
First Term Discussion

Mohamed Emary

Mohamed Abdelfattah

Abdelfattah Zakaria

Shrouk Elsayed

Dalia Abdallah

Sara Reda

February 12, 2024

Abstract

Efficient and accurate root-finding algorithms are critical in numerical analysis across science and engineering. Here we compare three methods - bisection, false position, and a hybrid technique - for solving nonlinear equations. The hybrid approach combines aspects of false position (an open method) and bisection (a bracketing method), leveraging the speed of the former and reliability of the latter. Extensive testing on 25 diverse sample equations shows the hybrid method requires significantly fewer iterations and less computation time to identify roots with similar or better accuracy versus the other two techniques. It reduces iterations and CPU time, while achieving function values closer to the desired zero. By integrating strengths of open and bracketing root-finders, the new hybrid method delivers faster, more efficient, and numerically stable performance in locating roots for a wide variety of equation types.

Contents

1	Equations	3
1.1	Our Equations	3
1.2	Equations From Paper	3
2	Results	4
2.1	False Position	4
2.2	Bisection Method	5
2.3	Hybrid Method	5
2.4	Conclusion	6
2.4.1	Iterations	6
2.4.2	CPU Time	7
2.4.3	Function Value	7
3	Algorithm Steps	8
3.1	Encryption Process	8
3.2	Decryption Process	9
3.3	HybridBF Algorithm	10
4	Results	11
4.1	Encode Time Comparison	11
4.2	Decode Time Comparison	12
4.3	Total Time Comparison	13

List of Figures

1	Iterations Comparison	6
2	CPU Time Comparison	7
3	Function Value Comparison	7
4	Encryption Steps Flowchart	9
5	Decryption Steps Flowchart	10
6	HybridBF Steps Flowchart	11
7	Encoding Time Comparison	11
8	Total Encoding Time Comparison	12
9	Decoding Time Comparison	12
10	Total Decoding Time Comparison	13
11	Total Time Comparison	13
12	Total Time Comparison	14

1 Equations

We have used the same 25 equations with each method and run each method (Bisection, False Position, and Hybrid) 500 times for each problem and then we have calculated the average time. We have also calculated the number of iterations each method have taken for each problem.

We have also used the same tolerance for each method which is 10^{-14}

These are the equations that we have used with each method:

1.1 Our Equations

In these equations we have tried to use different types of functions and intervals to test our methods.

Table 1: Our Equations

No	Equation	Equation Code	Interval
P1	$f(x) = x^3 + 4x^2 - 10 = 0$	<code>x**3 + 4*x**2 - 10</code>	[0, 4]
P2	$f(x) = x^2 - 4$	<code>x**2 - 4</code>	[0, 4]
P3	$f(x) = e^x - 2$	<code>math.exp(x) - 2</code>	[0, 2]
P4	$f(x) = \sin(x)$	<code>math.sin(x)</code>	[2, 6]
P5	$f(x) = x^3 - 6x^2 + 11x - 6$	<code>x**3 - 6*x**2 + 11*x - 6</code>	[1, 2.5]
P6	$f(x) = x^2 + 3x + 2$	<code>x**2 + 3*x + 2</code>	[-2.5, -1.5]
P7	$f(x) = \cos(x) - x$	<code>math.cos(x) - x</code>	[0, 1]
P8	$f(x) = 2^x - 8$	<code>2**x - 8</code>	[2, 4]
P9	$f(x) = \tan(x)$	<code>math.tan(x)</code>	[-1, 1]
P10	$f(x) = x^4 - 8x^3 + 18x^2 - 9x + 1$	<code>x**4 - 8*x**3 + 18*x**2 - 9*x + 1</code>	[2, 4]

1.2 Equations From Paper

We got these equations from [this paper](#) and we have used the same intervals too.

Table 2: Equations From Paper

No	Equation	Equation Code	Interval	Reference
P11	$f(x) = x^2 - 3$	<code>x**2 - 3</code>	[1, 2]	Harder [18]
P12	$f(x) = x^2 - 5$	<code>x**2 - 5</code>	[2, 7]	Srivastava[9]
P13	$f(x) = x^2 - 10$	<code>x**2 - 10</code>	[3, 4]	Harder [18]
P14	$f(x) = x^2 - x - 2$	<code>x**2 - x - 2</code>	[1, 4]	Moazzam [10]
P15	$f(x) = x^2 + 2x - 7$	<code>x**2 + 2*x - 7</code>	[1, 3]	Nayak[11]
P16	$f(x) = x^3 - 2$	<code>x**3 - 2</code>	[0, 2]	Harder [18]
P17	$f(x) = xe^x - 7$	<code>x * math.exp(x) - 7</code>	[0, 2]	Callhoun [19]

No	Equation	Equation Code	Interval	Reference
P18	$f(x) = x - \cos(x)$	<code>x - math.cos(x)</code>	$[0, 1]$	Ehiwario [6]
P19	$f(x) = x \sin(x) - 1$	<code>x * math.sin(x) - 1</code>	$[0, 2]$	Mathews [20]
P20	$f(x) = x \cos(x) + 1$	<code>x * math.cos(x) + 1</code>	$[-2, 4]$	Esfandiari [21]
P21	$f(x) = x^{10} - 1$	<code>x**10 - 1</code>	$[0, 1.3]$	Chapra [17]
P22	$f(x) = x^2 + e^{x/2} - 5$	<code>x**2 + (2.71828**(x/2)) - 5</code>	$[1, 2]$	Esfandiari [21]
P23	$f(x) = \sin(x) \sinh(x) + 1$	<code>math.sin(x) * math.sinh(x) + 1</code>	$[3, 4]$	Esfandiari [21]
P24	$f(x) = e^x - 3x - 2$	<code>(2.71828**x) - 3*x - 2</code>	$[2, 3]$	Hoffman [22]
P25	$f(x) = \sin(x) - x^2$	<code>math.sin(x) - x**2</code>	$[0.5, 1]$	Chapra[17]

2 Results

These are the results we got with each method. We have run each method 500 times on each equation and took the average time to get the highest accuracy possible.

2.1 False Position

These are the results we got with False Position method:

Table 3: False Position

Problem	False Position Algorithm					
	Iter	Avg CPU Time	Approximate Root	Function Value	Lower Bound	Upper Bound
P1	80	0.000229008	1.3652300134140964	-7.11E-15	1.3652300134140964	4
P2	33	4.399728775024414e-05	1.9999999999999978	-8.88E-15	1.9999999999999978	4
P3	51	5.6000232696533204e-05	0.6931471805599422	-6.22E-15	0.6931471805599422	2
P4	8	6.000041961669922e-06	3.141592653589793	1.2246467991473532e-16	3.141592653589793	3.1415926535899232
P5	2	0	1	0	1	2.5
P6	31	4.800844192504883e-05	-2	-5.33E-15	-2.5	-2
P7	12	1.101541519165039e-05	0.7390851332151551	9.2148511043888e-15	0.7390851332151551	1
P8	30	4.401159286499024e-05	2.9999999999999987	-7.11E-15	2.9999999999999987	4
P9	2	1.991748809814453e-06	0	0	0	1
P10	13	4.0007591247558594e-05	3.1117486563092474	0	3.1117486563092474	3.1117486563092482
P11	14	1.7997264862060548e-05	1.732050807568876	-4.00E-15	1.732050807568876	2
P12	50	6.600427627563476e-05	2.2360679774997876	-9.77E-15	2.2360679774997876	7
P13	17	2.2464752197265626e-05	3.162277660168379	-1.78E-15	3.162277660168379	4
P14	38	5.301380157470703e-05	1.9999999999999971	-8.66E-15	1.9999999999999971	4
P15	21	3.1998634338378904e-05	1.8284271247461896	-2.66E-15	1.8284271247461896	3
P16	41	5.600643157958984e-05	1.2599210498948719	-6.22E-15	1.2599210498948719	2
P17	30	3.40123176574707e-05	1.5243452049841437	-7.99E-15	1.5243452049841437	2
P18	12	1.2005805969238282e-05	0.7390851332151551	-9.21E-15	0.7390851332151551	1
P19	7	7.99846649169922e-06	1.1141571408719306	8.881784197001252e-16	1.0997501702946164	1.1141571408719306
P20	13	1.1332988739013672e-05	2.0739328090912146	7.771561172376096e-16	2.0739328090912146	2.5157197710146586
P21	139	0.000183961	0.9999999999999991	-8.88E-15	0.9999999999999991	1.3
P22	16	3.3281803131103514e-05	1.6490135532979475	-1.78E-15	1.6490135532979475	2
P23	45	7.994651794433594e-05	3.2215883990939416	6.328271240363392e-15	3.2215883990939416	4
P24	45	6.818151473999023e-05	2.1253934262332246	-9.77E-15	2.1253934262332246	3

Problem	False Position Algorithm					
	Iter	Avg CPU Time	Approximate Root	Function Value	Lower Bound	Upper Bound
<i>P25</i>	17	2.703714370727539e-05	0.8767262153950554	7.882583474838611e-15	0.8767262153950554	1

2.2 Bisection Method

These are the results we got with Bisection method:

Table 4: Bisection

Problem	Bisection Algorithm					
	Iter	Avg CPU Time	Approximate Root	Function Value	Lower Bound	Upper Bound
<i>P1</i>	50	7.303380966186524e-05	1.3652300134140951	-2.84E-14	1.3652300134140916	1.3652300134140987
<i>P2</i>	1	0	2	0	0	4
<i>P3</i>	49	4.200363159179687e-05	0.6931471805599436	-3.33E-15	0.6931471805599401	0.6931471805599472
<i>P4</i>	50	3.406333923339844e-05	3.141592653589793	1.2246467991473532e-16	3.1415926535897896	3.1415926535897967
<i>P5</i>	48	7.496118545532227e-05	2.0000000000000018	0	1.999999999999964	2.000000000000007
<i>P6</i>	1	1.9011497497558594e-06	-2	0	-2.5	-1.5
<i>P7</i>	48	3.201484680175781e-05	0.7390851332151591	2.55351295663786e-15	0.7390851332151556	0.7390851332151627
<i>P8</i>	1	1.9893646240234374e-06	3	0	2	4
<i>P9</i>	1	1.991748809814453e-06	0	0	-1	1
<i>P10</i>	49	9.199857711791992e-05	3.111748656309249	1.0658141036401503e-14	3.1117486563092456	3.1117486563092527
<i>P11</i>	48	4.000377655029297e-05	1.7320508075688785	4.440892098500626e-15	1.732050807568875	1.732050807568882
<i>P12</i>	50	3.901958465576172e-05	2.2360679774997854	-1.95E-14	2.236067977499781	2.236067977
<i>P13</i>	48	3.7988662719726566e-05	3.1622776601683817	1.5987211554602254e-14	3.162277660168378	3.1622776601683853
<i>P14</i>	50	4.400014877319336e-05	1.9999999999999991	-2.66E-15	1.999999999999964	2.0000000000000018
<i>P15</i>	49	5.607509613037109e-05	1.828427124746188	-1.15E-14	1.8284271247461845	1.8284271247461916
<i>P16</i>	49	3.8086414337158205e-05	1.2599210498948743	5.329070518200751e-15	1.2599210498948707	1.2599210498948779
<i>P17</i>	49	3.905820846557617e-05	1.5243452049841473	3.375077994860476e-14	1.5243452049841437	1.5243452049841508
<i>P18</i>	48	2.9998779296875e-05	0.7390851332151591	-2.55E-15	0.7390851332151556	0.7390851332151627
<i>P19</i>	49	0.000136974	1.114157140871928	-3.00E-15	1.1141571408719244	1.1141571408719315
<i>P20</i>	51	5.606412887573242e-05	2.0739328090912155	-1.33E-15	2.073932809091213	2.073932809091218
<i>P21</i>	48	4.004716873168945e-05	1.0000000000000001	1.1102230246251565e-14	0.999999999999966	1.0000000000000058
<i>P22</i>	44	5.988311767578125e-05	1.649013553297948	0	1.6490135532978911	1.6490135532980048
<i>P23</i>	48	6.889772415161133e-05	3.2215883990939425	-5.55E-15	3.221588399093939	3.221588399093946
<i>P24</i>	48	4.5994281768798825e-05	2.1253934262332272	5.329070518200751e-15	2.1253934262332237	2.125393426233231
<i>P25</i>	47	6.799602508544923e-05	0.8767262153950632	-8.88E-16	0.8767262153950597	0.8767262153950668

2.3 Hybrid Method

These are the results we got with hybrid method:

Table 5: Hybrid

Problem	Hybrid Algorithm					
	Iter	Avg CPU Time	Approximate Root	Function Value	Lower Bound	Upper Bound
<i>P1</i>	10	3.6006927490234375e-05	1.3652300134140964	-7.11E-15	1.365230013413779	1.3675001980274413
<i>P2</i>	1	1.9969940185546874e-06	2	0	0	4
<i>P3</i>	10	1.399993896484375e-05	0.6931471805599453	0	0.6931471805599334	0.695162706
<i>P4</i>	6	1.006174087524414e-05	3.141592653589793	1.2246467991473532e-16	3.1415903579556947	3.141592653604888
<i>P5</i>	1	3.940105438232422e-06	1	0	1	2.5
<i>P6</i>	1	1.9888877868652345e-06	-2	0	-2.5	-1.5

Problem	Hybrid Algorithm					
	Iter	Avg CPU Time	Approximate Root	Function Value	Lower Bound	Upper Bound
P7	8	1.1938095092773438e-05	0.7390851332151606	1.1102230246251565e-16	0.739085133	0.7422270732175922
P8	1	2.0036697387695312e-06	3	0	2	4
P9	1	2.0928382873535157e-06	0	0	-1	1
P10	8	2.4066925048828126e-05	3.1117486563092474	0	3.1085379927858856	3.1117486563092536
P11	8	1.7096519470214843e-05	1.7320508075688772	-4.44E-16	1.7320508075688001	1.7350578402209837
P12	10	1.4061450958251953e-05	2.236067977499789	-3.55E-15	2.236067977499364	2.243929153983615
P13	8	1.393747329711914e-05	3.1622776601683795	1.7763568394002505e-15	3.16227766	3.1672187190124017
P14	2	2.0089149475097657e-06	2	0	1.5	2.5
P15	5	8.056163787841797e-06	1.828427125	0	1.8284271247430004	1.8284271247493797
P16	9	1.2000083923339844e-05	1.2599210498948723	-4.00E-15	1.259921049893984	1.2611286403176987
P17	11	1.3935565948486329e-05	1.5243452049841444	0	1.5243452049841386	1.526033337108763
P18	8	1.0064601898193359e-05	0.7390851332151606	-1.11E-16	0.739085133	0.7422270732175922
P19	6	8.002758026123047e-06	1.1141571408719302	2.220446049250313e-16	1.1132427327642702	1.1141571408719768
P20	10	1.5938282012939452e-05	2.073932809091215	-2.22E-16	2.0739328090911866	2.078935003337393
P21	12	1.6058921813964842e-05	0.9999999999999999	-1.11E-15	0.9999999999999305	1.000343363282986
P22	8	2.393531799316406e-05	1.6490135532979473	-3.55E-15	1.6490135532974015	1.6531560376633945
P23	9	1.7997264862060548e-05	3.221588399093942	3.3306690738754696e-16	3.2215883990939242	3.2224168881395068
P24	9	1.2019157409667969e-05	2.125393426233225	-7.11E-15	2.1253934262325003	2.1275213330097245
P25	7	1.1998653411865234e-05	0.8767262153950581	4.773959005888173e-15	0.8767262153886713	0.8772684454348731

As we see from the table above the hybrid method tend to be faster and take much less iterations than both Bisection and False Position methods.

2.4 Conclusion

Our conclusions based on the tables and the plots are:

Side Note: The equation $f(x) = x^3 - 6x^2 + 11x - 6$ in P5 has two roots. In the false position and hybrid methods, the equation has a root at 1. On the other hand, the bisection method identifies another root at approximately 2.00000000000000018 within the interval $[1, 2.5]$.

2.4.1 Iterations

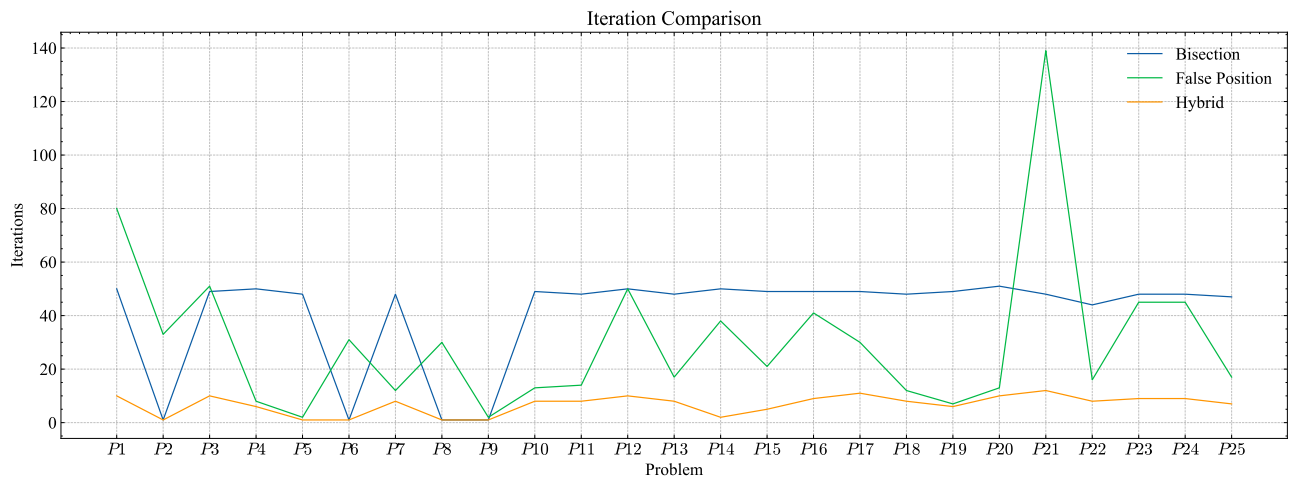


Figure 1: Iterations Comparison

The hybrid method demonstrates superior performance compared to both the bisection and false position methods in terms of the number of iterations required.

As we see here in P21 the false position method have much more number of iterations than both hybrid and bisection methods which will lead to more CPU time as we will see in the next section.

2.4.2 CPU Time

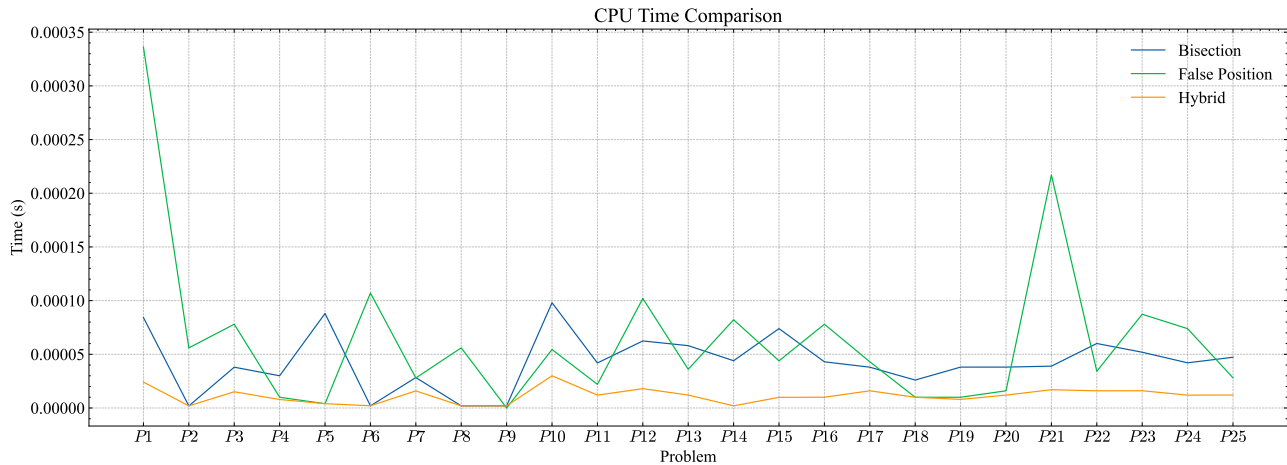


Figure 2: CPU Time Comparison

The hybrid method shows significant improvement over the bisection method in terms of CPU time, with a ratio of 21:4 .This translates to approximately 84% for the hybrid method and 16% for the bisection method.

The hybrid method shows significant improvement over the false position method in terms of CPU time, with a ratio of 19:6 .This translates to approximately 76% for the hybrid method and 24% for the false position method.

As a general trend, the hybrid method is faster than both the bisection and false position methods when it comes to finding the approximate root.

2.4.3 Function Value

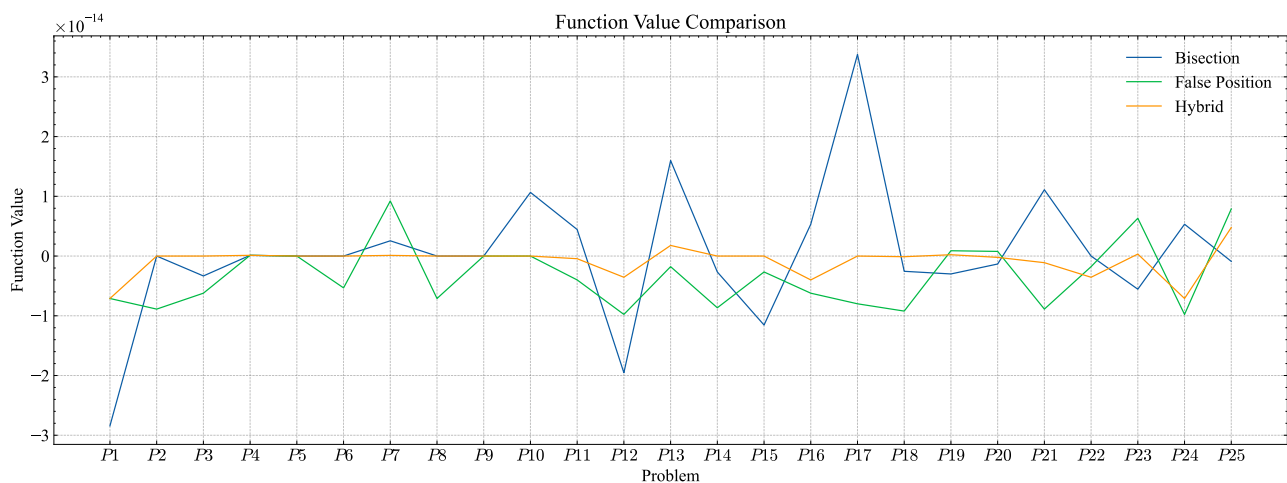


Figure 3: Function Value Comparison

The hybrid method outperforms both the bisection and false position methods in terms of function value, with smaller values that are closer to zero.

3 Algorithm Steps

3.1 Encryption Process

The algorithm encrypts plaintext message using a polynomial and root finding method to generate a ciphertext. The encryption process works as follows:

1. Take the plaintext message and convert each 4 characters to an integer value using their ASCII values.
2. Take the key from the user which will be used to generate the polynomial. The encryption key consists of a set of 5 integer values x_1 , x_2 , y , s , and r .
 1. x_1 and x_2 define x interval for the polynomial.
 2. y defines the start of y interval for the polynomial and the end will be the negative of y to ensure that the polynomial crosses the x-axis and has a root.
 3. s defines the number of sections that we want to divide the interval into which will affect the degree of the polynomial.
 4. r is used as a random state for the random number generator. The random values will always be the same for the same r value.
3. Use the encryption key to generate points that will be used to generate the polynomial. The points are generated using the following steps:
 1. Divide the interval $[x_1, x_2]$ into s equal sections.
 2. Divide the interval $[y, -y]$ into s equal sections.
 3. Generate points from the two intervals that will be used to generate the polynomial.
 4. Use the random numbers we got r to add some noise to the points.
 5. Apply lagrange interpolation to the points to generate the polynomial.
4. Now we have the polynomial and the plaintext integer representation so we will subtract the plaintext integer from the polynomial representation
5. We get the root of the polynomial which will be the ciphertext using HybridBF algorithm which is a hybrid algorithm between the bisection method and false position method and it will be discussed later.

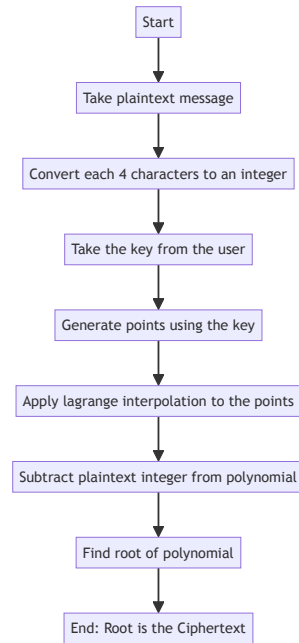


Figure 4: Encryption Steps Flowchart

3.2 Decryption Process

The algorithm decrypts the ciphertext message using the polynomial. The decryption process works as follows:

1. Take the ciphertext and the key from the user which will be used to generate the polynomial again.
2. Use the key to generate the polynomial using the same steps as the encryption process.
3. Now we have the polynomial and the ciphertext so we will substitute the ciphertext in the polynomial to get the plaintext integer representation.
4. Convert the integer representation to the plaintext message by converting each integer to 4 characters using their ASCII values.

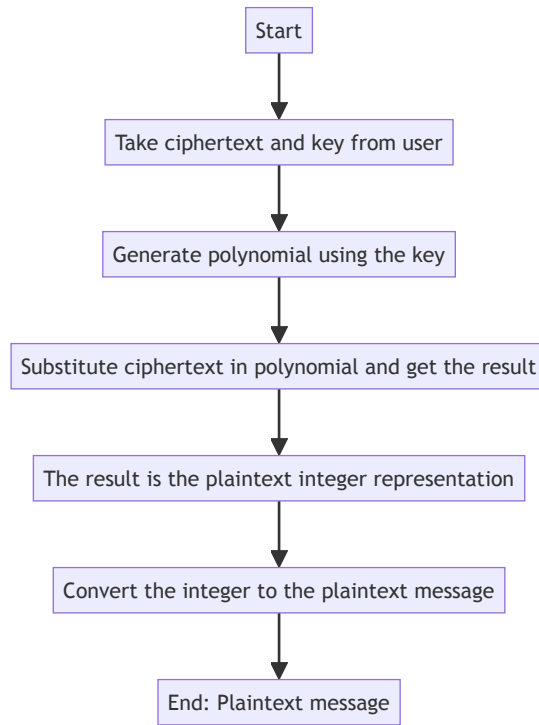


Figure 5: Decryption Steps Flowchart

3.3 HybridBF Algorithm

The HybridBF algorithm is a hybrid algorithm between the bisection method and false position method. The algorithm works as follows:

1. Take the polynomial and the interval that contains the root.
2. In each iteration, the algorithm will apply the bisection method and the false position method and get the root from each method.
3. The algorithm will choose the root that will give the smallest absolute value of the polynomial.
4. The algorithm will stop when the absolute value of the polynomial is less than a certain threshold we define.

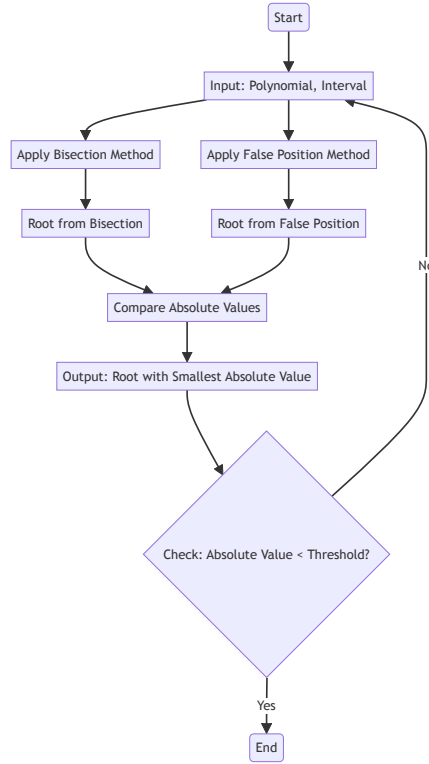


Figure 6: HybridBF Steps Flowchart

4 Results

The algorithm was tested using 1000 different plaintext messages and keys and was compared against AES encryption algorithm which is a symmetric encryption algorithm. The results showed that the algorithm is much faster than AES.

4.1 Encode Time Comparison

The algorithm showed a significant improvement in the encoding time compared to AES. The encoding time was measured using the time library in python and the results are shown in this figure:

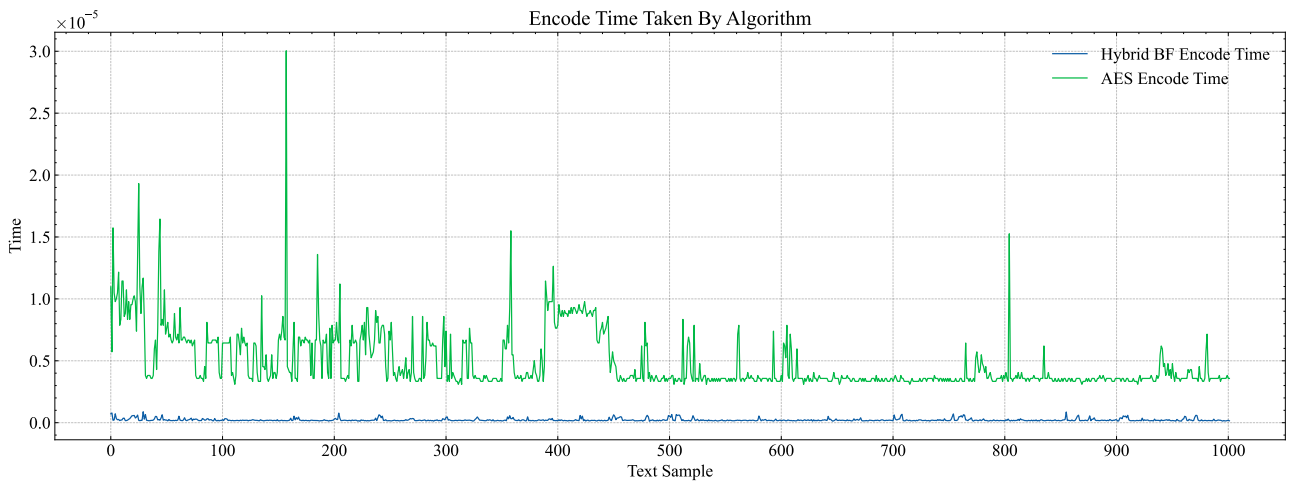


Figure 7: Encoding Time Comparison

And when we sum the encoding time for all the 1000 messages we get the following results:

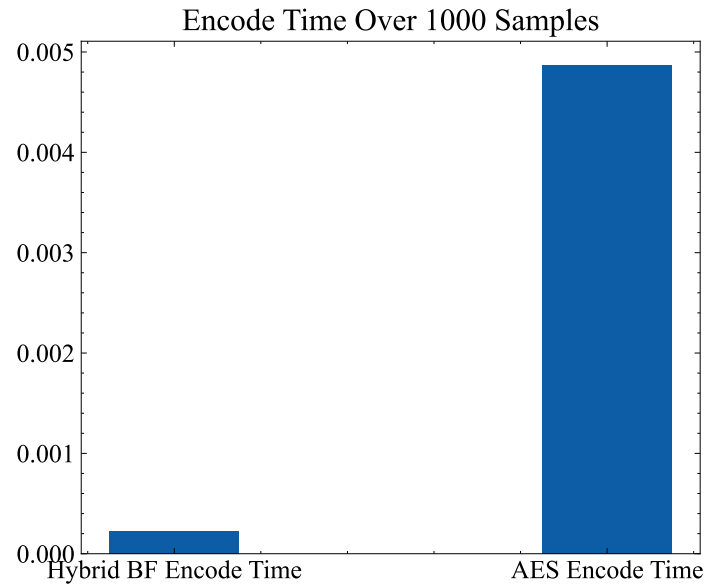


Figure 8: Total Encoding Time Comparison

4.2 Decode Time Comparison

The algorithm have also showed a significant improvement in the decoding time compared to AES. The results are shown in this figure:

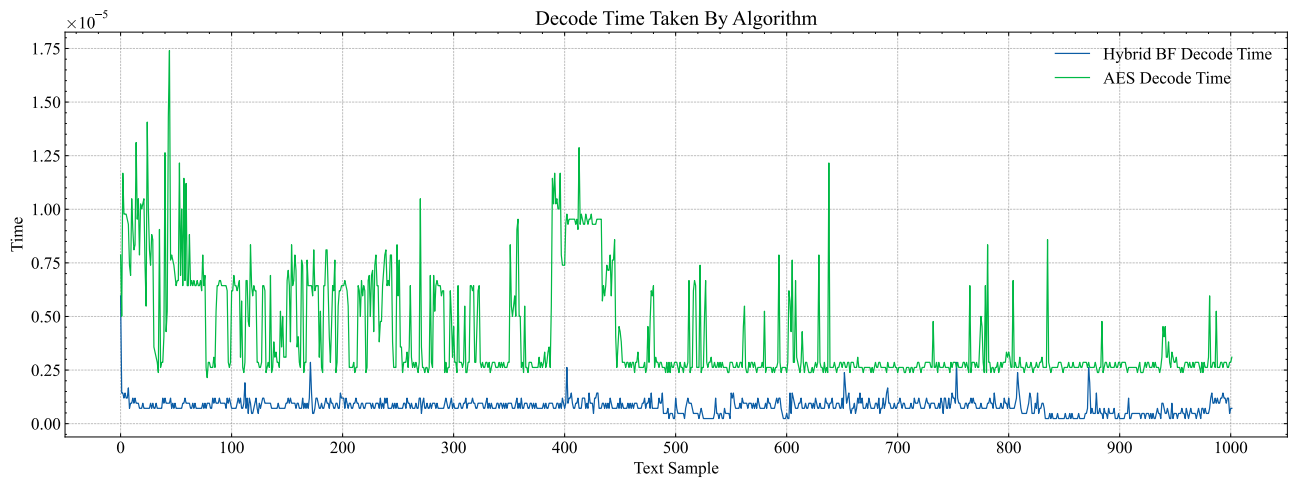


Figure 9: Decoding Time Comparison

And when we sum the decoding time for all the 1000 messages we get the following results:

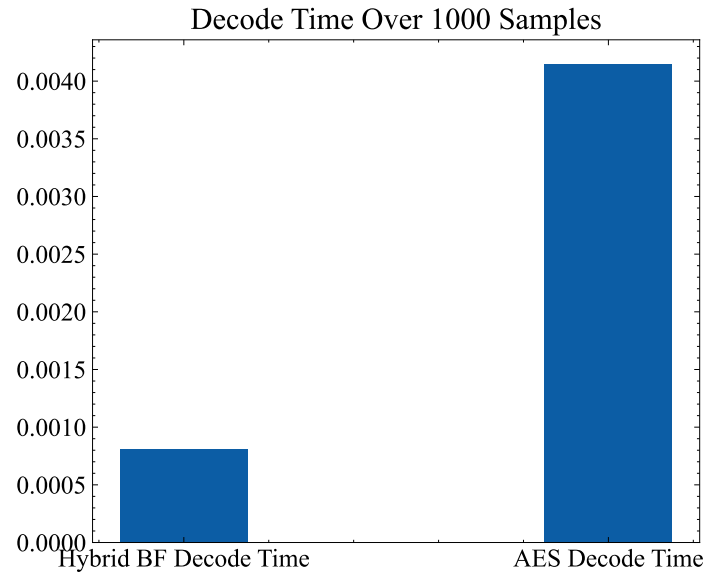


Figure 10: Total Decoding Time Comparison

4.3 Total Time Comparison

The total time for both algorithms was also measured and compared. The results are shown in this figure:

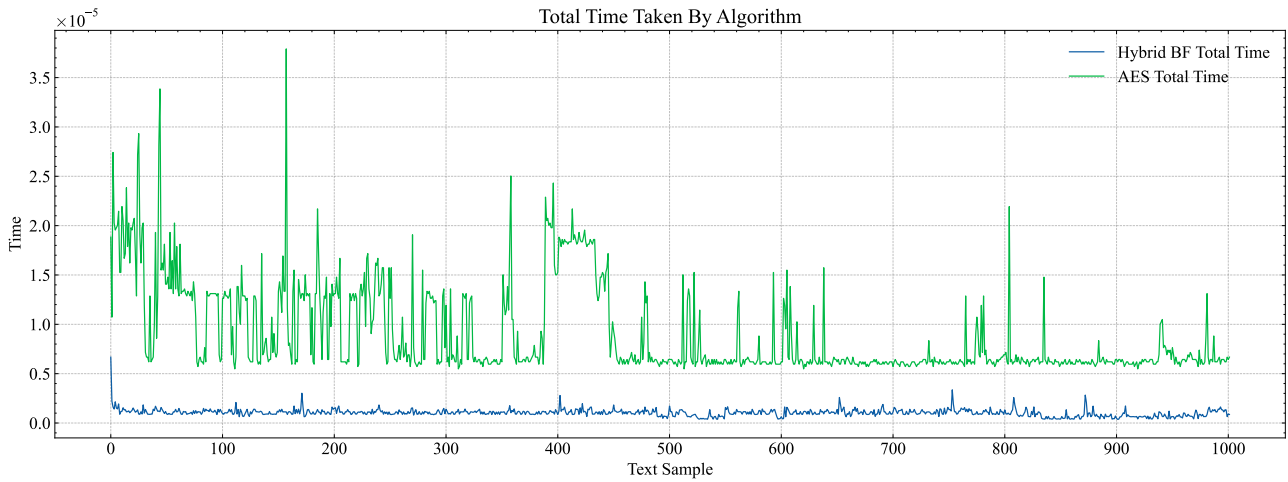


Figure 11: Total Time Comparison

And when we sum the total time for all the 1000 messages we get the following results:

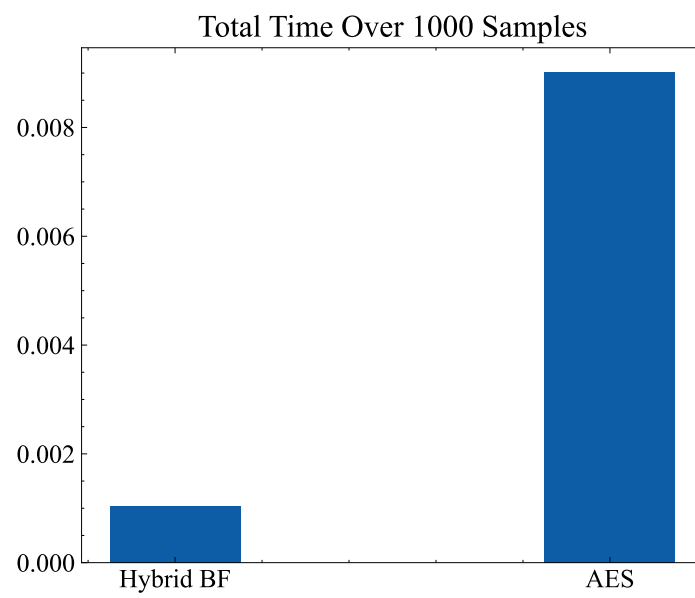


Figure 12: Total Time Comparison