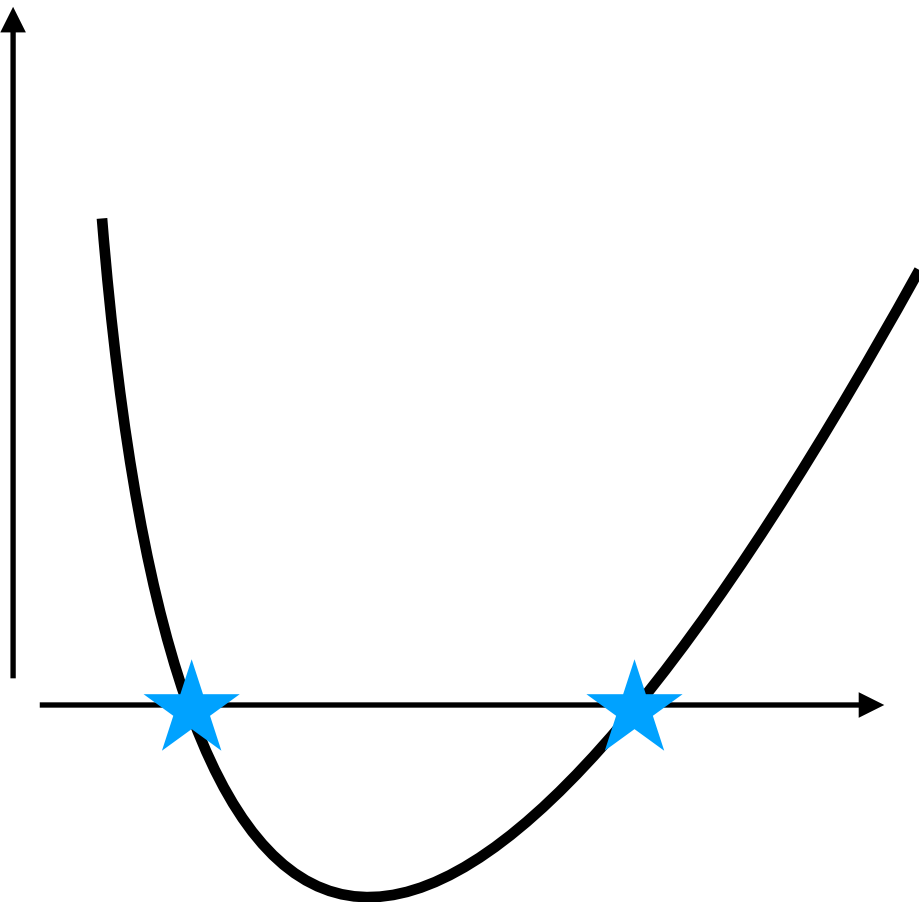


Root finding



Trial and error

1. guess x_1 (trial)

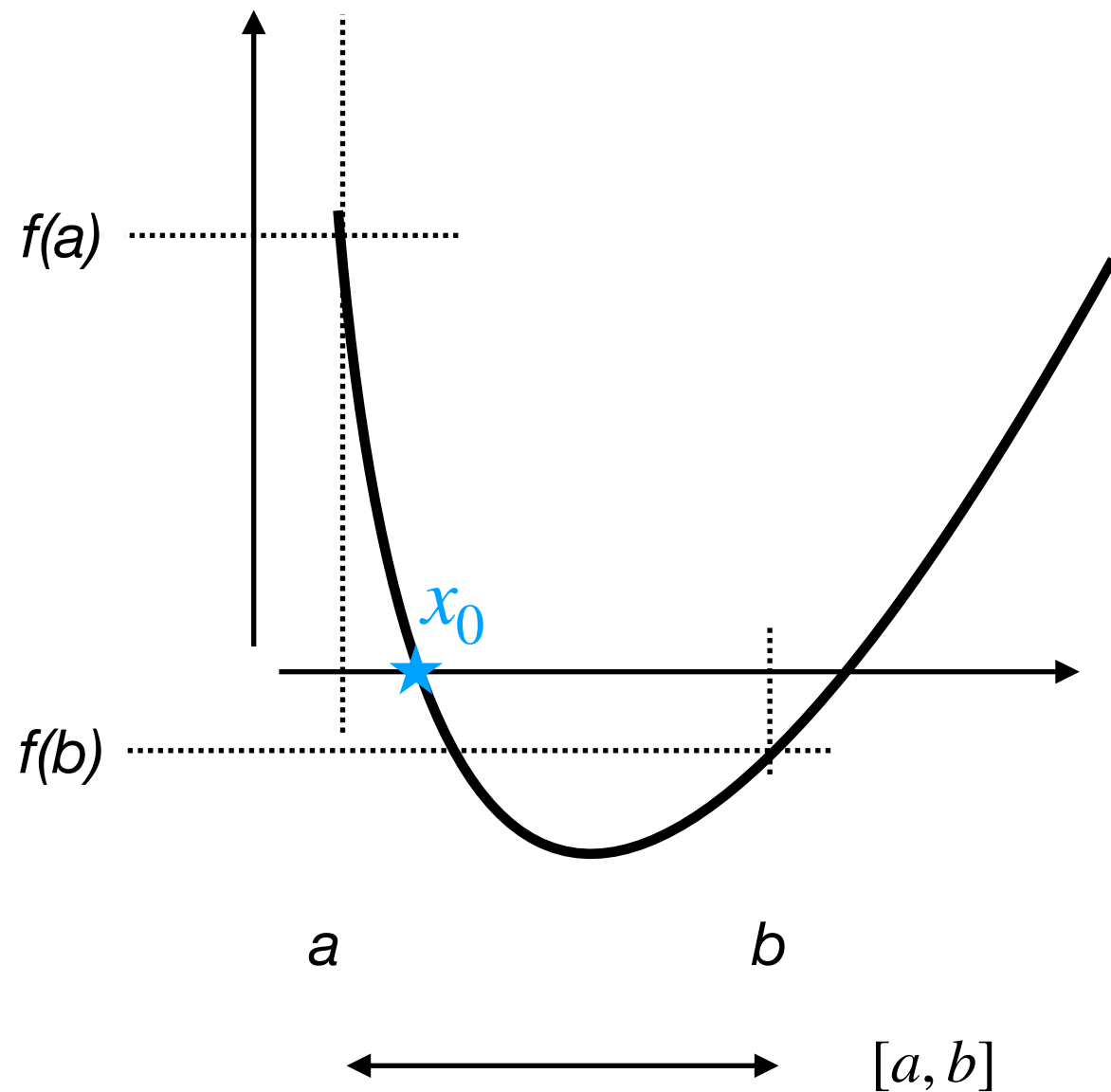
2. Is $f(x_1) = 0$? (error)

