registers.
<b>f</b> <b>SOLVE</b> 1	2.280	02	The minimum value of $x$ at which the calculator underflows is about 228.

You've now determined that you need integrate only from 0 to 228. Since the integrand is interesting only for values of  $x$  less than 10, divide the interval of integration there. The problem has now become:

$$\int_0^{\infty} xe^{-x} dx \approx \int_0^{228} xe^{-x} dx = \int_0^{10} xe^{-x} dx + \int_{10}^{228} xe^{-x} dx.$$

Keystrokes	Display		
7 <b>f</b> <b>DIM</b> <b>(i)</b>	7.000	00	Allocates statistical storage registers.
<b>f</b> <b>CLEAR</b> <b>Σ</b>	0.000	00	Clears statistical storage registers.
0 <b>ENTER</b>	0.000	00	Keys in lower limit of integration over first subinterval.
10	10		Keys in upper limit of integration over first subinterval.

Keystrokes	Display		
  1	9.995	-01	Integral over (0, 10) calculated in  3.
	1.000	00	Sum approximation and its uncertainty in registers R <sub>3</sub> and R <sub>5</sub> .
	1.841	-04	Uncertainty of approximation.
 	1.000	01	Roll down stack until upper limit of first integral appears in X-register.
228	228		Keys upper limit of second integral into X-register. Upper limit of first integral is lifted into Y-register, becoming lower limit of second integral.
  0	2.	02	Specifies  0 display format for quick calculation over (10, 228). If the uncertainty of the approximation turns out not to be accurate enough, you can repeat the approximation in a display format specifying more digits.
  1	5.	-04	Integral over (10, 228) calculated in  0.
  3	5.328	-04	Changes display format back to  3.
	7.568	-05	Checks uncertainty of approximation. Since it is less than the uncertainty of the approximation over the first subinterval,  0 yielded an approximation of sufficient accuracy.

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### Keystrokes

### Display

$\boxed{X} \boxed{\rightarrow} \boxed{Y}$

5 . 328

-04

Returns approximation and its uncertainty to the X- and Y-registers, respectively, before summing them in statistical storage registers.

$\boxed{\Sigma+}$

2 . 000

00

Sums approximation and its uncertainty.

$\boxed{RCL}$

$\boxed{\Sigma+}$

1 . 000

00

Integral over total interval (0, 228) (recalled from  $R_3$ ).

$\boxed{X} \boxed{\leftarrow} \boxed{Y}$

2 . 598

-04

Uncertainty of integral (from  $R_5$ ).

## Transformation of Variables

In many problems where the function changes very slowly over most of a very wide interval of integration, a suitable transformation of variables may decrease the time required to calculate the integral.

For example, consider again the integral

$$\int_0^{\infty} x e^{-x} dx.$$

Let

$$e^{-x} = u^3.$$

Then

$$x = -3 \ln u$$

and

$$dx = -3 \frac{du}{u}.$$

Substituting,

$$\begin{aligned} \int_0^{\infty} x e^{-x} dx &= \int_{e^{-0}}^{e^{-\infty}} (-3 \ln u)(u^3) \left(-3 \frac{du}{u}\right) \\ &= \int_1^0 9u^2 \ln u \, du. \end{aligned}$$

Key in a subroutine that evaluates the function  $f(u) = 9u^2 \ln u$ .

Keystrokes	Display	
 	000-	Program mode.
  3	001-42,21, 3	
 	002- 43 12	
	003- 34	
 	004- 43 11	
	005- 20	
9	006- 9	
	007- 20	
 	008- 43 32	

Key in the limits of integration, then press   3 to calculate the integral.

Keystrokes	Display	
 		Run mode.
1 	1.000 00	Keys in lower limit of integration.
0	0	Keys in upper limit of integration.
  3	1.000 00	Approximation to equivalent integral.
	3.020 -04	Uncertainty of approximation.

The approximation agrees with the value calculated in the previous problem for the same integral.

## Evaluating Difficult Integrals

Certain conditions can prolong the time required to evaluate an integral or can cause inaccurate results. As discussed in the *HP 15c Owner's Handbook*, these conditions are related to the nature of the integrand over the interval of integration.

One class of integrals that are difficult to calculate is improper integrals. An improper integral is one that involves  $\infty$  in at least one of the following ways:

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- One or both limits of integration are  $\pm\infty$ , such as

$$\int_{-\infty}^{\infty} e^{-u^2} du = \sqrt{\pi}.$$

- The integrand tends to  $\pm\infty$  someplace in the range of integration, such as

$$\int_0^1 \ln(u) du = 1.$$

- The integrand oscillates infinitely rapidly somewhere in the range of integration, such as

$$\int_0^1 \cos(\ln u) du = 1/2.$$

Equally troublesome are nearly improper integrals, which are characterized by

- The integrand or its first derivative or its first derivative changes wildly within a relatively narrow subinterval of the range of integration, or oscillates frequently across that range.

The HP 15c attempts to deal with certain of the second type of improper integral by usually not sampling the integrand at the limits of integration.

Because improper and nearly improper integrals are not uncommon in practice, you should recognize them and take measures to evaluate them accurately. The following examples illustrate techniques that are helpful.

Consider the integrand

$$f(x) = \frac{\sqrt{-2 \ln \cos(x^2)}}{x^2}.$$

This function loses its accuracy when  $x$  becomes small. This is caused by rounding  $\cos(x^2)$  to 1, which drops information about how small  $x$  is. But by using  $u = \cos(x^2)$ , you can evaluate the integrand as

$$f(x) = \begin{cases} 1 & \text{if } u = 1 \\ \frac{\sqrt{-2 \ln u}}{\cos^{-1} u} & \text{if } u \neq 1. \end{cases}$$

Although the branch for  $u = 1$  adds four steps to your subroutine, integration near  $x = 0$  becomes more accurate.

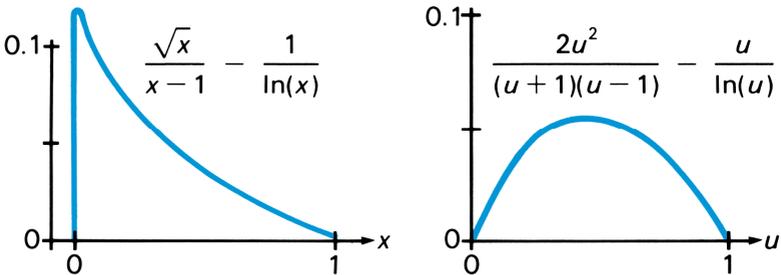
As a second example, consider the integral

$$\int_0^1 \left( \frac{\sqrt{x}}{x-1} - \frac{1}{\ln x} \right) dx.$$

The derivative of the integrand approaches  $\infty$  as  $x$  approaches 0, as shown in the illustration below. By substituting  $x = u^2$ , the function becomes more well behaved, as shown in the second illustration. This integral is easily evaluated:

$$\int_0^1 \left( \frac{2u^2}{(u+1)(u-1)} - \frac{u}{\ln u} \right) du.$$

Don't replace  $(u+1)(u-1)$  by  $(u^2-1)$  because as  $u$  approaches 1, the second expression loses to roundoff half of its significant digits and introduces to the integrand's graph a spike near  $u = 1$ .



As another example, consider a function whose graph has a long tail that stretches out many, many times as far as the main “body” (where the graph is interesting)—a function like

$$f(x) = e^{-x^2} \quad \text{or} \quad g(x) = \frac{1}{x^2 + 10^{-10}}.$$

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Thin tails, like that of  $f(x)$ , can be truncated without greatly degrading the accuracy or speed of integration. But  $g(x)$  has too wide a tail to ignore when calculating

$$\int_{-t}^t g(x) dx$$

if  $t$  is large.

For such functions, a substitution like  $x = a + b \tan u$  works well, where  $a$  lies within the graph's main "body" and  $b$  is roughly its width. Doing this for  $f(x)$  from above with  $a = 0$  and  $b = 1$  gives

$$\int_0^t f(x) dx = \int_0^{\tan^{-1} t} e^{-\tan^2 u} (1 + \tan^2 u) du,$$

which is calculated readily even with  $t$  as large as  $10^{10}$ . Using the same substitution with  $g(x)$ , values near  $a = 0$  and  $b = 10^{-5}$  provide good results.

This example involves subdividing the interval of integration. Although a function may have features that look extreme over the entire interval of integration, over portions of that interval the function may look more well-behaved. Subdividing the interval of integration works best when combined with appropriate substitutions. Consider the integral

$$\begin{aligned} \int_0^\infty \frac{dx}{1+x^{64}} &= \int_0^1 \frac{dx}{1+x^{64}} + \int_1^\infty \frac{dx}{1+x^{64}} \\ &= \int_0^1 \frac{dx}{1+x^{64}} + \int_0^1 \frac{u^{62} du}{u^{64} + 1} \\ &= \int_0^1 \frac{(1+x^{62}) dx}{1+x^{64}} \\ &= 1 + \int_0^1 \frac{(x^{62} - x^{64}) dx}{1+x^{64}} \\ &= 1 + \frac{1}{8} \int_0^1 \frac{(1-v^{1/4}) v^{55/8} dv}{1+v^8} \end{aligned}$$

These steps use the substitutions  $x = 1/u$  and  $x = v^{1/8}$  and some algebraic manipulation. Although the original integral is improper, the last integral is easily handled by . In fact, by separating the constant term from the integral, you obtain (using ) an answer with 13 significant digits:

$$1.000401708155 \pm 1.2 \times 10^{-12}.$$

A final example drawn from real life involves the electrostatic field about an ellipsoidal probe with principal semiaxes  $a$ ,  $b$ , and  $c$ :

$$V = \int_0^\infty \frac{dx}{(a^2 + x)\sqrt{(a^2 + x)(b^2 + x)(c^2 + x)}}$$

for  $a = 100$ ,  $b = 2$ , and  $c = 1$ .\*

Transform this improper integral to a proper one by substituting  $x = (a^2 - c^2)/(1 - u^2) - a^2$ :

$$V = p \int_r^1 \sqrt{(1 - u^2)/(u^2 + q)} du$$

where

$$p = 2 / ((a^2 - c^2) \sqrt{a^2 - b^2}) = 2.00060018 \times 10^{-6}$$

$$q = (b^2 - c^2) / (a^2 - b^2) = 3.001200480 \times 10^{-3}$$

$$r = c/a = 0.01.$$

However, this integral is nearly improper because  $q$  and  $r$  are both so nearly zero. But by using an integral in closed form that sufficiently resembles the troublesome part of  $V$ , the difficulty can be avoided. Try

$$\begin{aligned} W &= p \int_r^1 \frac{du}{\sqrt{u^2 + q}} = p \ln(u + \sqrt{u^2 + q}) \Big|_r^1 \\ &= p \ln\left(\frac{1 + \sqrt{1 + q}}{r + \sqrt{r^2 + q}}\right) \\ &= 8.40181880708 \times 10^{-6}. \end{aligned}$$

Then

$$\begin{aligned} V &= W + p \int_r^1 \sqrt{\frac{1 - u^2}{u^2 + q}} - \frac{1}{\sqrt{u^2 + q}} du \\ &= p \int_r^1 \left( \frac{W/p}{1 - r} - \frac{u^2}{(1 + \sqrt{1 - u^2})\sqrt{u^2 + q}} \right) du. \end{aligned}$$

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\* From Stratton, J.A., *Electromagnetic Theory*, McGraw-Hill, New York, 1941, pp. 201–217.

The HP 15c readily handles this integral. Don't worry about  $\sqrt{1-u^2}$  as  $u$  approaches 1 because the figures lost to roundoff aren't needed.

## Application

The following program calculates the values of four special functions for any argument  $x$ :

$$P(x) = \frac{1}{2\pi} \int_{-\infty}^x e^{-t^2/2} dt \quad \text{(normal distribution function)}$$

$$Q(x) = 1 - P(x) = \frac{1}{2\pi} \int_x^{\infty} e^{-t^2/2} dt \quad \text{(complementary normal distribution function)}$$

$$\operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt \quad \text{(error function)}$$

$$\operatorname{erfc}(x) = 1 - \operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_x^{\infty} e^{-t^2} dt \quad \text{(complementary error function)}$$

The program calculates these functions using the transformation  $u = e^{-t^2}$  whenever  $|x| > 1.6$ .

The function value is returned in the X-register, and the uncertainty of the *integral* is returned in the Y-register. (The uncertainty of the *function* value is approximately the same order of magnitude as the number in the Y-register.) The original argument is available in register R<sub>0</sub>.

The program has the following characteristics:

- The display format specifies the accuracy of the integrand in the same way as it does for  itself. However, if you specify an unnecessarily large number of display digits, the calculation will be prolonged.
- Small function values, such as  $Q(20)$ ,  $P(-20)$ , and  $\operatorname{erfc}(10)$ , are accurately computed as quickly as moderate values.

**Keystrokes**  CLEAR  LBL 

STO 2

CHS

GTO 2

 LBL 

STO 2

 LBL 2

2

GSB 

RCL 2

STO 0

 RTN LBL 

1

GSB 4

 F? 1

GTO 5

1

 LBL 5

CHS

 RTN LBL 

0

 LBL 4 CF 1**Display**

000-

001-42, 32, 11

002- 44 2

003- 16

004- 22 2

005-42, 21, 12

006- 44 2

007-42, 21, 2

008- 2

009- 11

010- 10

011- 32 13

012- 2

013- 10

014- 45 2

015- 44 0

016- 33

017- 43 32

018-42, 21, 13

019- 1

020- 32 4

021-43, 6, 1

022- 22 5

023- 1

024- 30

025-42, 21, 5

026- 16

027- 43 32

028-42, 21, 15

029- 0

030-42, 21, 4

031-43, 5, 1

Program mode.

Clears program memory.

Program for P(x).

Stores x in R<sub>2</sub>.

Calculates -x.

Branches to calculate

P(x) = Q(-x).

Program for Q(x).

Stores x in R<sub>2</sub>.Calculates  $\operatorname{erfc}(x / \sqrt{2})$ .

Calculates

 $Q(x) = \frac{1}{2} \operatorname{erfc}(x / \sqrt{2})$ Stores x in R<sub>0</sub>.

Returns function value.

Program for  $\operatorname{erfc}(x)$ .

Tests flag 1 set.

Branches for flag 1 set.

Calculates  $\operatorname{erf}(x) - 1$  for  
flag 1 clear.Calculates  $\operatorname{erfc}(x)$ .

Returns function value.

Program for  $\operatorname{erf}(x)$ .Subroutine for  $\operatorname{erf}(x)$  or  
 $\operatorname{erfc}(x)$ .

Clears flag 1.

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Keystrokes	Display			
 1	032-	44	1	Stores 0 for erf(x), 1 for erfc(x).
	033-		34	
 0	034-	44	0	Calculates  x .
 	035-	43	16	
1	036-		1	Tests  x  > 1.6.
	037-		48	
6	038-		6	Branch for  x  > 1.6.
  8	039-43, 30,		8	
 6	040-	22	6	Recalls x.
0	041-		0	
 0	042-	45	0	Integrates $e^{-t^2}$ from 0 to x.
  0	043-42, 20,		0	
2	044-		2	Subroutine to divide by $\sqrt{\pi}$ .
	045-		20	
  3	046-42, 21,		3	Sets flag 1.
 	047-	43, 26		
	048-		11	Calculates $e^{-x^2}$ .
	049-		10	
 	050-	43	32	Integrates $(-\ln u)^{-1/2}$ from 0 to $e^{-x^2}$ .
  6	051-42, 21,		6	
  1	052-43, 4,		1	Divides integral by $\sqrt{\pi}$ .
0	053-		0	
 0	054-	45	0	Calculates sign of x.
 	055-	43	11	
	056-		16	Calculates sign of x.
	057-		12	
  1	058-42, 20,		1	Calculates sign of x.
 3	059-	32	3	
 0	060-	45	0	Calculates sign of x.
	061-		36	
 	062-	43	16	Calculates sign of x.
	063-		10	
	064-		20	

Keystrokes	Display			
1	065-	45	1	Recalls 1 for $\operatorname{erfc}(x)$ , 0 for $\operatorname{erf}(x)$ .
	066-	43	36	
	067-		30	
	068-		40	Adjusts integral for sign of $x$ and function.
	069-		16	
	070-	43	32	
0	071-42 , 21 ,		0	Subroutine to calculate $e^{-t^2}$ .
	072-	43	11	
	073-		16	
	074-		12	
	075-	43	32	
1	076-42 , 21 ,		1	Subroutine to calculate $(-\ln u)^{-1/2}$ .
	077-	43	20	
	078-	43	32	
	079-	43	12	
	080-		16	
	081-		11	
	082-		15	
	083-	43	32	

Labels used: A, B, C, E, 0, 1, 2, 3, 4, 5, and 6.

Registers used:  $R_0(x)$ ,  $R_1$ ,  $R_2$ .

Flag used: 1.

To use this program:

1. Enter the argument  $x$  into the display.
2. Evaluate the desired function:
  - Press to evaluate  $P(x)$ .
  - Press to evaluate  $Q(x)$ .
  - Press to evaluate  $\operatorname{erf}(x)$ .
  - Press to evaluate  $\operatorname{erfc}(x)$ .

**Example:** Calculate  $Q(20)$ ,  $P(1.234)$ , and  $\text{erf}(0.5)$  in  3 display format

<b>Keystrokes</b>	<b>Display</b>		
 			Run mode.
  3			Specifies format.
20  	2.754	-89	$Q(20)$ .
1.234  	8.914	-01	$P(1.234)$ .
.5  	5.205	-01	$\text{erf}(0.5)$ .

**Example:** For a Normally distributed random variable  $X$  with mean 2.151 and standard deviation 1.085, calculate the probability  $Pr[2 < X \leq 3]$ .

$$Pr[2 < X \leq 3] = Pr\left[\frac{2 - 2.151}{1.085} < \frac{X - \mu}{\sigma} \leq \frac{3 - 2.151}{1.085}\right]$$

$$= P\left(\frac{3 - 2.151}{1.085}\right) - P\left(\frac{2 - 2.151}{1.085}\right)$$

<b>Keystrokes</b>	<b>Display</b>		
2 	2.000	-00	
2.151 	-1.510	-01	
1.085 	-1.392	-01	
 	4.447	-01	Calculates $Pr[X \leq 2]$ .
 3	4.447	-01	Stores value.
3 	3.000	00	
2.151 	8.490	-01	
1.085 	7.825	-01	
 	7.830	-01	Calculates $Pr[X \leq 3]$ .
 3	4.447	-01	Recalls $Pr[X \leq 2]$ .
	3.384	-01	Calculates $Pr[2 < X \leq 3]$ .
  4	0.3384		

### Section 3

## Calculating in Complex Mode

Physically important problems involving real data are often solved by performing relatively simple calculations using complex numbers. This section gives important insights into complex computation and shows several examples of solving problems involving complex numbers.

### Using Complex Mode

Complex mode in the HP 15c enables you to evaluate complex-valued expressions simply. Generally, in Complex mode a mathematical expression is entered in the same manner as in the normal “real” mode. For example, consider a program that evaluates the polynomial  $P(x) = a_n x^n + \dots + a_1 x + a_0$  for the value  $x$  in the X-register. By activating Complex mode, this same program can evaluate  $P(z)$ , where  $z$  is complex. Similarly, other expressions, such as the Gamma function  $\Gamma(x)$  in the next example, can be evaluated for complex arguments in Complex mode.

**Example:** Write a program that evaluates the continued-fraction approximation

$$\ln(\Gamma(x)) = (x - 1/2)\ln x - x + a_0 + \frac{a_1}{x + \frac{a_2}{x + \frac{a_3}{x + \dots}}}$$

for the first six values of  $a$ :

$$\begin{aligned} a_0 &= 1/2 \ln(2\pi) \\ a_1 &= 1/12 \\ a_2 &= 1/30 \\ a_3 &= 53/210 \\ a_4 &= 195/371 \\ a_5 &= 1.011523068 \\ a_6 &= 1.517473649. \end{aligned}$$

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Because this approximation is valid for both real arguments and complex arguments with  $\text{Re}(z) > 0$ , this program approximates  $\ln(\Gamma(z))$  in Complex mode (for sufficiently large  $|z|$ ). When  $|z| > 4$  (and  $\text{Re}(z) > 0$ ), the approximation has about 9 or 10 accurate digits.

Enter the following program.

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
6	002- 6	
<b>STO</b> <b>I</b>	003- 44 25	Stores counter in Index register.
<b>x↔y</b>	004- 34	
<b>ENTER</b>	005- 36	
<b>ENTER</b>	006- 36	
<b>ENTER</b>	007- 36	Fills stack with z.
<b>RCL</b> 6	008- 45 6	Recalls $a_6$ .
<b>f</b> <b>LBL</b> 1	009-42, 21, 1	Loop for continued fraction.
<b>+</b>	010- 40	
<b>RCL</b> <b>(i)</b>	011- 45 24	Recalls $a_i$ .
<b>x↔y</b>	012- 34	Restores z.
<b>÷</b>	013- 10	
<b>f</b> <b>DSE</b> <b>I</b>	014-42, 5, 25	Decrements counter.
<b>GTO</b> 1	015- 22 1	
<b>RCL</b> 0	016- 45 0	Recalls $a_0$ .
<b>+</b>	017- 40	
<b>x↔y</b>	018- 34	Restores z.
<b>-</b>	019- 30	
<b>g</b> <b>LSTX</b>	020- 43 36	Recalls z.
<b>g</b> <b>LN</b>	021- 43 12	Calculates $\ln(z)$ .
<b>g</b> <b>LSTX</b>	022- 43 36	Recalls z.
<b>•</b>	023- 48	
<b>5</b>	024- 5	

**Keystrokes**

-

x

+

g RTN

**Display**025- 30 Calculates  $z - 1/2$ .

026- 20

027- 40 Calculates  $\ln(\Gamma(z))$ .

028- 43 32

Store the constants in registers  $R_0$  through  $R_6$  in order according to their subscripts.

**Keystrokes**

g P/R

2 g  $\pi$  xg LN 2  $\div$ 

STO 0

12  $1/x$  STO 130  $1/x$  STO 253 ENTER 210  $\div$ 

STO 3

195 ENTER 371  $\div$ 

STO 4

1.011523068 STO 5

1.517473649 STO 6

**Display**

Run mode.

6.2832

0.9189

0.9189

0.0833

0.0333

0.2524

0.2524

0.5256

0.5256

1.0115

1.5175

Stores  $a_0$ .Stores  $a_1$ .Stores  $a_2$ .Stores  $a_3$ .Stores  $a_4$ .Stores  $a_5$ .Stores  $a_6$ .

Use this program to calculate  $\ln(\Gamma(4.2))$ , then compare it with  $\ln(3.2!)$  calculated with the  $x!$  function. Also calculate  $\ln(\Gamma(1 + 5i))$ .

**Keystrokes**

4.2 f A

f FIX 9

3.2 f x!

g LN

1 ENTER

5 f I

f A

**Display**2.0486 Calculates  $\ln(\Gamma(4.2))$ .

2.048555637 Displays 10 digits.

7.756689536 Calculates  $(3.2)! = \Gamma(3.2 + 1)$ .2.048555637 Calculates  $\ln(3.2!)$ .1.000000000 Enters real part of  $1 + 5i$ .1.000000000 Forms complex number  $1 + 5i$ .-6.130324145 Real part of  $\ln(\Gamma(1 + 5i))$ .

**Keystrokes**

f Re↔Im

**Display**3.815898575 Imaginary part of  
 $\ln(\Gamma(1 + 5i))$ .

f FIX 4

3.8159

The complex result is calculated with no more effort than that needed to enter the imaginary part of the argument  $z$ . (The result  $\ln(\Gamma(1 + 5i))$  has 10 correct digits in each component.)

## Trigonometric Modes

Although the trigonometric mode annunciator remains lit in Complex mode, complex functions are *always* computed using *radian* measure. The annunciator indicates the mode (Degrees, Radians, or Grads) for only the two complex conversions:  $\rightarrow P$  and  $\rightarrow R$ .

If you want to evaluate  $re^{i\theta}$  where  $\theta$  is in degrees,  $e^x$  can't be used directly because  $\theta$  must be in radians. If you attempt to convert from degrees to radians, there is a slight loss of accuracy, especially at values like  $180^\circ$  for which the radian measure  $\pi$  can't be represented exactly with 10 digits.

However, in Complex mode the  $\rightarrow R$  function computes  $re^{i\theta}$  accurately for  $\theta$  in *any* measure (indicated by the annunciator). Simply enter  $r$  and  $\theta$  into the complex X-registers in the form  $r + i\theta$ , then execute  $\rightarrow R$  to calculate the complex value

$$re^{i\theta} = r \cos \theta + ir \sin \theta.$$

(The program listed under Calculating the  $n$ th Roots of a Complex Number at the end of this section uses this function.)

## Definitions of Math Functions

The lists that follow define the operation of the HP 15c in Complex mode. In these definitions, a complex number is denoted by  $z = x + iy$  (rectangular form) or  $z = re^{i\theta}$  (polar form). Also  $|z| = \sqrt{x^2 + y^2}$ .

## Arithmetic Operations

$$(a + ib) \pm (c + id) = (a \pm c) + i(b \pm d)$$

$$(a + ib)(c + id) = (ac - bd) + i(ad + bc)$$

$$z^2 = z \times z$$

$$1/z = x/|z|^2 = iy/|z|^2$$

$$z_1 \div z_2 = z_1 \times 1/z_2$$

## Single-Valued Functions

$$e^z = e^x(\cos y + i \sin y)$$

$$10^z = e^{z \ln 10}$$

$$\sin z = \frac{1}{2i}(e^{iz} - e^{-iz})$$

$$\cos z = \frac{1}{2}(e^{iz} + e^{-iz})$$

$$\tan z = \sin z / \cos z$$

$$\sinh z = \frac{1}{2}(e^z - e^{-z})$$

$$\cosh z = \frac{1}{2}(e^z + e^{-z})$$

$$\tanh z = \sinh z / \cosh z$$

## Multivalued Functions

In general, the inverse of a function  $f(z)$ —denoted by  $f^{-1}(z)$ —has more than one value for any argument  $z$ . For example,  $\cos^{-1}(z)$  has infinitely many values for each argument. But the HP 15c calculates the single *principal value*, which lies in the part of the range defined as the principal branch of  $f^{-1}(z)$ . In the discussion that follows, the single-valued inverse function (restricted to the principal branch) is denoted by uppercase letters—such as  $\text{COS}^{-1}(z)$ —to distinguish it from the multivalued inverse— $\cos^{-1}(z)$ .

For example, consider the  $n$ th roots of a complex number  $z$ . Write  $z$  in polar form as  $z = re^{i(\theta + 2k\pi)}$  for  $-\pi < \theta < \pi$  and  $k = 0, \pm 1, \pm 2, \dots$ . Then if  $n$  is a positive integer,

$$z^{1/n} = r^{1/n} e^{i(\theta/n + 2k\pi/n)} = r^{1/n} e^{i\theta/n} e^{i2k\pi/n}.$$

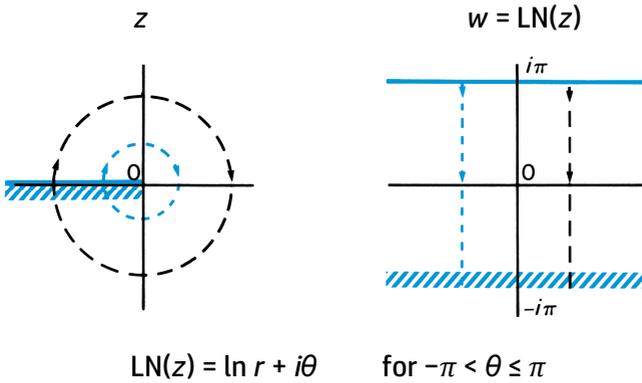
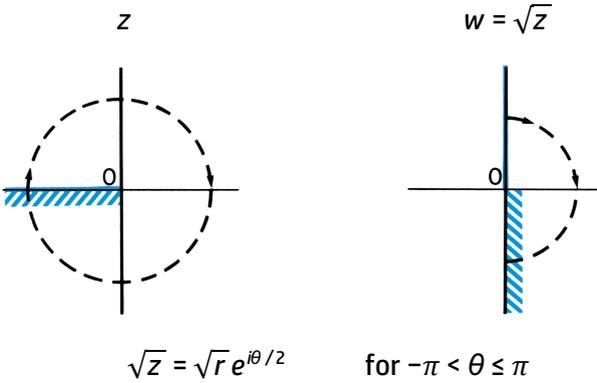
Only  $k = 0, 1, \dots, n - 1$  are necessary since  $e^{i2k\pi/n}$  repeats its values in cycles of  $n$ . The equation defines the  $n$ th roots of  $z$ , and  $r^{1/n} e^{i\theta/n}$  with

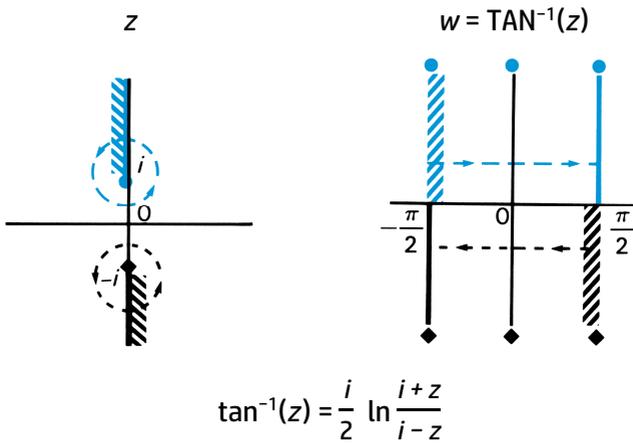
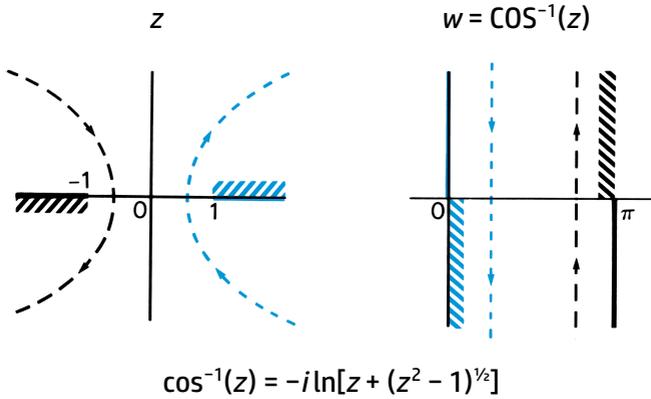
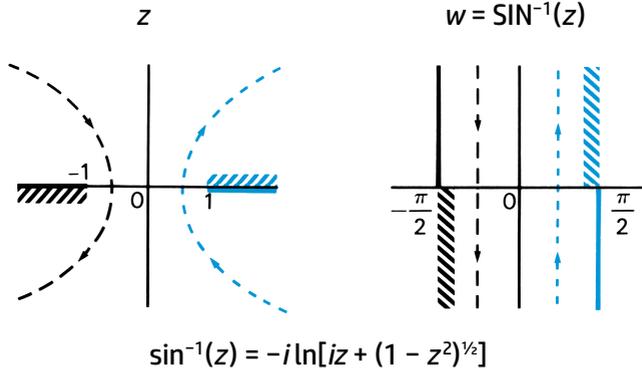
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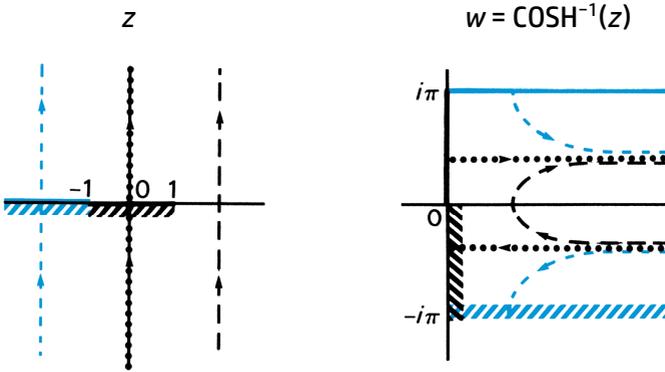
$-\pi < \theta < \pi$  is the principal branch of  $z^{1/n}$ . (A program listed on page 78 computes the  $n$ th roots of  $z$ .)

The illustrations that follow show the principal branches of the inverse relations. The left-hand graph in each figure represents the cut domain of the inverse function; the right-hand graph shows the range of the principal branch.

For some inverse relations, the definitions of the principal branches are not universally agreed upon. The principal branches used by the HP 15c were carefully chosen. First, they are analytic in the regions where the arguments of the real-valued inverse functions are defined. That is, the branch cut occurs where its corresponding real-valued inverse function is undefined. Second, most of the important symmetries are preserved. For example,  $\text{SIN}^{-1}(-z) = -\text{SIN}^{-1}(z)$  for all  $z$ .







$$\cosh^{-1}(z) = \ln[z + (z^2 - 1)^{1/2}]$$

The principal branches in the last four graphs above are obtained from the equations shown, but don't necessarily use the principal branches of  $\ln(z)$  and  $\sqrt{z}$ .

The remaining inverse functions may be determined from the illustrations above and the following equations:

$$\begin{aligned}\text{LOG}(z) &= \text{LN}(z) / \text{LN}(10) \\ \text{SINH}^{-1}(z) &= -i\text{SIN}^{-1}(iz) \\ \text{TANH}^{-1}(z) &= -i\text{TAN}^{-1}(iz) \\ w^z &= e^{z\text{LN}(w)}.\end{aligned}$$

To determine *all* values of an inverse relation, use the following expressions to derive these values from the principal value calculated by the HP 15c. In these expressions,  $k = 0, \pm 1, \pm 2, \dots$

$$\begin{aligned}z^{1/2} &= \pm\sqrt{z} \\ \ln(z) &= \text{LN}(z) + i2k\pi \\ \sin^{-1}(z) &= (-1)^k \text{SIN}^{-1}(z) + k\pi \\ \cos^{-1}(z) &= \pm\text{COS}^{-1}(z) + 2k\pi \\ \tan^{-1}(z) &= \text{TAN}^{-1}(z) + k\pi \\ \sinh^{-1}(z) &= (-1)^k \text{SINH}^{-1}(z) + ik\pi \\ \cosh^{-1}(z) &= \pm\text{COSH}^{-1}(z) + i2k\pi \\ \tanh^{-1}(z) &= \text{TANH}^{-1}(z) + ik\pi \\ w^z &= w^z e^{i2\pi kz}.\end{aligned}$$

## Using `SOLVE` and $\int_y^x$ in Complex Mode

The `SOLVE` and  $\int_y^x$  functions use algorithms that sample your function at values along the real axis. In Complex mode, the `SOLVE` and  $\int_y^x$  functions operate with only the real stack, even though your function subroutine may have complex computations in it.

For example, `SOLVE` will not search for the roots of a complex function, but rather will sample the function on the real axis and search for a zero of the function's real part. Similarly,  $\int_y^x$  computes the integral of the function's real part along an interval on the real axis. These operations are useful in various applications, such as calculating contour integrals and complex potentials. (Refer to Applications at the end of this section.)

## Accuracy in Complex Mode

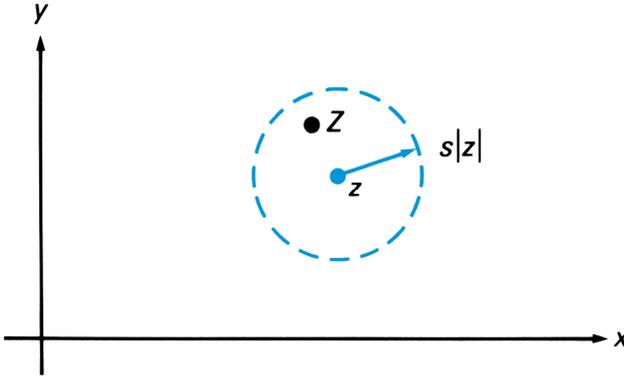
Because complex numbers have both real components and imaginary components, the accuracy of complex calculations takes on another dimension compared to real-valued calculations.

When dealing with *real* numbers, an approximation  $X$  is close to  $x$  if the relative difference  $E(X,x) = |(X - x)/x|$  is small. This relates directly to the number of correct significant digits of the approximation  $X$ . That is, if  $E(X,x) < 5 \times 10^{-n}$ , then there are at least  $n$  significant digits. For *complex* numbers, define  $E(Z,z) = |(Z - z)/z|$ . This does *not* relate directly to the number of correct digits in each *component* of  $Z$ , however.

For example, if  $E(X,x)$  and  $E(Y,y)$  are both small, then for  $z = x + iy$ ,  $E(Z,z)$  must also be small. That is, if  $E(X,x) < s$  and  $E(Y,y) < s$ , then  $E(Z,z) < s$ . But consider  $z = 10^{10} + i$  and  $Z = 10^{10}$ . The imaginary component of  $Z$  is far from accurate, and yet  $E(Z,z) < 10^{-10}$ . Even though the imaginary components of  $z$  and  $Z$  are completely different, in a relative sense  $z$  and  $Z$  are extremely close.

There is a simple, geometric interpretation of the complex relative error. Any approximation  $Z$  of  $z$  satisfies  $E(Z,z) < s$  (where  $s$  is a positive real number) if and only if  $Z$  lies inside the circle of radius  $s|z|$  centered at  $z$  in the complex plane.

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To require approximations with accurate *components* is to demand more than keeping relative errors small. For example, consider this problem in which the calculations are done with four significant digits. It illustrates the limitations imposed on a complex calculation by finite accuracy.

$$z_1 = Z_1 = 37.1 + 37.3i$$

$$z_2 = Z_2 = 37.5 + 37.3i$$

and

$$z_1 \times z_2$$

$$= (37.10 \times 37.50 - 37.30 \times 37.30) + i(37.10 \times 37.30 + 37.30 \times 37.50)$$

$$= (1391. - 1391.) + i(1384. + 1399.)$$

$$= 0 + i(2783.)$$

The true value  $z_1 z_2 = -0.04 + 2782.58i$ . Even though  $Z_1$  and  $Z_2$  have no error, the real part of their four-digit product has no correct significant decimals, although the relative error of the complex product is less than  $2 \times 10^{-4}$ .

The example illustrates that complex multiplication doesn't propagate its errors componentwise. But even if complex multiplication produced accurate components, the rounding errors of a chain computation could quickly produce inaccurate components. On the other hand, the relative error, which corresponds to the precision of the calculation, grows only slowly.

For example, using four-digit accuracy as before

$$z_1 = (1 + 1/300) + i$$

$$Z_1 = 1.003 + i$$

$$z_2 = Z_2 = 1 + i$$

then

$$\begin{aligned} Z_1 \times Z_2 &= (1.003 + i) \times (1 + i) \\ &= 0.003 + 2.003i \\ &= 3.000 \times 10^{-3} + 2.003i. \end{aligned}$$

The *correct* four-digit value is  $3.333 \times 10^{-3} + 2.003i$ . In this example,  $Z_1$  and  $Z_2$  are accurate in each component and the arithmetic is exact. But the product is inaccurate—that is, the real component has only one significant digit. One rounding error causes an inaccurate component, although the complex relative error of the product remains small.

For the HP 15c the results of any complex operation are designed to be accurate in the sense that the complex relative error  $E(Z,z)$  is kept small. Generally,  $E(Z,z) < 6 \times 10^{-10}$ .

As shown earlier, this small relative error doesn't guarantee 10 accurate digits in each component. Because the error is relative to the size  $|z|$ , and because this is not greatly different from the size of the largest component of  $z$ , the smaller component can have fewer accurate digits. There is a quick way for you to see which digits are generally accurate. Express each component using the largest exponent. In this form, approximately the first 10 digits of each component are accurate. For example, if

$$Z = 1.234567890 \times 10^{-10} + i(2.222222222 \times 10^{-3}),$$

then think of  $Z$  as

$$0.0000001234567890 \times 10^{-3} + i(2.222222222 \times 10^{-3}).$$

The accurate digits are

$$0.000000123 \times 10^{-3} + i(2.222222222 \times 10^{-3}).$$

## Applications

The capability of the HP 15c to work with complex numbers enables you to solve problems that extend beyond the realm of real-valued numbers. On the following pages are several programs that illustrate the usefulness of complex calculations—and the HP 15c.

### Storing and Recalling Complex Numbers Using a Matrix

This program uses the stack and matrix **C** to store and recall complex numbers. It has the following characteristics:

- If you specify an index greater than the matrix's dimensions, the calculator displays **Error 3** and the stack is ready for another try.
- If the calculator isn't in Complex mode, the program activates Complex mode and the imaginary part of the number is set to zero.
- When you store a complex number, the index is lost, the stack drops, and the T-register is duplicated in the Z-register.
- The "Store" program uses the **[D]** key, which is above the **[STO]** key. The "Recall" program uses the **[E]** key, which is above the **[RCL]** key.

Keystrokes	Display	
<b>[g]</b> <b>[P/R]</b>		Program mode.
<b>[f]</b> <b>CLEAR</b> <b>[PRGM]</b>	000-	Clears program memory.
<b>[f]</b> <b>[LBL]</b> <b>[D]</b>	001-42, 21, 14	"Store" program.
<b>[f]</b> <b>[MATRIX]</b> 1	002-42, 16, 1	Sets $R_0 = R_1 = 1$ .
<b>[STO]</b> 0	003- 44 0	$R_0 = k$ .
<b>[R↓]</b>	004- 33	
0	005- 0	Enters 0 in real (and imaginary) X-registers.
<b>[+]</b>	006- 40	Drops stack and has $a + ib$ in X-register.
<b>[f]</b> <b>[USER]</b> <b>[STO]</b> <b>[C]</b>	007u 44 13	Stores $a$ and increments indices (User mode).
<b>[f]</b> <b>[USER]</b>		
<b>[f]</b> <b>[Re↔Im]</b>	008- 42 30	
<b>[STO]</b> <b>[C]</b>	009- 44 13	Stores $b$ (no User mode here).

**Keystrokes**

f ReIm

g RTN

f LBL E

STO 0

g CLX

2

STO 1

R↓

0

+

RCL C

f ReIm

f DSE 1

g CLX

RCL C

g RTN

**Display**

010-	42 30	Restores $a + ib$ in X-registers.
011-	43 32	
012-	42, 21, 15	“Recall” program.
013-	44 0	$R_0 = k$ .
014-	43 35	Disables stack.
015-	2	
016-	44 1	Sets $R_1 = 2$ .
017-	33	
018-	0	
019-	40	Sets stack for another try if <b>Error 3</b> occurs next.
020-	45 13	Recalls $b$ (imaginary part).
021-	42 30	
022-	42, 5, 1	Decrements $R_1 = 1$ .
023-	43 35	Disables stack and clears real X-register.
024-	45 13	Recalls $a$ (real part).
025-	43 32	

**Example:** Store  $2 + 3i$  and  $7 + 4i$  in elements 1 and 2 using the previous program. Then recall and add them. Dimension matrix **C** to  $5 \times 2$  so that it can store up to 5 complex numbers.

After entering the preceding program:

**Keystrokes**

g P/R

5 ENTER 2

f DIM C

2 ENTER 3 f I

1 f D

7 ENTER 4 f I

**Display**

2	Run mode.
2	Specifies 5 rows and 2 columns.
2.0000	Dimensions matrix <b>C</b> .
2.0000	Enters $2 + 3i$ .
2.0000	Stores number in <b>C</b> using index 1.
7.0000	Enters $7 + 4i$ .

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Keystrokes	Display	
2 <b>f</b> <b>D</b>	7.0000	Stores number in <b>C</b> using index 2.
1 <b>f</b> <b>E</b>	2.0000	Recalls first number.
2 <b>f</b> <b>E</b>	7.0000	Recalls second number.
<b>+</b>	9.0000	Real part of sum.
<b>f</b> <b>Re<math>\rightarrow</math>Im</b>	7.0000	Imaginary part of sum.

