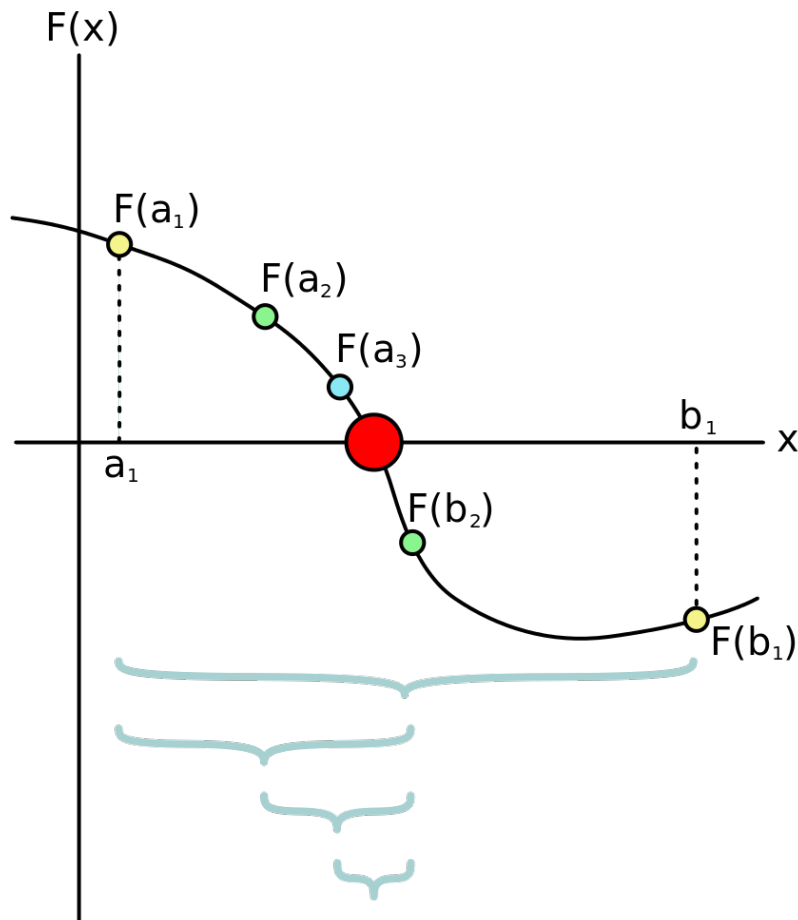


## 1. Temperature for interstellar grains

There is a random cloud (dust/gas) in the far away ISM. You happened to know the heating and cooling rate from physics text books. How can you apply that to get the temperature of the cloud?

# Root finding

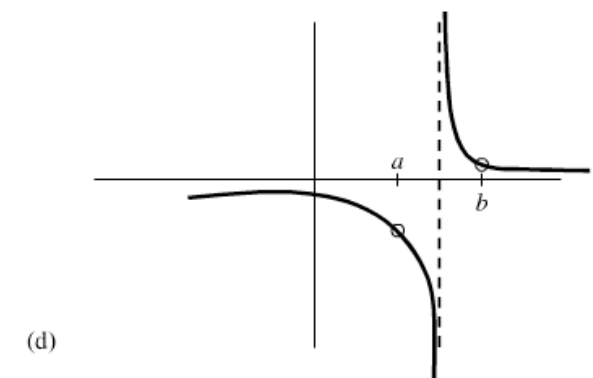
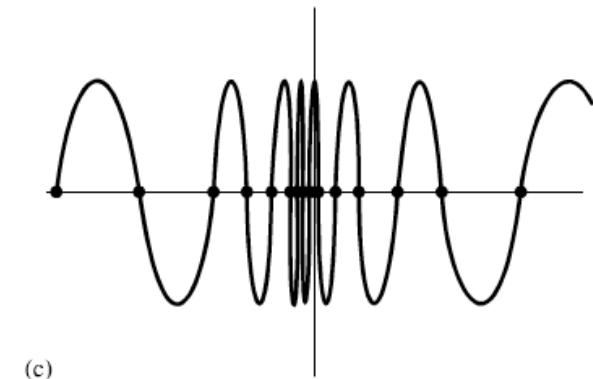
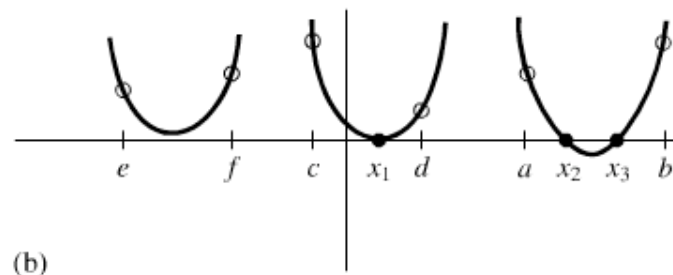
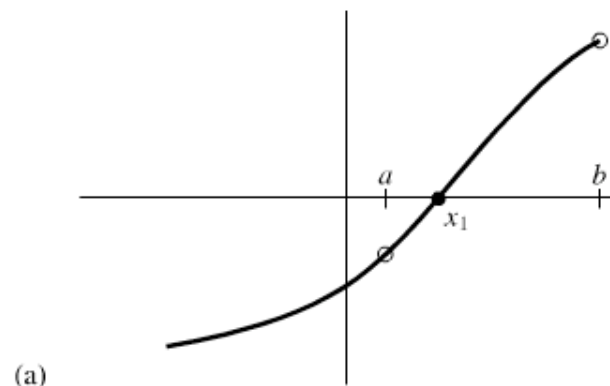


Before going ahead to find root of  $f(x) = 0$ , graph your  $f(x)$

At what tolerance would you want to quote your numerical value?

- Bisection is a robust algorithm in 1D problems
- Bracketing interval decreases by 2 in every step. How many steps are required to start from  $\varepsilon_0$  and reach a tolerance of  $\varepsilon$ ?
- Bisection converges linearly (slow convergence) because successive significant figures are won linearly

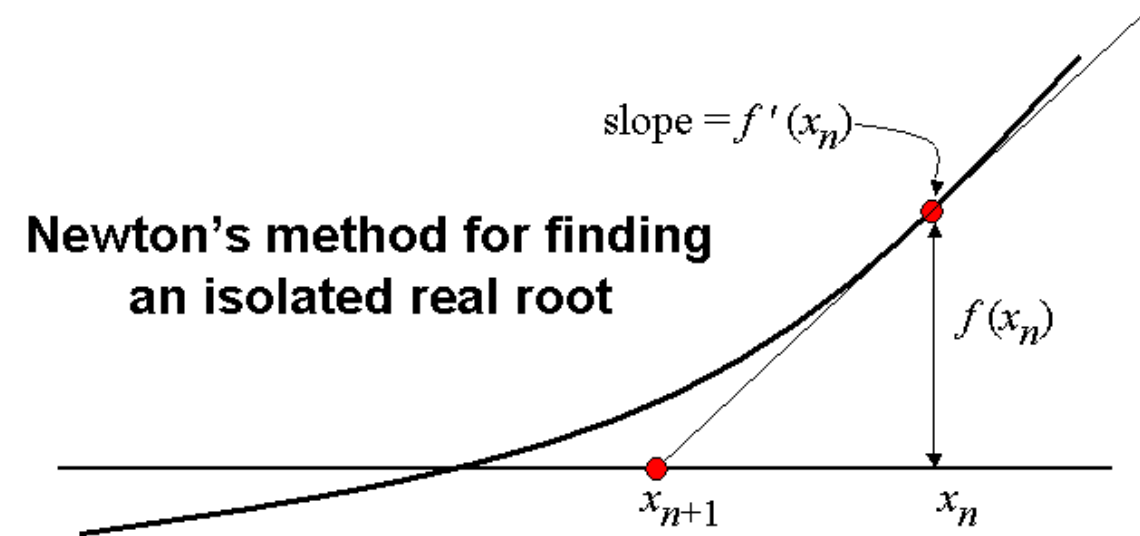
# Root finding



- (a) bracketed single isolated root
- (b) none, double, multiple [there may be a root, but no sign change between the sides. how do we handle this?]
- (c) pathological function with many roots — your result is going to heavily depend on your initial value
- (d) it is bracketing a singularity, not root!! danger!

# Newton-Raphson

- Better than linear convergence
- **[Both the function and the derivative if continuous near the root]** Taylor's series:  
$$f(x) \approx f(a) + (x-a) f'(a) + \dots$$
- With the derivative  $f'(x)$  and the initial guess  $a$ , can we get the root,  $x_0$ ?



# Newton-Raphson derivn

$a$  is the initial guess of the root, which we assume to be near the original root,  $x$ .

Taylor series expansion of  $f(x)$  gives,

$$f(x) = f(a) + (x-a) f'(a)$$

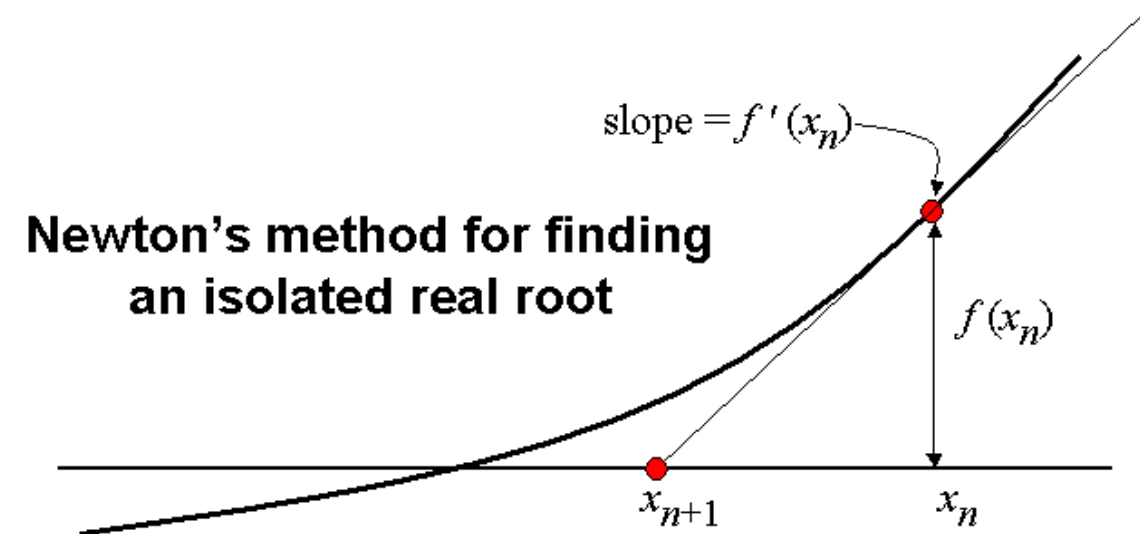
If  $x$  is the root,  $f(x) = 0$ ,

$$\implies f(a) = (a-x)f'(a)$$

$$\text{ie., } f(a)/f'(a) = a-x$$

$$\text{therefore, } x = a - f(a)/f'(a)$$

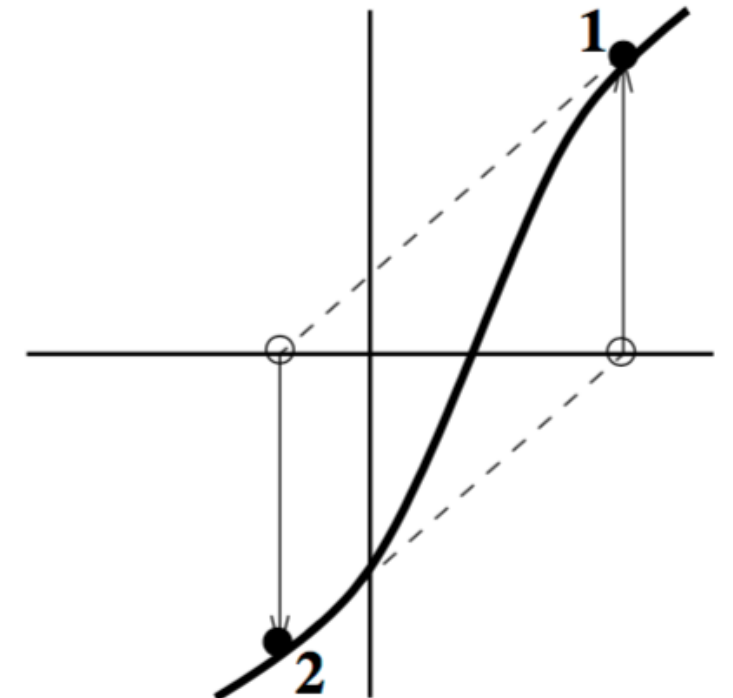
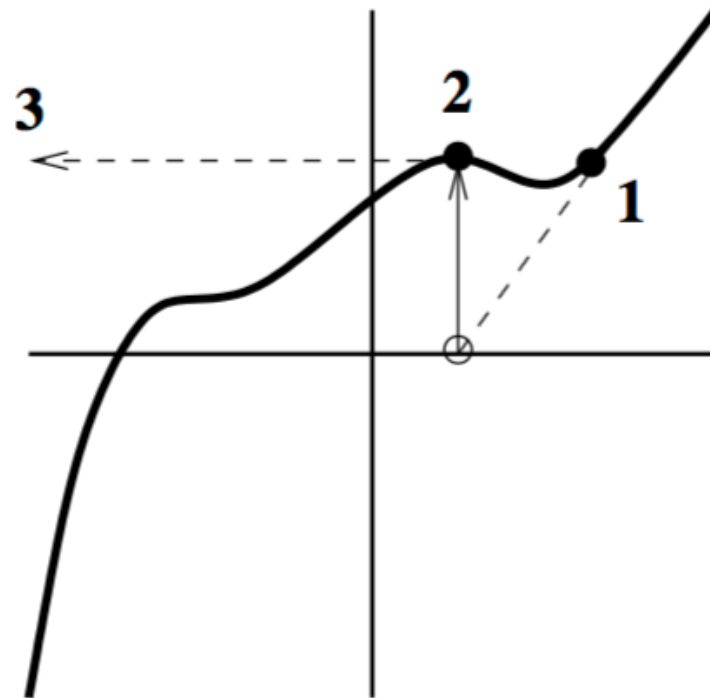
i.e, new guess = initial guess -  $f(a)/f'(a)$



general exprn

$$x_{n+1} = x_n - f(x_n)/f'(x_n)$$

# Newton-Raphson



- Only works near the root!!! Fails terribly if you go away from the root
- Then why use? :- quadratic convergence (very fast) :- **Prove this!**
- Best is to polish the bisection root