### BABYLONIAN METHOD

Mr. merrick · September 27, 2025

#### The Babylonian Method

$$x_1 = \frac{1}{2} \left( x_0 + \frac{a}{x_0} \right), \quad a > 0, \ x_0 > 0.$$

This is the Babylonian/Heron update for approximating  $\sqrt{a}$ .

**Tiny history.** The method goes back to ancient Babylon and appears in Heron's *Metrica* (1st century AD). It is the special case of Newton's method for  $f(x) = x^2 - a$ .

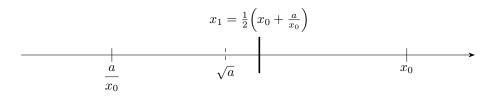
#### How it Works

Core identity:

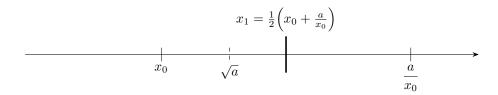
$$\sqrt{a}\left(\frac{\sqrt{a}}{x_0}\right) = \frac{a}{x_0}.$$

Hence  $\sqrt{a}$  always lies strictly between  $x_0$  and  $\frac{a}{x_0}$ . The update  $x_1$  is their midpoint, so it moves closer to  $\sqrt{a}$  regardless of whether  $x_0$  starts above or below.

Case 1:  $x_0 > \sqrt{a} \left( \frac{\sqrt{a}}{x_0} < 1 \Rightarrow \frac{a}{x_0} < \sqrt{a} < x_0 \right)$ 



Case 2:  $0 < x_0 < \sqrt{a} \quad (\frac{\sqrt{a}}{x_0} > 1 \Rightarrow x_0 < \sqrt{a} < \frac{a}{x_0})$ 



## Example: Approximating $\sqrt{10}$

Start above: 
$$x_0 = 4$$

Start below: 
$$x_0 = 3$$

$$x_1 = \frac{1}{2} \left( 4 + \frac{10}{4} \right) = 3.25,$$

$$x_1 = \frac{1}{2} \left( 3 + \frac{10}{3} \right) = \frac{19}{6} \approx 3.1666667,$$

$$x_2 = \frac{1}{2} \left( 3.25 + \frac{10}{3.25} \right) \approx 3.1625,$$

$$x_2 = \frac{1}{2} \left( \frac{19}{6} + \frac{10}{19/6} \right) \approx 3.1622777,$$

$$x_3 = \frac{1}{2} \left( 3.1625 + \frac{10}{3.1625} \right) \approx 3.1622777.$$

$$x_3 = \frac{1}{2} \left( 3.1622777 + \frac{10}{3.1622777} \right) \approx 3.16227766.$$

$$\sqrt{10} \approx 3.16227766$$

**Tip** (digit—stability). If two consecutive iterates agree to k decimal places (i.e., round<sub>k</sub> $(x_n) = \text{round}_k(x_{n+1})$ ), then those k decimals are correct for  $\sqrt{a}$ .

# Practice: 2-Decimal Approximations

*Directions.* For each item, approximate  $\sqrt{a}$  to **2 decimal places** starting from the given  $x_0$  using

$$x_{n+1} = \frac{1}{2} \left( x_n + \frac{a}{x_n} \right).$$

Compute  $x_1$  and  $x_2$ . If they already agree to 2 decimals, you're done (digit-stability tip).

1. 
$$a = 2$$
,  $x_0 = 1$ 

2. 
$$a = 3$$
,  $x_0 = 1.5$ 

3. 
$$a = 5$$
,  $x_0 = 2$ 

4. 
$$a = 12$$
,  $x_0 = 3.5$ 

5. 
$$a = 50$$
,  $x_0 = 7$