### Calculating the $n$ th Roots of a Complex Number

This program calculates the  $n$ th roots of a complex number. The roots are  $z_k$  for  $k = 0, 1, 2, \dots, n - 1$ . You can also use the program to calculate  $z^{1/r}$ , where  $r$  isn't necessarily an integer. The program operates the same way except that there may be infinitely many roots  $z_k$  for  $k = 0, \pm 1, \pm 2, \dots$ .

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
<b>x<math>\rightarrow</math>y</b>	002- 34	Places $n$ in X-register, $z$ in Y-register.
<b>1/x</b>	003- 15	Calculates $1/n$ .
<b>g</b> <b>LSTX</b>	004- 43 36	Retrieves $n$ .
<b>R<math>\downarrow</math></b>	005- 33	
<b>g</b> <b>SF</b> 8	006-43, 4, 8	Activates Complex mode.
<b>y<sup>x</sup></b>	007- 14	Calculates $z^{1/n}$ .
<b>STO</b> 2	008- 44 2	Stores real part of $z_0$ in $R_2$ .
<b>f</b> <b>Re<math>\rightarrow</math>Im</b>	009- 42 30	
<b>STO</b> 3	010- 44 3	Stores imaginary part of $z_0$ in $R_3$ .
3	011- 3	
6	012- 6	
0	013- 0	
<b>g</b> <b>R<math>\uparrow</math></b>	014- 43 33	
<b><math>\div</math></b>	015- 10	Calculates $360/n$ .
<b>STO</b> 4	016- 44 4	Stores $360/n$ in $R_4$ .
0	017- 0	
<b>STO</b> <b>I</b>	018- 44 25	Stores 0 in Index register.

**Keystrokes**

**f** **LBL** 0

**RCL** 4

**RCL** **x** **I**

**f** **ReIm**

**g** **CLX**

1

**g** **DEG**

**f** **→R**

**RCL** 2

**RCL** 3

**f** **I**

**x**

**RCL** **I**

**x↔y**

1

**STO** **+** **I**

**R↓**

**R/S**

**GTO** 0

**Display**

019-42,21, 0

020- 45 4 Recalls  $360/n$ .

021-45,20,25 Calculates  $k360/n$  using Index register.

022- 42 30

023- 43 35

024- 1 Places  $1 + i(k360/n)$  in the X-register.

025- 43 7 Sets Degrees mode.

026- 42 1 Calculates  $e^{ik360/n}$ .

027- 45 2 Recalls real part of  $z_0$ .

028- 45 3 Recalls imaginary part of  $z_0$ .

029- 42 25 Forms complex  $z_0$ .

030- 20 Calculates  $z_0 e^{ik360/n}$ , root number  $k$ .

031- 45 25 Recalls number  $k$ .

032- 34 Places  $z_k$  in X-registers,  $k$  in Y-register.

033- 1

034-44,40,25 Increments number  $k$  in Index register.

035- 33 Restores  $z_k$  and  $k$  to X- and Y-registers.

036- 31 Halts execution.

037- 22 0 Branch for next root.

Labels used: A and 0.

Registers used: R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>, and Index register.

To use this program:

1. Enter the order  $n$  into the Y-register and the complex number  $z$  into the X-registers.
2. Press **f** **A** to calculate the principal root,  $z_0$ , which is placed in the real and imaginary X-registers. (Press and hold **f** **(i)** to view the imaginary part.)

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- To calculate higher number roots  $z_k$ :
  - Press  $\boxed{R/S}$  to calculate each successive higher-number root. Each root  $z_k$  is placed in the complex X-registers and its number  $k$  is placed in the Y-register. Between root calculations, you can perform other calculations without disturbing this program (if  $R_2$ ,  $R_3$ ,  $R_4$ , and the Index register aren't changed).
  - Store the number of the root  $k$  in the Index register (using  $\boxed{STO} \boxed{I}$ ) then press  $\boxed{R/S}$  to calculate  $z_k$ . The complex root and its number are placed in the X- and Y-registers, respectively. (By pressing  $\boxed{R/S}$  again, you can continue calculating higher-number roots.)

**Example:** Use the previous program to compute  $(1)^{1/100}$ . Calculate  $z_0$ ,  $z_1$ , and  $z_{50}$  for this expression.

Keystrokes	Display	
$\boxed{G} \boxed{P/R}$		Run mode.
100 $\boxed{ENTER}$ 1	1	Enters $n = 100$ and $z = 1$ (purely real).
$\boxed{f} \boxed{A}$	1.0000	Calculates $z_0$ (real part).
$\boxed{f} \boxed{(i)}$ (hold)	0.0000	Imaginary part of $z_0$ .
$\boxed{R/S}$	0.9980	Calculates $z_1$ (real part).
$\boxed{f} \boxed{(i)}$ (hold)	0.0628	Imaginary part of $z_1$ .
50 $\boxed{STO} \boxed{I}$	50.0000	Stores root number in Index register.
$\boxed{R/S}$	-1.0000	Calculates $z_{50}$ (real part).
$\boxed{f} \boxed{(i)}$ (hold)	0.0000	Imaginary part of $z_{50}$ .

### Solving an Equation for Its Complex Roots

A common method for solving the complex equation  $f(z) = 0$  numerically is Newton's iteration. This method starts with an approximation  $z_0$  to a root and repeatedly calculates

$$z_{k+1} = z_k - f(z_k) / f'(z_k)$$

until  $z_k$  converges.

The following example shows how  $\boxed{SOLVE}$  can be used with Newton's iteration to estimate complex roots. (A different technique that doesn't use Complex mode is mentioned on page 16.)

**Example:** The response of an automatically controlled system to small transient perturbations has been modeled by the differential-delay equation

$$\frac{d}{dt} w(t) + 9w(t) + 8w(t - 1) = 0.$$

How stable is this system? In other words, how rapidly do solutions of this equation decay?

Every solution  $w(t)$  is known to be expressible as a sum

$$w(t) = \sum_k c(z) e^{zt}$$

involving constant coefficients  $c(z)$  chosen for each root  $z$  of the differential-delay equation's associated characteristic equation:

$$z + 9 + 8e^{-z} = 0.$$

Every root  $z = x + iy$  contributes to  $w(t)$  a component  $e^{zt} = e^{xt}(\cos(yt) + i \sin(yt))$  whose rate of decay is faster as  $x$ , the real part of  $z$ , is more negative. Therefore, the answer to the question entails the calculation of all the roots  $z$  of the characteristic equation. Since that equation has infinitely many roots, none of them real, the calculation of *all* roots could be a large task.

However, the roots  $z$  are known to be approximated for large integers  $n$  by  $z \approx A(n) = -\ln((2n + 1/2)\pi/8) \pm i(2n + 1/2)\pi$  for  $n = 0, 1, 2, \dots$ . The bigger is  $n$ , the better is the approximation. Therefore you need calculate only the few roots not well approximated by  $A(n)$ —the roots with  $|z|$  not very big.

When using Newton's iteration, what should  $f(z)$  be for this problem? The obvious function  $f(z) = z + 9 + 8e^{-z}$  isn't a good choice because the exponential grows rapidly for larger negative values of  $\text{Re}(z)$ . This would slow convergence considerably unless the first guess  $z_0$  were extremely close to a root. In addition, this  $f(z)$  vanishes infinitely often, so it's difficult to determine when all desired roots have been calculated. But by rewriting this equation as

$$e^z = -8/(z + 9)$$

and taking logarithms, you obtain an equivalent equation

$$z = \ln(-8/(z + 9)) \pm i2n\pi \quad \text{for } n = 0, 1, 2, \dots$$

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This equation has only two complex conjugate roots  $z$  for each integer  $n$ . Therefore use the equivalent function

$$f(z) = z - \ln(-8/(z+9)) \pm i2n\pi \text{ for } n = 0, 1, 2, \dots$$

and apply Newton's iteration

$$z_{k+1} = z_k - (z_k - \ln(-8/(z_k+9)) \pm i2n\pi) / (1 + 1/(z_k+9)).$$

As a first guess, choose  $z_0$  as  $A(n)$ , the approximation given earlier. A bit of algebraic rearrangement using the fact that  $\ln(\pm i) = \pm i\pi/2$  leads to this formula:

$$z_{k+1} = A(n) + ((z_k - A(n)) + (z_k + 9)\ln(i\text{Im}(A(n)) / (z_k + 9))) / (z_k + 10).$$

In the program below,  $\text{Re}(A(n))$  is stored in  $R_0$  and  $\text{Im}(A(n))$  is stored in  $R_1$ . Note that only one of each conjugate pair of roots is calculated for each  $n$ .

### Keystrokes

### Display

<b>g</b> <b>P/R</b>		Program mode
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	Program for $A(n)$ .
<b>g</b> <b>CF</b> 8	002-43, 5, 8	Specifies real arithmetic.
<b>ENTER</b>	003- 36	
<b>+</b>	004- 40	
<b>•</b>	005- 48	
5	006- 5	
<b>+</b>	007- 40	
<b>g</b> <b>π</b>	008- 43 26	
<b>×</b>	009- 20	Calculates $(2n + 1/2)\pi$ .
<b>ENTER</b>	010- 36	
<b>STO</b> 1	011- 44 1	
8	012- 8	
<b>÷</b>	013- 10	
<b>g</b> <b>LN</b>	014- 43 12	
<b>CHS</b>	015- 16	Calculates $-\ln((2n + 1/2)\pi/8)$ .
<b>STO</b> 0	016- 44 0	
<b>x↔y</b>	017- 34	
<b>f</b> <b>I</b>	018- 42 25	Forms complex $A(n)$ .
<b>g</b> <b>RTN</b>	019- 43 32	
<b>f</b> <b>LBL</b> <b>B</b>	020-42, 21, 12	Program for $z_{k+1}$ .

## Keystrokes

ENTER

ENTER

RCL 1

f ReIm

x↔y

9

+

÷

g LSTx

x↔y

g LN

x

x↔y

RCL 1

f ReIm

RCL + 0

-

g LSTx

R↓

+

x↔y

1

0

+

÷

+

g RTN

f LBL C

ENTER

 $e^x$ 

9

g LSTx

+

8

x↔y

## Display

021- 36

022- 36

023- 45 1

024- 42 30

025- 34

026- 9

027- 40

028- 10

029- 43 36

030- 34

031- 43 12

032- 20

033- 34

034- 45 1

035- 42 30

036-45, 40, 0

037- 30

038- 43 36

039- 33

040 40

041- 34

042- 1

043- 0

044- 40

045- 10

046- 40

047- 43 32

048-42, 21, 13

049- 36

050- 12

051- 9

052- 43 36

053- 40

054- 8

055- 34

Creates  $ilm(A(n))$ .Program for residual,  
 $|e^z + 8/(z + 9)|$ .

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### Keystrokes

### Display

$\div$	056-	10	
+	057-	40	
$\boxed{g}$ ABS	058-	43 16	Calculates $ e^z + 8/(z + 9) $ .
$\boxed{g}$ RTN	059-	43 32	

Labels used: A, B, and C.

Registers used:  $R_0$  and  $R_1$ .

Now run the program. For each root, press  $\boxed{B}$  until the displayed real part doesn't change. (You might also check that the imaginary part doesn't change.)

### Keystrokes

### Display

$\boxed{g}$ P/R			Run mode.
$\boxed{f}$ USER			Activates User mode.
0 $\boxed{A}$	1.6279		Displays $\text{Re}(A(0)) = \text{Re}(z_0)$ .
$\boxed{B}$	-0.1487		$\text{Re}(z_1)$ .
$\boxed{B}$	-0.1497		$\text{Re}(z_2)$ .
$\boxed{B}$	-0.1497		$\text{Re}(z)$ .
$\boxed{f}$ $\boxed{(i)}$ (hold)	2.8319		$\text{Im}(z)$ .
$\boxed{C}$	1.0000	-10	Calculates residual.
$\boxed{X \rightleftharpoons Y}$	-0.1497		Restores $z$ to X-register.

By repeating the same process for  $n = 1$  through 5, you will obtain the results listed below. (Only one of each pair of complex roots is listed.)

$n$	$A(n)$	Root $z_k$	Residual
0	$1.6279 + i1.5708$	$-0.1497 + i2.8319$	$1 \times 10^{-10}$
1	$0.0184 + i7.8540$	$-0.4198 + i8.6361$	$6 \times 10^{-10}$
2	$-0.5694 + i14.1372$	$-0.7430 + i14.6504$	$2 \times 10^{-9}$
3	$-0.9371 + i20.4204$	$-1.0236 + i20.7868$	$5 \times 10^{-10}$
4	$-1.2054 + i26.7035$	$-1.2553 + i26.9830$	$9 \times 10^{-10}$
5	$-1.1467 + i32.9867$	$-1.4486 + i33.2103$	$2 \times 10^{-9}$

As  $n$  increases, the first guess  $A(n)$  comes ever closer to the desired root  $z$ . (When you're finished, press  $\boxed{f}$   $\boxed{\text{USER}}$  to deactivate User mode.)

Since all roots have negative real parts, the system is stable, but the margin of stability (the smallest in magnitude among the real parts, namely  $-0.1497$ ) is small enough to cause concern if the system must withstand much noise.

### Contour Integrals

You can use  $\boxed{\int_{\text{y}}^{\text{x}}}$  to evaluate the contour integral  $\int_C f(z)dz$ , where  $C$  is a curve in the complex plane.

First parameterize the curve  $C$  by  $z(t) = x(t) + iy(t)$  for  $t_1 \leq t \leq t_2$ . Let  $G(t) = f(z(t))z'(t)$ . Then

$$\begin{aligned}\int_C f(z)dz &= \int_{t_1}^{t_2} G(t)dt \\ &= \int_{t_1}^{t_2} \text{Re}(G(t))dt + i \int_{t_1}^{t_2} \text{Im}(G(t))dt.\end{aligned}$$

These integrals are precisely the type that  $\boxed{\int_{\text{y}}^{\text{x}}}$  evaluates in Complex mode. Since  $G(t)$  is a complex function of a real variable  $t$ ,  $\boxed{\int_{\text{y}}^{\text{x}}}$  will sample  $G(t)$  on the interval  $t_1 \leq t \leq t_2$  and integrate  $\text{Re}(G(t))$ —the value that your function returns to the real X-register. For the imaginary part, integrate a function that evaluates  $G(t)$  and uses  $\boxed{\text{Re} \rightarrow \text{Im}}$  to place  $\text{Im}(G(t))$  into the real X-register.

The general-purpose program listed below evaluates the complex integral

$$I = \int_a^b f(z)dz$$

along the straight line from  $a$  to  $b$ , where  $a$  and  $b$  are complex numbers. The program assumes that your complex function subroutine is labeled "B" and evaluates the complex function  $f(z)$ , and that the limits  $a$  and  $b$  are in the complex Y- and X-registers, respectively. The complex components of the integral  $I$  and the uncertainty  $\Delta I$  are returned in the X- and Y-registers.

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Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
<b>x↔y</b>	002- 34	
<b>-</b>	003- 30	Calculates $b - a$ .
<b>STO</b> 4	004- 44 4	Stores $\text{Re}(b - a)$ in $R_4$ .
<b>f</b> <b>Re↔Im</b>	005- 42 30	
<b>STO</b> 5	006- 44 5	Stores $\text{Im}(b - a)$ in $R_5$ .
<b>g</b> <b>LSTX</b>	007- 43 36	Recalls $a$ .
<b>STO</b> 6	008- 44 6	Stores $\text{Re}(a)$ in $R_6$ .
<b>f</b> <b>Re↔Im</b>	009- 42 30	
<b>STO</b> 7	010- 44 7	Stores $\text{Im}(a)$ in $R_7$ .
0	011- 0	
<b>ENTER</b>	012- 36	
1	013- 1	
<b>f</b> <b>f↔i</b> 0	014-42, 20, 0	Calculates $\text{Im}(I)$ and $\text{Im}(\Delta I)$ .
<b>STO</b> 2	015- 44 2	Stores $\text{Im}(I)$ in $R_2$ .
<b>R↓</b>	016- 33	
<b>STO</b> 3	017- 44 3	Stores $\text{Im}(\Delta I)$ in $R_3$ .
<b>R↓</b>	018- 33	
<b>f</b> <b>f↔i</b> 1	019-42, 20, 1	Calculates $\text{Re}(I)$ and $\text{Re}(\Delta I)$ .
<b>RCL</b> 2	020- 45 2	Recalls $\text{Im}(I)$ .
<b>f</b> <b>I</b>	021- 42 25	Forms complex $I$ .
<b>x↔y</b>	022- 34	
<b>RCL</b> 3	023- 45 3	Recalls $\text{Im}(\Delta I)$ .
<b>f</b> <b>I</b>	024- 42 25	Forms complex $\Delta I$ .
<b>x↔y</b>	025- 34	Restores $I$ to X-register.
<b>g</b> <b>RTN</b>	026- 43 32	
<b>f</b> <b>LBL</b> 0	027-42, 21, 0	Subroutine for $\text{Im}(f(z)z'(t))$ .
<b>GSB</b> 1	028- 32 1	Calculates $f(z)z'(t)$ .
<b>f</b> <b>Re↔Im</b>	029- 42 30	Swaps complex components.
<b>g</b> <b>RTN</b>	030- 43 32	
<b>f</b> <b>LBL</b> 1	031-42, 21, 1	Subroutine to calculate $f(z)z'(t)$ .
<b>RCL</b> 4	032- 45 4	

**Keystrokes****Display**

<b>RCL</b> 5	033-	45 5	
<b>f</b> <b>I</b>	034-	42 25	Forms complex $b - a$ .
<b>X</b>	035-	20	Calculates $(b - a)t$ .
<b>RCL</b> 6	036-	45 6	
<b>RCL</b> 7	037-	45 7	
<b>f</b> <b>I</b>	038-	42 25	Forms complex $a$ .
<b>+</b>	039-	40	Calculates $a + (b - a)t$ .
<b>GSB</b> <b>B</b>	040-	32 12	Calculates $f(a + (b - a)t)$ .
<b>RCL</b> 4	041-	45 4	
<b>RCL</b> 5	042-	45 5	
<b>f</b> <b>I</b>	043-	42 25	Forms complex $z'(t) = b - a$ .
<b>X</b>	044-	20	Calculates $f(z)z'(t)$ .
<b>g</b> <b>RTN</b>	045-	43 32	

Labels used: A, 0, and 1.

Registers used: R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>, R<sub>5</sub>, R<sub>6</sub>, and R<sub>7</sub>.

To use this program:

1. Enter your function subroutine labeled “B” into program memory.
2. Press 7 **f** **DIM** **(i)** to reserve registers R<sub>0</sub> through R<sub>7</sub>. (Your subroutine may require additional registers.)
3. Set the display format for  **$\int_{\frac{x}{y}}$** .
4. Enter the two complex points that define the ends of the straight line that your function will be integrated along. The lower limit should be in the Y-registers; the upper limit should be in the X-registers.
5. Press **f** **A** to calculate the complex line integral. The value of the integral is in the X-registers; the value of the uncertainty is in the Y-registers.

Because two integrals are being evaluated, the program will usually take longer than a real integral, although the  **$\int_{\frac{x}{y}}$**  routine doesn't have to use the same number of sample points for both integrals. The easier integral will use less calculations than the more difficult one.

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**Example:** Approximate the integrals

$$I_1 = \int_1^{\infty} \frac{\cos x}{x+1/x} dx \quad \text{and} \quad I_2 = \int_1^{\infty} \frac{\sin x}{x+1/x} dx.$$

These integrands decay very slowly as  $x$  approaches infinity and therefore require a long interval of integration and a long execution time. You can expedite this calculation by deforming the path of integration from the real axis into the complex plane. According to complex variable theory, these integrals can be combined as

$$I_1 + iI_2 = \int_1^{1+i\infty} \frac{e^{iz}}{z+1/z} dz.$$

This complex integrand, evaluated along the line  $x = 1$  and  $y \geq 0$ , decays rapidly as  $y$  increases—like  $e^{-y}$ .

To use the previous program to calculate both integrals at the same time, write a subroutine to evaluate

$$f(z) = \frac{e^{iz}}{z+1/z}.$$

### Keystrokes

### Display

**f** **LBL** **B**

046-42, 21, 12

**1/x**

047- 15

**g** **LSTX**

048- 43 36

**+**

049- 40 Calculates  $z + 1/z$ .

**g** **LSTX**

050- 43 36

**1**

051- 1

**f** **Re $\rightarrow$ Im**

052- 42 30 Forms  $0 + i$ .

**x**

053- 20

**e<sup>x</sup>**

054- 12 Calculates  $e^{iz}$ .

**x $\rightarrow$ y**

055- 34

**$\div$**

056- 10 Calculates  $f(z)$ .

**g** **RTN**

057- 43 32

Approximate the complex integral by integrating the function from  $1 + 0i$  to  $1 + 6i$  using a **SCI** 2 display format to obtain three significant digits. (The integral beyond  $1 + 6i$  doesn't affect the first three digits.)

Keystrokes	Display		
<b>g</b> <b>P/R</b>			Run mode.
<b>f</b> <b>SCI</b> 2			Specifies <b>SCI</b> 2 format.
1 <b>ENTER</b>	1.00	00	Enters first limit of integration, $1 + 0i$ .
1 <b>ENTER</b> 6	6		
<b>f</b> <b>I</b>	1.00	00	Enters second limit of integration, $1 + 6i$ .
<b>f</b> <b>A</b>	-3.24	-01	Calculates $I$ and displays $\text{Re}(I) = I_1$ (after about 5 seconds).
<b>f</b> <b>(i)</b> (hold)	3.82	-01	Displays $\text{Im}(I) = I_2$ .
<b>x↔y</b>	7.87	-04	Displays $\text{Re}(\Delta I) = \Delta I_1$ .
<b>f</b> <b>(i)</b> (hold)	1.23	-03	Displays $\text{Im}(\Delta I) = \Delta I_2$ .
<b>f</b> <b>FIX</b> 4	0.0008		

This result  $I$  is calculated much more quickly than if  $I_1$  and  $I_2$  were calculated directly along the real axis.

## Complex Potentials

Conformal mapping is useful in applications associated with a complex potential function. The discussion that follows deals with the problem of fluid flow, although problems in electrostatics and heat flow are analogous.

Consider the potential function  $P(z)$ . The equation  $\text{Im}(P(z)) = c$  defines a family of curves that are called *streamlines* of the flow. That is, for any value of  $c$ , all values of  $z$  that satisfy the equation lie on a streamline corresponding to that value of  $c$ . To calculate some points  $z_k$  on the streamline, specify some values for  $x_k$  and then use **SOLVE** to find the corresponding values of  $y_k$  using the equation

$$\text{Im}(P(x_k + iy_k)) = c.$$

If the  $x_k$  values are not too far apart, you can use  $y_{k-1}$  as an initial estimate for  $y_k$ . In this way, you can work along the streamline and calculate the complex points  $z_k = x_k + iy_k$ . Using a similar procedure, you can define the equipotential lines, which are given by  $\text{Re}(P(z)) = c$ .

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The program listed below is set up to compute the values of  $y_k$  from evenly spaced values of  $x_k$ . You must provide a subroutine labeled “B” that places  $\text{Im}(P(z))$  in the real X-register. The program uses inputs that specify the step size  $h$ , the number of points  $n$  along the real axis, and  $z_0 = x_0 + iy_0$ , the initial point on the streamline. You must enter  $n$ ,  $h$ , and  $z_0$  into the Z-, Y-, and X-registers before running the program.

The program computes the values of  $z_k$  and stores them in matrix **A** in the form  $a_{k1} = x_{k-1}$  and  $a_{k2} = y_{k-1}$  for  $k = 1, 2, \dots, n$ .

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
<b>R</b> ↓	002- 33	
<b>STO</b> 4	003- 44 4	Stores $h$ in $R_4$ .
<b>R</b> ↓	004- 33	
2	005- 2	
<b>f</b> <b>DIM</b> <b>A</b>	006-42, 23, 11	Dimensions matrix <b>A</b> to be $n \times 2$ .
<b>g</b> <b>CLX</b>	007- 43 35	
<b>STO</b> <b>MATRIX</b> <b>A</b>	008-44, 16, 11	Makes all elements of <b>A</b> be zero.
<b>STO</b> <b>I</b>	009- 44 25	Stores zero in Index register.
<b>f</b> <b>MATRIX</b> 1	010-42, 16, 1	Sets $R_0 = R_1 = 1$ .
<b>g</b> <b>R</b> ↑	011- 43 33	Recalls $z_0$ to X-registers.
<b>STO</b> 2	012- 44 2	Stores $x_0$ in $R_2$ .
<b>f</b> <b>USER</b> <b>STO</b> <b>A</b>	013u 44 11	Sets $a_{11} = x_0$ .
<b>f</b> <b>USER</b>		
<b>f</b> <b>Re</b> ↔ <b>Im</b>	014- 42 30	
<b>STO</b> 3	015- 44 3	Stores $y_0$ in $R_3$ .
<b>f</b> <b>USER</b> <b>STO</b> <b>A</b>	016u 44 11	Sets $a_{12} = y_0$ .
<b>f</b> <b>USER</b>		
<b>GTO</b> 1	017- 22 1	Branches if matrix <b>A</b> not full ( $n > 1$ ).
<b>f</b> <b>LBL</b> 0	018-42, 21, 0	
<b>RCL</b> <b>MATRIX</b> <b>A</b>	019-45, 16, 11	Recall descriptor of matrix <b>A</b> .

## Keystrokes

**g** **RTN**

**f** **LBL** 1

**f** **Re $\rightarrow$ Im**

**GSB** **B**

**STO** 5

**f** **LBL** 2

1

**STO** **+** **I**

**RCL** 4

**RCL** **I**

**x**

**RCL** 2

**+**

**STO** 6

**RCL** 3

**ENTER**

**f** **SOLVE** 3

**GTO** 4

1

**STO** **-** **I**

4

**STO** **÷** 4

**STO** **x** **I**

**GTO** 2

**f** **LBL** 4

**RCL** 6

**f** **PSE**

**f** **USER** **STO** **A**

**f** **USER**

**R↓**

## Display

020- 43 32

021-42 , 21 , 1

022- 42 30 Restores  $z_0$ .

023- 32 12 Calculates  $\text{Im}(P(z_0))$  (or  $\text{Re}(P(z_0))$  for equipotential line.)

024- 44 5 Stores  $c$  in  $R_5$ .

025-42 , 21 , 2 Loop for finding  $y_k$ .

026- 1

027-44 , 40 , 25 Increments counter  $k$  in Index register.

028- 45 4 Recalls  $h$ .

029- 45 25 Recalls counter  $k$ .

030- 20 Calculates  $kh$ .

031- 45 2 Recalls  $x_0$ .

032- 40 Calculates  $x_k = x_0 + kh$ .

033- 44 6 Stores  $x_k$  in  $R_6$ .

034- 45 3 Recalls  $y_{k-1}$  from  $R_3$ .

035- 36 Duplicates  $y_{k-1}$  for second estimate.

036-42 , 10 , 3 Searches for  $y_k$ .

037- 22 4 Branches for valid  $y_k$  root.

038- 1 Starts decreasing step size.

039-44 , 30 , 25 Decrements counter  $k$ .

040- 4

041-44 , 10 , 4 Reduces  $h$  by factor of 4.

042-44 , 20 , 25 Multiplies counter by 4.

043- 22 2 Loops back to find  $y_k$  again.

044-42 , 21 , 4 Continues finding  $y_k$ .

045- 45 6

046- 42 31 Displays  $x_k$ .

047u 44 11 Sets  $a_{k+1,1} = x_k$ .

048- 33

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Keystrokes	Display	
<b>f</b> <b>PSE</b>	049-	42 31 Displays $y_k$ .
<b>STO</b> 3	050-	44 3 Stores $y_k$ in $R_3$ .
<b>f</b> <b>USER</b> <b>STO</b> <b>A</b>	051u	44 11 Sets $a_{k+1,2} = y_k$ .
<b>f</b> <b>USER</b>		
<b>GTO</b> 2	052-	22 2 Branch for $k + 1 < n$ ( <b>A</b> isn't full).
<b>GTO</b> 0	053-	22 0 Branch for $k + 1 = n$ ( <b>A</b> is full).
<b>f</b> <b>LBL</b> 3	054-42, 21, 3	Function subroutine for <b>SOLVE</b> .
<b>RCL</b> 6	055-	45 6 Recalls $x_k$ .
<b>x<math>\rightrightarrows</math>y</b>	056-	34 Restores current estimate for $y_k$ .
<b>f</b> <b>I</b>	057-	42 25 Creates estimate $z_k = x_k + iy_k$ .
<b>GSB</b> <b>B</b>	058-	32 12 Calculates $\text{Im}(P(z_k))$ (or $\text{Re}(P(z_k))$ for equipotential lines).
<b>RCL</b> 5	059-	45 5 Recalls $c$ .
<b>-</b>	060-	30 Calculates $\text{Im}(P(z_k)) - c$ .
<b>g</b> <b>RTN</b>	061-	43 32

Labels used: A, B, 0, 1, 2, 3, and 4.

Registers used:  $R_0$ ,  $R_1$ ,  $R_2$  ( $x_0$ ),  $R_3$  ( $y_0$ ),  $R_4$  ( $h$ ),  $R_5$  ( $c$ ),  $R_6$  ( $x_k$ ), and Index register ( $k$ ).

Matrix used: **A**.

One special feature of this program is that if an  $x_k$  value lies beyond the domain of the streamline (so that there is no root for **SOLVE** to find), then the step size is decreased so that  $x_k$  approaches the boundary where the streamline turns back. This feature is useful for determining the nature of the streamline when  $y_k$  isn't a single-valued function of  $x_k$ . If  $h$  is small enough, the values of  $z_k$  will lie on one branch of the streamline and approach the boundary. (The second example below illustrates this feature.)

To use this program:

1. Enter your subroutine labeled “B” into program memory. It should place into the real X-register  $\text{Im}(P(z))$  when calculating streamlines or  $\text{Re}(P(z))$  when calculating equipotential lines.
2. Press 6  $\boxed{f}$   $\boxed{\text{DIM}}$   $\boxed{(i)}$  to reserve registers  $R_0$  through  $R_6$  (and the Index register). (Your subroutine may require additional registers.)
3. Enter the values of  $n$  and  $h$  into the Z- and Y-registers by pressing  $n$   $\boxed{\text{ENTER}}$   $h$   $\boxed{\text{ENTER}}$ .
4. Enter the complex value of  $z_0 = x_0 + iy_0$  into the X-registers by pressing  $x_0$   $\boxed{\text{ENTER}}$   $y_0$   $\boxed{f}$   $\boxed{I}$ .
5. Press  $\boxed{f}$   $\boxed{A}$  to display the successive values of  $x_k$  and  $y_k$  for  $k = 1, \dots, n$  and finally the descriptor of matrix **A**. The values for  $k = 0, \dots, n$  are stored in matrix **A**.
6. If desired, recall values from matrix **A**.

**Example:** Calculate the streamline of the potential  $P(z) = 1/z + z$  passing through  $z = -2 + 0.1i$ .

First, enter subroutine “B” to compute  $\text{Im}(P(z))$ .

Keystrokes	Display	
$\boxed{f}$ $\boxed{\text{LBL}}$ $\boxed{B}$	062-42, 21, 12	
$\boxed{\text{ENTER}}$	063- 36	Duplicates z.
$\boxed{1/x}$	064- 15	
$\boxed{+}$	065- 40	Calculates $1/z + z$ .
$\boxed{f}$ $\boxed{\text{Re} \rightarrow \text{Im}}$	066- 42 30	Places $\text{Im}(P(z))$ in X-register.
$\boxed{g}$ $\boxed{\text{RTN}}$	067- 43 32	

Determine the streamline using  $z_0 = -2 + 0.1i$ , step size  $h = 0.5$ , and number of points  $n = 9$ .

Keystrokes	Display	
$\boxed{g}$ $\boxed{\text{P/R}}$		Run mode.
9 $\boxed{\text{ENTER}}$	9.0000	Enters $n$ .
.5 $\boxed{\text{ENTER}}$	0.5000	Enters $h$ .
2 $\boxed{\text{CHS}}$ $\boxed{\text{ENTER}}$	-2.0000	



**Example:** For the same potential as the previous example,  $P(z) = 1/z + z$ , compute the velocity equipotential line starting at  $z = 2 + i$  and proceeding to the left.

First change subroutine “B” so that it returns  $\text{Re}(P(z))$ —that is, remove the `Re&Im` instruction from “B”. Try  $n = 6$  and  $h = -0.5$ . (Notice that  $h$  is negative, which specifies that  $x_k$  will be to the left of  $x_0$ .)

Although the keystrokes are not listed here, the results that would be calculated and stored in matrix **A** are shown below.

$x_k$	$y_k$
2.0000	1.0000
1.8750	0.2362
1.8672	0.1342
1.8452	0.0941
1.8647	0.0811
1.8646	0.0775

The results show the nature of the top branch of the curve (the heavier dashed line in the graph for the previous example). Note that the step size  $h$  is automatically decreased in order to follow the curve—rather than stop with an error—when no  $y$ -value is found for  $x < 1.86$ .

## Section 4

# Using Matrix Operations

Matrix algebra is a powerful tool. It allows you to more easily formulate and solve many complicated problems, simplifying otherwise intricate computations. In this section you will find information about how the HP 15c performs certain matrix operations and about using matrix operations in your applications.

Several results from numerical linear algebra theory are summarized in this section. This material is not meant to be self-contained. You may want to consult a reference for more complete presentations.\*

## Understanding the *LU* Decomposition

The HP 15c can solve systems of linear equations, invert matrices, and calculate determinants. In performing these calculations, the HP 15c transforms a square matrix into a computationally convenient form called the *LU* decomposition of the matrix.

The *LU* decomposition procedure factors a square matrix **A** into the matrix product **LU**. **L** is a lower-triangular matrix with 1's on its diagonal and with subdiagonal elements (those below the diagonal) between -1 and +1, inclusive. **U** is an upper-triangular matrix.† For example:

$$\mathbf{A} = \begin{bmatrix} 2 & 3 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ .5 & 1 \end{bmatrix} \begin{bmatrix} 2 & 3 \\ 0 & -.5 \end{bmatrix} = \mathbf{LU}.$$

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\* Two such references are

Atkinson, Kendall E., *An Introduction to Numerical Analysis*, Wiley, 1978.

Kahan, W. "Numerical Linear Algebra", *Canadian Mathematical Bulletin*, Volume 9, 1966, pp. 756–801.

† A lower-triangular matrix has 0's for all elements above its diagonal. An upper-triangular matrix has 0's for all elements below its diagonal.

Some matrices can't be factored into the  $LU$  form. For example,

$$\mathbf{A} = \begin{bmatrix} 0 & 1 \\ 1 & 2 \end{bmatrix} \neq \mathbf{LU}$$

for *any* pair of lower- and upper-triangular matrices  $\mathbf{L}$  and  $\mathbf{U}$ . However, if rows are interchanged in the matrix to be factored, an  $LU$  decomposition can always be constructed. Row interchanges in the matrix  $\mathbf{A}$  can be represented by the matrix product  $\mathbf{PA}$  for some square matrix  $\mathbf{P}$ . Allowing for row interchanges, the  $LU$  decomposition can be represented by the equation  $\mathbf{PA} = \mathbf{LU}$ . So for the above example,

$$\mathbf{PA} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 0 & 1 \end{bmatrix} = \mathbf{LU}.$$

Row interchanges can also reduce rounding errors that can occur during the calculation of the decomposition.

The HP 15c uses the Doolittle method with extended-precision arithmetic to construct the  $LU$  decomposition. It generates the decomposition entirely within the result matrix. The  $LU$  decomposition is stored in the form

$$\begin{bmatrix} & \mathbf{U} \\ \mathbf{L} & \end{bmatrix}$$

It is not necessary to save the diagonal elements of  $\mathbf{L}$  since they are always equal to 1. The row interchanges are also recorded in the same matrix in a coded form not visible to you. The decomposition is flagged in the process, and its descriptor includes two dashes when displayed.

When you calculate a determinant or solve a system of equations, the  $LU$  decomposition is automatically saved. It may be useful to use the decomposed form of a matrix as input to a subsequent calculation. If so, it is essential that you not destroy the information about row interchanges stored in the matrix; don't modify the matrix in which the decomposition is stored.

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To calculate the determinant of a matrix, **A** for example, the HP 15c uses the equation  $\mathbf{A} = \mathbf{P}^{-1}\mathbf{L}\mathbf{U}$ , which allows for row interchanges. The determinant is then just  $(-1)^r$  times the product of the diagonal elements of **U**, where  $r$  is the number of row interchanges. The HP 15c calculates this product with the correct sign after decomposing the matrix. If the matrix is already decomposed, the calculator just computes the signed product.

It's easier to invert an upper- or lower-triangular matrix than a general square matrix. The HP 15c calculates the inverse of a matrix, **A** for example, using the relationship

$$\mathbf{A}^{-1} = (\mathbf{P}^{-1}\mathbf{L}\mathbf{U})^{-1} = \mathbf{U}^{-1}\mathbf{L}^{-1}\mathbf{P}.$$

It does this by first decomposing matrix **A**, inverting both **L** and **U**, calculating their product  $\mathbf{U}^{-1}\mathbf{L}^{-1}$ , and then interchanging the columns of the result. This is all done within the result matrix—which could be **A** itself. If **A** is already in decomposed form, the decomposition step is skipped. Using this method, the HP 15c can invert a matrix without using additional storage registers.

Solving a system of equations, such as solving  $\mathbf{A}\mathbf{X} = \mathbf{B}$  for **X**, is easier with an upper- or lower-triangular system matrix **A** than with a general square matrix **A**. Using  $\mathbf{P}\mathbf{A} = \mathbf{L}\mathbf{U}$ , the equivalent problem is solving  $\mathbf{L}\mathbf{U}\mathbf{X} = \mathbf{P}\mathbf{B}$  for **X**. The rows of **B** are interchanged in the same way that the rows of the matrix **A** were during decomposition. The HP 15c solves  $\mathbf{L}\mathbf{Y} = \mathbf{P}\mathbf{B}$  for **Y** (forward substitution) and then  $\mathbf{U}\mathbf{X} = \mathbf{Y}$  for **X** (backward substitution). The *LU* form is preserved so that you can find the solutions for several matrices **B** without reentering the system matrix.

The *LU* decomposition is an important intermediate step for calculating determinants, inverting matrices, and solving linear systems. The *LU* decomposition can be used in lieu of the original matrix as input to these calculations.

### Ill-Conditioned Matrices and the Condition Number

In order to discuss errors in matrix calculations, it's useful to define a measure of distance between two matrices. One measure of the distance between matrices **A** and **B** is the *norm* of their difference, denoted  $\|\mathbf{A} - \mathbf{B}\|$ . The norm can also be used to define the *condition number* of a

matrix, which indicates how the relative error of a calculation compares to the relative error of the matrix itself.

The HP 15c provides three norms. The *Frobenius norm* of a matrix  $\mathbf{A}$ , denoted  $\|\mathbf{A}\|_F$ , is the square root of the sum of the squares of the matrix elements. This is the matrix analog of the Euclidean length of a vector.

Another norm provided by the HP 15c is the *row norm*. The row norm of an  $m \times n$  matrix  $\mathbf{A}$  is the largest row sum of absolute values and is denoted  $\|\mathbf{A}\|_R$ :

$$\|\mathbf{A}\|_R = \max_{1 \leq i \leq m} \sum_{j=1}^n |a_{ij}|.$$

The *column norm* of the matrix is denoted  $\|\mathbf{A}\|_C$  and can be computed by  $\|\mathbf{A}\|_C = \|\mathbf{A}^T\|_R$ . The column norm is the largest column sum of absolute values.

For example, consider the matrices

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 9 \end{bmatrix} \quad \text{and} \quad \mathbf{B} = \begin{bmatrix} 2 & 2 & 2 \\ 4 & 5 & 6 \end{bmatrix}.$$

Then

$$\mathbf{A} - \mathbf{B} = \begin{bmatrix} -1 & 0 & 1 \\ 0 & 0 & 3 \end{bmatrix}$$

and

$$\|\mathbf{A} - \mathbf{B}\|_F = \sqrt{11} \approx 3.3 \text{ (Frobenius norm),}$$

$$\|\mathbf{A} - \mathbf{B}\|_R = 3 \text{ (row norm), and}$$

$$\|\mathbf{A} - \mathbf{B}\|_C = 4 \text{ (column norm).}$$

The remainder of this discussion assumes that the row norm is used. Similar results are obtained if any of the other norms is used instead.

The *condition number* of a square matrix  $\mathbf{A}$  is defined as

$$K(\mathbf{A}) = \|\mathbf{A}\| \|\mathbf{A}^{-1}\|.$$

Then  $1 \leq K(\mathbf{A}) < \infty$  using any norm. The condition number is useful for measuring errors in calculations. A matrix is said to be *ill-conditioned* if  $K(\mathbf{A})$  is very large.

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If rounding or other errors are present in matrix elements, these errors will propagate through subsequent matrix calculations. They can be magnified significantly. For example, suppose that  $\mathbf{X}$  and  $\mathbf{B}$  are nonzero vectors satisfying  $\mathbf{A}\mathbf{X} = \mathbf{B}$  for some square matrix  $\mathbf{A}$ . Suppose  $\mathbf{A}$  is perturbed by  $\Delta\mathbf{A}$  and we compute  $\mathbf{B} + \Delta\mathbf{B} = (\mathbf{A} + \Delta\mathbf{A})\mathbf{X}$ . Then

$$\frac{\|\Delta\mathbf{B}\|/\|\mathbf{B}\|}{\|\Delta\mathbf{A}\|/\|\mathbf{A}\|} \leq K(\mathbf{A}),$$

with equality for some perturbation  $\Delta\mathbf{A}$ . This measures how much the relative uncertainty in  $\mathbf{A}$  can be magnified when propagated into the product.

The condition number also measures how much larger in norm the relative uncertainty of the solution to a system can be compared to that of the stored data. Suppose again that  $\mathbf{X}$  and  $\mathbf{B}$  are nonzero vectors satisfying  $\mathbf{A}\mathbf{X} = \mathbf{B}$  for some matrix  $\mathbf{A}$ . Suppose now that matrix  $\mathbf{B}$  is perturbed (by rounding errors, for example) by an amount  $\Delta\mathbf{B}$ . Let  $\mathbf{X} + \Delta\mathbf{X}$  satisfy  $\mathbf{A}(\mathbf{X} + \Delta\mathbf{X}) = \mathbf{B} + \Delta\mathbf{B}$ . Then

$$\frac{\|\Delta\mathbf{X}\|/\|\mathbf{X}\|}{\|\Delta\mathbf{B}\|/\|\mathbf{B}\|} \leq K(\mathbf{A}),$$

with equality for some perturbation  $\Delta\mathbf{B}$ .

Suppose instead that matrix  $\mathbf{A}$  is perturbed by  $\Delta\mathbf{A}$ . Let  $\mathbf{X} + \Delta\mathbf{X}$  satisfy  $(\mathbf{A} + \Delta\mathbf{A})(\mathbf{X} + \Delta\mathbf{X}) = \mathbf{B}$ . If  $d(\mathbf{A}, \Delta\mathbf{A}) = K(\mathbf{A})\|\Delta\mathbf{A}\|/\|\mathbf{A}\| < 1$ , then

$$\frac{\|\Delta\mathbf{X}\|/\|\mathbf{X}\|}{\|\Delta\mathbf{A}\|/\|\mathbf{A}\|} \leq \frac{K(\mathbf{A})}{1 - d(\mathbf{A}, \Delta\mathbf{A})}.$$

Similarly, if  $\mathbf{A}^{-1} + \mathbf{Z}$  is the inverse of the perturbed matrix  $\mathbf{A} + \Delta\mathbf{A}$ , then

$$\frac{\|\mathbf{Z}\|/\|\mathbf{A}^{-1}\|}{\|\Delta\mathbf{A}\|/\|\mathbf{A}\|} \leq \frac{K(\mathbf{A})}{1 - d(\mathbf{A}, \Delta\mathbf{A})}.$$

Moreover, certain perturbations  $\Delta\mathbf{A}$  cause the inequalities to become equalities.

