

## 1. Terminology

- absolute accuracy
- accurate digits
- algorithm
- asymptotic
- backward error
- backward substitution
- bandwidth
- big- $O$  notation
- cancellation error
- Cholesky factorization
- condition number
- double precision
- floating point numbers
- flops
- forward substitution
- Frobenius norm
- Gaussian elimination
- hermitian
- identity matrix
- ill-conditioned
- induced matrix norm
- interpolation
- linear least squares problem
- loss of precision
- $LU$  factorization
- machine epsilon
- matrix condition number
- norm
- normal equations
- ONC matrix
- orthogonal
- orthogonal matrix
- orthonormal
- overdetermined
- permutation matrix
- $PLU$  factorization
- precision
- pseudoinverse
- QR factorization
- relative accuracy

- residual
- row pivoting
- sparse
- stability
- subtractive cancellation
- symmetric matrix
- symmetric positive definite matrix
- triangular matrix
- tridiagonal matrix
- unit triangular matrix
- unit vector
- unstable algorithm
- Vandermonde matrix

## 2. Algorithms

- Horner's Method
- forwardsub, backsub
- lufact, lu, qr

## 3. Be able to

- Write out floating point sets.
- Find closest floating point number to  $x$ .
- Find absolute or relative error.
- Find number of accurate digits.
- IEEE standard: single and double precision.
- Determine relative condition number.
- Use relative condition number.
- Stability of quadratic formula.
- Relate backward error to stability.
- Interpolate small data set.
- Know matrix types and operations.
- Carry out Gaussian elimination.
- Use triangular systems.
- Explain key algorithms.
- Work with asymptotic limits.
- Count flops.
- Determine vector and matrix norms.
- Discuss matrix conditioning.
- Relate residual and backward error.
- Fit linear, exponential, power law data.
- Identify matrix types - orthogonal, hermitian, symmetric, transpose, etc.