

# ASTR 119: Session 7

## Line fitting, root finding

# Outline

- 1) New homework due 10/29 at 8:00am
- 2) Visualization of the Day
- 3) Line fitting, continued
- 4) Root finding: Bisection Search
- 5) Save your work to GitHub

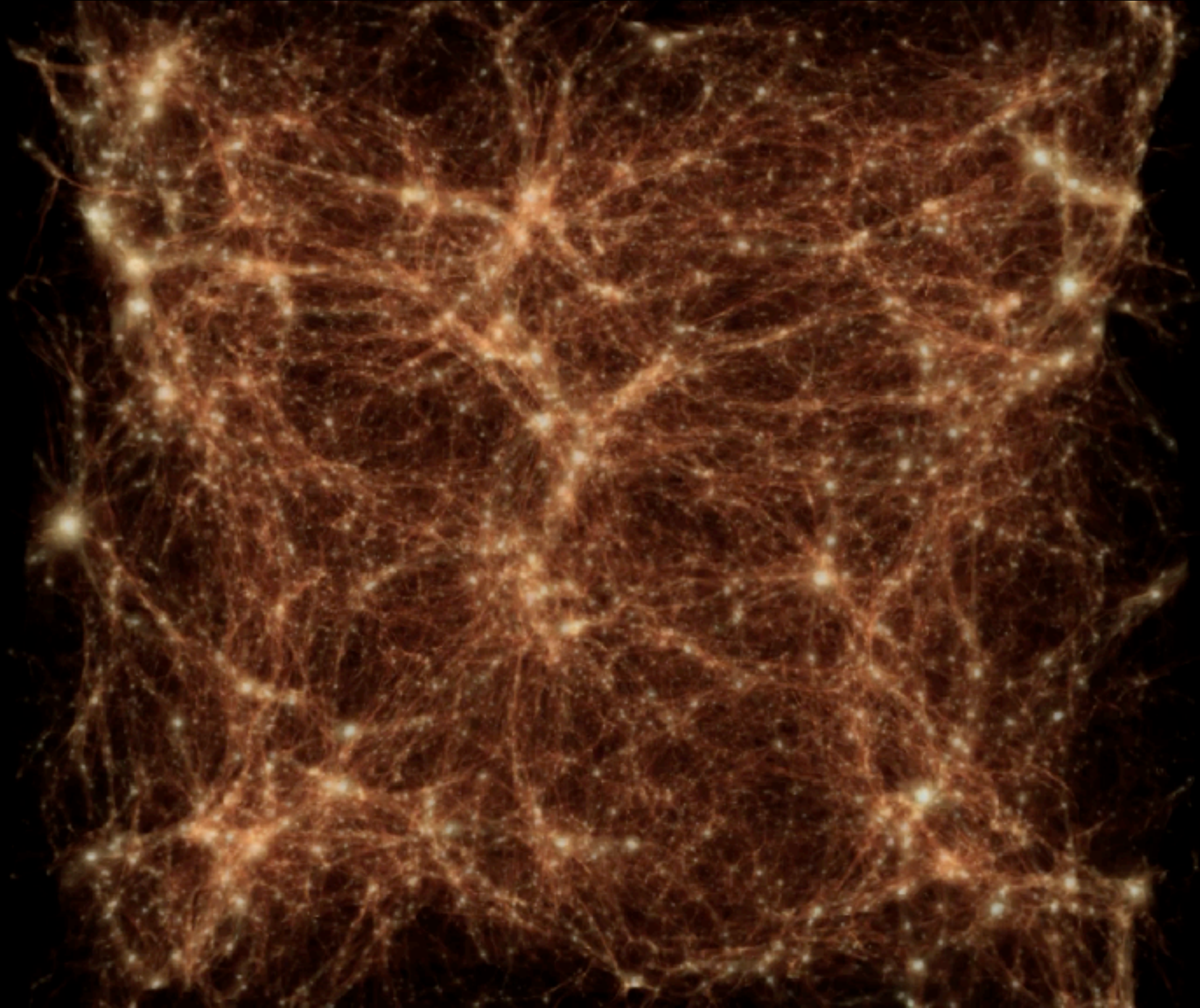
# Homework, due Oct 29, 8:00am

- 1) Write a jupyter notebook to perform Bisection Search root finding. Numerically find the two roots of the function:

$$f(x) = 1.01x^2 - 3.04x + 2.07$$

Use a tolerance of  $1.0e-6$  for the allowed deviation of  $f(x)$  from 0.

- 2) Given your starting guesses for the bracketing values around the roots, how many iterations does your method take to converge?
- 3) Have your notebook make a plot of  $f(x)$  vs.  $x$  as a line, and indicated with differently colored points your initial bracketing values and the roots. In the plot, use limits of  $x=[0,3]$  and  $y=[-0.5, 2.1]$ . Add a horizontal line at  $z=0$ . Plot  $f(x)$  at a 1000 evenly spaced values of  $x=[0,3]$ .
- 4) Create an issue for your repository and tag your TA. CLEAR ALL THE CELLS BEFORE YOU COMMIT THE NOTEBOOK.
- 5) Your TA will clone your code and email you commented version of the code and a grade. To get the full grade possible, all the notebooks will need to run to completion without errors and produce the requested plots.
- 6) Call the repository “astr-119-hw-4” and the notebook “hw-4.ipynb”.





# Line Fitting

Using python, we can quickly perform least squares line fitting

## Example of performing linear least squares fitting

First we import numpy and matplotlib as usual.

```
In [1]: %matplotlib inline
import matplotlib.pyplot as plt
import numpy as np
```

Now, let's generate some random data about a trend line.

```
In [20]: #set a random number seed
np.random.seed(119)

#set number of data points
npoints = 50

#set x
x = np.linspace(0,10.,npoints)

#set slope, intercept, and scatter rms
m = 2.0
b = 1.0
sigma = 2.0

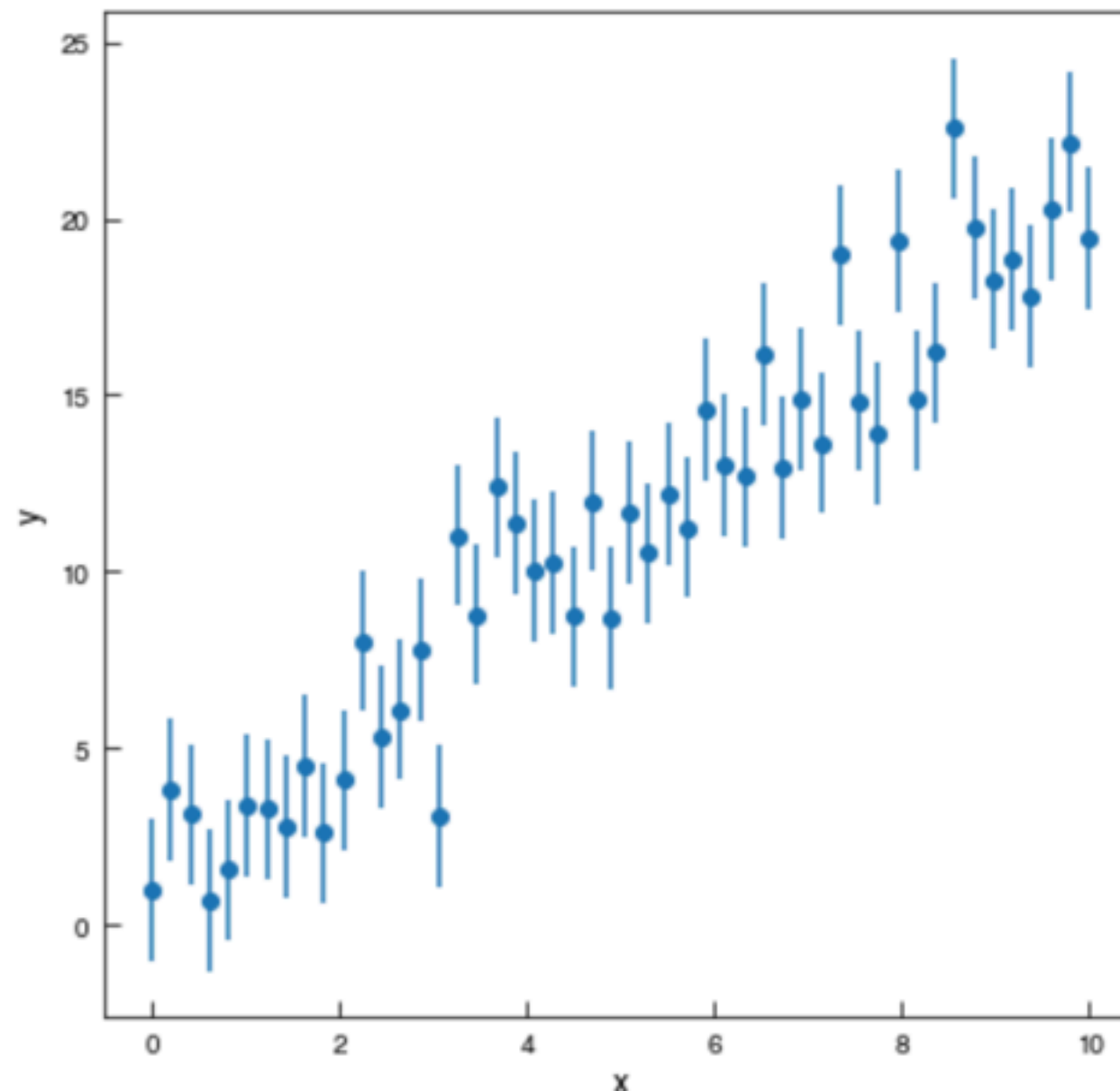
#generate y points
y = m*x + b + np.random.normal(scale=sigma,size=npoints)
y_err = np.full(npoints,sigma)
```

# Line Fitting

Let's just plot the data first

```
In [14]: f = plt.figure(figsize=(7,7))  
plt.errorbar(x,y,sigma,fmt='o')  
plt.xlabel('x')  
plt.ylabel('y')
```

```
Out[14]: Text(0,0.5,'y')
```