All of the preceding relationships show how the relative error of the result is related to the relative error of matrix  $\mathbf{A}$  via the condition number  $K(\mathbf{A})$ . For each inequality, there are matrices for which equality is true. A large condition number makes possible a relatively large error in the result.

Errors in the data—sometimes very small relative errors—can cause the solution of an ill-conditioned system to be quite different from the solution of the original system. In the same way, the inverse of a perturbed ill-conditioned matrix can be quite different from the inverse of the unperturbed matrix. But both differences are bounded by the condition number; they can be relatively large *only* if the condition number  $K(\mathbf{A})$  is large.

Also, a large condition number  $K(\mathbf{A})$  of a nonsingular matrix  $\mathbf{A}$  indicates that the matrix  $\mathbf{A}$  is relatively close, in norm, to a singular matrix. That is

$$\frac{1}{K(\mathbf{A})} = \min \left( \frac{\|\mathbf{A} - \mathbf{S}\|}{\|\mathbf{A}\|} \right)$$

and

$$\frac{1}{\|\mathbf{A}^{-1}\|} = \min(\|\mathbf{A} - \mathbf{S}\|),$$

where the minimum is taken over all singular matrices  $\mathbf{S}$ . That is, if  $K(\mathbf{A})$  is large, then the relative difference between  $\mathbf{A}$  and the closest singular matrix  $\mathbf{S}$  is small. If the norm of  $\mathbf{A}^{-1}$  is large, the difference between  $\mathbf{A}$  and the closest singular matrix  $\mathbf{S}$  is small.

For example, let

$$\mathbf{A} = \begin{bmatrix} 1 & 1 \\ 1 & .9999999999 \end{bmatrix}.$$

Then

$$\mathbf{A}^{-1} = \begin{bmatrix} -9,999,999,999 & 10^{10} \\ 10^{10} & -10^{10} \end{bmatrix}$$

and  $\|\mathbf{A}^{-1}\| = 2 \times 10^{10}$ . Therefore, there should exist a perturbation  $\Delta\mathbf{A}$  with  $\|\Delta\mathbf{A}\| = 5 \times 10^{-11}$  that makes  $\mathbf{A} + \Delta\mathbf{A}$  singular. Indeed, if

$$\Delta\mathbf{A} = \begin{bmatrix} 0 & -5 \times 10^{-11} \\ 0 & 5 \times 10^{-11} \end{bmatrix}$$

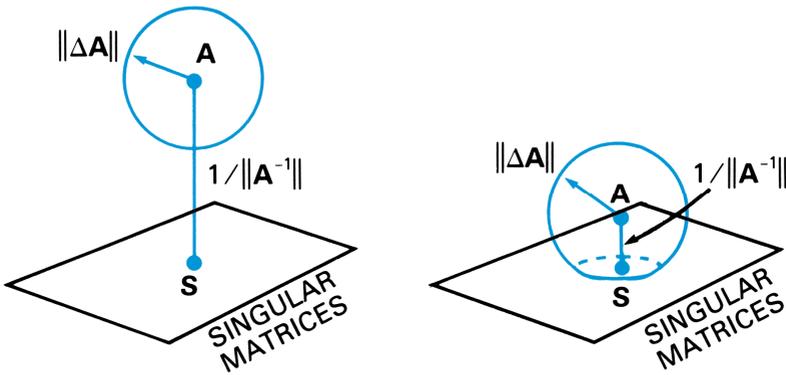
with  $\|\Delta\mathbf{A}\| = 5 \times 10^{-11}$ , then

$$\mathbf{A} + \Delta\mathbf{A} = \begin{bmatrix} 1 & .99999999995 \\ 1 & .99999999995 \end{bmatrix}$$

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and  $\mathbf{A} + \Delta\mathbf{A}$  is singular.

The figures below illustrate these ideas. In each figure matrix  $\mathbf{A}$  and matrix  $\mathbf{S}$  are shown relative to the “surface” of singular matrices and within the space of all matrices. Distance is measured using the norm. Around every matrix  $\mathbf{A}$  is a region of matrices that are practically indistinguishable from  $\mathbf{A}$  (for example, those within rounding errors of  $\mathbf{A}$ ). The radius of this region is  $\|\Delta\mathbf{A}\|$ . The distance from a nonsingular matrix  $\mathbf{A}$  to the nearest singular matrix  $\mathbf{S}$  is  $1/\|\mathbf{A}^{-1}\|$ .



In the left diagram,  $\|\Delta\mathbf{A}\| < 1/\|\mathbf{A}^{-1}\|$ . If  $\|\Delta\mathbf{A}\| \ll 1/\|\mathbf{A}^{-1}\|$  (or  $K(\mathbf{A})\|\Delta\mathbf{A}\|/\|\mathbf{A}\| \ll 1$ ), then

$$\begin{aligned} \text{relative variation in } \mathbf{A}^{-1} &= \|\text{change in } \mathbf{A}^{-1}\|/\|\mathbf{A}^{-1}\| \\ &\approx (\|\Delta\mathbf{A}\|/\|\mathbf{A}\|) K(\mathbf{A}) \\ &= \|\Delta\mathbf{A}\|/(1/\|\mathbf{A}^{-1}\|) \\ &= (\text{radius of sphere})/(\text{distance to surface}) \end{aligned}$$

In the right diagram,  $\|\Delta\mathbf{A}\| > 1/\|\mathbf{A}^{-1}\|$ . In this case, there exists a singular matrix that is indistinguishable from  $\mathbf{A}$ , and it may not even be reasonable to try to compute the inverse of  $\mathbf{A}$ .

## The Accuracy of Numerical Solutions to Linear Systems

The preceding discussion dealt with how uncertainties in the data are reflected in the solutions of systems of linear equations and in matrix inverses. But even when data is exact, uncertainties are introduced in numerically calculated solutions and inverses.

Consider solving the linear system  $\mathbf{AX} = \mathbf{B}$  for the theoretical solution  $\mathbf{X}$ . Because of rounding errors during the calculations, the calculated solution  $\mathbf{Z}$  is in general not the solution to the original system  $\mathbf{AX} = \mathbf{B}$ , but rather the solution to the perturbed system  $(\mathbf{A} + \Delta\mathbf{A})\mathbf{Z} = \mathbf{B}$ . The perturbation  $\Delta\mathbf{A}$  satisfies  $\|\Delta\mathbf{A}\| < \varepsilon\|\mathbf{A}\|$ , where  $\varepsilon$  is usually a very small number. In many cases,  $\Delta\mathbf{A}$  will amount to less than one in the 10th digit of each element of  $\mathbf{A}$ .

For a calculated solution  $\mathbf{Z}$ , the *residual* is  $\mathbf{R} = \mathbf{B} - \mathbf{AZ}$ . Then  $\|\mathbf{R}\| \leq \varepsilon\|\mathbf{A}\|\|\mathbf{Z}\|$ . So the expected residual for a calculated solution is small. But although the residual  $\mathbf{R}$  is usually small, the *error*  $\mathbf{Z} - \mathbf{X}$  may not be small if  $\mathbf{A}$  is ill-conditioned:

$$\|\mathbf{Z} - \mathbf{X}\| \leq \varepsilon\|\mathbf{A}\|\|\mathbf{A}^{-1}\|\|\mathbf{Z}\| = \varepsilon K(\mathbf{A})\|\mathbf{Z}\|.$$

A useful rule-of-thumb for the accuracy of the computed solution is

$$\left( \begin{array}{c} \text{number of correct} \\ \text{decimal digits} \end{array} \right) \geq \left( \begin{array}{c} \text{number of} \\ \text{digits carried} \end{array} \right) - \log(\|\mathbf{A}\|\|\mathbf{A}^{-1}\|) - \log(10n)$$

where  $n$  is the dimension of  $\mathbf{A}$ . For the HP 15c, which carries 10 accurate digits,

$$(\text{number of correct decimal digits}) \geq 9 - \log(\|\mathbf{A}\|\|\mathbf{A}^{-1}\|) - \log(n).$$

In many applications, this accuracy may be adequate. When additional accuracy is desired, the computed solution  $\mathbf{Z}$  can usually be improved by *iterative refinement* (also known as *residual correction*).

Iterative refinement involves calculating a solution to a system of equations, then improving its accuracy using the residual associated with the solution to modify that solution.

To use iterative refinement, first calculate a solution  $\mathbf{Z}$  to the original system  $\mathbf{AX} = \mathbf{B}$ .  $\mathbf{Z}$  is then treated as an approximation to  $\mathbf{X}$ , in error by  $\mathbf{E} = \mathbf{X} - \mathbf{Z}$ . Then  $\mathbf{E}$  satisfies the linear system  $\mathbf{AE} = \mathbf{AX} - \mathbf{AZ} = \mathbf{R}$ , where  $\mathbf{R}$  is the

residual for  $\mathbf{Z}$ . The next step is to calculate the residual and then to solve  $\mathbf{AE} = \mathbf{R}$  for  $\mathbf{E}$ . The calculated solution, denoted by  $\mathbf{F}$ , is treated as an approximation to  $\mathbf{E} = \mathbf{X} - \mathbf{Z}$  and is added to  $\mathbf{Z}$  to obtain a new approximation to  $\mathbf{X}$ :  $\mathbf{F} + \mathbf{Z} \approx (\mathbf{X} - \mathbf{Z}) + \mathbf{Z} = \mathbf{X}$ .

In order for  $\mathbf{F} + \mathbf{Z}$  to be a better approximation to  $\mathbf{X}$  than is  $\mathbf{Z}$ , the residual  $\mathbf{R} = \mathbf{B} - \mathbf{AZ}$  must be calculated to extended precision. The HP 15c's **MATRIX** 6 operation does this. The system matrix  $\mathbf{A}$  is used for finding both solutions,  $\mathbf{Z}$  and  $\mathbf{F}$ . The  $LU$  decomposition formed while calculating  $\mathbf{Z}$  can be used for calculating  $\mathbf{F}$ , thereby shortening the execution time. The refinement process can be repeated, but most of the improvement occurs in the first refinement.

(Refer to Applications at the end of this section for a program that performs one iteration of refinement.)

## Making Difficult Equations Easier

A system of equations  $\mathbf{EX} = \mathbf{B}$  is difficult to numerically solve accurately if  $\mathbf{E}$  is ill-conditioned (nearly singular). Even iterative refinement can fail to improve the calculated solution when  $\mathbf{E}$  is sufficiently ill-conditioned. However, instances arise in practice when a modest extra effort suffices to change difficult equations into others with the same solution, but which are easier to solve. Scaling and preconditioning are two processes to do this.

### Scaling

Bad scaling is a common cause of poor results from attempts to numerically invert ill-conditioned matrices or to solve systems of equations with ill-conditioned system matrices. But it is a cause that you can easily diagnose and cure.

Suppose a matrix  $\mathbf{E}$  is obtained from a matrix  $\mathbf{A}$  by  $\mathbf{E} = \mathbf{LAR}$ , where  $\mathbf{L}$  and  $\mathbf{R}$  are scaling diagonal matrices whose diagonal elements are all integer powers of 10. Then  $\mathbf{E}$  is said to be obtained from  $\mathbf{A}$  by *scaling*.  $\mathbf{L}$  scales the rows of  $\mathbf{A}$ , and  $\mathbf{R}$  scales the columns. Presumably  $\mathbf{E}^{-1} = \mathbf{R}^{-1}\mathbf{A}^{-1}\mathbf{L}^{-1}$  can be obtained either from  $\mathbf{A}^{-1}$  by scaling or from  $\mathbf{E}$  by inverting.

For example, let matrix  $\mathbf{A}$  be

$$\mathbf{A} = \begin{bmatrix} 3 \times 10^{-40} & 1 & 2 \\ 1 & 1 & 1 \\ 2 & 1 & -1 \end{bmatrix}.$$

The HP 15c correctly calculates  $\mathbf{A}^{-1}$  to 10-digit accuracy as

$$\mathbf{A}^{-1} \approx \begin{bmatrix} -2 & 3 & -1 \\ 3 & -4 & 2 \\ -1 & 2 & -1 \end{bmatrix}.$$

Now let

$$\mathbf{L} = \mathbf{R} = \begin{bmatrix} 10^{20} & 0 & 0 \\ 0 & 10^{-20} & 0 \\ 0 & 0 & 10^{-20} \end{bmatrix}$$

so that

$$\mathbf{E} = \begin{bmatrix} 3 & 1 & 2 \\ 1 & 10^{-40} & 10^{-40} \\ 2 & 10^{-40} & -10^{-40} \end{bmatrix}.$$

$\mathbf{E}$  is very near a singular matrix

$$\mathbf{S} = \begin{bmatrix} 3 & 1 & 2 \\ 1 & 0 & 0 \\ 2 & 0 & 0 \end{bmatrix}$$

and  $\|\mathbf{E} - \mathbf{S}\|/\|\mathbf{E}\| = \frac{1}{3} \times 10^{-40}$ . This means that  $K(\mathbf{S}) \geq 3 \times 10^{40}$ , so it's not surprising that the calculated  $\mathbf{E}^{-1}$

$$\mathbf{E}^{-1} \approx \begin{bmatrix} -6.67 \times 10^{-11} & 1 & 10^{-10} \\ 0.8569 & 8.569 \times 10^9 & -4.284 \times 10^9 \\ 0.07155 & -4.284 \times 10^9 & 2.142 \times 10^9 \end{bmatrix}$$

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is far from the true value

$$\mathbf{E}^{-1} = \begin{bmatrix} -2 \times 10^{-40} & 3 & -1 \\ 3 & -4 \times 10^{40} & 2 \times 10^{40} \\ -1 & 2 \times 10^{40} & -10^{40} \end{bmatrix}.$$

Multiplying the calculated inverse and the original matrix verifies that the calculated inverse is poor.

The trouble is that  $\mathbf{E}$  is badly scaled. A well-scaled matrix, like  $\mathbf{A}$ , has all its rows and columns comparable in norm *and* the same must hold true for its inverse. The rows and columns of  $\mathbf{E}$  are about as comparable in norm as those of  $\mathbf{A}$ , but the first row and column of  $\mathbf{E}^{-1}$  are small in norm compared with the others. Therefore, to achieve better numerical results, the rows and columns of  $\mathbf{E}$  should be scaled before the matrix is inverted. This means that the diagonal matrices  $\mathbf{L}$  and  $\mathbf{R}$  discussed earlier should be chosen to make  $\mathbf{LER}$  and  $(\mathbf{LER})^{-1} = \mathbf{R}^{-1}\mathbf{E}^{-1}\mathbf{L}^{-1}$  not so badly scaled.

In general, you can't know the true inverse of matrix  $\mathbf{E}$  in advance. So the detection of bad scaling in  $\mathbf{E}$  and the choice of scaling matrices  $\mathbf{L}$  and  $\mathbf{R}$  must be based on  $\mathbf{E}$  and the *calculated*  $\mathbf{E}^{-1}$ . The calculated  $\mathbf{E}^{-1}$  shows poor scaling and might suggest trying

$$\mathbf{L} = \mathbf{R} = \begin{bmatrix} 10^{-5} & 0 & 0 \\ 0 & 10^5 & 0 \\ 0 & 0 & 10^5 \end{bmatrix}.$$

Using these scaling matrices,

$$\mathbf{LER} = \begin{bmatrix} 3 \times 10^{-10} & 1 & 2 \\ 1 & 10^{-30} & 10^{-30} \\ 2 & 10^{-30} & -10^{-30} \end{bmatrix},$$

which is still poorly scaled, but not so poorly that the HP 15c can't cope. The calculated inverse is

$$(\mathbf{LER})^{-1} = \begin{bmatrix} -2 \times 10^{-30} & 3 & -1 \\ 3 & -4 \times 10^{30} & 2 \times 10^{30} \\ -1 & 2 \times 10^{30} & -10^{30} \end{bmatrix}.$$

This result is correct to 10 digits, although you wouldn't be expected to know this. This result is verifiably correct in the sense that using the calculated inverse,

$$(\mathbf{LER})^{-1}(\mathbf{LER}) = (\mathbf{LER})(\mathbf{LER})^{-1} = \mathbf{I} \text{ (the identity matrix)}$$

to 10 digits.

Then  $\mathbf{E}^{-1}$  is calculated as

$$\mathbf{E}^{-1} = \mathbf{R}(\mathbf{LER})^{-1}\mathbf{L} = \begin{bmatrix} -2 \times 10^{-40} & 3 & -1 \\ 3 & -4 \times 10^{40} & 2 \times 10^{40} \\ -1 & 2 \times 10^{40} & -10^{40} \end{bmatrix},$$

which is correct to 10 digits.

If  $(\mathbf{LER})^{-1}$  is verifiably poor, you can repeat the scaling, using  $\mathbf{LER}$  in place of  $\mathbf{E}$  and using new scaling matrices suggested by  $\mathbf{LER}$  and the calculated  $(\mathbf{LER})^{-1}$ .

You can also apply scaling to solving a system of equations, for example  $\mathbf{EX} = \mathbf{B}$ , where  $\mathbf{E}$  is poorly scaled. When solving for  $\mathbf{X}$ , replace the system  $\mathbf{EX} = \mathbf{B}$  by a system  $(\mathbf{LER})\mathbf{Y} = \mathbf{LB}$  to be solved for  $\mathbf{Y}$ . The diagonal scaling matrices  $\mathbf{L}$  and  $\mathbf{R}$  are chosen as before to make the matrix  $\mathbf{LER}$  well-scaled. After you calculate  $\mathbf{Y}$  from the new system, calculate the desired solution as  $\mathbf{X} = \mathbf{RY}$ .

## Preconditioning

Preconditioning is another method by which you can replace a difficult system,  $\mathbf{EX} = \mathbf{B}$ , by an easier one,  $\mathbf{AX} = \mathbf{D}$ , with the same solution  $\mathbf{X}$ .

Suppose that  $\mathbf{E}$  is ill-conditioned (nearly singular). You can detect this by calculating the inverse  $\mathbf{E}^{-1}$  and observing that  $1/\|\mathbf{E}^{-1}\|$  is very small compared to  $\|\mathbf{E}\|$  (or equivalently by a large condition number  $K(\mathbf{E})$ ). Then almost every row vector  $\mathbf{u}^T$  will have the property that  $\|\mathbf{u}^T\|/\|\mathbf{u}^T\mathbf{E}^{-1}\|$  is also very small compared with  $\|\mathbf{E}\|$ , where  $\mathbf{E}^{-1}$  is the calculated inverse. This is because most row vectors  $\mathbf{u}^T$  will have  $\|\mathbf{u}^T\mathbf{E}^{-1}\|$  not much smaller than  $\|\mathbf{u}^T\|\|\mathbf{E}^{-1}\|$ , and  $\|\mathbf{E}^{-1}\|$  will be large. Choose such a row vector  $\mathbf{u}^T$  and calculate  $\mathbf{v}^T = a\mathbf{u}^T\mathbf{E}^{-1}$ . Choose the scalar  $a$  so that the row vector  $\mathbf{r}^T$ , obtained by rounding every element of  $\mathbf{v}^T$  to an integer between  $-100$  and  $100$ , does not differ much from  $\mathbf{v}^T$ . Then  $\mathbf{r}^T$  is a row vector with integer elements with magnitudes less than  $100$ .  $\|\mathbf{r}^T\mathbf{E}\|$  will be small compared with  $\|\mathbf{r}^T\|\|\mathbf{E}\|$ —the smaller the better.

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Next, choose the  $k$ th element of  $\mathbf{r}^T$  having one of the largest magnitudes. Replace the  $k$ th row of  $\mathbf{E}$  by  $\mathbf{r}^T \mathbf{E}$  and the  $k$ th row of  $\mathbf{B}$  by  $\mathbf{r}^T \mathbf{B}$ . Provided that no roundoff has occurred during the evaluation of these new rows, the new system matrix  $\mathbf{A}$  should be better conditioned (farther from singular) than  $\mathbf{E}$  was, but the system will still have the same solution  $\mathbf{X}$  as before.

This process works best when  $\mathbf{E}$  and  $\mathbf{A}$  are both scaled so that every row of  $\mathbf{E}$  and of  $\mathbf{A}$  have roughly the same norm as every other. You can do this by multiplying the rows of the systems of equations  $\mathbf{E}\mathbf{X} = \mathbf{B}$  and  $\mathbf{A}\mathbf{X} = \mathbf{D}$  by suitable powers of 10. If  $\mathbf{A}$  is not far enough from singular, though well scaled, repeat the preconditioning process.

As an illustration of the preconditioning process, consider the system  $\mathbf{E}\mathbf{X} = \mathbf{B}$ , where

$$\mathbf{E} = \begin{bmatrix} x & y & y & y & y \\ y & x & y & y & y \\ y & y & x & y & y \\ y & y & y & x & y \\ y & y & y & y & x \end{bmatrix}, \quad \mathbf{B} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

and  $x = 8000.00002$  and  $y = -1999.99998$ . If you attempt to solve this system directly, the HP 15c calculates the solution  $\mathbf{X}$  and the inverse  $\mathbf{E}^{-1}$  to be

$$\mathbf{X} \approx \begin{bmatrix} 2014.6 \\ 2014.6 \\ 2014.6 \\ 2014.6 \\ 2014.6 \end{bmatrix} \text{ and } \mathbf{E}^{-1} \approx 2014.6 \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}.$$

Substituting, you find

$$\mathbf{EX} \approx \begin{bmatrix} 1.00146 \\ 1.00146 \\ 1.00146 \\ 1.00146 \\ 1.00147 \end{bmatrix}.$$

Upon checking (using **MATRIX** 7), you find that  $1/\|\mathbf{E}^{-1}\| \approx 9.9 \times 10^{-5}$ , which is very small compared with  $\|\mathbf{E}\| \approx 1.6 \times 10^4$  (or that the calculated condition number is large— $\|\mathbf{E}\| \|\mathbf{E}^{-1}\| \approx 1.6 \times 10^8$ ).

Choose any row vector  $\mathbf{u}^T = (1, 1, 1, 1, 1)$  and calculate

$$\mathbf{u}^T \mathbf{E}^{-1} \approx 10,073 (1, 1, 1, 1, 1).$$

Using  $a = 10^{-4}$ ,

$$\mathbf{v}^T = a \mathbf{u}^T \mathbf{E}^{-1} \approx 1.0073 (1, 1, 1, 1, 1)$$

$$\mathbf{r}^T = (1, 1, 1, 1, 1)$$

$$\|\mathbf{r}^T \mathbf{E}\| \approx 5 \times 10^{-4}$$

$$\|\mathbf{r}^T\| \|\mathbf{E}\| \approx 8 \times 10^4.$$

As expected,  $\|\mathbf{r}^T \mathbf{E}\|$  is small compared to  $\|\mathbf{r}^T\| \|\mathbf{E}\|$ .

Now replace the first row of  $\mathbf{E}$  by

$$10^7 \mathbf{r}^T \mathbf{E} = (1000, 1000, 1000, 1000, 1000)$$

and the first row of  $\mathbf{B}$  by  $10^7 \mathbf{r}^T \mathbf{B} = 10^7$ . This gives a new system equation  $\mathbf{AX} = \mathbf{D}$ , where

$$\mathbf{A} = \begin{bmatrix} 1000 & 1000 & 1000 & 1000 & 1000 \\ y & x & y & y & y \\ y & y & x & y & y \\ y & y & y & x & y \\ y & y & y & y & x \end{bmatrix} \text{ and } \mathbf{D} = \begin{bmatrix} 10^7 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}.$$

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Note that  $\mathbf{r}^T \mathbf{E}$  was scaled by  $10^7$  so that each row of  $\mathbf{E}$  and  $\mathbf{A}$  has roughly the same norm as every other. Using this new system, the HP 15c calculates the solution

$$\mathbf{X} = \begin{bmatrix} 2000.000080 \\ 1999.999980 \\ 1999.999980 \\ 1999.999980 \\ 1999.999980 \end{bmatrix}, \text{ with } \mathbf{AX} = \begin{bmatrix} 10^7 \\ -10^{-5} \\ -9 \times 10^{-6} \\ 0 \\ 0 \end{bmatrix}.$$

This solution differs from the earlier solution and is correct to 10 digits.

Sometimes the elements of a nearly singular matrix  $\mathbf{E}$  are calculated using a formula to which roundoff contributes so much error that the calculated inverse  $\mathbf{E}^{-1}$  must be wrong even when it is calculated using exact arithmetic. Preconditioning is valuable in this case only if it is applied to the formula in such a way that the modified row of  $\mathbf{A}$  is calculated accurately. In other words, you must change the formula exactly into a new and better formula by the preconditioning process if you are to gain any benefit.

## Least-Squares Calculations

Matrix operations are frequently used in *least-squares* calculations. The typical least-squares problem involves an  $n \times p$  matrix  $\mathbf{X}$  of observed data and a vector  $\mathbf{y}$  of  $n$  observations from which you must find a vector  $\mathbf{b}$  with  $p$  coefficients that minimizes

$$\|\mathbf{r}\|_F^2 = \sum_{i=1}^n r_i^2$$

where  $\mathbf{r} = \mathbf{y} - \mathbf{Xb}$  is the residual vector.

### Normal Equations

From the expression above,

$$\|\mathbf{r}\|_F^2 = (\mathbf{y} - \mathbf{Xb})^T (\mathbf{y} - \mathbf{Xb}) = \mathbf{y}^T \mathbf{y} - 2\mathbf{b}^T \mathbf{X}^T \mathbf{y} + \mathbf{b}^T \mathbf{X}^T \mathbf{Xb}.$$

Solving the least-squares problem is equivalent to finding a solution  $\mathbf{b}$  to the *normal equations*

$$\mathbf{X}^T \mathbf{X} \mathbf{b} = \mathbf{X}^T \mathbf{y}.$$

However, the normal equations are very sensitive to rounding errors. (Orthogonal factorization, discussed on page 113, is relatively insensitive to rounding errors.)

The *weighted least-squares* problem is a generalization of the ordinary least-squares problem. In it you seek to minimize

$$\|\mathbf{W}\mathbf{r}\|_F^2 = \sum_{i=1}^n w_i^2 r_i^2$$

where  $\mathbf{W}$  is a diagonal  $n \times n$  matrix with positive diagonal elements  $w_1, w_2, \dots, w_n$ .

Then

$$\|\mathbf{W}\mathbf{r}\|_F^2 = (\mathbf{y} - \mathbf{X}\mathbf{b})^T \mathbf{W}^T \mathbf{W} (\mathbf{y} - \mathbf{X}\mathbf{b})$$

and any solution  $\mathbf{b}$  also satisfies the weighted normal equations

$$\mathbf{X}^T \mathbf{W}^T \mathbf{W} \mathbf{X} \mathbf{b} = \mathbf{X}^T \mathbf{W}^T \mathbf{W} \mathbf{y}.$$

These are the normal equations with  $\mathbf{X}$  and  $\mathbf{y}$  replaced by  $\mathbf{W}\mathbf{X}$  and  $\mathbf{W}\mathbf{y}$ . Consequentially, these equations are sensitive to rounding errors also.

The *linearly constrained least-squares* problem involves finding  $\mathbf{b}$  such it minimizes

$$\|\mathbf{r}\|_F^2 = \|\mathbf{y} - \mathbf{X}\mathbf{b}\|_F^2$$

subject to the constraints

$$\mathbf{C}\mathbf{b} = \mathbf{d} \quad \left( \sum_{j=1}^k c_{ij} b_j = d_i \quad \text{for } i = 1, 2, \dots, m \right).$$

This is equivalent to finding a solution  $\mathbf{b}$  to the *augmented normal equations*

$$\begin{bmatrix} \mathbf{X}^T \mathbf{X} & \mathbf{c}^T \\ \mathbf{c} & \mathbf{0} \end{bmatrix} \begin{bmatrix} \mathbf{b} \\ \mathbf{l} \end{bmatrix} = \begin{bmatrix} \mathbf{X}^T \mathbf{y} \\ \mathbf{d} \end{bmatrix}$$

where  $\mathbf{l}$ , a vector of Lagrange multipliers, is part of the solution but isn't used further. Again, the augmented equations are very sensitive to rounding errors. Note also that weights can also be included by replacing  $\mathbf{X}$  and  $\mathbf{y}$  with  $\mathbf{W}\mathbf{X}$  and  $\mathbf{W}\mathbf{y}$ .

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As an example of how the normal equations can be numerically unsatisfactory for solving least-squares problems, consider the system defined by

$$\mathbf{X} = \begin{bmatrix} 100,000. & -100,000. \\ 0.1 & 0.1 \\ 0.2 & 0.0 \\ 0.0 & 0.2 \end{bmatrix} \quad \text{and} \quad \mathbf{y} = \begin{bmatrix} 0.1 \\ 0.1 \\ 0.1 \\ 0.1 \end{bmatrix}.$$

Then

$$\mathbf{X}^T \mathbf{X} = \begin{bmatrix} 10,000,000,000.05 & -9,999,999,999.99 \\ -9,999,999,999.99 & 10,000,000,000.05 \end{bmatrix}$$

and

$$\mathbf{X}^T \mathbf{y} = \begin{bmatrix} 10,000.03 \\ -9,999.97 \end{bmatrix}.$$

However, when rounded to 10 digits,

$$\mathbf{X}^T \mathbf{X} \approx \begin{bmatrix} 10^{10} & -10^{10} \\ -10^{10} & 10^{10} \end{bmatrix},$$

which is the same as what would be calculated if  $\mathbf{X}$  were rounded to five significant digits to the largest element:

$$\mathbf{X} = \begin{bmatrix} 100,000 & -100,000 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}.$$

The HP 15c solves  $\mathbf{X}^T \mathbf{X} \mathbf{b} = \mathbf{X}^T \mathbf{y}$  (perturbing the singular matrix as described on page 118) and gets

$$\mathbf{b} = \begin{bmatrix} 0.060001 \\ 0.060000 \end{bmatrix}$$

with

$$\mathbf{X}^T \mathbf{y} - \mathbf{X}^T \mathbf{X} \mathbf{b} = \begin{bmatrix} 0.03 \\ 0.03 \end{bmatrix}.$$

However, the correct least-squares solution is

$$\mathbf{b} = \begin{bmatrix} 0.5000005 \\ 0.4999995 \end{bmatrix}$$

despite the fact that the calculated solution and the exact solution satisfy the computed normal equations equally well.

The normal equations should be used only when the elements of  $\mathbf{X}$  are all small integers (say between  $-3000$  and  $3000$ ) or when you know that no perturbations in the columns  $\mathbf{x}_j$  of  $\mathbf{X}$  of as much as  $\|\mathbf{x}_j\|/10^4$  could make those columns linearly dependent.

### Orthogonal Factorization

The following orthogonal factorization method solves the least-squares problem and is less sensitive to rounding errors than the normal equation method. You might use this method when the normal equations aren't appropriate.

Any  $n \times p$  matrix  $\mathbf{X}$  can be factored as  $\mathbf{X} = \mathbf{Q}^T \mathbf{U}$ , where  $\mathbf{Q}$  is an  $n \times n$  orthogonal matrix characterized by  $\mathbf{Q}^T = \mathbf{Q}^{-1}$  and  $\mathbf{U}$  is an  $n \times p$  upper-triangular matrix. The essential property of orthogonal matrices is that they preserve length in the sense that

$$\begin{aligned} \|\mathbf{Qr}\|_F^2 &= (\mathbf{Qr})^T (\mathbf{Qr}) \\ &= \mathbf{r}^T \mathbf{Q}^T \mathbf{Q} \mathbf{r} \\ &= \mathbf{r}^T \mathbf{r} \\ &= \|\mathbf{r}\|_F^2. \end{aligned}$$

Therefore, if  $\mathbf{r} = \mathbf{y} - \mathbf{Xb}$ , it has the same length as

$$\mathbf{Qr} = \mathbf{Qy} - \mathbf{QXb} = \mathbf{Qy} - \mathbf{Ub}.$$

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The upper-triangular matrix  $\mathbf{U}$  and the product  $\mathbf{Qy}$  can be written as

$$\mathbf{U} = \begin{bmatrix} \hat{\mathbf{U}} \\ \mathbf{0} \end{bmatrix} \begin{array}{l} (p \text{ rows}) \\ (n - p \text{ rows}) \end{array} \quad \text{and} \quad \mathbf{Qy} = \begin{bmatrix} \mathbf{g} \\ \mathbf{f} \end{bmatrix} \begin{array}{l} (p \text{ rows}) \\ (n - p \text{ rows}) \end{array}.$$

Then

$$\begin{aligned} \|\mathbf{r}\|_F^2 &= \|\mathbf{Qr}\|_F^2 \\ &= \|\mathbf{Qy} - \mathbf{Ub}\|_F^2 \\ &= \|\mathbf{g} - \hat{\mathbf{U}}\mathbf{b}\|_F^2 + \|\mathbf{f}\|_F^2 \\ &\geq \|\mathbf{f}\|_F^2 \end{aligned}$$

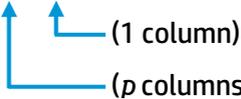
with equality when  $\mathbf{g} - \hat{\mathbf{U}}\mathbf{b} = \mathbf{0}$ . In other words, the solution to the ordinary least-squares problem is any solution to  $\hat{\mathbf{U}}\mathbf{b} = \mathbf{g}$  and the minimal sum of squares is  $\|\mathbf{f}\|_F^2$ . This is the basis of all numerically sound least-squares programs.

You can solve the unconstrained least-squares problem in two steps:

1. Perform the orthogonal factorization of the augmented  $n \times (p + 1)$  matrix

$$[\mathbf{X} \ \mathbf{y}] = \mathbf{Q}^T \mathbf{V}$$

where  $\mathbf{Q}^T = \mathbf{Q}^{-1}$ , and retain only the upper-triangular factor  $\mathbf{V}$ , which you can then partition as

$$\mathbf{V} = \begin{bmatrix} \hat{\mathbf{U}} & \mathbf{g} \\ \mathbf{0} & q \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \begin{array}{l} (p \text{ rows}) \\ (1 \text{ row}) \\ (n - p - 1 \text{ rows}) \end{array}$$


Only the first  $p + 1$  rows (and columns) of  $\mathbf{V}$  need to be retained. (Note that  $\mathbf{Q}$  here is not the same as that mentioned earlier, since this  $\mathbf{Q}$  must also transform  $\mathbf{y}$ .)

2. Solve the following system for  $\mathbf{b}$ :

$$\begin{bmatrix} \mathbf{0} & \mathbf{g} \\ \mathbf{0} & q \end{bmatrix} \begin{bmatrix} \mathbf{b} \\ -1 \end{bmatrix} = \begin{bmatrix} \mathbf{0} \\ -q \end{bmatrix}.$$

(If  $q = 0$ , replace it by any small nonzero number, say  $10^{-99}$ .) The  $-1$  in the solution matrix automatically appears; it requires no additional calculations.

In the absence of rounding errors,  $q = \pm\|\mathbf{y} - \mathbf{Xb}\|_F$ ; this may be inaccurate if  $|q|$  is too small, say smaller than  $\|\mathbf{y}\|/10^6$ . If you desire a more accurate estimate of  $\|\mathbf{y} - \mathbf{Xb}\|_F$ , you can calculate it directly from  $\mathbf{X}$ ,  $\mathbf{y}$ , and the computed solution  $\mathbf{b}$ .

For the weighted least-squares problem, replace  $\mathbf{X}$  and  $\mathbf{y}$  by  $\mathbf{WX}$  and  $\mathbf{Wy}$ , where  $\mathbf{W}$  is the diagonal matrix containing the weights.

For the linearly constrained least-squares problem, you must recognize that constraints may be inconsistent. In addition, they can't always be satisfied exactly by a calculated solution because of rounding errors. Therefore, you must specify a tolerance  $t$  such that the constraints are said to be satisfied when  $\|\mathbf{Cb} - \mathbf{d}\| < t$ . Certainly  $t > \|\mathbf{d}\|/10^{10}$  for 10-digit computation, and in some cases a much larger tolerance must be used.

Having chosen  $t$ , select a weight factor  $w$  that satisfies  $w > \|\mathbf{y}\|/t$ . For convenience, choose  $w$  to be a power of 10 somewhat bigger than  $\|\mathbf{y}\|/t$ . Then  $w\|\mathbf{Cb} - \mathbf{d}\| > \|\mathbf{y}\|$  unless  $\|\mathbf{Cb} - \mathbf{d}\| < t$ .

However, the constraint may fail to be satisfied for one of two reasons:

- No  $\mathbf{b}$  exists for which  $\|\mathbf{Cb} - \mathbf{d}\| < t$ .
- The leading columns of  $\mathbf{C}$  are nearly linearly dependent.

Check for the first situation by determining whether a solution exists for the constraints alone. When  $[\mathbf{wC} \ \mathbf{wd}]$  has been factored to  $\mathbf{Q}[\mathbf{U} \ \mathbf{g}]$ , solve this system for  $\mathbf{b}$

$$\begin{matrix} (k \text{ rows}) \\ (p + 1 - k \text{ rows}) \end{matrix} \begin{bmatrix} \mathbf{U} & \mathbf{g} \\ \mathbf{0} & \text{diag}(q) \end{bmatrix} \begin{bmatrix} \mathbf{b} \\ -1 \end{bmatrix} = \begin{bmatrix} \mathbf{0} \\ -q \end{bmatrix} \begin{matrix} (p \text{ rows}) \\ (1 \text{ row}) \end{matrix}$$

using any small nonzero number  $q$ . If the computed solution  $\mathbf{b}$  satisfies  $\mathbf{Cb} \approx \mathbf{d}$ , then the constraints are not inconsistent.

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The second situation is rarely encountered and can be avoided. It shows itself by causing at least one of the diagonal elements of  $\mathbf{U}$  to be much smaller than the largest element above it in the same column, where  $\mathbf{U}$  is from the orthogonal factorization  $w\mathbf{C} = \mathbf{QU}$ .

To avoid this situation, reorder the columns of  $w\mathbf{C}$  and  $\mathbf{X}$  and similarly reorder the elements (rows) of  $\mathbf{b}$ . The reordering can be chosen easily if the troublesome diagonal element of  $\mathbf{U}$  is also much smaller than some subsequent element in its row. Just swap the corresponding columns in the original data and refactor the weighted constraint equations. Repeat this procedure if necessary.

For example, if the factorization of  $w\mathbf{C}$  gives

$$\mathbf{U} = \begin{bmatrix} 1.0 & 2.0 & 0.5 & -1.5 & 0.3 \\ 0 & 0.02 & 0.5 & 3.0 & 0.1 \\ 0 & 0 & 2.5 & 1.5 & -1.2 \end{bmatrix},$$

then the second diagonal element is much smaller than the value 2.0 above it. This indicates that the first and second columns in the original constraints are nearly dependent. The diagonal element is also much smaller than the subsequent value 3.0 in its row. Then the second and fourth columns should be swapped in the original data and the factorization repeated.

It is always prudent to check for consistent constraints. The test for small diagonal elements of  $\mathbf{U}$  can be done at the same time.

Finally, using  $\mathbf{U}$  and  $\mathbf{g}$  as the first  $k$  rows, add rows corresponding to  $\mathbf{X}$  and  $\mathbf{y}$ . (Refer to Least-Squares Using Successive Rows on page 140 for additional information.) Then solve the unconstrained least-squares problem with

$$\mathbf{x} \rightarrow \begin{bmatrix} w\mathbf{C} \\ \mathbf{X} \end{bmatrix} \text{ and } \mathbf{y} \rightarrow \begin{bmatrix} w\mathbf{d} \\ \mathbf{y} \end{bmatrix}.$$

Provided the calculated solution  $\mathbf{b}$  satisfies  $\|\mathbf{Cb} - \mathbf{d}\| < t$ , that solution will also minimize  $\|\mathbf{y} - \mathbf{Xb}\|$  subject to the constraint  $\mathbf{Cb} \approx \mathbf{d}$ .

## Singular and Nearly Singular Matrices

A matrix is singular if and only if its determinant is zero. The determinant of a matrix is equal to  $(-1)^r$  times the product of the diagonal elements of  $\mathbf{U}$ , where  $\mathbf{U}$  is the upper-diagonal matrix of the matrix's  $LU$  decomposition and  $r$  is the number of row interchanges in the decomposition. Then, theoretically, a matrix is singular if at least one of the diagonal elements of  $\mathbf{U}$ , the pivots, is zero; otherwise it is nonsingular.

However, because the HP 15c performs calculations with only a finite number of digits, some singular and nearly singular matrices can't be distinguished in this way. For example, consider the matrix

$$\mathbf{B} = \begin{bmatrix} 3 & 3 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ \frac{1}{3} & 1 \end{bmatrix} \begin{bmatrix} 3 & 3 \\ 0 & 0 \end{bmatrix} = \mathbf{LU},$$

which is singular. Using 10-digit accuracy, this matrix is decomposed as

$$\mathbf{LU} = \begin{bmatrix} 1 & 0 \\ .3333333333 & 1 \end{bmatrix} \begin{bmatrix} 3 & 3 \\ 0 & 10^{-10} \end{bmatrix},$$

which is nonsingular. The singular matrix  $\mathbf{B}$  can't be distinguished from the nonsingular matrix

$$\mathbf{D} = \begin{bmatrix} 3 & 3 \\ .9999999999 & 1 \end{bmatrix}$$

since they both have identical calculated  $LU$  decompositions.

On the other hand, the matrix

$$\mathbf{A} = \begin{bmatrix} 3 & 3 \\ 1 & .9999999999 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ \frac{1}{3} & 1 \end{bmatrix} \begin{bmatrix} 3 & 3 \\ 0 & -10^{-10} \end{bmatrix} = \mathbf{LU}$$

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is nonsingular. Using 10-digit accuracy, matrix  $\mathbf{A}$  is decomposed as

$$\mathbf{LU} = \begin{bmatrix} 1 & 0 \\ .3333333333 & 1 \end{bmatrix} \begin{bmatrix} 3 & 3 \\ 0 & 0 \end{bmatrix}.$$

This would incorrectly indicate that matrix  $\mathbf{A}$  is singular. The nonsingular matrix  $\mathbf{A}$  can't be distinguished from the singular matrix

$$\mathbf{C} = \begin{bmatrix} 3 & 3 \\ .9999999999 & .9999999999 \end{bmatrix}$$

since they both have identical calculated  $LU$  decompositions.

When you use the HP 15c to calculate an inverse or to solve a system of equations, you should understand that some singular and nearly singular matrices have the same calculated  $LU$  decomposition. For this reason, the HP 15c *always* calculates a result by ensuring that all decomposed matrices *never* have zero pivots. It does this by perturbing the pivots, if necessary, by an amount that is usually smaller than the rounding error in the calculations. This enables you to invert matrices and solve systems of equations without being interrupted by zero pivots. This is very important in applications such as calculating eigenvectors using the method of inverse iteration (refer to page 155).

The effect of rounding errors and possible intentional perturbations is to cause the calculated decomposition to have all nonzero pivots and to correspond to a nonsingular matrix  $\mathbf{A} + \Delta\mathbf{A}$  usually identical to or negligibly different from the original matrix  $\mathbf{A}$ . Specifically, unless every element in some column of  $\mathbf{A}$  has absolute value less than  $10^{-89}$ , the column sum norm  $\|\Delta\mathbf{A}\|_C$  will be negligible (to 10 significant digits) compared with  $\|\mathbf{A}\|_C$ .

