# **ESO 208: Computational Methods in Engineering**

# **Programming Assignment->1**

Submitted by: Pranjal Singh

Roll no: 210743 Section : J8

## **Question 1:**

## (i). Bisection method:-

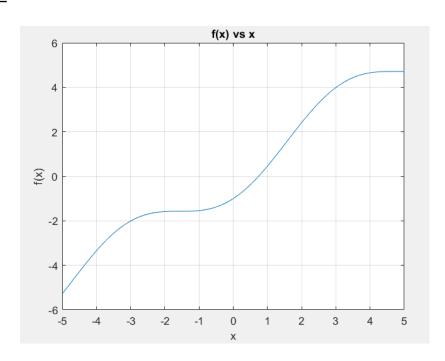
### Test case 1:

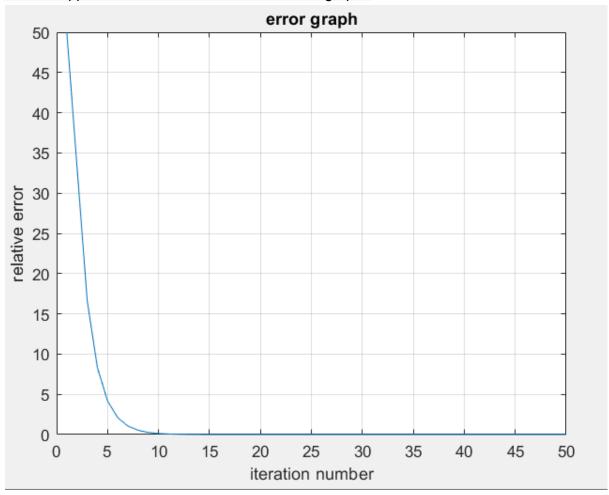
f(x) = x - cos(x) Initial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

### Result:-

The root of the function = 0.739075

### F(x) vs x graph :-





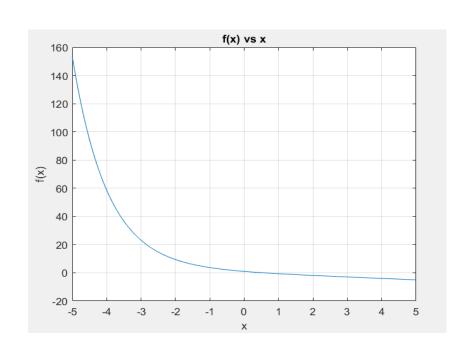
## Test case 2:-

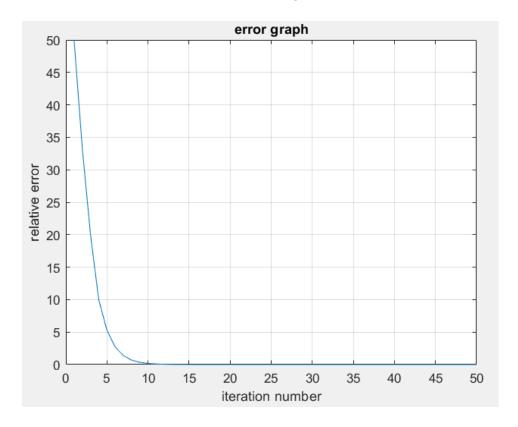
f(x) = exp(-x) - x Initial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

### Result:-

The root is 0.567169

### f(x) vs x graph:-





### Comment on convergence and stability:-

<u>Convergence:</u> It has a linear rate of convergence, we can predict the number of iterations required.  $\left|e^{(i+1)}\right|_{-1}$ 

This implies linear rate convergence and having an error constant 0.5

<u>Stability:-</u> This method can be a bit slow sometimes, but this method is very stable. Whatever the initial guess, it always converges to a solution.