# Line Fitting

## Method #1, polyfit()

```
In [28]: m_fit, b_fit = np.polyld(np.polyfit(x, y, 1, w=1./y_err)) #weight with uncertainties
print(m_fit, b_fit)

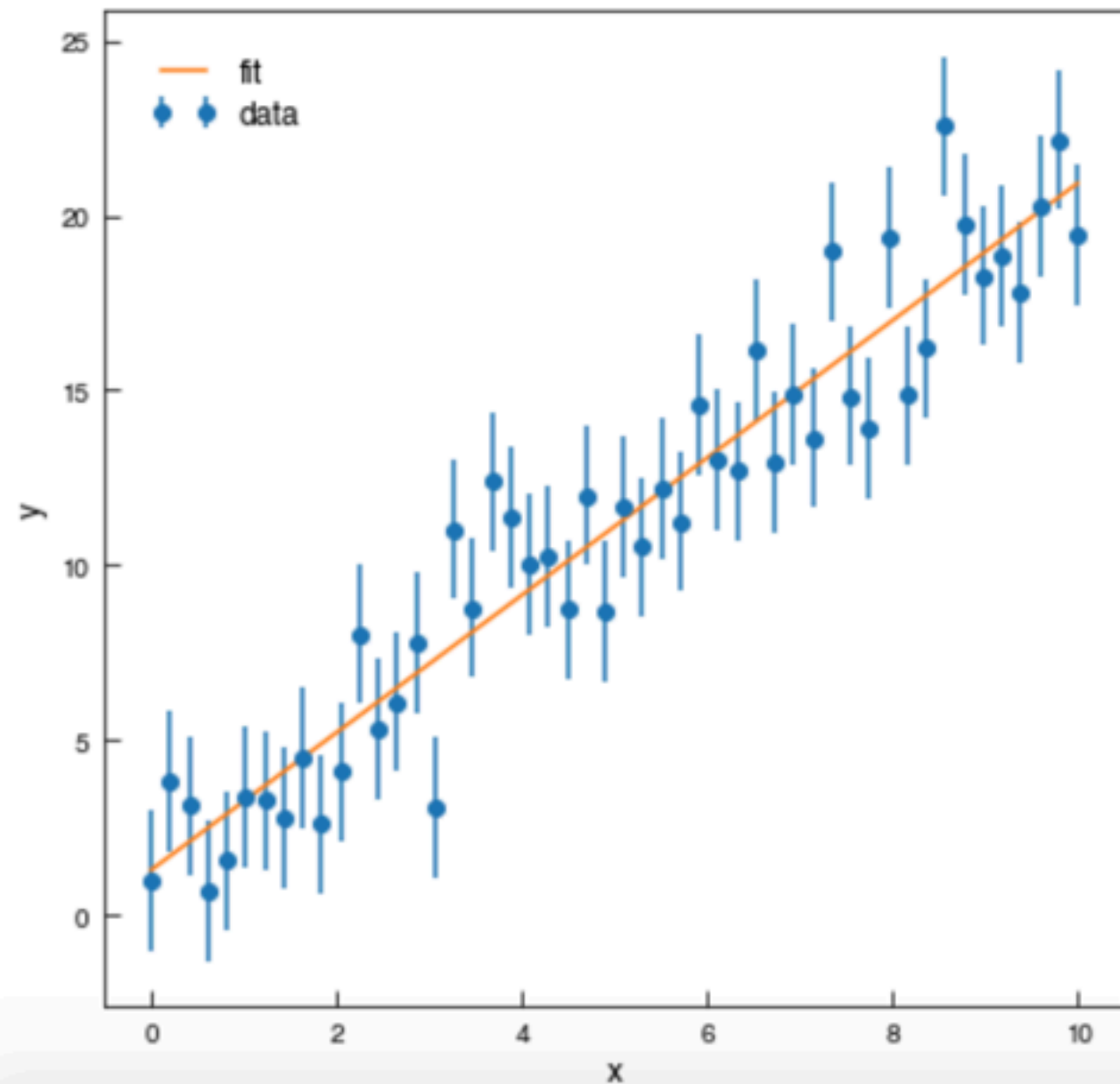
y_fit = m_fit * x + b_fit
1.96340434704 1.2830106813
```

# Line Fitting

## Plot result

```
In [29]: f = plt.figure(figsize=(7,7))  
plt.errorbar(x,y,yerr=y_err,fmt='o',label='data')  
plt.plot(x,y_fit,label='fit')  
plt.xlabel('x')  
plt.ylabel('y')  
plt.legend(loc=2,frameon=False)
```

Out[29]: <matplotlib.legend.Legend at 0x10fbbcef0>





# Line Fitting

## Method #2, scipy + optimize

```
In [31]: #import optimize from scipy
         from scipy import optimize

         #define the function to fit
         def f_line(x, m, b):
             return m*x + b

         #perform the fit
         params, params_cov = optimize.curve_fit(f_line,x,y,sigma=y_err)

         m_fit = params[0]
         b_fit = params[1]
         print(m_fit,b_fit)

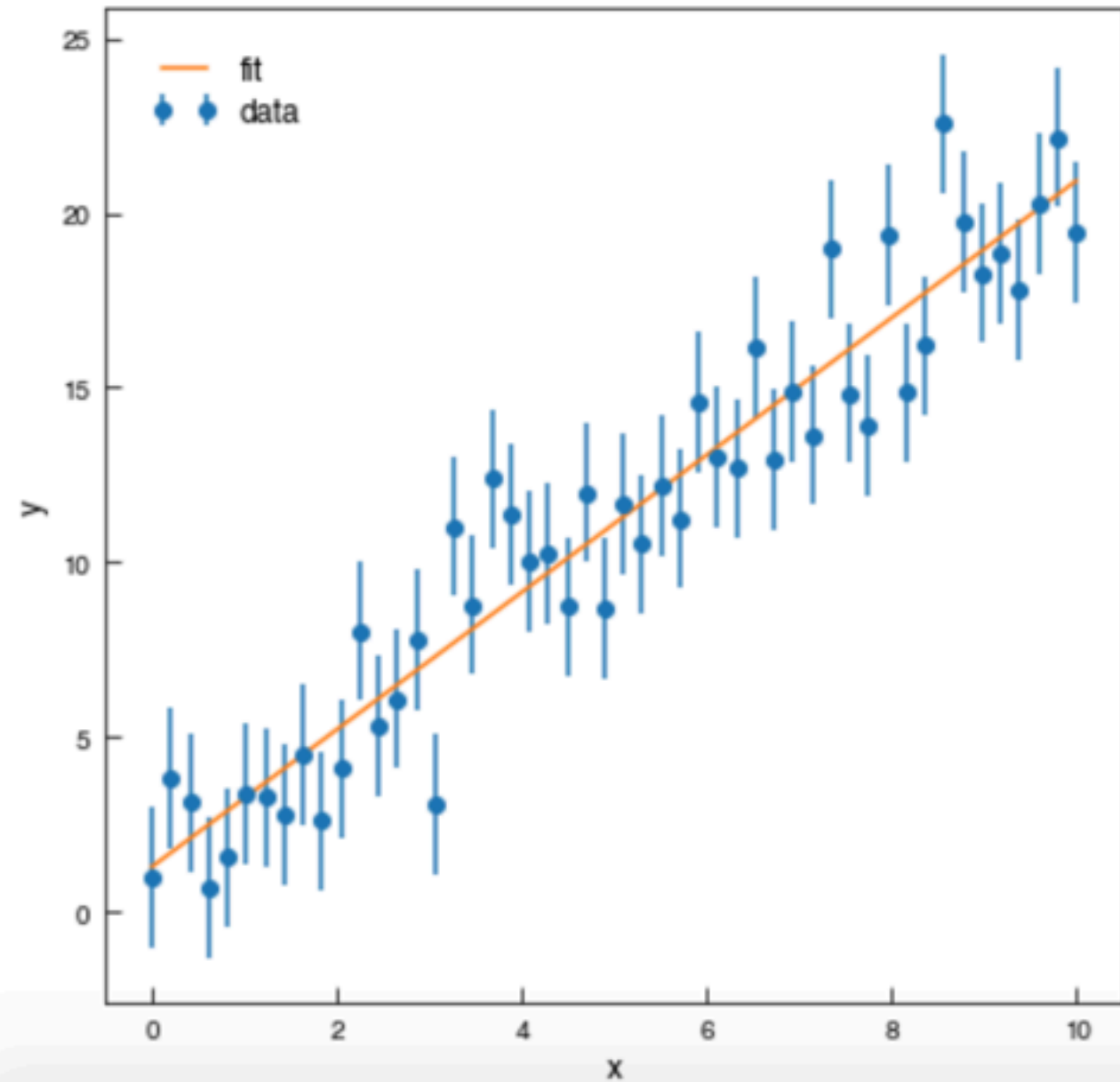
1.96340434575 1.28301068905
```

# Line Fitting

## Plot the result

```
In [33]: f = plt.figure(figsize=(7,7))  
plt.errorbar(x,y,yerr=y_err,fmt='o',label='data')  
plt.plot(x,y_fit,label='fit')  
plt.xlabel('x')  
plt.ylabel('y')  
plt.legend(loc=2,frameon=False)
```

