

Kva er numeriske metodar?

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$$x = \cos x$$

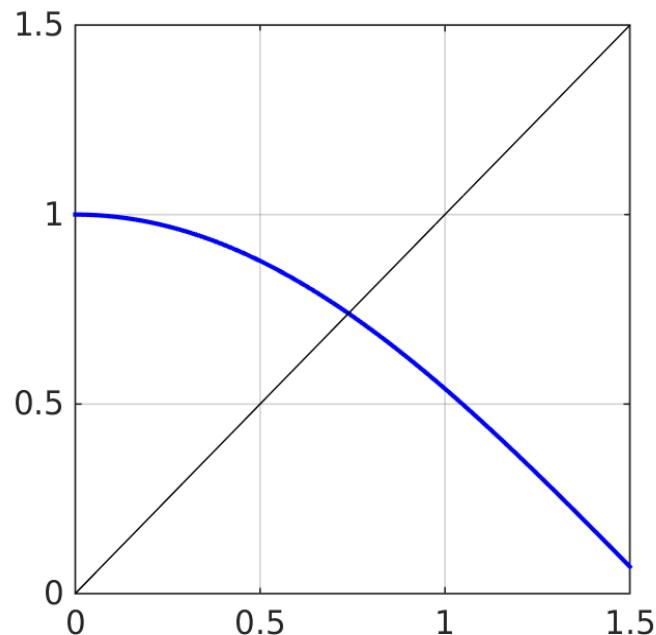
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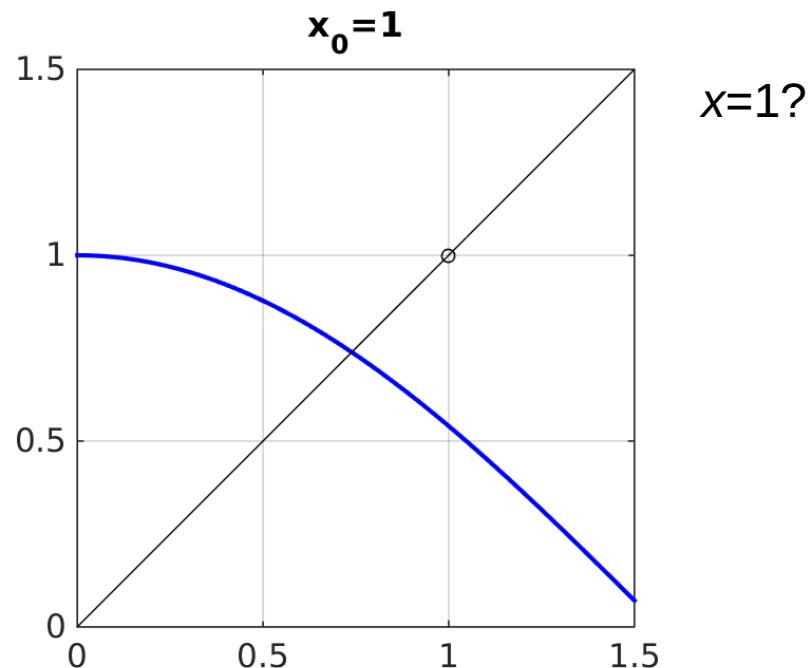


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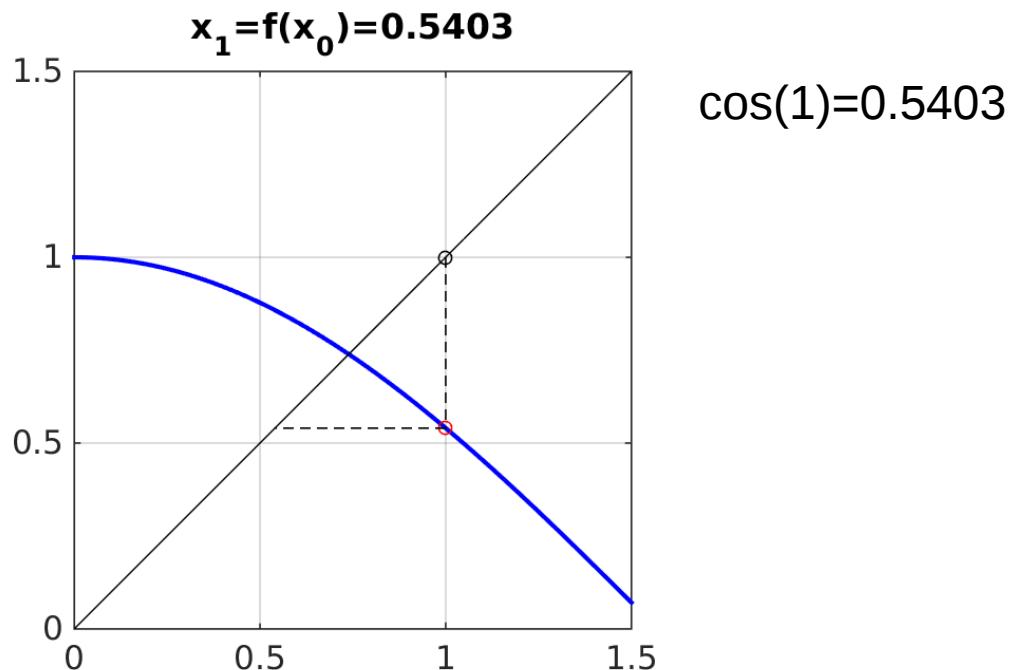


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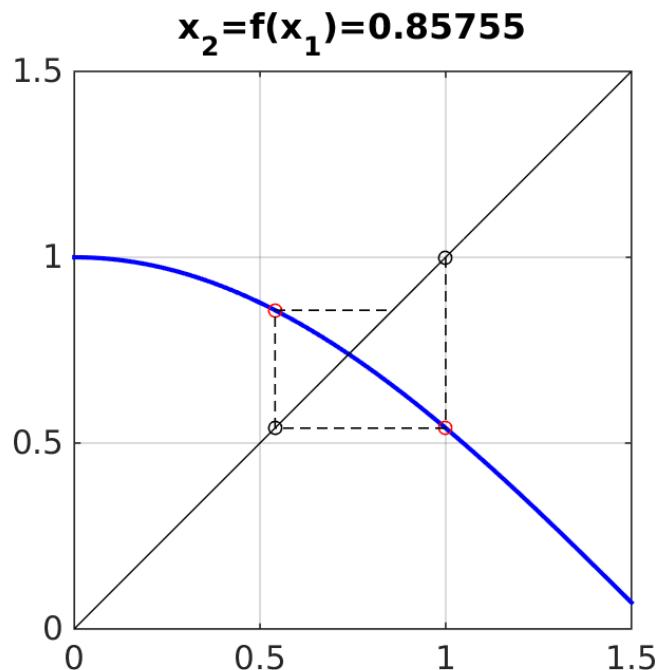


