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Subject: Re: machine precision

Posted by [jameskuyper](#) on Mon, 18 May 2009 13:33:48 GMT

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Wox wrote:

> Hi all,  
>  
> When checking whether two floating point variables are equal, one has  
> to do this:  
>  
> pres = (machar()).eps  
> bequal = abs(f1-f2) < pres  
>  
> This can go wrong however, as illustrated by the example below. Do I  
> need to do error propagation on this? This means that every time f1  
> and f2 are calculated differently, I have to calculate a different  
> uncertainty?

Yes.

> ... This seems like a lot of work, not to mention the machine  
> precision in calculation the propagation of uncertainty... Is there a  
> more general rule of thumb I can use?  
>  
> vec1=[1.,2,3,4,5]  
> vec2=vec1  
> pres=(machar()).eps  
> norm1=sqrt(total(vec1^2,1)/pres))  
> norm2=sqrt(total(vec2^2,1)/pres))  
> f1=total(vec1\*vec2,/pres) ; inner product  
> f2=norm1\*norm2 ; product of the norms  
> ; f1 and f2 must be equal so

At a minimum, you should use  $\text{pres} * (\text{f1}^2 + \text{f2}^2)^{0.5}$  instead of pres for the following comparison. eps gives you the relative precision, not the absolute precision; it needs to be scaled by the numbers you're working with.

> if abs(f1-f2) >= pres then print,'wrong wrong wrong...'

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