

Discrete Structures: Programming Constructs CMPSC 102

Oliver BONHAM-CARTER

Let's Discuss

Let's Discus

LOOP

VVh

Newto

Cube Roots Quadruple Roots

Solutions

# Discrete Structures: Programming Constructs CMPSC 102

Oliver BONHAM-CARTER

Spring 2024 Week 3 Slides 02





### Let's Discuss

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Let's Discuss

While For Newton's Method Cube Roots

Solutio

#### **Key Questions**

How do I use **iteration** and **conditional logic** in a Python program to perform computational tasks like processing a file's contents and mathematical tasks like using Newton's method to approximate the square root of a number?

#### Learning Objectives

To **remember** and **understand** some discrete mathematics and Python programming concepts, setting the stage for exploring of discrete structures.



### Loops for Iteration

A loop is a way to reuse code blocks

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Loops

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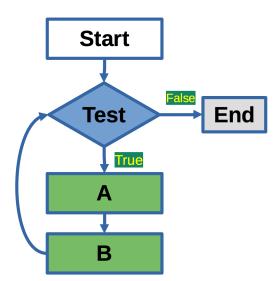
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# The While Loop

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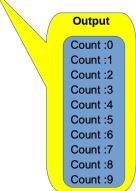
#### While

While

Newton's Method Cube Roots Quadruple Root Quadratic Roots

Salutions

```
index = 0
while (index < 10): # condition
   print(f"Count :{index}")
   index += 1 # add one to index</pre>
```





## The for ... in range() Loop

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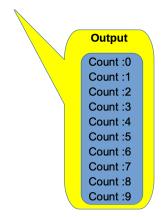
Newton

Cube Roots

Quadruple Ro

Quadratic Root

```
for index in range(10):
    print(f"Count :{index}")
```





# Square Roots Mathematical loops to find quadruple roots

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Newton's Method Cube Roots

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How to compute :  $\sqrt{x}$  ?

#### Method

The function initializes the guess for the square root and iteratively refines it using an approximation formula until the approximation is within the specified tolerance.



# Newton's Method Mathematical loops to find square roots

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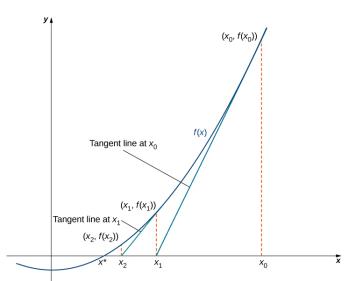
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Newton's

Method Cube Roots

Quadruple Root





# The While Loop Application

Finding a Square Root

```
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```

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Loop Whil

Newton's Method Cube Roots Quadruple Roots

```
n = 4
guess = 1.0
while abs(n - guess*guess) > 0.0001:
    guess = guess - (guess*guess - n)/(2*guess)
    print(f"n = {n} : guess = {guess}")
```

- Iteratively guesses the square root until within tolerance
- The while loop uses 'abs' for computing an absolute value
- This loop computes the root as 2.0000000929222947
- The math.sqrt(n) function confirms this approximation!
- Any questions about this way to approximate a square root?



# The While Loop Application

Finding a Square Root

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```

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```
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```

Loops

#### For Newton's

#### Method Cube Roots

Quadruple Roo Quadratic Roo

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```
n = 4
guess = 1.0
while abs(n - guess*guess) > 0.0001:
    guess = guess - (guess*guess - n)/(2*guess)
    print(f"n = {n} : guess = {guess}")
```

#### **Output**

```
n = 4 : guess = 2.5
n = 4 : guess = 2.05
```

n = 4 : guess = 2.000609756097561

n = 4 : guess = 2.0000000929222947



# The For Loop Application

Finding a Square Root

```
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```

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```
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```

Loops

#### While For

#### Newton's Method Cube Roots Quadruple Root

Solutions

```
n = 4
guess = 1.0
for i in range(5):
   abs(n - guess*guess) > 0.0001
   guess = guess - (guess*guess - n)/(2*guess)
   print(f"n = {n} : guess = {guess}")
```

#### Output