3. improve x_1



until error < eps
(or iterations > max)

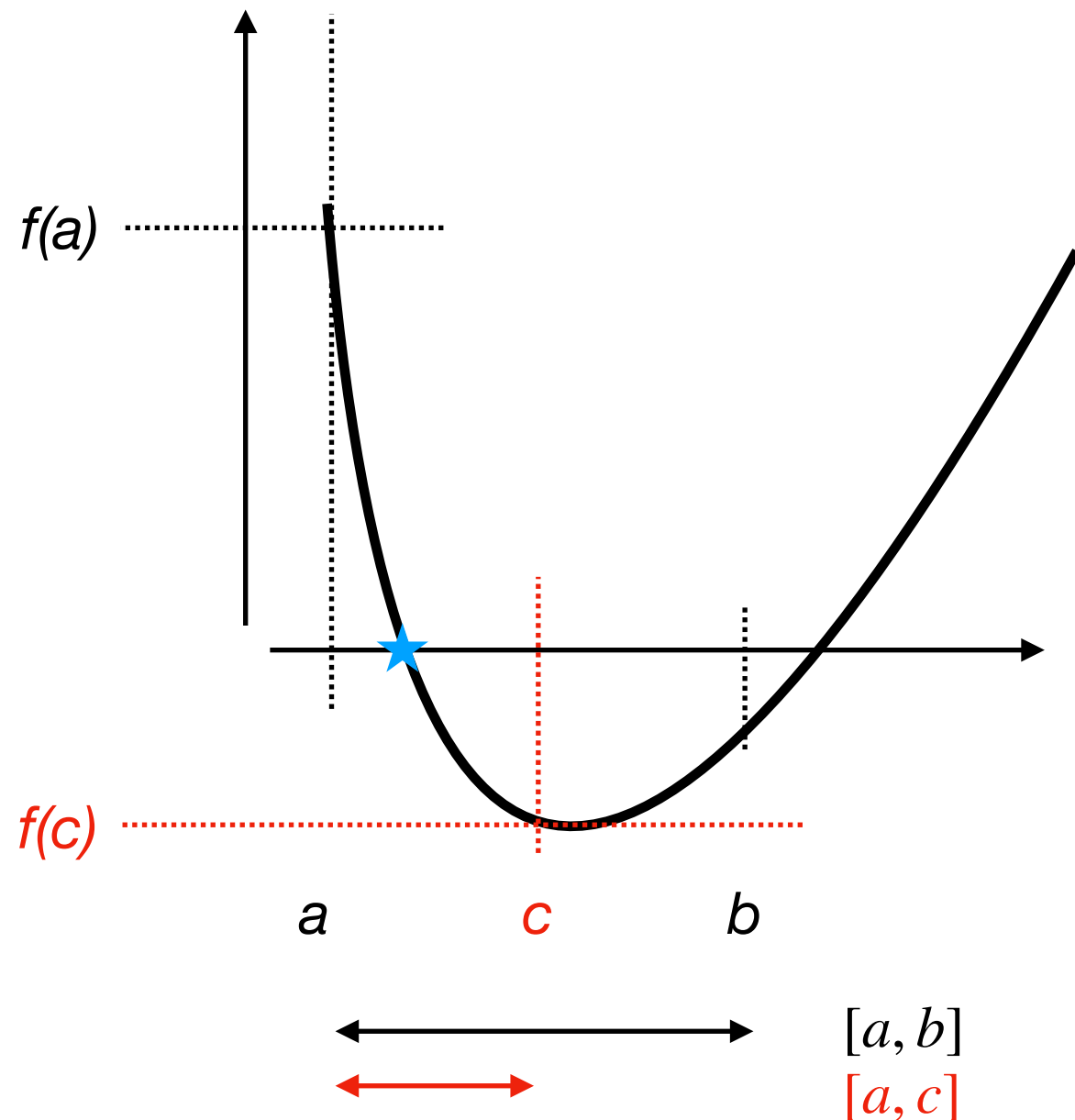
Bisection



$$a < x_0 < b$$

$$f(a) > 0 \quad \textbf{and} \quad f(b) < 0$$

Bisection



$$f(a) > 0 \quad \text{and} \quad f(c) < 0$$

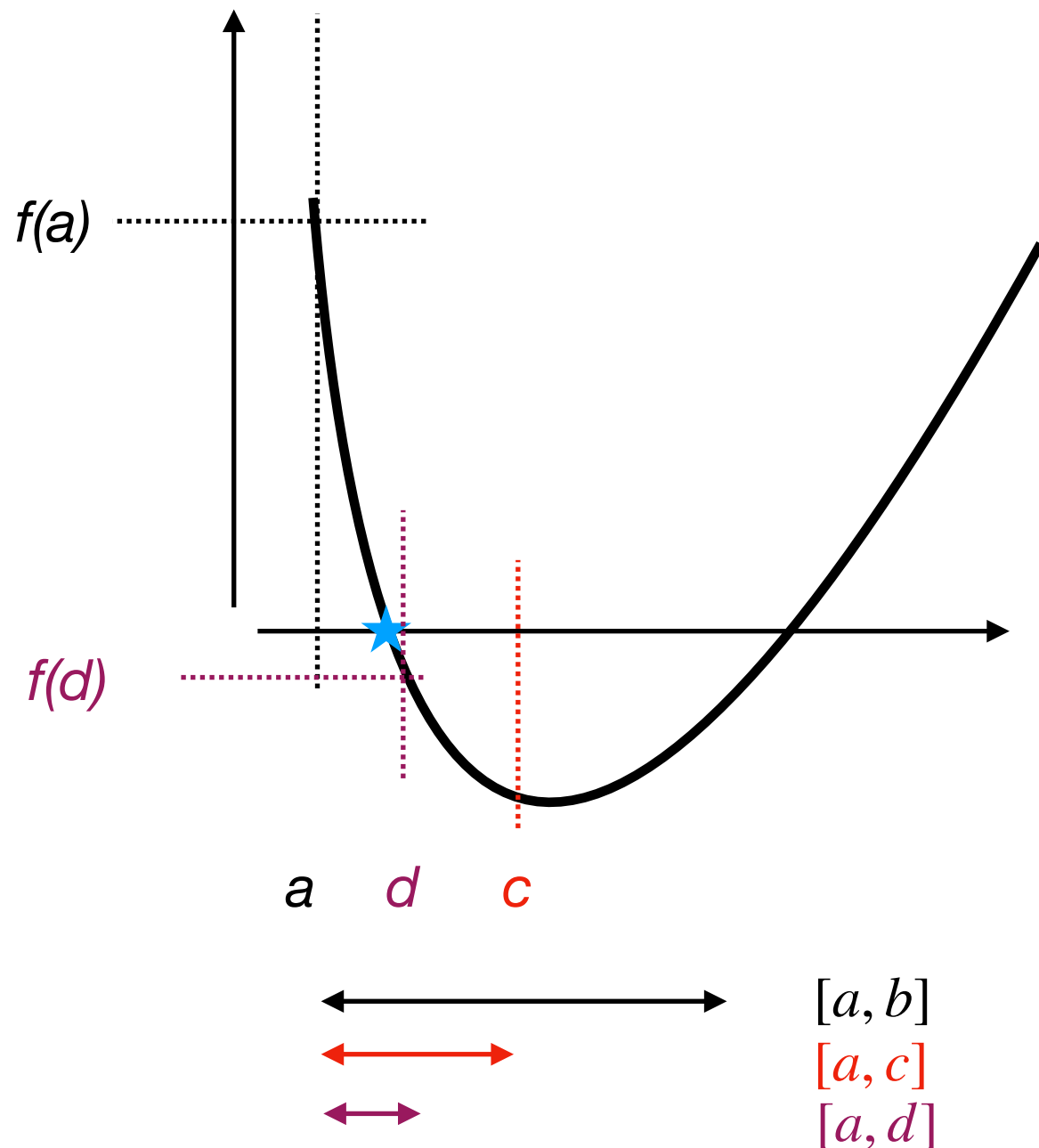
$$a < x_0 < c$$

Note:

$$f(c) < 0 \quad \text{and} \quad f(b) < 0$$

so root x_0 is *not* in $[c, b]$

Bisection



$$f(a) > 0 \quad \text{and} \quad f(d) < 0$$

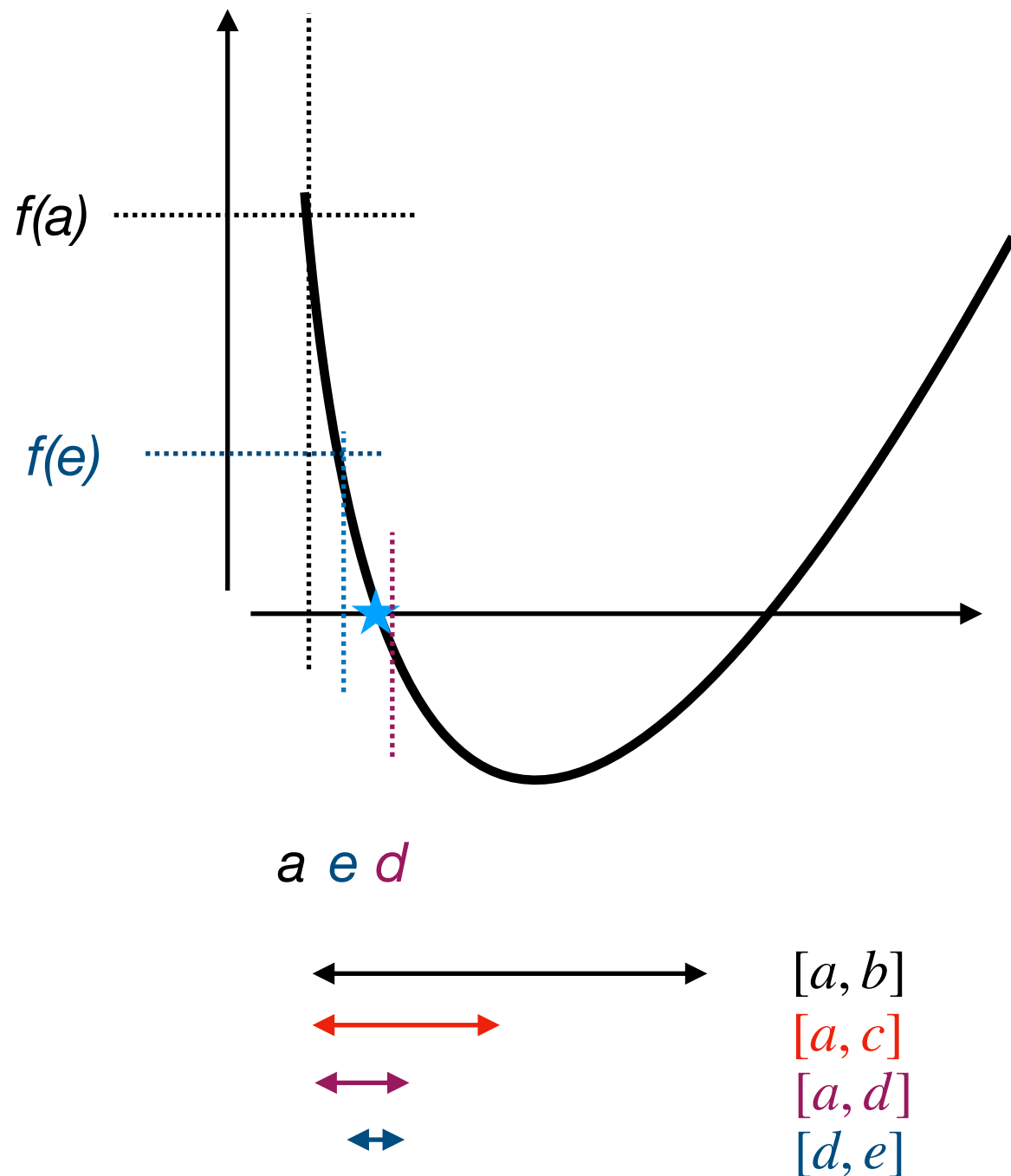
$$a < x_0 < d$$

Note:

$$f(c) < 0 \quad \text{and} \quad f(d) < 0$$

so root x_0 is *not* in $[d, c]$

Bisection



$$f(e) > 0 \quad \text{and} \quad f(d) < 0$$

$$e < x_0 < d$$

Note:

$$f(a) > 0 \quad \text{and} \quad f(e) > 0$$

so root x_0 is *not* in $[a, e]$