The HP 15c calculates the determinant of a square matrix as the signed product of the (possibly perturbed) calculated pivots. The calculated determinant is the determinant of the matrix  $\mathbf{A} + \Delta\mathbf{A}$  represented by the  $LU$  decomposition. It can be zero only if the product's magnitude becomes smaller than  $10^{-99}$  (underflow).

## Applications

The following programs illustrate how you can use matrix operations to solve many types of advanced problems.

### Constructing an Identity Matrix

This program creates an identity matrix  $I_n$  in the matrix whose descriptor is in the Index register. The program assumes that the matrix is already dimensioned to  $n \times n$ . Execute the program using  $\boxed{\text{GSB}}$  8. The final matrix will have 1's for all diagonal elements and 0's for all other elements.

Keystrokes	Display	
$\boxed{\text{g}}$ $\boxed{\text{P/R}}$		Program mode.
$\boxed{\text{f}}$ $\boxed{\text{CLEAR}}$ $\boxed{\text{PRGM}}$	000-	Clears program memory.
$\boxed{\text{f}}$ $\boxed{\text{LBL}}$ 8	001-42,21, 8	
$\boxed{\text{f}}$ $\boxed{\text{MATRIX}}$ 1	002-42,16, 1	Sets $i = j = 1$ .
$\boxed{\text{f}}$ $\boxed{\text{LBL}}$ 9	003-42,21, 9	
$\boxed{\text{RCL}}$ 0	004- 45 0	
$\boxed{\text{RCL}}$ 1	005- 45 1	
$\boxed{\text{g}}$ $\boxed{\text{TEST}}$ 6	006-43,30, 6	Tests $i \neq j$ .
$\boxed{\text{g}}$ $\boxed{\text{CLX}}$	007- 43,35	
$\boxed{\text{g}}$ $\boxed{\text{TEST}}$ 5	008-43,30, 5	Tests $i = j$ .
$\boxed{\text{EEX}}$	009- 26	Sets elements to 1 if $i = j$ .
$\boxed{\text{f}}$ $\boxed{\text{USER}}$ $\boxed{\text{STO}}$ $\boxed{(i)}$	010u 44 24	Skips next step at last element.
$\boxed{\text{f}}$ $\boxed{\text{USER}}$		
$\boxed{\text{GTO}}$ 9	011- 22 9	
$\boxed{\text{g}}$ $\boxed{\text{RTN}}$	012- 43 32	
$\boxed{\text{g}}$ $\boxed{\text{P/R}}$		Run mode.

Labels used: 8 and 9.

Registers used:  $R_0$ ,  $R_1$ , and Index register.

### One-Step Residual Correction

The following program solves the system of equations  $\mathbf{AX} = \mathbf{B}$  for  $\mathbf{X}$ , then performs one stage iterative refinement to improve the solution. The program uses four matrices:

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Matrix	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>Input</b>	System Matrix	Right-Hand Matrix		
<b>Output</b>	System Matrix	Corrected Solution	Uncorrected Solution	<i>LU</i> Form of <b>A</b>

### Keystrokes

### Display

<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	
<b>RCL</b> <b>MATRIX</b> <b>A</b>	002-45, 16, 11	
<b>STO</b> <b>MATRIX</b> <b>D</b>	003-44, 16, 14	Stores system matrix in <b>D</b> .
<b>RCL</b> <b>MATRIX</b> <b>B</b>	004-45, 16, 12	
<b>RCL</b> <b>MATRIX</b> <b>D</b>	005-45, 16, 14	
<b>f</b> <b>RESULT</b> <b>C</b>	006-42, 26, 13	
<b>÷</b>	007- 10	Calculates uncorrected solution, <b>C</b> .
<b>f</b> <b>RESULT</b> <b>B</b>	008-42, 26, 12	
<b>f</b> <b>MATRIX</b> <b>6</b>	009-42, 16, 6	Calculates residual, <b>B</b> .
<b>RCL</b> <b>MATRIX</b> <b>D</b>	010-45, 16, 14	
<b>÷</b>	011- 10	Calculates correction, <b>B</b> .
<b>RCL</b> <b>MATRIX</b> <b>C</b>	012-45, 16, 13	
<b>+</b>	013- 40	Calculates refined solution, <b>B</b> .
<b>g</b> <b>RTN</b>	014- 43 32	
<b>g</b> <b>P/R</b>		Run mode.

Label used: A.

Matrices used: **A**, **B**, **C**, and **D**.

To use this program:

1. Dimension matrix **A** according to the system matrix and store those elements in **A**.
2. Dimension matrix **B** according to the right-hand matrix and store those elements in **B**.
3. Press **GSB** **A** to calculate the corrected solution in matrix **B**.

**Example:** Use the residual correction program to calculate the inverse of matrix **A** for

$$\mathbf{A} = \begin{bmatrix} 33 & 16 & 72 \\ -24 & -10 & -57 \\ -8 & -4 & -17 \end{bmatrix}.$$

The theoretical inverse of **A** is

$$\mathbf{A}^{-1} = \begin{bmatrix} -29/3 & -8/3 & -32 \\ 8 & 5/2 & 51/2 \\ 8/3 & 2/3 & 9 \end{bmatrix}.$$

Find the inverse by solving  $\mathbf{AX} = \mathbf{B}$  for **X**, where **B** is a  $3 \times 3$  identity matrix.

First, enter the program from above. Then, in Run mode, enter the elements into matrix **A** (the system matrix) and matrix **B** (the right-hand, identity matrix). Press GSB A to execute the program.

Recall the elements of the uncorrected solution, matrix **C**:

$$\mathbf{C} = \begin{bmatrix} -9.666666881 & -2.666666726 & -32.00000071 \\ 8.000000167 & 2.500000046 & 25.50000055 \\ 2.666666728 & 0.6666666836 & 9.000000203 \end{bmatrix}.$$

This solution is correct to seven digits. The accuracy is well within that predicted by the equation on page 103.

$$(\text{number of correct digits}) \geq 9 - \log(\|\mathbf{A}\| \|\mathbf{C}\|) - \log(3) \approx 4.8.$$

Recall the elements of the corrected solution, matrix **B**:

$$\mathbf{B} = \begin{bmatrix} -9.666666667 & -2.666666667 & -32.00000000 \\ 8.000000000 & 2.500000000 & 25.50000000 \\ 2.666666667 & 0.666666667 & 9.000000000 \end{bmatrix}.$$

One iteration of refinement yields 10 correct digits in this case.

### Solving a System of Nonlinear Equations

Consider a system of  $p$  nonlinear equations in  $p$  unknowns:

$$f_i(x_1, x_2, \dots, x_p) = 0 \quad \text{for } i = 1, 2, \dots, p$$

for which the solution  $x_1, x_2, \dots, x_p$  is sought.

Let

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_p \end{bmatrix}, \mathbf{f}(\mathbf{x}) = \begin{bmatrix} f_1(\mathbf{x}) \\ f_2(\mathbf{x}) \\ \vdots \\ f_p(\mathbf{x}) \end{bmatrix}, \text{ and } \mathbf{F}(\mathbf{x}) = \begin{bmatrix} F_{11}(\mathbf{x}) & \cdots & F_{1p}(\mathbf{x}) \\ F_{21}(\mathbf{x}) & \cdots & F_{2p}(\mathbf{x}) \\ \vdots & & \vdots \\ F_{p1}(\mathbf{x}) & \cdots & F_{pp}(\mathbf{x}) \end{bmatrix},$$

where

$$F_{ij}(\mathbf{x}) = \frac{\partial}{\partial x_j} f_i(\mathbf{x}) \quad \text{for } i, j = 1, 2, \dots, p.$$

The system of equations can be expressed as  $\mathbf{f}(\mathbf{x}) = \mathbf{0}$ . Newton's method starts with an initial guess  $\mathbf{x}^{(0)}$  to a root  $\mathbf{x}$  of  $\mathbf{f}(\mathbf{x}) = \mathbf{0}$  and calculates

$$\mathbf{x}^{(k+1)} = \mathbf{x}^{(k)} - (\mathbf{F}(\mathbf{x}^{(k)}))^{-1} \mathbf{f}(\mathbf{x}^{(k)}) \quad \text{for } k = 0, 1, 2, \dots$$

until  $\mathbf{x}^{(k+1)}$  converges.

The program in the following example performs one iteration of Newton's method. The computations are performed as

$$\mathbf{x}^{(k+1)} = \mathbf{x}^{(k)} - \mathbf{d}^{(k)},$$

where  $\mathbf{d}^{(k)}$  is the solution to the  $p \times p$  linear system

$$\mathbf{F}(\mathbf{x}^{(k)}) \mathbf{d}^{(k)} = \mathbf{f}(\mathbf{x}^{(k)}).$$

The program displays the Euclidean lengths of  $\mathbf{f}(\mathbf{x}^{(k)})$  and the correction  $\mathbf{d}^{(k)}$  at the end of each iteration.

**Example:** For the random variable  $y$  having a normal distribution with unknown mean  $m$  and variance  $v^2$ , construct an unbiased test of the hypothesis that  $v^2 = v_0^2$  versus the alternative that  $v^2 \neq v_0^2$  for a particular value  $v_0^2$ .

For a random sample of  $y$  consisting of  $y_1, y_2, \dots, y_n$ , an unbiased test rejects the hypothesis if

$$S_n < \chi_1^2 v_0^2 \quad \text{or} \quad S_n > \chi_2^2 v_0^2,$$

where

$$s_n = \sum_{i=1}^n (y_i - \bar{y})^2 \quad \text{and} \quad \bar{y} = \frac{1}{n} \sum_{i=1}^n y_i ,$$

for some constants  $x_1$  and  $x_2$ .

If the size of the test is  $a$  ( $0 < a < 1$ ), you can find  $x_1$  and  $x_2$  by solving the system of equations  $f_1(\mathbf{x}) = f_2(\mathbf{x}) = 0$ , where

$$f_1(\mathbf{x}) = (n - 1) \ln(x_2/x_1) + x_1 - x_2$$

$$f_2(\mathbf{x}) = \int_{x_1}^{x_2} (w/2)^m e^{-w/2} dw - 2(1 - a)\Gamma(m + 1).$$

Here  $x_2 > x_1 > 0$ ,  $a$  and  $n$  are known ( $n > 1$ ), and  $m = (n - 1)/2 - 1$ .

An initial guess for  $(x_1, x_2)$  is

$$x_1^{(0)} = \chi_{n-1, a/2}^2 \quad \text{and} \quad x_2^{(0)} = \chi_{n-1, 1-a/2}^2$$

where  $\chi_{d,p}^2$  is the  $p$ th percentile of the chi-square distribution with  $d$  degrees of freedom.

For this example,

$$\mathbf{F}(\mathbf{x}) = \begin{bmatrix} 1 - \frac{n-1}{x_1} & \frac{n-1}{x_2} - 1 \\ -\left(\frac{x_1}{2}\right)^m e^{-x_1/2} & \left(\frac{x_2}{2}\right)^m e^{-x_2/2} \end{bmatrix}.$$

Enter the following program:

Keystrokes	Display	
<b>[G]</b> <b>[P/R]</b>		Program mode.
<b>[f]</b> <b>CLEAR</b> <b>[PRGM]</b>	000-	Clears program memory.
<b>[f]</b> <b>[LBL]</b> <b>[A]</b>	001-42 , 21 , 11	
2	002- 2	
<b>[ENTER]</b>	003- 36	
<b>[f]</b> <b>[DIM]</b> <b>[C]</b>	004-42 , 23 , 13	Dimensions <b>F</b> matrix to 2 × 2.
1	005- 1	
<b>[f]</b> <b>[DIM]</b> <b>[B]</b>	006-42 , 23 , 12	Dimensions <b>f</b> matrix to 2 × 1.

**Keystrokes**

**Display**

[GSB] [B]	007-	32 12	Calculates <b>f</b> and <b>F</b> .
[RCL] [MATRIX] [A]	008-	45, 16, 11	
[RCL] [MATRIX] [B]	009-	45, 16, 12	
[RCL] [MATRIX] [C]	010-	45, 16, 13	
[f] [RESULT] [D]	011-	42, 26, 14	
[÷]	012-	10	Calculates $\mathbf{d}^{(k)}$ .
[f] [RESULT] [A]	013-	42, 26, 11	
[−]	014-	30	Calculates $\mathbf{x}^{(k+1)} = \mathbf{x}^{(k)} - \mathbf{d}^{(k)}$ .
[g] [LSTX]	015-	43 36	
[f] [MATRIX] 8	016-	42, 16, 8	Calculates $\ \mathbf{d}^{(k)}\ _F$ .
[RCL] [MATRIX] [B]	017-	45, 16, 12	
[f] [MATRIX] 8	018-	42, 16, 8	Calculates $\ \mathbf{f}(\mathbf{x}^{(k)})\ _F$ .
[g] [RTN]	019-	43 32	
[f] [LBL] [B]	020-	42, 21, 12	Routine to calculate <b>f</b> and <b>F</b> .
[f] [MATRIX] 1	021-	42, 16, 1	
[f] [USER] [RCL] [A]	022u	45 11	
[f] [USER]			
[STO] 4	023-	44 4	Stores $x_1^{(k)}$ in $R_4$ .
[f] [USER] [RCL] [A]	024u	45 11	Skips next line for last element.
[f] [USER]			
[STO] 5	025-	44 5	Stores $x_2^{(k)}$ in $R_5$ .
[STO] 5	026-	44 5	
[−]	027-	30	Calculates $x_1 - x_2$ .
[RCL] 5	028-	45 5	
[RCL] [÷] 4	029-	45, 10, 4	
[g] [LN]	030-	43 12	Calculates $\ln(x_2/x_1)$ .
[RCL] 2	031-	45 2	
1	032-	1	
[−]	033-	30	
[×]	034-	20	Calculates $(n - 1) \ln(x_2/x_1)$ .
[+]	035-	40	Calculates $f_1$ .
[STO] [B]	036-	44 12	Stores $f_1$ in <b>B</b> .
1	037-	1	
[RCL] 2	038-	45 2	
1	039-	1	

Keystrokes	Display	
$\boxed{-}$	040-	30
$\boxed{\text{RCL}} \boxed{\div} 4$	041-	45, 10, 4
$\boxed{-}$	042-	30
$\boxed{f} \boxed{\text{USER}} \boxed{\text{STO}} \boxed{\text{C}}$	043u	44 13
$\boxed{f} \boxed{\text{USER}}$		Stores $F_{11}$ in <b>C</b> .
$\boxed{\text{RCL}} 2$	044-	45 2
1	045-	1
$\boxed{-}$	046-	30
$\boxed{\text{RCL}} \boxed{\div} 5$	047-	45, 10, 5
$\boxed{1}$	048-	1
$\boxed{-}$	049-	30
$\boxed{f} \boxed{\text{USER}} \boxed{\text{STO}} \boxed{\text{C}}$	050u	44 13
$\boxed{f} \boxed{\text{USER}}$		Stores $F_{12}$ in <b>C</b> .
$\boxed{\text{RCL}} 4$	051-	45 4
$\boxed{\text{RCL}} 5$	052-	45 5
$\boxed{f} \boxed{\int y^x} \boxed{\text{C}}$	053-	42, 20, 13
$\boxed{\text{RCL}} 3$	054-	45 3
1	055-	1
$\boxed{-}$	056-	30
2	057-	2
$\boxed{\times}$	058-	20
$\boxed{\text{RCL}} 2$	059	45 2
3	060-	3
$\boxed{-}$	061-	30
2	062-	2
$\boxed{\div}$	063-	10
$\boxed{f} \boxed{x!}$	064-	42 0
$\boxed{\times}$	065-	20
$\boxed{+}$	066-	40
$\boxed{\text{STO}} \boxed{\text{B}}$	067-	44 12
$\boxed{\text{RCL}} 4$	068-	45 4
$\boxed{\text{GSB}} \boxed{\text{C}}$	069	32 13
$\boxed{\text{CHS}}$	070-	16
$\boxed{f} \boxed{\text{USER}} \boxed{\text{STO}} \boxed{\text{C}}$	071u	44 13
$\boxed{f} \boxed{\text{USER}}$		Stores $F_{21}$ in <b>C</b> .
$\boxed{\text{RCL}} 5$	072-	45 5

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Keystrokes	Display	
$\boxed{\text{GSB}} \boxed{\text{C}}$	073 32 13	Calculates $F_{22}$ .
$\boxed{\text{f}} \boxed{\text{USER}} \boxed{\text{STO}} \boxed{\text{C}}$	074u 44 13	Stores $F_{22}$ in <b>C</b> .
$\boxed{\text{f}} \boxed{\text{USER}}$		
$\boxed{\text{g}} \boxed{\text{RTN}}$	075- 43 32	Skips this line.
$\boxed{\text{g}} \boxed{\text{RTN}}$	076- 43 32	
$\boxed{\text{f}} \boxed{\text{LBL}} \boxed{\text{C}}$	077-42, 21, 13	Integrand routine.
2	078- 2	
$\boxed{\div}$	079- 10	
$\boxed{\text{CHS}}$	080- 16	
$e^x$	081- 12	Calculates $e^{-x/2}$ .
$\boxed{\text{g}} \boxed{\text{LSTX}}$	082- 43 36	
$\boxed{\text{CHS}}$	083- 16	
$\boxed{\text{RCL}} \ 2$	084- 45 2	
3	085- 3	
$\boxed{-}$	086- 30	
2	087- 2	
$\boxed{\div}$	088- 10	Calculates $m$ .
$\boxed{y^x}$	089- 14	
$\boxed{\times}$	090- 20	Calculates $(x/2)^m e^{-x/2}$ .
$\boxed{\text{g}} \boxed{\text{RTN}}$	091 43 32	

Labels used: A, B, and C.

Registers used:  $R_0$  (row),  $R_1$  (column),  $R_2$  ( $n$ ),  $R_3$  ( $a$ ),  $R_4$  ( $x_1^{(k)}$ ), and  $R_5$  ( $x_2^{(k)}$ ).

Matrices used: **A** ( $\mathbf{x}^{(k+1)}$ ), **B** ( $\mathbf{f}(\mathbf{x}^{(k)})$ ), **C** ( $\mathbf{F}(\mathbf{x}^{(k)})$ ), and **D** ( $\mathbf{d}^{(k)}$ ).

Now run the program. For example, choose the values  $n = 11$  and  $a = 0.05$ . The suggested initial guesses are  $x_1^{(0)} = 3.25$  and  $x_2^{(0)} = 20.5$ . Remember that the display format affects the uncertainty of the integral calculation.

Keystrokes	Display	
$\boxed{\text{g}} \boxed{\text{P/R}}$		Run mode.
5 $\boxed{\text{f}} \boxed{\text{DIM}} \boxed{(i)}$	5.0000	Reserves $R_0$ through $R_5$ .
11 $\boxed{\text{STO}} \ 2$	11.0000	Stores $n$ in $R_2$ .
.05 $\boxed{\text{STO}} \ 3$	0.0500	Stores $a$ in $R_3$ .
2 $\boxed{\text{ENTER}} \ 1$	1	

**Keystrokes**

**Display**

$\boxed{f}$ $\boxed{DIM}$ $\boxed{A}$	1.0000	Dimensions <b>A</b> to $2 \times 1$ .
$\boxed{f}$ $\boxed{USER}$	1.0000	Activates User mode.
$\boxed{f}$ $\boxed{MATRIX}$ 1	1.0000	
3.25 $\boxed{STO}$ $\boxed{A}$	3.2500	Stores $x_1^{(0)}$ from chi-square distribution.
20.5 $\boxed{STO}$ $\boxed{A}$	20.5000	Stores $x_2^{(0)}$ from chi-square distribution.
$\boxed{f}$ $\boxed{SCI}$ 4	2.0500	01 Sets display format.
$\boxed{A}$	1.1677	00 Displays norm of $\mathbf{f}(\mathbf{x})^{(0)}$ .
$\boxed{R\downarrow}$	1.0980	00 Displays norm of correction $\mathbf{d}^{(0)}$ .
$\boxed{RCL}$ $\boxed{A}$	3.5519	00 Recalls $x_1^{(1)}$ .
$\boxed{RCL}$ $\boxed{A}$	2.1556	01 Recalls $x_2^{(1)}$ .

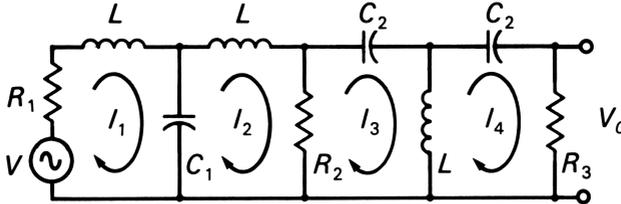
By repeating the last four steps, you will obtain these results:

$k$	$\ \mathbf{f}(\mathbf{x})^{(k)}\ _F$	$\ \mathbf{d}^{(k)}\ _F$	$x_1^{(k+1)}$	$x_2^{(k+1)}$
			3.2500	20.500
0	1.168	1.098	3.5519	21.556
1	$1.105 \times 10^{-1}$	$1.740 \times 10^{-1}$	3.5169	21.726
2	$1.918 \times 10^{-3}$	$2.853 \times 10^{-3}$	3.5162	21.729
3	$6.021 \times 10^{-7}$	$9.542 \times 10^{-7}$	3.5162	21.729

This accuracy is sufficient for constructing the statistical test. (Press  $\boxed{f}$   $\boxed{FIX}$  4 to reset the display format and  $\boxed{f}$   $\boxed{USER}$  to deactivate User mode.)

### Solving a Large System of Complex Equations

**Example:** Find the output voltage at a radian frequency of  $\omega = 15 \times 10^3$  rad/s for the filter network shown below.



$$V = 10 \text{ volts}$$

$$R_1 = 100 \text{ ohms}$$

$$R_2 = 10^6 \text{ ohms}$$

$$R_3 = 10^5 \text{ ohms}$$

$$L = 10^{-2} \text{ henry}$$

$$C_1 = 25 \times 10^{-8} \text{ farad}$$

$$C_2 = 25 \times 10^{-6} \text{ farad}$$

Describe the circuit using loop currents:

$$\begin{bmatrix} (R_1 + i\omega L - \frac{i}{\omega C_1}) & (\frac{i}{\omega C_1}) & 0 & 0 \\ (\frac{i}{\omega C_1}) & (R_2 + i\omega L - \frac{i}{\omega C_1}) & (-R_2) & 0 \\ 0 & (-R_2) & (R_2 - \frac{i}{\omega C_2} + i\omega L) & (-i\omega L) \\ 0 & 0 & (-i\omega L) & (R_3 + i\omega L - \frac{i}{\omega C_2}) \end{bmatrix} \begin{bmatrix} I_1 \\ I_2 \\ I_3 \\ I_4 \end{bmatrix} = \begin{bmatrix} V \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

Solve this complex system for  $I_1, I_2, I_3,$  and  $I_4$ . Then  $V_0 = (R_3)(I_4)$ .

Because this system is too large to solve using the standard method for a system of complex equations, this alternate method (described in the owner's handbook) is used. First, enter the system matrix into matrix **A** in complex form and calculate its inverse. Note that  $\omega L = 150$ ,  $1/\omega C_1 = 800/3$ , and  $1/\omega C_2 = 8/3$ .

**Keystrokes**

**Display**

**[g] [P/R]**

Program mode.

**[f] CLEAR [PRGM]**

000-

Clears program memory.

**[g] [P/R]**

Run mode.

**0 [f] [DIM] [(i)]**

0.0000

Provides maximum matrix memory.

Keystrokes	Display	
$\boxed{f}$ $\boxed{\text{MATRIX}}$ 0	0.0000	Dimensions all matrices to $0 \times 0$ .
4 $\boxed{\text{ENTER}}$ 8	8	
$\boxed{f}$ $\boxed{\text{DIM}}$ $\boxed{A}$	8.0000	Dimensions matrix <b>A</b> to $4 \times 8$ .
$\boxed{f}$ $\boxed{\text{MATRIX}}$ 1	8.0000	
$\boxed{f}$ $\boxed{\text{USER}}$	8.0000	Activates User mode.
100 $\boxed{\text{STO}}$ $\boxed{A}$	100.0000	Stores $\text{Re}(a_{11})$ .
150 $\boxed{\text{ENTER}}$	150.0000	
800 $\boxed{\text{ENTER}}$ 3 $\boxed{\div}$	266.6667	
$\boxed{-}$ $\boxed{\text{STO}}$ $\boxed{A}$	-116.6667	Stores $\text{Im}(a_{11})$ .
:		
150 $\boxed{\text{ENTER}}$	150.0000	
8 $\boxed{\text{ENTER}}$ 3 $\boxed{\div}$	2.6667	
$\boxed{-}$ $\boxed{\text{STO}}$ $\boxed{A}$	147.3333	Stores $\text{Im}(a_{44})$ .
$\boxed{\text{RCL}}$ $\boxed{\text{MATRIX}}$ $\boxed{A}$	<b>A</b> 4 8	
$\boxed{f}$ $\boxed{\text{Py,x}}$	<b>A</b> 8 4	Transforms $\mathbf{A}^C$ to $\mathbf{A}^P$ .
$\boxed{f}$ $\boxed{\text{MATRIX}}$ 2	<b>A</b> 8 8	Transforms $\mathbf{A}^P$ to $\tilde{\mathbf{A}}$ .
$\boxed{\text{STO}}$ $\boxed{\text{RESULT}}$	<b>A</b> 8 8	
$\boxed{f}$ $\boxed{1/x}$	<b>A</b> 8 8	Calculates inverse of $\tilde{\mathbf{A}}$ in <b>A</b> .

Delete the second half of the rows of **A** to provide space to store the right-hand matrix **B**.

Keystrokes	Display	
4 $\boxed{\text{ENTER}}$ 8	8	
$\boxed{f}$ $\boxed{\text{DIM}}$ $\boxed{A}$	8.0000	Redimensions matrix <b>A</b> to $4 \times 8$ .
4 $\boxed{\text{ENTER}}$ 2	2	
$\boxed{f}$ $\boxed{\text{DIM}}$ $\boxed{B}$	2.0000	Redimensions matrix <b>B</b> to $4 \times 2$ .
$\boxed{f}$ $\boxed{\text{MATRIX}}$ 1	2.0000	
10 $\boxed{\text{STO}}$ $\boxed{B}$	10.0000	Stores $\text{Re}(V)$ . (Other elements are 0.)
$\boxed{\text{RCL}}$ $\boxed{\text{MATRIX}}$ $\boxed{A}$	<b>A</b> 4 8	

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Keystrokes	Display	
<b>RCL</b> <b>MATRIX</b> <b>B</b>	<b>b</b> 4 2	
<b>f</b> <b>P<sub>y,x</sub></b>	<b>b</b> 8 1	Transforms $\mathbf{B}^c$ to $\mathbf{B}^p$ .
<b>f</b> <b>MATRIX</b> 2	<b>b</b> 8 2	Transforms $\mathbf{B}^p$ to $\tilde{\mathbf{B}}$ .
<b>f</b> <b>RESULT</b> <b>C</b>	<b>b</b> 8 2	
<b>x</b>	<b>c</b> 4 2	Calculates solution in <b>C</b> .
<b>f</b> <b>MATRIX</b> 4	<b>c</b> 2 4	Calculates transpose.
<b>f</b> <b>MATRIX</b> 2	<b>c</b> 2 8	Transforms <b>C</b> to $\tilde{\mathbf{C}}$ .
1 <b>ENTER</b> 8	8	
<b>f</b> <b>DIM</b> <b>C</b>	8.0000	Redimensions matrix C to $1 \times 8$ .
<b>RCL</b> <b>RESULT</b>	<b>c</b> 1 8	
<b>f</b> <b>MATRIX</b> 4	<b>c</b> 8 1	Calculates transpose.
<b>g</b> <b>C<sub>y,x</sub></b>	<b>c</b> 4 2	Transforms $\mathbf{C}^p$ to $\mathbf{C}^c$ .

Matrix **C** contains the desired values of  $I_1$ ,  $I_2$ ,  $I_3$ , and  $I_4$  in rectangular form. Their phasor forms are easy to compute:

Keystrokes	Display	
<b>f</b> <b>MATRIX</b> 1	<b>c</b> 4 2	Resets $R_0$ and $R_1$ .
<b>f</b> <b>SCI</b> 4	<b>c</b> 4 2	
<b>RCL</b> <b>C</b>	1.9550 -04	Recalls $\text{Re}(I_1)$ .
<b>RCL</b> <b>C</b>	4.0964 -03	Recalls $\text{Im}(I_1)$ .
<b>x<math>\rightarrow</math>y</b> <b>g</b> <b>+P</b>	4.1013 -03	Displays $ I_1 $ .
<b>x<math>\rightarrow</math>y</b>	8.7212 01	Displays $\text{Arg}(I_1)$ in degrees.
<b>RCL</b> <b>C</b>	-1.4489 -03	
<b>RCL</b> <b>C</b>	-3.5633 -02	
<b>x<math>\rightarrow</math>y</b> <b>g</b> <b>+P</b>	3.5662 -02	Displays $ I_2 $ .
<b>x<math>\rightarrow</math>y</b>	-9.2328 01	
<b>RCL</b> <b>C</b>	-1.4541 -03	
<b>RCL</b> <b>C</b>	-3.5633 -02	
<b>x<math>\rightarrow</math>y</b> <b>g</b> <b>+P</b>	3.5662 -02	Displays $ I_3 $ .
<b>x<math>\rightarrow</math>y</b>	-9.2337 01	
<b>RCL</b> <b>C</b>	5.3446 -05	
<b>RCL</b> <b>C</b>	-2.2599 -06	

Keystrokes	Display	
$x \div y$ $\boxed{9}$ $\boxed{\rightarrow P}$	5.3494	-05 Displays $ I_4 $ .
$x \div y$	-2.4212	00
$x \div y$ $\boxed{EEX}$ 5 $\boxed{\times}$	5.3494	00 Calculates $ V_0  = (R_3) I_4 $ .
$\boxed{f}$ $\boxed{FIX}$ 4	5.3494	
$\boxed{f}$ $\boxed{USER}$	5.3494	Deactivates User mode.

The output voltage is  $5.3494 \angle -2.4212^\circ$ .

### Least-Squares Using Normal Equations

The unconstrained least-squares problem is known in statistical literature as *multiple linear regression*. It uses the linear model

$$y = \sum_{j=1}^p b_j x_j + r.$$

Here,  $b_1, \dots, b_p$  are the unknown parameters,  $x_1, \dots, x_p$  are the independent (or explanatory) variables,  $y$  is the dependent (or response) variable, and  $r$  is the random error having expected value  $E(r) = 0$ , variance  $\sigma^2$ .

After making  $n$  observations of  $y$  and  $x_1, x_2, \dots, x_p$ , this problem can be expressed as

$$\mathbf{y} = \mathbf{X}\mathbf{b} + \mathbf{r}$$

where  $\mathbf{y}$  is an  $n$ -vector,  $\mathbf{X}$  is an  $n \times p$  matrix, and  $\mathbf{r}$  is an  $n$ -vector consisting of the unknown random errors satisfying  $E(\mathbf{r}) = \mathbf{0}$  and  $\text{Cov}(\mathbf{r}) = E(\mathbf{r}\mathbf{r}^T) = \sigma^2 \mathbf{I}_n$ .

If the model is correct and  $\mathbf{X}^T \mathbf{X}$  has an inverse, then the calculated least-squares solution  $\hat{\mathbf{b}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$  has the following properties:

- $E(\hat{\mathbf{b}}) = \mathbf{b}$ , so that  $\hat{\mathbf{b}}$  is an unbiased estimator of  $\mathbf{b}$ .
- $\text{Cov}(\hat{\mathbf{b}}) = E((\hat{\mathbf{b}} - \mathbf{b})^T (\hat{\mathbf{b}} - \mathbf{b})) = \sigma^2 (\mathbf{X}^T \mathbf{X})^{-1}$ , the covariance matrix of the estimator  $\hat{\mathbf{b}}$ .
- $E(\hat{\mathbf{r}}) = \mathbf{0}$ , where  $\hat{\mathbf{r}} = \mathbf{y} - \mathbf{X}\hat{\mathbf{b}}$  is the vector of residuals.
- $E(\|\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}\|_F^2) = (n - p)\sigma^2$ , so that  $\hat{\sigma}^2 = \|\hat{\mathbf{r}}\|_F^2 / (n - p)$  is an unbiased estimator for  $\sigma^2$ . You can estimate  $\text{Cov}(\hat{\mathbf{b}})$  by replacing  $\sigma^2$  by  $\hat{\sigma}^2$ .

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The total sum of squares  $\|\mathbf{y}\|_F^2$  can be partitioned according to

$$\begin{aligned}\|\mathbf{y}\|_F^2 &= \mathbf{y}^T \mathbf{y} \\ &= (\mathbf{y} - \mathbf{X}\hat{\mathbf{b}} + \mathbf{X}\hat{\mathbf{b}})^T (\mathbf{y} - \mathbf{X}\hat{\mathbf{b}} + \mathbf{X}\hat{\mathbf{b}}) \\ &= (\mathbf{y} - \mathbf{X}\hat{\mathbf{b}})^T (\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}) - 2\hat{\mathbf{b}}^T \mathbf{X}^T (\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}) + (\mathbf{X}\hat{\mathbf{b}})^T (\mathbf{X}\hat{\mathbf{b}}) \\ &= \|\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}\|_F^2 + \|\mathbf{X}\hat{\mathbf{b}}\|_F^2 \\ &= \left( \begin{array}{c} \text{Residual} \\ \text{Sum of Squares} \end{array} \right) + \left( \begin{array}{c} \text{Regression} \\ \text{Sum of Squares} \end{array} \right).\end{aligned}$$

When the model is correct,

$$E\left(\frac{\|\mathbf{X}\hat{\mathbf{b}}\|_F^2}{p}\right) = \sigma^2 + \left(\frac{\|\mathbf{X}\mathbf{b}\|_F^2}{p}\right) > \sigma^2$$

and

$$E\left(\frac{\|\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}\|_F^2}{n-p}\right) = \sigma^2$$

for  $\mathbf{b} \neq \mathbf{0}$ . When the simpler model  $y = r$  is correct, both of these expectations equal  $\sigma^2$ .

You can test the hypothesis that the simpler model is correct (against the alternative that the original model is correct) by calculating the  $F$  ratio

$$F = \frac{\frac{\|\mathbf{X}\hat{\mathbf{b}}\|_F^2}{p}}{\frac{\|\mathbf{y} - \mathbf{X}\hat{\mathbf{b}}\|_F^2}{n-p}}.$$

$F$  will tend to be larger when the original model is true ( $\mathbf{b} \neq \mathbf{0}$ ) than when the simpler model is true ( $\mathbf{b} = \mathbf{0}$ ). You reject the hypothesis when  $F$  is sufficiently large.

If the random errors have a normal distribution, the  $F$  ratio has a central  $F$  distribution with  $p$  and  $(n - p)$  degrees of freedom if  $\mathbf{b} = \mathbf{0}$ , and a noncentral distribution if  $\mathbf{b} \neq \mathbf{0}$ . A statistical test of the hypothesis (with probability  $\alpha$  of incorrectly rejecting the hypothesis) is to reject the hypothesis if the  $F$  ratio is larger than the  $100\alpha$  percentile of the central  $F$  distribution with  $p$  and  $(n - p)$  degrees of freedom; otherwise, accept the hypothesis.

The following program fits the linear model to a set of  $n$  data points  $x_{i1}, x_{i2}, \dots, x_{ip}, y_i$  by the method of least-squares. The parameters  $b_1, b_2, \dots, b_p$  are estimated by the solution  $\hat{\mathbf{b}}$  to the normal equations  $\mathbf{X}^T \mathbf{X} \mathbf{b} = \mathbf{X}^T \mathbf{y}$ . The program also estimates  $\sigma^2$  and the parameter covariance matrix  $\text{Cov}(\hat{\mathbf{b}})$ . The regression and residual sums of squares (*Reg SS* and *Res SS*) and the residuals are also calculated.

The program requires two matrices:

Matrix **A**:  $n \times p$  with row  $i$  ( $x_{i1}, x_{i2}, \dots, x_{ip}$ ) for  $i = 1, 2, \dots, n$ .

Matrix **B**:  $n \times 1$  with element  $i$  ( $y_i$ ) for  $i = 1, 2, \dots, n$ .

The program output is:

Matrix **A**: unchanged.

Matrix **B**:  $n \times 1$  containing the residuals from the fit ( $y_i - \hat{b}_1 x_{i1} - \dots - \hat{b}_p x_{ip}$ ) for  $i = 1, 2, \dots, n$ , where  $\hat{b}_i$  is the estimate for  $b_i$ .

Matrix **C**:  $p \times p$  covariance matrix of the parameter estimates.

Matrix **D**:  $p \times 1$  containing the parameter estimates  $\hat{b}_1, \dots, \hat{b}_p$ .

T-register: contains an estimate of  $\sigma^2$ .

Y-register: contains the regression sum of squares (*Reg SS*).

X-register: contains the residual sum of squares (*Res SS*).

The analysis of variance (ANOVA) table below partitions the total sum of squares (*Tot SS*) into the regression and the residual sums of squares. You can use the table to calculate the  $F$  ratio.

**ANOVA Table**

Source	Degrees of Freedom	Sum of Squares	Mean Square	F Ratio
<b>Regression</b>	$p$	<i>Reg SS</i>	$\frac{(\text{Reg SS})}{p}$	$\frac{(\text{Reg MS})}{(\text{Res MS})}$
<b>Residual</b>	$n - p$	<i>Res SS</i>	$\frac{(\text{Res SS})}{(n - p)}$	
<b>Total</b>	$n$	<i>Tot SS</i>		

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The program calculates the regression sum of squares *unadjusted* for the mean because a constant term may not be in the model. To include a constant term, include in the model a variable that is identically equal to one. The corresponding parameter is then the constant term.

To calculate the *mean-adjusted* regression sum of squares for a model containing a constant term, first use the program to fit the model and to find the unadjusted regression sum of squares. Then fit the simpler model  $y = b_1 + r$  by dropping all variables but the one identically equal to one ( $b_1$ , for example) and find the regression sum of squares for this model,  $(Reg SS)_c$ . The mean-adjusted regression sum of squares  $(Reg SS)_A = Reg SS - (Reg SS)_c$ . Then the ANOVA table becomes:

**ANOVA Table**

Source	Degrees of Freedom	Sum of Squares	Mean Square	F Ratio
<b>Regression   Constant</b>	$p - 1$	$(Reg SS)_A$	$\frac{(Reg SS)_A}{(p - 1)}$	$\frac{(Reg MS)_A}{(Res MS)}$
<b>Constant</b>	1	$(Reg SS)_c$	$(Res SS)_c$	
<b>Residual</b>	$n - p$	$Res SS$	$\frac{(Res SS)}{(n - p)}$	
<b>Total</b>	$n$	$Tot SS$		

You can then use the *F* ratio to test whether the full model fits data significantly better than the simpler model  $y = b_1 + r$ .

You may want to perform a series of regressions, dropping independent variables between each. To do this, order the variables in the reverse order that they will be dropped from the model. They can be dropped by transposing the matrix **A**, redimensioning **A** to have fewer rows, and then transposing **A** once again.

You will need the original dependent variable data for each regression. If there is not enough room to store the original data in matrix **E**, you can compute it from the output of the regression fit. A subroutine has been included to do this.

This program has the following characteristics:

- If the entire program is keyed into program memory, the sizes of  $n$  and  $p$  are required to satisfy  $n \geq p$  and  $(n + p)(p + 1) \leq 56$ . That is,

if $p$ is	1	2	3	4
then $n_{\max}$ is	27	16	11	7

This assumes that only data storage registers  $R_0$  and  $R_1$  are allocated. If subroutine “B” is omitted, then  $n \geq p$  and  $(n + p)(p + 1) \leq 58$ . That is,

if $p$ is	1	2	3	4
then $n_{\max}$ is	28	17	11	7

- Even though subroutine “B” uses the residual function with its extended precision, the computed dependent variable data may not exactly agree with the original data. The agreement will usually be close enough for statistical estimation and tests. If more accuracy is desired, the original data can be reentered into matrix **B**.

**Keystrokes**

**Display**

<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42 , 21 , 11	Program to fit model.
<b>RCL</b> <b>MATRIX</b> <b>B</b>	002-45 , 16 , 12	
<b>f</b> <b>MATRIX</b> 8	003-42 , 16 , 8	
<b>g</b> <b>x<sup>2</sup></b>	004- 43 11	Calculates <i>Tot SS</i> .
<b>RCL</b> <b>MATRIX</b> <b>A</b>	005-45 , 16 , 11	
<b>ENTER</b>	006- 36	
<b>f</b> <b>RESULT</b> <b>C</b>	007-42 , 26 , 13	
<b>f</b> <b>MATRIX</b> 5	008-42 , 16 , 5	Calculates <b>C = A<sup>T</sup>A</b> .
<b>g</b> <b>LSTx</b>	009- 43 36	
<b>RCL</b> <b>MATRIX</b> <b>B</b>	010-45 , 16 , 22	
<b>f</b> <b>RESULT</b> <b>D</b>	011-42 , 26 , 14	
<b>f</b> <b>MATRIX</b> 5	012-42 , 16 , 5	Calculates <b>D = A<sup>T</sup>B</b> .
<b>x↔y</b>	013- 34	
<b>÷</b>	014- 10	Calculates parameters in <b>D</b> .

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### Keystrokes

### Display

<b>RCL</b> <b>MATRIX</b> <b>A</b>	015-45,16,11	
<b>x<math>\leftrightarrow</math>y</b>	016- 34	
<b>f</b> <b>RESULT</b> <b>B</b>	017-42,26,12	
<b>f</b> <b>MATRIX</b> 6	018-42,16, 6	Calculates residuals of fit in <b>B</b> .
<b>f</b> <b>MATRIX</b> 8	019-42,16, 8	
<b>g</b> <b>x<sup>2</sup></b>	020- 43 11	Calculates <i>Res SS</i> .
<b>RCL</b> <b>DIM</b> <b>A</b>	021-45,23,11	
<b>-</b>	022 30	
<b>÷</b>	023- 10	Calculates $\sigma^2$ estimate.
<b>ENTER</b>	024- 36	
<b>ENTER</b>	025- 36	
<b>RCL</b> <b>MATRIX</b> <b>C</b>	026-45,16,13	
<b>f</b> <b>RESULT</b> <b>C</b>	027-42,26,13	
<b>÷</b>	028- 10	Calculates covariance matrix in <b>C</b> .
<b>g</b> <b>R<math>\uparrow</math></b>	029- 43 33	
<b>RCL</b> <b>MATRIX</b> <b>B</b>	030-45,16,12	
<b>f</b> <b>MATRIX</b> 8	031-42,16, 8	
<b>g</b> <b>x<sup>2</sup></b>	032- 43 11	
<b>-</b>	033- 30	Calculates <i>Reg SS</i> .
<b>g</b> <b>LST<math>\chi</math></b>	034- 43 36	Returns <i>Res SS</i> .
<b>g</b> <b>RTN</b>	035- 43 32	
<b>f</b> <b>LBL</b> <b>B</b>	036-42,21,12	Subroutines to reconstruct dependent variable data.
<b>RCL</b> <b>MATRIX</b> <b>A</b>	037-45,16,11	
<b>RCL</b> <b>MATRIX</b> <b>D</b>	038-45,16,14	
<b>CHS</b>	039- 16	
<b>f</b> <b>RESULT</b> <b>B</b>	040-42,26,12	
<b>f</b> <b>MATRIX</b> 6	041-42,16, 6	Calculates <b>B = B + AD</b> .
<b>RCL</b> <b>MATRIX</b> <b>D</b>	042-45,16,14	
<b>CHS</b>	043- 16	
<b>g</b> <b>RTN</b>	044- 43 32	

Labels used: A and B.

Registers used: R<sub>0</sub> and R<sub>1</sub>.

Matrices used: **A**, **B**, **C**, and **D**.