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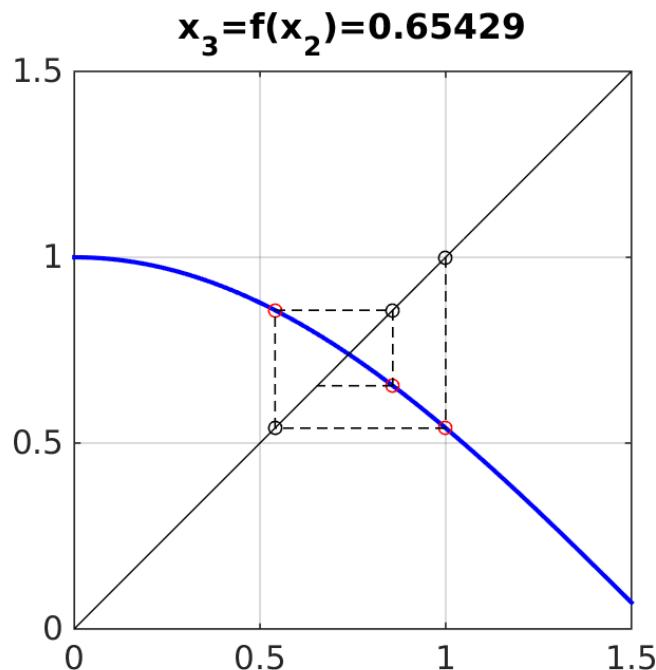
$$\begin{aligned}\cos(1) &= 0.5403 \\ \cos(0.5403) &= 0.8576\end{aligned}$$

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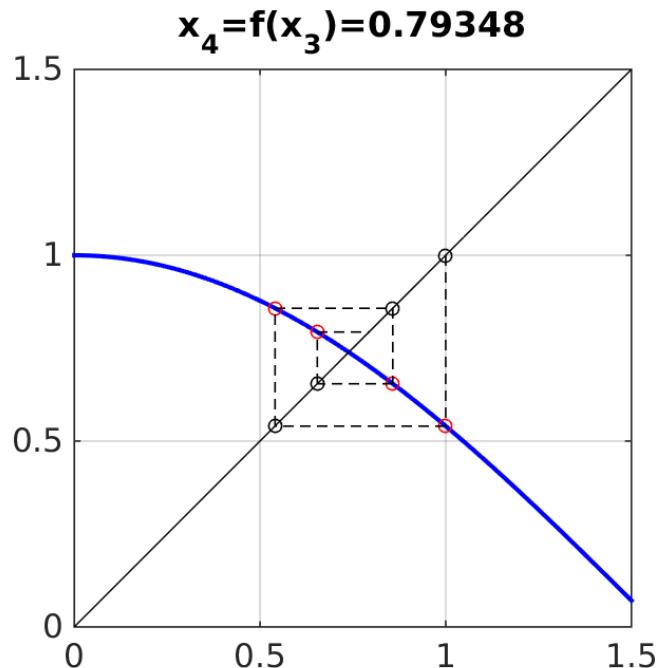
$$\begin{aligned}\cos(1) &= 0.5403 \\ \cos(0.5403) &= 0.8576 \\ \cos(0.8576) &= 0.6543\end{aligned}$$

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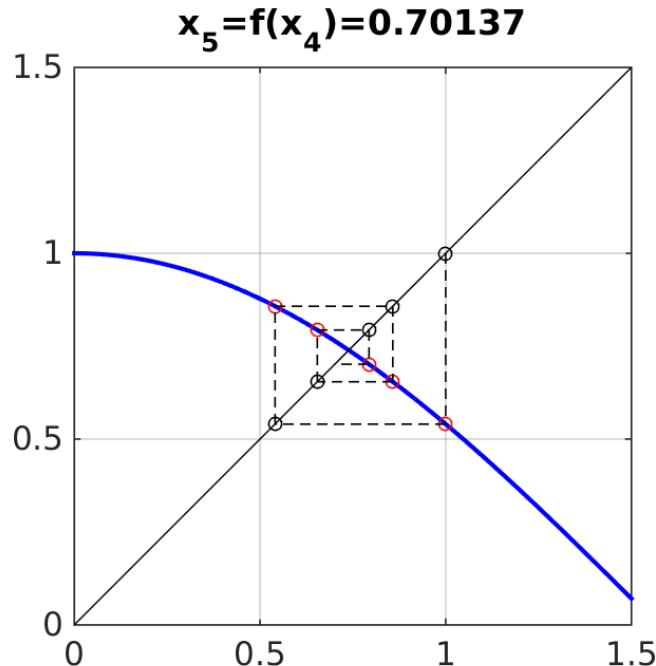
$$\begin{aligned} \cos(1) &= 0.5403 \\ \cos(0.5403) &= 0.8576 \\ \cos(0.8576) &= 0.6543 \\ \cos(0.6543) &= 0.7935 \end{aligned}$$

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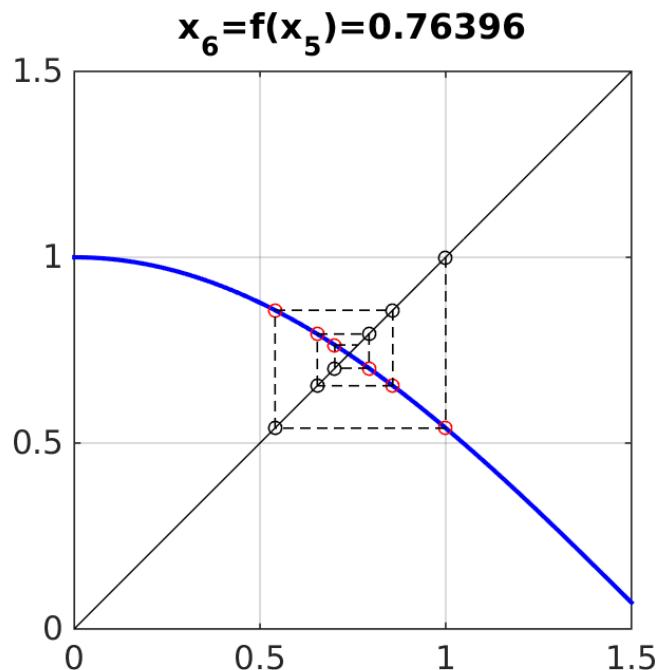
$\cos(1)=0.5403$
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 $\cos(0.7935)=0.7014$