# (ii). False position method:-

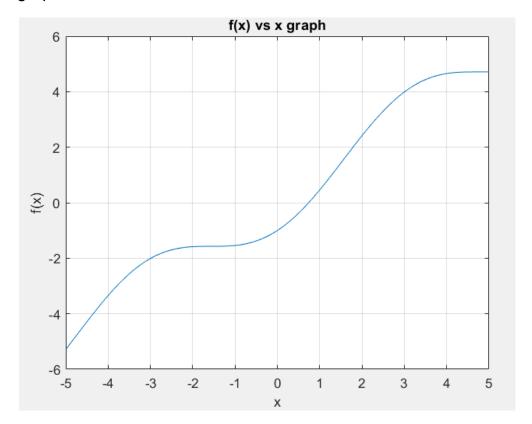
### Test case 1:-

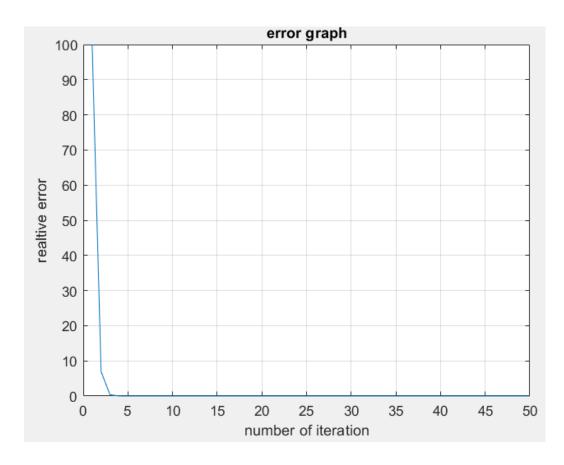
f(x) = x - cos(x) Initial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

## Result:-

The root is 0.739085

## F(x) vs x graph:-





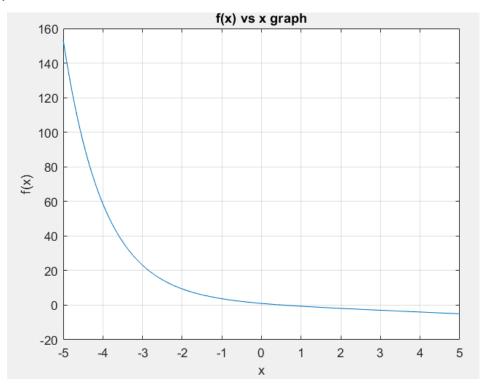
## Test case 2:

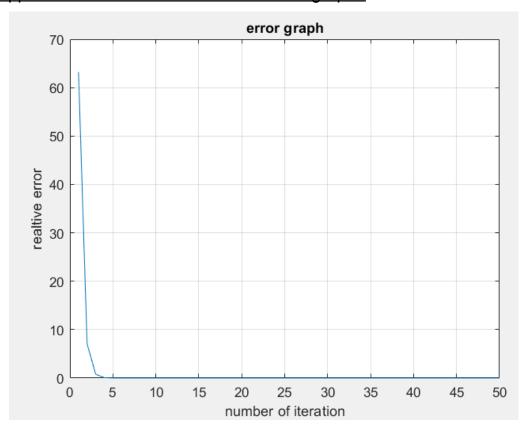
f(x) = exp(-x) - x Initial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

### Result:-

The root is 0.567150

# f(x) vs x graph:-





## Comment on convergence and stability:-

<u>Convergence:</u> It has approximately 1.618. But for some problems it takes Less time than bisection. This implies that for some problems, the convergence rate is faster than the bisection method.

<u>Stability:-</u> False position method is a very stable method, it always converges to a solution. It has an error less than the bisection method. (error = 8.997e-4)

