

Numerical analysis

Root Finding Methods

Contribution

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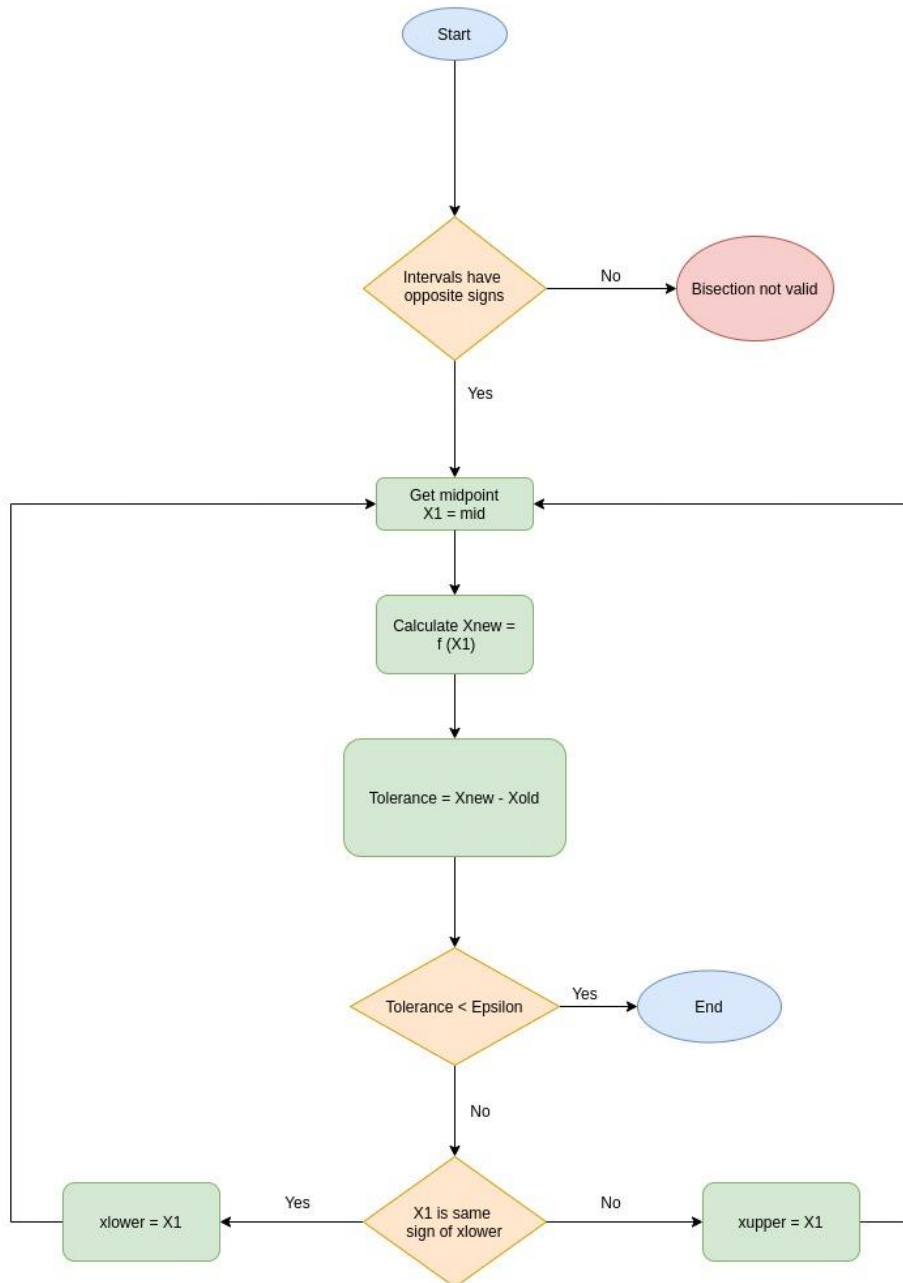
ID: 6239

Name: Nour El-Din Hazem

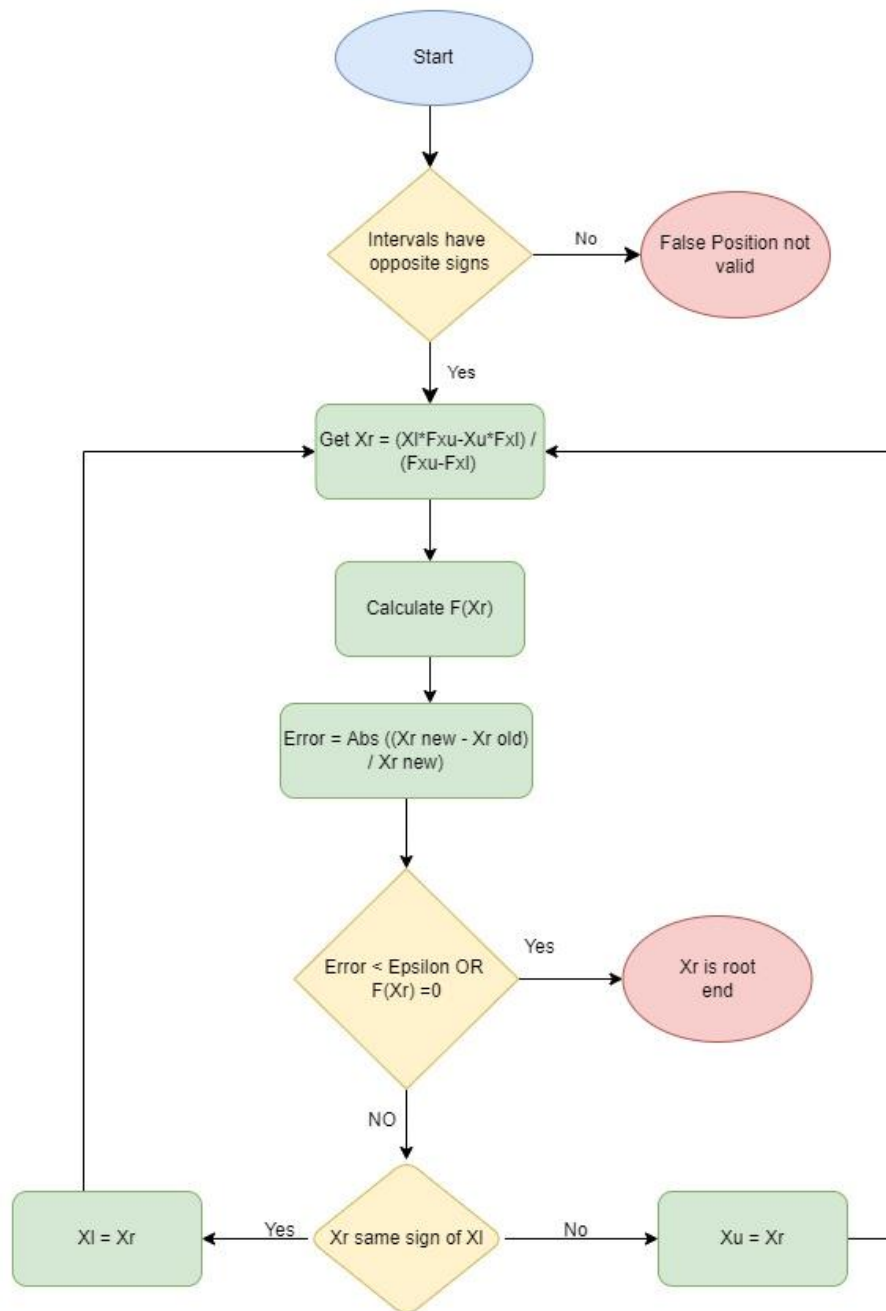
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Flowcharts Part