To use this program:

1. Press 1  $\boxed{f}$   $\boxed{DIM}$   $\boxed{(i)}$  to reserve registers R<sub>0</sub> and R<sub>1</sub>.
2. Dimension matrix **A** according to the number of observations  $n$  and the number of parameters  $p$  by pressing  $n$   $\boxed{ENTER}$   $p$   $\boxed{f}$   $\boxed{DIM}$   $\boxed{A}$ .
3. Dimension matrix **B** according to the number of observations  $n$  (and one column) by pressing  $n$   $\boxed{ENTER}$  1  $\boxed{f}$   $\boxed{DIM}$   $\boxed{B}$ .
4. Press  $\boxed{f}$   $\boxed{MATRIX}$  1 to set registers R<sub>0</sub> and R<sub>1</sub>.
5. Press  $\boxed{f}$   $\boxed{USER}$  to activate User mode.
6. For each observation, store the values of the  $p$  variables in a row of matrix **A**. Repeat this for the  $n$  observations.
7. Store the values of the dependent variable in matrix **B**.
8. Press  $\boxed{A}$  to calculate and display the *Res SS*. The Y-register contains the *Reg SS* and the T-register contains the  $\sigma^2$  estimate.
9. Press  $\boxed{RCL}$   $\boxed{D}$  to observe each of the  $p$  parameter estimates.
10. If desired, press  $\boxed{B}$  to recalculate the dependent variable data in matrix **B**.

**Example:** Compare two regression models of the annual change in the consumer price index (CPI) using the annual change in the producer price index (PPI) and the unemployment rate (UR):

$$y = b_1 + b_2x_2 + b_3x_3 + r \quad \text{and} \quad y = b_1 + b_2x_2 + r,$$

where  $y$ ,  $x_2$ , and  $x_3$  represent CPI, PPI, and UR (all as percentages). Use the following data from the U.S.:

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Year	CPI	PPI	UR
1969	5.4	3.9	3.5
1970	5.9	3.7	4.9
1971	4.3	3.3	5.9
1972	3.3	4.5	5.6
1973	6.2	13.1	4.9
1974	11.0	18.9	5.6
1975	9.1	9.2	8.5
1976	5.8	4.6	7.7
1977	6.5	6.1	7.0
1978	7.6	7.8	6.0
1979	11.5	19.3	5.8

**Keystrokes**

**Display**

**G** **P/R**  
**f** **MATRIX** 0  
 11 **ENTER** 3  
**f** **DIM** **A**  
 11 **ENTER** 1  
**f** **DIM** **B**  
**f** **MATRIX** 1  
**f** **USER**  
 1 **STO** **A**  
  
 3.9 **STO** **A**  
 3.5 **STO** **A**  
 ∴  
 1 **STO** **A**  
 19.3 **STO** **A**  
 5.8 **STO** **A**  
 5.4 **STO** **B**  
  
 5.9 **STO** **B**  
 ∴  
 11.5 **STO** **B**  
**A** **f** **FIX** 9

3  
 3.0000  
 1  
 1.0000  
 1.0000  
 1.0000  
 1.0000  
  
 3.9000  
 3.5000  
 ∴  
 1.0000  
 19.3000  
 5.8000  
 5.4000  
  
 5.9000  
 ∴  
 11.5000  
 13.51217504

Run mode.  
  
 Dimensions **A** as 11 × 3.  
  
 Dimensions **B** as 11 × 1.  
  
 Activates User mode.  
 Enters independent variable data.  
  
  
  
 Enters dependent variable data.  
  
  
  
 Res SS for full model.

**Keystrokes**

**Display**

$\boxed{R\downarrow}$	587.9878252	<i>Reg SS</i> for full model.
$\boxed{R\downarrow} \boxed{R\downarrow}$	1.689021880	$\sigma^2$ estimate.
$\boxed{RCL} \boxed{D}$	1.245864326	$b_1$ estimate.
$\boxed{RCL} \boxed{D}$	0.379758235	$b_2$ estimate.
$\boxed{RCL} \boxed{D}$	0.413552218	$b_3$ estimate.
$\boxed{B}$	d            3    1	Recalculates dependent data.
$\boxed{RCL} \boxed{MATRIX} \boxed{A}$	A            11   3	
$\boxed{f} \boxed{MATRIX} 4$	A            3   11	
2 $\boxed{ENTER}$ 11	11	
$\boxed{f} \boxed{DIM} \boxed{A}$	11.00000000	Drops last column of <b>A</b> .
$\boxed{RCL} \boxed{MATRIX} \boxed{A}$	A            2   11	
$\boxed{f} \boxed{MATRIX} 4$	A            11   2	New <b>A</b> matrix.
$\boxed{A}$	16.78680552	<i>Res SS</i> for reduced model.
$\boxed{R\downarrow}$	584.7131947	<i>Reg SS</i> for reduced model.
$\boxed{R\downarrow} \boxed{R\downarrow}$	1.865200613	$\sigma^2$ estimate.
$\boxed{RCL} \boxed{D}$	3.701730745	$b_1$ estimate.
$\boxed{RCL} \boxed{D}$	0.380094935	$b_2$ estimate.
$\boxed{B}$	d            2    1	Recalculates dependent data.
$\boxed{RCL} \boxed{MATRIX} \boxed{A}$	A            11   2	
$\boxed{f} \boxed{MATRIX} 4$	A            2   11	
1 $\boxed{ENTER}$ 11	11	
$\boxed{f} \boxed{DIM} \boxed{A}$	11.00000000	Drops next column of <b>A</b> .
$\boxed{RCL} \boxed{MATRIX} \boxed{A}$	A            1   11	
$\boxed{f} \boxed{MATRIX} 4$	A            11   1	New <b>A</b> matrix.
$\boxed{A}$	68.08545454	<i>Res SS</i> .
$\boxed{R\downarrow}$	533.4145457	<i>Reg SS</i> for constant.
$\boxed{R\downarrow} \boxed{R\downarrow}$	6.808545454	$\sigma^2$ estimate.
$\boxed{RCL} \boxed{D}$	6.963636364	$b_1$ estimate.
$\boxed{f} \boxed{USER}$	6.963636364	Deactivates User mode.
$\boxed{f} \boxed{FIX} 4$	6.9636	

The *Reg SS* for the PPI variable adjusted for the constant term is

$$(\text{Reg SS for reduced model}) - (\text{Reg SS for constant}) = 51.29864900.$$

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The *Reg SS* for the UR variable adjusted for the PPI variable and the constant term is

$$(\text{Reg SS for full model}) - (\text{Reg SS for reduced model}) = 3.274630500.$$

Now construct the following ANOVA table:

Source	Degrees of Freedom	Sum of Squares	Mean Square	F Ratio
UR   PPI, Constant	1	3.2746305	3.2746305	1.939
PPI   Constant	1	51.2986490	51.2986490	30.37
Constant	1	533.4145457	533.4145457	315.8
Residual (full model)	8	13.5121750	1.68902188	
Total	11	601.5000002		

The *F* ratio for the unemployment rate, adjusted for the producer price index change and the constant is not statistically significant at the 10-percent significance level ( $\alpha = 0.1$ ). Including the unemployment rate in the model does not significantly improve the CPI fit.

However, the *F* ratio for the producer price index adjusted for the constant is significant at the 0.1 percent level ( $\alpha = 0.001$ ). Including the PPI in the model does improve the CPI fit.

### Least-Squares Using Successive Rows

This program uses orthogonal factorization to solve the least-squares problem. That is, it finds the parameters  $b_1, \dots, b_p$  that minimize the sum of squares  $\|\mathbf{r}\|_f^2 = (\mathbf{y} - \mathbf{Xb})^T(\mathbf{y} - \mathbf{Xb})$  given the model data

$$\mathbf{X} = \begin{bmatrix} x_{11} & x_{12} & \cdots & x_{1p} \\ x_{21} & x_{22} & \cdots & x_{2p} \\ \vdots & \vdots & & \vdots \\ x_{n1} & x_{n2} & \cdots & x_{np} \end{bmatrix} \text{ and } \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}.$$

The program does this for successively increasing values of  $n$ , although the solution  $\mathbf{b} = \mathbf{b}^{(n)}$  is meaningful only when  $n \geq p$ .

It is possible to factor the augmented  $n \times (p + 1)$  matrix  $[\mathbf{X} \ \mathbf{y}]$  into  $\mathbf{Q}^T \mathbf{V}$ , where  $\mathbf{Q}$  is an orthogonal matrix,

$$\mathbf{V} = \begin{bmatrix} \hat{\mathbf{U}} & \mathbf{g} \\ \mathbf{0} & q \\ \mathbf{0} & \mathbf{0} \end{bmatrix} \begin{matrix} (p \text{ rows}) \\ (1 \text{ row}) \\ (n - p - 1 \text{ rows}) \end{matrix}$$

and  $\hat{\mathbf{U}}$  is an upper-triangular matrix. If this factorization results from including  $n$  rows  $\mathbf{r}_m = (x_{m1}, x_{m2}, \dots, x_{mp}, y_m)$  for  $m = 1, 2, \dots, n$  in  $[\mathbf{X} \ \mathbf{y}]$ , consider how to advance to  $n + 1$  rows by appending row  $\mathbf{r}_{n+1}$  to  $[\mathbf{X} \ \mathbf{y}]$ :

$$\begin{bmatrix} \mathbf{X} & \mathbf{y} \\ \mathbf{r}_{n+1} \end{bmatrix} = \begin{bmatrix} \mathbf{Q}^T & \mathbf{0} \\ \mathbf{0} & 1 \end{bmatrix} \begin{bmatrix} \mathbf{V} \\ \mathbf{r}_{n+1} \end{bmatrix}.$$

The zero rows of  $\mathbf{V}$  are discarded.

Multiply the  $(p + 2) \times (p + 1)$  matrix

$$\mathbf{A} = \begin{bmatrix} \hat{\mathbf{U}} & \mathbf{g} \\ \mathbf{0} & q \\ \mathbf{r}_{n+1} \end{bmatrix} \begin{matrix} (p \text{ rows}) \\ (1 \text{ row}) \\ (1 \text{ row}) \end{matrix}$$



You can also solve weighted least-squares problems and linearly constrained least-squares problems using this program. Make the necessary substitutions described under Orthogonal Factorization earlier in this section.

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	Program to input new row.
<b>STO</b> 2	002- 44 2	Stores weight in $R_2$ .
1	003- 1	
<b>STO</b> 1	004- 44 1	Stores $l = 1$ in $R_1$ .
<b>f</b> <b>LBL</b> 4	005-42, 21, 4	
<b>RCL</b> <b>DIM</b> <b>A</b>	006-45, 23, 11	
<b>x↔y</b>	007- 34	
<b>STO</b> 0	008 44 0	Stores $k = p + 2$ in $R_0$ .
<b>f</b> <b>LBL</b> 5	009-42, 21, 5	
<b>RCL</b> 1	010- 45 1	
<b>R/S</b>	011- 31	
<b>RCL</b> 2	012- 45 2	
<b>x</b>	013- 20	
<b>f</b> <b>USER</b> <b>STO</b> <b>A</b>	014u 44 11	
<b>f</b> <b>USER</b>		
<b>GTO</b> 5	015- 22 5	
<b>GTO</b> 4	016- 22 4	
<b>f</b> <b>LBL</b> <b>B</b>	017-42, 21, 12	Program to update matrix <b>A</b> .
<b>RCL</b> <b>DIM</b> <b>A</b>	018-45, 23, 11	Recalls dimensions $p + 2$ and $p + 1$ .
<b>x↔y</b>	019- 34	
<b>STO</b> 2	020- 44 2	Stores $p + 2$ in $R_2$ .
<b>f</b> <b>MATRIX</b> 1	021-42, 16, 1	Sets $k = l = 1$ .
<b>f</b> <b>LBL</b> 1	022-42, 21, 1	Branch to update $i$ th row.
<b>g</b> <b>CF</b> 0	023-43, 5, 0	
<b>RCL</b> 2	024- 45 2	
<b>RCL</b> 0	025- 45 0	
<b>RCL</b> <b>g</b> <b>A</b>	026-45, 43, 11	Recalls $a_{p+2,k}$ .
<b>RCL</b> <b>A</b>	027- 45 11	Recalls $a_{kk}$ .
<b>g</b> <b>TEST</b> 2	028-43, 30, 2	Tests $a_{kk} < 0$ .

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### Keystrokes

### Display

<b>g</b> <b>SF</b> 0	029-43, 4, 0	Sets flag 0 for negative diagonal element.
<b>g</b> <b>ABS</b>	030- 43 16	
<b>g</b> <b>→P</b>	031- 43 1	Calculates $\theta$ .
<b>g</b> <b>CLX</b>	032- 43 35	
1	033- 1	
<b>f</b> <b>→R</b>	034- 42 1	Calculates $x = \cos \theta$ and $y = \sin \theta$ .
<b>g</b> <b>F?</b> 0	035-43, 6, 0	
<b>CHS</b>	036- 16	Sets $x = c$ and $y = s$ .
<b>f</b> <b>I</b>	037- 42 25	Forms $s + ic$ .
<b>R↓</b>	038- 33	
<b>f</b> <b>LBL</b> 2	039-42, 21, 2	Subroutine to rotate row $k$ .
<b>g</b> <b>R↑</b>	040- 43 33	
<b>RCL</b> <b>A</b>	041- 45 11	Recalls $a_{kl}$ .
<b>RCL</b> 2	042- 45 2	
<b>RCL</b> 1	043- 45 1	
<b>RCL</b> <b>g</b> <b>A</b>	044-45, 43, 11	Recalls $a_{p+2,l}$ .
<b>f</b> <b>I</b>	045- 42 25	Forms $a_{kl} - ia_{p+2,l}$ .
<b>x</b>	046- 20	
<b>RCL</b> 2	047- 45 2	
<b>RCL</b> 1	048- 45 1	
<b>STO</b> <b>g</b> <b>A</b>	049-44, 43, 11	Stores new $a_{kl}$ .
<b>f</b> <b>Re↔Im</b>	050- 42 30	
<b>f</b> <b>USER</b> <b>STO</b> <b>A</b>	051u 44 11	Stores new $a_{p+2,l}$ , increments $R_0$ and $R_1$ .
<b>f</b> <b>USER</b>		
<b>RCL</b> 1	052- 45 1	Recalls $l$ (column).
<b>RCL</b> 0	053- 45 0	Recalls $k$ (row).
<b>g</b> <b><math>x \leq y</math></b>	054- 43 10	Tests $k \leq l$ .
<b>GTO</b> 2	055- 22 2	Loops back until column reset to 1.
<b>g</b> <b>CF</b> 8	056-43 5 8	Turns off Complex mode.
<b>STO</b> 1	057- 44 1	Stores $k$ in $R_1$ ( $l$ ).
<b>RCL</b> 2	058- 45 2	
<b>g</b> <b><math>x \leq y</math></b>	059- 43 10	Tests $p + 2 \leq k$ .
<b>g</b> <b>RTN</b>	060- 43 32	Returns at last row.

**Keystrokes**

[GTO] 1

[f] [LBL] [C]

[RCL] [DIM] [A]

[ENTER]

[f] [DIM] [A]

[STO] 0

[STO] 1

1

[f] [DIM] [C]

0

[STO] [MATRIX] [C]

[EEX]

9

9

[CHS]

[RCL] [A]

[g] [x=0]

[R↓]

[CHS]

[RCL] 0

1

[STO] [g] [C]

[RCL] [MATRIX] [C]

[RCL] [MATRIX] [A]

[f] [RESULT] [C]

[÷]

[RCL] 0

1

[+]

[RCL] 0

[f] [DIM] [A]

1

[-]

**Display**

061- 22 1 Loops back until last row.

 062-42 , 21 , 13 Program to calculate  
current solution.

063-45 , 23 , 11

064- 36

 065-42 , 23 , 11 Eliminates last row of **A**.

 066- 44 0 Stores  $p + 1$  in  $R_0$ .

 067- 44 1 Stores  $p + 1$  in  $R_1$ .

068- 1

 069-42 , 23 , 13 Dimensions matrix **C** to  
 $(p + 1) \times 1$ .

070- 0

 071-44 , 16 , 13 Sets matrix **C** to **0**.

072- 26

073- 9

074- 9

 075- 16 Forms  $10^{-99}$ .

 076- 45 11 Recalls  $q = a_{p+1,p+1}$ .

 077- 43 20 Tests  $q = 0$ .

 078 33 Uses  $10^{-99}$  if  $q = 0$ .

079- 16

080- 45 0

081- 1

 082-44 , 43 , 13 Sets  $c_{p+1,1} = -q$ .

083-45 , 16 , 13

084-45 , 16 , 11

085-42 , 26 , 13

 086- 10 Stores  $\mathbf{A}^{-1}\mathbf{C}$  in **C**.

087- 45 0

088- 1

089- 40

090- 45 0

 091-42 , 23 , 11 Dimensions matrix **A** as  
 $(p + 2) \times (p + 1)$ 

092- 1

093- 30

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Keystrokes	Display
1	094- 1
$\boxed{f}$ $\boxed{DIM}$ $\boxed{C}$	095-42 , 23 , 13 Dimensions matrix <b>C</b> as $p \times 1$ .
$\boxed{RCL}$ $\boxed{A}$	096- 45 11 Recalls $q$ .
$\boxed{f}$ $\boxed{MATRIX}$ 1	097-42 , 16 , 1 Sets $k = l = 1$ .
$\boxed{g}$ $\boxed{RTN}$	098- 43 32

Labels used: A, B, C, and 1 through 5.

Registers used:  $R_0$ ,  $R_1$ , and  $R_2$  ( $p + 2$  and  $w$ )

Matrices used: **A** (working matrix) and **C** (parameter estimates).

Flags used: 0 and 8.

With this program stored, the HP 15c has enough memory to work with up to  $p = 4$  parameters. If programs “A” and “C” are deleted, you can work with  $p = 5$  parameters. In either case, there is no limit to the number of rows that you can enter.

To use this program:

1. Press 2  $\boxed{f}$   $\boxed{DIM}$   $\boxed{(i)}$  to reserve registers  $R_0$  through  $R_2$ .
2. Press  $\boxed{f}$   $\boxed{USER}$  to activate User mode.
3. Enter  $(p + 2)$  and  $(p + 1)$  into the stack, then press  $\boxed{f}$   $\boxed{DIM}$   $\boxed{A}$  to dimension matrix **A**. The dimensions depend on the number of parameters that you use, denoted by  $p$ .
4. Press 0  $\boxed{STO}$   $\boxed{MATRIX}$   $\boxed{A}$  to initialize matrix **A**.
5. Enter the weight  $w_k$  of the current row, then press  $\boxed{A}$ . The display should show 1.0000 to indicate that the program is ready for the first row element. (For ordinary least-squares problems, use  $w_k = 1$  for each row.)
6. Enter the elements of the row  $m$  of matrix **A** by pressing  $x_{m1}$   $\boxed{R/S}$   $x_{m2}$   $\boxed{R/S}$  ...  $x_{mp}$   $\boxed{R/S}$   $y_m$   $\boxed{R/S}$ . After each element is entered, the display should show the number of the next element to be entered. (If you make a mistake while entering the elements, go back and repeat steps 5 and 6 for that row.)
7. Press  $\boxed{B}$  to update the factorization to include the row entered in the previous two steps.

8. Optionally, press  $\boxed{C}$   $\boxed{g}$   $\boxed{x^2}$  to calculate and display the residual sum of squares  $q^2$  and to calculate the current solution  $\mathbf{b}$ . Then press  $\boxed{RCL}$   $\boxed{C}$   $p$  times to display  $b_1, b_2, \dots, b_p$  in turn.
9. Repeat steps 5 through 8 for each additional row.

**Example:** Use this program and the CPI data from the previous example to fit the model

$$y = b_1 + b_2x_2 + b_3x_3 + r,$$

where  $y, x_2,$  and  $x_3$  represent the CPI, PPI, and UR (all as percentages).

This problem involves  $p = 3$  parameters, so matrix  $\mathbf{A}$  should be  $5 \times 4$ . The rows of matrix  $\mathbf{A}$  are  $(1, x_{m2}, x_{m3}, y_m)$  for  $m = 1, 2, \dots, 11$ . Each row has weight  $w_m = 1$ .

Keystrokes	Display	
$\boxed{g}$ $\boxed{P/R}$		Run mode.
2 $\boxed{f}$ $\boxed{DIM}$ $\boxed{(i)}$	2.0000	Reserves $R_0$ through $R_2$ .
$\boxed{f}$ $\boxed{USER}$	2.0000	Activates User mode.
$\boxed{f}$ $\boxed{MATRIX}$ 0	2.0000	Clears matrix memory.
5 $\boxed{ENTER}$ 4	4	
$\boxed{f}$ $\boxed{DIM}$ $\boxed{A}$	4.0000	Dimensions matrix $\mathbf{A}$ to $5 \times 4$ .
0 $\boxed{STO}$ $\boxed{MATRIX}$ $\boxed{A}$	0.0000	Stores zero in all elements.
1 $\boxed{A}$	1.0000	Enters weight for row 1.
1 $\boxed{R/S}$	2.0000	Enters $x_{11}$ .
3.9 $\boxed{R/S}$	3.0000	Enters $x_{12}$ .
3.5 $\boxed{R/S}$	4.0000	Enters $x_{13}$ .
5.4 $\boxed{R/S}$	1.0000	Enters $y_1$ .
$\boxed{B}$	5.0000	Updates factorization.
⋮	⋮	
1 $\boxed{A}$	1.0000	Enters weight for row 11.
1 $\boxed{R/S}$	2.0000	Enters $x_{11,1}$ .
19.3 $\boxed{R/S}$	3.0000	Enters $x_{11,2}$ .
5.8 $\boxed{R/S}$	4.0000	Enters $x_{11,3}$ .
11.5 $\boxed{R/S}$	1.0000	Enters $y_{11}$ .
$\boxed{B}$	5.0000	Updates factorization.

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Keystrokes	Display	
$\boxed{C}$	3.6759	Calculates current estimates and $q$ .
$\boxed{f}$ $\boxed{FIX}$ 9	3.675891055	
$\boxed{g}$ $\boxed{x^2}$	13.51217505	Calculates residual sum of squares $q^2$ .
$\boxed{RCL}$ $\boxed{C}$	1.245864306	Displays $b_1^{(1)}$ .
$\boxed{RCL}$ $\boxed{C}$	0.379758235	Displays $b_2^{(1)}$ .
$\boxed{RCL}$ $\boxed{C}$	0.413552221	Displays $b_3^{(1)}$ .

These estimates agree (to within 3 in the ninth significant digit) with the results of the preceding example, which uses the normal equations. In addition, you can include additional data and update the parameter estimates. For example, add this data from 1968: CPI = 4.2, PPI = 2.5, and UR = 3.6.

Keystrokes	Display	
1 $\boxed{A}$	1.000000000	Enters row weight for new row.
1 $\boxed{R/S}$	2.000000000	Enters $x_{12,1}$ .
2.5 $\boxed{R/S}$	3.000000000	Enters $x_{12,2}$ .
3.6 $\boxed{R/S}$	4.000000000	Enters $x_{12,3}$ .
4.2 $\boxed{R/S}$	1.000000000	Enters $y_{12}$ .
$\boxed{B}$	5.000000000	Updates factorization.
$\boxed{C}$	3.700256908	
$\boxed{g}$ $\boxed{x^2}$	13.69190119	Calculates residual sum of squares.
$\boxed{RCL}$ $\boxed{C}$	1.581596327	Displays $b_1^{(12)}$ .
$\boxed{RCL}$ $\boxed{C}$	0.373826487	Displays $b_2^{(12)}$ .
$\boxed{RCL}$ $\boxed{C}$	0.370971848	Displays $b_3^{(12)}$ .
$\boxed{f}$ $\boxed{FIX}$ 4	0.3710	
$\boxed{f}$ $\boxed{USER}$	0.3710	Deactivates User mode.

### Eigenvalues of a Symmetric Real Matrix

The eigenvalues of a square matrix  $A$  are the roots  $\lambda_j$  of its characteristic equation

$$\det(A - \lambda I) = 0.$$

When  $\mathbf{A}$  is real and symmetric ( $\mathbf{A} = \mathbf{A}^T$ ) its eigenvalues  $\lambda_j$  are all real and possess orthogonal eigenvectors  $\mathbf{q}_j$ . Then

$$\mathbf{A}\mathbf{q}_j = \lambda_j\mathbf{q}_j$$

and

$$\mathbf{q}_j^T\mathbf{q}_k = \begin{cases} 0 & \text{if } j \neq k \\ 1 & \text{if } j = k. \end{cases}$$

The eigenvectors ( $\mathbf{q}_1, \mathbf{q}_2, \dots$ ) constitute the columns of an orthogonal matrix  $\mathbf{Q}$  which satisfies

$$\mathbf{Q}^T\mathbf{A}\mathbf{Q} = \text{diag}(\lambda_1, \lambda_2, \dots)$$

and

$$\mathbf{Q}^T = \mathbf{Q}^{-1}.$$

An orthogonal change of variables  $\mathbf{x} = \mathbf{Q}\mathbf{z}$ , which is equivalent to rotating the coordinate axes, changes the equation of a family of quadratic surfaces ( $\mathbf{x}^T\mathbf{A}\mathbf{x} = \text{constant}$ ) into the form

$$\mathbf{z}^T(\mathbf{Q}^T\mathbf{A}\mathbf{Q})\mathbf{z} = \sum_j^k \lambda_j z_j^2 = \text{constant}.$$

With the equation in this form, you can recognize what kind of surfaces these are (ellipsoids, hyperboloids, paraboloids, cones, cylinders, planes) because the surface's semi-axes lie along the new coordinate axes.

The program below starts with a given matrix  $\mathbf{A}$  that is assumed to be symmetric (if it isn't, it is replaced by  $(\mathbf{A} + \mathbf{A}^T)/2$ , which *is* symmetric).

Given a symmetric matrix  $\mathbf{A}$ , the program constructs a skew-symmetric matrix (that is, one for which  $\mathbf{B} = -\mathbf{B}^T$ ) using the formula

$$b_{ij} = \begin{cases} \tan(1/4 \tan^{-1}(2a_{ij}/(a_{ii} - a_{jj}))) & \text{if } i \neq j \text{ and } a_{ij} \neq 0 \\ 0 & \text{if } i = j \text{ or } a_{ij} = 0. \end{cases}$$

Then  $\mathbf{Q} = 2(\mathbf{I} + \mathbf{B})^{-1} - \mathbf{I}$  must be an orthogonal matrix whose columns approximate the eigenvectors of  $\mathbf{A}$ ; the smaller are all the elements of  $\mathbf{B}$ , the better the approximation. Therefore  $\mathbf{Q}^T\mathbf{A}\mathbf{Q}$  must be more nearly diagonal than  $\mathbf{A}$  but with the same eigenvalues. If  $\mathbf{Q}^T\mathbf{A}\mathbf{Q}$  is not close enough to diagonal, it is used in place of  $\mathbf{A}$  above for a repetition of the process.

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In this way, successive orthogonal transformations  $Q_1, Q_2, Q_3, \dots$  are applied to  $A$  to produce a sequence  $A_1, A_2, A_3, \dots$ , where

$$A_j = (Q_1 Q_2 \dots Q_j)^T A Q_1 Q_2 \dots Q_j$$

with each successive  $A_j$  more nearly diagonal than the one before.

This process normally leads to skew matrices whose elements are all small and  $A_j$  rapidly converging to a diagonal matrix  $A$ . However, if some of the eigenvalues of matrix  $A$  are very close but far from the others, convergence is slow; fortunately, this situation is rare.

The program stops after each iteration to display

$$\frac{1}{2} \sum_j |\text{off-diagonal elements of } A_j| / \|A_j\|_F$$

which measures how nearly diagonal is  $A_j$ . If this measure is not negligible, you can press  $\boxed{R/S}$  to calculate  $A_{j+1}$ ; if it is negligible, then the diagonal elements of  $A_j$  approximate the eigenvalues of  $A$ . The program needs only one iteration for  $1 \times 1$  and  $2 \times 2$  matrices, and rarely more than six for  $3 \times 3$  matrices. For  $4 \times 4$  matrices the program takes slightly longer and uses all available memory; usually 6 or 7 iterations are sufficient, but if some eigenvalues are very close to each other and relatively far from the rest, then 10 to 16 iterations may be needed.

### Keystrokes

### Display

$\boxed{G}$ $\boxed{P/R}$		Program mode.
$\boxed{f}$ $\boxed{CLEAR}$ $\boxed{PRGM}$	000	Clears program memory.
$\boxed{f}$ $\boxed{LBL}$ $\boxed{A}$	001-42, 21, 11	
$\boxed{RCL}$ $\boxed{MATRIX}$ $\boxed{A}$	002-45, 16, 11	
$\boxed{STO}$ $\boxed{MATRIX}$ $\boxed{B}$	003-44, 16, 12	Dimensions <b>B</b> .
$\boxed{STO}$ $\boxed{MATRIX}$ $\boxed{C}$	004-44, 16, 13	Dimensions <b>C</b> .
$\boxed{f}$ $\boxed{MATRIX}$ 4	005-42, 16, 4	Transposes <b>A</b> .
$\boxed{RCL}$ $\boxed{MATRIX}$ $\boxed{B}$	006-45, 16, 12	
$\boxed{STO}$ $\boxed{RESULT}$	007- 44 26	
$\boxed{+}$	008- 40	
2	009- 2	
$\boxed{\div}$	010- 10	
$\boxed{STO}$ $\boxed{MATRIX}$ $\boxed{A}$	011-44, 16, 11	Calculates $A = (A + A^T)/2$ .

**Keystrokes**

**f** **MATRIX** 8  
**STO** 2  
**g** **CLX**  
**STO** 3  
**STO** **MATRIX** **C**  
**f** **MATRIX** 1  
**f** **LBL** 0  
**RCL** 0  
**RCL** 1  
**g** **TEST** 5  
**GTO** 3  
**g** **TEST** 7  
**GTO** 1  
**x↔y**  
**RCL** **g** **B**  
**CHS**  
**f** **USER** **STO** **B**  
**f** **USER**  
**GTO** 0  
**f** **LBL** 1  
**RCL** **g** **A**  
**g** **ABS**  
**STO** **+** 3  
  
**g** **LSTX**  
**ENTER**  
**+**  
**RCL** 0  
**ENTER**  
**RCL** **g** **A**  
**RCL** 1  
**ENTER**  
**RCL** **g** **A**

**Display**

012-42,16, 8    Calculates  $\|A\|_F$ .  
013-    44 2    Stores  $\|A\|_F$  in  $R_2$ .  
014-    43 35  
015-    44 3    Initializes off-diagonal sum.  
016-44,16,13    Sets  $C = 0$ .  
017-42,16, 1    Sets  $R_0 = R_1 = 1$ .  
018-42,21, 0    Routine to construct  $Q$ .  
019-    45 0  
020-    45 1  
021-43,30, 5    Tests row = column.  
022-    22 3  
023-43,30, 7    Tests column > row.  
024-    22 1  
025-       34  
026-45,43,12  
027-       16  
028u    44 12    Sets  $b_{ij} = -b_{ji}$ .  
029-    22 0  
030-42,21, 1    Routine for column > row.  
031-43,43,11  
032-    43 16    Calculates  $|a_{ij}|$ .  
033-44,40, 3    Accumulates off-diagonal sum.  
034-    43 36  
035-       36  
036-       40    Calculates  $2a_{ij}$ .  
037-    45 0  
038-       36  
039-45,43,11    Recalls  $a_{ij}$ .  
040-    45 1  
041-       36  
042-45,43,11    Recalls  $a_{ij}$ .

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Keystrokes	Display	
$\ominus$	043-	30 Calculates $a_{ii} - a_{jj}$ .
$\boxed{g}$ $\boxed{\text{TEST}}$ 3	044-43, 30, 3	Tests $x \geq 0$ .
$\boxed{\text{GTO}}$ 2	045-	22 2
$\boxed{\text{CHS}}$	046-	16 Keeps angle of rotation between $-90^\circ$ and $90^\circ$ .
$\boxed{x \rightrightarrows y}$	047-	34
$\boxed{\text{CHS}}$	048-	16
$\boxed{x \rightrightarrows y}$	049-	34
$\boxed{f}$ $\boxed{\text{LBL}}$ 2	050-42, 21, 2	
$\boxed{g}$ $\boxed{\rightarrow P}$	051-	43 1 Calculates angle of rotation.
$\boxed{g}$ $\boxed{\text{CLX}}$	052-	43 35
4	053-	4
$\boxed{\div}$	054-	10
$\boxed{\text{TAN}}$	055-	25 Calculates $b_{ij}$ .
$\boxed{f}$ $\boxed{\text{USER}}$ $\boxed{\text{STO}}$ $\boxed{\text{B}}$	056u	44 12
$\boxed{f}$ $\boxed{\text{USER}}$		
$\boxed{\text{GTO}}$ 0	057-	22 0
$\boxed{f}$ $\boxed{\text{LBL}}$ 3	058-42, 21, 3	Routine for row = column.
1	059-	1
$\boxed{\text{STO}}$ $\boxed{\text{C}}$	060-	44 13 Sets $c_{ij} = 1$ .
$\boxed{f}$ $\boxed{\text{USER}}$ $\boxed{\text{STO}}$ $\boxed{\text{B}}$	061u	44 12 Sets $b_{ij} = 1$ .
$\boxed{f}$ $\boxed{\text{USER}}$		
$\boxed{\text{GTO}}$ 0	062-	22 0
$\boxed{\text{RCL}}$ 3	063-	45 3
$\boxed{\text{RCL}}$ $\boxed{\div}$ 2	064-45, 10, 2	Calculates off-diagonal ratio.
$\boxed{\text{R/S}}$	065-	31 Displays ratio.
2	066-	2
$\boxed{\text{RCL}}$ $\boxed{\text{MATRIX}}$ $\boxed{\text{B}}$	067-45, 16, 12	
$\boxed{\div}$	068-	10
$\boxed{\text{RCL}}$ $\boxed{\text{MATRIX}}$ $\boxed{\text{C}}$	069-45, 16, 13	
$\ominus$	070-	30 Calculates $\mathbf{B} = 2(\mathbf{I} + \text{skew})^{-1} - \mathbf{I}$ .

Keystrokes	Display	
$\boxed{\text{RCL}} \boxed{\text{MATRIX}} \boxed{\text{A}}$	071-45,16,11	
$\boxed{\text{f}} \boxed{\text{RESULT}} \boxed{\text{C}}$	072-42,26,13	
$\boxed{\text{f}} \boxed{\text{MATRIX}} 5$	073-42,16, 5	Calculates $\mathbf{C} = \mathbf{B}^T \mathbf{A}$ .
$\boxed{\text{RCL}} \boxed{\text{MATRIX}} \boxed{\text{B}}$	074-45,16,12	
$\boxed{\text{f}} \boxed{\text{RESULT}} \boxed{\text{A}}$	075-42,26,11	
$\boxed{\times}$	076- 20	Calculates $\mathbf{A} = \mathbf{B}^T \mathbf{A} \mathbf{B}$ .
$\boxed{\text{GTO}} \boxed{\text{A}}$	077- 22 11	

Labels used: A, 0, 1, 2, and 3.

Registers used: R<sub>0</sub>, R<sub>1</sub>, R<sub>2</sub> (off-diagonal sum), and R<sub>3</sub> ( $\|\mathbf{A}_j\|_r$ ).

Matrices used:  $\mathbf{A}$  ( $\mathbf{A}_j$ ),  $\mathbf{B}$  ( $\mathbf{Q}_j$ ), and  $\mathbf{C}$ .

To use the program:

1. Press 4  $\boxed{\text{f}} \boxed{\text{DIM}} \boxed{(i)}$  to reserve registers R<sub>0</sub> through R<sub>4</sub>.
2. Press  $\boxed{\text{f}} \boxed{\text{USER}}$  to activate User mode.
3. Dimension and enter the elements of matrix  $\mathbf{A}$  using  $\boxed{\text{f}} \boxed{\text{DIM}} \boxed{\text{A}}$  and  $\boxed{\text{STO}} \boxed{\text{A}}$ . The dimensions can be up to  $4 \times 4$ , provided that there is sufficient memory available for matrices  $\mathbf{B}$  and  $\mathbf{C}$  having the same dimensions also.
4. Press  $\boxed{\text{A}}$  to calculate and display the off-diagonal ratio.
5. Press  $\boxed{\text{R/S}}$  repeatedly until the displayed ratio is negligible, say less than  $10^{-8}$ .
6. Press  $\boxed{\text{RCL}} \boxed{\text{A}}$  repeatedly to observe the elements of matrix  $\mathbf{A}$ . The diagonal elements are the eigenvalues.

**Example:** What quadratic surface is described by the equation below?

$$\begin{aligned} \mathbf{x}^T \mathbf{A} \mathbf{x} &= [x_1 \ x_2 \ x_3] \begin{bmatrix} 0 & 1 & 2 \\ 1 & 2 & 3 \\ 2 & 3 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \\ &= 2x_1x_2 + 4x_1x_3 + 2x_2^2 + 6x_2x_3 + 4x_3^2 \\ &= 7 \end{aligned}$$

Keystrokes	Display	
$\boxed{\text{g}} \boxed{\text{P/R}}$		Run mode.
4 $\boxed{\text{f}} \boxed{\text{DIM}} \boxed{(i)}$	4.0000	Allocates memory.

Keystrokes	Display	
$\boxed{f}$ $\boxed{USER}$	4.0000	Activates User mode.
3 $\boxed{ENTER}$ $\boxed{f}$ $\boxed{DIM}$ $\boxed{A}$	3.0000	Dimensions <b>A</b> to $3 \times 3$ .
$\boxed{f}$ $\boxed{MATRIX}$ 1	3.0000	Sets $R_0$ and $R_1$ to 1.
0 $\boxed{STO}$ $\boxed{A}$	0.0000	Enters $a_{11}$ .
1 $\boxed{STO}$ $\boxed{A}$	1.0000	Enters $a_{12}$ .
⋮	⋮	
3 $\boxed{STO}$ $\boxed{A}$	3.0000	Enters $a_{32}$ .
4 $\boxed{STO}$ $\boxed{A}$	4.0000	Enters $a_{33}$ .
$\boxed{A}$	0.8660	Calculates ratio—too large.
$\boxed{R/S}$	0.2304	Again, too large.
$\boxed{R/S}$	0.1039	Again, too large.
$\boxed{R/S}$	0.0060	Again, too large.
$\boxed{R/S}$	3.0463	-05 Again, too large.
$\boxed{R/S}$	5.8257	-10 Negligible ratio.
$\boxed{RCL}$ $\boxed{A}$	-0.8730	Recalls $a_{11} = \lambda_1$ .
$\boxed{RCL}$ $\boxed{A}$	-9.0006	-10 Recalls $a_{12}$ .
$\boxed{RCL}$ $\boxed{A}$	-2.0637	-09 Recalls $a_{13}$ .
$\boxed{RCL}$ $\boxed{A}$	-9.0006	-10 Recalls $a_{21}$ .
$\boxed{RCL}$ $\boxed{A}$	9.3429	-11 Recalls $a_{22} = \lambda_2$ .
$\boxed{RCL}$ $\boxed{A}$	1.0725	-09 Recalls $a_{23}$ .
$\boxed{RCL}$ $\boxed{A}$	-2.0637	-09 Recalls $a_{31}$ .
$\boxed{RCL}$ $\boxed{A}$	1.0725	-09 Recalls $a_{32}$ .
$\boxed{RCL}$ $\boxed{A}$	6.8730	Recalls $a_{33} = \lambda_3$ .
$\boxed{f}$ $\boxed{USER}$	6.8730	Deactivates User mode.

In the new coordinate system the equation of the quadratic surface is approximately

$$-0.8730z_1^2 + 0z_2^2 + 6.8730z_3^2 = 7.$$

This is the equation of a hyperbolic cylinder.

### Eigenvectors of a Symmetric Real Matrix

As discussed in the previous application, a real symmetric matrix **A** has real eigenvalues  $\lambda_1, \lambda_2 \dots$  and corresponding orthogonal eigenvectors  $\mathbf{q}_1, \mathbf{q}_2, \dots$ .

This program uses inverse iteration to calculate an eigenvector  $\mathbf{q}_k$  that corresponds to the eigenvalue  $\lambda_k$  such that  $\|\mathbf{q}_k\|_R = 1$ . The technique uses an initial vector  $\mathbf{z}^{(0)}$  to calculate subsequent vectors  $\mathbf{w}^{(n)}$  and  $\mathbf{z}^{(n)}$  repeatedly from the equations

$$(\mathbf{A} - \lambda\mathbf{I})\mathbf{w}^{(n+1)} = \mathbf{z}^{(n)}$$

$$\mathbf{z}^{(n+1)} = \frac{s\mathbf{w}^{(n+1)}}{\|\mathbf{w}^{(n+1)}\|_R}$$

where  $s$  denotes the sign of the first component of  $\mathbf{w}^{(n+1)}$  having the largest absolute value. The iterations continue until  $\mathbf{z}^{(n)}$  converges. That vector is an eigenvector  $\mathbf{q}_k$  corresponding to the eigenvalue  $\lambda_k$ .

The value used for  $\lambda_k$  need not be exact; the calculated eigenvector is determined accurately in spite of small inaccuracies in  $\lambda_k$ . Furthermore, don't be concerned about having too accurate an approximation to  $\lambda_k$ ; the HP 15c can calculate the eigenvector even when  $\mathbf{A} - \lambda_k\mathbf{I}$  is very ill-conditioned.

This technique requires that vector  $\mathbf{z}^{(0)}$  have a nonzero component along the unknown eigenvector  $\mathbf{q}_k$ . Because there are no other restrictions on  $\mathbf{z}^{(0)}$ , the program uses random components for  $\mathbf{z}^{(0)}$ . At the end of each iteration, the program displays  $\|\mathbf{z}^{(n+1)} - \mathbf{z}^{(n)}\|_R$  to show the rate of convergence.

This program can accommodate a matrix  $\mathbf{A}$  that isn't symmetric but has a diagonal Jordan canonical form—that is, there exists some nonsingular matrix  $\mathbf{P}$  such that  $\mathbf{P}^{-1}\mathbf{A}\mathbf{P} = \text{diag}(\lambda_1, \lambda_2, \dots)$ .