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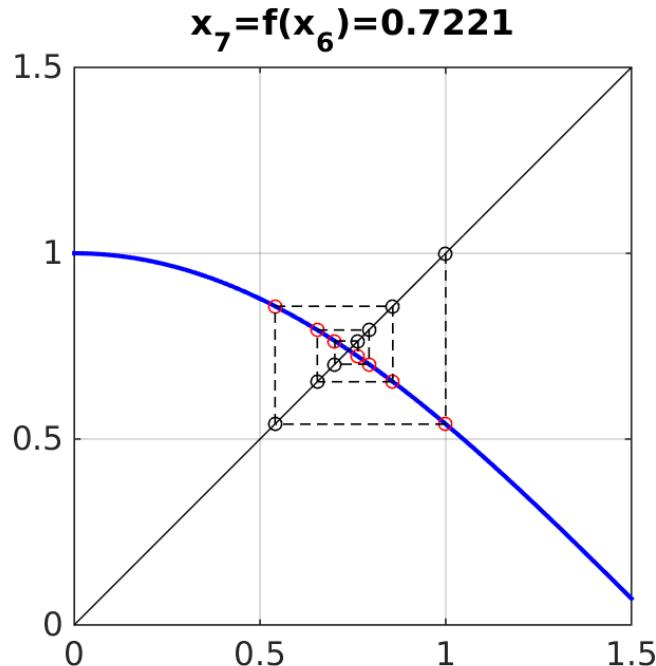
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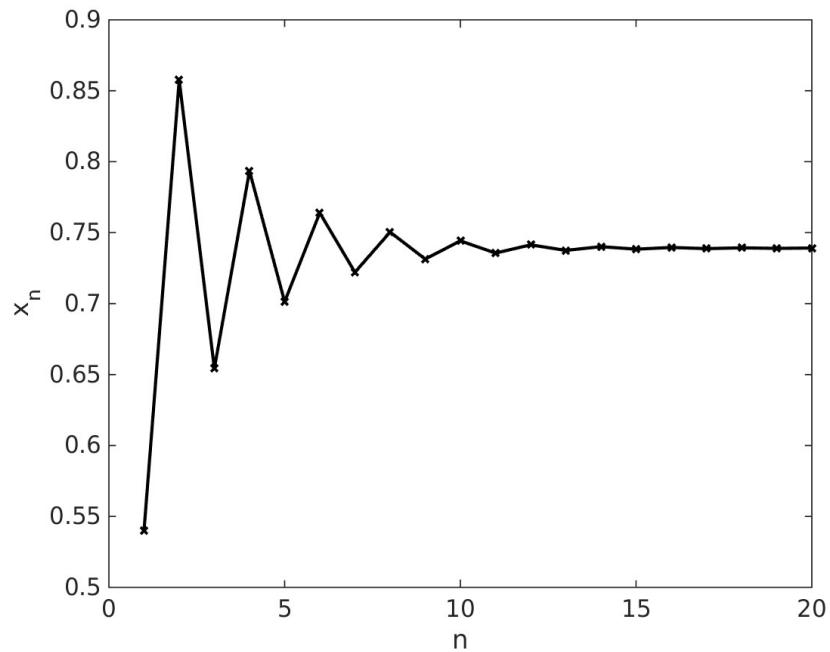
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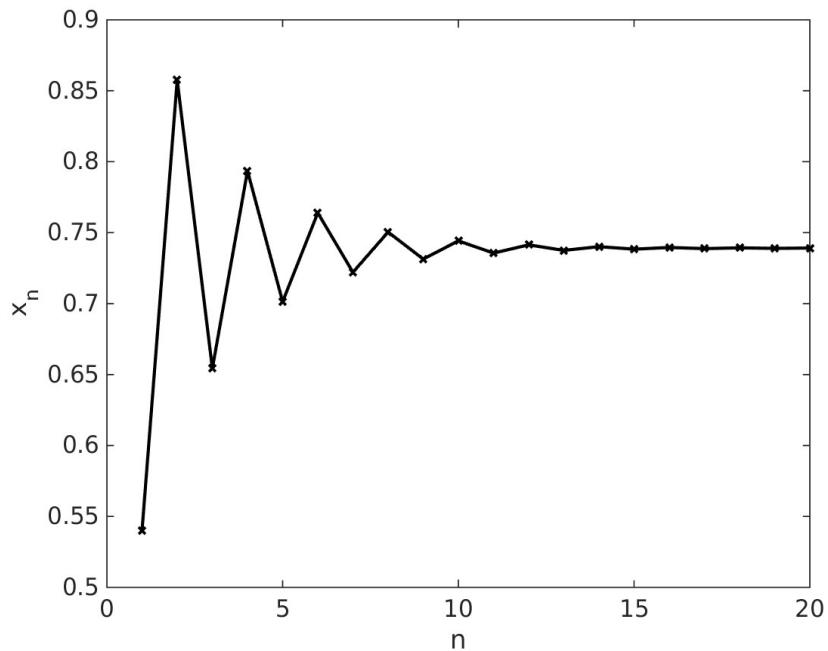
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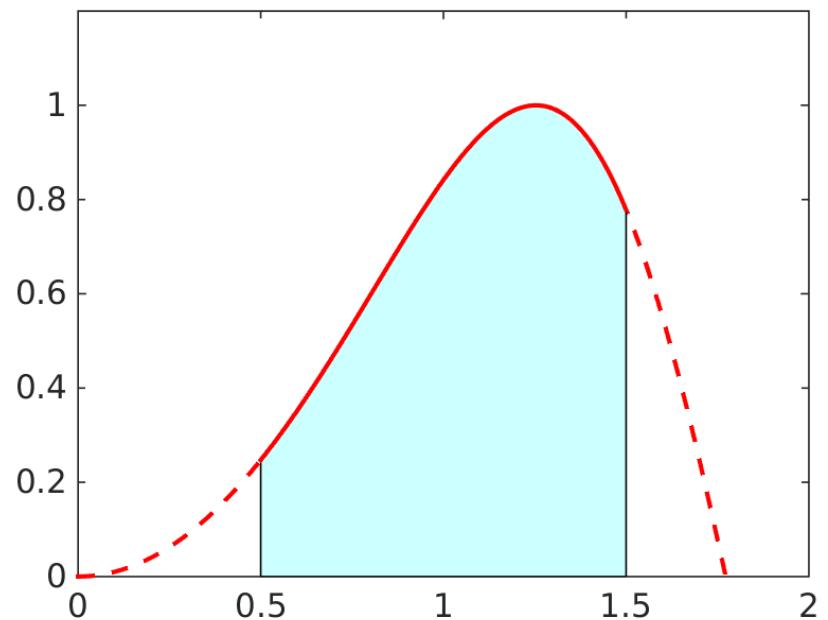