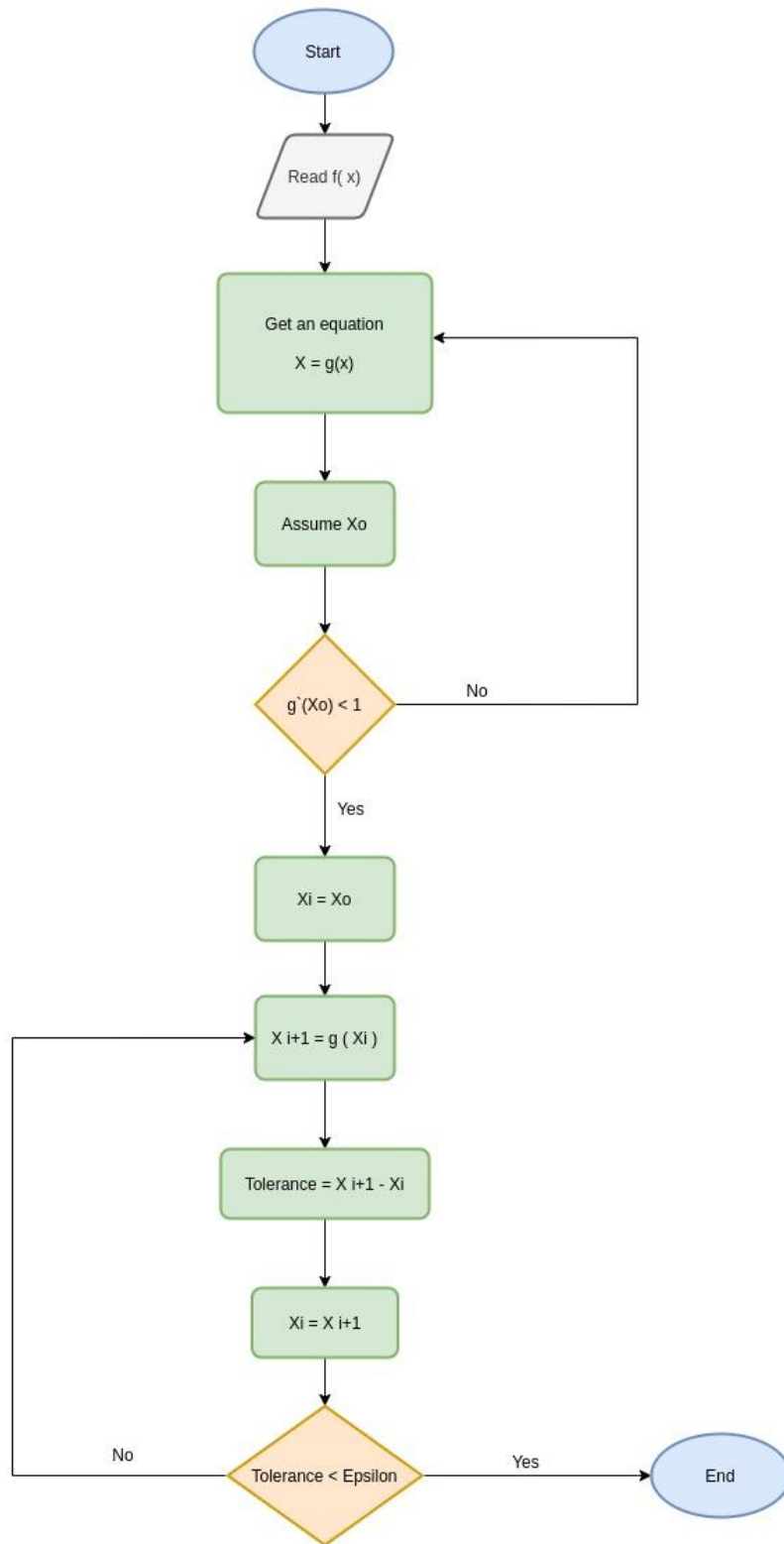
1) Bisection Method



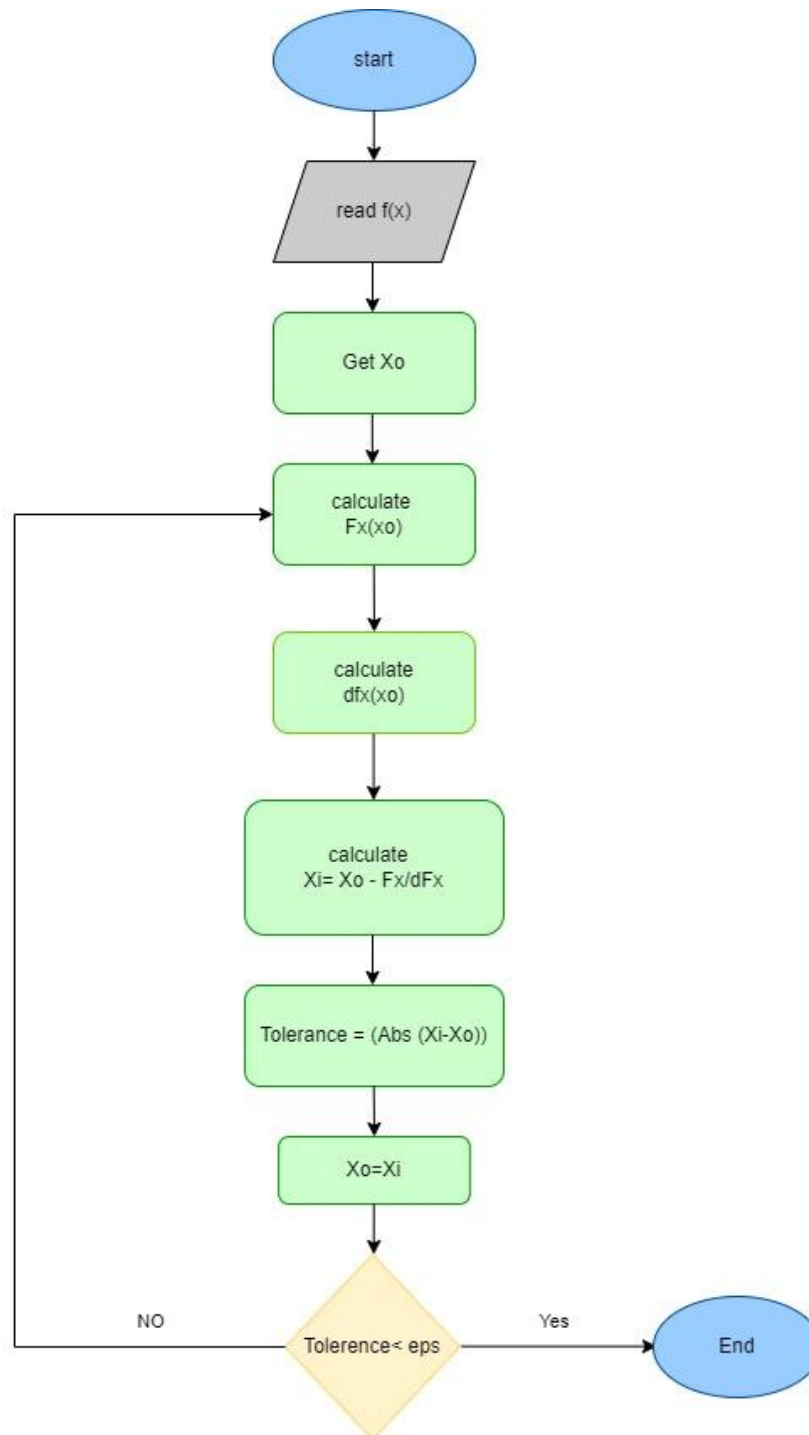
2) False-Position Method



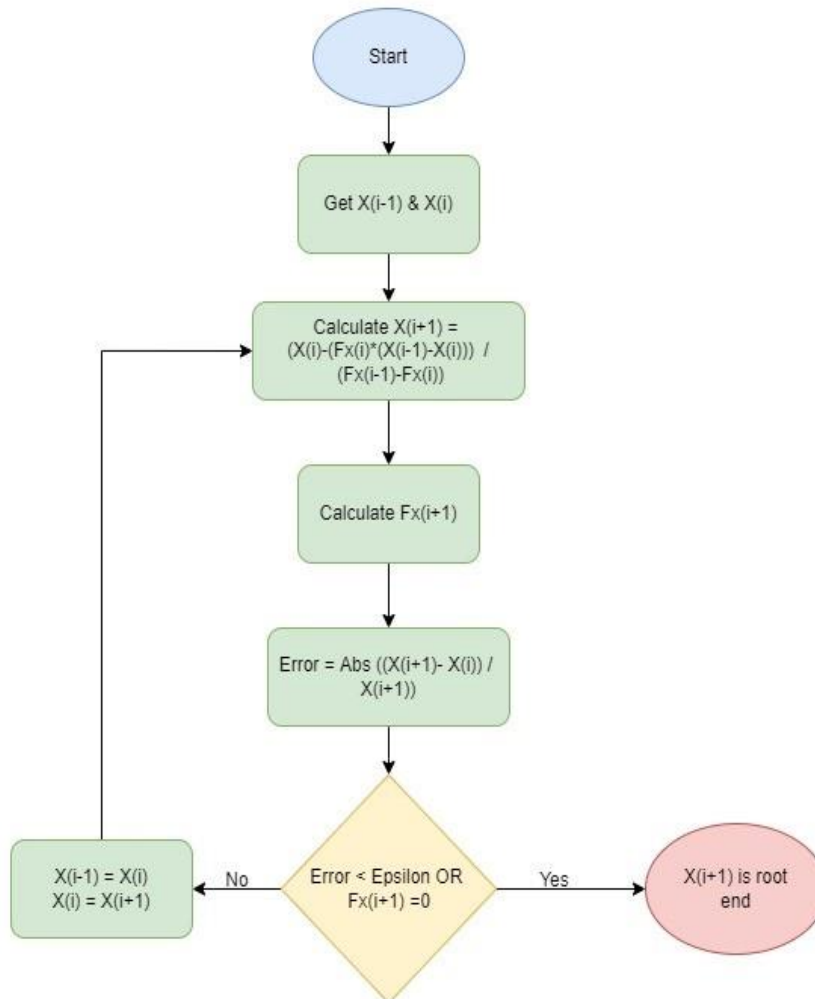
3) Fixed-Point Method



4) Newton-Raphson's Method



5) Secant Method



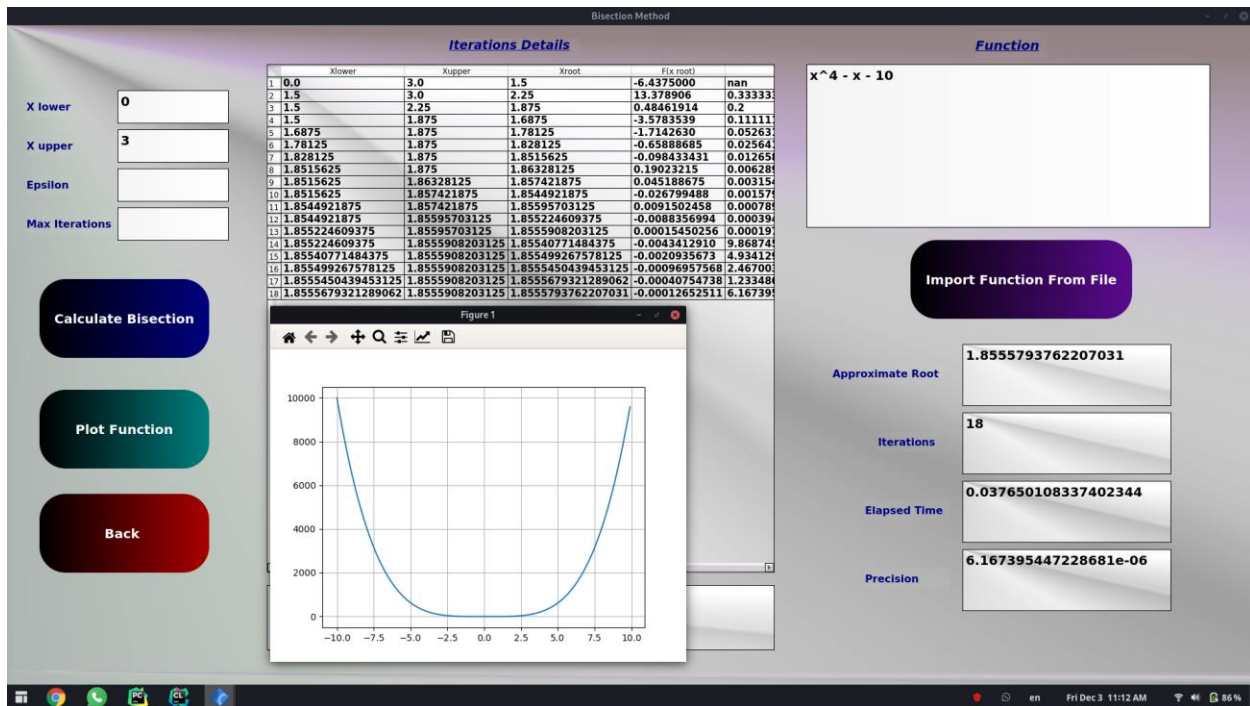
Data Structure Used

- **Nothing used except a 2D list to store the data returned from each method. This helped presented the data in a tabular view and retrieving data in an easy way using pre-known indexes of desired values.**

Analysis For The Behavior

Bisection:

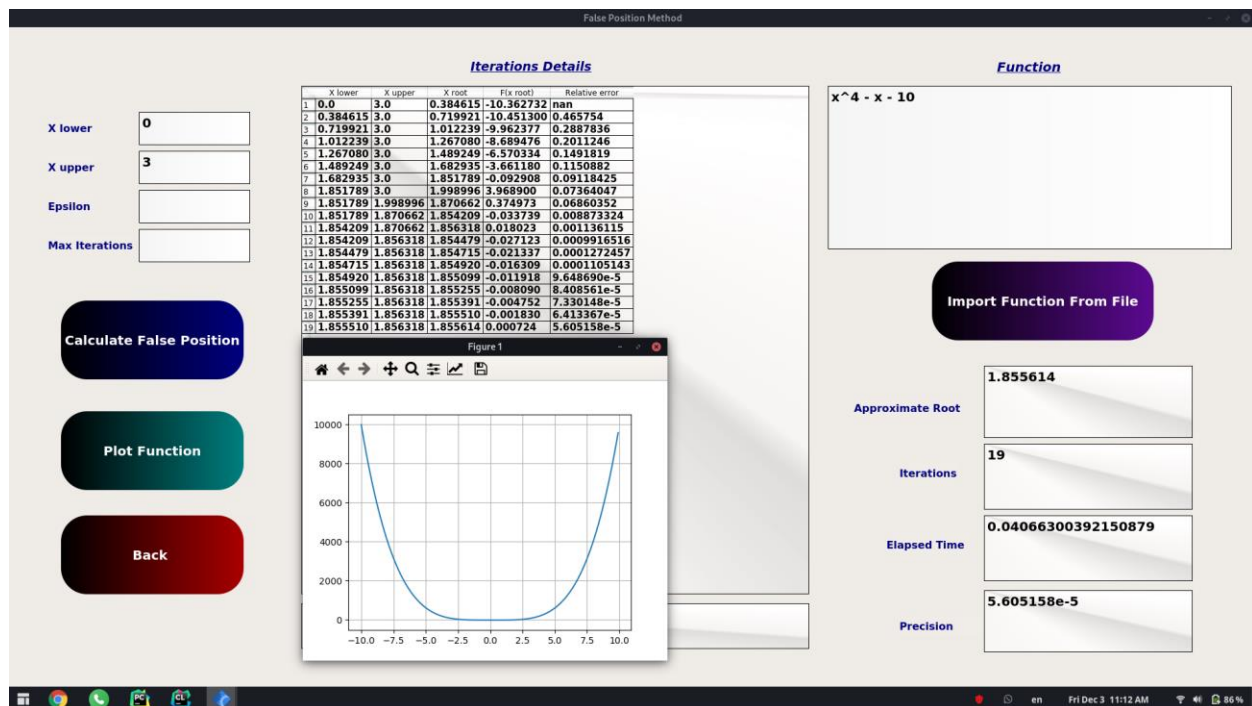
- Some functions are not bisection method applicable due to invalid intervals as the root does not lie between the intervals.
- Bisection is relatively slow because it is a bracketing method, could consume more iterations, more time.



