

Odyssey Link

<https://herbie-fp.github.io/odyssey/>

Odyssey

An Interactive Workbench for Floating Point Analysis



Edward Misback & Ben Wang, University of Washington

In collaboration with the **Herbie project** (Pavel Panchekha, U of Utah, + Zachary Tatlock, UW)



$$(x+1)-x$$

$$(x+1)-x$$

```
Python 3.11.9 (tags/v3.11.9:de54cf5, Apr 2 2024,  
10:12:12) [MSC v.1938 64 bit (AMD64)] on win32  
Type "help", "copyright", "credits" or "license"  
for more information.  
>>>
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>>> x = 1e16
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>>> x = 1e16
>>> (1e16 + 1.0) - 1e16
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>>> (1e16 + 1.0) == 1e16
```


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Rounding error

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LARGE + small = LARGE

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>>> (1e16 + 1.0) == 1e16  
True
```

Rounding error

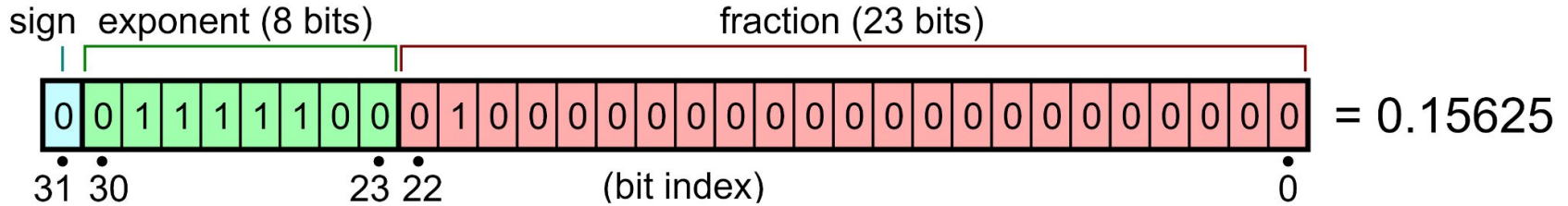
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```
>>> = 1.0000...0001e16 == 1e16  
True
```

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>>> = 1.0000...0001e16 == 1e16
True
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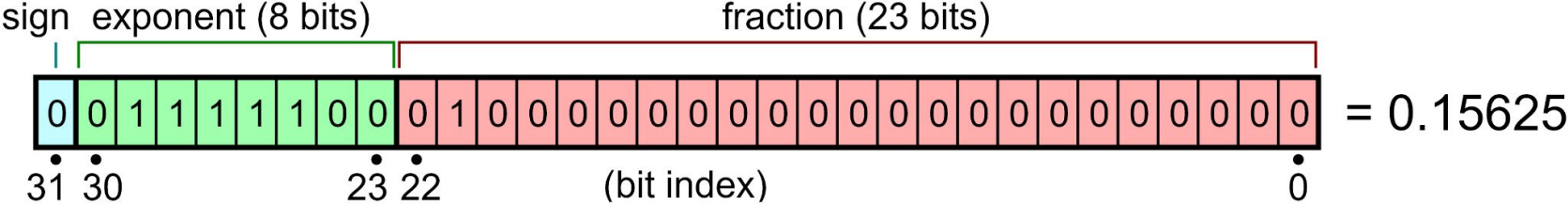
Rounding error

LARGE + small = LARGE

`>>>`
`True`

`= 1.0000...0001e16`
Too long!

`== 1e16`



Catastrophic Cancellation

Catastrophic Cancellation

For $A - B = C$,
if $\text{magnitude}(A) \approx \text{magnitude}(B)$,
error in C will be much greater than
in A or B !