# (iii). Fixed point method:-

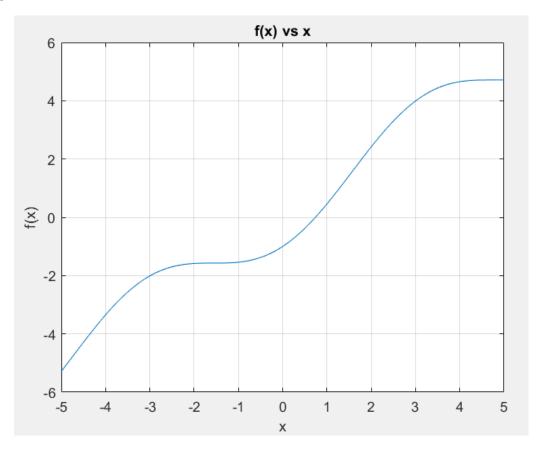
### Test case 1:-

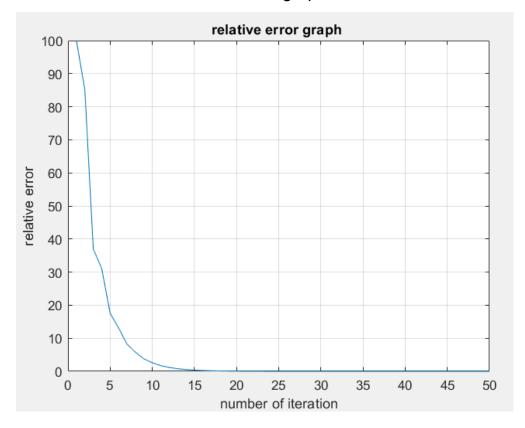
f(x) = x - cos(x)Initial guess = 0 Maximum iteration = 50 Maximum error% = 0.01% phi(x) = cos(x)

### Result:-

The root is 0.739106

### F(x) vs x graph:-





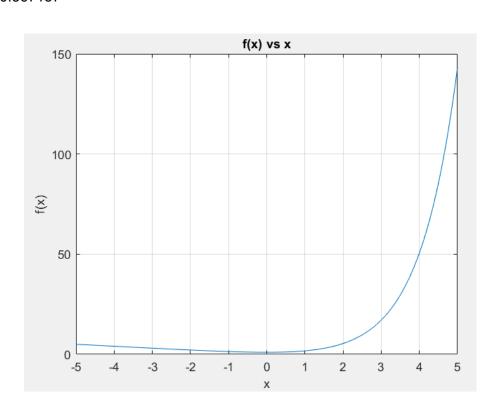
## Test case 2:

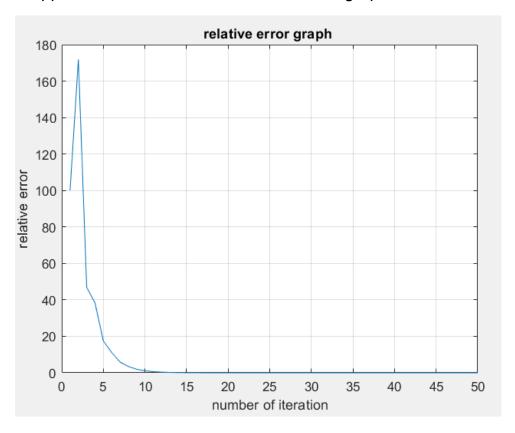
f(x) = exp(-x) - x Initial guess = 0 Maximum iteration = 50 Maximum error% = 0.01% Phi (x) = exp(-x)

### Result:-

The root is 0.567157

# f(x) vs x graph:-





### Comment on convergence and stability:-

<u>Convergence:</u> It has a linear rate of convergence. But it does not guarantee that it will converge to a solution. When |g'(x)| < 1, then the method definitely converges to a solution.

### Stability:-

This method is not much stable as it guarantees convergence only when |g'(x)| < 1. In other cases, it does not guarantee, but it may or may not converge.

