### Numerical Methods Homework-2 B10602110 四電子三乙 呂和軒

1. Consider the following equation:

$$f(x) = 2x + \frac{3}{x}$$

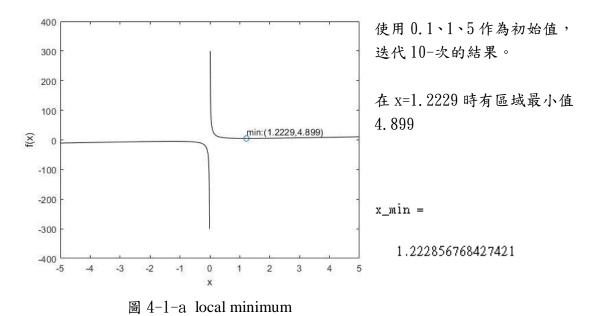
(a) Iterate parabolic interpolation 10 times to locate the minimum.

ANS:

```
1.Code_function:
```

```
function [xe]= parabolic(f,x1,x2,x3,iter)
                         x_m = [x1;x2;x3];
                          for n = 1:iter
                                            n
                                             f_m = f(x_m);
                                            ai 2 =
      f_m(1)*(x_m(2)^2-x_m(3)^2)+f_m(2)*(x_m(3)^2-x_m(1)^2)+f_m(3)*(x_m(1)^2-x_m(1)^2)+f_m(3)^2-x_m(3)^2-x_m(3)^2+f_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x_m(3)^2-x
      -x_m(2)^2
                                            ai 3 =
      f_m(1)*(x_m(2)-x_m(3))+f_m(2)*(x_m(3)-x_m(1))+f_m(3)*(x_m(1)-x_m(2))
                                            xe = ai_2/(2*ai_3)
                                             if(ismember(xe,x m))
                                                           break;
                                            end
                                            [f_max,pos] = max(f_m,[],1);
                                             x_m(pos) = xe;
                         end
      end
2.Code main:
      close all
      clear all
      format long
      x1 = 0.1
      x^2 = 1
      x3 = 5
      f = @(x) 2.*x+3./x;
      iter = 10;
      [x_min]= parabolic(f,x1,x2,x3,iter)
      x=-5:0.01:5;
      plot(x,f(x),'-k')
      hold on
      plot(x min,f(x min),'o')
      text(x_min,f(x_min)+25,min:(+string(x_min)+',+string(f(x_min))+')')
      xlabel('x')
      ylabel('f(x)')
```

#### 3. Result:



(b) Comment on the convergence of your results ( x1 =0.1, x2 =0.5, x3 =5). ANS :

#### 1. Result:

在 0 到點最小值之間為單調下降曲線,而點最小值至 5 之間為單調上升 曲線,符合二次曲線特徵,因此可以使用拋物線插值找出最小值,但經過插 值得出的頂點必須也落在 0 至 5 之間,若落在負區間則結果會發散。

2. Find the local minima and maxima of the following function ranging from 0 to 2.

$$f(x) = 9e^{-x}\sin(2\pi x) - 3.5$$

(a) Use golden-section search.

ANS:

#### 1.Code\_function:

```
function [x] = golden_section(f,x1,x2,iter)

gr = (sqrt(5) + 1) / 2;

x3 = x1+(x2-x1)/gr

x4 = x2-(x2-x1)/gr

for n=1:iter

n

if(f(x3)>f(x4))

x2 = x3;

else

x1 = x4;

end

x3 = x1+(x2-x1)/gr

x4 = x2-(x2-x1)/gr

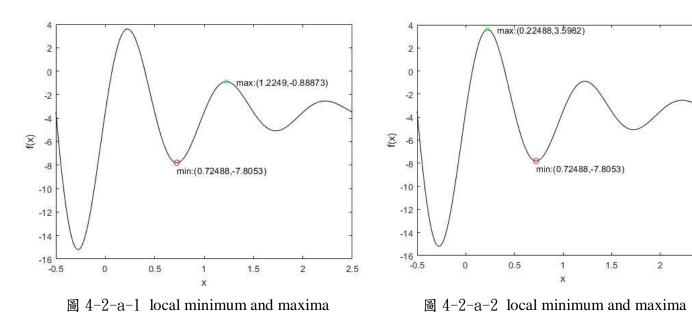
end
```

```
x = (x3+x4)/2
 end
2.Code_main:
 close all
 clear all
 format long
 x1 = 0
 x^2 = 2
 f = @(x) (9*exp(-x).*sin(2*pi*x)-3.5);
 inv_f = @(x) - (9*exp(-x).*sin(2*pi*x)-3.5);
 iter = 50;
 [x_min] = golden_section(f,x1,x2,iter)
 [x_max]= golden_section(inv_f,x1,x2,iter)
 figure(1)
 x=-0.5:0.01:2.5;
 plot(x,f(x),'-k')
 hold on
 text(x_min,f(x_min)-0.6,min:('+string(x_min)+','+string(f(x_min))+')')
 text(x_max+0.1,f(x_max),max:('+string(x_max)+','+string(f(x_max))+')')
 plot(x_min,f(x_min),'ro')
 plot(x_max,f(x_max),'gx')
 xlabel('x')
```