- Took 18 iterations, 0.03 seconds for default epsilon 0.00001.

False Position:

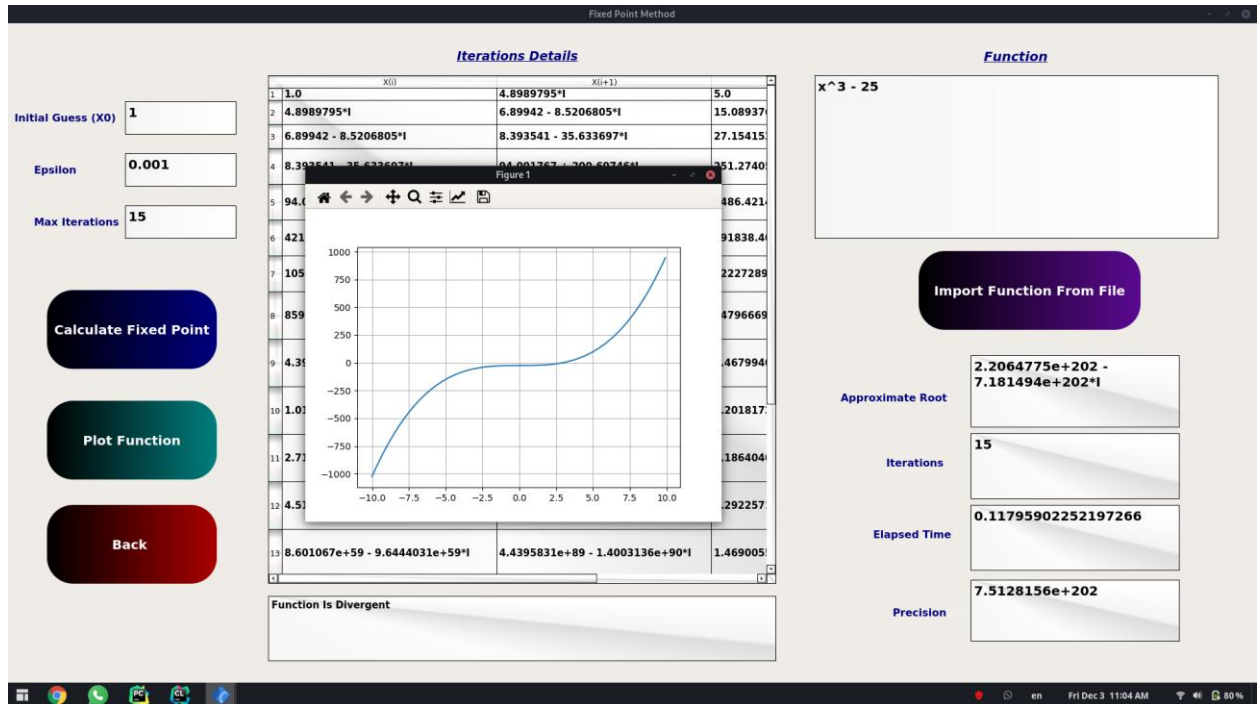
- Some functions are not false position method applicable due to invalid intervals as the root does not lie between the intervals.
- False Position is relatively slow because it is a bracketing method, could consume more iterations, more time.
- False position is the slowest in steep functions.



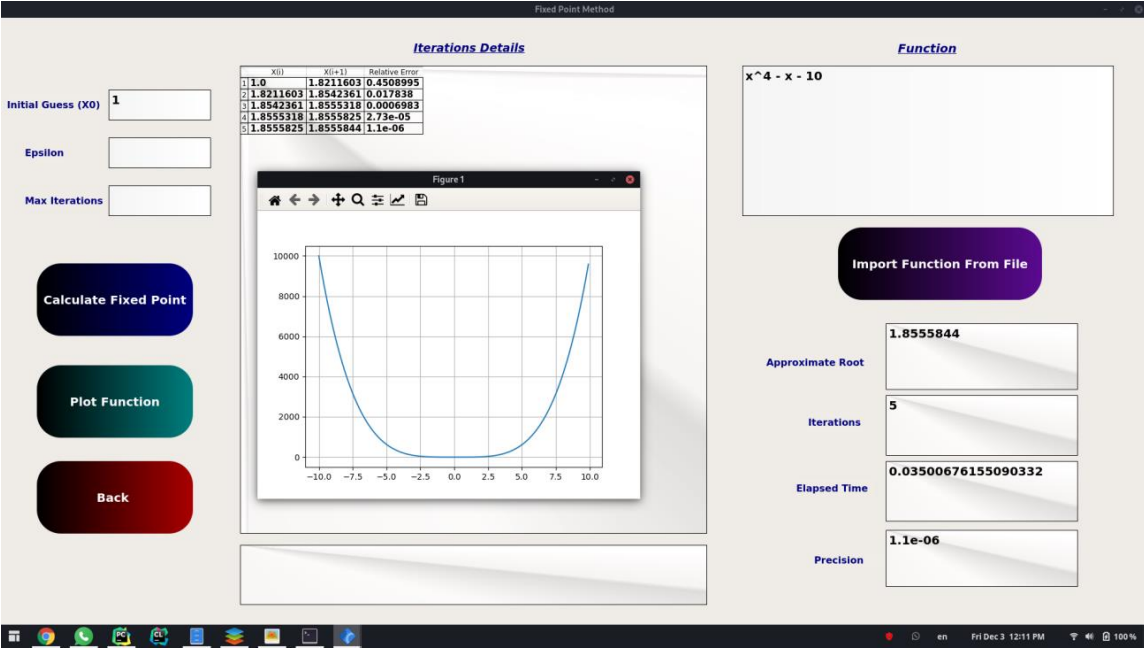
- False position took 19 iterations (max) and 0.4 seconds (max) to get the root of such a steep function.

Fixed Point:

- Some functions diverge due to the algorithm of fixed point method so the root could be complex if a bad $g(x)$ was generated.

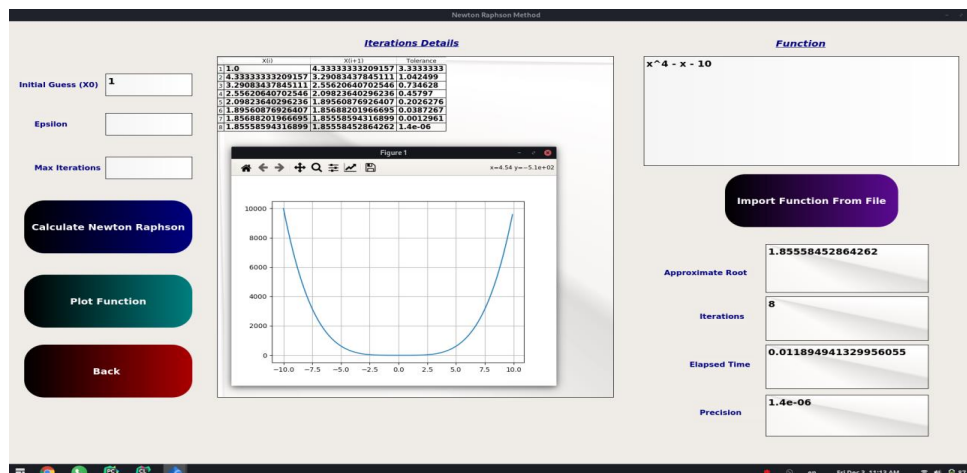
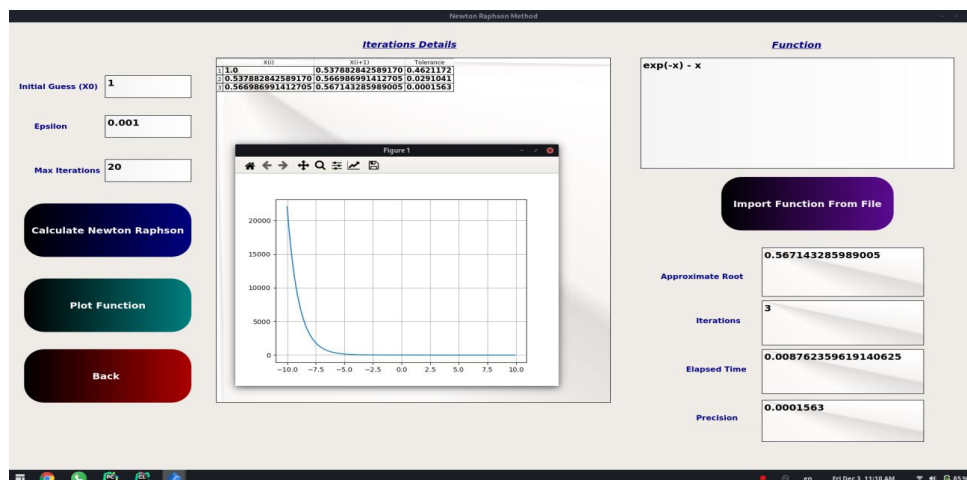
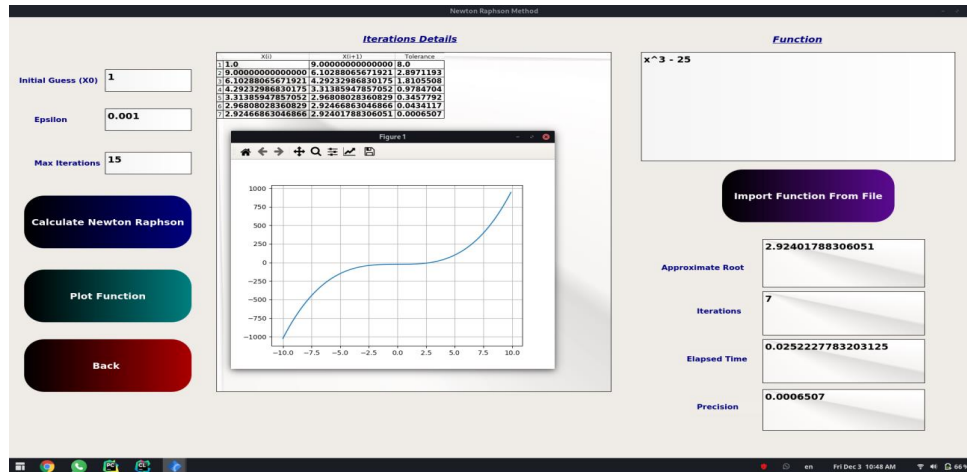


- Otherwise it can get precise roots if the $g(x)$ was suitable and in a relatively fast behavior.