Out[33]: <matplotlib.legend.Legend at 0x112928fd0>



# Line Fitting

**We can perform much more complicated fits....**

```
In [38]: #redefine x and y
npoints = 50
x = np.linspace(0., 2*np.pi, npoints)

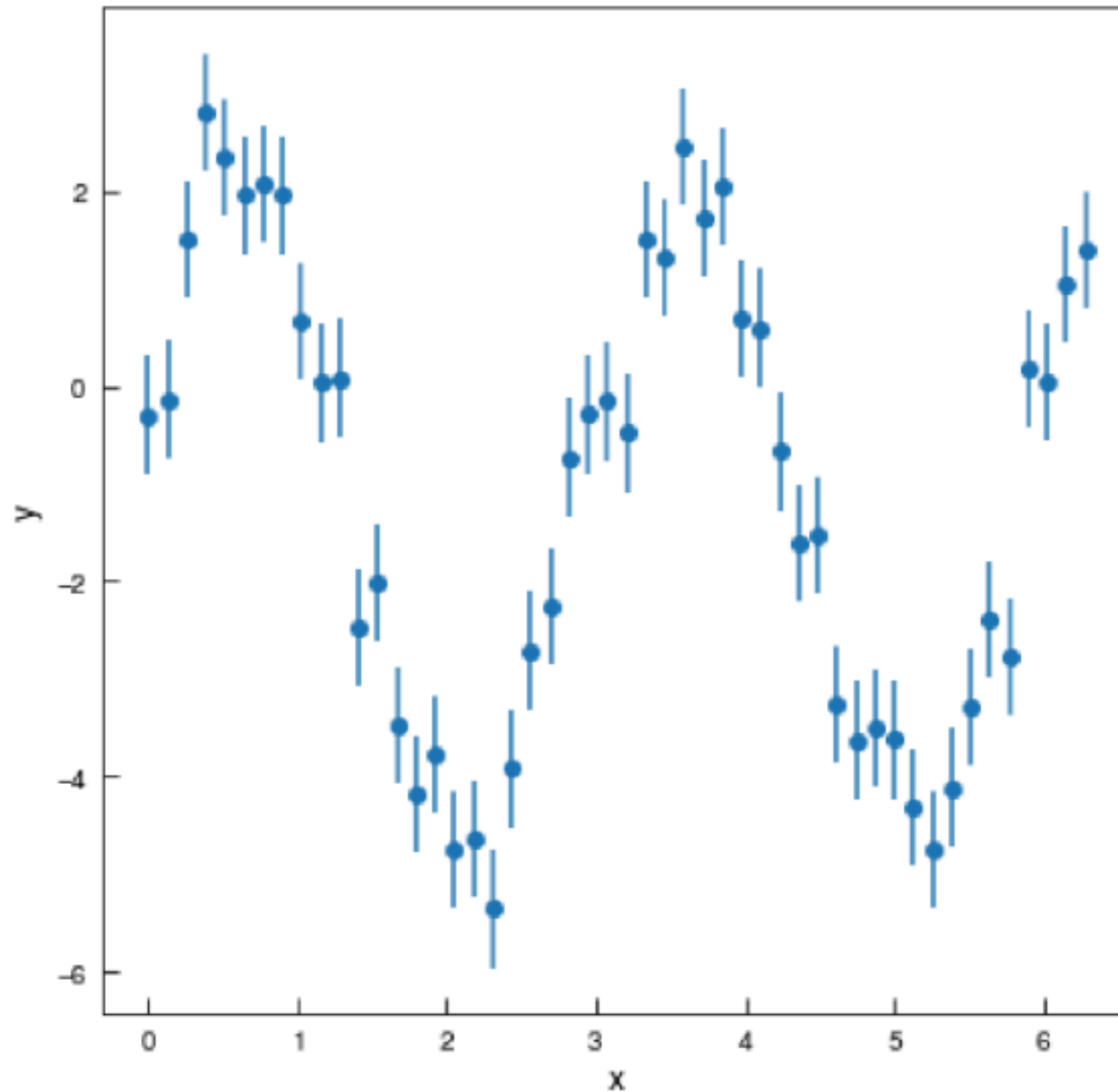
#make y a complicated function
a = 3.4
b = 2.1
c = 0.27
d = -1.3
sig = 0.6

y = a * np.sin( b*x + c ) + d + np.random.normal(scale=sig, size=npoints)
y_err = np.full(npoints, sig)

f = plt.figure(figsize=(7, 7))
plt.errorbar(x, y, yerr=y_err, fmt='o')
plt.xlabel('x')
plt.ylabel('y')
```

# Line Fitting

Out[38]: `Text(0,0.5,'y')`



# Line Fitting

## Perform a fit using `scipy.optimize.curve_fit()`

```
In [45]: #import optimize from scipy
          from scipy import optimize

          #define the function to fit
          def f_line(x, a, b, c, d):
              return a * np.sin( b*x + c) + d

          #perform the fit
          params, params_cov = optimize.curve_fit(f_line,x,y,sigma=y_err,p0=[1,2.,0.1,-0.1])

          a_fit = params[0]
          b_fit = params[1]
          c_fit = params[2]
          d_fit = params[3]

          print(a_fit,b_fit,c_fit,d_fit)

          y_fit = a_fit * np.sin(b_fit * x + c_fit) + d_fit

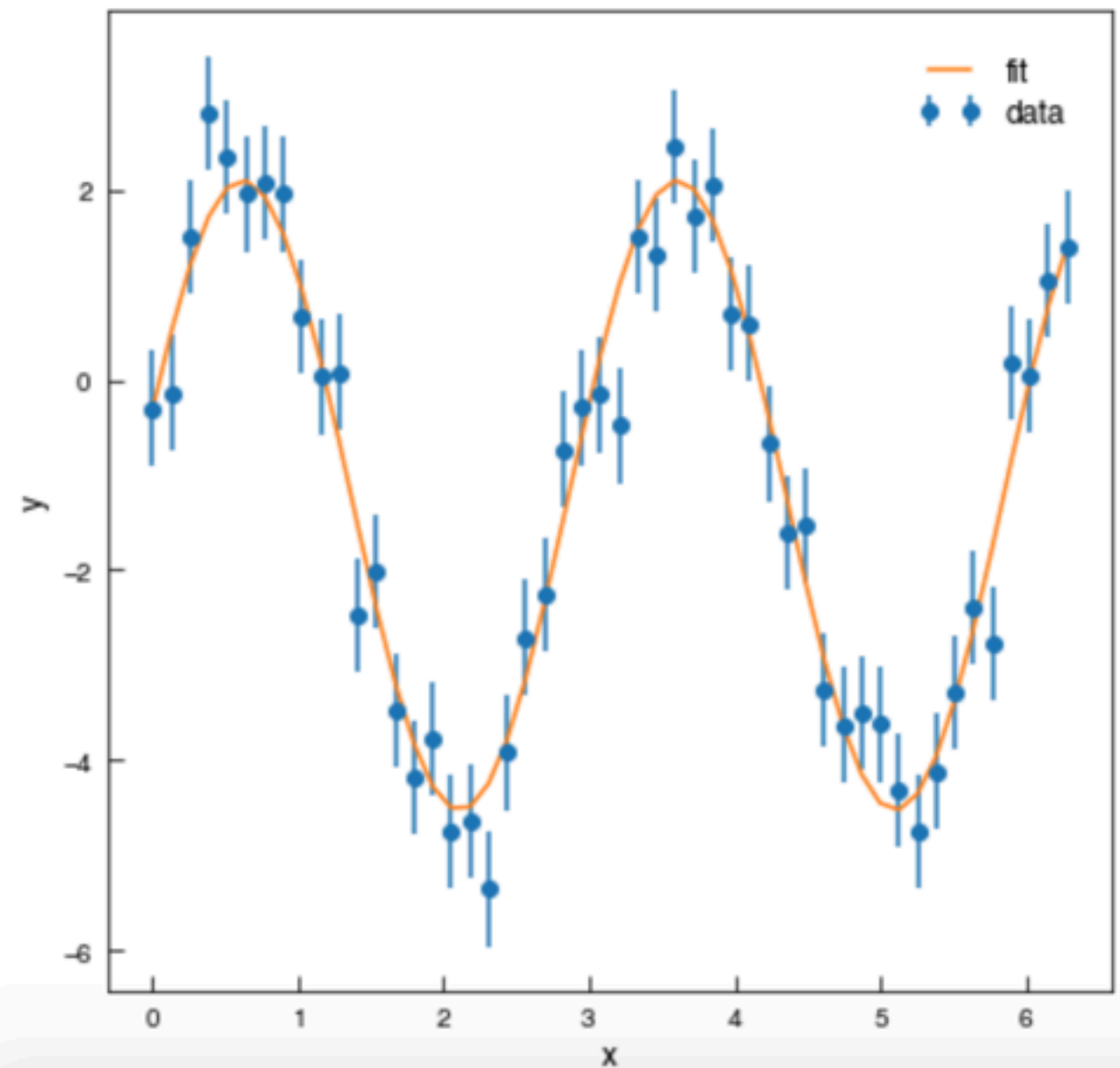
          3.31470667373 2.10036419339 0.278528774808 -1.21522166095
```

# Line Fitting

## Plot the fit

```
In [48]: f = plt.figure(figsize=(7,7))  
plt.errorbar(x,y,yerr=y_err,fmt='o',label='data')  
plt.plot(x,y_fit,label='fit')  
plt.xlabel('x')  
plt.ylabel('y')  
plt.legend(loc=0,frameon=False)
```