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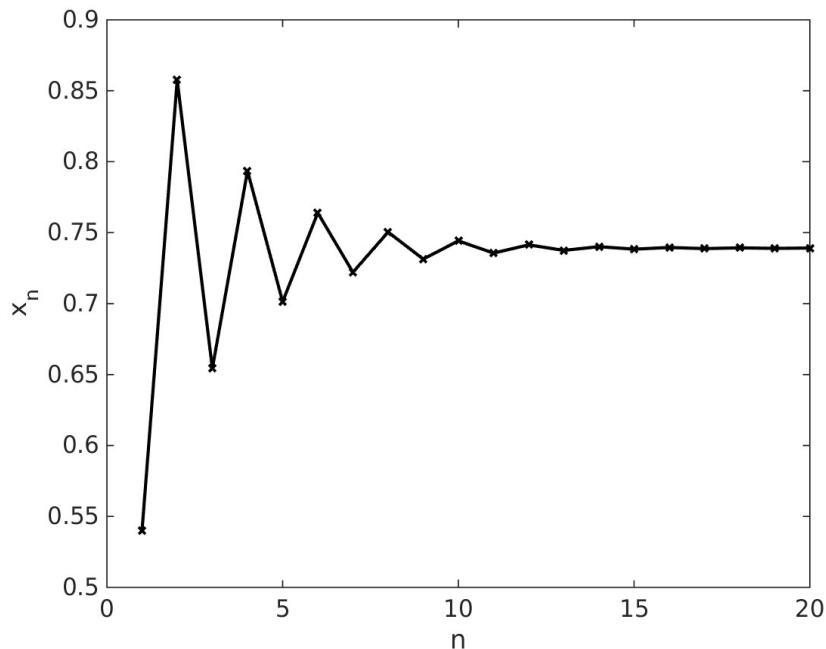
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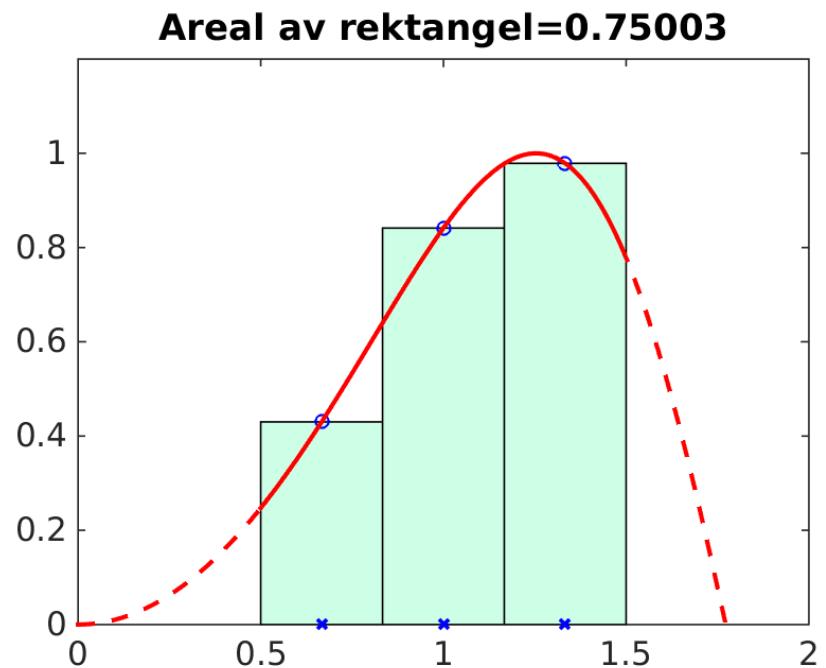
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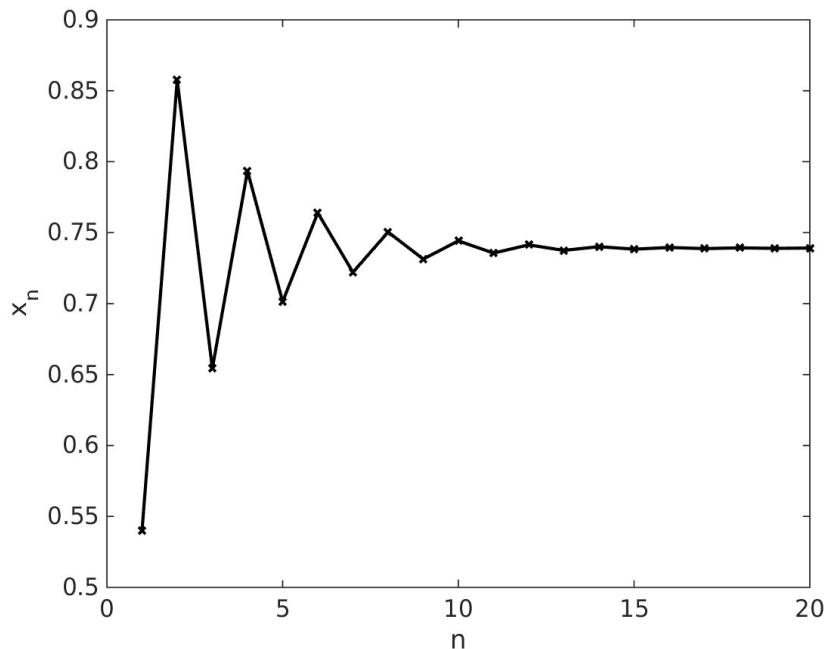
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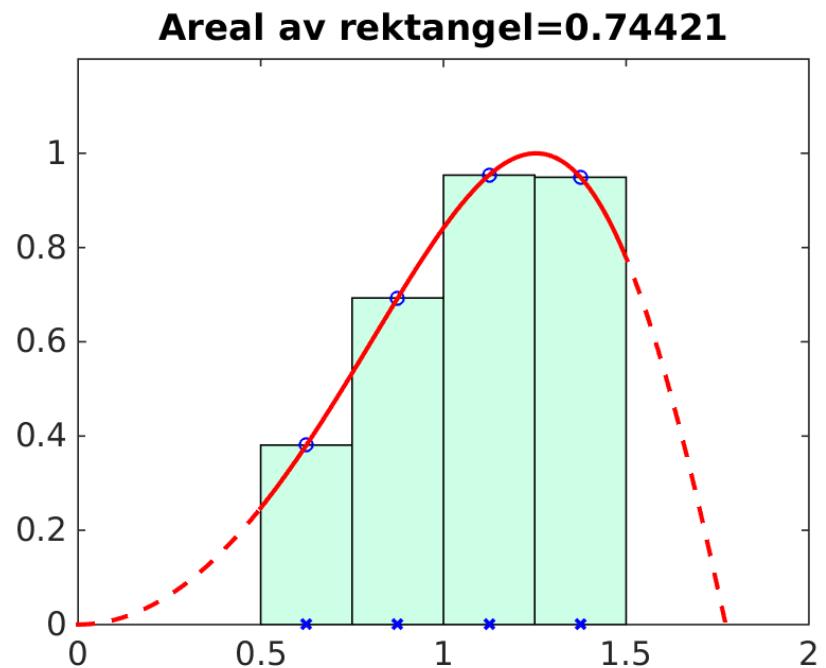
