# 9. The Discrete vs <br> The Continuous 

## Finite Arithmetic

More practice with iteration and conditionals.

## Screen Granularity



After how many halvings will the disks disappear?

## Xeno's Paradox

- A wall is two feet away.
- Take steps that repeatedly halve the remaining distance.
- You never reach the wall because the distance traveled after $n$ steps =

$$
1+\frac{1}{2}+\frac{1}{4}+\ldots+1 / 2^{n}=2-1 / 2^{n}
$$

## Problem: "Xeno" Disks



First disk has radius 1 and center ( $1 / 2,0$ ).

The disks are tangent to each other and have centers on $x$-axis

## Problem: Xeno Disks



## Variable Definitions

$x$ : the $x$-value of the left tangent point for a given circle.
$d$ : the diameter of a given circle

## Preliminary Notes



## Pseudocode

x = 0; d = 1
for $k=1: 20$

Draw the next disk.
Update $x$ and d.
end

## Refinement

## Draw the next disk

## 1

Draw disk with diameter d and left tangent point $(x, 0)$
■

DrawDisk(x+d/2, 0, d/2, 'y')

## Refinement

## Update $x$ and $d$ ?

| Disk | $x$ | $d$ |
| :--- | :--- | :--- |
| 1 | 0 | 1 |
| 2 | $0+1$ | $1 / 2$ |
| 3 | $0+1+1 / 2$ | $1 / 4$ |

Next $x$ is current $x+$ current $d$. Next $d$ is one-half current $d$.

## Refinement

## Update $x$ and d.

$$
\downarrow
$$

Next $x$ is current $x+$ current $d$. Next $d$ is one-half current $d$.

$$
\begin{gathered}
d \\
x=x+d ; \\
d=d / 2 ;
\end{gathered}
$$

## Solution

$x=0 ;$
d = 1;
for $k=1: 20$
DrawDisk(x+d/2, 0, d/2, 'y')

$$
\begin{aligned}
& x=x+d \\
& d=d / 2
\end{aligned}
$$

end

## Output



Shouldn't there be 20 disks?

## Screen is an Array of Dots*



*Called<br>"Pixels"

Disks smaller than the dots don't show up.
The $20^{\text {th }}$ disk has radius < 000001

## Finiteness

## It shows up all over the place in computing.

## Plotting Continuous Functions



Can only display a bunch of dots
Another "collision" between the infinite and the finite. (More later.)

## The Discrete Display of Sine

N = 100;
X_spacing = 4*pi/N;
Dot_radius = X_spacing/3;
for $k=0$ : $N$

$$
\begin{aligned}
& x=k^{*} X \_s p a c i n g ; \\
& y=\sin (x) ; \\
& \text { DrawDisk }\left(x, y, D o t \_R a d i u s, r^{\prime} r^{\prime}\right)
\end{aligned}
$$

end

## The Moral

To produce realistic plots/renderings you must appreciate screen granularity.

## Similar Finite "Behavior" with Computer Arithmetic

Memory Hardware is finite.
Computer cannot store never-ending decimals like pi, sqrt(2), 1/3.

## Question Time

Does this script print anything?
k = 0;
while 1 + 1/2^k > 1
k = k+1;
end
$\mathrm{k}=\mathrm{k}$
A. Yes B. No E. None of these

## Similar "Behavior" for Computer Arithmetic

Suppose you have a calculator with a window like this:

$$
\begin{array}{|l|l|l|l|l|l|}
\hline+ & 2 & 4 & 1 & - & 3 \\
\hline
\end{array}
$$

Representing $2.41 \times 10^{-3}$

## Add:

\section*{| + | 2 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |}


\section*{| + | 1 | 0 | 0 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |}

Result: | + | 3 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |

## Add:

\section*{| + | 2 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |}


\section*{| + | 1 | 0 | 0 | - | 4 |
| :--- | :--- | :--- | :--- | :--- | :--- |}

Result: | + | 2 | 5 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |

## Add:

\section*{| + | 2 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |}


\section*{| + | 1 | 0 | 0 | - | 5 |
| :--- | :--- | :--- | :--- | :--- | :--- |}

Result: | + | 2 | 4 | 2 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |

## Add:

\section*{| + | 2 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |}


\section*{| + | 1 | 0 | 0 | - | 6 |
| :--- | :--- | :--- | :--- | :--- | :--- |}

Result: | + | 2 | 4 | 1 | - | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |

## Add:

\section*{| $\left.\left.+T^{2} / 4\right]^{1} \cdot\right]^{3}$ |
| :--- |}

## $+1100 \cdot 16$


Not enough room to represent . 002411

## Regarding the Question...

The following loop does terminate and the concluding value of $k$ that is displayed is 53 .

$$
\begin{aligned}
& k=0 ; \\
& \text { while } 1+1 / 2^{\wedge} k>1 \\
& \quad k=k+1 ; \\
& \text { end } \\
& k=k
\end{aligned}
$$

## The Moral

To produce reliable numerical results you must appreciate floating point arithmetic.

## The 1991 Patriot Missile Disaster



Elementary misperceptions about the finiteness
of computer arithmetic. 30+ died.

## The Setting

External clock counts time in tenths of seconds.

Targeting software needs time to compute trajectories. The method:

Time $=(\#$ external clock ticks $) \times(1 / 10)$
The problem is here

## One-Tenth in Binary

Exact:
. $00011001100110011001100110011 . .$.

Patriot System used:
. 00011001100110011001100110011...

Error $=.000000095 \mathrm{sec}$ every clock tick

## Error

Time $=(\#$ external clock ticks $) \times(1 / 10)$
Error $=(\#$ external clock ticks) $x$
(.000000095)

## After 100 hours...

## Error $=(100 \times 60 \times 60 \star 10)^{\star} .000000095$ <br> $=.34 \operatorname{secs}$

Missed target by 500 meters.

