

# mpmath: arbitrary-precision floating-point arithmetic and special functions

Fredrik Johansson

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# Overview of mpmath

- ▶ Started in 2007 as a SymPy module as a fast alternative to `decimal.Decimal`.
- ▶ Now standalone. Available in SymPy and Sage as `sympy.mpmath` (old version).
- ▶ Pure-Python (can optionally use GMPY), self-contained, BSD license.
- ▶ Latest release 0.11, January, 1200 downloads.
- ▶ Contributors: Vinzent Steinberg, Mario Pernici, Case Vanhorsen. Occasional patches from SymPy users.

# Overview of mpmath - features

- ▶ Simple interface: drop-in (almost) replacement for `math` and `scipy`.
- ▶ Real and complex numbers, `inf/nan`, intervals, matrices
- ▶ Numbers are arbitrary-size
- ▶ Special functions (`erf`, `gamma`, ...)
- ▶ Calculus (limits, sums, derivatives, integrals, ODEs, ...),
- ▶ Goal: match arbitrary-precision numerics in Mathematica feature by feature (and ideally do more)
- ▶ Goal: do any series, integral, etc in reference tables

# Present and future development

- ▶ Internals of mpmath (possible improvements)
- ▶ Adding mpmath to Sage
- ▶ Special functions (summer project)

## Basic arithmetic

- ▶ Big floats:  $x = m \cdot 2^e$ ,  $m$ ,  $e$  both arbitrary-precision integers.  $m$  always long,  $e$  int or long.
- ▶ Arithmetic in pure Python is relatively fast at moderate precision, e.g.  $x_1 x_2 = m_1 m_2 2^{e_1 + e_2}$ . About 2-4 times slower than C/GMP (mpz layer).
- ▶ Easy way to obtain faster high-precision arithmetic: use sage.Integer or gmpy.mpz for mantissa instead of long.
- ▶ Wrapper classes (mpf, mpc) provide correct rounding, type conversions, etc. Partial workaround for slowdown: write speed-critical functions (special functions, dot product, etc.) in “low level” code (unwrapped numbers).
- ▶ Current and future development: implement low level code as well as wrapper classes in Cython.

## Backend comparison (mpmath unit tests)

```
pure python backend - 69 seconds  
sage backend (yesterday) - 97 seconds  
sage backend (today) - 67 seconds  
gmpy backend - 37 seconds
```

## Cython backend

Results from Mario Pernici (May 11):

Here is a benchmark with `timings_mpmath.py` using `gmpy` in Cython with `dps=100`

	<code>mpmath</code>	<code>sage</code>
<code>add</code>	0.00046	0.00043
<code>mul</code>	0.00077	0.00052
<code>div</code>	0.0012	0.00080
<code>sqrt</code>	0.0018	0.0014
<code>exp</code>	0.011	0.012
<code>log</code>	0.012	0.017
<code>sin</code>	0.011	0.013
<code>cos</code>	0.010	0.0091
<code>acos</code>	0.024	0.075
<code>atan</code>	0.013	0.066

## Algorithms: elementary functions

- ▶ Code minimization: all elementary functions (real and complex) can be reduced to the Taylor series of (for example)  $\cos$ ,  $\cosh$ ,  $\operatorname{atan}$  and  $\operatorname{atanh}$  of real variables.
- ▶ Implementation directly on top of `long` / `mpz`.
- ▶ Need to optimize for both small and large precisions. Currently working on tuning the code.

## Exponential / trigonometric functions

- ▶ Use  $e^x = \cosh x + \sinh x$ , since Taylor series for cosh has half as many terms). Get  $\sinh(x)$  [ $\sin(x)$ ] from  $\cosh(x)$  [ $\cos(x)$ ] with a square root.
- ▶ Convergence acceleration:  $n$ -fold application of half-argument formula  $\cosh x = 2 \cosh(\frac{1}{2}x)^2 - 1$ . Choosing  $n = p^{1/2}$  reduces number of terms (= multiplication count) from  $O(p)$  to  $O(p^{1/2})$ .
- ▶ Sum  $r$  series concurrently, e.g.  $r = 4$ :

$$\begin{aligned} \cosh x = & (1 + \frac{x^8}{8!} + \dots) + x^2(\frac{1}{2!} + \frac{x^8}{10!} + \dots) + \\ & x^4(\frac{1}{4!} + \frac{x^8}{12!} + \dots) + x^6(\frac{1}{6!} + \frac{x^8}{14!} + \dots). \end{aligned}$$

Complexity ( $n$  and  $r$  chosen optimally): about  $O(p^{1/3})$  multiplications.