Keystrokes	Display	
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">P/R</span>		Program mode.
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">CLEAR</span> <span style="border: 1px solid black; padding: 2px;">PRGM</span>	000-	Clears program memory.
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">LBL</span> <span style="border: 1px solid black; padding: 2px;">C</span>	001-42, 21, 13	
<span style="border: 1px solid black; padding: 2px;">STO</span> 2	002- 44 2	Stores eigenvalue in R <sub>2</sub> .
<span style="border: 1px solid black; padding: 2px;">RCL</span> <span style="border: 1px solid black; padding: 2px;">MATRIX</span> <span style="border: 1px solid black; padding: 2px;">A</span>	003-45, 16, 11	
<span style="border: 1px solid black; padding: 2px;">STO</span> <span style="border: 1px solid black; padding: 2px;">MATRIX</span> <span style="border: 1px solid black; padding: 2px;">B</span>	004-44, 16, 12	Stores <b>A</b> in <b>B</b> .
<span style="border: 1px solid black; padding: 2px;">RCL</span> <span style="border: 1px solid black; padding: 2px;">DIM</span> <span style="border: 1px solid black; padding: 2px;">A</span>	005-45, 23, 11	
<span style="border: 1px solid black; padding: 2px;">STO</span> 0	006- 44 0	
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">LBL</span> 4	007-42, 21, 4	
<span style="border: 1px solid black; padding: 2px;">RCL</span> 0	008- 45 0	
<span style="border: 1px solid black; padding: 2px;">STO</span> 1	009- 44 1	

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### Keystrokes

### Display

<b>RCL</b> <b>B</b>	010-	45 12	
<b>RCL</b> <b>-</b> 2	011-	45,30, 2	
<b>STO</b> <b>B</b>	012-	44 12	Modifies diagonal elements of <b>B</b> .
<b>f</b> <b>DSE</b> 0	013-	42, 5, 0	
<b>GTO</b> 4	014-	22 4	
<b>RCL</b> <b>DIM</b> <b>A</b>	015-	45,23,11	
1	016-	1	
<b>f</b> <b>DIM</b> <b>C</b>	017-	42,23,13	Dimensions <b>C</b> to $n \times 1$ .
<b>f</b> <b>MATRIX</b> 1	018-	42,16, 1	
<b>f</b> <b>LBL</b> 5	019-	42,21, 5	
<b>f</b> <b>RAN#</b>	020-	42 36	
<b>f</b> <b>USER</b> <b>STO</b> <b>C</b>	021u	44 13	Stores random components in <b>C</b> .
<b>f</b> <b>USER</b>			
<b>GTO</b> 5	022-	22 5	
<b>f</b> <b>LBL</b> 6	023-	42,21, 6	Routine for iterating $\mathbf{z}^{(n)}$ and $\mathbf{w}^{(n)}$ .
<b>RCL</b> <b>MATRIX</b> <b>C</b>	024-	45,16,13	
<b>STO</b> <b>MATRIX</b> <b>D</b>	025-	44,16,14	Stores $\mathbf{z}^{(n)}$ in <b>D</b> .
<b>STO</b> <b>RESULT</b>	026-	44 26	
<b>RCL</b> <b>MATRIX</b> <b>B</b>	027-	45,16,12	
<b>÷</b>	028-	10	Calculates $\mathbf{w}^{(n+1)}$ in <b>C</b> .
<b>ENTER</b>	029-	36	
<b>f</b> <b>MATRIX</b> 7	030-	42,16, 7	
<b>÷</b>	031-	10	Calculates $\pm \mathbf{z}^{(n+1)}$ in <b>C</b> .
<b>f</b> <b>MATRIX</b> 1	032-	42,16, 1	
<b>f</b> <b>LBL</b> 7	033-	42,21, 7	Routine to find sign of largest element.
<b>f</b> <b>USER</b> <b>RCL</b> <b>C</b>	034u	45 13	
<b>f</b> <b>USER</b>			
<b>ENTER</b>	035-	36	(This line skipped for last element.)
<b>g</b> <b>ABS</b>	036-	43 16	
1	037-	1	
<b>g</b> <b>TEST</b> 6	038-	43,30, 6	Tests $ a_j  \neq 1$ .
<b>GTO</b> 7	039-	22 7	

**Keystrokes**

**Display**

$\boxed{\text{RCL}} \boxed{\text{MATRIX}} \boxed{\text{C}}$	040-45, 16, 13	
$\boxed{\text{g}} \boxed{\text{LSTX}}$	041- 43 36	Recalls extreme $a_j$ .
$\boxed{\div}$	042- 10	Calculates $\mathbf{z}^{(n+1)}$ in <b>C</b> .
$\boxed{\text{RCL}} \boxed{\text{MATRIX}} \boxed{\text{D}}$	043-45, 16, 14	
$\boxed{\text{STO}} \boxed{\text{RESULT}}$	044- 44 26	
$\boxed{-}$	045- 30	Calculates $\mathbf{z}^{(n+1)} - \mathbf{z}^{(n)}$ in <b>D</b> .
$\boxed{\text{f}} \boxed{\text{MATRIX}} 7$	046-42, 16, 7	Calculates $\ \mathbf{z}^{(n+1)} - \mathbf{z}^{(n)}\ _R$ .
$\boxed{\text{f}} \boxed{\text{MATRIX}} 1$	047-42, 16, 1	Sets $R_0 = R_1 = 1$ for viewing <b>C</b> .
$\boxed{\text{R/S}}$	048- 31	Displays convergence parameter.
$\boxed{\text{GTO}} 6$	049- 22 6	

Labels used: C, 4, 5, 6, and 7.

Registers used:  $R_0$ ,  $R_1$ , and  $R_2$  (eigenvalue).

Matrices used: **A** (original matrix), **B** ( $\mathbf{A} - \lambda\mathbf{I}$ ), **C** ( $\mathbf{z}^{(n+1)}$ ), and **D** ( $\mathbf{z}^{(n+1)} - \mathbf{z}^{(n)}$ ).

To use this program:

1. Press  $2 \boxed{\text{f}} \boxed{\text{DIM}} \boxed{(i)}$  to reserve registers  $R_0$ ,  $R_1$ , and  $R_2$ .
2. Press  $\boxed{\text{f}} \boxed{\text{USER}}$  to activate User mode.
3. Dimension and enter the elements into matrix **A** using  $\boxed{\text{f}} \boxed{\text{DIM}} \boxed{\text{A}}$ ,  $\boxed{\text{f}} \boxed{\text{MATRIX}} 1$ , and  $\boxed{\text{STO}} \boxed{\text{A}}$ .
4. Key in the eigenvalue and press  $\boxed{\text{C}}$ . The display shows the correction parameter  $\|\mathbf{z}^{(1)} - \mathbf{z}^{(0)}\|_R$ .
5. Press  $\boxed{\text{R/S}}$  repeatedly until the correction parameter is negligibly small.
6. Press  $\boxed{\text{RCL}} \boxed{\text{C}}$  repeatedly to view the components of  $\mathbf{q}_k$ , the eigenvector.

**Example:** For matrix **A** of the previous example,

$$\mathbf{A} = \begin{bmatrix} 0 & 1 & 2 \\ 1 & 2 & 3 \\ 2 & 3 & 4 \end{bmatrix}$$

calculate the eigenvectors  $\mathbf{q}_1$ ,  $\mathbf{q}_2$ , and  $\mathbf{q}_3$ .

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**Keystrokes**

**Display**

<b>g</b> <b>P/R</b>		
2 <b>f</b> <b>DIM</b> <b>(i)</b>	2.0000	
<b>f</b> <b>USER</b>	2.0000	
3 <b>ENTER</b> <b>f</b> <b>DIM</b> <b>A</b>	3.0000	
<b>f</b> <b>MATRIX</b> 1	3.0000	
0 <b>STO</b> <b>A</b>	0.0000	
1 <b>STO</b> <b>A</b>	1.0000	
⋮	⋮	
4 <b>STO</b> <b>A</b>	4.0000	
.8730 <b>CHS</b>	-0.8730	
<b>C</b>	0.8982	
<b>R/S</b>	0.0001	
<b>R/S</b>	2.4000	-09
<b>R/S</b>	1.0000	-10
<b>R/S</b>	0.0000	
<b>RCL</b> <b>C</b>	1.0000	} Eigenvector for $\lambda_1$ .
<b>RCL</b> <b>C</b>	0.2254	
<b>RCL</b> <b>C</b>	-0.5492	
0 <b>C</b>	0.8485	
<b>R/S</b>	0.0000	
<b>RCL</b> <b>C</b>	-0.5000	} Eigenvector for $\lambda_2$ .
<b>RCL</b> <b>C</b>	1.0000	
<b>RCL</b> <b>C</b>	-0.5000	
6.8730 <b>C</b>	0.7371	
<b>R/S</b>	1.9372	-06
<b>R/S</b>	1.0000	-10
<b>R/S</b>	0.0000	

Run mode.

Reserves registers  $R_0$  through  $R_2$ .

Activates User mode.

Dimensions matrix **A** to  $3 \times 3$ .

Enters elements of **A**.

Enters  $\lambda_1 = -0.8730$  (approximation).

$\|z^{(1)} - z^{(0)}\|^*$

$\|z^{(2)} - z^{(1)}\|^*$

$\|z^{(3)} - z^{(2)}\|^*$

$\|z^{(4)} - z^{(3)}\|^*$

$\|z^{(5)} - z^{(4)}\|^*$

Uses  $\lambda_2 = 0$  (approximation).

Uses  $\lambda_3 = 6.8730$  (approximation).

\* The correction norms will vary, depending upon the current random number seed.

**Keystrokes**

RCL C  
RCL C  
RCL C  
f USER

**Display**

0.3923  
 0.6961  
 1.0000  
 1.0000

} Eigenvector for  $\lambda_3$ .

Deactivates User mode.

If matrix **A** is no larger than  $3 \times 3$ , this program can be included with the previous eigenvalue program. Since the eigenvalue program modifies matrix **A**, the original eigenvalues must be saved and the original matrix reentered in matrix **A** before running the eigenvector program. The following program can be added to store the calculated eigenvalues in matrix **E**.

**Keystrokes**

f LBL E  
RCL DIM A  
STO 0  
 1  
f DIM E  
f LBL 8  
RCL 0  
ENTER  
RCL g A  
RCL 0  
 1  
STO g E  
f DSE 0  
GTO 8  
f MATRIX 1  
g RTN  
g P/R

**Display**

127-42, 21, 15  
 128-45, 23, 11  
 129- 44 0  
 130- 1  
 131-42, 23, 15  
 132-42, 21, 8  
 133- 45 0  
 134- 36  
 135-45, 43, 11  
 136- 45 0  
 137- 1  
 138-44, 43, 15  
 139-42, 5, 0  
 140- 22 8  
 141-42, 16, 1  
 142- 43 32

Dimensions **E** to  $n \times 1$ .

Recalls diagonal element.

Stores  $a_{ij}$  in  $e_i$ .

Resets  $R_0 = R_1 = 1$ .

Run mode.

Labels used: E and 8.

Registers used: no additional registers.

Matrices used: **A** (from previous program) and **E** (eigenvalues).

To use the combined eigenvalue, eigenvalue storage, and eigenvector programs for an **A** matrix up to  $3 \times 3$ :

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1. Execute the eigenvalue program as described earlier.
2. Press  $\boxed{E}$  to store the eigenvalues.
3. Enter again the elements of the original matrix into **A**.
4. Recall the desired eigenvalue from matrix **E** using  $\boxed{RCL}$   $\boxed{E}$ .
5. Execute the eigenvector program as described above.
6. Repeat steps 4 and 5 for each eigenvalue.

### Optimization

*Optimization* describes a class of problems in which the object is to find the minimum or maximum value of a specified function. Often, the interest is focused on the behavior of the function in a particular region.

The following program uses the method of steepest descent to determine local minimums or maximums for a real-valued function of two or more variables. This method is an iterative procedure that uses the gradient of the function to determine successive sample points. Four input parameters control the sampling plan.

For the function

$$f(\mathbf{x}) = f(x_1, x_2, \dots, x_n)$$

the gradient of  $f$ ,  $\nabla f$ , is defined by

$$\nabla f(\mathbf{x}) = \begin{bmatrix} \partial f / \partial x_1 \\ \partial f / \partial x_2 \\ \vdots \\ \partial f / \partial x_n \end{bmatrix}.$$

The critical points of  $f(\mathbf{x})$  are the solutions to  $\nabla f(\mathbf{x}) = \mathbf{0}$ . A critical point may be a local minimum, a local maximum, or a point that is neither.

The gradient of  $f(\mathbf{x})$  evaluated at a point  $\mathbf{x}$  gives the direction of steepest ascent—that is, the way in which  $\mathbf{x}$  should be changed in order to cause the most rapid increase in  $f(\mathbf{x})$ . The negative gradient gives the direction of steepest descent. The direction vector is

$$\mathbf{s} = \begin{cases} -\nabla f(\mathbf{x}) & \text{for finding a minimum} \\ \nabla f(\mathbf{x}) & \text{for finding a maximum.} \end{cases}$$

Once the direction is determined from the gradient, the program looks for the optimum distance to move from  $\mathbf{x}_j$  in the direction indicated by  $\mathbf{s}_j$ —the distance that gives the greatest improvement in  $f(\mathbf{x})$  toward a minimum or maximum.

To do this, the program finds the optimum value  $t_j$  by calculating the slope of the function

$$g_j(t) = f(\mathbf{x}_j + t\mathbf{s}_j)$$

at increasing values of  $t$  until the slope changes sign. This procedure is called “bounding search” since the program tries to bound the desired value  $t_j$  within an interval. When the program finds a change of sign, it then reduces the interval by halving it  $j + 1$  times to find the best  $t$  value near  $t = 0$ . This procedure is called “interval reduction”—it yields more accurate values for  $t_j$  as  $\mathbf{x}_j$  converges toward the desired solution. (These two processes are collectively called “line search”.) The new value of  $\mathbf{x}$  is then

$$\mathbf{x}_{j+1} = \mathbf{x}_j + t_j\mathbf{s}_j.$$

The program uses four parameters that define how it proceeds toward the desired solution. Although no method of line search can guarantee success for finding an optimum value of  $t$ , the first two parameters give you considerable flexibility in specifying how the program samples  $t$ .

*d* Determines the initial step  $u_1$  for the bounding search. The first value of  $t$  tried is

$$u_1 = \frac{d}{(j + 1)\|\mathbf{s}_j\|_F}.$$

This corresponds to a distance of

$$\|(\mathbf{x}_j + u_1\mathbf{s}_j) - \mathbf{x}_j\|_F = \frac{d}{j + 1},$$

which shows that  $d$  and the iteration number define how close to the last  $\mathbf{x}$  value the program starts the bounding search.

*a* Determines the values  $u_2, u_3, \dots$  of subsequent steps in the bounding search. These values of  $t$  are defined by

$$u_{j+1} = au_j.$$

Essentially,  $a$  is an expansion factor that is normally greater than 1, producing an increasing sequence of values of  $t$ .

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- $e$  Determines the acceptable tolerance on the size of the gradient. The iterative process stops when

$$\|\nabla f(\mathbf{x}_j)\|_F \leq e.$$

- $N$  Determines the maximum number of iterations that the program will attempt in each of two procedures: the bounding search and the overall optimization procedure. That is, the program halts if the bounding search finds no change of sign within  $N$  iterations. Also, the program halts if the norm of the gradient is still too large at  $\mathbf{x}_N$ . Each of these situations results in an **Error 1** display. (They can be distinguished by pressing .) You can continue running the program if you desire.

The program requires that you enter a subroutine that evaluates  $f(\mathbf{x})$  and  $\nabla f(\mathbf{x})$ . This subroutine must be labeled “E”, use the vector  $\mathbf{x}$  stored in matrix **A**, return the gradient in matrix **E**, and place  $f(\mathbf{x})$  in the X-register.

In addition, the program requires an initial estimate  $\mathbf{x}_0$  of the desired critical point. This vector must be stored in matrix **A**.

The program has the following characteristics:

- The program searches for any point  $\mathbf{x}$  where  $\nabla f(\mathbf{x}) = \mathbf{0}$ . Nothing prevents convergence to a saddle-point, for example. In general, you must use other means to determine the nature of the critical point that is found. (Also, this program does not address the problem of locating a maximum or minimum on the boundary of the domain of  $f(\mathbf{x})$ .)
- You may adjust the convergence parameters after starting the program. In many cases, this dramatically reduces the time necessary for convergence. Here are some helpful hints:
  - If the program consistently enters the interval reduction phase after sampling only one point  $u_1$ , the initial step size may be too large. Try reducing the magnitude of  $d$  to produce a more efficient search.
  - If the results of the bounding search look promising (that is, the slopes are decreasing in magnitude), but then begin to increase in magnitude, the search may have skipped past a critical point. Try reducing  $a$  to produce more close sampling; you may have to increase  $N$  also.

- You can replace **[R/S]** at line 102 with **[PSE]** or perhaps delete it entirely if you have no interest in the intermediate results.
- For a function of  $n$  variables, the program requires  $4n + 1$  registers devoted to matrices.

Keystrokes	Display	
<b>[g]</b> <b>[P/R]</b>		Program mode.
<b>[f]</b> <b>CLEAR</b> <b>[PRGM]</b>	000-	Clears program memory.
<b>[f]</b> <b>[LBL]</b> 8	001-42, 21, 8	Routine to swap <b>A</b> and <b>C</b> using <b>E</b> .
<b>[RCL]</b> <b>[MATRIX]</b> <b>[C]</b>	002-45, 16, 13	
<b>[STO]</b> <b>[MATRIX]</b> <b>[E]</b>	003-44, 16, 15	
<b>[RCL]</b> <b>[MATRIX]</b> <b>[A]</b>	004-45, 16, 11	
<b>[STO]</b> <b>[MATRIX]</b> <b>[C]</b>	005-44, 16, 13	
<b>[RCL]</b> <b>[MATRIX]</b> <b>[E]</b>	006-45, 16, 15	
<b>[STO]</b> <b>[MATRIX]</b> <b>[A]</b>	007-44, 16, 11	
<b>[g]</b> <b>[RTN]</b>	008- 43 32	
<b>[f]</b> <b>[LBL]</b> 7	009-42, 21, 7	Line search routine.
<b>[RCL]</b> 4	010- 45 4	
<b>[RCL]</b> <b>[÷]</b> 6	011-45, 10, 6	
<b>[STO]</b> 8	012- 44 8	Stores $d/(j + 1)$ in $R_8$ .
<b>[GSB]</b> <b>[E]</b>	013- 32 15	
<b>[RCL]</b> <b>[MATRIX]</b> <b>[E]</b>	014-45, 16, 15	
<b>[STO]</b> <b>[MATRIX]</b> <b>[D]</b>	015-44, 16, 14	
<b>[RCL]</b> <b>[MATRIX]</b> <b>[D]</b>	016-45, 16, 14	
<b>[g]</b> <b>[F?] 0</b>	017-43, 6, 0	
<b>[CHS]</b>	018- 16	For minimum, changes sign of gradient.
<b>[f]</b> <b>[MATRIX]</b> 8	019-42, 16, 8	Calculates $\ \nabla f(\mathbf{x})\ $ .
<b>[g]</b> <b>[x=0]</b>	020- 43 20	
<b>[g]</b> <b>[RTN]</b>	021- 43 32	Exits if $\ \nabla f(\mathbf{x})\  = 0$ .
<b>[1/x]</b>	022- 15	
<b>[RCL]</b> <b>[x]</b> 8	023-45, 20, 8	Calculates $u_1$ .
<b>[STO]</b> .1	024- 44 .1	Stores $u_1$ in $R_{.1}$ .
0	025- 0	
<b>[STO]</b> .0	026- 44 .0	
<b>[RCL]</b> 5	027- 45 5	

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### Keystrokes

### Display

<b>[STO]</b> 7	028- 44 7	Stores counter in $R_7$ .
<b>[f]</b> <b>[LBL]</b> 6	029-42,21, 6	Bounding search begins.
<b>[RCL]</b> .1	030- 45 .1	
<b>[GSB]</b> 3	031- 32 3	
<b>[f]</b> <b>[PSE]</b>	032- 42 31	Shows slope.
<b>[g]</b> <b>[F?]</b> 0	033-43, 6, 0	
<b>[CHS]</b>	034- 16	
<b>[g]</b> <b>[TEST]</b> 4	035-43,30, 4	Tests for slope change.
<b>[GTO]</b> 5	036- 22 5	Branch to interval reduction.
<b>[GSB]</b> 8	037- 32 8	Restores original matrix to <b>A</b> .
<b>[RCL]</b> .1	038- 45 .1	
<b>[STO]</b> .0	039- 44 .0	Stores $u_j$ in $R_0$ .
<b>[RCL]</b> 2	040- 45 2	
<b>[STO]</b> <b>[x]</b> .1	041-44,20, .1	Stores $u_{j+1}$ in $R_1$ .
<b>[f]</b> <b>[DSE]</b> 7	042-42, 5, 7	Decrements counter.
<b>[GTO]</b> 6	043- 22 6	Branch to continue.
<b>[RCL]</b> <b>[MATRIX]</b> <b>[A]</b>	044-45,16,11	
<b>[g]</b> <b>[ABS]</b>	045- 43 16	Displays <b>Error 1</b> with <b>A</b> in X-register.
<b>[GTO]</b> 6	046- 22 6	Branch for continuation.
<b>[f]</b> <b>[LBL]</b> 5	047-42,21, 5	Interval reduction routine.
<b>[RCL]</b> 6	048- 45 6	
<b>[STO]</b> 7	049- 44 7	Stores $j + 1$ in $R_7$ .
<b>[f]</b> <b>[LBL]</b> 4	050-42,21, 4	
<b>[GSB]</b> 8	051- 32 8	Restores original matrix to <b>A</b> .
<b>[RCL]</b> .0	052- 45 .0	
<b>[RCL]</b> <b>[+]</b> .1	053-45,40, .1	
2	054- 2	
<b>[÷]</b>	055- 10	
<b>[STO]</b> 8	056- 44 8	Calculates midpoint of interval.
<b>[GSB]</b> 3	057- 32 3	Calculates slope.
<b>[g]</b> <b>[F?]</b> 0	058-43, 6, 0	
<b>[CHS]</b>	059- 16	Changes sign for minimum.
1	060- 1	

Keystrokes	Display	
1	061-	1
<b>STO</b> <b>I</b>	062-	44 25 Stores interval register number.
<b>R↓</b>	063-	33
<b>g</b> <b>TEST</b> 1	064-43,30, 1	
<b>f</b> <b>DSE</b> <b>I</b>	065-42, 5,25	
<b>RCL</b> 8	066-	45 8
<b>STO</b> <b>(i)</b>	067-	44 24 Stores midpoint in R <sub>0</sub> or R <sub>1</sub> .
<b>f</b> <b>DSE</b> 7	068-42, 5, 7	Decrements counter.
<b>GTO</b> 4	069-	22 4
<b>g</b> <b>RTN</b>	070-	43 32 Exits when counter is zero.
<b>f</b> <b>LBL</b> 3	071-42,21, 3	Routine to calculate slope.
<b>RCL</b> <b>MATRIX</b> <b>D</b>	072-45,16,14	
<b>f</b> <b>RESULT</b> <b>C</b>	073-42,26,13	
<b>x</b>	074-	20
<b>RCL</b> <b>MATRIX</b> <b>A</b>	075-45,16,11	
<b>+</b>	076-	40 Calculates point $\mathbf{x}_j + t\mathbf{s}_j$ .
<b>GSB</b> 8	077-	32 8 Swaps original matrix and new point.
<b>GSB</b> <b>E</b>	078-	32 15 Calculates $\nabla f(\mathbf{x})$ in <b>E</b> .
<b>STO</b> 9	079-	44 9 Stores $f(\mathbf{x})$ in R <sub>9</sub> .
<b>RCL</b> <b>MATRIX</b> <b>E</b>	080-45,16,15	
<b>RCL</b> <b>MATRIX</b> <b>D</b>	081-45,16,14	
<b>f</b> <b>RESULT</b> <b>B</b>	082-42,26,12	
<b>f</b> <b>MATRIX</b> 5	083-42,16, 5	Calculates slope as $(\nabla f)^T \mathbf{s}$ .
1	084-	1
<b>ENTER</b>	085-	36
<b>RCL</b> <b>g</b> <b>B</b>	086-45,43,12	
<b>g</b> <b>RTN</b>	087-	43,32 Exits with slope in X-register.
<b>f</b> <b>LBL</b> <b>A</b>	088-42,21,11	Main routine.
0	089-	0
<b>STO</b> 6	090-	44 6
<b>f</b> <b>LBL</b> 2	091-42,21, 2	
1	092-	1
<b>STO</b> <b>+</b> 6	093-44,40, 6	Stores $j + 1$ in R <sub>6</sub> .

Keystrokes	Display
<b>f</b> <b>SCI</b> 3	094-42, 8, 3
<b>GSB</b> 7	095- 32 7 Branches to line search.
<b>RCL</b> 6	096- 45 6
<b>f</b> <b>FIX</b> 0	097-42, 7, 0
<b>f</b> <b>PSE</b>	098- 42 31 Pauses with $j + 1$ in display.
<b>f</b> <b>MATRIX</b> 1	099-42, 16, 1 Sets $R_0 = R_1 = 1$ for viewing.
<b>f</b> <b>SCI</b> 3	100-42, 8, 3
<b>RCL</b> 9	101- 45 9 Recalls $f(\mathbf{x})$ .
<b>R/S</b>	102- 31 Stops program.
<b>RCL</b> 3	103- 45 3 Recalls $e$ .
<b>RCL</b> <b>MATRIX</b> <b>E</b>	104-45, 16, 15
<b>f</b> <b>MATRIX</b> 8	105-42, 16, 8 Calculates $\ \nabla f(\mathbf{x})\ $ .
<b>g</b> <b><math>x \leq y</math></b>	106- 43 10 Tests $\ \nabla f(\mathbf{x})\  \leq e$ .
<b>GTO</b> <b>B</b>	107- 22 12 Branch for showing solution.
<b>f</b> <b>PSE</b>	108- 42 31 Shows $\ \nabla f(\mathbf{x})\ $ .
<b>RCL</b> 5	109- 45 5
<b>RCL</b> 6	110- 45 6
<b>g</b> <b>TEST</b> 8	111-43, 30, 8 Tests $(j + 1) < N$ .
<b>GTO</b> 2	112- 22 2 Branch to continue iterating.
<b>RCL</b> <b>MATRIX</b> <b>C</b>	113-45, 16, 13
<b>g</b> <b>ABS</b>	114- 43 16 Displays <b>Error 1</b> with <b>C</b> in X-register.
<b>GTO</b> 2	115- 22 2 Branch for continuing.
<b>f</b> <b>LBL</b> <b>B</b>	116-42, 21, 12 Routine to show solution.
<b>g</b> <b>SF</b> 9	117-43, 4, 9 Sets blink flag.
<b>R/S</b>	118- 31 Stops with $\ \nabla f(\mathbf{x}_{j+1})\ $ in display.
<b>GTO</b> <b>B</b>	119- 22 12 Loop branch.

Labels used: A, B, and 2 through 8.

Registers used:  $R_2$  through  $R_9$ ,  $R_0$ ,  $R_{1.1}$ , and Index register.

Matrices used: **A**, **B**, **C**, **D**, and **E**.

Your subroutine, labeled “E”, may use any labels and registers not listed above, plus the Index register, matrix **B**, and matrix **E** (which should contain your calculated gradient).

To use the program:

1. Enter your subroutine into program memory.
2. Press 11  $\boxed{f}$   $\boxed{DIM}$   $\boxed{(i)}$  to reserve registers  $R_0$  through  $R_{11}$ . (Your subroutine may require additional registers.)
3. Set flag 0 if you're seeking a local minimum; clear flag 0 if you're seeking a local maximum.
4. Dimension matrix  $\mathbf{A}$  to  $n \times 1$ , where  $n$  is the number of variables.
5. Store the required data in memory:
  - Store the initial estimate  $\mathbf{x}_0$  in matrix  $\mathbf{A}$ .
  - Store  $a$  in  $R_2$ .
  - Store  $e$  in  $R_3$ .
  - Store  $d$  in  $R_4$ .
  - Store  $N$  in  $R_5$ .
6. Press  $\boxed{GSB}$   $\boxed{A}$  to view the slopes during the iteration procedure.
  - View the iteration number and the value of  $f(\mathbf{x})$ .
  - If **Error 1** appears, press  $\boxed{\leftarrow}$  to clear the message. Then either go back to step 5 and possibly revise parameters as needed, or press  $\boxed{\leftarrow}$   $\boxed{R/S}$  to provide one more bounding search iteration or one more optimization iteration. (If the descriptor of matrix  $\mathbf{A}$  was in the display when the error occurred, the number of bounding search iterations exceeded  $N$ ; if the descriptor of matrix  $\mathbf{C}$  was in the display, the number of optimization iterations exceeded  $N$ .)
7. Press  $\boxed{R/S}$  to view the norm of the gradient and to start the next iteration.
  - If the display flashes the norm of the gradient, press  $\boxed{\leftarrow}$  and then recall the values of  $\mathbf{x}$  in matrix  $\mathbf{A}$ .
  - If the iteration number and value of  $f(\mathbf{x})$  are displayed, repeat this step as often as necessary to obtain the solution or go back to step 5 and revise parameters as needed.

## 168 Section 4: Using Matrix Operations

**Example:** Use the optimization program to find the dimensions of the box of largest volume with the sum of the length and girth (perimeter of cross section) equaling 100 centimeters.

For this problem

$$l + (2h + 2w) = 100$$

$$v = whl$$

$$v(w, h) = wh(100 - 2h - 2w)$$

$$= 100wh - 2wh^2 - 2hw^2$$

$$\nabla v(w, h) = \begin{bmatrix} 2h(50 - h - 2w) \\ 2w(50 - w - 2h) \end{bmatrix}.$$

The solution should satisfy  $w + h < 50$ ,  $w > 0$ , and  $h > 0$ .

First enter a subroutine to calculate the gradient and the volume.

### Keystrokes

### Display

<b>f</b> <b>LBL</b> <b>E</b>	120-42, 21, 15	Function subroutine.
<b>RCL</b> <b>DIM</b> <b>A</b>	121-45, 23, 11	
<b>f</b> <b>DIM</b> <b>E</b>	122-42, 23, 15	
<b>f</b> <b>MATRIX</b> 1	123-42, 16, 1	
<b>f</b> <b>USER</b> <b>RCL</b> <b>A</b>	124u 45 11	
<b>f</b> <b>USER</b>		
<b>STO</b> .2	125- 44 .2	Stores $w$ in $R_2$ .
<b>STO</b> <b>E</b>	126- 44 15	Stores $w$ in $e_2$ .
<b>RCL</b> <b>A</b>	127- 45 11	
<b>STO</b> .3	128- 44 .3	Stores $h$ in $R_3$ .
<b>f</b> <b>MATRIX</b> 1	129-42, 16, 1	
<b>STO</b> <b>E</b>	130- 44 15	Stores $h$ in $e_1$ .
<b>+</b>	131- 40	
5	132- 5	
0	133- 0	
<b>-</b>	134- 30	
<b>CHS</b>	135- 16	
2	136- 2	

Keystrokes	Display	
$\boxed{\times}$	137-	20 Calculates
$\boxed{f} \boxed{\times} \boxed{.2}$	138-42, 4, .2	$l = 2(50 - h - w)$ . Stores $l$ in $R_{.2}$ .
$\boxed{STO} \boxed{\times} \boxed{.3}$	139-44, 20, .3	Stores $wh$ in $R_{.3}$ .
$\boxed{RCL} \boxed{.2}$	140- 45 .2	
$\boxed{RCL} \boxed{MATRIX} \boxed{E}$	141-45, 16, 15	
$\boxed{f} \boxed{RESULT} \boxed{E}$	142-42, 26, 15	
$\boxed{\times}$	143- 20	
$\boxed{RCL} \boxed{.3}$	144- 45 .3	
$\boxed{RCL} \boxed{+} \boxed{.3}$	145-45, 40, .3	
$\boxed{-}$	146- 30	Replaces $e_i$ with $le_i - 2wh$ , the gradient elements.
$\boxed{RCL} \boxed{.2}$	147- 45 .2	
$\boxed{RCL} \boxed{\times} \boxed{.3}$	148-45, 20, .3	Calculates $lwh$ .
$\boxed{g} \boxed{RTN}$	149- 43 32	

Now enter the necessary information and run the program.

Keystrokes	Display	
$\boxed{g} \boxed{P/R}$		Run mode.
13 $\boxed{f} \boxed{DIM} \boxed{(i)}$	13.0000	Reserves $R_0$ through $R_{.3}$ .
$\boxed{g} \boxed{CF} \boxed{0}$	13.0000	Finds local maximum.
$\boxed{f} \boxed{USER}$	13.0000	Activates User mode.
$\boxed{f} \boxed{MATRIX} \boxed{1}$	13.0000	
2 $\boxed{ENTER}$	1	Enters dimensions for matrix <b>A</b> .
$\boxed{f} \boxed{DIM} \boxed{A}$	1.0000	Dimensions matrix <b>A</b> to $2 \times 1$ .
15 $\boxed{STO} \boxed{A}$	15.0000	
$\boxed{STO} \boxed{A}$	15.0000	Stores initial estimate: $l = w = 15$ .
3 $\boxed{STO} \boxed{2}$	3.0000	Stores $a = 3$ .
0.1 $\boxed{STO} \boxed{3}$	0.1000	Stores $e = 0.1$ .
0.05 $\boxed{STO} \boxed{4}$	0.0500	Stores $d = 0.05$ .
4 $\boxed{STO} \boxed{5}$	4.0000	Stores $N = 4$ .

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### Keystrokes

### Display

**A**

4.415 04 Slope at  $u_1$ .  
 4.243 04 Slope at  $u_2$ .  
 3.718 04 Slope at  $u_3$ .  
 2.045 04 Slope at  $u_4$ .

### Error 1

**←**

A 2 1 Bounding search failed.

Since the results so far look promising (the derivatives are decreasing in magnitude), allow five additional samples in this bounding search and set  $N=8$  for all subsequent iterations.

### Keystrokes

### Display

5 **STO** 7

5.000 00 Sets counter to 5.

8 **STO** 5

8.000 00 Sets  $N$  to 8.

**R/S**

-3.849 04 Slope at  $u_5$  (sign change).  
 1.  $j+1$ .

9.253 03 Volume at this iteration.

**R/S**

3.480 01 Gradient.

1.121 03 Slope at  $u_1$ .

9.431 02 Slope at  $u_2$ .

4.126 02 Slope at  $u_3$ .

-1.139 03 Slope at  $u_4$  (sign change).  
 2.  $j+1$ .

9.259 03 Volume at this iteration.

**R/S**

5.479 -01 Gradient.

-6.127 -01 Slope at  $u_1$  (sign change).  
 3.  $j+1$ .

9.259 03 Volume at this iteration.

**R/S**

7.726 -02 Gradient less than  $e$ .

**←**

7.726 -02 Stops blinking.

**f** **FIX** 4

0.0773

**RCL** **A**

16.6661 Recalls  $h$  from  $a_1$ .

**RCL** **A**

16.6661 Recalls  $w$  from  $a_2$ .

**f** **USER**

16.6661

**Keystrokes**`f MATRIX 0`**Display**

16.6661

Deallocates matrix  
memory.

The desired box size is  $16.6661 \times 16.6661 \times 33.3355$  centimeters. (An alternate method of solving this problem would be to solve the linear system represented by  $\nabla v(w, h) = \mathbf{0}$ .)



**Example 2: Many Pennies.** A corporation retains Susan as a scientific and engineering consultant at a fee of one penny per second for her thoughts, paid every second of every day for a year. Rather than distract her with the sounds of pennies dropping, the corporation proposes to deposit them for her into a bank account in which interest accrues at the rate of  $11\frac{1}{4}$  percent per annum compounded every second. At year's end these pennies will accumulate to a sum

$$\text{total} = (\text{payment}) \times \frac{(1 + i/n)^n - 1}{i/n}$$

where payment = \$0.01 = one penny per second,

$i = 0.1125 = 11.25$  percent per annum interest rate,

$n = 60 \times 60 \times 24 \times 365 =$  number of seconds in a year.

Using her HP 15c, Susan reckons that the total will be \$376,877.67 . But at year's end the bank account is found to hold \$333,783.35 . Is Susan entitled to the \$43,094.32 difference?

In both examples the discrepancies are caused by rounding errors that could have been avoided. This appendix explains how.

The war against error begins with a salvo against wishful thinking, which might confuse what we want with what we get. To avoid confusion, the true and calculated results must be given different names even though their difference may be so small that the distinction seems pedantic.

**Example 3: Pi.** The constant  $\pi = 3.1415926535897932384626433... .$  Pressing the  $\boxed{\pi}$  key on the HP 15c delivers a different value

$$\boxed{\pi} = 3.141592654$$

which agrees with  $\pi$  to 10 significant digits. But  $\boxed{\pi} \neq \pi$ , so we should not be surprised when, in Radians mode, the calculator doesn't produce  $\sin \boxed{\pi} = 0$ .

Suppose we wish to calculate  $x$  but we get  $X$  instead. (This convention is used throughout this appendix.) The *error* is  $x - X$ . The *absolute error* is  $|x - X|$ . The *relative error* is usually reckoned  $(x - X)/x$  for  $x \neq 0$ .

## 174 Appendix: Accuracy of Numerical Calculations

**Example 4: A Bridge Too Short.** The lengths in meters of three sections of a cantilever bridge are designed to be

$$x = 333.76 \qquad y = 195.07 \qquad z = 333.76 .$$

The measured lengths turn out to be respectively

$$X = 333.69 \qquad Y = 195.00 \qquad Z = 333.72 .$$

The discrepancy in total length is

$$d = (x + y + z) - (X + Y + Z) = 862.59 - 862.41 = 0.18 .$$

Ed, the engineer, compares the discrepancy  $d$  with the total length  $(x + y + z)$  and considers the relative discrepancy

$$d/(x + y + z) = 0.0002 = 2 \text{ parts in } 10,000$$

to be tolerably small. But Rhonda, the riveter, considers the absolute discrepancy  $|d| = 0.18$  meters (about 7 inches) much too large for her liking; some powerful stretching will be needed to line up the bridge girders before she can rivet them together. Both see the same discrepancy  $d$ , but what looks negligible to one person can seem awfully big to another.

Whether large or small, errors must have sources which, if understood, usually permit us to compensate for the errors or to circumvent them altogether. To understand the distortions in the girders of a bridge, we should learn about structural engineering and the theory of elasticity. To understand the errors introduced by the very act of computation, we should learn how our calculating instruments work and what are their limitations. These are details most of us want not to know, especially since a well-designed calculator's rounding errors are always nearly minimal and therefore appear insignificant when they are introduced. But when on rare occasions they conspire to send a computation awry, they must be reclassified as "significant" after all.

**Example 1 Explained.** Here  $f(x) = s(r(x))$ , where

$$r(x) = \underbrace{\sqrt{\sqrt{\dots\sqrt{\sqrt{x}}}}}_{50 \text{ roots}} = x^{(1/2^{50})}$$

and

$$s(r) = \underbrace{(((r^2)^2\dots)^2)}_{50 \text{ squares}} = r^{(2^{50})}.$$

The exponents are  $1/2^{50} = 8.8818 \times 10^{-16}$  and  $2^{50} = 1.1259 \times 10^{15}$ . Now,  $x$  must lie between  $10^{-99}$  and  $9.999 \dots \times 10^{99}$  since no positive numbers outside that range can be keyed into the calculator. Since  $r$  is an increasing function,  $r(x)$  lies between

$$r(10^{-99}) = 0.999999999999997975 \dots$$

and

$$r(10^{100}) = 1.0000000000002045 \dots$$

This suggests that  $R(x)$ , the calculated value of  $r(x)$ , would be 1 for all valid calculator arguments  $x$ . In fact, because of roundoff,

$$R(x) = \begin{cases} 0.9999999999 & \text{for } 0 < x < 1 \\ 1.0000000000 & \text{for } 1 \leq x \leq 9.999999999 \times 10^{99}. \end{cases}$$

If  $0 < x < 1$ , then  $x \leq 0.9999999999$  in a 10-digit calculator. We would then rightly expect that  $\sqrt{x} \leq \sqrt{0.9999999999}$ , which is  $0.999999999949999999998\dots$ , which rounds to  $0.9999999999$  again. Therefore, if  $\sqrt{x}$  is pressed arbitrarily often starting with  $x < 1$ , the result cannot exceed  $0.9999999999$ . This explains why we obtain  $R(x) = 0.9999999999$  for  $0 < x < 1$  above. When  $R(x)$  is squared 50 times to produce  $F(x) = S(R(x))$ , the result is clearly 1 for  $x \geq 1$ , but why is  $F(x) = 0$  for  $0 \leq x < 1$ ? When  $x < 1$ ,

$$s(R(x)) \leq s(0.9999999999) = (1 - 10^{-10})^{2^{50}} \approx 6.14 \times 10^{-48898}.$$

## 176 Appendix: Accuracy of Numerical Calculations

This value is so small that the calculated value  $F(x) = S(R(x))$  underflows to 0. So the HP 15c isn't broken; it is doing the best that can be done with 10 significant digits of precision and 2 exponent digits.

We have explained example 1 using no more information about the HP 15c than that it performs each arithmetic operation  $\sqrt{x}$  and  $x^2$  fully as accurately as is possible within the limitations of 10 significant digits and 2 exponent digits. The rest of the information we needed was mathematical knowledge about the functions  $f$ ,  $r$ , and  $s$ . For instance, the value  $r(10^{100})$  above was evaluated as

$$\begin{aligned}r(10^{100}) &= (10^{100})^{(1/2)^{50}} \\ &= e^{\ln(10^{100})/2^{50}} \\ &= e^{100(\ln 10)/2^{50}} \\ &= e^{2.045 \times 10^{-13}} \\ &= 1 + (2.045 \times 10^{-13}) + \frac{1}{2}(2.045 \times 10^{-13})^2 + \dots\end{aligned}$$

by using the series  $e^z = 1 + z + \frac{1}{2}z^2 + \frac{1}{6}z^3 + \dots$ .

Similarly, the binomial theorem was used for

$$\begin{aligned}\sqrt{0.9999999999} &= (1 - 10^{-10})^{1/2} \\ &= 1 - \frac{1}{2}(10^{-10}) - \frac{1}{8}(10^{-10})^2 - \dots\end{aligned}$$

These mathematical facts lie well beyond the kind of knowledge that might have been considered adequate to cope with a calculation containing only a handful of multiplications and square roots. In this respect, example 1 illustrates an unhappy truism: Errors make computation very much harder to analyze. That is why a well-designed calculator, like the HP 15c, will introduce errors of its own as sparingly as is possible at a tolerable cost. Much more error than that would turn an already difficult task into something hopeless.

Example 1 should lay two common *misconceptions* to rest:

- Rounding errors can overwhelm a computation only if vast numbers of them accumulate.
- A few rounding errors can overwhelm a computation only if accompanied by massive cancellation.

Regarding the first misconception, example 1 would behave in the same perverse way if it suffered only one rounding error, the one that produces  $R(x) = 1$  or  $0.9999999999$ , in error by less than one unit in its last (10th) significant digit.

Regarding the second misconception, cancellation is what happens when two nearly equal numbers are subtracted. For example, calculating

$$c(x) = (1 - \cos x)/x^2$$

in Radians mode for small values of  $x$  is hazardous because of cancellation. Using  $x = 1.2 \times 10^{-5}$  and rounding results to 10 digits,

$$\cos x = 0.9999999999$$

and

$$1 - \cos x = 0.0000000001$$

with cancellation leaving maybe one significant digit in the numerator. Also

$$x^2 = 1.44 \times 10^{-10}.$$

Then

$$C(x) = 0.6944 .$$

This calculated value is wrong because  $0 \leq c(x) < \frac{1}{2}$  for all  $x \neq 0$ . To avoid numerical cancellation, exploit the trigonometric identity  $\cos x = 1 - 2 \sin^2(x/2)$  to cancel the 1 *exactly* and obtain a better formula

$$c(x) = \frac{1}{2} \left( \frac{\sin(x/2)}{x/2} \right)^2 .$$

When this latter expression is evaluated (in Radians mode) at  $x = 1.2 \times 10^{-5}$ , the computed result  $C(x) = 0.5$  is correct to 10 significant digits. This example, while explaining the meaning of the word “cancellation”, suggests that it is always a bad thing. That is another misconception to be dispatched later. For the present, recall that example 1 contains no subtraction, therefore no cancellation, and is still devastated by its rounding error. In this respect example 1 is counterintuitive, a little bit scary. Nowhere in it can we find one or two arithmetic operations to blame for the catastrophe; no small rearrangement will set everything right as happened for  $c(x)$ . Alas, example 1 is not an isolated example. As computers and calculators grow

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in power, so do instances of insidious error growth become more common.

To help you recognize error growth and cope with it is the ultimate goal of this appendix. We shall start with the simplest kinds of errors and work our way up gradually to the subtle errors that can afflict the sophisticated computations possible on the HP 15c.

### A Hierarchy of Errors

Some errors are easier to explain and to tolerate than others. Therefore, the functions delivered by single keystrokes on the HP 15c have been categorized, for the purposes of easier exposition, according to how difficult their errors are to estimate. The estimates should be regarded as goals set by the calculator's designers rather than as specifications that guarantee some stated level of accuracy. On the other hand, the designers believe they can prove mathematically that their accuracy goals have been achieved, and extensive testing has produced no indication so far that they might be mistaken.

#### Level 0: No Error

Functions which should map small integers (smaller than  $10^{10}$ ) to small integers do so exactly, without error, as you might expect.

##### Examples:

$$\sqrt{4} = 2 \qquad -2^3 = -8 \qquad 3^{20} = 3,486,784,401$$

$$\log(10^9) = 9 \qquad 6! = 720$$

$$\cos^{-1}(0) = 90 \text{ (in Degrees mode)}$$

$$\text{ABS}(4,684,660 + 4,684,659i) = 6,625,109 \text{ (in Complex mode)}$$

Also exact for real arguments are **ABS**, **FRAC**, **INT**, **RND**, and comparisons (such as **x≤y**). But the matrix functions **×**, **÷**, **1/x**, **MATRIX** 6 (residuals), and **MATRIX** 9 (determinant) are exceptions (refer to page 192).

## Level ∞: Overflow/Underflow

Results which would lie closer to zero than  $10^{-99}$  underflow quietly to zero. Any result that would lie beyond the overflow thresholds  $\pm 9.99999999 \times 10^{99}$  is replaced by the nearest threshold, and then flag 9 is set and the display blinks. (Pressing **ON** **ON** or **CF** 9 or **←** will clear flag 9 and stop the blinking.) Most functions that result in more than one component can tolerate overflow/underflow in one component without contaminating the other; examples are **→R**, **→P**, complex arithmetic, and most matrix operations. The exceptions are matrix inversion (**1/x** and **÷**), **MATRIX** 9 (determinant), and **L.R**.

## Level 1: Correctly Rounded, or Nearly So

Operations that deliver “correctly rounded” results whose error cannot exceed  $\frac{1}{2}$  unit in their last (10th) significant digit include the real algebraic operations **+**, **-**, **×**, **÷**, **x<sup>2</sup>**, **√x**, **1/x**, and **%**, the complex and matrix operations **+** and **-**, matrix by scalar operations **×** and **÷** (excluding division by a matrix), and **→HMS**. These results are the best that 10 significant digits can represent, as are familiar constants **π**, **1** **e<sup>x</sup>**, **2** **LN**, **10** **LN**, **1** **→RAD**, and many more. Operations that can suffer a slightly larger error, but still significantly smaller than one unit in the 10th significant digit of the result, include **Δ%**, **→H**, **→RAD**, **→DEG**, **P<sub>y,x</sub>**, and **C<sub>y,x</sub>**; **LN**, **LOG**, **10<sup>x</sup>**, and **HYP** **TAN** for real arguments; **→P**, **SIN<sup>-1</sup>**, **COS<sup>-1</sup>**, **TAN<sup>-1</sup>**, **HYP<sup>-1</sup>** **SIN**, **HYP<sup>-1</sup>** **COS**, and **HYP<sup>-1</sup>** **TAN** for real and complex arguments; **ABS**, **√x**, and **1/x** for complex arguments; matrix norms **MATRIX** 7 and **MATRIX** 8; and finally **SIN**, **COS**, and **TAN** for real arguments in Degrees and Grads modes (but not in Radians mode—refer to Level 2, page 184).

A function that grows to  $\infty$  or decays to 0 exponentially fast as its argument approaches  $\pm\infty$  may suffer an error larger than one unit in its 10th significant digit, but only if its magnitude is smaller than  $10^{-20}$  or larger than  $10^{20}$ ; and though the relative error gets worse as the result gets more extreme (small or large), the error stays below three units in the last (10th) significant digit. The reason for this error is explained later. Functions so affected are **e<sup>x</sup>**, **y<sup>x</sup>**, **x!** (for noninteger  $x$ ), **HYP** **SIN**, and **HYP** **COS** for real arguments. The worst case known is  $3^{201}$ , which is calculated as  $7.968419664 \times 10^{95}$ . The last digit 4 should be 6 instead, as is the case for  $7.29^{33.5}$ , calculated as  $7.968419666 \times 10^{28}$ .

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The foregoing statements about errors can be summarized for all functions in Level 1 in a way that will prove convenient later:

Attempts to calculate a function  $f$  in Level 1 produce instead a computed value  $F = (1 + \varepsilon)f$  whose relative error  $\varepsilon$ , though unknown, is very small:

$$|\varepsilon| < \begin{cases} 5 \times 10^{-10} & \text{if } F \text{ is correctly rounded} \\ 1 \times 10^{-9} & \text{for all other functions } F \text{ in Level 1.} \end{cases}$$

This simple characterization of all the functions in Level 1 fails to convey many other important properties they all possess, properties like

- Exact integer values: mentioned in Level 0.
- Sign symmetry:  $\sinh(-x) = -\sinh(x)$ ,  $\cosh(-x) = \cosh(x)$ ,  $\ln(1/x) = -\ln(x)$  (if  $1/x$  is computed exactly).
- Monotonicity: if  $f(x) \geq f(y)$ , then computed  $F(x) \geq F(y)$ .

These additional properties have powerful implications; for instance,  $\text{TAN}(20^\circ) = \text{TAN}(200^\circ) = \text{TAN}(2,000^\circ) = \dots = \text{TAN}(2 \times 10^{99}^\circ) = 0.3639702343$  correctly. But the simple characterization conveys most of what is worth knowing, and that can be worth money.

**Example 2 Explained.** Susan tried to calculate

$$\text{total} = \text{payment} \times \frac{\left(1 + \frac{i}{n}\right)^n - 1}{\frac{i}{n}}$$

where

$$\text{payment} = \$0.01,$$

$$i = 0.1125, \text{ and}$$

$$n = 60 \times 60 \times 24 \times 365 = 31,536,000.$$

She calculated \$376,877.67 on her HP 15c, but the bank's total was \$333,783.35, and this latter total agrees with the results calculated on good, modern financial calculators like the HP-12C, HP-37E, HP-38E/38C, and HP-92. Where did Susan's calculation go awry? No severe cancellation, no vast accumulation of errors; just one rounding error that grew insidiously caused the damage:

$$i/n = 0.000000003567351598$$

$$1 + i/n = 1.000000004$$

when rounded to 10 significant digits. There is the rounding error that hurts. Subsequently attempting to calculate  $(1 + i/n)^n$ , Susan must get instead  $(1.000000004)^{31,536,000} = 1.134445516$ , which is wrong in its second decimal place.

How can the correct value be calculated? Only by not throwing away so many digits of  $i/n$ . Observe that

$$\left(1 + \frac{i}{n}\right)^n = e^{n \ln\left(1 + \frac{i}{n}\right)},$$

so we might try to calculate the logarithm in some way that does not discard those precious digits. An easy way to do so on the HP 15c does exist.

To calculate  $\lambda(x) = \ln(1 + x)$  accurately for all  $x > -1$ , even if  $|x|$  is very small:

1. Calculate  $u = 1 + x$  rounded.
2. Then

$$\lambda(x) = \begin{cases} x & \text{if } u = 1 \\ \frac{\ln(u)x}{u - 1} & \text{if } u \neq 1. \end{cases}$$

The following program calculates  $\lambda(x) = \ln(1 + x)$ .

Keystrokes	Display	
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">P/R</span>		Program mode.
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">CLEAR</span> <span style="border: 1px solid black; padding: 2px;">PRGM</span>		Clears program memory.
<span style="border: 1px solid black; padding: 2px;">f</span> <span style="border: 1px solid black; padding: 2px;">LBL</span> <span style="border: 1px solid black; padding: 2px;">A</span>	001-42, 21, 11	Assumes $x$ is in X-register.
<span style="border: 1px solid black; padding: 2px;">ENTER</span>	002- 36	
<span style="border: 1px solid black; padding: 2px;">ENTER</span>	003- 36	
<span style="border: 1px solid black; padding: 2px;">EEX</span>	004- 26	Places 1 in X-register.
<span style="border: 1px solid black; padding: 2px;">+</span>	005- 40	Calculates $u = 1 + x$ rounded.
<span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">LN</span>	006- 43 12	Calculates $\ln(u)$ (zero for $u = 1$ ).

Keystrokes	Display
$\boxed{x \leftrightarrow y}$	007- 34 Restores $x$ to X-register.
$\boxed{g} \boxed{LSTx}$	008- 43 36 Recalls $u$ .
$\boxed{EEX}$	009- 26 Places 1 in X-register.
$\boxed{g} \boxed{TEST} 6$	010-43, 30, 6 Tests $u \neq 1$ .
$\boxed{-}$	011- 30 Calculates $u - 1$ when $u \neq 1$ .
$\boxed{\div}$	012- 10 Calculates $x/(u - 1)$ or $1/1$ .
$\boxed{\times}$	013- 20 Calculates $\lambda(x)$ .
$\boxed{g} \boxed{RTN}$	014- 43 32
$\boxed{g} \boxed{P/R}$	Run mode.

The calculated value of  $u$ , correctly rounded by the HP 15c, is  $u = (1 + \epsilon)(1 + x)$ , where  $|\epsilon| < 5 \times 10^{-10}$ . If  $u = 1$ , then

$$|x| = |1/(1 + \epsilon) - 1| \leq 5 \times 10^{-10}$$

too, in which case the Taylor series  $\lambda(x) = x(1 - \frac{1}{2}x + \frac{1}{3}x^2 - \dots)$  tells us that the correctly rounded value of  $\lambda(x)$  must be just  $x$ . Otherwise, we shall calculate  $x\lambda(u - 1)/(u - 1)$  fairly accurately instead of  $\lambda(x)$ . But  $\lambda(x)/x = 1 - \frac{1}{2}x + \frac{1}{3}x^2 - \dots$  varies very slowly, so slowly that the absolute error  $\lambda(x)/x - \lambda(u - 1)/(u - 1)$  is no worse than the absolute error  $x - (u - 1) = -\epsilon(1 + x)$ , and if  $x \leq 1$ , this error is negligible relative to  $\lambda(x)/x$ . When  $x > 1$ , then  $u - 1$  is so nearly  $x$  that the error is negligible again;  $\lambda(x)$  is correct to nine significant digits.

As usual in error analyses, the explanation is far longer than the simple procedure being explained and obscures an important fact: the errors in  $\ln(u)$  and  $u - 1$  were ignored during the explanation because we knew they would be negligible. This knowledge, and hence the simple procedure, is *invalid* on some other calculators and big computers! Machines do exist which calculate  $\ln(u)$  and/or  $1 - u$  with small *absolute* error, but large *relative* error when  $u$  is near 1; on those machines the foregoing calculations must be wrong or much more complicated, often both. (Refer to the discussion under Level 2 for more about this.)

Back to Susan's sum. By using the foregoing simple procedure to calculate  $\lambda(i/n) = \ln(1 + i/n) = 3.567351591 \times 10^{-9}$ , she obtains a better value:

$$\left(1 + \frac{i}{n}\right)^n = e^{n\lambda\left(\frac{i}{n}\right)} = 1.119072257$$

from which the correct total follows.

To understand the error in  $3^{201}$ , note that this is calculated as  $e^{201 \ln(3)} = e^{220.821\dots}$ . To keep the final relative error below one unit in the 10th significant digit,  $201 \ln(3)$  would have to be calculated with an absolute error rather smaller than  $10^{-10}$ , which would entail carrying at least 14 significant digits for that intermediate value. The calculator does carry 13 significant digits for certain intermediate calculations of its own, but a 14th digit would cost more than it's worth.

## Level 1C: Complex Level 1

Most complex arithmetic functions cannot guarantee 9 or 10 correct significant digits in each of a result's real and imaginary parts separately, although the result will conform to the summary statement about functions in Level 1 provided  $f$ ,  $F$ , and  $\varepsilon$  are interpreted as complex numbers. In other words, every complex function  $f$  in Level 1C will produce a calculated complex value  $F = (1 + \varepsilon)f$  whose small complex relative error  $\varepsilon$  must satisfy  $|\varepsilon| < 10^{-9}$ . The complex functions in Level 1C are  $\boxed{\times}$ ,  $\boxed{\div}$ ,  $\boxed{x^2}$ ,  $\boxed{\text{LN}}$ ,  $\boxed{\text{LOG}}$ ,  $\boxed{\text{SIN}^{-1}}$ ,  $\boxed{\text{COS}^{-1}}$ ,  $\boxed{\text{TAN}^{-1}}$ ,  $\boxed{\text{HYP}^{-1}}$   $\boxed{\text{SIN}}$ ,  $\boxed{\text{HYP}^{-1}}$   $\boxed{\text{COS}}$ , and  $\boxed{\text{HYP}^{-1}}$   $\boxed{\text{TAN}}$ . Therefore, a function like  $\lambda(z) = \ln(1 + z)$  can be calculated accurately for all  $z$  by the same program given above with the same explanation.

To understand why a complex result's real and imaginary parts might not individually be correct to 9 or 10 significant digits, consider  $\boxed{\times}$ , for example:  $(a + ib) \times (c + id) = (ac - bd) + i(ad + bc)$  ideally. Try this with  $a = c = 9.999999998$ ,  $b = 9.999999999$ , and  $d = 9.999999997$ ; the exact value of the product's real part  $(ac - bd)$  should then be

$$\begin{aligned} (9.999999998)^2 - (9.999999999)(9.999999997) \\ &= 99.999999980000000004 - 99.999999980000000003 \\ &= 10^{-18} \end{aligned}$$

which requires that at least 20 significant digits be carried during the intermediate calculation. The HP 15c carries 13 significant digits for internal intermediate results, and therefore obtains 0 instead of  $10^{-18}$  for the real part, but this error is negligible compared to the imaginary part 199.9999999.

## Level 2: Correctly Rounded for Possibly Perturbed Input

### Trigonometric Functions of Real Radian Angles

Recall example 3, which noted that the calculator's  $\boxed{\pi}$  key delivers an approximation to  $\pi$  correct to 10 significant digits but still slightly different from  $\pi$ , so  $0 = \sin(\pi) \neq \sin(\boxed{\pi})$  for which the calculator delivers

$$\boxed{\text{SIN}}(\boxed{\pi}) = -4.100000000 \times 10^{-10}.$$

This computed value is not quite the same as the true value

$$\sin(\boxed{\pi}) = -4.10206761537356... \times 10^{-10}.$$

Whether the discrepancy looks small (absolute error less than  $2.1 \times 10^{-13}$ ) or relatively large (wrong in the fourth significant digit) for a 10-significant-digit calculator, the discrepancy deserves to be understood because it foreshadows other errors that look, at first sight, much more serious.

Consider

$$10^{14}\pi = 314159265358979.3238462643...$$

with  $\sin(10^{14}\pi) = 0$  and

$$10^{14} \times \boxed{\pi} = 314159265400000$$

with  $\boxed{\text{SIN}}(10^{14} \boxed{\pi}) = 0.7990550814$ , although the true

$$\sin(10^{14} \boxed{\pi}) = -0.78387... .$$

The wrong sign is an error too serious to ignore; it seems to suggest a defect in the calculator. To understand the error in trigonometric functions we must pay attention to small differences among  $\pi$  and two approximations to  $\pi$ :

true	$\pi = 3.1415926535897932384626433 \dots$	
key	$\boxed{\pi} = 3.141592654$	(matches $\pi$ to 10 digits)
internal	$p = 3.141592653590$	(matches $\pi$ to 13 digits)

Then all is explained by the following formula for the calculated value:  $\boxed{\text{SIN}}(x) = \sin(x\pi/p)$  to within  $\pm 0.6$  units in its last (10th) significant digit.

More generally, if  $\text{trig}(x)$  is any of the functions  $\sin(x)$ ,  $\cos(x)$ , or  $\tan(x)$ , evaluated in real Radians mode, the HP 15c produces

$$\boxed{\text{TRIG}}(x) = \text{trig}(x\pi/p)$$

to within  $\pm 0.6$  units in its 10th significant digit.

This formula has important practical implications:

- Since  $\pi/p = 1 - 2.0676... \times 10^{-13}/p = 0.9999999999999342...$ , the value produced by  $\boxed{\text{TRIG}}(x)$  differs from  $\text{trig}(x)$  by no more than can be attributed to two perturbations: one in the 10th significant digit of the output  $\text{trig}(x)$ , and one in the 13th significant digit of the input  $x$ .

If  $x$  has been calculated and rounded to 10 significant digits, the error inherited in its 10th significant digit is probably orders of magnitude bigger than  $\boxed{\text{TRIG}}$ 's second perturbation in  $x$ 's 13th significant digit, so this second perturbation can be ignored unless  $x$  is regarded as known or calculated exactly.

- Every trigonometric identity that does not explicitly involve  $\pi$  is satisfied to within roundoff in the 10th significant digit of the calculated values in the identity. For instance,

$$\sin^2(x) + \cos^2(x) = 1, \text{ so } (\boxed{\text{SIN}}(x))^2 + (\boxed{\text{COS}}(x))^2 = 1$$

$$\sin(x)/\cos(x) = \tan(x), \text{ so } \boxed{\text{SIN}}(x)/\boxed{\text{COS}}(x) = \boxed{\text{TAN}}(x)$$

with each calculated result correct to nine significant digits for all  $x$ . Note that  $\boxed{\text{COS}}(x)$  vanishes for no value of  $x$  representable exactly with just 10 significant digits. And if  $2x$  can be calculated exactly given  $x$ ,

$$\sin(2x) = 2 \sin(x)\cos(x), \text{ so } \boxed{\text{SIN}}(2x) = 2 \boxed{\text{SIN}}(x) \boxed{\text{COS}}(x)$$

to nine significant digits. Try the last identity for  $x = 52174$  radians on the HP 15c:

$$\begin{aligned} \boxed{\text{SIN}}(2x) &= -0.00001100815000, \\ 2 \boxed{\text{SIN}}(x) \boxed{\text{COS}}(x) &= -0.00001100815000. \end{aligned}$$

Note the close agreement even though for this  $x$ ,  $\sin(2x) = 2\sin(x)\cos(x) = -0.0000110150176...$  disagrees with  $\boxed{\text{SIN}}(2x)$  in its fourth significant digit. The same identities are satisfied by  $\boxed{\text{TRIG}}(x)$  values as by  $\text{trig}(x)$  values even though  $\boxed{\text{TRIG}}(x)$  and  $\text{trig}(x)$  may disagree.

- Despite the two kinds of errors in  $\boxed{\text{TRIG}}$ , its computed values preserve familiar relationships wherever possible:
  - Sign symmetry:  $\boxed{\text{COS}}(-x) = \boxed{\text{COS}}(x)$   
 $\boxed{\text{SIN}}(-x) = -\boxed{\text{SIN}}(x)$

- Monotonicity: if  $\text{trig}(x) \geq \text{trig}(y)$ ,  
then  $\boxed{\text{TRIG}}(x) \geq \boxed{\text{TRIG}}(y)$   
(provided  $|x - y| < 3$ )
- Limiting inequalities:  $\boxed{\text{SIN}}(x)/x \leq 1$  for all  $x \neq 0$   
 $\boxed{\text{TAN}}(x)/x \geq 1$  for  $0 < |x| < \pi/2$   
 $-1 \leq \boxed{\text{SIN}}(x)$  and  $\boxed{\text{COS}}(x) \leq 1$  for all  $x$

What do these properties imply for engineering calculations? *You don't have to remember them!*

In general, engineering calculations will not be affected by the difference between  $p$  and  $\pi$ , because the consequences of that difference in the formula defining  $\boxed{\text{TRIG}}(x)$  above are swamped by the difference between  $\boxed{\pi}$  and  $\pi$  and by ordinary unavoidable roundoff in  $x$  or in  $\text{trig}(x)$ . For engineering purposes, the ratio  $\pi/p = 0.99999999999999342\dots$  could be replaced by 1 without visible effect upon the behavior of  $\boxed{\text{TRIG}}$ .

**Example 5: Lunar Phases.** If the distance between our Earth and its moon were known accurately, we could calculate the phase difference between radar signals transmitted to and reflected from the moon. In this calculation the phase shift introduced by  $p \neq \pi$  has less effect than changing the distance between Earth and moon by as little as the thickness of this page. Moreover, the calculation of the strength, direction, and rate of change of radiated signals near the moon or reflected signals near the Earth, calculations that depend upon the trigonometric identities' continuing validity, are unaffected by the fact that  $p \neq \pi$ ; they rely instead upon the fact that  $p$  is a constant (independent of  $x$  in the formula for  $\boxed{\text{TRIG}}(x)$ ), and that constant is very near  $\pi$ .

The HP 15c's keyboard functions that involve  $p$  are the trigonometric functions  $\boxed{\text{SIN}}$ ,  $\boxed{\text{COS}}$ , and  $\boxed{\text{TAN}}$  for real and complex arguments; hyperbolic functions  $\boxed{\text{HYP SIN}}$ ,  $\boxed{\text{HYP COS}}$ , and  $\boxed{\text{HYP TAN}}$  for complex arguments; complex operations  $\boxed{e^x}$ ,  $\boxed{10^x}$ , and  $\boxed{y^x}$ ; and real and complex  $\boxed{\rightarrow R}$ .

It all seems like much ado about very little. After a blizzard of formulas and examples, we conclude that the error caused by  $p \neq \pi$  is negligible for engineering purposes, so we need not have bothered to know about it. That is the burden that conscientious error analysts must bear; if they merely took for granted that small errors are negligible, they might be wrong.

## Backward Error Analysis

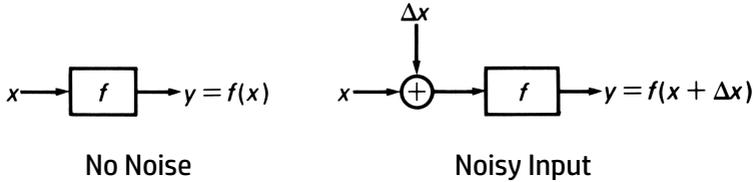
Until the late 1950's, most computer experts inclined to paranoia in their assessments of the damage done to numerical computations by rounding errors. To justify their paranoia, they could cite published error analyses like the one from which a famous scientist concluded that matrices as large as  $40 \times 40$  were almost certainly impossible to invert numerically in the face of roundoff. However, by the mid 1960's matrices as large as  $100 \times 100$  were being inverted routinely, and nowadays equations with hundreds of thousands of unknowns are being solved during geodetic calculations worldwide. How can we reconcile these accomplishments with the fact that that famous scientist's mathematical analysis was quite correct?

We understand better now than then why different formulas to calculate the same result might differ utterly in their degradation by rounding errors. For instance, we understand why the normal equations belonging to certain least-squares problems can be solved only in arithmetic carrying extravagantly high precision; this is what that famous scientist actually proved. We also know new procedures (one is presented on page 140) that can solve the same least-squares problems without carrying much more precision than suffices to represent the data. The new and better numerical procedures are not obvious, and might never have been found but for new and better techniques of error analysis by which we have learned to distinguish formulas that are hypersensitive to rounding errors from formulas that aren't. One of the new (in 1957) techniques is now called "backward error analysis", and you have already seen it in action twice: first, it explained why the procedure that calculates  $\lambda(x)$  is accurate enough to dispel the inaccuracy in example 2; next, it explained why the calculator's `TRIG` functions very nearly satisfy the same identities as are satisfied by trig functions even for huge radian arguments  $x$  at which `TRIG`( $x$ ) and  $\text{trig}(x)$  can be very different. The following paragraphs explain backward error analysis itself in general terms.

Consider some system  $F$  intended to transform an input  $x$  into an output  $y = f(x)$ . For instance,  $F$  could be a signal amplifier, a filter, a transducer, a control system, a refinery, a country's economy, a computer program, or a calculator. The input and output need not be numbers; they could be sets of numbers or matrices or anything else quantitative. Were the input

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$x$  to be contaminated by noise  $\Delta x$ , then in consequence the output  $y + \Delta y = f(x + \Delta x)$  would generally be contaminated by noise  $\Delta y = f(x + \Delta x) - f(x)$ .

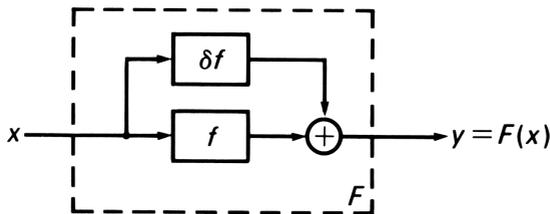


Some transformations  $f$  are stable in the presence of input noise; they keep  $\Delta y$  relatively small as long as  $\Delta x$  is relatively small. Other transformations  $f$  may be unstable in the presence of noise because certain relatively small input noises  $\Delta x$  cause relatively huge perturbations  $\Delta y$  in the output. In general, the input noise  $\Delta x$  will be colored in some way by the intended transformation  $f$  on the way from input to output noise  $\Delta y$ , and no diminution in  $\Delta y$  is possible without either diminishing  $\Delta x$  or changing  $f$ . Having accepted  $f$  as a specification for performance or as a goal for design, we must acquiesce to the way  $f$  colors noise at its input.

The real system  $F$  differs from the intended  $f$  because of noise or other discrepancies inside  $F$ . Before we can appraise the consequences of that internal noise we must find a way to represent it, a notation. The simplest way is to write

$$F(x) = (f + \delta f)(x)$$

where the perturbation  $\delta f$  represents the internal noise in  $F$ .



One Small Output Perturbation (Level 1)

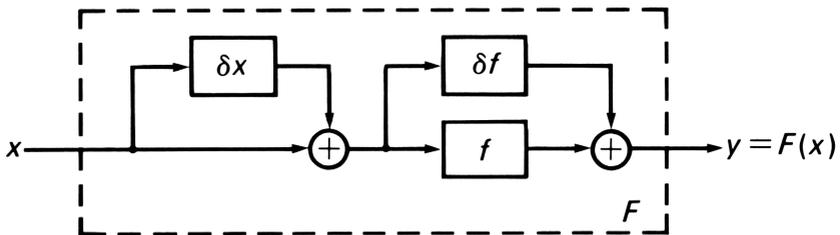
We hope the noise term  $\delta f$  is negligible compared with  $f$ . When that hope is fulfilled, we classify  $F$  in Level 1 for the purposes of exposition; this means that the noise internal to  $F$  can be explained as *one* small addition of  $\delta f$  to the intended output  $f$ .

For example  $F(x) = \text{LN}(x)$  is classified in Level 1 because the dozens of small errors committed by the HP 15c during its calculation of  $F(x) = (f + \delta f)(x)$  amounts to a perturbation of  $\delta f(x)$  smaller than 0.6 in the last (10th) significant digit of the desired output  $f(x) = \ln(x)$ . But  $F(x) = \text{SIN}(x)$  is not in Level 1 for radian  $x$  because  $F(x)$  can differ too much from  $f(x) = \sin(x)$ ; for instance  $F(10^{14}\pi) = 0.799\dots$  is opposite in sign from  $f(10^{14}\pi) = -0.784\dots$ , so the equation  $F(x) = (f + \delta f)(x)$  can be true only if  $\delta f$  is sometimes rather bigger than  $f$ , which looks bad.

Real systems more often resemble  $\text{SIN}$  than  $\text{LN}$ . Noise in most real systems can accumulate occasionally to swamp the desired output, at least for some inputs, and yet such systems do not necessarily deserve condemnation. Many a real system  $F$  operates reliably because its internal noise, though sometimes large, never causes appreciably more harm than might be caused by some tolerably small perturbation  $\delta x$  to the input signal  $x$ . Such systems can be represented as

$$F(x) = (f + \delta f)(x + \delta x)$$

where  $\delta f$  is always small compared with  $f$  and  $\delta x$  is always smaller than or comparable with the noise  $\Delta x$  expected to contaminate  $x$ . The two noise terms  $\delta f$  and  $\delta x$  are hypothetical noises introduced to explain diverse noise sources actually distributed throughout  $F$ . Some of the noise appears as a tolerably small perturbation  $\delta x$  to the input—hence the term “backward error analysis”. Such a system  $F$ , whose noise can be accounted for by two tolerably small perturbations, is therefore classified into Level 2 for purposes of exposition.



Small Input and Output Perturbations (Level 2)

No difference will be perceived at first between Level 1 and Level 2 by readers accustomed to linear systems and small signals because such systems' errors can be referred indiscriminately to output or input. However, other more general systems that are digital or nonlinear do not admit arbitrary reattribution of output noise to input noise nor vice-versa.

For example, can all the error in  $\overline{\text{COS}}$  be attributed, merely by writing  $\overline{\text{COS}}(x) = \cos(x + \delta x)$ , to an input perturbation  $\delta x$  small compared with the input  $x$ ? Not when  $x$  is very small. For instance, when  $x$  approaches  $10^{-5}$  radians, then  $\cos(x)$  falls very near  $0.99999999995$  and must then round to either  $1 - \cos(0)$  or  $0.9999999999 = \cos(1.414... \times 10^{-5})$ . Therefore  $\overline{\text{COS}}(x) = \cos(x + \delta x)$  is true only if  $\delta x$  is allowed to be relatively large, nearly as large as  $x$  when  $x$  is very small. If we wish to explain the error in  $\overline{\text{COS}}$  by using only relatively small perturbations, we need at least two of them: one a perturbation  $\delta x = (-6.58... \times 10^{-14})x$  smaller than roundoff in the input; and another in the output comparable with roundoff there, so that  $\overline{\text{COS}}(x) = (\cos + \delta \cos)(x + \delta x)$  for some unknown  $|\delta \cos| \leq (6 \times 10^{-10})|\cos|$ .

Like  $\overline{\text{COS}}$  every system  $F$  in Level 2 is characterized by just two small tolerances—call them  $\varepsilon$  and  $\eta$ —that sum up all you have to know about that system's internal noise. The tolerance  $\varepsilon$  constrains a hypothetical output noise,  $|\delta f| \leq \varepsilon|f|$ , and  $\eta$  constrains a hypothetical input noise,  $|\delta x| \leq \eta|x|$ , that might appear in a simple formula like

$$F(x) = (f + \delta f)(x + \delta x) \quad \text{for } |\delta f| \leq \varepsilon|f| \quad \text{and} \quad |\delta x| \leq \eta|x|.$$

The goal of backward error analysis is to ascertain that all the internal noise of  $F$  really can be encompassed by so simple a formula with satisfactorily small tolerances  $\varepsilon$  and  $\eta$ . At its best, backward error analysis confirms that *the realized value  $F(x)$  scarcely differs from the ideal value  $f(x + \delta x)$  that would have been produced by an input  $x + \delta x$  scarcely different from the actual input  $x$* , and gives the word "scarcely" a quantitative meaning ( $\varepsilon$  and  $\eta$ ). But, backward error analysis succeeds only for systems  $F$  designed very carefully to ensure that every internal noise source is equivalent at worst to a tolerably small input or output perturbation. First attempts at system design, especially programs to perform numerical computations, often suffer from internal noise in a more complicated and disagreeable way illustrated by the following example.

**Example 6: The Smaller Root of a Quadratic.** The two roots  $x$  and  $y$  of the quadratic equation  $c - 2bz + az^2 = 0$  are real whenever  $d = b^2 - ac$  is nonnegative. Then the root  $y$  of smaller magnitude can be regarded as a function  $y = f(a, b, c)$  of the quadratic's coefficients

$$f(a, b, c) = \begin{cases} (b - \sqrt{d} \operatorname{sgn}(b)^*)/a & \text{if } a \neq 0 \\ (c/b)/2 & \text{otherwise.} \end{cases}$$

Were this formula translated directly in a program  $F(a, b, c)$  intended to calculate  $f(a, b, c)$ , then whenever  $ac$  is so small compared with  $b^2$  that the computed value of  $d$  rounds to  $b^2$ , that program could deliver  $F = 0$  even though  $f \neq 0$ . So drastic an error cannot be explained by backward error analysis because no relatively small perturbations to each coefficient  $a$ ,  $b$ , and  $c$  could drive  $c$  to zero, as would be necessary to change the smaller root  $y$  into 0. On the other hand, the algebraically equivalent formula

$$f(a, b, c) = \begin{cases} (c/(b + \sqrt{d} \operatorname{sgn}(b))) & \text{if divisor is nonzero} \\ 0 & \text{otherwise.} \end{cases}$$

translates into a much more accurate program  $F$  whose errors do no more damage than would a perturbation in the last (10th) significant digit of  $c$ . Such a program will be listed later (page 205) and must be used in those instances, common in engineering, when the smaller root  $y$  is needed accurately despite the fact that the quadratic's other unwanted root is relatively large.

Almost all the functions built into the HP 15c have been designed so that backward error analysis will account for their errors satisfactorily. The exceptions are **SOLVE**, **1/x**, and the statistics keys **s**, **L.R.**, and **ŷ,r** which can malfunction in certain pathological cases. Otherwise, every calculator function  $F$  intended to produce  $f(x)$  produces instead a value  $F(x)$  no farther from  $f(x)$  than if first  $x$  had been perturbed to  $x + \delta x$  with  $|\delta x| \leq \eta|x|$ , then  $f(x + \delta x)$  were perturbed to  $(f + \delta f)(x + \delta x)$  with  $|\delta f| \leq \varepsilon|f|$ . The tolerances  $\eta$  and  $\varepsilon$  vary a little from function to function; roughly speaking,

$$\begin{aligned} \eta = 0 \text{ and } \varepsilon < 10^{-9} & \quad \text{for all functions in Level 1,} \\ \eta < 10^{-12} \text{ and } \varepsilon < 6 \times 10^{-10} & \quad \text{for all real and complex functions.} \end{aligned}$$

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\* The sign function,  $\operatorname{sgn}(x)$ , is defined here as  $-1$  where  $x < 0$ , otherwise 1.

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For matrix operations, the magnitudes  $|\delta x|$ ,  $|x|$ ,  $|\delta f|$ , and  $|f|$  replaced by matrix norms  $\|\delta \mathbf{x}\|$ ,  $\|\mathbf{x}\|$ ,  $\|\delta \mathbf{f}\|$ , and  $\|\mathbf{f}\|$  respectively, which are explained in Section 4 and evaluated using [MATRIX](#) 7 or [MATRIX](#) 8. Then all matrix functions not in Level 1 fall into Level 2 with roughly

$\eta \leq 10^{-12}n$  and  $\varepsilon < 10^{-9}$  for all matrix operations (other than determinant [MATRIX](#) 9,  $\boxed{\div}$ , and  $\boxed{1/x}$ )

$\eta < 10^{-9}n$  and  $\varepsilon < 10^{-9}$  for determinant [MATRIX](#) 9,  $\boxed{1/x}$ , and  $\boxed{\div}$  with a matrix divisor

where  $n$  is the largest dimension of any matrix involved in the operation.

The implications of successful backward error analysis look simple only when the input data  $x$  comes contaminated by unavoidable and uncorrelated noise  $\Delta x$ , as is often the case. Then when we wish to calculate  $f(x)$ , the best we could hope to get is  $f(x + \Delta x)$ , but we actually get  $F(x + \Delta x) = (f + \delta f)(x + \Delta x + \delta x)$ , where  $|\delta f| \leq \varepsilon|f|$  and  $|\delta x| \leq \eta|x|$ .

What we get is scarcely worse than the best we could hope for provided the tolerances  $\varepsilon$  and  $\eta$  are small enough, particularly if  $|\Delta x|$  is likely to be at least roughly as big as  $\eta|x|$ . Of course, the best we could hope for may be very bad, especially if  $f$  possesses a singularity closer to  $x$  than the tolerances upon  $x$ 's perturbation  $\Delta x$  and  $\delta x$ .

### Backward Error Analysis Versus Singularities

The word “singularity” refers to both a special value of the argument  $x$  and to the way  $f(x)$  misbehaves as  $x$  approaches that special value. Most commonly,  $f(x)$  or its first derivative  $f'(x)$  may become infinite or violently oscillatory as  $x$  approaches the singularity. Sometimes the singularities of  $\ln|f|$  are called singularities of  $f$ , thereby including the zeros of  $f$  among its singularities; this makes sense when the relative accuracy of a computation of  $f$  is at issue, as we shall see. For our purposes the meaning of “singularity” can be left a little vague.

What we usually want to do with singularities is avoid or neutralize them. For instance, the function

$$c(x) = \begin{cases} (1 - \cos x)/x^2 & \text{if } x \neq 0 \\ 1/2 & \text{otherwise} \end{cases}$$

has no singularity at  $x = 0$  even though its constituents  $1 - \cos x$  and  $x^2$  (actually, their logarithms) do behave singularly as  $x$  approaches 0. The constituent singularities cause trouble for the program that calculates  $c(x)$ . Most of the trouble is neutralized by the choice of a better formula

$$c(x) = \begin{cases} \frac{1}{2} \left( \frac{\sin(x/2)}{x/2} \right)^2 & \text{if } x/2 \neq 0 \\ 1/2 & \text{otherwise.} \end{cases}$$

Now the singularity can be avoided entirely by testing whether  $x/2 = 0$  in the program that calculates  $c(x)$ .

Backward error analysis complicates singularities in a way that is easiest to illustrate with the function  $\lambda(x) = \ln(1 + x)$  that solved the savings problem in example 2. The procedure used there calculated  $u = 1 + x$  (rounded)  $= 1 + x + \Delta x$ . Then

$$\lambda(x) = \begin{cases} x & \text{if } u = 1 \\ \frac{\ln(u) x}{u - 1} & \text{otherwise.} \end{cases}$$

This procedure exploits the fact that  $\lambda(x)/x$  has a removable singularity at  $x = 0$ , which means that  $\lambda(x)/x$  varies continuously and approaches 1 as  $x$  approaches 0. Therefore,  $\lambda(x)/x$  is relatively closely approximated by  $\lambda(x + \Delta x)/(x + \Delta x)$  when  $|\Delta x| < 10^{-9}$ , and hence

$$\lambda(x) = x(\lambda(x)/x) \approx x(\lambda(x + \Delta x)/(x + \Delta x)) = x(\ln(u)/(u - 1)),$$

all calculated accurately because **LN** is in Level 1. What might happen if **LN** were in Level 2 instead?

If **LN** were in Level 2, then “successful” backward error analysis would show that, for arguments  $u$  near 1, **LN**( $u$ ) =  $\ln(u + \delta u)$  with  $|\delta u| < 10^{-9}$ . Then the procedure above would produce not  $x(\ln(u)/(u - 1))$ , but

$$\begin{aligned} x \left( \frac{\ln(u + \delta u)}{u - 1} \right) &= \frac{x \ln(x + \Delta x + \delta u)}{x + \Delta x} \\ &= x \left( \frac{\lambda(x + \Delta x + \delta u)}{x + \Delta x + \delta u} \right) \frac{x + \Delta x + \delta u}{x + \Delta x} \\ &\approx x \left( \frac{\lambda(x)}{x} \right) \left( 1 + \frac{\delta u}{x + \Delta x} \right) \\ &= \lambda(x) \left( 1 + \frac{\delta u}{x + \Delta x} \right). \end{aligned}$$

When  $|x + \Delta x|$  is not much bigger than  $10^{-9}$ , the last expression can be utterly different from  $\lambda(x)$ . Therefore, the procedure that solved example 2 would fail on machines whose **LN** is not in Level 1. There *are* such machines, and on them the procedure does collapse for certain otherwise innocuous inputs. Similar failures also occur on machines that produce  $(u + \delta'u) - 1$  instead of  $u - 1$  because their **−** function lies in Level 2 instead of Level 1. And those machines that produce  $\ln(u + \delta u)/(u + \delta'u - 1)$  instead of  $\ln(u)/(u - 1)$ , because both **LN** and **−** lie in Level 2, would be doubly vulnerable but for an ill-understood accident that usually correlates the two backward errors  $\delta u$  and  $\delta'u$  in such a way as causes only half the significant digits of the computed  $\lambda$ , instead of all of them, to be wrong.

### Summary to Here

Now that the complexity injected by backward error analysis into singularities has been exposed, the time has come to summarize, to simplify, and to consolidate what has been discussed so far.

- Many numerical procedures produce results too wrong to be justified by any satisfactory error analysis, backward or not.
- Some numerical procedures produce results only slightly worse than would have been obtained by exactly solving a problem differing only slightly from the given problem. Such procedures, classified in Level 2 for our purposes, are widely accepted as satisfactory from the point of view of backward error analysis.
- Procedures in Level 2 can produce results relatively far from what would have been obtained had no errors at all been committed, but large errors can result only for data relatively near a singularity of the function being computed.
- Procedures in Level 1 produce relatively accurate results regardless of near approach to a singularity. Such procedures are rare, but preferable if only because their results are easier to interpret, especially when several variables are involved.

A simple example illustrates all four points.

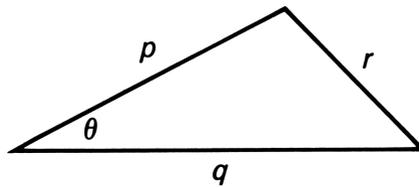
**Example 7: The Angle in a Triangle.** The cosine law for triangles says

$$r^2 = p^2 + q^2 - 2pq \cos \theta$$

for the figure shown below. Engineering and scientific calculations often require that the angle  $\theta$  be calculated from given values  $p$ ,  $q$ , and  $r$  for the length of the triangle's sides. This calculation is feasible provided  $0 < p \leq q + r$ ,  $0 < q \leq p + r$ , and  $0 \leq r \leq p + q$ , and then

$$0 \leq \theta = \cos^{-1}(((p^2 + q^2) - r^2)/(2pq)) \leq 180^\circ;$$

otherwise, no triangle exists with those side lengths, or else  $\theta = 0/0$  is indeterminate.



The foregoing formula for  $\theta$  defines a function  $\theta = f(p, q, r)$  and also in a natural way, a program  $F(p, q, r)$  intended to calculate the function. That program is labeled “A” below, with results  $F_A(p, q, r)$  tabulated for certain inputs  $p$ ,  $q$ , and  $r$  corresponding to sliver-shaped triangles for which the formula suffers badly from roundoff. The numerical unreliability of this formula is well known as is that of the algebraically equivalent but more reliable formula  $\theta = f(p, q, r) = 2 \tan^{-1} \sqrt{ab/(cs)}$ , where  $s = (p + q + r)/2$ ,  $a = s - p$ ,  $b = s - q$ , and  $c = s - r$ . Another program  $F(p, q, r)$  based upon this better formula is labeled “B” below, with results  $F_B(p, q, r)$  for selected inputs. Apparently  $F_B$  is not much more reliable than  $F_A$ . Most of the poor results could be explained by backward error analysis if we assume that the calculations yield  $F(p, q, r) = f(p + \delta p, q + \delta q, r + \delta r)$  for unknown but small perturbations satisfying  $|\delta p| < 10^{-9}|p|$ , etc. Even if this explanation were true, it would have perplexing and disagreeable consequences, because the angles in sliver-shaped triangles can change relatively drastically when the sides are perturbed relatively slightly;  $f(p, q, r)$  is relatively unstable for marginal inputs.

Actually the preceding explanation is false. No backward error analysis could account for the results tabulated for  $F_A$  and  $F_B$  under case 1 below unless perturbations  $\delta p$ ,  $\delta q$ , and  $\delta r$  were allowed to corrupt the fifth significant digit of the input, changing 1 to 1.0001 or 0.9999. That much is too much noise to tolerate in a 10-digit calculation. A better program by far is  $F_C$ , labeled “C” and explained shortly afterwards.