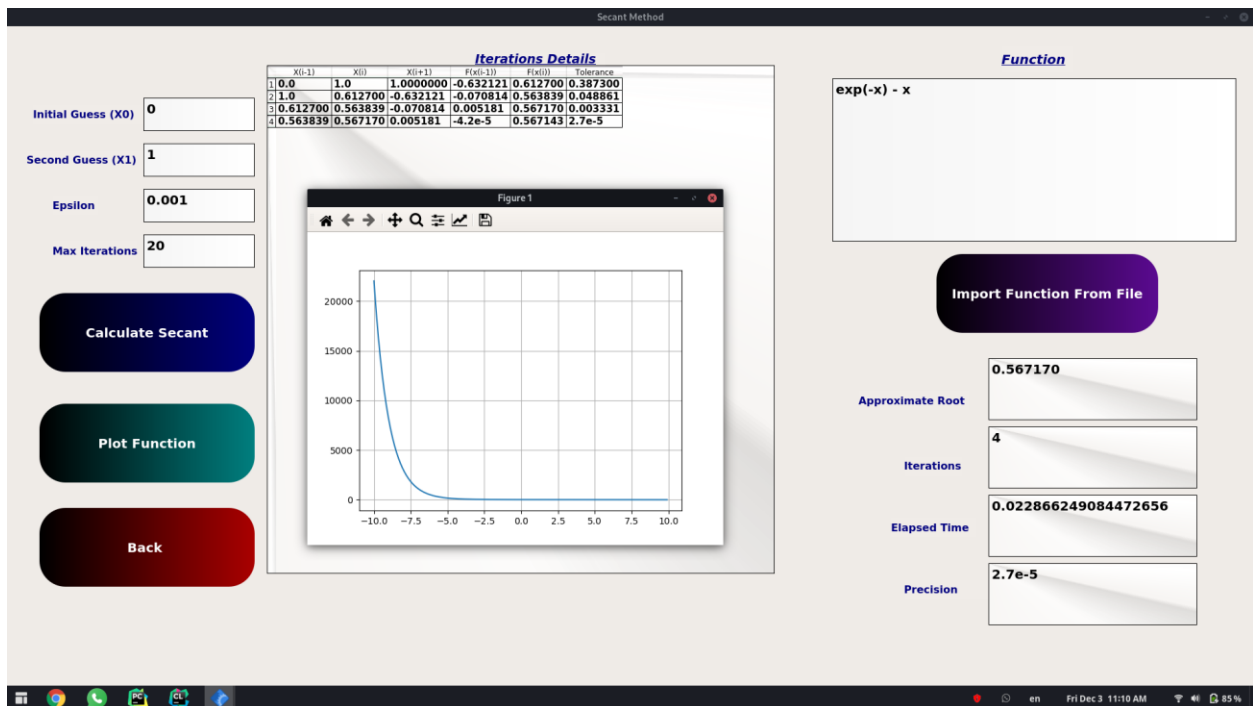
Newton Raphson:

- Generally, Newton Raphson is the fastest method.
- It calculates the root in the shortest time and least iterations.
- Applicable on most of the functions if not all.



Secant:

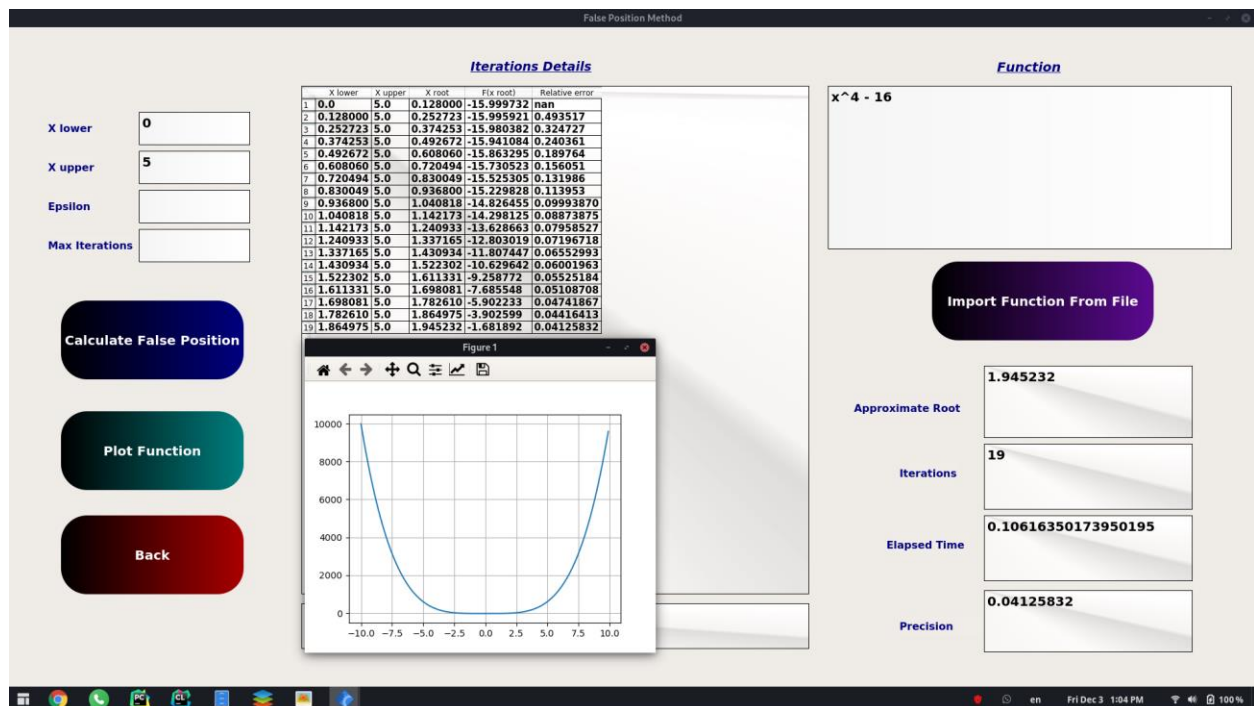
- Generally, Secant is probably the second fastest method in some problems.
- It calculates the root in a short time relatively and small number of iterations.
- Applicable on most of the functions if not all.
- Has better efficiency with exponential functions.



Problematic Functions

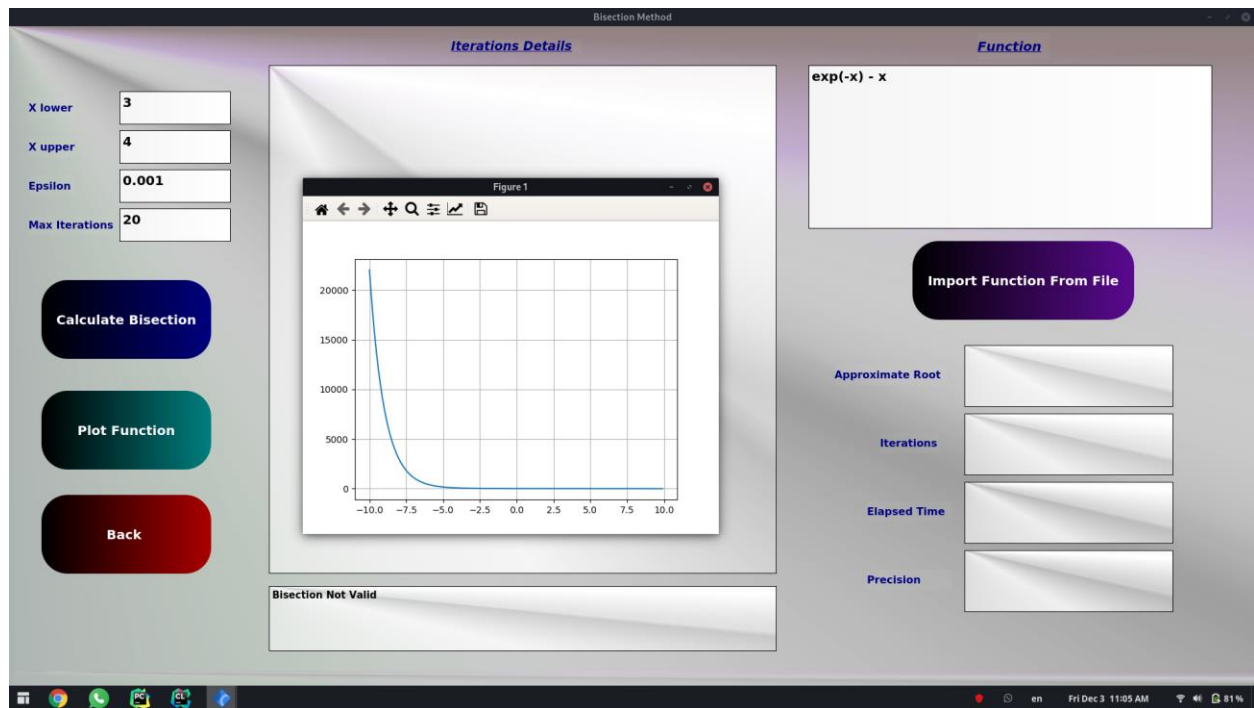
Steep Functions in False Position:

- Sometimes, in False Position methods it is too slow to calculate the root of a steep function such as $x^4 - 16$ or whatsoever.
- This could result in a root with very bad precision or a root after long time or iterations.
- There is no solution than just knowing that this is the behavior of the method for such functions so not using it with steep functions as it will be the slowest method out of all.
- Ex :



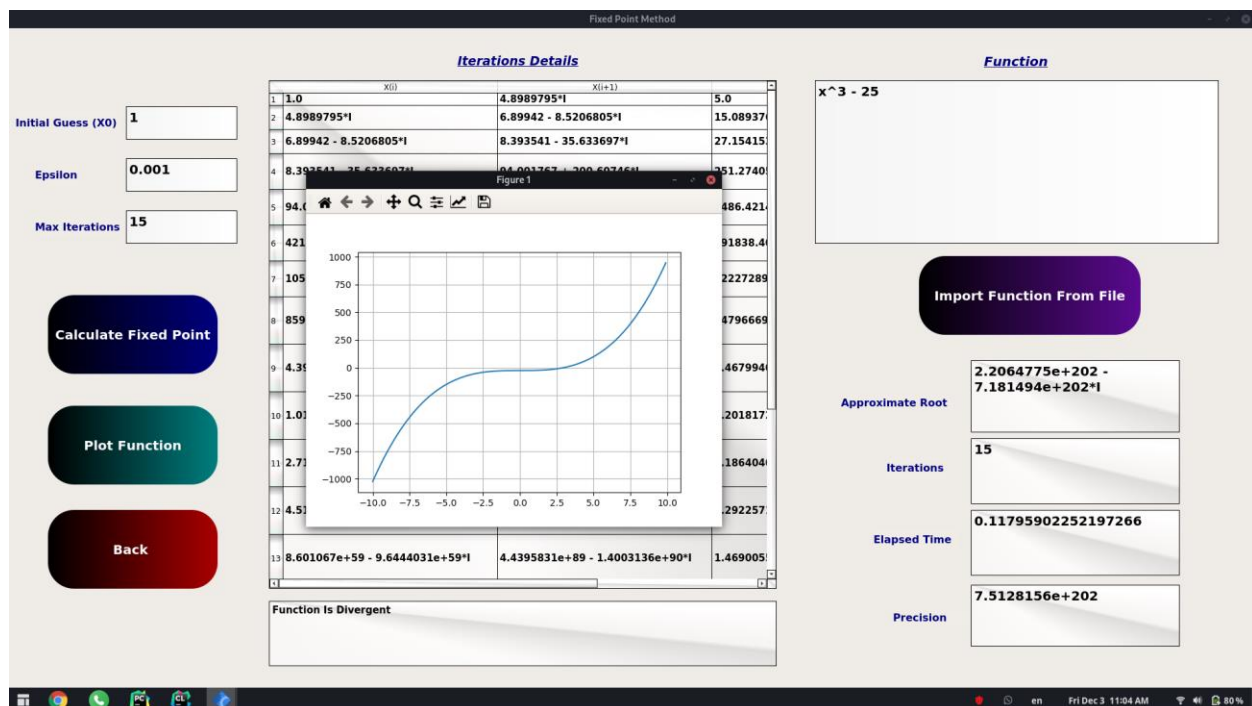
Out of interval functions:

- Sometimes the root could lie outside the given interval in Bisection and False Position methods so both methods could not be applied.
- Solution is brute force as it is only by notifying the user that the method is not applicable and asking the user to enter valid intervals.