#### 3. Result:

ylabel('f(x)')

with initial value  $0 \cdot 2$ 



若初始值使用 0、2,則會因為計算得出的步幅過大而直接跨過最大值所 在的位置,而找到錯誤的值。

2.5

with initial value  $0 \cdot 1$ 

## (b) Use the brute force stepwise.

#### ANS:

```
1.Code_function:
```

```
function [x_min,x_max]= brute(f,x1,x2,precise)
    x_range = x1:precise:x2;
    f_m = f(x_range);
    [f_min,pos_min] = min(f_m);
    [f_max,pos_max] = max(f_m);
    x_min = x_range(pos_min);
    x_max = x_range(pos_max);
end
```

#### 2.Code main:

```
close all
clear all
format long
```

```
 \begin{array}{l} x1 = 0 \\ x2 = 2 \\ f = @(x) \ (9*exp(-x).*sin(2*pi*x)-3.5); \\ precise = 0.0001; \\ x = -0.5:0.01:2.5; \\ [x_min,x_max] = brute(f,x1,x2,precise) \\ plot(x,f(x),'-k') \\ hold \ on \\ text(x_min,f(x_min)-0.6,'min:('+string(x_min)+','+string(f(x_min))+')') \\ text(x_max+0.1,f(x_max),'max:('+string(x_max)+','+string(f(x_max))+')') \\ plot(x_min,f(x_min),'ro') \\ plot(x_max,f(x_max),'gx') \\ xlabel('x') \\ ylabel('f(x)') \end{array}
```

#### 3. Result:

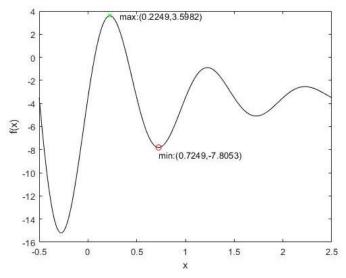


圖 4-2-b local minimum and maxima

使用精度為 0.0001, 範圍從 0 到 2。

```
3. Given:
```

$$f(x) = -2x^6 - 1.5x^4 + 10x + 2$$

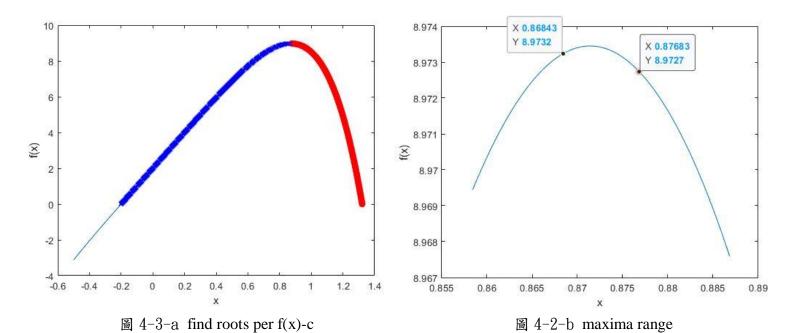
Use a root-location technique to determine the maximum of this function. ANS:

#### 1.Code\_function:

```
function[root] = newton(f,x0,c,iter,error_std)
     eps = 1e-6;
     for n = 1:iter
          n;
          m = (f(x0+eps,c)-f(x0,c))/eps;
          x1 = x0-f(x0,c)/m;
          error = abs(x1-x0)/x0;
          x0 = x1;
     end
     root = x1;
 end
2.Code_main:
 close all
 clear all
 format long
 f = @(x,c) -2.*x.^6-1.5.*x.^4+10.*x+2+c
 %f b = @(x) -2.*x.^6-1.5.*x.^4+10.*x+2
 x0 = 5:
 c = 0;
 iter = 20
 error std = 0.00
 c_{iter} = 0
 x = -0.5:0.01:1;
 plot(x,f(x,0))
 hold on
 root0 = 0;
 root1 = 0;
 root = [];
 while(1)
      x0 = 5;
      root0 = newton(f,x0,c,iter,error\_std);
      x0 = -5;
      root1 = newton(f,x0,c,iter,error_std);
      if(root1 > root0)
          max_range = root
          break
      end
      root = [];
      root = [root, root0, root1];
      f_{root} = f(root, 0);
```

```
plot(root(1),f_root(1),'ro')
     hold on
     plot(root(2),f_root(2),'bx')
     c = c - 0.005;
     c_{iter} = c_{iter} + 1
end
xlabel('x')
ylabel('f(x)')
figure(2)
x = max range(2) - 0.01 : 0.0001 : max range(1) + 0.01;
plot(x,f(x,0))
hold on
plot(max_range(2),f(max_range(2),0),'bx')
plot(max_range(1),f(max_range(1),0),'ro')
xlabel('x')
ylabel('f(x)')
%[x_min,x_max] = brute(f_b,0.87,0.89,0.0000001)
```

# 3.Result:



使用牛頓法找根,先從左右兩邊各找出一個根,接下來將函數減去 0.005 的偏移量,使 f(x)圖形下降,再找出兩個根,漸漸逼近最大值,直到兩根交錯而停止,就可得到最大值的區間範圍。使用牛頓法的原因是因為函數為連續的,且在最大值附近的斜率變化較為平緩,沒有劇烈的變化,圖形凹口一致向下,使用牛頓法可以較穩定的找到根。