Bisection algorithm

1.bisect

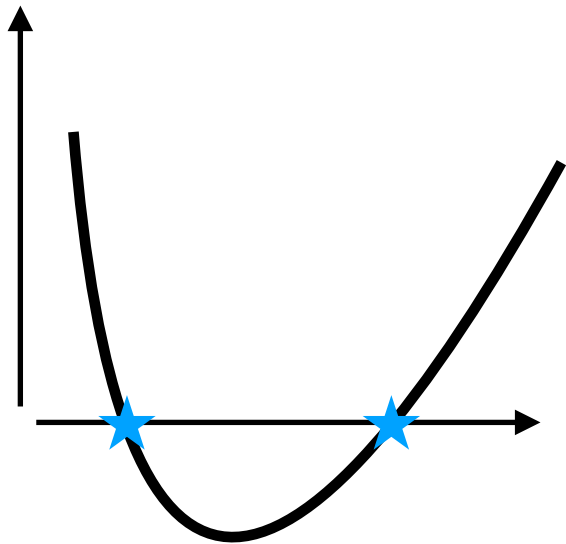
$$x = \frac{1}{2}(a + b)$$

2.pick half with sign change

3. $|f(x)| < \text{eps}$?

```
if  $f(a)f(x) < 0$   
     $x_0 \in [a, x]$   
     $b \leftarrow x$   
else  
     $x_0 \in [x, b]$   
     $a \leftarrow x$ 
```

Root finding with trial and error

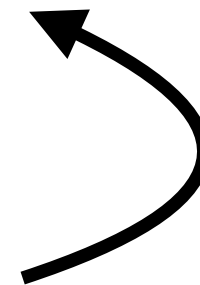


1. guess x_1 (trial)

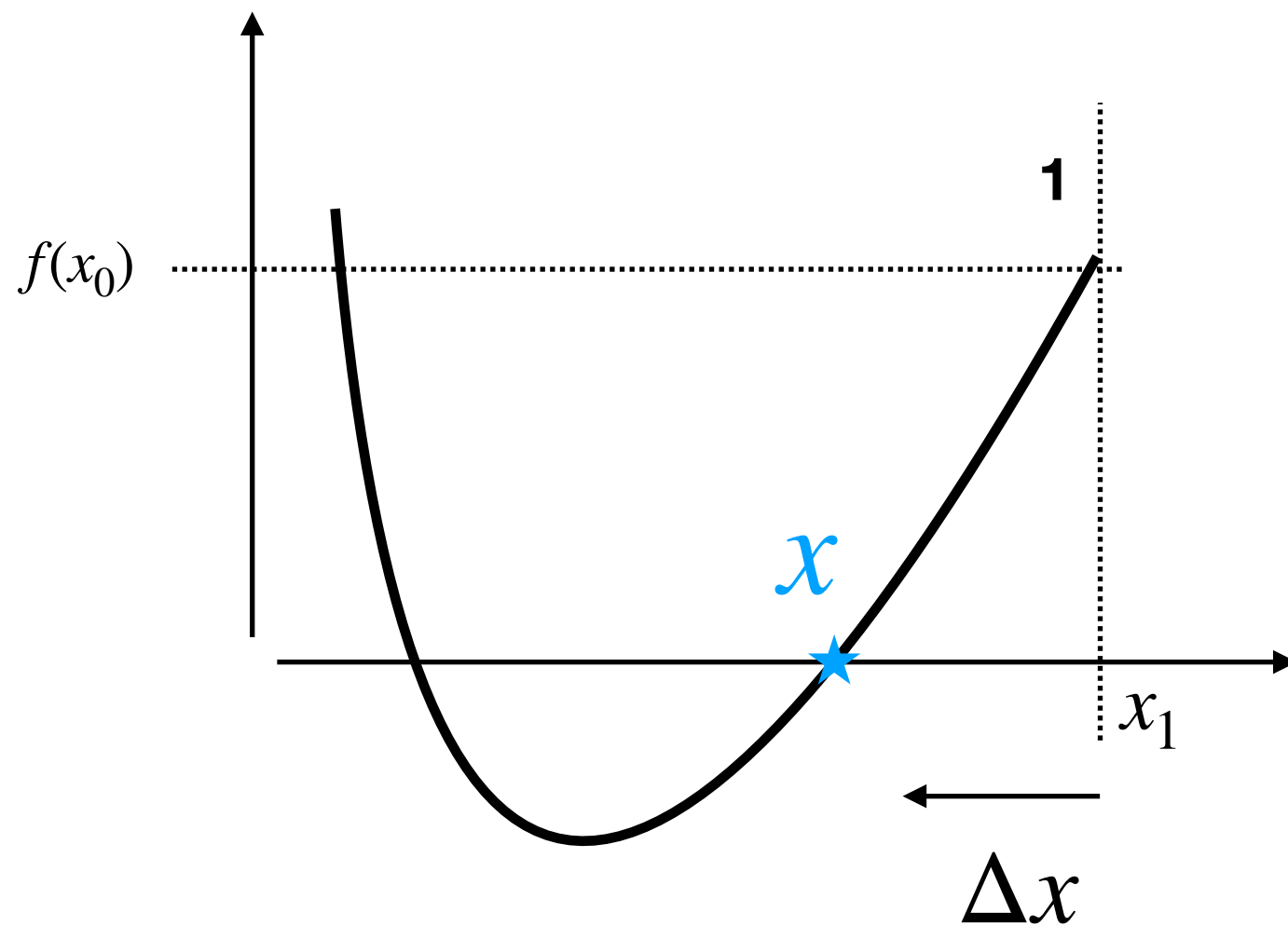
2. Is $f(x_1) = 0$? (error)