Bad $g(x)$ diverging Functions in Fixed Point:

- Sometimes, the derived equation $x = g(x)$ results in a diverging behavior that can't get an appropriate root.
- Solution is to take an appropriate $g(x)$ as input from the user.
- Ex:



Secant ($F(X_0) = F(X_1)$):

- This results in a root (X_{new}) of infinity value as the denominator in this case = zero.

- Ex:

$$F(x) = x^4 - x - 10 = 0$$

$$X_0 = 0$$

$$X_1 = 1$$

$$\text{Both } F(x) = -10.$$

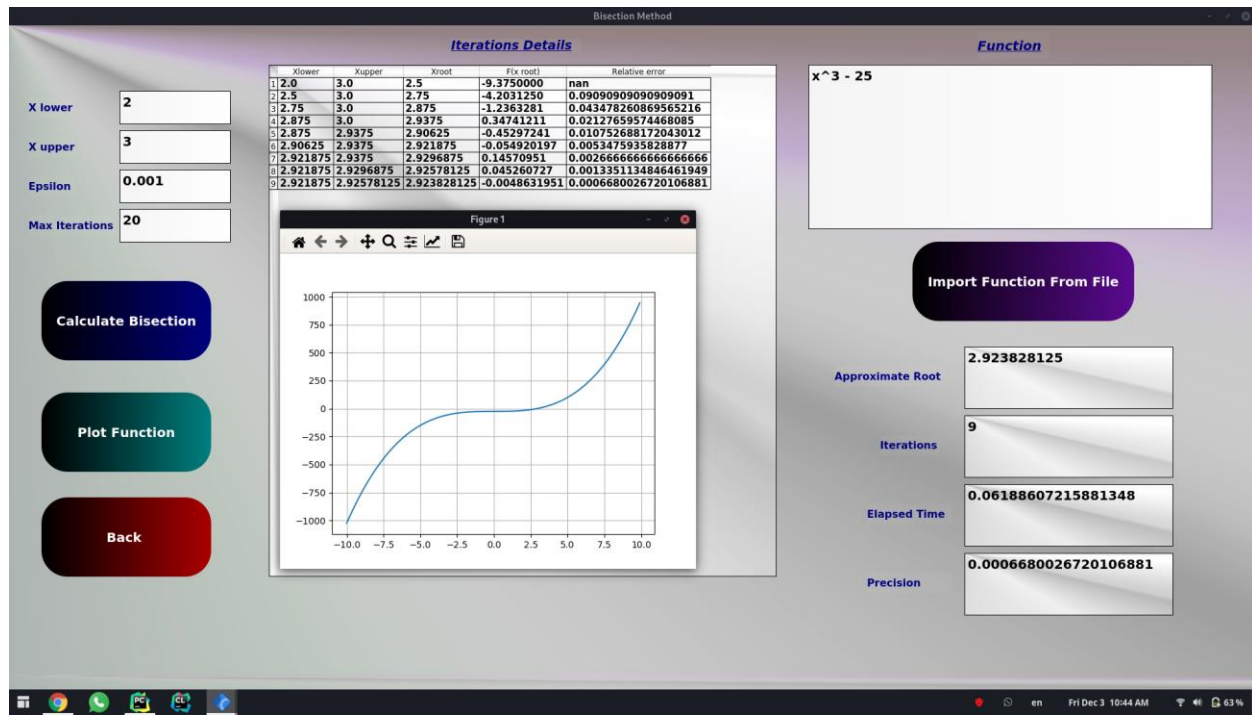
Sample runs & Snapshots

Interface:

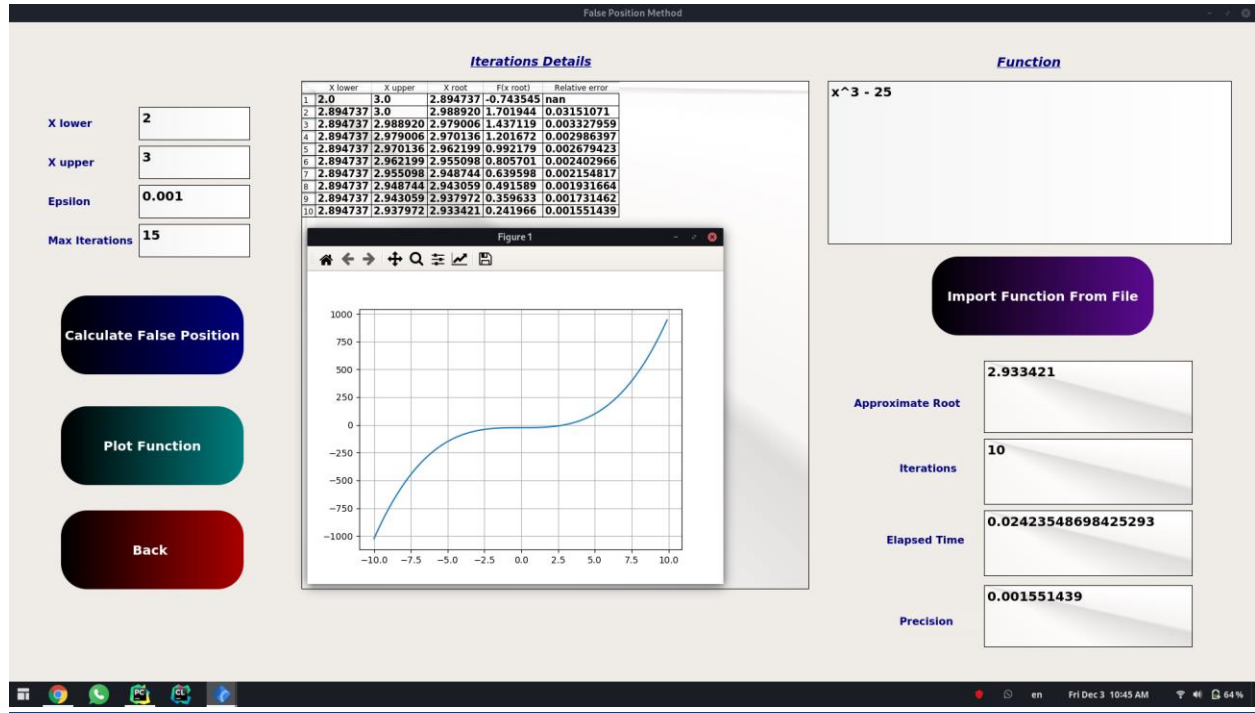


Function 1:

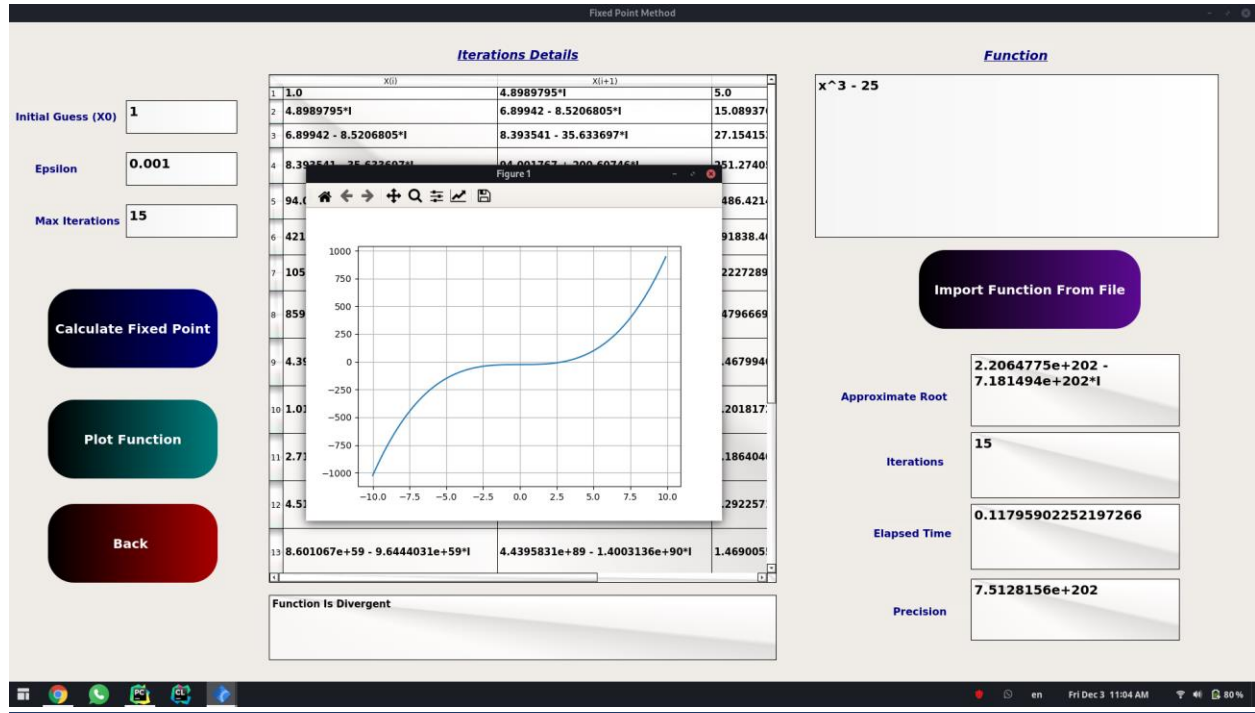
Bisection:



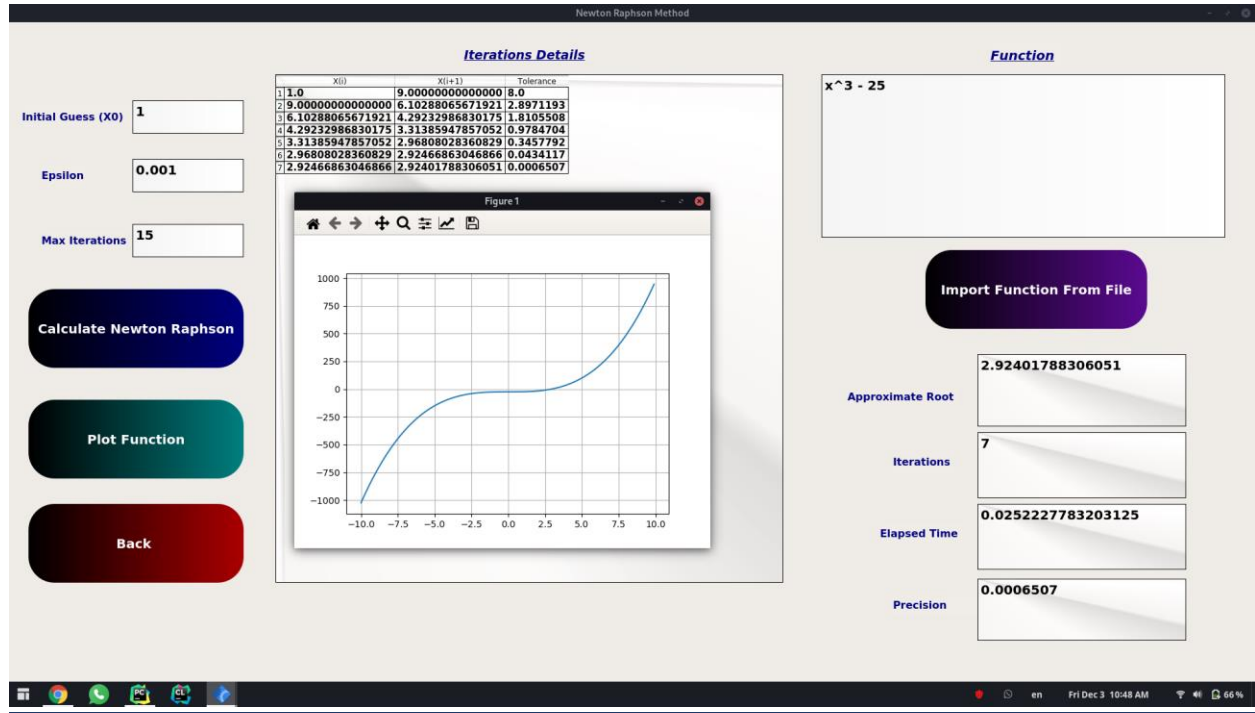
False Position:



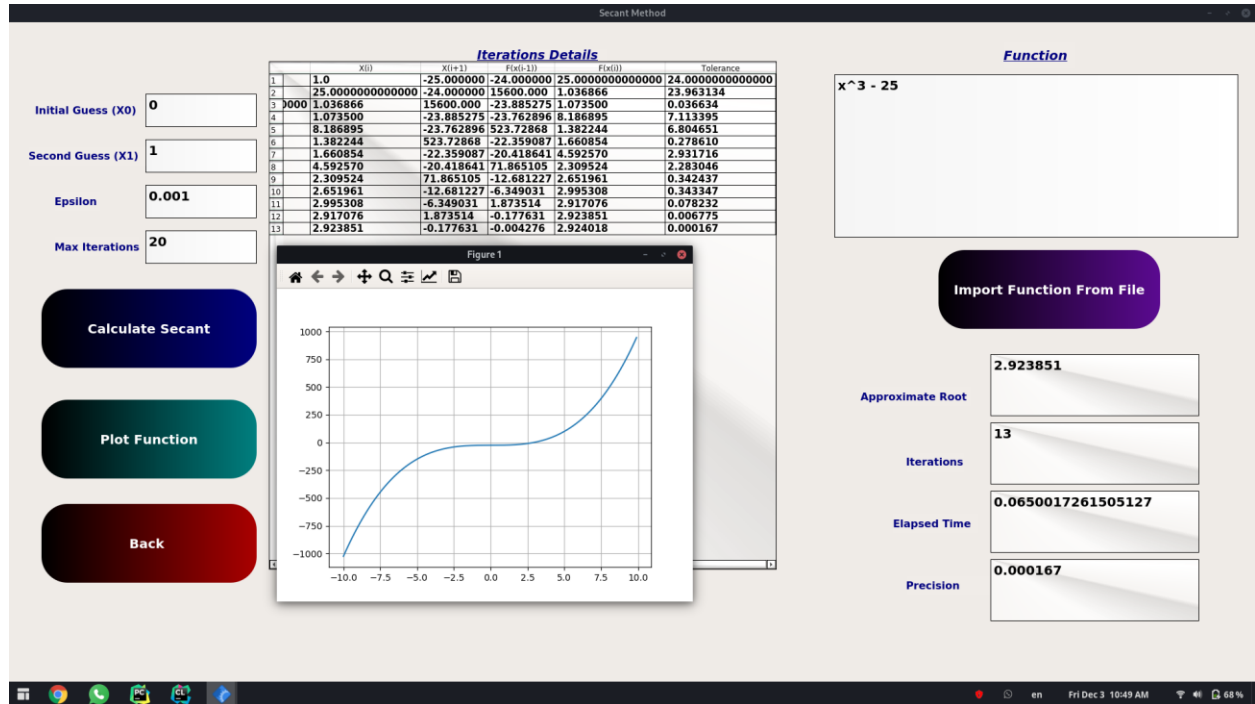
Fixed Point:



Newton Raphson:

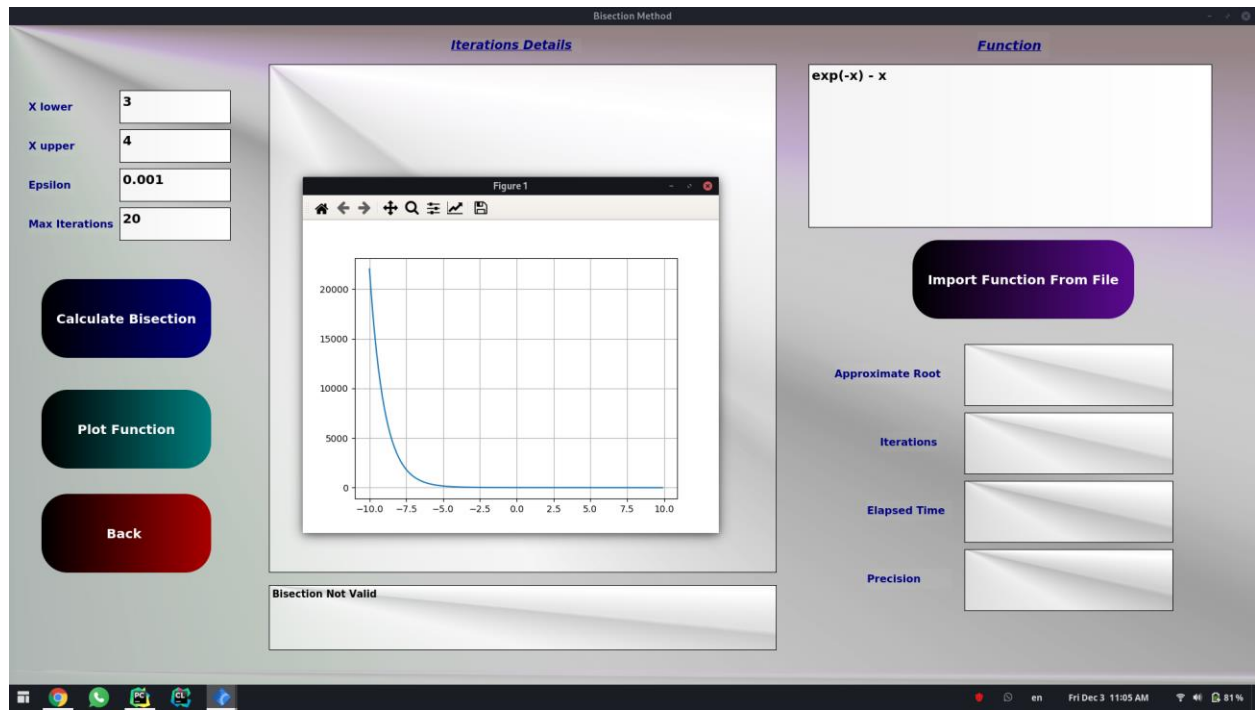


Secant:

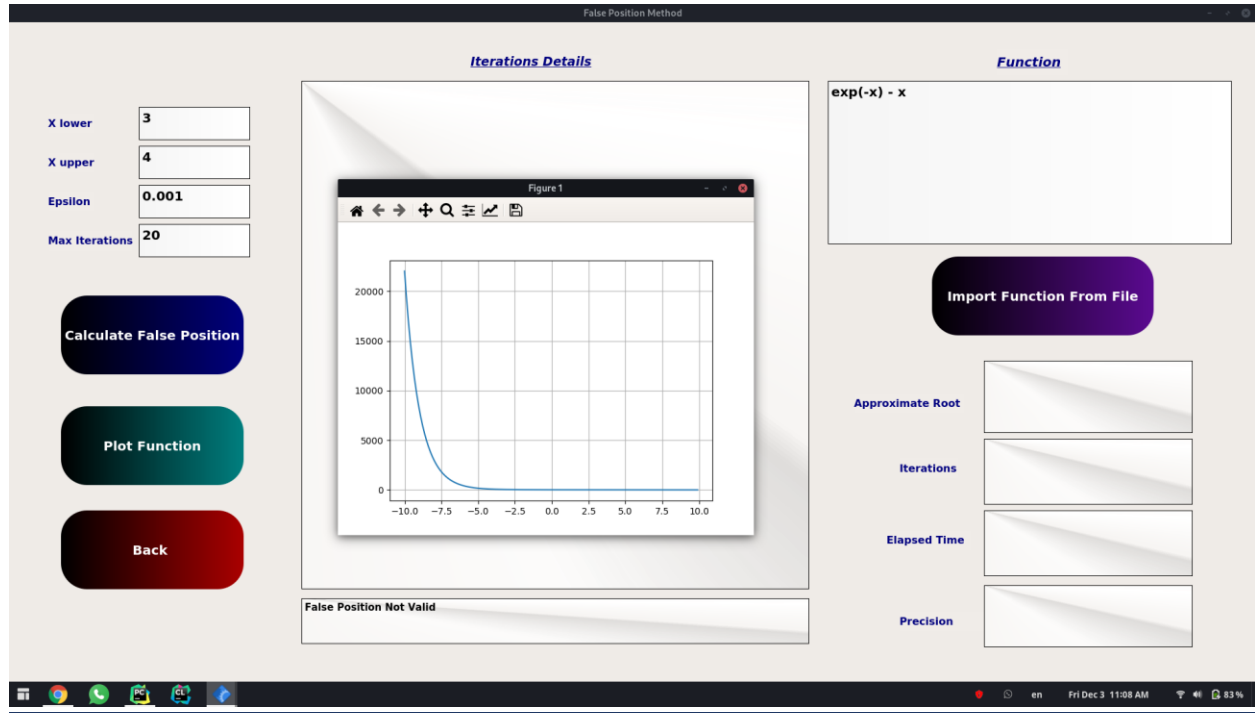


Function 2:

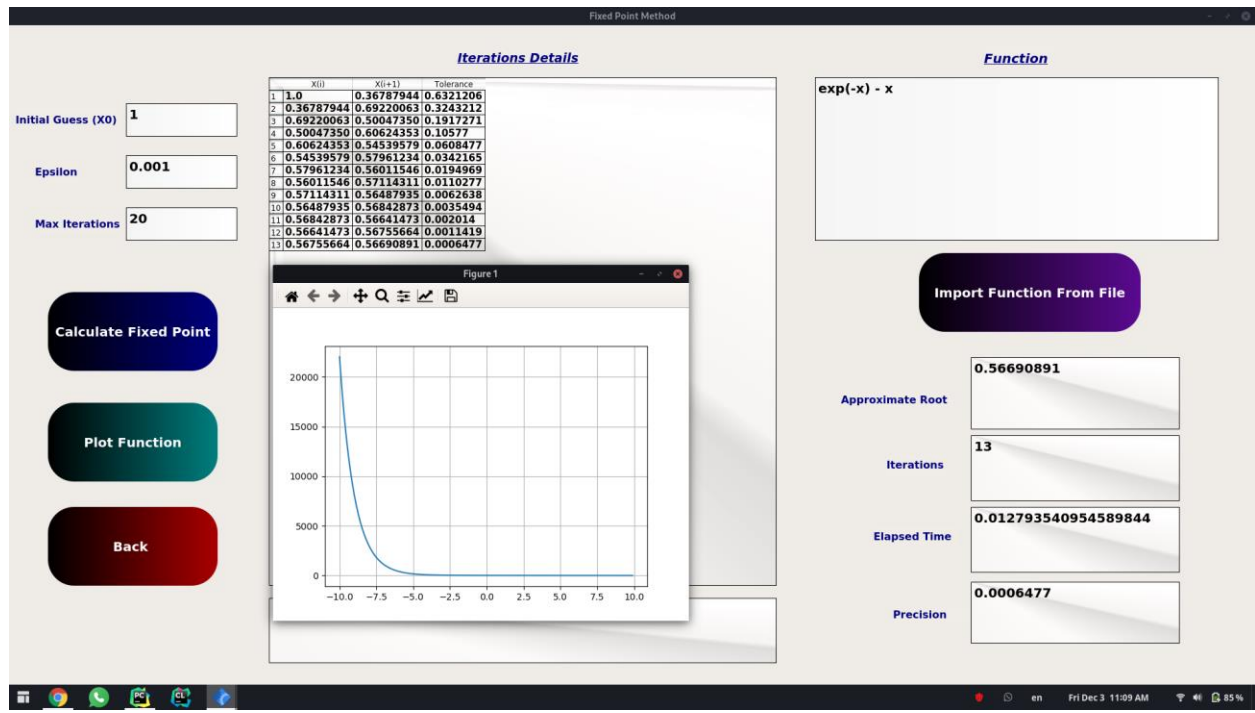
Bisection:



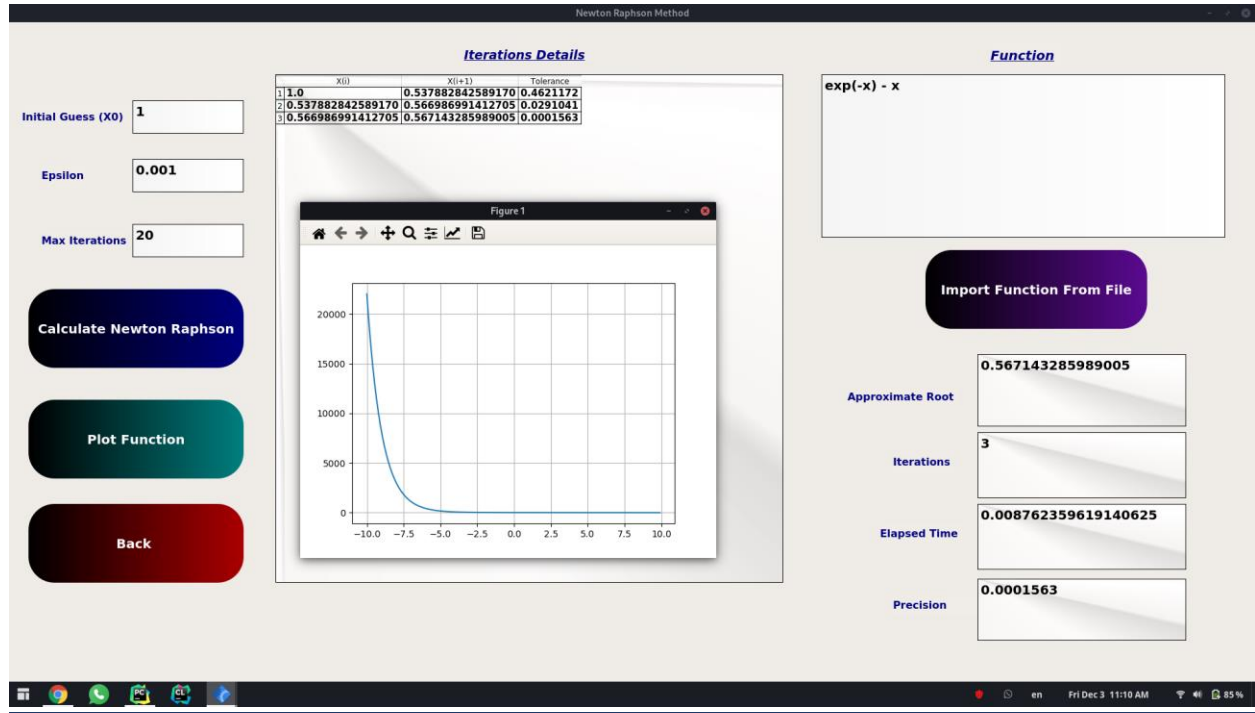
False Position:



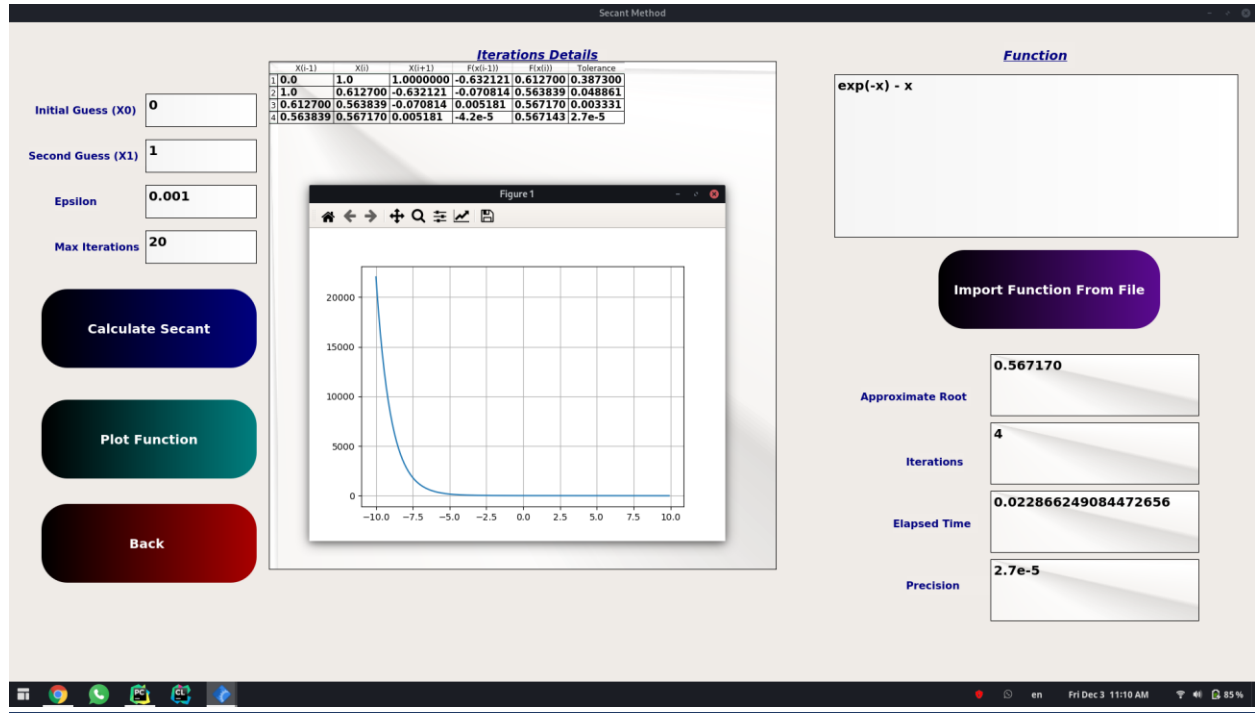
Fixed Point:



Newton Raphson:

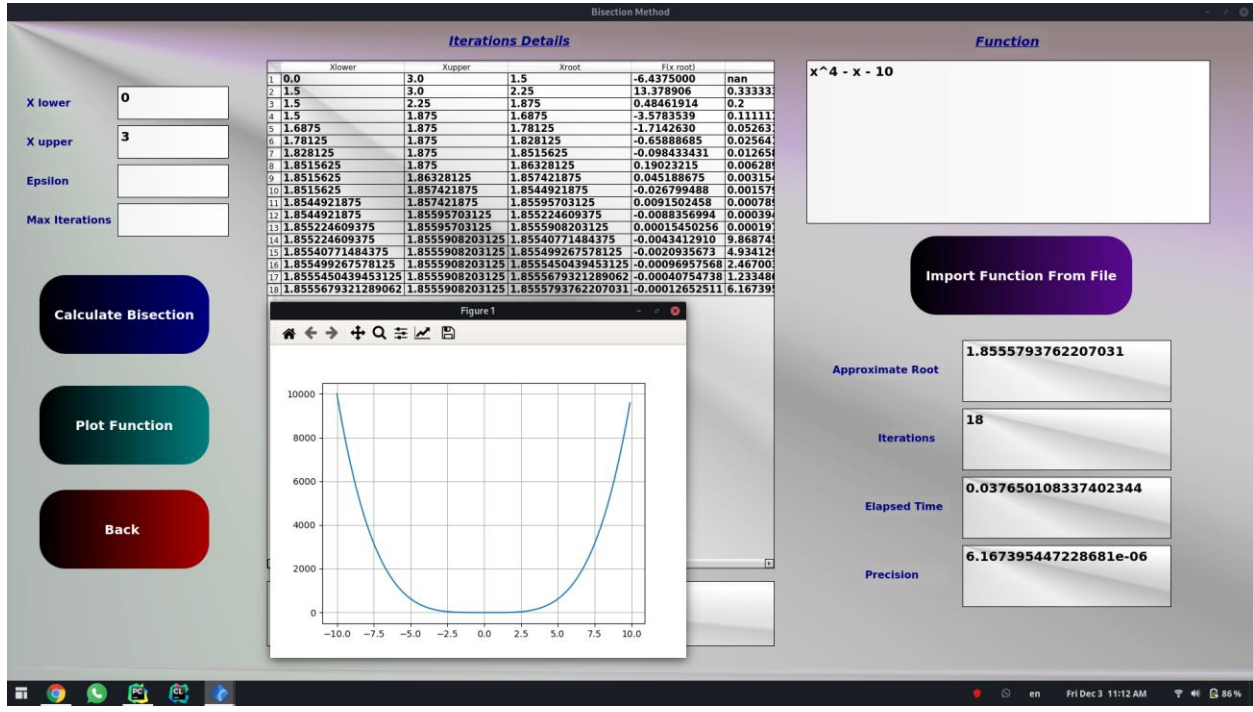


Secant:

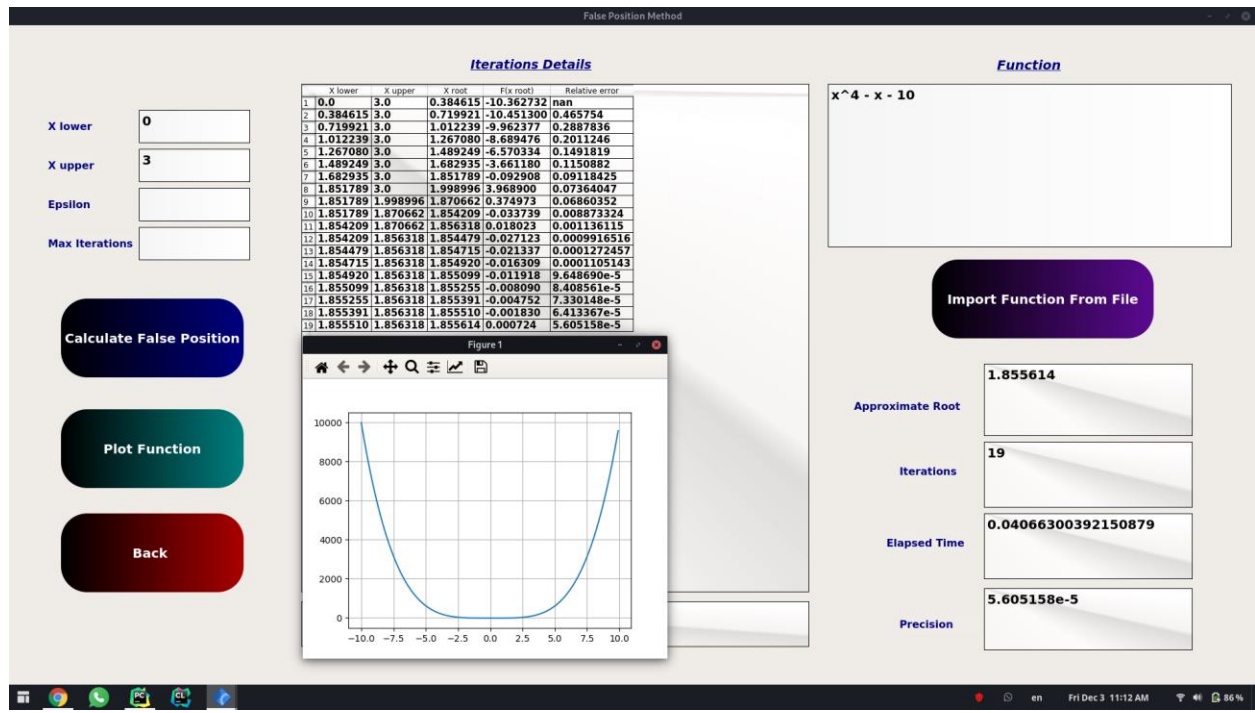


Function 3:

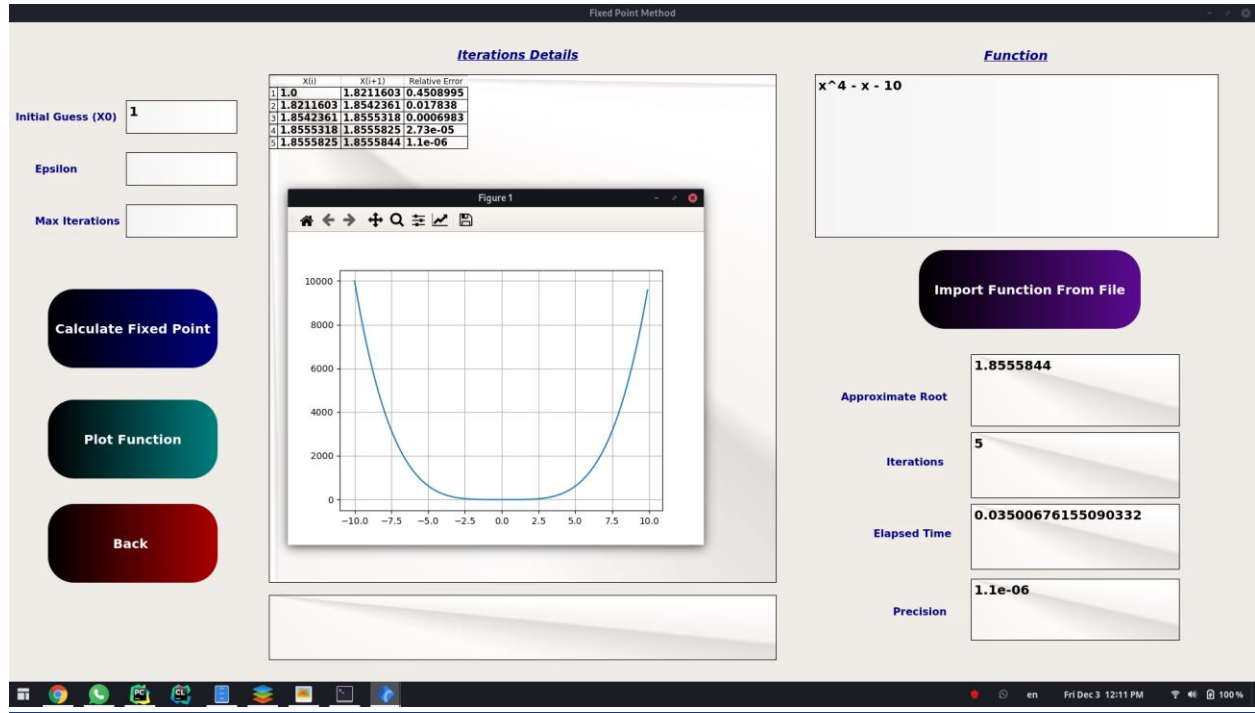
Bisection:



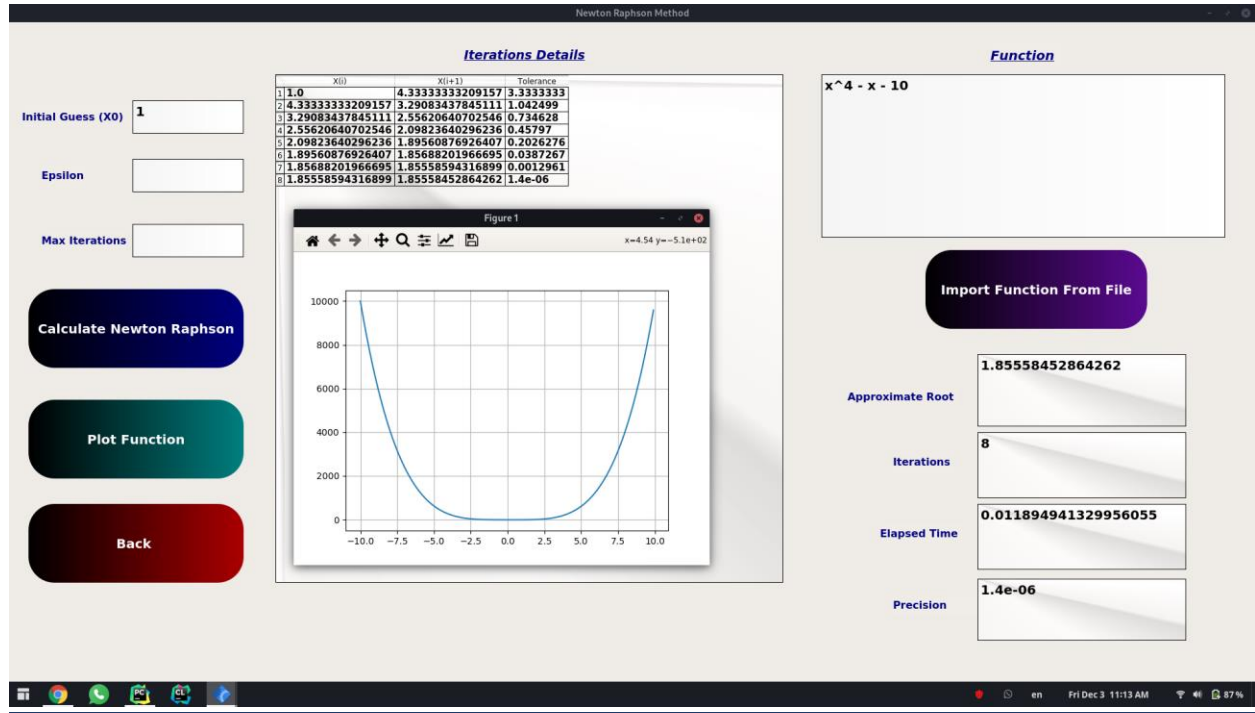
False Position:



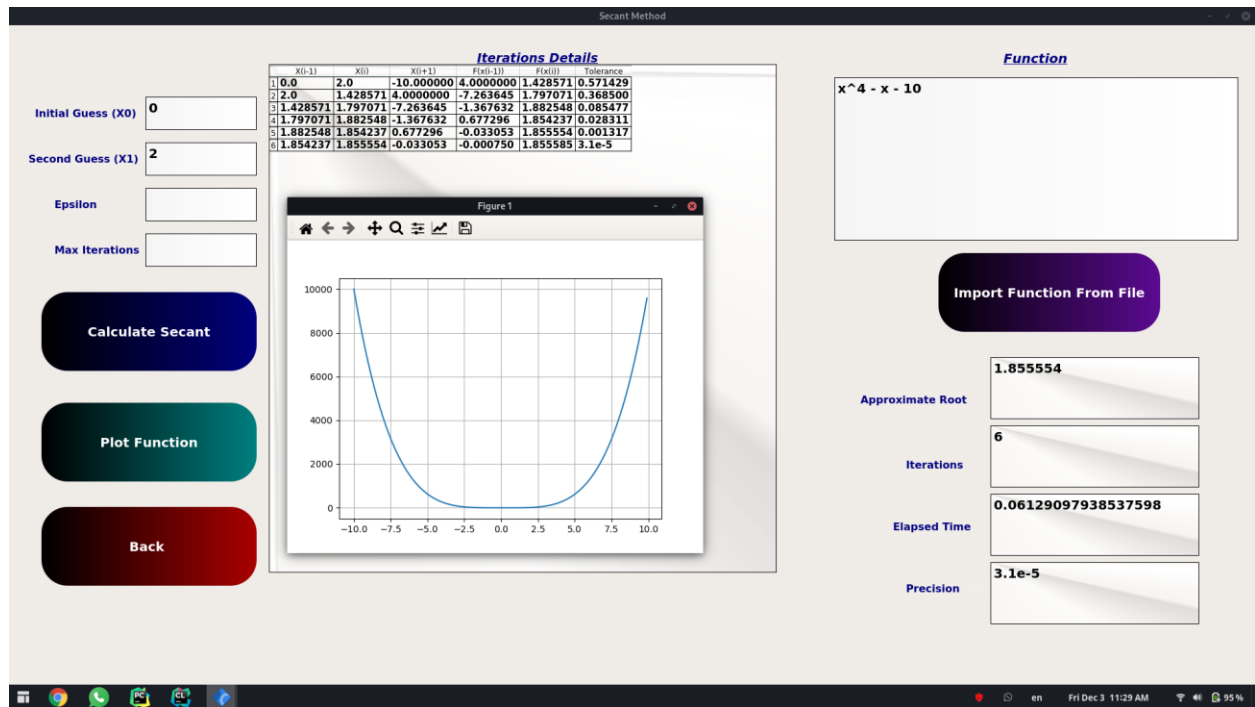
Fixed Point:



Newton Raphson:



Secant:



Functions could be imported from files:

