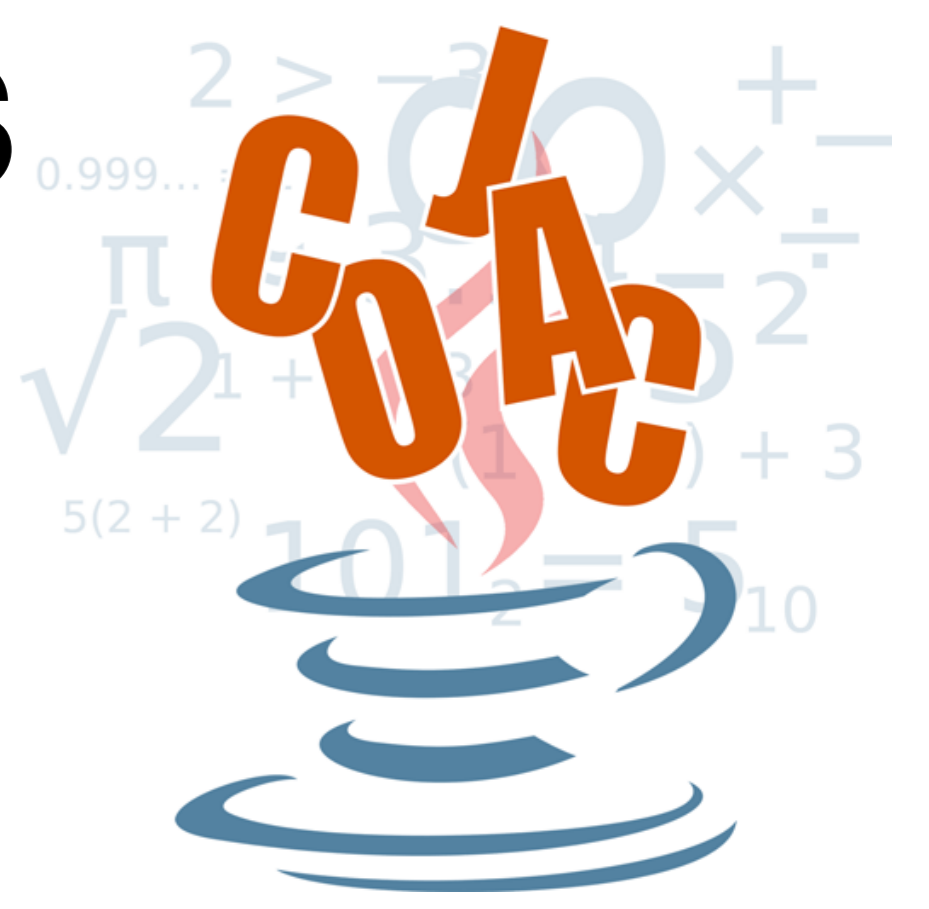




More Power (and fun!) in Java Numbers



Frédéric Bapst and Lucy Linder

Haute école d'ingénierie et d'architecture de Fribourg
Pérolles 80, CP 32, CH-1705 Fribourg (Switzerland)

frederic.bapst@hefr.ch

Abstract

We present **COJAC** (*Climbing Over Java Arithmetic Capabilities*, <https://github.com/Cojac/Cojac>), a free tool that lets you boost at runtime the power of Java numbers (*float/double*)

No source code modification, no recompilation needed

At runtime, **COJAC** makes floating point numbers able to

- signal anomalies (cancellation, smearing...)
- apply interval computation or discrete stochastic arithmetic
- extend the precision to hundreds of significant digits
- convey automatic differentiation
- perform symbolic computation (ongoing work)
- imitate *Chebfun* (ongoing work)

1. Standard float and double boosted at runtime

COJAC can reconcile two points of view

- programmers a priori use native number types (*float/double*)
- scientific computing has its specific needs and toolboxes

Simple to use — Just tune a JVM option at runtime to make standard numbers powerful (via *on-the-fly* instrumentation)

Example — Rump polynomial at a "bad" point, naive version

$$f(x, y) = \frac{1335}{4}y^6 + x^2(11x^2y^2 - y^6 - 121y^4 - 2) + \frac{11}{2}y^8 + \frac{x}{2y}$$

```
public class Hello {
    static double pow(double base, int exp) {
        double r=1.0;
        while(exp-- > 0) r*=base;
        return r;
    }
    static double myPolyn(double x, double y) {
        return 1335.0*(pow(y, 6))/4.0
            + x*x*(11*x*x*y*y -pow(y, 6) -121*...
    }
    public static void main(String[] args) {
        double x=77617.0, y=33096.0;
        double r=myPolyn(x, y);
        System.out.println(r); // Gives a silly result:
    }
}
```

-1.18E+21 instead of
-0.827 !!!