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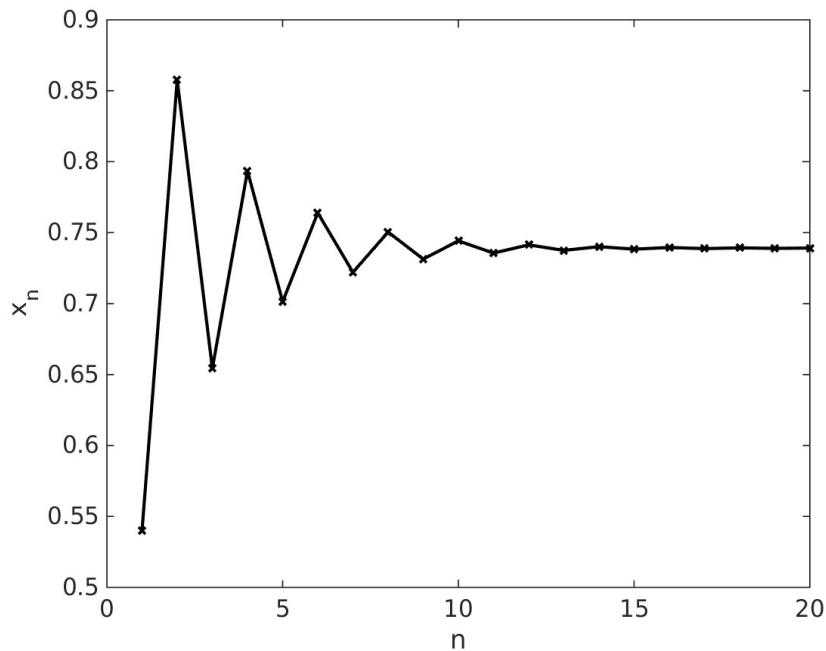
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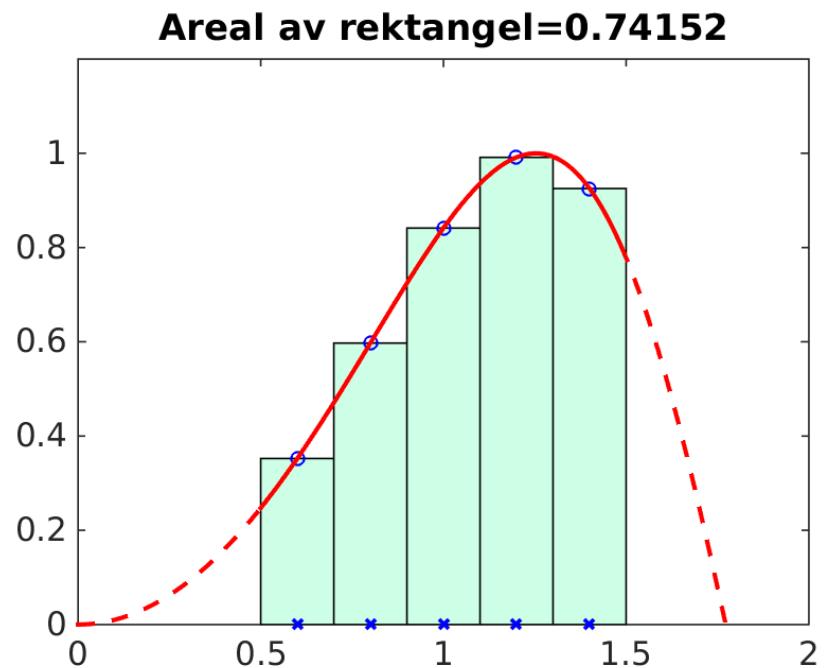
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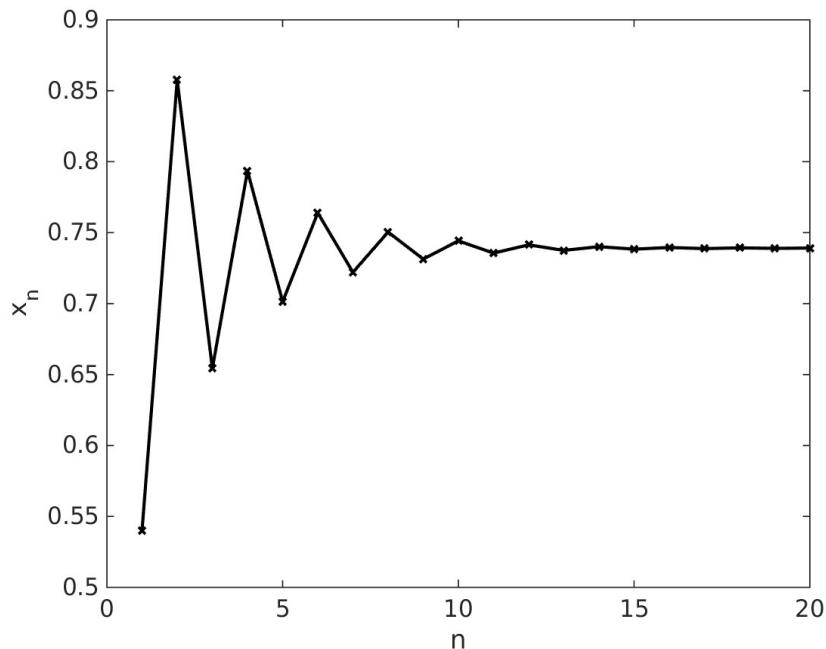
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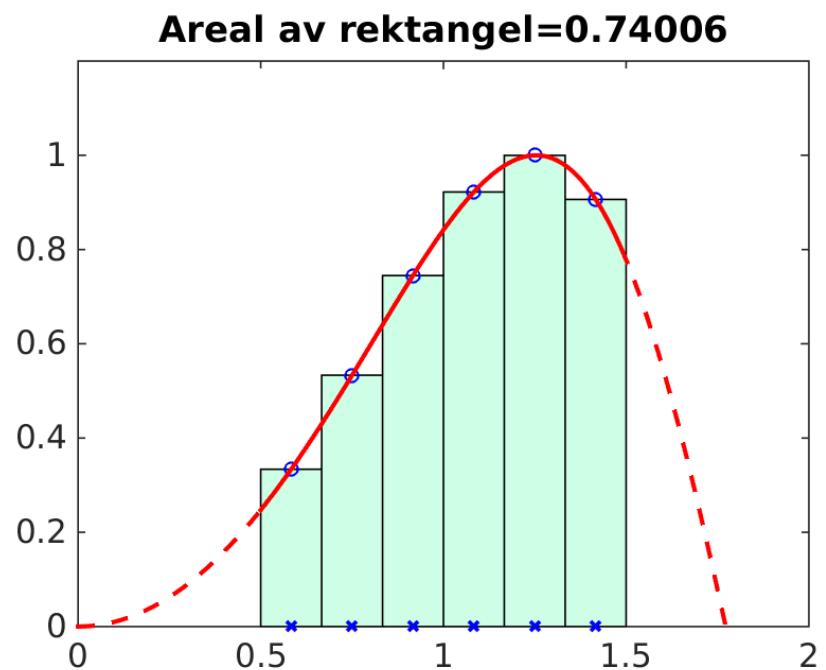