# (iv). Newton Raphson:-

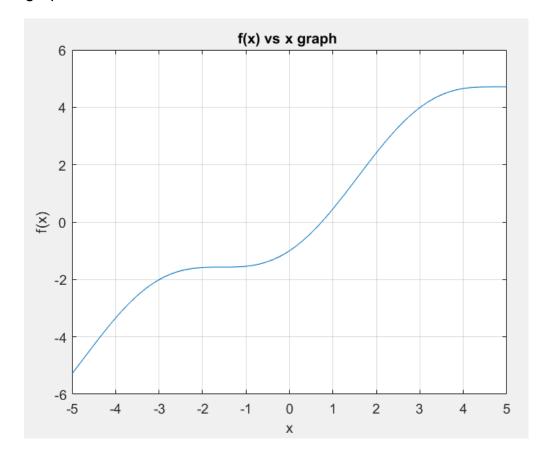
### Test case 1:-

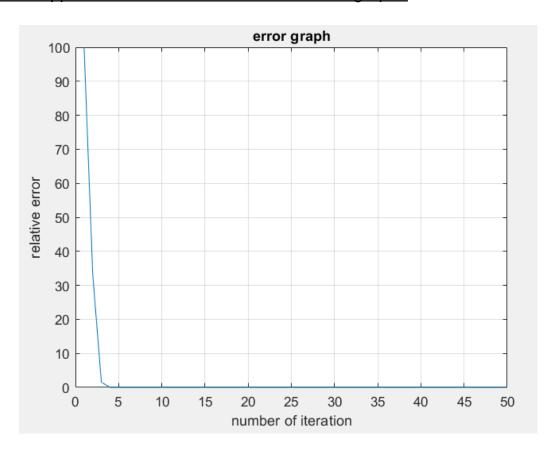
$$f(x) = x - cos(x)$$
  
Initial guess = 0  
Maximum iteration = 50  
Maximum error% = 0.01%  
 $f'(x) = 1 + sin(x)$ 

### Result:-

The root is 0.739085

## F(x) vs x graph:-





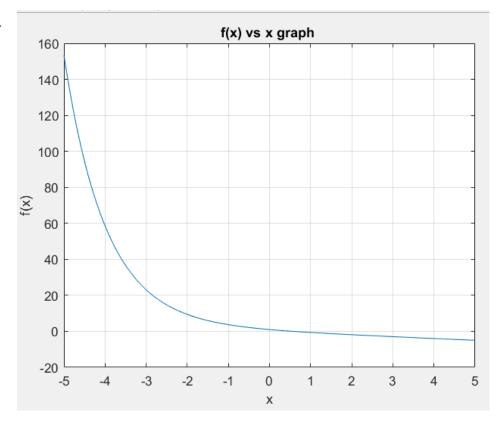
## Test case 2:-

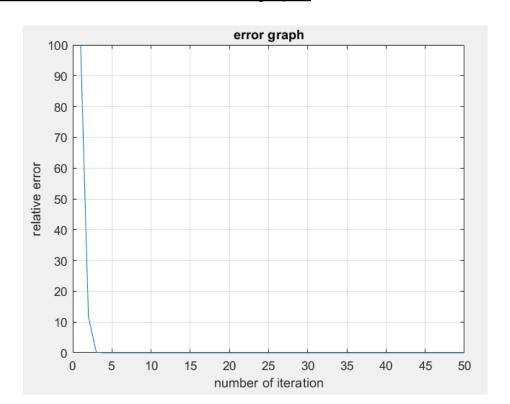
 $f(x) = \exp(-x) - x$ Initial guess = 0 Maximum iteration = 50 Maximum error% = 0.01%  $f'(x) = -\exp(-x) - 1$ 

## Result:-

The root is 0.567143

## F(x) vs x graph:-





## Comment on convergence and stability:-

<u>Convergence:</u> It has a quadratic rate of convergence, It is one of the fastest method.

<u>Stability:-</u> This method converges to a solution in a very less number of iterations. This method converges to a solution if the first differential of f(x) is not zero. This means newton raphson is unstable in some cases.