3. improve x_1

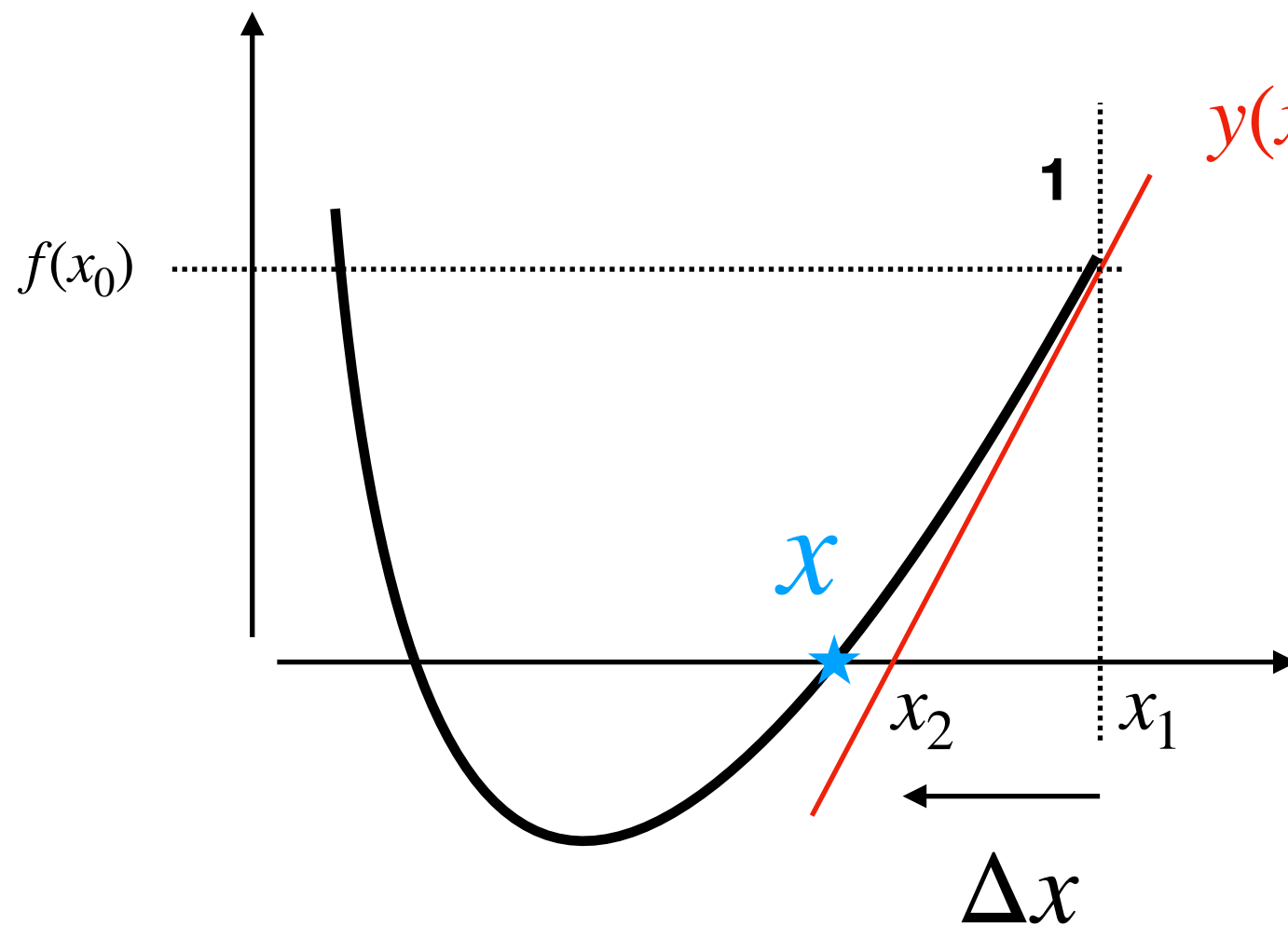
until error < eps
(or iterations > max)