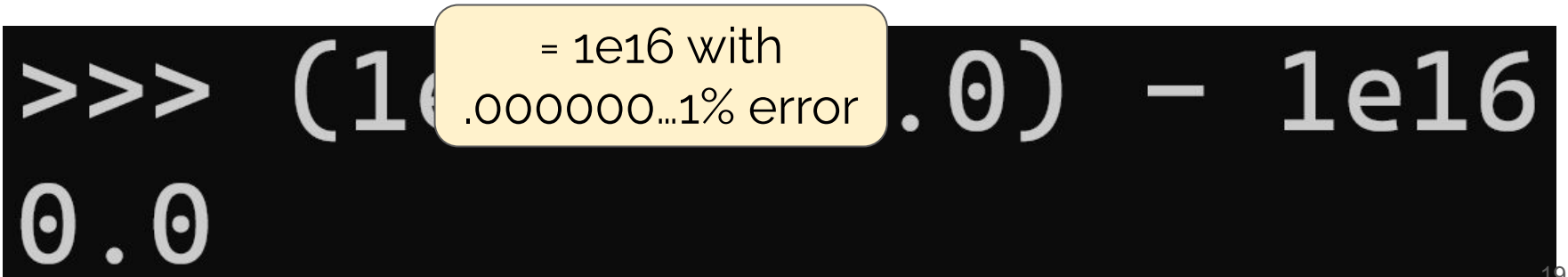
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$\ggg (1e16 \text{ with } .000000\dots1\% \text{ error} - 1e16)$
 0.0

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For $A - B = C$,
if $\text{magnitude}(A) \approx \text{magnitude}(B)$,
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The diagram illustrates catastrophic cancellation in floating-point arithmetic. It shows the subtraction of two nearly equal numbers, resulting in a loss of precision. The numbers are represented as 1.0000000000000000 and 0.9999999999999999 . The result is 0.0000000000000001 . The error in the result is 1×10^{-16} with a 1% error, while the error in the original numbers is 0 with 0% error.

$\gg \gg$ $(1.0000000000000000 - 0.9999999999999999) = 0.0000000000000001$

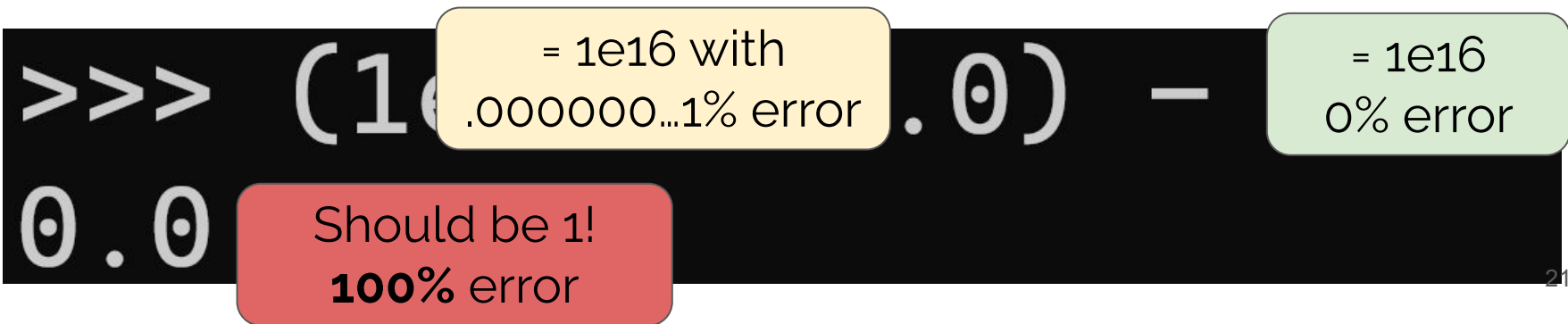
0.0

$= 1e16$ with $.0000000000000001$ error

$= 1e16$ 0% error

Catastrophic Cancellation

For $A - B = C$,
if $\text{magnitude}(A) \approx \text{magnitude}(B)$,
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What is floating-point expression **rewriting**?

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9th c.