## (v) Secant method:-

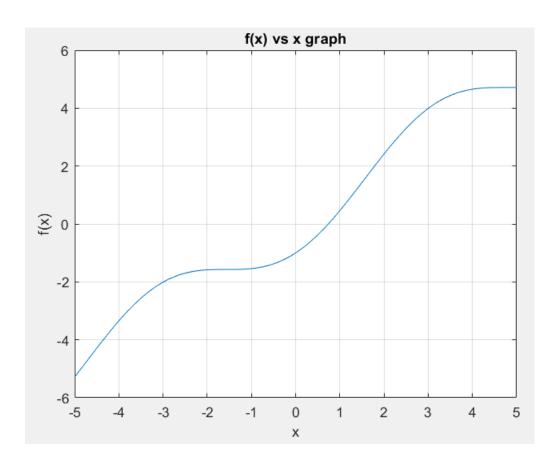
### Test case 1:-

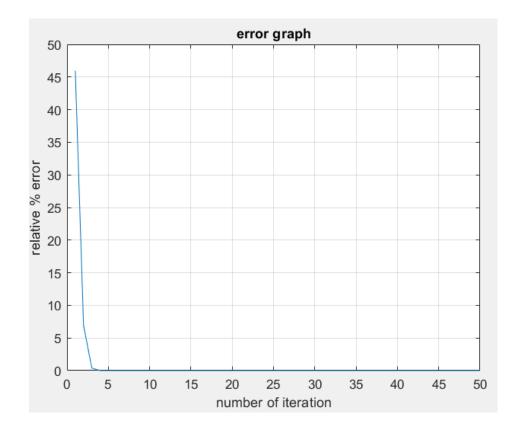
f(x) = x - cos(x) Initial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

### Result:-

The root is 0.739085

## F(x) vs x graph:-





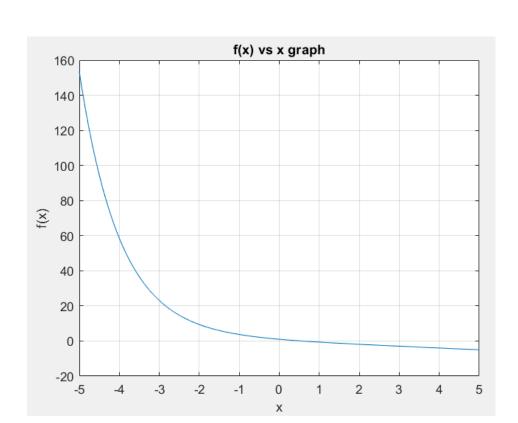
## Test case 2:-

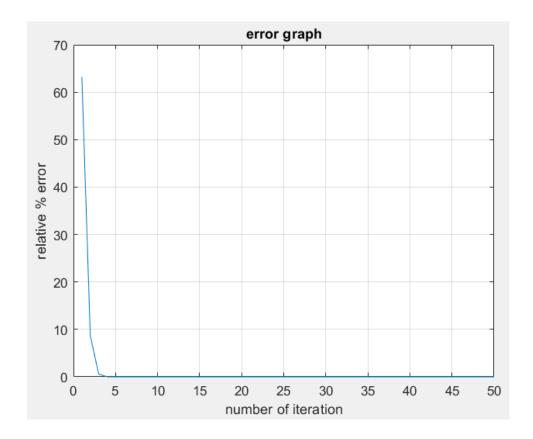
f(x) = exp(-x) - xInitial bracket = (0,1) Maximum iteration = 50 Maximum error% = 0.01%

## Result:-

The root is 0.567143

## F(x) vs x graph:-





## Comment on convergence and stability:-

<u>Convergence:</u> It has a rate of convergence between 1 and 2. (approx 1.62). This method is less accurate than newton raphson.

<u>Stability:-</u> In this method, The root may not remain bracketed and there is always a possibility of instability, so the method can fall. The secant method works well when we choose the initial guess near the root.

## Question 2:-

# (i) Muller method:-

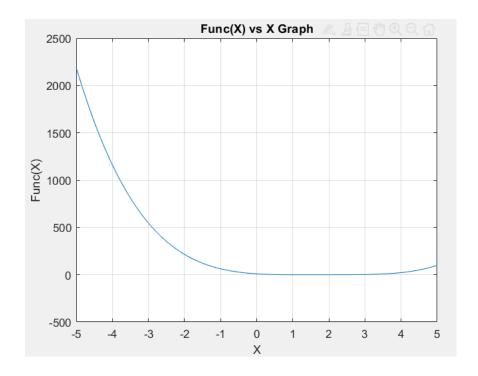
### Test case 1:-

$$f(x) = x^4 - 7.4x^3 + 20.44x^2 - 24.184x + 9.6448 = 0$$
  
Initial guesses =  $(-1,0,1)$   
Maximum iterations = 50  
Maximum relative approximate error = 0.01%

## Result:-

The root is 0.800019.