Newton-Raphson



Newton-Raphson

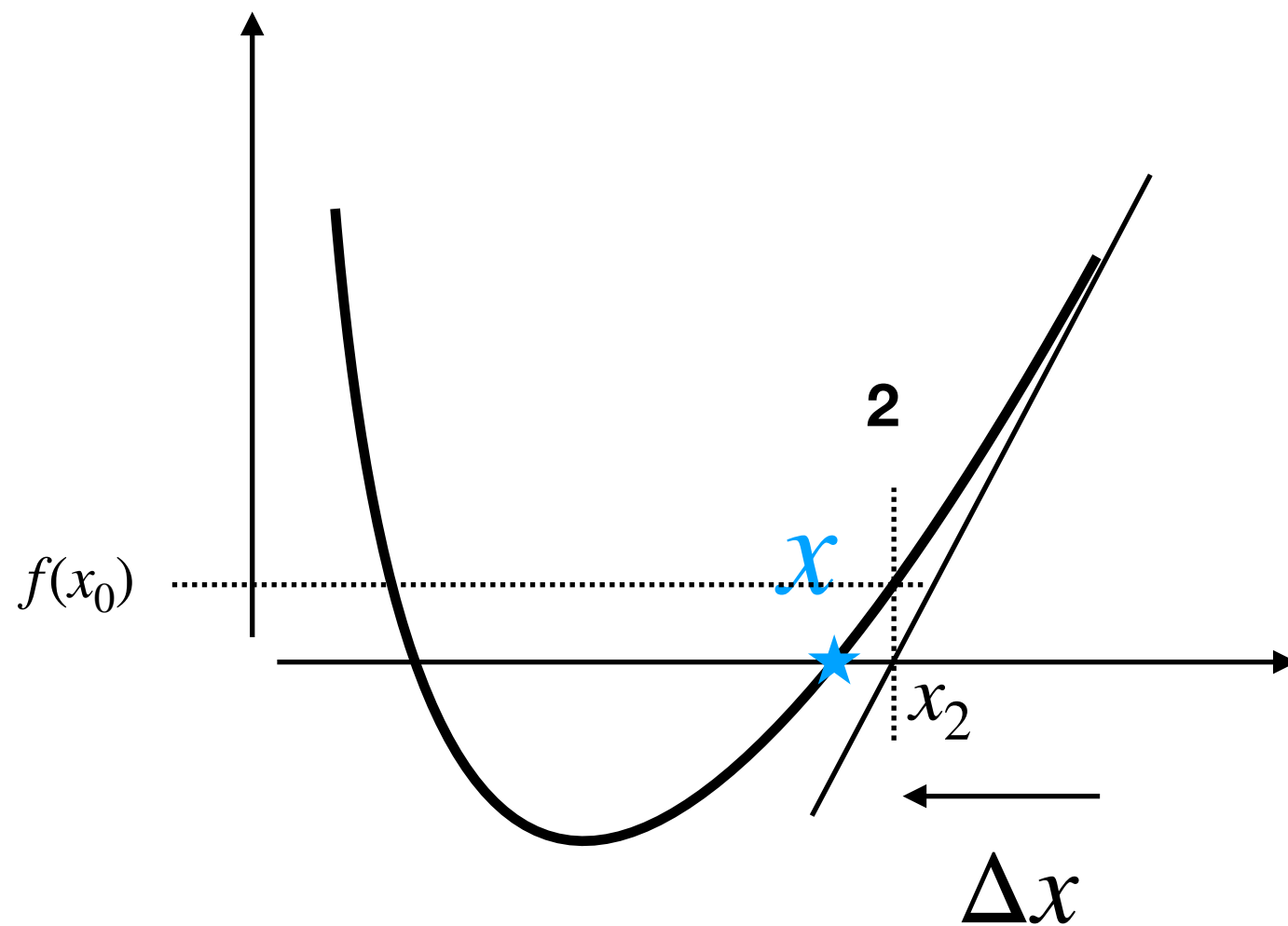


$$y(x) = mx + b$$

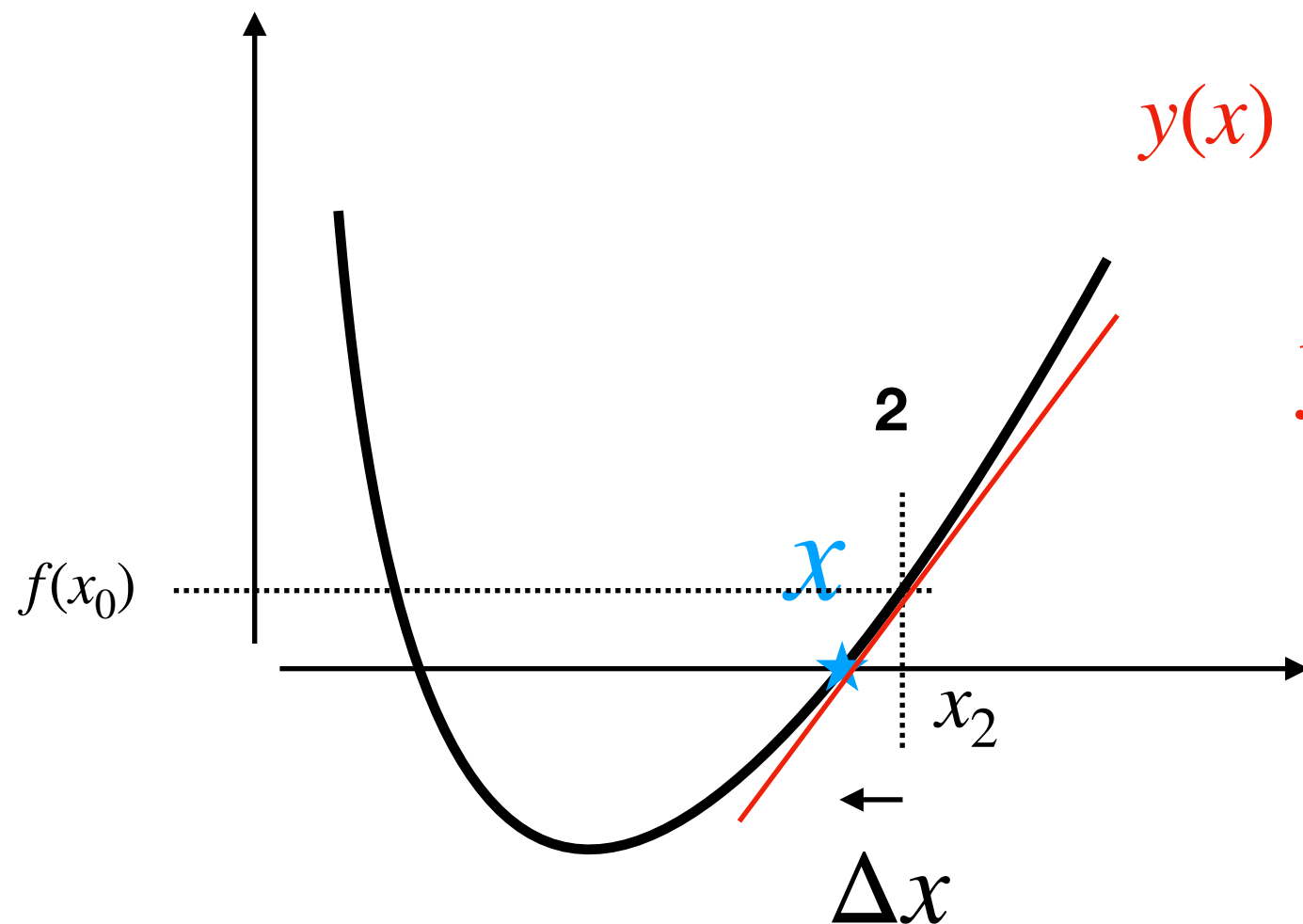
$$y(x) = f'(x_1)x + x_2$$

$$x_2 = x_1 + \Delta x$$

Newton-Raphson



Newton-Raphson



$$y(x) = mx + b$$

$$y(x) = f'(x_2)x + x_3$$