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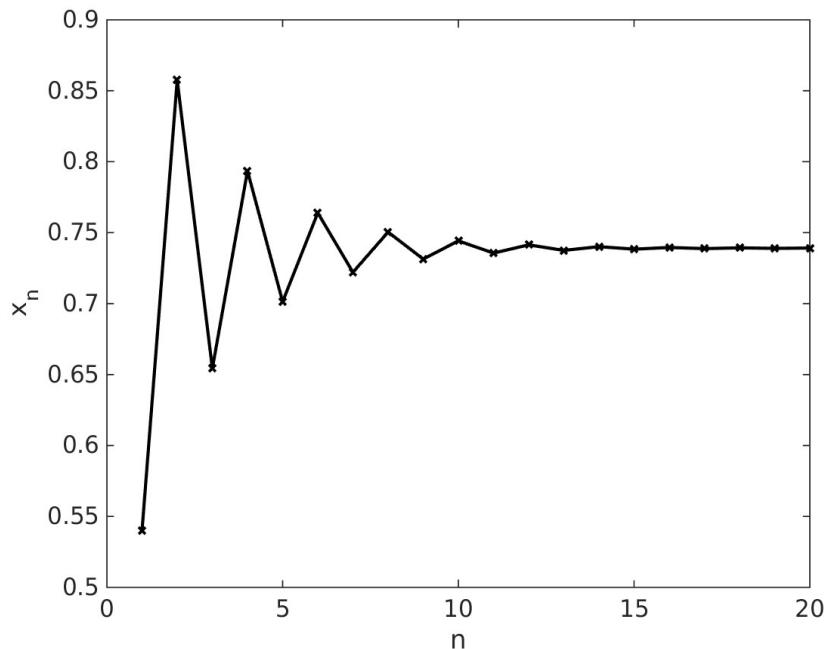
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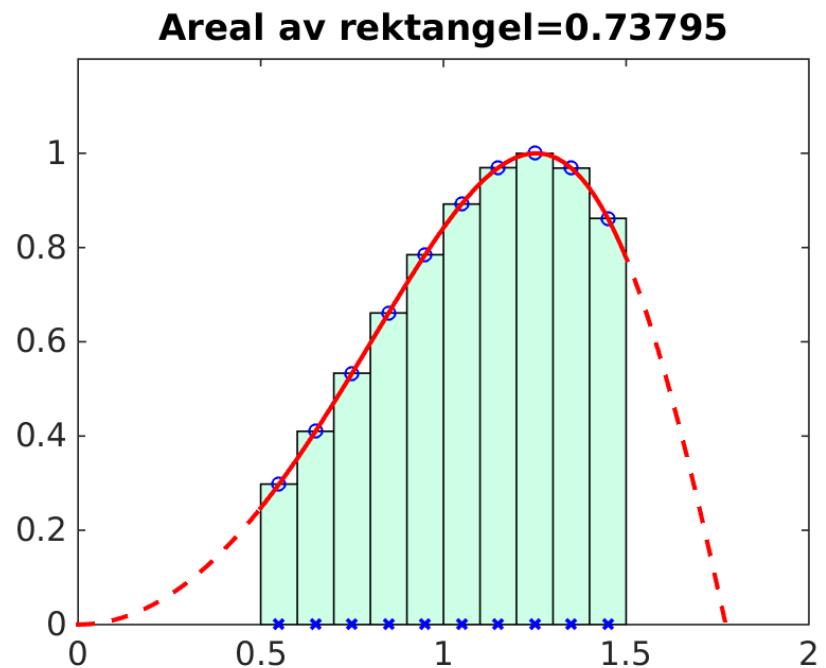
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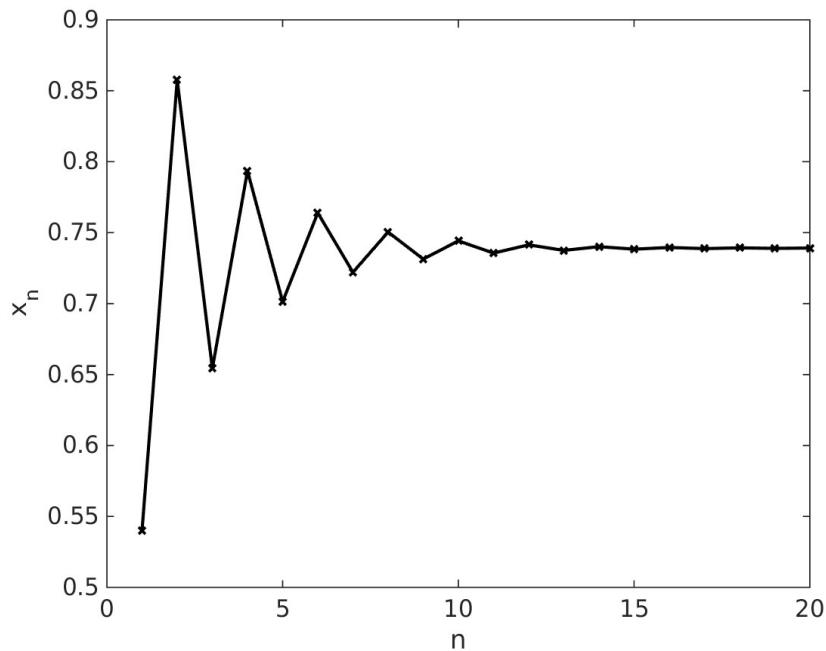
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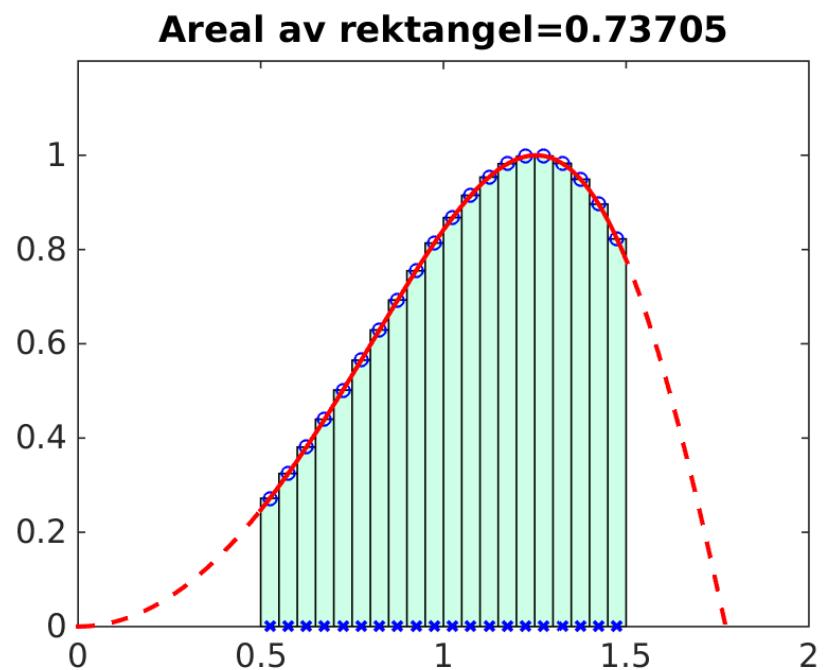