Out[48]: <matplotlib.legend.Legend at 0x11346b198>

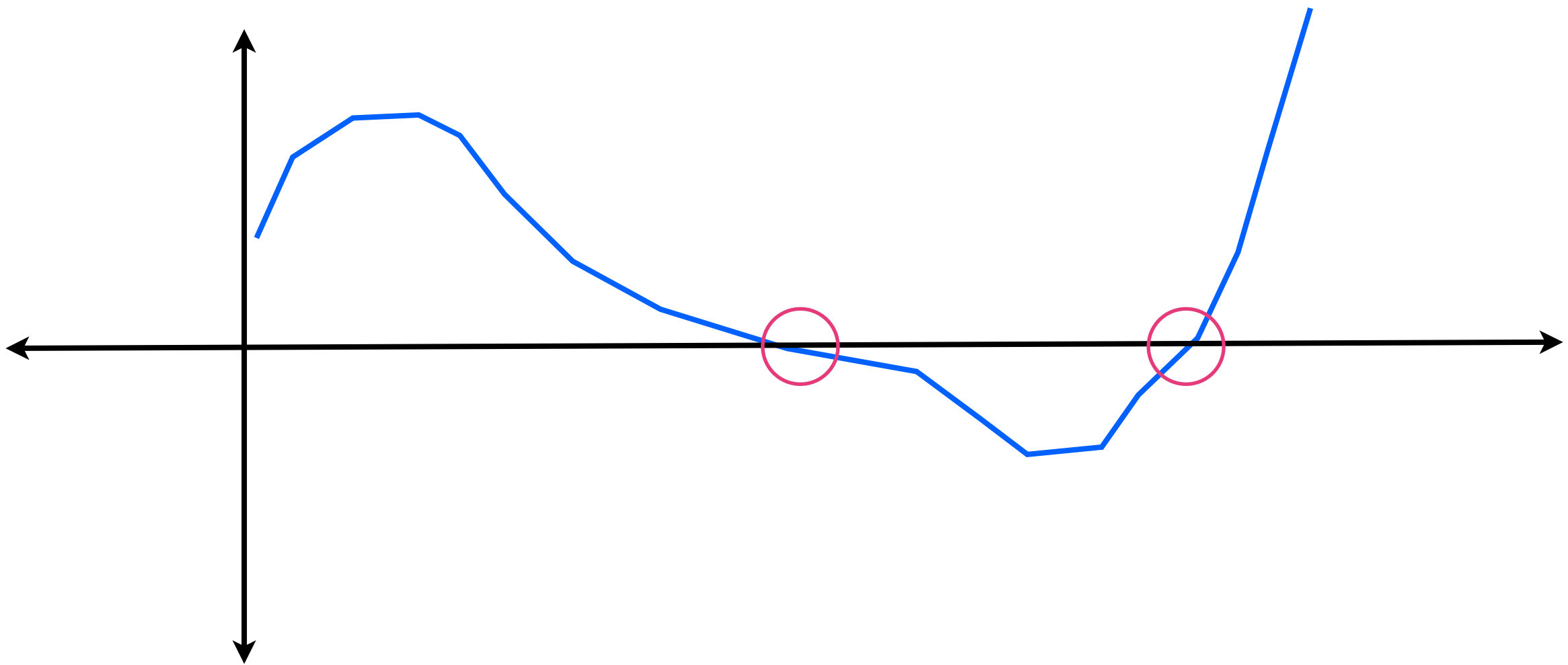




# Root Finding!

# What is root finding?

Root finding is the process of finding the zero crossing of a mathematical function.



# What is root finding?

For simple polynomial functions, root finding can be done analytically:

$$f(x) = x^2 - 3x + 2$$

What are the roots of this function?

# What is root finding?

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$$f(x) = x^2 - 3x + 2$$

What are the roots of this function?

$$x = 1, x = 2$$

# What is root finding?

However, some similar functions are difficult to analyze:

$$f(x) = 1.01x^2 - 3.04x + 2.07$$

What are the roots of this function?

# What is root finding?

However, some similar functions are difficult to analyze:

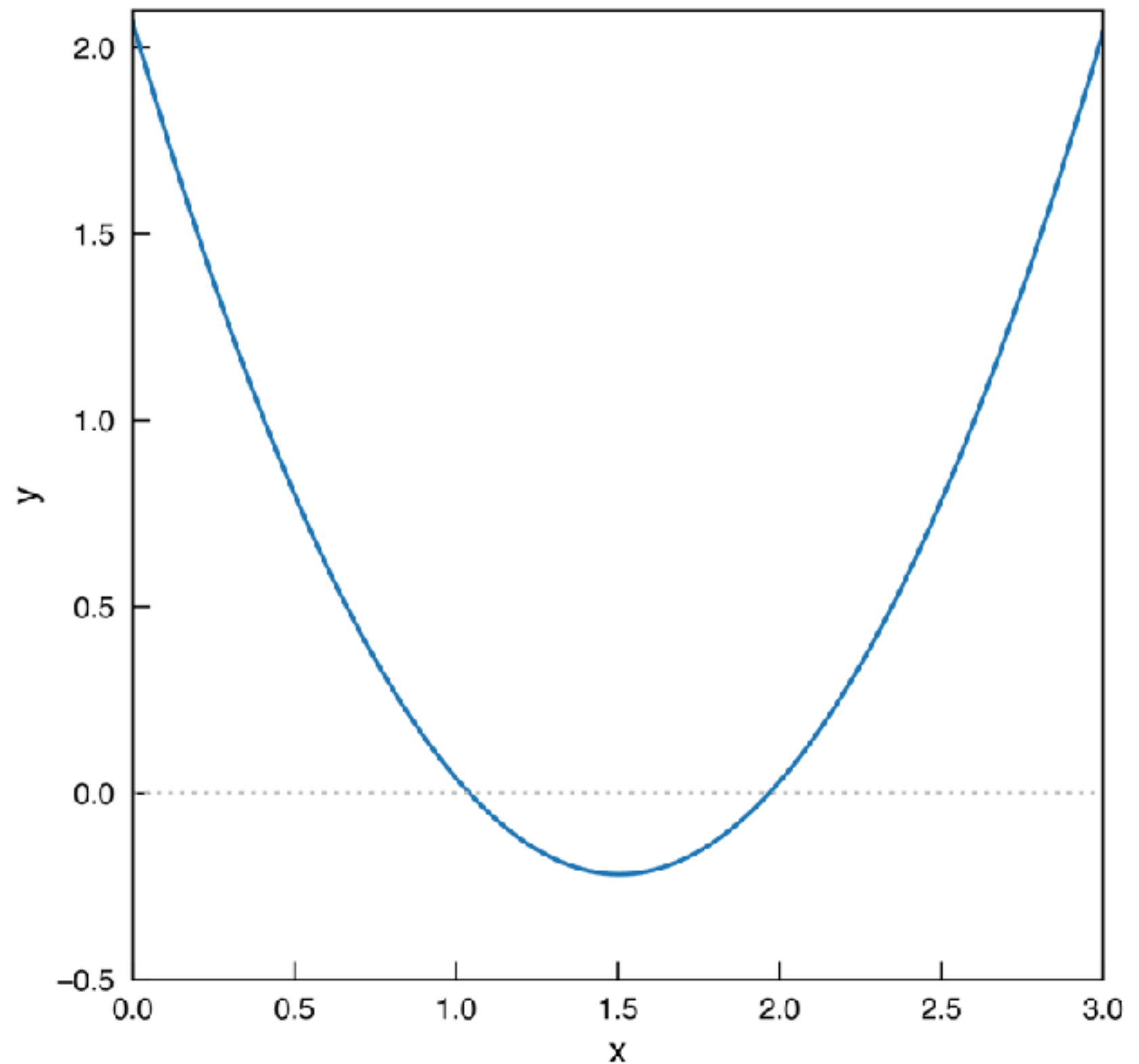
$$f(x) = 1.01x^2 - 3.04x + 2.07$$

What are the roots of this function?

$$x \approx 1.040869, x \approx 1.969032$$

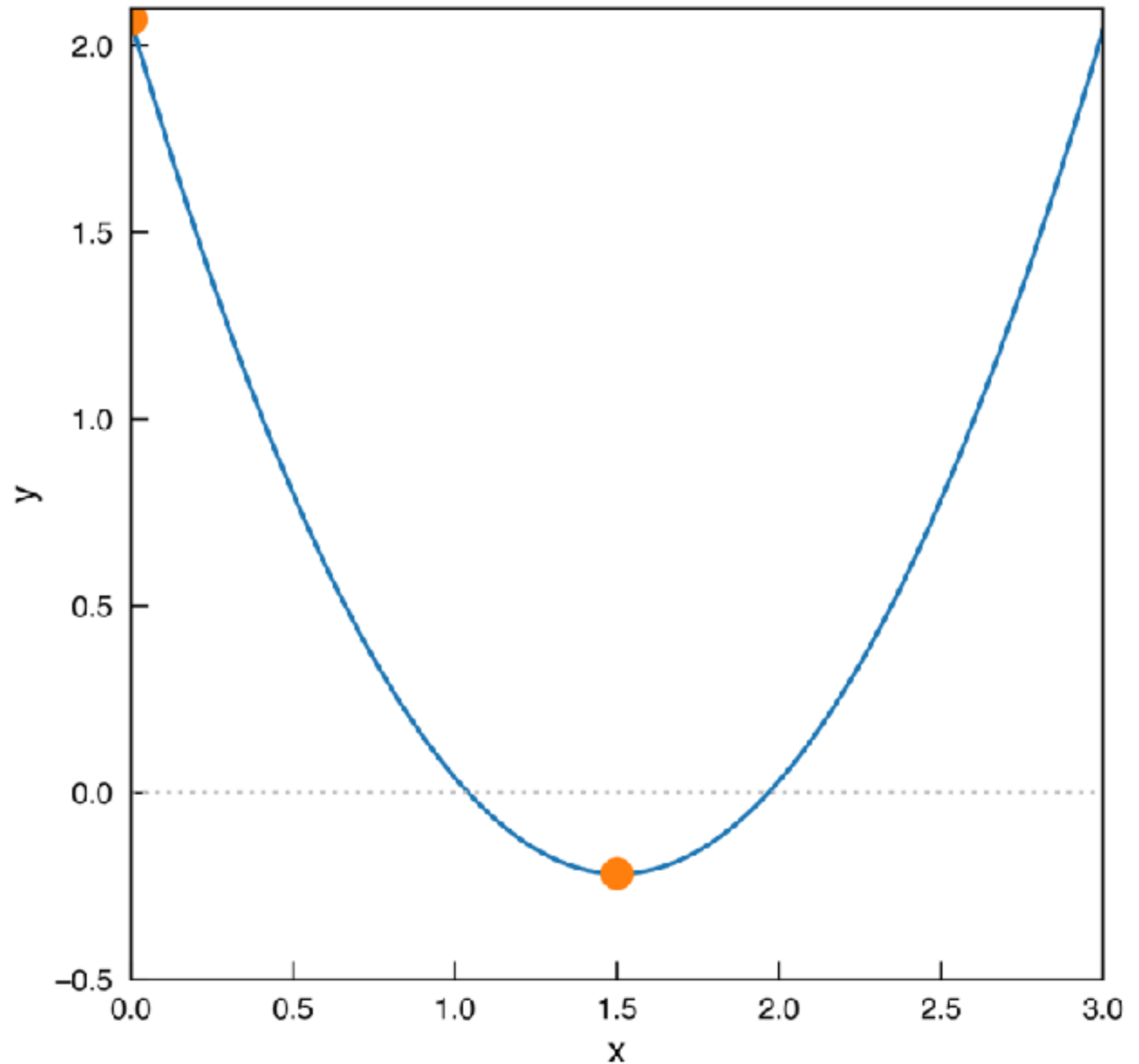


# How do we find these roots?



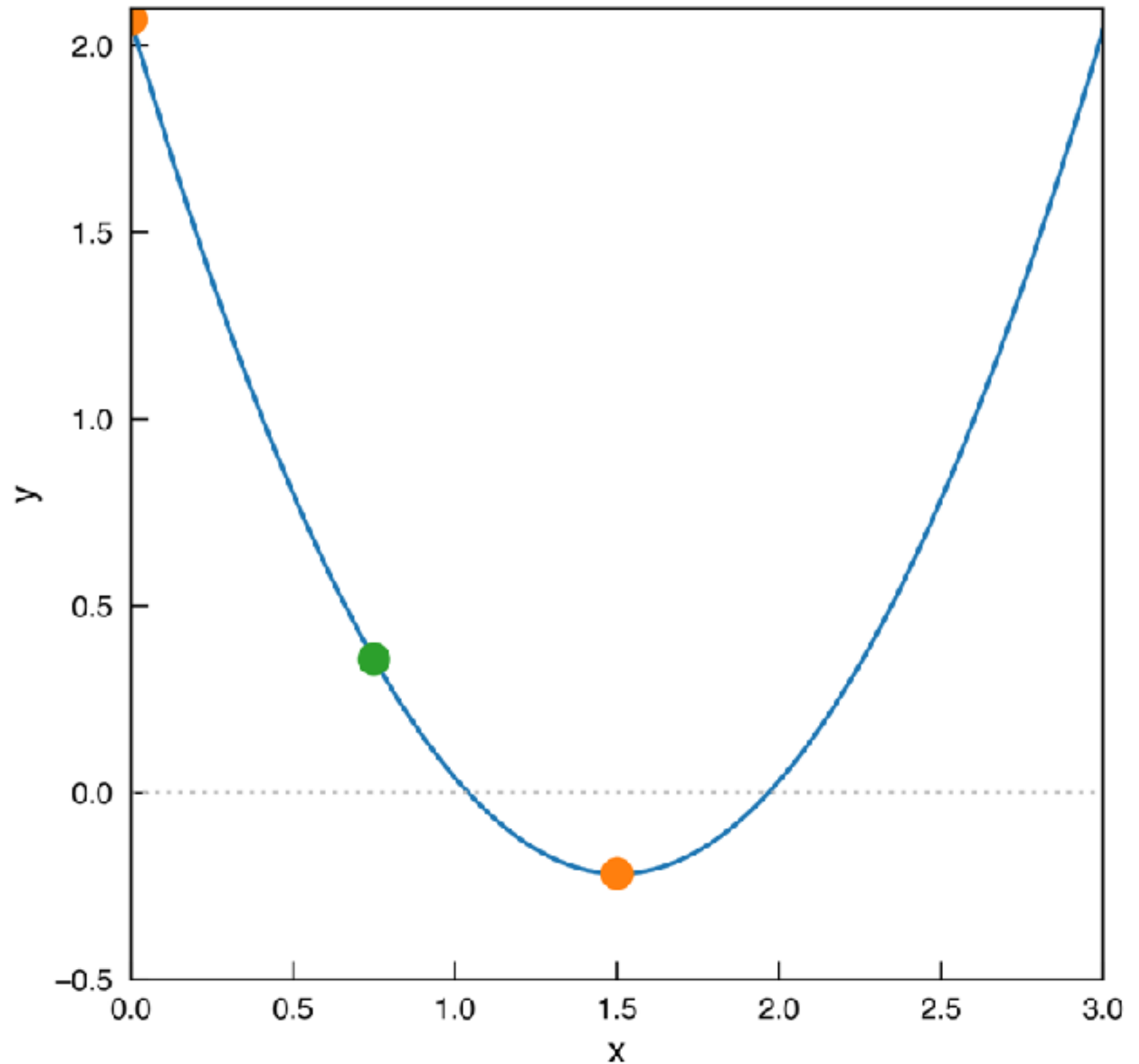
# How do we find these roots?

1) bracket the root



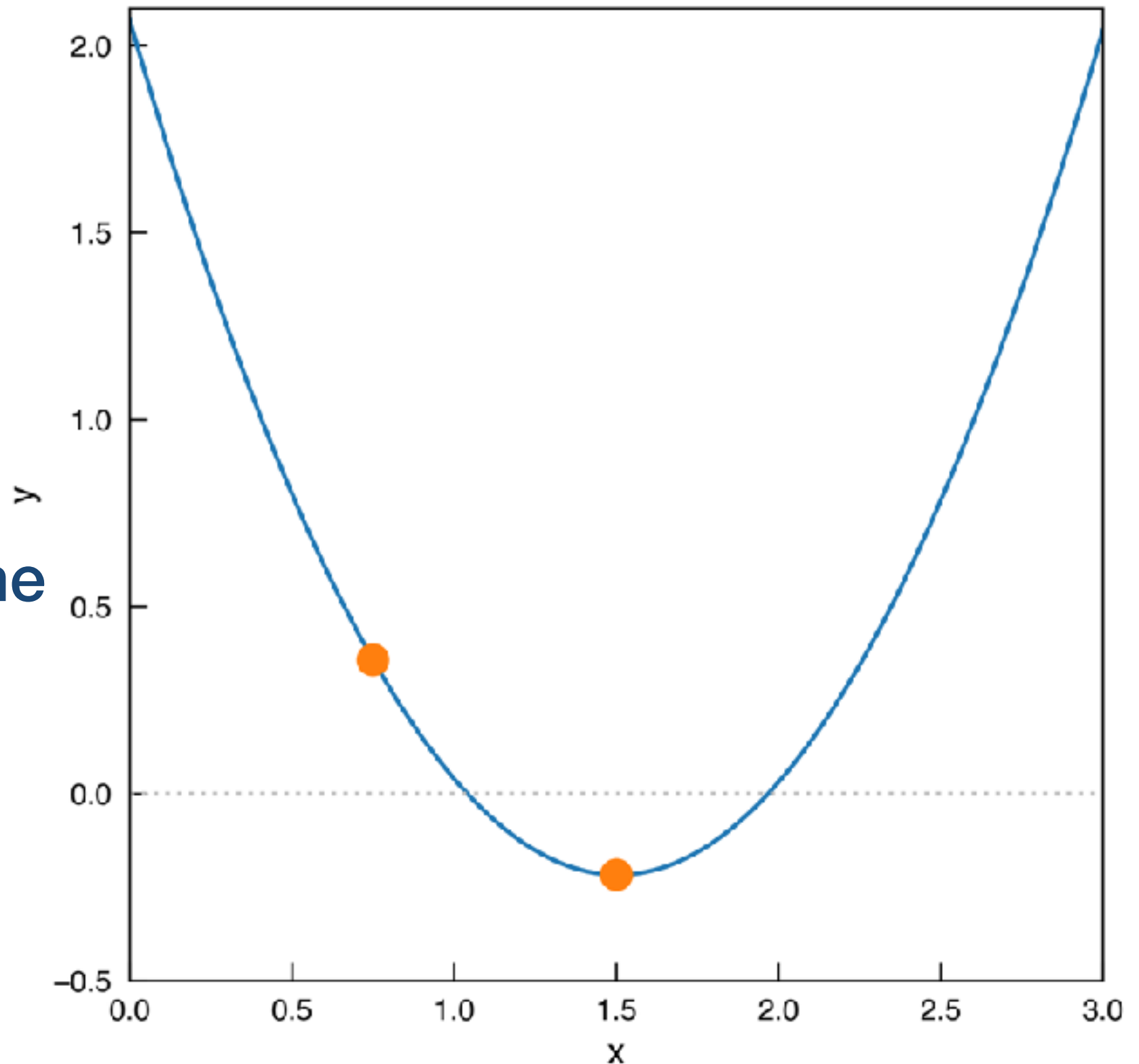
# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value



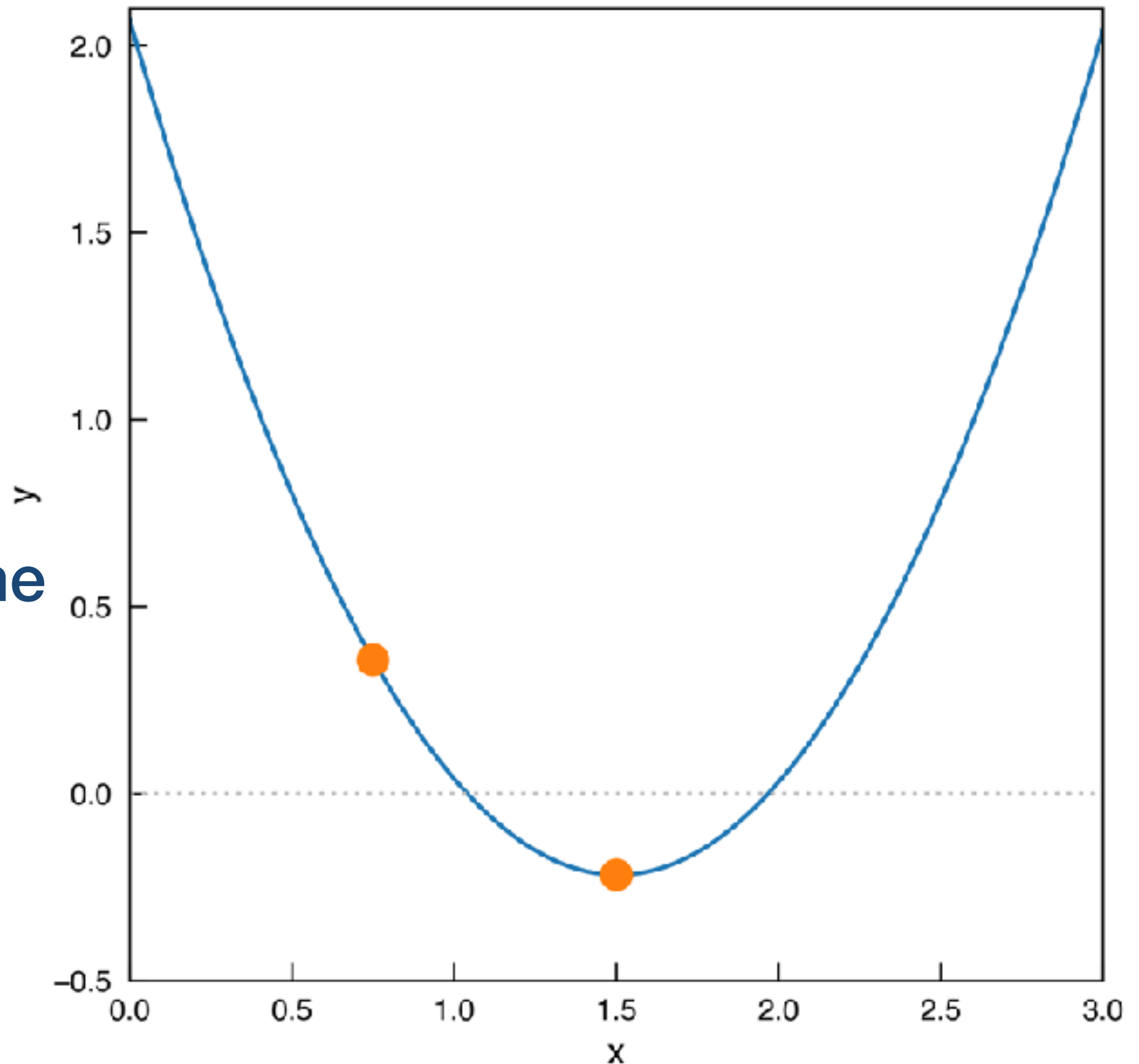
# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket



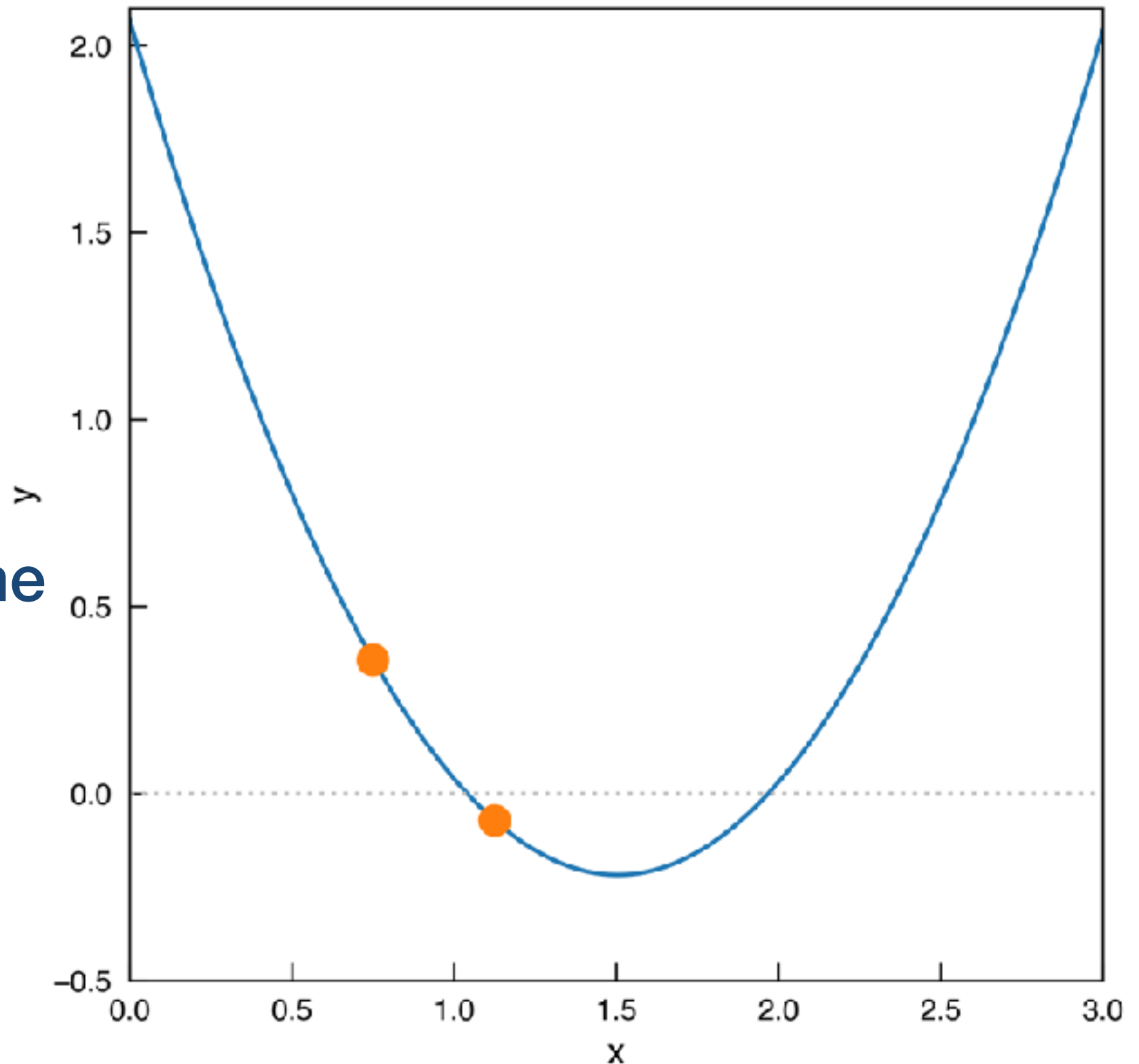
# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket
- 4) iterate until we reach some tolerance



# How do we find these roots?

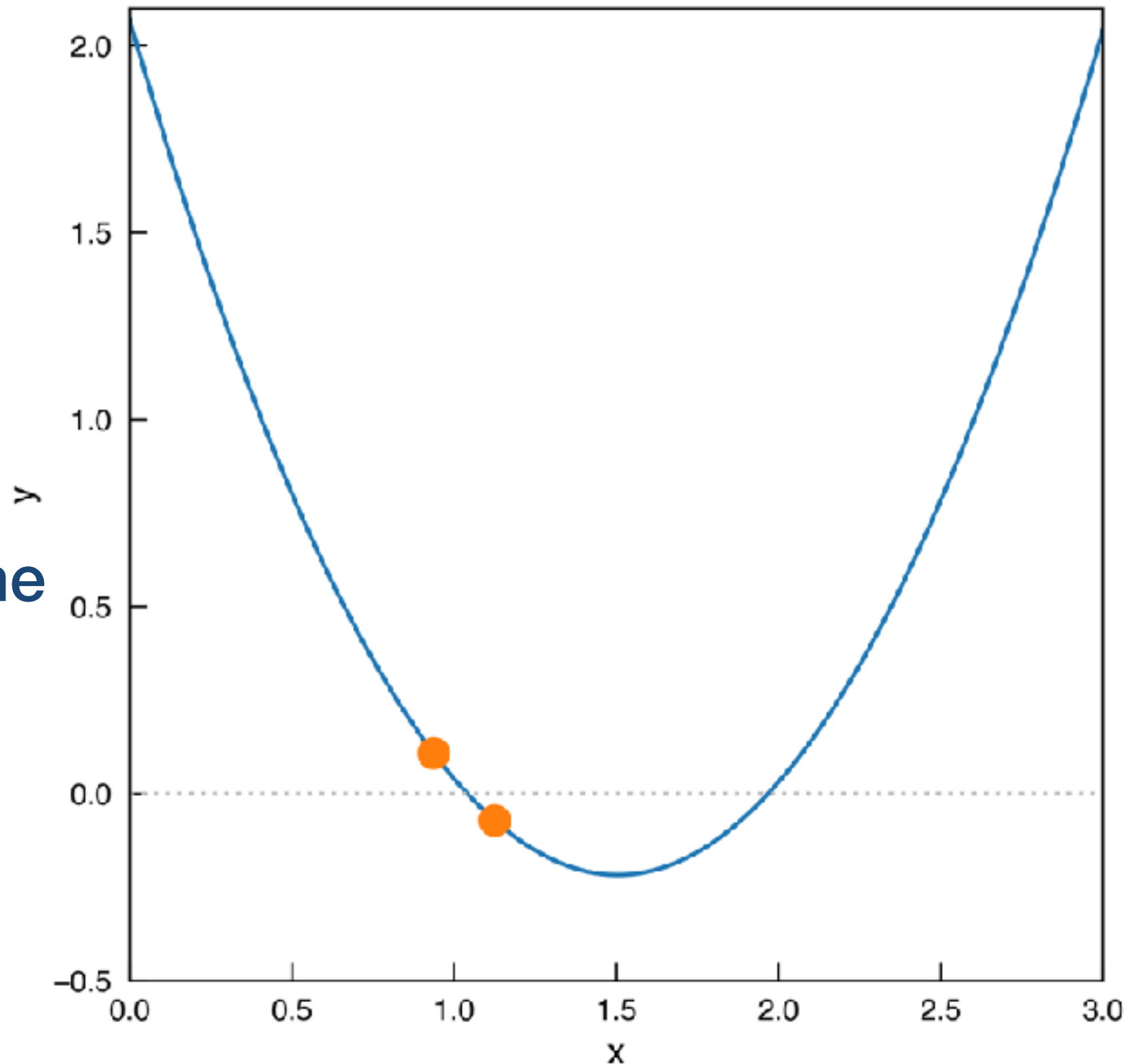
- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket
- 4) iterate until we reach some tolerance