```
n = 4 : guess = 2.5
n = 4 : guess = 2.05
```

n = 4 : guess = 2.000609756097561

n = 4 : guess = 2.0000000929222947



Mathematical loops to find cube roots

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How to compute :  $\sqrt[3]{x}$  ?

#### Method

The function initializes the guess for the cube root and iteratively refines it using an approximation formula until the approximation is within the specified tolerance.



Approximations to find cube roots; result = 31

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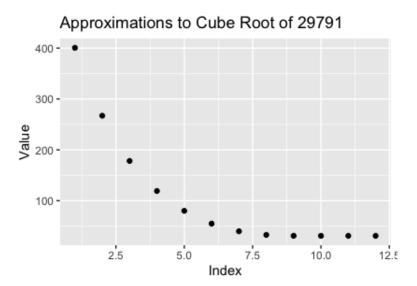
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Quadruple Root





Approximations to find cube roots; result = 31

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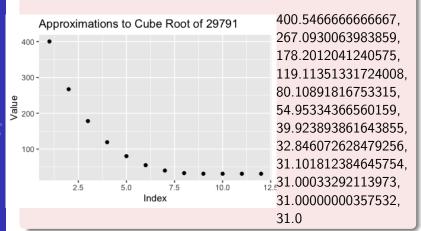
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For Newton's Method Cube Roots Quadruple Roots

```
def cube_root_approximation(number, tolerance=1e-6):
    # Initial guess for the cube root
    # guess = number / 2.0 # one way to start
    guess = 5
    # Iterate until the approximation
    # is within the specified tolerance
    while abs(guess**3 - number) > tolerance:
        # Update the guess using the approximation formula
        guess = (2 * guess + number / (guess**2)) / 3.0
        print(f" guess = {guess}")
    return guess
# Example: Calculate the cube root of 29791
input_number = 29791
result = cube_root_approximation(input_number)
# Display the result
print(f"The cube root of {input_number}")
print(f" is approximately: {result}")
```



# Quadruple Roots

Mathematical loops to find quadruple roots

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Loop While For

Newton's Method Cube Roots Quadruple Roots

Solutions

How to compute :  $\sqrt[4]{x}$  ?

#### Method

The function initializes the guess for the quadruple root and iteratively refines it using an approximation formula until the approximation is within the specified tolerance.



### Quadruple Roots

Approximations to find quadruple roots, Result = 7

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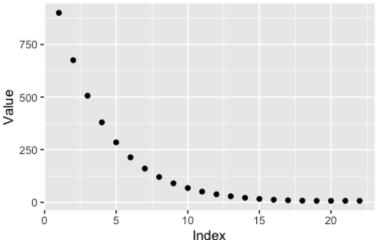
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Quadratic Roots

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# Quadruple Root Approximations

Approximations to find quadruple roots, Result = 7

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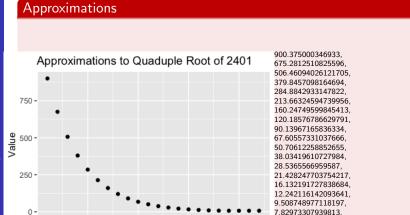
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Quadruple Roots
Quadruple Roots

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7.000002111777238, 7.000000000000000056



# Quadruple Roots

```
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```

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For Newton's Method Cube Roots Quadruple Roots

```
def quadruple_root_approximation(number, tolerance=1e-6):
    # Initial guess for the fourth root
    guess = number / 2.0
    # Iterate until the approximation
    # is within the specified tolerance
    while abs(guess**4 - number) > tolerance:
        # Update the guess using the approximation formula
        guess = (3 * guess + number / (guess**3)) / 4.0
        print(f" guess = {guess}")
    return guess
# Example: Calculate the fourth root of 2401
input_number = 2401
result = quadruple_root_approximation(input_number)
# Display the result
print(f"The fourth root of {input_number}")
print(f" is approximately: {result}")
```



#### Quadratic Roots The Problem Defined

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Quadratic Roots

#### To solve

$$x^2 + 3x - 4 = 0 (1)$$

#### Want to have roots

$$x_1 = ?$$
 and  $x_2 = ?$ 

THINK



# Quadratic Root Calculation

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Solution

#### Quadratic Equation

$$ax^2 + bx + c = 0 \tag{2}$$

#### Quadratic Formula

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \qquad (3)$$

#### Special Note

Note the  $x_{1,2}$  to imply that there are **two** solutions (i.e.,  $x_1$  and  $x_2$ ) to find for a second degree equation as observed from the  $x^2$ .



# Programmed Solution

Function calc\_quad\_eqn\_roots()

```
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```

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```
def calc_quad_eqn_roots(
a: float, b: float, c: float) -> float:
    """Calculate roots of quadratic equation."""
    D = (b * b - 4 * a * c) ** 0.5
    x_one = (-b + D) / (2 * a)
    x_two = (-b - D) / (2 * a)
    return x_one, x_two

print(f"{calc_quad_eqn_roots(1,2,1)}")
```

- Three floating-point inputs: a, b, and c
- Two floating-point outputs:  $x_{one}$  and  $x_{two}$
- How does it calculate the roots of a quadratic equation?
- Wait, how do we test functions to ensure correctness??



# **Creating Solutions**

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