## f(x) vs x graph:-



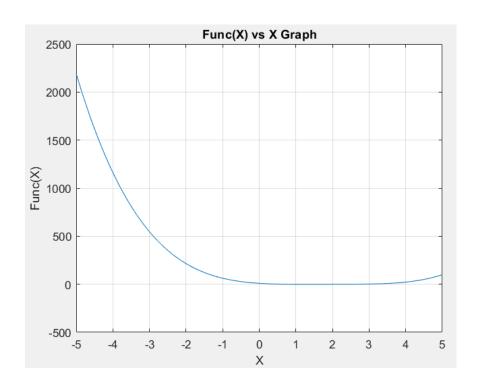
### Test case 2:-

$$f(x) = x^4 - 7.4x^3 + 20.44x^2 - 24.184x + 9.6448 = 0$$
  
Initial guesses =  $(0,1,2)$   
Maximum iterations = 50  
Maximum relative approximate error = 0.01%

## Result:-

The root is 2.199999

### f(x) vs x graph:-



## Comment on convergence and stability:-

<u>Convergence:</u> It has a rate of convergence 1.82, It is faster than secant but Slower than newton raphson.

Stability:- It may or may not converge to a solution and therefore unstable.

## (ii). Bairstow method:-

### Test case 1:-

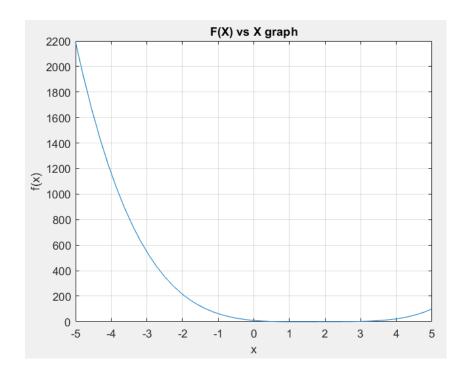
$$f(x) = x^4 - 7.4x^3 + 20.44x^2 - 24.184x + 9.6448 = 0$$
  
Start with  $\alpha_0 = -5$ ,  $\alpha_1 = 4$ 

Maximum iterations = 50

Maximum relative approximate error = 0.01%

### Result:-

## f(x) vs x graph:-



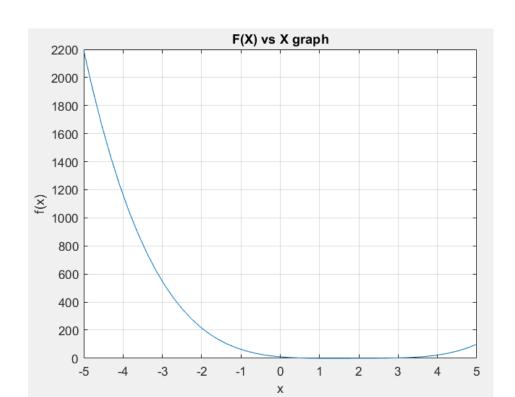
### Test case 2:-

$$f(x) = x^4 - 7.4x^3 + 20.44x^2 - 24.184x + 9.6448 = 0$$
  
Start with  $\alpha_0 = -2$ ,  $\alpha_1 = 2$   
Maximum iterations = 50  
Maximum relative approximate error = 0.01%

## Result:-

The roots are 
$$2.200000$$
,  $0.800000$ ,  $(2.200000 + 0.800000i)$ ,  $(2.200000 - 0.800000i)$ 

## f(x) vs x graph:-



## Comment on convergence and stability:-

<u>Convergence:</u> It gets the local quadratic convergence of newton's method. So it has a quadratic rate of convergence.

<u>Stability:-</u> Generally this method is stable, but it is unstable for odd degree polynomials and has only one real root.