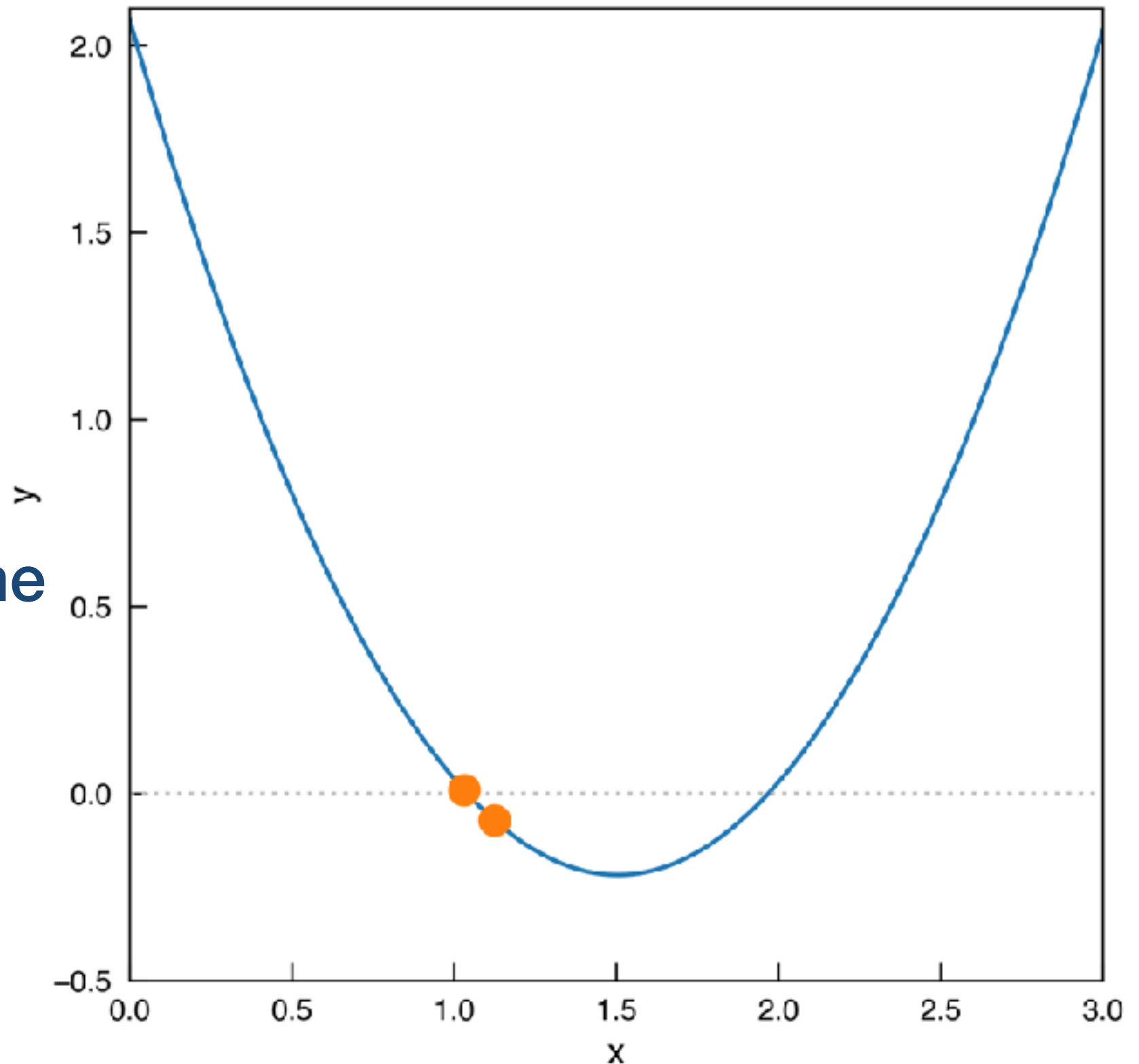
# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket
- 4) iterate until we reach some tolerance



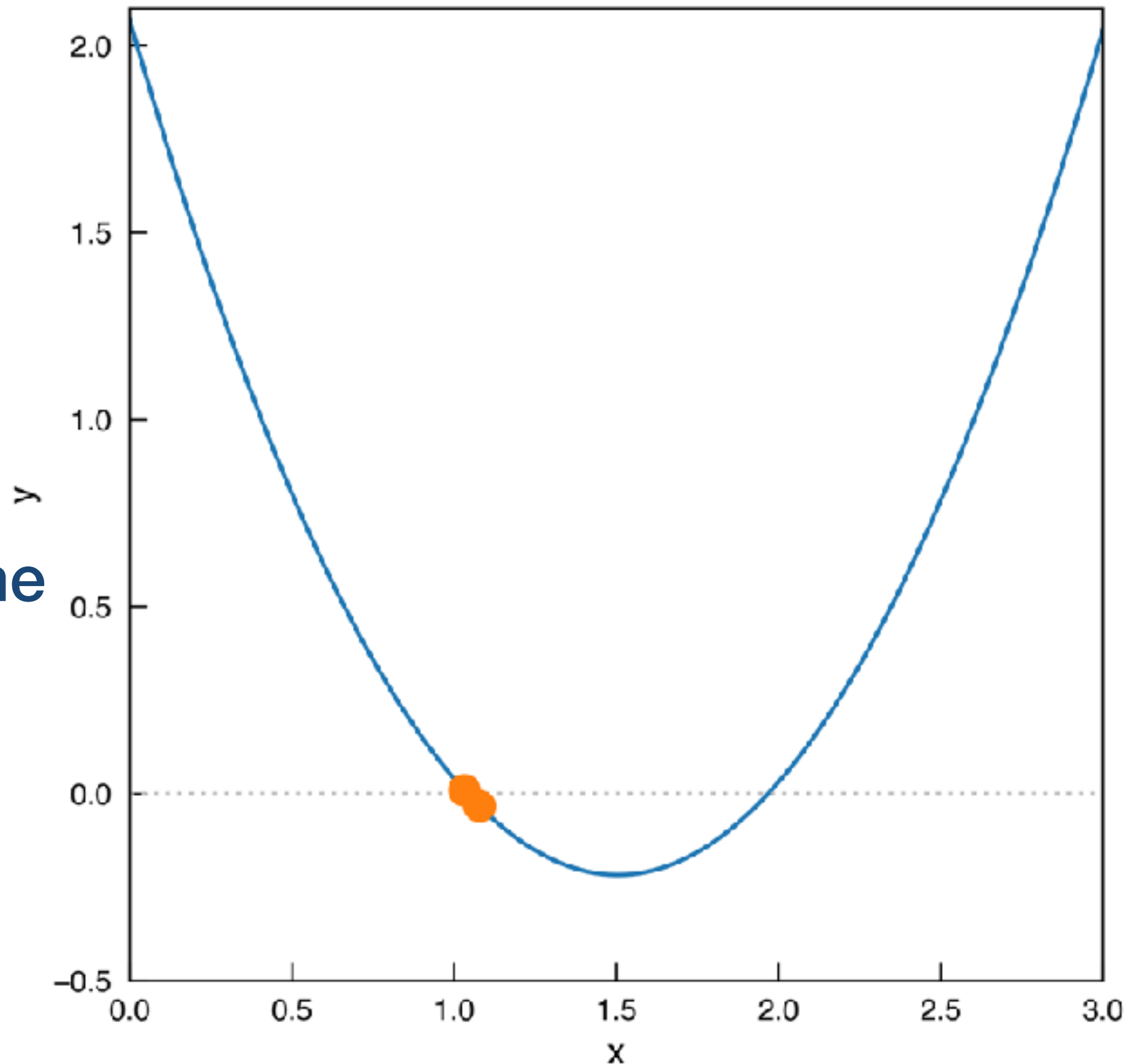
# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket
- 4) iterate until we reach some tolerance



# How do we find these roots?

- 1) bracket the root
- 2) pick an intermediate value
- 3) then we shrink the bracket
- 4) iterate until we reach some tolerance



## Algorithm for Bisection method

1. Declare variables.
2. Set maximum number of iterations to perform.
3. Set tolerance to a small value (eg.  $1.0e-6$ ). 4. Set the two initial bracket values.
  - (a) Check that the values bracket a root or singularity.
  - (b) Determine value of function  $f(x)$  at the two bracket values.
  - (c) Make sure product of functional values is less than 0.0. If not, then report this and stop.
  - (d) If the absolute value of one of the functional values is less than tolerance, then a root is found and write value to terminal and stop.
5. Set the counter of the number of iterations to zero. 6. Begin Bisection loop
  - (a) Find value midway between bracket values.
  - (b) Determine functional value at this midpoint.
  - (c) If the absolute value of function value at midpoint is less than tolerance, then exit Bisection loop.
  - (d) If product of functional values at midpoint and at one of the endpoints is greater than zero, then replace this endpoint and its functional value with midpoint and its functional value.
  - (e) Otherwise, replace the other endpoint and its functional value with midpoint and its functional value.
  - (f) Increment the count of the number of iterations.
  - (g) If we have exceeded the maximum number of iterations, then exit Bisection loop.
7. End Bisection Loop
8. If root was not found in maximum number of iterations, write a warning message to the terminal.
9. Write to screen the value of root

## Function $f(x)$ : Given 1 argument (type float):

1. Declare any additional variables.
2. Calculate value of function at the given point.
3. Return value as a float.

# Bisection Search

jupyter bisection\_search\_demo Last Checkpoint: a few seconds ago (autosaved)

File Edit View Insert Cell Kernel Help

Save + Cut Copy Paste Undo Redo Run Stop Restart Code

```
In [1]: %matplotlib inline
import numpy as np
import matplotlib.pyplot as plt
```

**Define a function for which we'd like to find the roots**

```
In [2]: def function_for_roots(x):
        a = 1.01
        b = -3.04
        c = 2.07
        return a*x**2 + b*x + c # get the roots of  $ax^2 + bx + c$ 
```

# Bisection Search

We need a function to check whether our initial values are valid

```
In [9]: def check_initial_values(f, x_min, x_max, tol):

    #check our initial guesses
    y_min = f(x_min)
    y_max = f(x_max)

    #check that x_min and x_max contain a zero crossing
    if(y_min*y_max>=0.0):
        print("No zero crossing found in the range = ",x_min,x_max)
        s = "f(%f) = %f, f(%f) = %f" % (x_min,y_min,x_max,y_max)
        print(s)
        return 0

    # if x_min is a root, then return flag == 1
    if(np.fabs(y_min)<tol):
        return 1

    # if x_max is a root, then return flag == 2
    if(np.fabs(y_max)<tol):
        return 2

    #if we reach this point, the bracket is valid
    #and we will return 3
    return 3
```



# Bisection Search

Now we will define the main work function that actually performs the iterative search

```
def bisection_root_finding(f, x_min_start, x_max_start, tol):  
  
    # this function uses bisection search to find a root  
  
    x_min = x_min_start      #minimum x in bracket  
    x_max = x_max_start      #maximum x in bracket  
    x_mid = 0.0              #mid point  
  
    y_min = f(x_min)         #function value at x_min  
    y_max = f(x_max)         #function value at x_max  
    y_mid = 0.0              #function value at mid point  
  
    imax = 10000             #set a maximum number of iterations  
    i = 0                    #iteration counter  
  
    #check the initial values  
    flag = check_initial_values(f,x_min,x_max,tol)  
    if(flag==0):  
        print("Error in bisection_root_finding().")  
        raise ValueError('Initial values invalid',x_min,x_max)  
    elif(flag==1):  
        # lucky guess  
        return x_min  
    elif(flag==2):  
        # another lucky guess  
        return x_max  
  
    #if we reach here, then we need to conduct the search
```

# Bisection Search

```
#if we reach here, then we need to conduct the search

#set a flag
flag = 1

#enter a while loop
while(flag):
    x_mid = 0.5*(x_min+x_max) #mid point
    y_mid = f(x_mid)          #function value at x_mid

    #check if x_mid is a root
    if(np.fabs(y_mid)<tol):
        flag = 0
    else:
        #x_mid is not a root

        #if the product of the function at the midpoint
        #and at one of the end points is greater than
        #zero, replace this end point
        if(f(x_min)*f(x_mid)>0):
            #replace x_min with x_mid
            x_min = x_mid
        else:
            #replace x_max with x_mid
            x_max = x_mid

    #print out the iteration
    print(x_min,f(x_min),x_max,f(x_max))
```

# Bisection Search

```
#print out the iteration
print(x_min, f(x_min), x_max, f(x_max))

#count the iteration
i += 1

#if we have exceeded the max number
#of iterations, exit
if(i >= imax):
    print("Exceeded max number of iterations = ", i)
    s = "Min bracket f(%f) = %f" % (x_min, f(x_min))
    print(s)
    s = "Max bracket f(%f) = %f" % (x_max, f(x_max))
    print(s)
    s = "Mid bracket f(%f) = %f" % (x_mid, f(x_mid))
    print(s)
    raise StopIteration('Stopping iterations after ', i)

#we are done!
return x_mid
```

# Bisection Search

## Perform the search

```
In [57]: x_min = 0.0
x_max = 1.5
tolerance = 1.0e-6

#print the initial guess
print(x_min,function_for_roots(x_min))
print(x_max,function_for_roots(x_max))

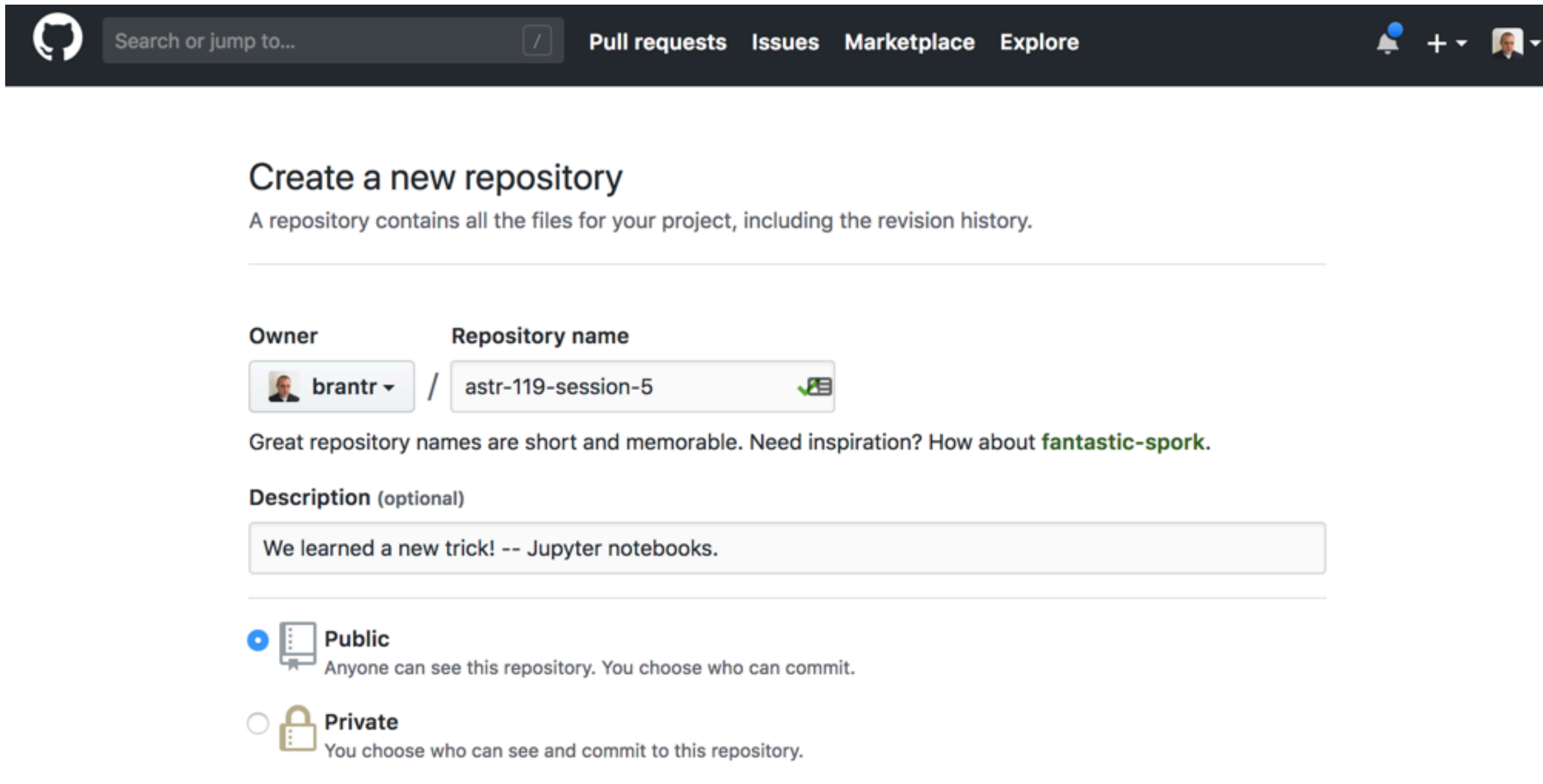
x_root = bisection_root_finding(function_for_roots,x_min,x_max,tolerance)
y_root = function_for_roots(x_root)

s = "Root found with y(%f) = %f" % (x_root,y_root)
print(s)

0.0 2.07
1.5 -0.21750000000000007
0.75 0.35812499999999996 1.5 -0.21750000000000007
0.75 0.35812499999999996 1.125 -0.071718750000000005
0.9375 0.10769531249999997 1.125 -0.071718750000000005
1.03125 0.009111328124999485 1.125 -0.071718750000000005
1.03125 0.009111328124999485 1.078125 -0.033522949218749876
1.03125 0.009111328124999485 1.0546875 -0.012760620117187482
1.03125 0.009111328124999485 1.04296875 -0.0019633483886720704
1.037109375 0.0035393142700193003 1.04296875 -0.0019633483886720704
1.0400390625 0.0007793140411376243 1.04296875 -0.0019633483886720704
1.0400390625 0.0007793140411376243 1.04150390625 -0.0005941843986509987
1.040771484375 9.202301502186927e-05 1.04150390625 -0.0005941843986509987
1.040771484375 9.202301502186927e-05 1.0411376953125 -0.0002512151433698701
1.040771484375 9.202301502186927e-05 1.04095458984375 -7.963042706249368e-05
1.040863037109375 6.1878282573424315e-06 1.04095458984375 -7.963042706249368e-05
1.040863037109375 6.1878282573424315e-06 1.0409088134765625 -3.6723415833161965e-05
1.040863037109375 6.1878282573424315e-06 1.0408859252929688 -1.5268322895334308e-05
1.040863037109375 6.1878282573424315e-06 1.0408744812011719 -4.540379595852073e-06
1.040863037109375 6.1878282573424315e-06 1.0408744812011719 -4.540379595852073e-06
Root found with y(1.040869) = 0.000001
```

# Save Your Work

Make a GitHub project “astr-119-session-7”, and commit the programs `my_first_jupyter_notebook.ipynb` and `test_matplotlib.ipynb` you made today.



The screenshot shows the GitHub interface for creating a new repository. At the top is a dark navigation bar with the GitHub logo, a search bar, and links for Pull requests, Issues, Marketplace, and Explore. Below this, the main heading is 'Create a new repository' with a subtext explaining that a repository contains all files for a project. The form fields include 'Owner' (brantr) and 'Repository name' (astr-119-session-5). A description field contains the text 'We learned a new trick! -- Jupyter notebooks.' At the bottom, there are two radio button options: 'Public' (selected) and 'Private'.

Search or jump to... Pull requests Issues Marketplace Explore

## Create a new repository

A repository contains all the files for your project, including the revision history.

Owner Repository name

brantr / astr-119-session-5

Great repository names are short and memorable. Need inspiration? How about **fantastic-spork**.

Description (optional)

We learned a new trick! -- Jupyter notebooks.

☒ **Public**  
Anyone can see this repository. You choose who can commit.

☐ **Private**  
You choose who can see and commit to this repository.