

Approximation Framework

Elements:

- An unknown value
- Approximations (or estimates)
- Errors: each approximation is associated with an error, i.e.,

$$\text{Error} = | \text{Unknown} - \text{Approximation} |.$$
- Bounds on the error: an approximation is useless if you do not know a bound on the error, i.e.,

$$\begin{aligned} &\text{Error} < \varepsilon \\ &\text{or} \\ &| \text{Unknown} - \text{Approximation} | < \varepsilon \end{aligned}$$

Logic:

- A bound on the error allows you to use an approximation to restrict the range of possibilities for the unknown value:

$$\text{Approximation} - \varepsilon < \text{Unknown} < \text{Approximation} + \varepsilon .$$
- Accuracy: the error can be made small.
- Precision: the difference between the approximations can be made small.
- Practicality: for any bound, you want to find an approximation with an error smaller than that bound (the error can be made as small as you wish).

Limit Notation

$$\lim_{cv \rightarrow s} A = U$$

U = Unknown (what is being approximated)

A = Approximation

cv = controlling variable

s = singularity point for cv (typically the unknown cannot be computed directly)

Questions to ask in an approximation situation:

- | | |
|---|-------------------------|
| 1. What am I trying to approximate (the unknown)? | U |
| 2. What are the approximations? | A |
| 3. What are the errors? | $ U - A $ |
| 4. How can I bound the errors? | $ U - A < \varepsilon$ |
| 5. How can I make the bound on error small? | $cv \rightarrow s$ |

You should be able to answer these questions symbolically, graphically, numerically, and in context.