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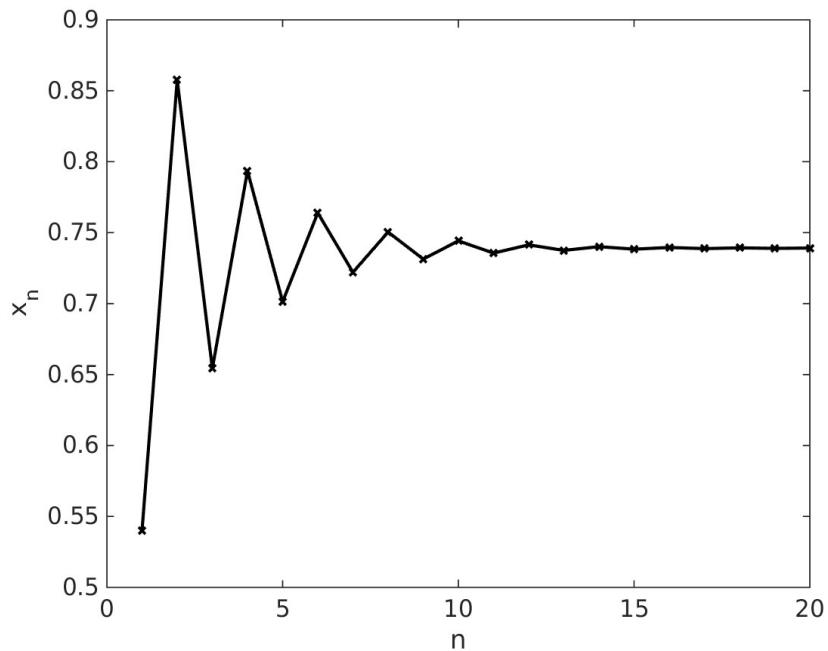
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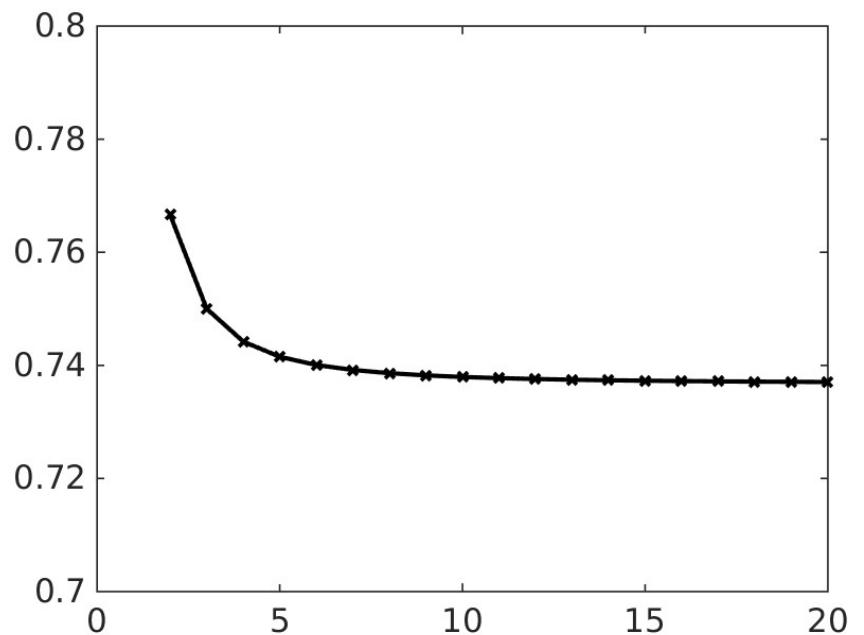
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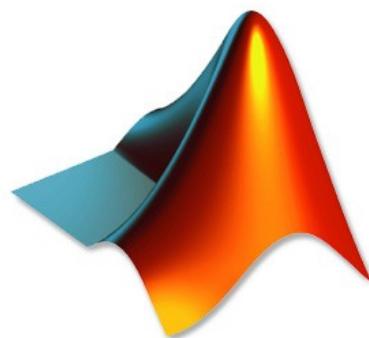
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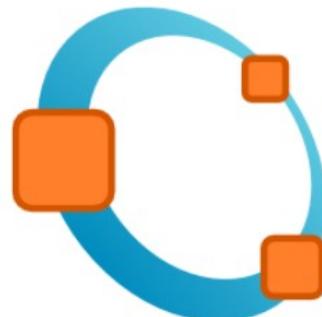
Verktøy