[The Compendious Book on Calculation
by Completion and Balancing](#) aka
al-Jabr, by Al-Khwarizmi

What is floating-point expression **rewriting**?



$$x + 1 = 1 + x$$

$$(x + 1) - x$$

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What is floating-point expression **rewriting**?



$$x + 1 = 1 + x$$

$$\begin{aligned} & (x + 1) - x \\ = & (x - x) + 1 \end{aligned}$$

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```
>>> (1e16 - 1e16) + 1  
1.0
```



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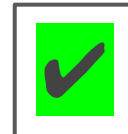
$$\begin{aligned} & (x + 1) - x \\ &= (x - x) + 1 \end{aligned}$$

```
>>> (1e16 - 1e16) + 1  
1.0
```



= 1

```
>>> 1  
1
```



Real Consequences

Since the invention of computers, real number calculations have produced hidden, unreported errors, sometimes catastrophically.



Photo from www.army.mil

ARIANE 5 ROCKET, FLIGHT 501

On June 4th, 1996, 40 seconds into flight and at an altitude of 3.7 kilometers, the initial launch of the *Ariane 5 rocket, flight 501*, ended in RUD (colloquially, Rapid Unplanned Disassembly). Estimates of the loss of the rocket and cargo are as high as \$500M. Cause of the failure was an inappropriate floating point conversion. (Photo from [Deadpan](#))

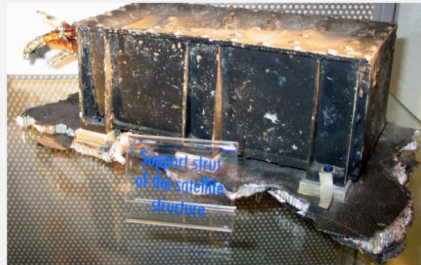


VANCOUVER STOCK EXCHANGE

In January of 1982 the *Vancouver Stock Exchange* started a stock index accumulating total stock value for all 1,400 stocks listed on the exchange. but truncating (rounding down) that sum up to 3000 times per day resulting in a loss of index value of about \$25 per month for about 23 months indicating an index value of \$524.811 when the actual value was \$1098.892. (Image by [Mafue](#))

PATRIOT MISSILE FAILURE

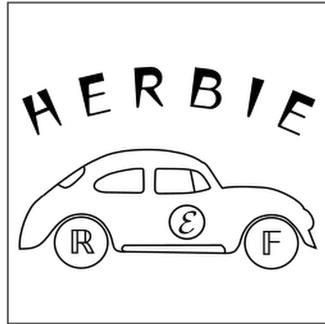
The most notorious floating point error catastrophe was the Patriot Missile Failure at Dhahran, Saudi Arabia, February 25, 1991, when a Patriot missile failed to destroy a SCUD missile and 128 U.S. military soldiers were killed or wounded as a result. This was the greatest combat loss in an Army unit since Vietnam. The conversion of 100 hours in tenths of a second (3600000) to floating point introduced an undetectable error resulting in the missile guidance software *incorrectly locating the SCUD missile*.



Recovered piece of Ariane 5 after RUD

Courtesy of *True North Floating Point*

Floating Point Tools



Herbie

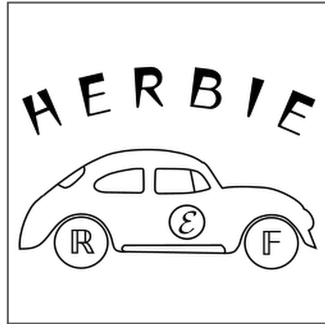


FPTaylor

...and many more:

<https://fpbench.org/community.html>

Floating Point Tools



Herbie



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Odyssey: Explore Floating-Point Error



Write a formula below to explore it with Odyssey. Enter approximate ranges for inputs.

[Show an example](#) | [Use FPCore](#)

e.g. $\text{sqrt}(x+1) - \text{sqrt}(x)$

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- User-friendly web app

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- User-friendly web app
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- User-friendly web app
- Tool integration
- Iterative user experience

DEMO

Compound Interest

Compound Interest

$$P \cdot \frac{\left(1 + \frac{i}{n}\right)^n - 1}{\frac{i}{n}}$$

Total value of all payments with interest in a period of time

Payment: \$100
Interest rate: 5%
Periods: 12 (Monthly)

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Total value of all payments with interest in a period of time

Payment: \$100
Interest rate: 5%
Periods: 12 (Monthly)

$$100 \cdot \frac{\left(1 + \frac{0.05}{12}\right)^{12} - 1}{\frac{0.05}{12}}$$

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Total value of all payments with interest in a period of time

$$100 \cdot 12.278855491615914 = \boxed{1227.89}$$

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Total: \$1227.89
Interest: \$27.89

Areas of Error

$$P \cdot \frac{\left(1 + \frac{i}{n}\right)^n - 1}{\frac{i}{n}}$$

What if small i , large n ?

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What if small i , large n ?

$$i/n \approx 0$$

Areas of Error

$$P \cdot \frac{(1 + 0)^n - 1}{0}$$

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Areas of Error

LARGE + small

$$P \cdot \frac{(1 + 0)^n - 1}{0}$$

What if small i , large n ?

$$i/n \approx 0$$

Areas of Error

$$P \cdot \frac{(1 + 0)^n - 1}{0}$$

$$= P \cdot \frac{0}{0}$$

DEMO

Transition to Part-2...

Quadratic

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

History

- 1960's - Kahan identified cancellation errors in quadratic formula
- 1977 - Franklin: "Fundamental formulas of physics"
- 1986 - Hamming: "Numerical methods for scientists and engineers"

More History

- 2004 - Kahan: “On the cost of floating-point computation without extra-precise arithmetic”
- 2005 - Einarsson: “Accuracy and reliability in scientific computing”
- 2015 - Panchekha et al: “Automatically improving accuracy for floating point expressions”

Areas of Error

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Cancellation

$$\sqrt{b^2 - 4ac}$$

Cancellation

$$\sqrt{b^2 - 4ac}$$

$$b^2 \gg 4ac$$

Cancellation

$$\sqrt{b^2 - 4ac}$$

$$\Delta \approx b^2$$

$$b^2 \gg 4ac$$

Cancellation

$$\frac{-b + \sqrt{b^2}}{2a} = \frac{-b + b}{2a}$$

$$b^2 \gg 4ac$$

Cancellation

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$$b^2 \gg 4ac$$

Cancellation

Similar magnitudes!

$$\frac{-b + \sqrt{b^2}}{2a} = \frac{-b + b}{2a}$$

$$b^2 \gg 4ac$$

Cancellation

$$b^2 - 4ac$$

Cancellation

$$b^2 - 4ac$$

$$b^2 \sim 4ac$$

Cancellation

$$b^2 - 4ac$$

Similar magnitudes!

$$b^2 \sim 4ac$$

Overflow/Underflow

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

a, b, c extremely small or large

DEMO

Odyssey's Attempt

- **~62% → ~97% for + operation**
- **~61% → ~96% for - operation**

Odyssey's Attempt

- Uses Taylor Expansion and FMA's

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- **Uses Taylor Expansion and FMA's**
- **Rewrite is not algebraically equivalent, rather an optimized implementation**

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- Uses Taylor Expansion and FMA's
- Rewrite is not algebraically equivalent, rather an optimized implementation