2. Detection of floating point anomalies

To help debugging, **COJAC** emits **warnings** when

- a type casting results in precision or information loss
- an operation gives ∞ or NaN
- an addition causes *smearing*
- there is a strong *cancellation* effect
- an operation *underflows*
- two very close numbers are compared
- an *integer overflow* occurs

```
$ java -javaagent:cojac.jar Hello
COJAC: Smearing: DSUB Hello.myPolyn(Hello.java:13)
COJAC: Cancellation: DADD Hello.myPolyn(Hello.java:12)
COJAC: Smearing: DADD Hello.myPolyn(Hello.java:12)
-1.1805916207174113E21
```

3. Interval computation

With another option, you get *intervals* or *discrete stochastic arithmetic* (less pessimistic). **Now the uncertainty is quantified**

```
$ java -javaagent:cojac.jar="-Ri" Hello
COJAC: Interval detects instability [-3.5E+22;3.4E+22]
Hello.myPolyn(Hello.java:12)
-1.1805916207174113E21
```

4. Higher precision

Maybe you want `BigDecimal` instead of `double`, to have **full control** over the underlying precision (here 40 significant digits)

```
$ java -javaagent:cojac.jar="-Rb 40" Hello
-0.8273960599468214 Correct result!
```

5. Automatic differentiation

One additional line automatically brings the derivative in x . This is *automatic differentiation*, a technique completely different from both numerical and symbolic differentiation

```
public static void main(String[] args) {
    double r, x=2.0, y=3.0;
    x=COJAC_MAGIC_asDerivationTarget(x);
    r=myPolyn(x, y);
    System.out.println("f (x,3): "+r);
    System.out.println("f' (x,3): "+COJAC_derivative(r));
}
```

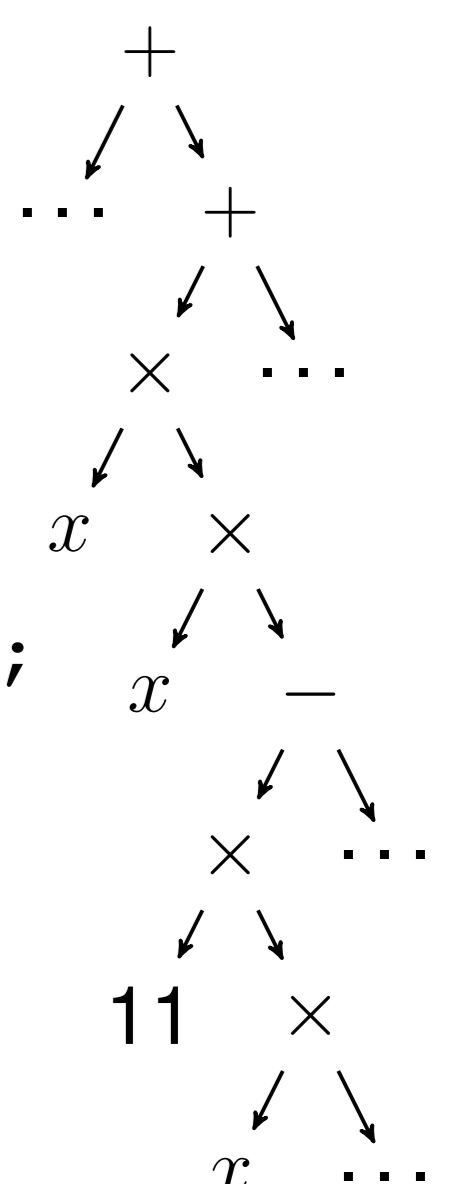
```
$ java -javaagent:cojac.jar="-Ra" Hello
f (x,3): 238845.58333333334
f' (x,3): -38954.0
```

6. Symbolic processing and Chebfun (ongoing work)

We are able to store the whole **symbolic expression tree** of a result, a first step towards symbolic processing (finding roots, computing integrals...). **Numbers become functions**

```
public static void main(String[] args) {
    double x=COJAC_MAGIC_identity();
    double r=myPolyn(x, 3.0);
    System.out.println(COJAC_toString(r));
    System.out.println("r (2): "
        +COJAC_evaluateAt(r, 2.0));
}
```

```
$ java -javaagent:cojac.jar="-Ry" Hello
r (x)=ADD(...,ADD(MUL(x,...(SUB(MUL(11.0,MUL(x,...
r(2): 238845.58333333334
```



We'll try to port Matlab's *Chebfun* and use Chebyshev interpolation to find roots efficiently *and* accurately

Conclusion — we need you!

COJAC gives super powers to `float/double`...Is it useful? Dear colloquium participants, **please give us feedback** 😊

<https://github.com/Cojac/Cojac>
frederic.bapst@hefr.ch