$$x_3 = x_2 + \Delta x$$

NR algorithm

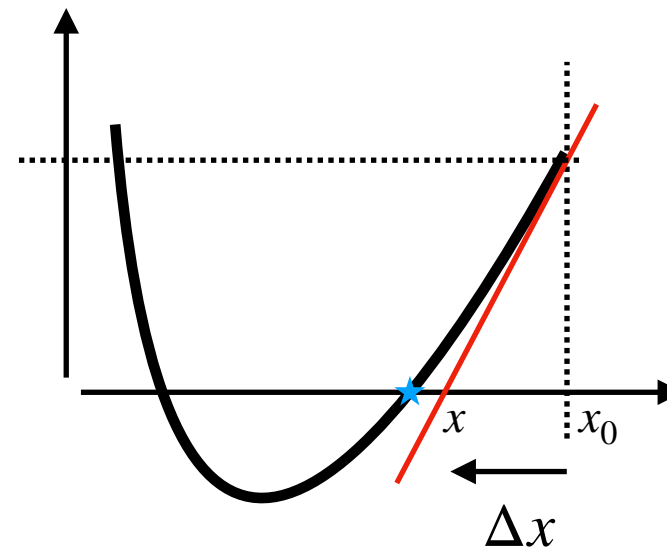
x_0 initial guess for root
 x updated guess

$x = x_0 + \Delta x$ correction?

$$f(x = x_0 + \Delta x) \approx f(x_0) + \Delta x \left. \frac{df}{dx} \right|_{x_0}$$

$$f(x_0) + f'(x_0)\Delta x = 0$$

$$\Delta x = -\frac{f(x_0)}{f'(x_0)}$$



$$y(\xi) = f'(x_0)\xi + x$$

$$x_2 = x_1 + \Delta x$$

while $|f(x)| > \epsilon$

$$\Delta x = -\frac{f(x)}{f'(x)}$$
$$x \leftarrow x + \Delta x$$

Newton-Raphson

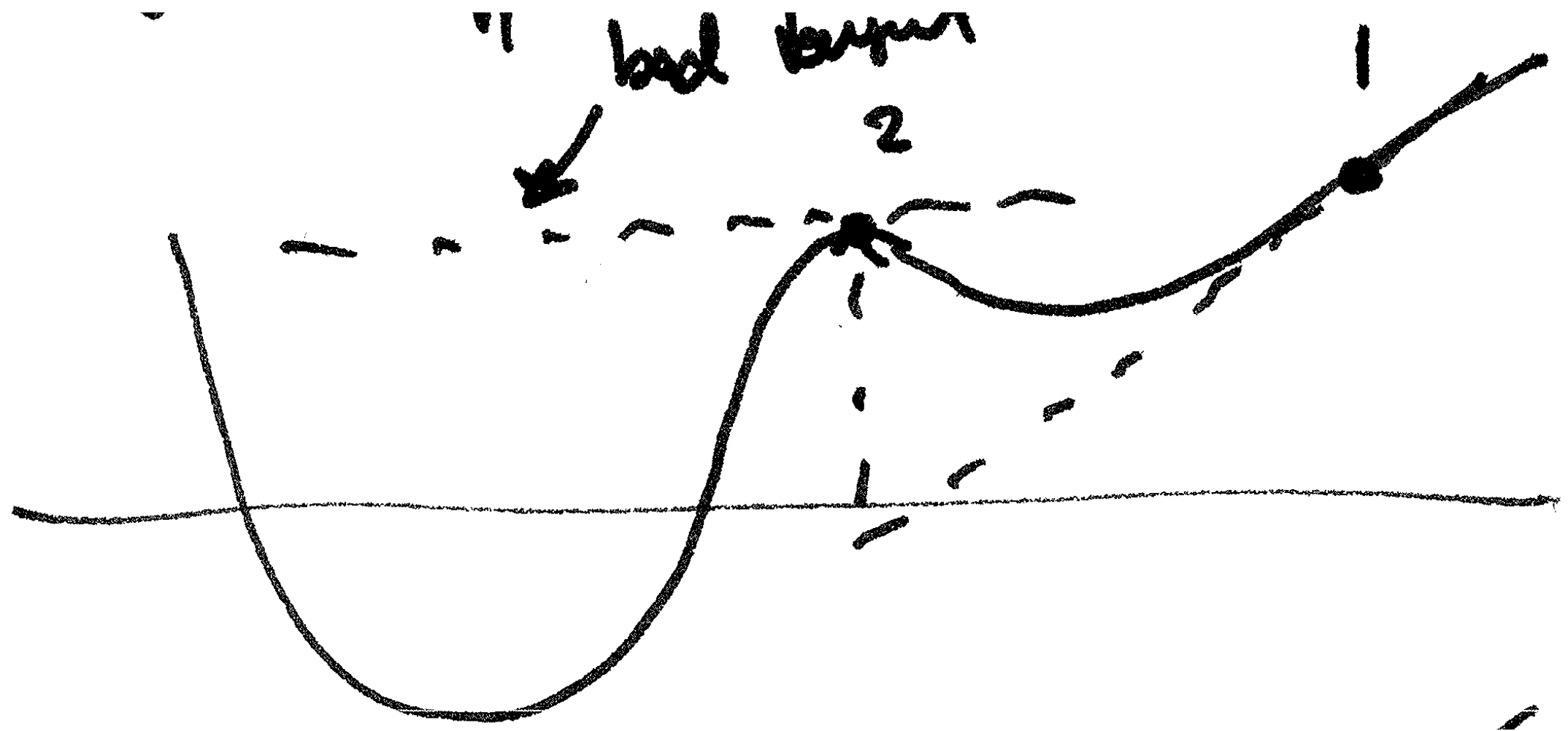
Advantages

- converges very quickly (quadratical convergence!!)
- fast
- works best with analytical derivative (but can use numerical ones)

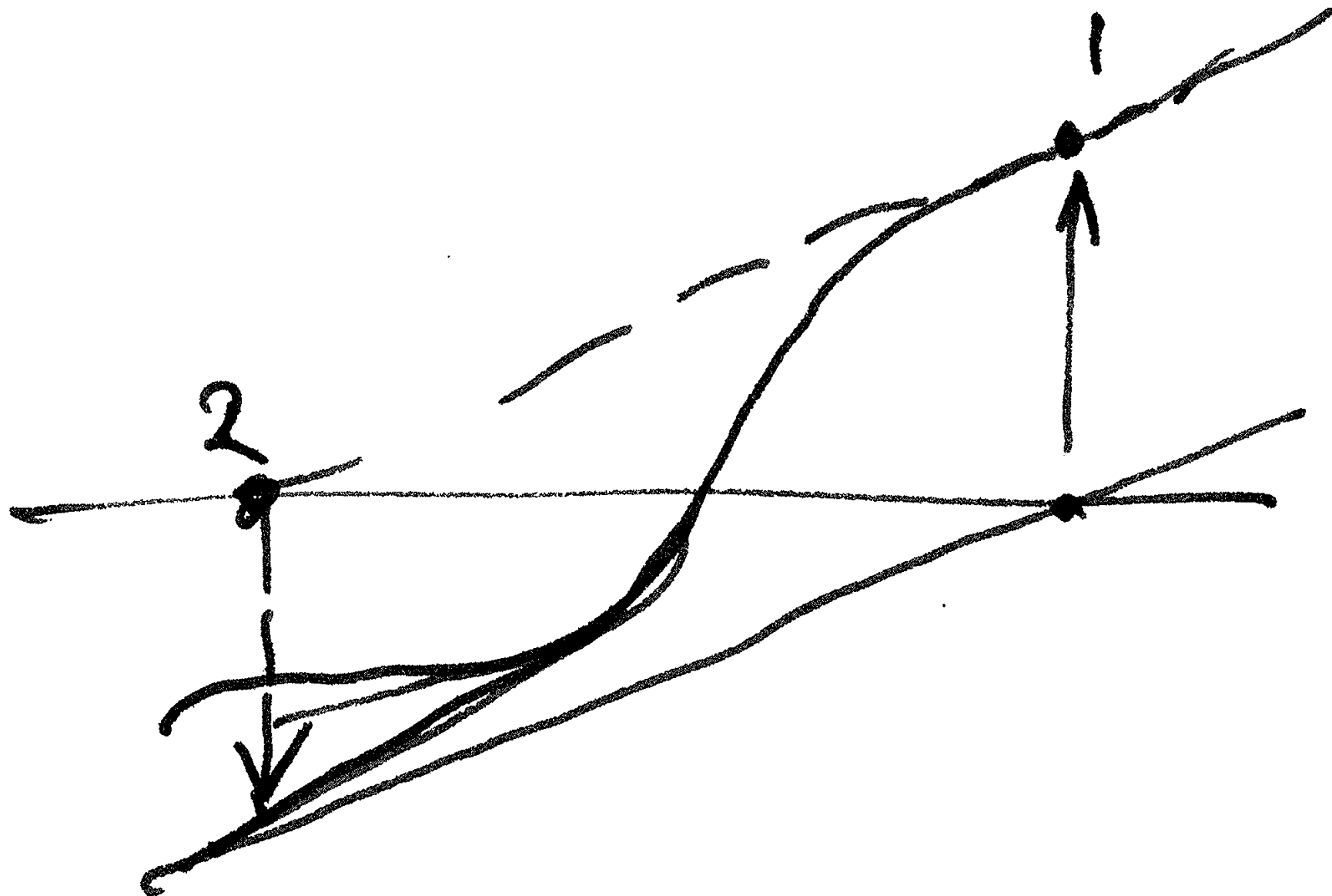
Disadvantages

- guess must be close to root
- can fail/loop in certain situations:

NR – FAILS!



NR – FAILS!



Improvements

- start with bisection to get close to root, then home in with Newton-Raphson
- implement *backtracking* : if new guess increases error then go back and try smaller guess

$$x \leftarrow x + \Delta x/2$$

Newton-Raphson