## Logarithm / arctangent

- ▶ Use  $\log x = 2 \operatorname{atanh} \frac{x-1}{x+1}$ .
- ▶ Use Taylor series for  $\operatorname{atan}/\operatorname{atanh}$ . Converges rapidly only for  $|x| \ll 1$ , so argument reductions mandatory.
- ▶ Reduction/convergence acceleration:  $n$ -fold application of half-argument formula (uses square roots); sum  $r$  series concurrently.
- ▶ Faster, low precision: cache  $\log(m/2^n)$  and  $\operatorname{atan}(m/2^n)$  rewrite  $x$  as  $t + m/2^n$  using addition theorems.
- ▶ Can also use Newton's method (high overhead).
- ▶ Very high precision ( $\gg 1000$  digits): use AGM for  $\log$ . Compute  $\exp$  from  $\log$  using Newton's method. Complexity:  $O(\log p)$  multiplications.

# Hypergeometric functions

- ▶ Generalized hypergeometric function:

$${}_pF_q(a_1, \dots, a_p; b_1, \dots, b_q; z) = \sum_{n=0}^{\infty} \frac{(a_1)_n (a_2)_n \dots (a_p)_n}{(b_1)_n (b_2)_n \dots (b_q)_n} \frac{z^n}{n!}$$

- ▶ Most common:  ${}_0F_1$ ,  ${}_1F_1$ ,  ${}_2F_1$  (usually with  $a_k, b_k \in \mathbb{Q}$ )
- ▶ Particular cases: elementary functions, error functions, exponential/hyperbolic/trigonometric integrals, incomplete gamma function, Fresnel integrals, Bessel functions, Airy functions, Legendre/Chebyshev/Jacobi functions.
- ▶ Methods: direct summation, asymptotic expansions, continued fractions, expansions around poles, special-purpose code

## Other functions

Many important functions are not of the hypergeometric type.

Examples:

- ▶ Gamma function
- ▶ Polygamma functions
- ▶ Theta functions
- ▶ Zeta functions
- ▶ ...

Methods: Euler-Maclaurin summation, special-purpose approximations, numerical integration

Difficulties: Hard to determine correct (let alone optimal) parameters and cutoffs

## In progress: fast gamma function

- ▶ Use Maclaurin series for  $\frac{1}{\Gamma(z)}$  with near-optimal truncation.
- ▶ Timings for gamma(3.7) (milliseconds)

digits	sage	mpmath(sage)	mpmath(gmpy)	new
50	0.30	1.25	0.41	0.09
150	1.65	3.62	1.45	0.19
500	33.9	21.5	15.5	1.84
1000	289	98.2	96.8	8.1

- ▶ Calculating  $n$  Maclaurin coefficients requires  $\zeta(2), \zeta(3), \dots, \zeta(n)$  and  $O(n^2)$  multiplications.  
Precomputation time: 0.1 seconds @ 150 digits, 6 seconds @ 1000 digits.
- ▶ Separate algorithm for  $\Gamma(p/q)$
- ▶ Separate algorithm for log gamma, and for  $\Gamma(z)$ ,  $z$  large (Stirling's series, to be implemented)

## Mixed machine-precision and arbitrary-precision

- ▶ Where appropriate, use abstract code that works with any number type (provided a suitable wrapper layer).
- ▶ Example (Bessel I function):

```
@defun_wrapped
def besseli(A,n,x):
    if A.isint(n):
        n = abs(int(n))
    hx = x/2
    return hx**n * A.hyp0f1(n+1, hx**2) / A.factorial(n)
```

- ▶ Context A implements fundamental functions (e.g.  ${}_0F_1$ ,  $n!$ ) in an optimized fashion. Can also take care of adaptive evaluation (possibly requiring directives in the function description).
- ▶ Can support arbitrary-precision floats, Python floats, intervals, ...