```
function kahan_discriminant_fma(a,b,c)
    d = b*b - 4*a*c
    if 3*abs(d) >= b*b + 4*a*c # b^2 and 4ac are different enough?
        return d
    end
    p = b*b
    dp = fma(b,b,-p)
    q = 4*a*c
    dq = fma(4*a,c,-q)
    d = (p-q) + (dp-dq)
    return d
end
```

DEMO

Discussion

- Survey
- Potential use cases
- Features you would like to see

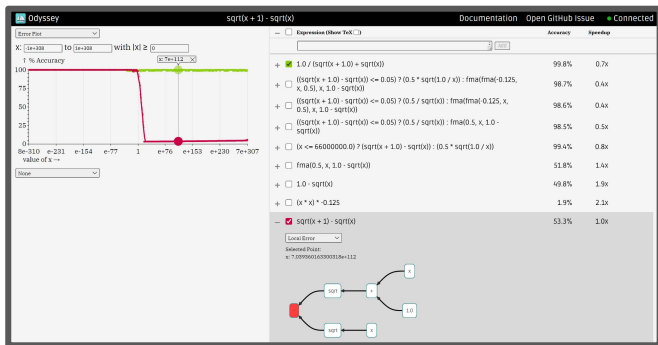
Thank you!

Odyssey: Explore Floating-Point Error



Website:

<https://herbie-fp.github.io/odyssey/>



Contacts:



Edward Misback

misback@cs.washington.edu



Ben Wang

benwang3@cs.washington.edu

Github:

<https://github.com/herbie-fp/odyssey>

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