Verktøy



MATLAB
The Language of Technical Computing



GNU Octave



C/C++

Verktøy

The Java logo features a red flame-like swirl above a blue spiral. To the right of the graphic, the word "Java" is written in a large, red sans-serif font with a trademark symbol.

C/C++

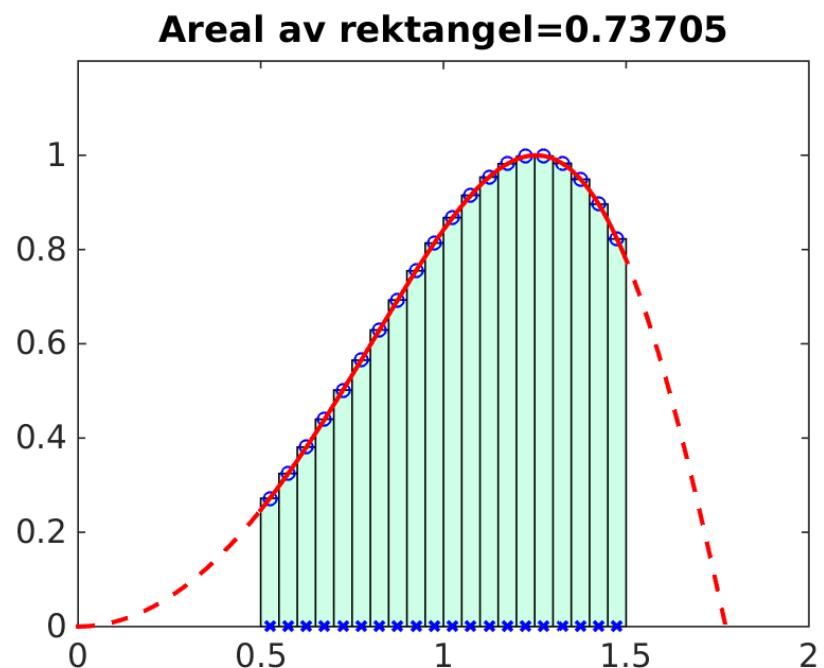
Kvifor skal vi lære slikt?

- Det er ofte (oftast?) slik kvantitative problem blir løyst i praksis; det er unntaket snarare enn regelen at ein kjem i mål med papir og blyant

$$\lim_{n \rightarrow \infty} \frac{1}{\sqrt{n}} \ln \left(\frac{x}{\sqrt{n}} \right) = \frac{1}{\sqrt{2\pi}} e^{-\frac{x^2}{2}}$$
$$P_n(h) = P_{j,h}^{(n)}$$
$$P \left(\limsup_{n \rightarrow \infty} \frac{1}{\sqrt{2n}} \right)$$
$$\frac{\sum p_k \log_2 \frac{1}{p_k}}{\sum p_k}$$
$$\left(\sum p_k \log_2 \frac{1}{p_k} \right)^2$$
$$f \left(\sum_{j=1}^{\dim V_2} a_j v_j \right) =$$
$$\prod_{k=1}^r \left[g_k \left(\frac{t}{\sqrt{N_0}} \right) \right]^{N_0 \alpha_k} = e^{-\frac{t^2}{2}}$$
$$P_{j,k}^{(m)} = \sum_{r=0}^{\infty} P_{j,r}^{(r)} P_{k,r}^{(m-r)} \frac{1}{2\pi} \int_{-\infty}^{\infty}$$
$$\lim \int_{-\infty}^{+\infty} f_N(x) \log_2 \frac{1}{f_N(x)} dx =$$

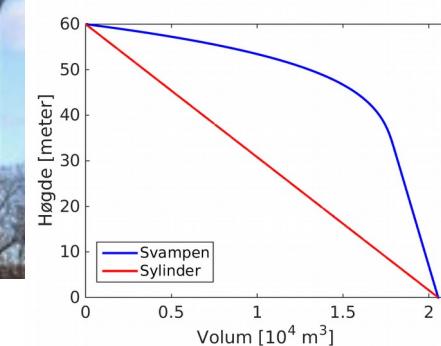
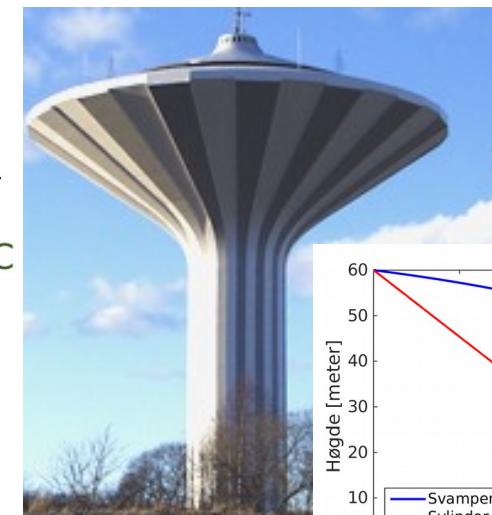
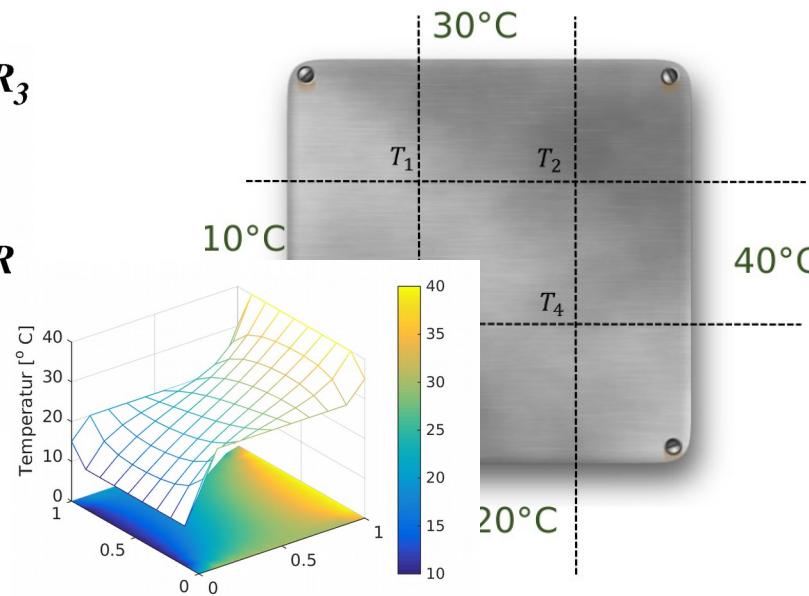
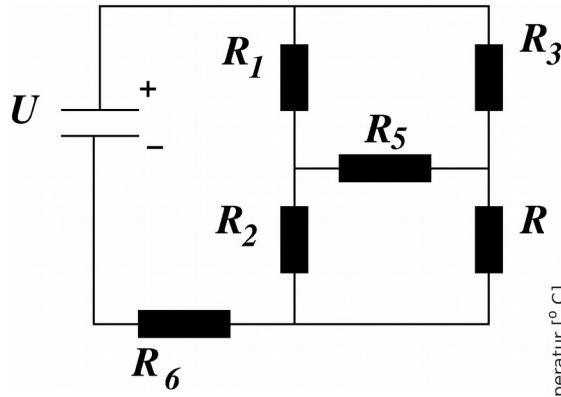
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- Ved å implementere ei løysing på denne måten, *forstår* vi også kva vi held på med



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- Numeriske metodar er ikkje idiotsikre; viktig å kunne bruke programvare på ein reflektert og kritisk måte



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