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The three bottom lines in the table below show results for three programs “A”, “B”, and “C” based upon three different formulas  $F(p, q, r)$  all algebraically equivalent to

$$\theta = f(p, q, r) = \cos^{-1}((p^2 + q^2 - r^2)/(2pq)).$$

### Disparate Results from Three Programs $F_A, F_B, F_C$

	Case 1	Case 2	Case 3
$p$	1.	9.999999996	10.
$q$	1.	9.999999994	5.000000001
$r$	$1.00005 \times 10^{-5}$	$3 \times 10^{-9}$	15.
$F_A$	0.	0.	180.
$F_B$	$5.73072 \times 10^{-4}$	<b>Error 0</b>	180.
$F_C$	$5.72986 \times 10^{-4}$	$1.28117 \times 10^{-8}$	179.9985965
	Case 4	Case 5	Case 6
$p$	0.527864055	9.999999996	9.999999999
$q$	9.472135941	$3 \times 10^{-9}$	9.999999999
$r$	9.999999996	9.999999994	20.
$F_A$	<b>Error 0</b>	48.18968509	180.
$F_B$	<b>Error 0</b>	<b>Error 0</b>	180.
$F_C$	180.	48.18968510	<b>Error 0</b>
	Case 7	Case 8	Case 9
$p$	1.00002	3.162277662	3.162277662
$q$	1.00002	$2.3 \times 10^{-9}$	$1.5555 \times 10^{-6}$
$r$	2.00004	3.162277661	3.162277661
$F_A$	<b>Error 0</b>	90.	90.
$F_B$	180.	70.52877936	89.96318706
$F_C$	180.	64.22853822	89.96315156

To use a program, key in  $p$  [ENTER]  $q$  [ENTER]  $r$ , run program “A”, “B”, or “C”, and wait to see the program’s approximation  $F$  to  $\theta = f$ . Only program “C” is reliable.

Keystrokes	Display	
$\boxed{g} \boxed{DEG}$		Degrees mode.
$\boxed{g} \boxed{P/R}$		Program mode.
$\boxed{f} \boxed{CLEAR} \boxed{PRGM}$	000-	Clears program memory.
$\boxed{f} \boxed{LBL} \boxed{A}$	001-42, 21, 11	Program A to calculate $\theta$ .
$\boxed{g} \boxed{x^2}$	002- 43 11	$r^2$
$\boxed{x} \boxed{\rightleftarrows} \boxed{y}$	003- 34	Swaps $q$ and $r^2$ .
$\boxed{g} \boxed{x^2}$	004- 43 11	$q^2$
$\boxed{g} \boxed{LSTX}$	005- 43 36	Brings $q$ back to X-register.
$\boxed{g} \boxed{R\uparrow}$	006- 43 33	Rolls stack up, $p$ in X-register.
$\boxed{\times}$	007- 20	Places $pq$ in X-register.
$\boxed{x} \boxed{\rightleftarrows} \boxed{y}$	008- 34	Swaps $pq$ and $q^2$ .
$\boxed{g} \boxed{LSTX}$	009- 43 36	Brings $p$ back to X-register.
$\boxed{g} \boxed{x^2}$	010- 43 11	$p^2$
$\boxed{+}$	011- 40	$p^2 + q^2$
$\boxed{g} \boxed{R\uparrow}$	012- 43 33	Rolls $r^2$ back to X-register.
$\boxed{-}$	013- 30	$p^2 + q^2 - r^2$
$\boxed{x} \boxed{\rightleftarrows} \boxed{y}$	014- 34	Swaps with $pq$ from Y-register.
$\boxed{ENTER}$	015- 36	Places $pq$ in Y- and X-registers.
$\boxed{+}$	016- 40	$2pq$
$\boxed{\div}$	017- 10	$(p^2 + q^2 - r^2)/2pq$
$\boxed{g} \boxed{COS^{-1}}$	018- 43 24	Inverse cosine to compute $\theta$ .
$\boxed{g} \boxed{RTN}$	019- 43 32	Exits with $\theta$ in X-register.
$\boxed{f} \boxed{LBL} \boxed{B}$	020-42, 21, 12	Program B to calculate $\theta$ .
$\boxed{STO} \boxed{1}$	021- 44 1	Stores $r$ in $R_1$ .
$\boxed{ENTER}$	022- 36	Duplicates $r$ to Y-register.
$\boxed{g} \boxed{R\uparrow}$	023- 43 33	Rolls $p$ up to X-register from T.
$\boxed{STO} \boxed{+} \boxed{1}$	024-44, 40, 1	$p + r$ now in $R_1$ .
$\boxed{g} \boxed{R\uparrow}$	025- 43 33	Rolls $q$ up to X-register from T.
$\boxed{STO} \boxed{+} \boxed{1}$	026-44, 40, 1	$q + p + r$ now in $R_1$ .
2	027- 2	
$\boxed{STO} \boxed{\div} \boxed{1}$	028-44, 10, 1	$(q + p + r)/2$ now in $R_1$ .
$\boxed{R\downarrow}$	029- 33	Rolls 2 down to T, $q$ in X.
$\boxed{RCL} \boxed{-} \boxed{1}$	030-45, 30, 1	$q - (q + p + r)/2$
$\boxed{x} \boxed{\rightleftarrows} \boxed{y}$	031- 34	Swaps with $p$ .
$\boxed{RCL} \boxed{-} \boxed{1}$	032-45, 30, 1	$p - (q + p + r)/2$
$\boxed{\times}$	033- 20	Multiplies results of subtractions.
$\boxed{\sqrt{x}}$	034- 11	Error 0 if not triangle (negative value in X-register).

**Keystrokes**

**Display**

$x \rightleftharpoons y$	035-	34	Swaps with $r$ .
RCL $-$ 1	036-45, 30, 1		$r - (q + p + r)/2$
RCL $\times$ 1	037-45, 20, 1		$\frac{q+p+r}{2} (r - \frac{q+p+r}{2})$
CHS	038-	16	Negative of above.
$\sqrt{x}$	039-	11	Square root of above.
$g \rightarrow P$	040-	43 1	Converts $x, y$ to $r, \theta$ .
R $\downarrow$	041-	33	Rolls $r$ down.
$\times$	042-	20	Multiplies by 2.
$g$ RTN	043-	43 32	Exits with $\theta$ in X-register.
$f$ LBL C	044-42, 21, 13		Program C to calculate $\theta$ .
STO 0	045-	44 0	Stores $r$ in $R_0$ .
R $\downarrow$	046-	33	Rolls $r$ down.
$g$ $x \leq y$	047-	43 10	Tests $q \leq p$ .
$x \rightleftharpoons y$	048-	34	Switches $q$ to $p$ and $p$ to $q$ if true.
STO 1	049-	44 1	Stores $q$ in $R_1$ .
STO $+$ 0	050-44, 40, 0		$r + q$ now in $R_0$ .
$x \rightleftharpoons y$	051-	34	Swaps $q$ and $p$ .
STO $+$ 0	052-44, 40, 0		$p + r + q$ now in $R_0$ .
$-$	053-	30	Subtracts $p$ from $q$ .
$g$ R $\uparrow$	054-	43 33	Rolls $r$ up to X-register from T.
STO $-$ 1	055-44, 30, 1		$q - r$ now in $R_1$ .
$g$ LSTX	056-	43 36	Brings $p$ back to X-register.
ENTER	057-	36	Duplicates $p$ to Y-register.
RCL $+$ 1	058-45, 40, 1		Adds $(q - r)$ to $p$ in X-register.
$\sqrt{x}$	059-	11	$\sqrt{p + q - r}$
$f$ $x \rightleftharpoons$ 0	060-42, 4, 0		Swaps $\sqrt{p + q - r}$ and $R_0$ .
$\sqrt{x}$	061-	11	$\sqrt{p + q + r}$
STO $\times$ 0	062-44, 20, 0		$\sqrt{p + q + r} \sqrt{p + q - r}$ now in $R_0$ .
$g$ CLX	063-	43 35	Places 0 in stack.
$+$	064-	40	$p$ in X-register; $q - p$ kept in T.
R $\downarrow$	065-	33	Rolls $r$ down.
$+$	066-	40	$(q - p) + r$
$f$ $x \rightleftharpoons$ 1	067-42, 4, 1		$q - r$ now in X, above in $R_1$ .
$g$ R $\uparrow$	068-	43 33	Rolls $p$ up.
$g$ LSTX	069-	43 36	Brings $r$ back to X-register.
$g$ $x \leq y$	070-	43 10	Tests $r \leq p$ .
GTO .9	071-	22 .9	Skips to line 077 if true.

**Keystrokes**

$\boxed{R\downarrow}$   
 $\boxed{g} \boxed{TEST} 2$   
 $\boxed{\sqrt{x}}$   
 $\boxed{x\rightleftharpoons y}$   
 $\boxed{GTO} .8$   
 $\boxed{f} \boxed{LBL} .9$   
 $\boxed{g} \boxed{TEST} 2$   
 $\boxed{\sqrt{x}}$   
 $\boxed{g} \boxed{R\uparrow}$   
 $\boxed{f} \boxed{LBL} .8$   
 $\boxed{-}$   
 $\boxed{\sqrt{x}}$   
 $\boxed{RCL} 1$   
 $\boxed{\sqrt{x}}$   
 $\boxed{\times}$   
 $\boxed{RCL} 0$   
 $\boxed{g} \boxed{\rightarrow P}$   
 $\boxed{g} \boxed{x=0}$   
 $\boxed{\div}$   
 $\boxed{x\rightleftharpoons y}$   
 $\boxed{ENTER}$   
 $\boxed{+}$   
 $\boxed{g} \boxed{RTN}$   
 $\boxed{g} \boxed{P/R}$

**Display**

072- 33 Rolls  $p$  down.  
 073-43, 30, 2 Tests  $p < 0$ .  
 074- 11 Square root forces error if true.  
 075- 34 Swaps with  $q - r$ .  
 076- 22 .8 Skips to line 081.  
 077-42, 21, .9 X contains  $r$  at this point.  
 078-43, 30, 2 Tests  $r < 0$ .  
 079- 11 Square root forces error if true.  
 080- 43 33 Rolls  $q - p$  up.  
 081-42, 21, .8 X contains  $q - r$  if jumped here.  
 082- 30  $(p - q) + r$   
 083- 11  $\sqrt{(p - q) + r}$   
 084- 45 1  $(q - p) + r$   
 085- 11  $\sqrt{(q - p) + r}$   
 086- 20  $\sqrt{(p - q) + r} \sqrt{(q - p) + r}$   
 087- 45 0  $\sqrt{p + q + r} \sqrt{p + q - r}$   
 088- 43 1 Polar conversion of  $x, y$  to  $r, \theta$ .  
 089- 43 20 Tests if  $r$  equal to 0.  
 090- 10 Division by 0 forces error if true.  
 091- 34 Swaps with  $\theta$ .  
 092- 36 Duplicates  $\theta$  to Y-register.  
 093- 40 Result is  $2\theta$ .  
 094- 43 32  
 Run mode.

The results  $F_c(p, q, r)$  are correct to at least nine significant digits. They are obtained from a program “C” that is utterly reliable though rather longer than the unreliable programs “A” and “B”. The method underlying program “C” is:

1. If  $p < q$ , then swap them to ensure  $p \geq q$ .
2. Calculate  $b = (p - q) + r$ ,  $c = (p - r) + q$ , and  $s = (p + r) + q$ .
3. Calculate

$$a = \begin{cases} r - (p - q) & \text{if } q \geq r \geq 0 \\ q - (p - r) & \text{if } r > q \geq 0 \\ \text{Error 0} & \text{otherwise (no triangle exists).} \end{cases}$$

4. Calculate  $F_c(p, q, r) = 2 \tan^{-1}(\sqrt{ab} / \sqrt{cs})$ .

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This procedure delivers  $F_c(p, q, r) = \theta$  correct to almost nine significant digits, a result surely easier to use and interpret than the results given by the other better-known formulas. But this procedure's internal workings are hard to explain; indeed, the procedure may malfunction on some calculators and computers.

The procedure works impeccably on only certain machines like the HP 15c, whose subtraction operation is free from avoidable error and therefore enjoys the following property: Whenever  $y$  lies between  $x/2$  and  $2x$ , the subtraction operation introduces no roundoff error into the calculated value of  $x - y$ . Consequently, whenever cancellation might leave relatively large errors contaminating  $a$ ,  $b$ , or  $c$ , the pertinent difference  $(p - q)$  or  $(p - r)$  turns out to be free from error, and then cancellation turns out to be advantageous!

Cancellation remains troublesome on those other machines that calculate  $(x + \delta x) - (y + \delta y)$  instead of  $x - y$  even though neither  $\delta x$  nor  $\delta y$  amounts to as much as one unit in the last significant digit carried in  $x$  or  $y$  respectively. Those machines deliver  $F_c(p, q, r) = f(p + \delta p, q + \delta q, r + \delta r)$  with end-figure perturbations  $\delta p$ ,  $\delta q$ , and  $\delta r$  that always seem negligible from the viewpoint of backward error analysis, but which can have disconcerting consequences. For instance, only one of the triples  $(p, q, r)$  or  $(p + \delta p, q + \delta q, r + \delta r)$ , not both, might constitute the edge lengths of a feasible triangle, so  $F_c$  might produce an error message when it shouldn't, or vice-versa, on those machines.

### Backward Error Analysis of Matrix Inversion

The usual measure of the magnitude of a matrix  $\mathbf{X}$  is a norm  $\|\mathbf{X}\|$  such as is calculated by either [MATRIX](#) 7 or [MATRIX](#) 8; we shall use the former norm, the row norm

$$\|\mathbf{X}\| = \max_i \sum_j |x_{ij}|$$

in what follows. This norm has properties similar to those of the length of a vector and also the multiplicative property

$$\|\mathbf{XY}\| \leq \|\mathbf{X}\| \|\mathbf{Y}\|.$$

When the equation  $\mathbf{Ax} = \mathbf{b}$  is solved numerically with a given  $n \times n$  matrix  $\mathbf{A}$  and column vector  $\mathbf{b}$ , the calculated solution is a column vector  $\mathbf{c}$  which satisfies nearly the same equation as does  $\mathbf{x}$ , namely

$$(\mathbf{A} + \delta\mathbf{A})\mathbf{c} = \mathbf{b}$$

with  $\|\delta\mathbf{A}\| < 10^{-9} n \|\mathbf{A}\|$ .

Consequently the residual  $\mathbf{b} - \mathbf{A}\mathbf{c} = (\delta\mathbf{A})\mathbf{c}$  is always relatively small; quite often the residual norm  $\|\mathbf{b} - \mathbf{A}\mathbf{c}\|$  smaller than  $\|\mathbf{b} - \mathbf{A}\bar{\mathbf{x}}\|$  where  $\bar{\mathbf{x}}$  is obtained from the true solution  $\mathbf{x}$  by rounding each of its elements to 10 significant digits. Consequently,  $\mathbf{c}$  can differ significantly from  $\mathbf{x}$  only if  $\mathbf{A}$  is nearly singular, or equivalently only if  $\|\mathbf{A}^{-1}\|$  is relatively large compared with  $1/\|\mathbf{A}\|$ ;

$$\begin{aligned} \|\mathbf{x} - \mathbf{c}\| &= \|\mathbf{A}^{-1}(\mathbf{b} - \mathbf{A}\mathbf{c})\| \\ &\leq \|\mathbf{A}^{-1}\| \|\delta\mathbf{A}\| \|\mathbf{c}\| \\ &\leq 10^{-9} n \|\mathbf{c}\| / \sigma(\mathbf{A}) \end{aligned}$$

where  $\sigma(\mathbf{A}) = 1/(\|\mathbf{A}\| \|\mathbf{A}^{-1}\|)$  is the reciprocal of the condition number and measures how relatively near to  $\mathbf{A}$  is the nearest singular matrix  $\mathbf{S}$ , since

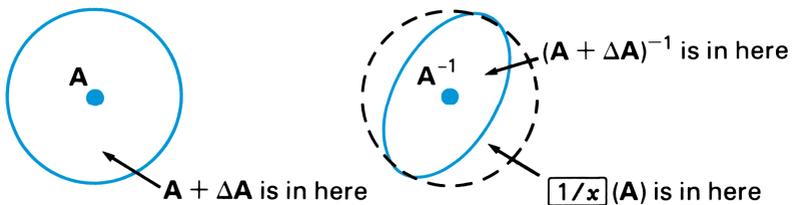
$$\min_{\det(\mathbf{S})=0} \|\mathbf{A} - \mathbf{S}\| = \sigma(\mathbf{A}) \|\mathbf{A}\|.$$

These relations and some of their consequences are discussed extensively in Section 4.

The calculation of  $\mathbf{A}^{-1}$  is more complicated. Each column of the calculated inverse  $\boxed{1/x}(\mathbf{A})$  is the corresponding column of some  $(\mathbf{A} + \delta\mathbf{A})^{-1}$ , but each column has its own small  $\delta\mathbf{A}$ . Consequently, no single small  $\delta\mathbf{A}$ , with  $\|\delta\mathbf{A}\| \leq 10^{-9} n \|\mathbf{A}\|$ , need exist satisfying

$$\|(\mathbf{A} + \delta\mathbf{A})^{-1} - \boxed{1/x}(\mathbf{A})\| \leq 10^{-9} \|\boxed{1/x}(\mathbf{A})\|$$

roughly. Usually such a  $\delta\mathbf{A}$  exists, but not always. This does not violate the prior assertion that the matrix operations  $\boxed{1/x}$  and  $\boxed{\div}$  lie in Level 2; they are covered by the second assertion of the summary on page 194. The accuracy of  $\boxed{1/x}(\mathbf{A})$  can be described in terms of the inverses of all matrices  $\mathbf{A} + \Delta\mathbf{A}$  so near  $\mathbf{A}$  that  $\|\Delta\mathbf{A}\| \leq 10^{-9} n \|\mathbf{A}\|$ ; the worst among those  $(\mathbf{A} + \Delta\mathbf{A})^{-1}$  is at least about as far from  $\mathbf{A}^{-1}$  in norm as the calculated  $\boxed{1/x}(\mathbf{A})$ . The figure below illustrates the situation.



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As  $\mathbf{A} + \Delta\mathbf{A}$  runs through matrices with  $\|\Delta\mathbf{A}\|$  at least about as large as roundoff in  $\|\mathbf{A}\|$ , its inverse  $(\mathbf{A} + \Delta\mathbf{A})^{-1}$  must roam at least about as far from  $\mathbf{A}^{-1}$  as the distance from  $\mathbf{A}^{-1}$  to the computed  $\boxed{1/x}(\mathbf{A})$ . All these excursions are very small unless  $\mathbf{A}$  is too near a singular matrix, in which case the matrix should be preconditioned away from near singularity. (Refer to Section 4.)

If among those neighboring matrices  $\mathbf{A} + \Delta\mathbf{A}$  lurk some that are singular, then many  $(\mathbf{A} + \Delta\mathbf{A})^{-1}$  and  $\boxed{1/x}(\mathbf{A})$  may differ utterly from  $\mathbf{A}^{-1}$ . However, the residual norm will always be relatively small:

$$\frac{\|\mathbf{A}(\mathbf{A} + \Delta\mathbf{A})^{-1} - \mathbf{I}\|}{\|\mathbf{A}\| \|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|} \leq \frac{\|\Delta\mathbf{A}\|}{\|\mathbf{A}\|} \leq 10^{-9}n.$$

This last inequality remains true when  $\boxed{1/x}(\mathbf{A})$  replaces  $(\mathbf{A} + \Delta\mathbf{A})^{-1}$ .

If  $\mathbf{A}$  is far enough from singularity that all

$$1/\|(\mathbf{A} + \Delta\mathbf{A})^{-1}\| > 10^{-9}n\|\mathbf{A}\| \geq \|\Delta\mathbf{A}\|,$$

then also

$$\begin{aligned} \frac{\|\mathbf{A}^{-1} - (\mathbf{A} + \Delta\mathbf{A})^{-1}\|}{\|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|} &\leq \frac{\|\Delta\mathbf{A}\| \|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|}{1 - \|\Delta\mathbf{A}\| \|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|} \\ &\leq \frac{10^{-9}n\|\mathbf{A}\| \|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|}{1 - 10^{-9}n\|\mathbf{A}\| \|(\mathbf{A} + \Delta\mathbf{A})^{-1}\|}. \end{aligned}$$

This inequality also remains true when  $\boxed{1/x}(\mathbf{A})$  replaces  $(\mathbf{A} + \Delta\mathbf{A})^{-1}$ , and then everything on the right-hand side can be calculated, so the error in  $\boxed{1/x}(\mathbf{A})$  cannot exceed a knowable amount. In other words, the radius of the dashed ball in the figure above can be calculated.

The estimate above tend to be pessimistic. However, to show why nothing much better is true in general, consider the matrix

$$\mathbf{X} = \begin{bmatrix} 0.00002 & -50,000 & 50,000.03 & -45 \\ 0 & 50,000 & -50,000.03 & 45 \\ 0 & 0 & 0.00002 & -50,000.03 \\ 0 & 0 & 0 & 52,000 \end{bmatrix}$$

and

$$\mathbf{X}^{-1} = \begin{bmatrix} 50,000 & 50,000 & p & q \\ 0 & 0.00002 & 50,000.03 & 48,076.98077\dots \\ 0 & 0 & 50,000 & 48,076.95192\dots \\ 0 & 0 & 0 & 0.00001923076923\dots \end{bmatrix}.$$

Ideally,  $p = q = 0$ , but the HP 15c's approximation to  $\mathbf{X}^{-1}$ , namely  $\boxed{1/x}(\mathbf{X})$ , has  $q = 9,643.269231$  instead, a relative error

$$\frac{\|\mathbf{X}^{-1} - \boxed{1/x}(\mathbf{X})\|}{\|\mathbf{X}^{-1}\|} = 0.0964\dots,$$

nearly 10 percent. On the other hand, if  $\mathbf{X} + \Delta\mathbf{X}$  differs from  $\mathbf{X}$  only in its second column where  $-50,000$  and  $50,000$  are replaced respectively by  $-50,000.000002$  and  $49,999.999998$  (altered in the 11th significant digit), then  $(\mathbf{X} + \Delta\mathbf{X})^{-1}$  differs significantly from  $\mathbf{X}^{-1}$  only insofar as  $p = 0$  and  $q = 0$  must be replaced by  $p = 10,000.00600\dots$  and  $q = 9,615.396154\dots$ . Hence,

$$\frac{\|\mathbf{X}^{-1} - (\mathbf{X} + \Delta\mathbf{X})^{-1}\|}{\|\mathbf{X}^{-1}\|} = 0.196\dots;$$

the relative error in  $(\mathbf{X} + \Delta\mathbf{X})^{-1}$  is nearly twice that in  $\boxed{1/x}(\mathbf{X})$ . Do not try to calculate  $(\mathbf{X} + \Delta\mathbf{X})^{-1}$  directly, but use instead the formula

$$(\mathbf{X} - \mathbf{cb}^T)^{-1} = \mathbf{X}^{-1} + \mathbf{X}^{-1}\mathbf{cb}^T\mathbf{X}^{-1} / (1 - \mathbf{b}^T\mathbf{X}^{-1}\mathbf{c}),$$

which is valid for any column vector  $\mathbf{c}$  and row vector  $\mathbf{b}^T$ , and specifically for

$$\mathbf{c} = \begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \end{bmatrix} \text{ and } \mathbf{b}^T = [0 \ 0.000002 \ 0 \ 0].$$

Despite that

$$\|\mathbf{X}^{-1} - \boxed{1/x}(\mathbf{X})\| < \|\mathbf{X}^{-1} - (\mathbf{X} + \Delta\mathbf{X})^{-1}\|,$$

it can be shown that no very small end-figure perturbation  $\delta\mathbf{X}$  exists for which  $(\mathbf{X} + \delta\mathbf{X})^{-1}$  matches  $\boxed{1/x}(\mathbf{X})$  to more than five significant digits in norm.

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Of course, none of these horrible things could happen if  $\mathbf{X}$  were not so nearly singular. Because  $\|\mathbf{X}\| \|\mathbf{X}^{-1}\| > 10^{10}$ , a change in  $\mathbf{X}$  amounting to less than one unit in the 10th significant digit of  $\|\mathbf{X}\|$  could make  $\mathbf{X}$  singular; such a change might replace one of the diagonal elements 0.00002 of  $\mathbf{X}$  by zero. Since  $\mathbf{X}$  is so nearly singular, the accuracy of  $\boxed{1/\chi}(\mathbf{X})$  in this case rather exceeds what might be expected in general. What makes this example special is bad scaling;  $\mathbf{X}$  was obtained from an unexceptional matrix

$$\tilde{\mathbf{X}} = \begin{bmatrix} 2. & -5. & 5.000003 & -4.5 \times 10^{-12} \\ 0 & 5. & -5.000003 & 4.5 \times 10^{-12} \\ 0 & 0 & 2. & -5.000003 \\ 0 & 0 & 0 & 5.2 \end{bmatrix}$$

by multiplying each row and each column by a carefully chosen power of 10. Compensatory division of the columns and rows of the equally unexceptional matrix

$$\tilde{\mathbf{X}}^{-1} = \begin{bmatrix} 0.5 & 0.5 & p & q \\ 0 & 0.2 & 0.5000003 & 0.4807698077... \\ 0 & 0 & 0.5 & 0.4807695192... \\ 0 & 0 & 0 & 0.1923076923... \end{bmatrix}$$

yielded  $\mathbf{X}^{-1}$ , with  $p = q = 0$ . The HP 15c calculates  $\boxed{1/\chi}(\tilde{\mathbf{X}}) = \tilde{\mathbf{X}}^{-1}$  except that  $q = 0$  is replaced by  $q = 9.6 \times 10^{-11}$ , a negligible change. This illustrates how drastically the perceived quality of computed results can be altered by scaling. (Refer to Section 4 for more information about scaling.)

### Is Backward Error Analysis a Good Idea?

The only good thing to be said for backward error analysis is that it explains internal errors in a way that liberates a system's user from having to know about internal details of the system. Given two tolerances, one upon the input noise  $\delta x$  and one upon the output noise  $\delta f$ , the user can analyze the consequences of internal noise in

$$F(x) = (f + \delta f)(x + \delta x)$$

by studying the noise propagation properties of the ideal system  $f$  without further reference to the possibly complex internal structure of  $F$ .

But backward error analysis is no panacea; it may explain errors but not excuse them. Because it complicates computations involving

singularities, we have tried to eliminate the need for it wherever we could. If we knew how to eliminate the need for backward error analysis from every function built into the calculator, and to do so at tolerable cost, we would do that and simplify life for everyone. That simplicity would cost too much speed and memory for today’s technology. The next example will illustrate the trade-offs involved.

**Example 6 Continued.** The program listed below solves the real quadratic equation  $c - 2bz + az^2 = 0$  for real or complex roots.

To use the program, key the real constants into the stack ( $c$  **ENTER**  $b$  **ENTER**  $a$ ) and run program “A”.

The roots  $x$  and  $y$  will appear in the X- and Y-registers. If the roots are complex, the **C** annunciator turns on, indicating that Complex mode has been activated. The program uses labels “A” and “.9” and the Index register (but none of the other registers 0 to .9); therefore, the program may readily be called as a subroutine by other programs. The calling programs (after clearing flag 8 if necessary) can discover whether roots are real or complex by testing flag 8, which gets set only if roots are complex.

The roots  $x$  and  $y$  are so ordered that  $|x| \geq |y|$  except possibly when  $|x|$  and  $|y|$  agree to more than nine significant digits. The roots are as accurate as if the coefficient  $c$  had first been perturbed in its 10th significant digit, the perturbed equation had been solved exactly, and its roots rounded to 10 significant digits. Consequently, the computed roots match the given quadratic’s roots to at least five significant digits. More generally, if the roots  $x$  and  $y$  agree to  $n$  significant digits for some positive  $n \leq 5$ , then they are correct to at least  $10 - n$  significant digits unless overflow or underflow occurs.

Keystrokes	Display	
<b>g</b> <b>P/R</b>		Program mode.
<b>f</b> <b>CLEAR</b> <b>PRGM</b>	000-	Clears program memory.
<b>f</b> <b>LBL</b> <b>A</b>	001-42, 21, 11	Program A.
<b>ENTER</b>	002-	36 Duplicates $a$ .
<b>g</b> <b>R↑</b>	003- 43 33	Rolls $c$ back to X-register.
<b>x</b>	004- 20	$ac$
<b>g</b> <b>LSTX</b>	005- 43 36	Brings $c$ back to X-register.
<b>x↔y</b>	006- 34	Swaps $c$ and $ac$ .

Keystrokes	Display
$\boxed{g} \boxed{R\uparrow}$	007- 43 33 Rolls $b$ back to X-register.
$\boxed{STO} \boxed{I}$	008- 44 25 Stores $b$ in $R_1$ .
$\boxed{g} \boxed{x^2}$	009- 43 11 $b^2$
$\boxed{-}$	010- 30 $ac - b^2$ . Call it “ $-d$ ”.
$\boxed{g} \boxed{TEST} 1$	011-43, 30, 1 Tests $ac - b^2 > 0$ .
$\boxed{GTO} .9$	012- 22 .9 Skips to line 026 if positive.
$\boxed{CHS}$	013- 16 Makes it positive if negative.
$\boxed{\sqrt{x}}$	014- 11 $\sqrt{d}$
$\boxed{f} \boxed{x\rightleftharpoons} \boxed{I}$	015-42, 4, 25 Exchanges $\sqrt{d}$ with $R_1$ to get $b$ .
$\boxed{g} \boxed{TEST} 2$	016-43, 30, 2 Tests $b < 0$ .
$\boxed{RCL} \boxed{-} \boxed{I}$	017-45, 30, 25 If true, subtracts $R_1$ (gives “ $s$ ”).
$\boxed{g} \boxed{TEST} 3$	018-43, 30, 3 Tests value $\geq 0$ .
$\boxed{RCL} \boxed{+} \boxed{I}$	019-45, 40, 25 If true, adds $R_1$ (gives “ $s$ ”).
$\boxed{g} \boxed{TEST} 0$	020-43, 30, 0 Tests value $\neq 0$ .
$\boxed{\div}$	021- 10 Produces first root.
$\boxed{g} \boxed{LSTX}$	022- 43 36 Gets $s$ back.
$\boxed{g} \boxed{R\uparrow}$	023- 43 33 Rolls $a$ back to X-register.
$\boxed{\div}$	024- 10 Produces second root.
$\boxed{g} \boxed{RTN}$	025- 43 32 Returns real roots.
$\boxed{f} \boxed{LBL} .9$	026-42, 21, .9 Complex root case.
$\boxed{\sqrt{x}}$	027- 11 $\sqrt{-d}$
$\boxed{RCL} \boxed{I}$	028- 45 25 Recalls $b$ from $R_1$ .
$\boxed{g} \boxed{R\uparrow}$	029- 43 33 Rolls $a$ back to X-register.
$\boxed{\div}$	030- 10 $b/a$
$\boxed{x\rightleftharpoons y}$	031- 34 $\sqrt{-d}$
$\boxed{g} \boxed{LSTX}$	032- 43 36 $a$
$\boxed{\div}$	033- 10 $\sqrt{-d}/a$
$\boxed{f} \boxed{I}$	034- 42 25 First complex conjugate root.
$\boxed{ENTER}$	035- 36 Duplicates the root.
$\boxed{f} \boxed{Re\rightleftharpoons Im}$	036- 42 30 Extracts real/imaginary parts.
$\boxed{CHS}$	037- 16 Negates imaginary part.
$\boxed{f} \boxed{Re\rightleftharpoons Im}$	038- 42 30 Second conjugate root.
$\boxed{g} \boxed{RTN}$	039- 43 32 Returns complex roots.
$\boxed{g} \boxed{P/R}$	Run mode.

The method uses  $d = b^2 - ac$ .

If  $d < 0$ , then the roots are a complex conjugate pair

$$\left(\frac{b}{a}\right) \pm \frac{i\sqrt{-d}}{a}.$$

If  $d \geq 0$ , then the roots are real numbers  $x$  and  $y$  calculated by

$$s = b + \sqrt{d} \operatorname{sgn}(b)$$

$$x = s / a$$

$$y = \begin{cases} c / s & \text{if } s \neq 0 \\ 0 & \text{if } s = 0. \end{cases}$$

The  $s$  calculation avoids destructive cancellation.

When  $a = 0 \neq b$ , the larger root  $x$ , which should be  $\infty$ , encounters division by zero (**Error 0**) that can be cleared by pressing **[R]** three times to exhibit the smaller root  $y$  correctly calculated. But when all three coefficients vanish, the **Error 0** message signals that both roots are arbitrary.

The results of several cases are summarized below.

	<b>Case 1</b>	<b>Case 2</b>	<b>Case 3</b>	<b>Case 4</b>
$c$	3	4	1	654,321
$b$	2	0	1	654,322
$a$	1	1	$10^{-13}$	654,323
Roots	Real	Complex	Real	Real
	3	$0 \pm 2i$	$2 \times 10^{13}$	0.9999984717
	1		0.5	0.9999984717
	<b>Case 5</b>		<b>Case 6</b>	
$c$	46,152,709		12,066,163	
$b$	735,246		987,644	
$a$	11,713		80,841	
Roots	Real		Complex	
	62.77179203		12.21711755 $\pm$ $i0.001377461$	
	62.77179203			

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The last three cases show how severe are the results of perturbing the 10th significant digit of any coefficient of any quadratic whose roots are nearly coincident. The correct roots for these cases are

Case 4: 1 and 0.9999969434

Case 5:  $62.77179203 \pm i8.5375 \times 10^{-5}$

Case 6:  $12.21711755 \pm i0.001374514$

Despite errors in the fifth significant digit of the results, subroutine “A” suffices for almost all engineering and scientific applications of quadratic equations. Its results are correct to nine significant digits for most data, including  $c$ ,  $b$ , and  $a$  representable exactly using only five significant digits; and the computed roots are correct to at least five significant digits in any case because they cannot be appreciably worse than if the data had been entered with errors in the 10th significant digit. Nonetheless, some readers will feel uneasy about results calculated to 10 significant digits but correct to only 5. If only to simplify their understanding of the relationship between input data and output results, they might still prefer roots correct to nine significant digits in all cases.

Programs do exist which, while carrying only 10 significant digits during arithmetic, will calculate the roots of any quadratic correctly to at least nine significant digits regardless of how nearly coincident those roots may be. All such programs calculate  $d = b^2 - ac$  by some trick tantamount to carrying 20 significant digits whenever  $b^2$  and  $ac$  nearly cancel, so those programs are a lot longer and slower than the simple subroutine “A” provided above. Subroutine “B” below, which uses such a trick with statistics register  $R_7$  ( $\Sigma xy$ ),\* is a very short program that guarantees nine correct significant digits on a 10-digit calculator. It uses labels “B”, “.7”, and “.8” and registers  $R_0$  through  $R_9$  and the Index register. To use it, key in  $c$  **ENTER**  $b$  **ENTER**  $a$ , run subroutine “B”, and wait for results as before.

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\* Program “B” exploits a tricky property of the  **$\Sigma-$**  and  **$\Sigma+$**  keys whereby certain calculations can be carried out to 13 significant digits before being rounded back to 10.

Keystrokes	Display	
$\boxed{g}$ $\boxed{P/R}$		Program mode.
$\boxed{f}$ $\boxed{CLEAR}$ $\boxed{PRGM}$	000-	Clears program memory.
$\boxed{f}$ $\boxed{LBL}$ $\boxed{B}$	001-42, 21, 12	Program B.
$\boxed{STO}$ $\boxed{I}$	002- 44 25	Stores $a$ in $R_I$ .
$\boxed{R\downarrow}$	003- 33	Roll $b$ down.
$\boxed{STO}$ 0	004- 44 0	Stores $b$ in $R_0$ .
$\boxed{STO}$ 8	005- 44 8	Stores $b$ in $R_8$ . Call it $b'$ .
$\boxed{x\rightleftharpoons y}$	006- 34	Swaps $b$ and $c$ .
$\boxed{STO}$ 1	007- 44 1	Stores $c$ in $R_1$ .
$\boxed{STO}$ 9	008- 44 9	Stores $c$ in $R_9$ . Call it $c'$ .
$\boxed{f}$ $\boxed{SCI}$ 2	009-42, 8, 2	Sets format to $\boxed{SCI}$ 2.
$\boxed{f}$ $\boxed{LBL}$ .8	010-42, 21, .8	Loop for modifying equation.
$\boxed{f}$ $\boxed{CLEAR}$ $\boxed{\Sigma}$	011- 42 32	Clears $R_2$ through $R_7$ and stack.
$\boxed{RCL}$ 8	012- 45 8	Recalls $b'$ .
$\boxed{STO}$ 7	013- 44 7	Stores $b'$ in $R_7$ ( $\Sigma xy$ ).
$\boxed{RCL}$ $\boxed{\div}$ $\boxed{I}$	014-45, 10, 25	$b'/a$
$\boxed{g}$ $\boxed{RND}$	015- 43 34	Rounds $b'/a$ to 3 significant figures. Call it $r$ .
$\boxed{RCL}$ $\boxed{I}$	016- 45 25	Recalls $a$ .
$\boxed{g}$ $\boxed{\Sigma-}$	017- 43 49	$X = -1; Y = r; R_7 = b' - ar$
$\boxed{RCL}$ 9	018- 45 9	$X = c'; Y = r$
$\boxed{f}$ $\boxed{x\rightleftharpoons}$ 7	019-42, 4, 7	$X = b' - ar; Y = r; R_7 = c'$
$\boxed{x\rightleftharpoons y}$	020- 34	$X = r; Y = b' - ar$
$\boxed{RCL}$ 8	021- 45 8	$X = b'; Y = r; Z = b' - ar$
$\boxed{g}$ $\boxed{\Sigma-}$	022- 43 49	$X = -2; R_7 = c' - b'r$
$\boxed{R\downarrow}$	023- 33	$X = r; Y = b' - ar$
$\boxed{g}$ $\boxed{\Sigma-}$	024- 43 49	$X = -3; R_7 = c' - b'r - r(b' - ar)$ $= c' - 2b'r + ar^2 = f(r)$
$\boxed{RCL}$ 7	025- 45 7	$X = f(r); Y = b' - ar$
$\boxed{g}$ $\boxed{ABS}$	026- 43 16	$ f(r) $
$\boxed{RCL}$ 9	027- 45 9	$X = c'; Y =  f(r) ; Z = b' - ar$
$\boxed{g}$ $\boxed{ABS}$	028- 43 16	$ c' $
$\boxed{g}$ $\boxed{x\leq y}$	029- 43 10	Tests $c' \leq  f(r) $ .
$\boxed{GTO}$ $\boxed{B}$	030- 22 12	Solution found; go to line 045.

## 210 Appendix: Accuracy of Numerical Calculations

Keystrokes	Display
<b>ENTER</b>	031- 36 $X =  c' ; Y =  c' ; Z =  f(r) ; T = b' - ar$
<b>g</b> <b>R↑</b>	032- 43 33 $X = b' - ar; Y =  c' ; Z =  c' ; T =  f(r) $
<b>STO</b> 8	033- 44 8 Stores $b' - ar$ in $R_8$ , replacing $b'$ .
<b>RCL</b> 7	034- 45 7 $X = f(r)$
<b>STO</b> 9	035- 44 9 Stores $f(r)$ in $R_9$ , replacing $c'$ .
<b>g</b> <b>ABS</b>	036- 43 16 $X =  f(r) $
<b>EEX</b>	037- 26
2	038- 2
0	039- 0 $10^{20}$
<b>x</b>	040- 20 Multiplies $ f(r) $ by $10^{20}$ .
<b>RCL</b> 1	041- 45 1 Recalls $c$ .
<b>g</b> <b>ABS</b>	042- 43 16 $ c $
<b>g</b> <b><math>x \leq y</math></b>	043- 43 10 Tests $ c  \leq  f(r)  \times 10^{20}$ .
<b>GTO</b> .8	044- 22 .8 Go to line 010 for another round.
<b>f</b> <b>LBL</b> <b>B</b>	045-42, 21, 12 Reusing label B; solution found.
<b>f</b> <b>FIX</b> 9	046-42, 7, 9 Sets format to <b>FIX</b> 9.
<b>RCL</b> 8	047- 45 8 Recalls $b'$ from $R_8$ .
<b>g</b> <b><math>x^2</math></b>	048- 43 11 $b'^2$
<b>STO</b> 7	049- 44 7 Stores $b'^2$ in $R_7$ .
<b>RCL</b> <b>I</b>	050- 45 25 Recalls $a$ .
<b>RCL</b> 9	051- 45 9 Recalls $c'$ .
<b>g</b> <b><math>\Sigma-</math></b>	052- 43 49 Stores $b'^2 - ac'$ in $R_7$ ( $\Sigma xy$ ); call it $d$ .
<b>RCL</b> 7	053- 45 7 Recalls $d$ .
<b>g</b> <b>TEST</b> 2	054-43, 30, 2 Tests $d < 0$ (is solution complex?).
<b>GTO</b> .7	055- 22 .7 Solution complex; go to line 068.
<b><math>\sqrt{x}</math></b>	056- 11 $\sqrt{d}$
<b>f</b> <b><math>x \geq 0</math></b>	057-42, 4, 0 $X = b; R_0 = \sqrt{d}$
<b>g</b> <b>TEST</b> 2	058-43, 30, 2 Tests $b < 0$ .
<b>RCL</b> <b>-</b> 0	059-45, 30, 0 $b - \sqrt{d}$ (ensures next test false)
<b>g</b> <b>TEST</b> 3	060-43, 30, 3 Tests $b \geq 0$ .
<b>RCL</b> <b>+</b> 0	061-45, 40, 0 $b + \sqrt{d}$
<b>f</b> <b><math>x \neq 0</math></b>	062-42, 4, 1 $X = c; R_1 = b + \sqrt{d} \operatorname{sgn}(b) = s$ .
<b>g</b> <b>TEST</b> 0	063-43, 30, 0 Tests $c \neq 0$ .

Keystrokes	Display
RCL $\div$ 1	064-45,10, 1 Then $c$ is nonzero, so $s$ is nonzero.
RCL 1	065- 45 1 Recalls $s$ .
RCL $\div$ I	066-45,10,25 $s/a$
g RTN	067- 43 32 Returns real roots.
f LBL .7	068-42,21, .7 Complex root case, from line 055.
CHS	069- 16 $-d$
$\sqrt{x}$	070- 11 $\sqrt{-d}$
RCL $\div$ I	071-45,10,25 $\sqrt{-d}/a$
ENTER	072- 36 $X = \sqrt{-d}/a; Y = \sqrt{-d}/a$
CHS	073- 16 $X = -\sqrt{-d}/a; Y = \sqrt{-d}/a$
RCL 0	074- 45 0 Recalls $b$ .
RCL I	075- 45 25 Recalls $a$ .
$\div$	076- 10 $b/a$
$x \rightarrow y$	077- 34 $X = -\sqrt{-d}/a; Y = b/a$
f I	078- 42 25 First complex conjugate root.
ENTER	079- 36 Only real part, $b/a$ , matters.
g R $\uparrow$	080- 43 33 $\sqrt{-d}/a$
f I	081- 42 25 Second conjugate root.
g RTN	082- 43 32 Returns complex roots.
g P/R	Run mode.

This program's accuracy is phenomenal: better than nine significant digits even for the imaginary parts of nearly indistinguishable complex roots (as when  $c = 4,877,163,849$  and  $b = 4,877,262,613$  and  $a = 4,877,361,379$ ); if the roots are integers, real or complex, and if  $a = 1$ , then the roots are calculated exactly (as when  $c = 1,219,332,937 \times 10^1$ ,  $b = 111,111.5$ , and  $a = 1$ ). But the program is costly; it uses more than twice as much memory for both program and data as does subroutine "A", and much more time, to achieve nine significant digits of accuracy instead of five in a few cases that can hardly ever matter—simply because the quadratic's coefficients can hardly ever be calculated exactly. If any coefficient  $c$ ,  $b$ , or  $a$  is uncertain by as much as one unit in its 10th significant digit, then subroutine "B" is overkill. Subroutine "B" is like Grandmother's expensive chinaware, reserved for special occasions, leaving subroutine "A" for everyday use.

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