

Root Finder Program



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Objective

The aim of this assignment is to compare and analyze the behavior of numerical methods studied in class {Bisection, False-position, Fixed point, Newton Raphson, Secant}.

Description

It is required to implement a root finder program which takes as an input the equation expression and choose which methods to apply to find the root and its required parameters.

Program specs

Code written in python and GUI implemented using Tkinter, simple user interface just to see the results in proper format and readable way .

Procedures

The program start with window and user should enter **valid** mathematical expression function as shown in figure 1.

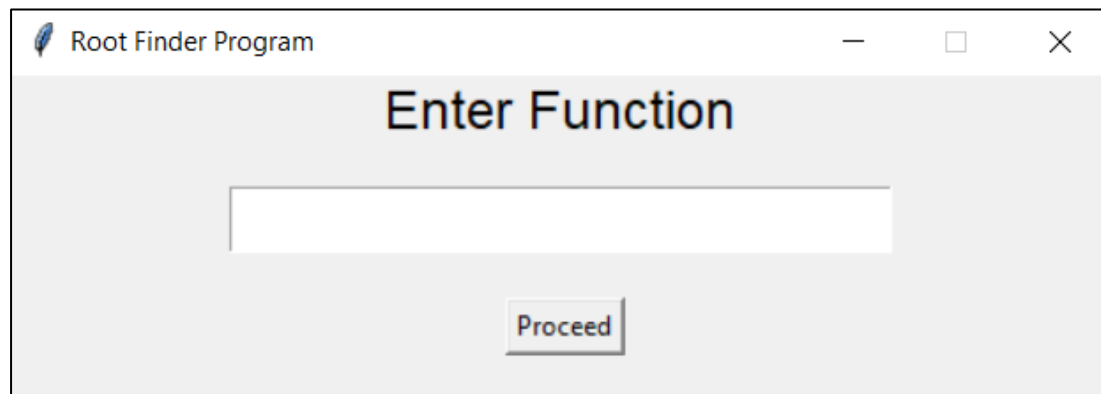


Figure 1

And if the user enter invalid expression format Error window is show as presented in figure 2.

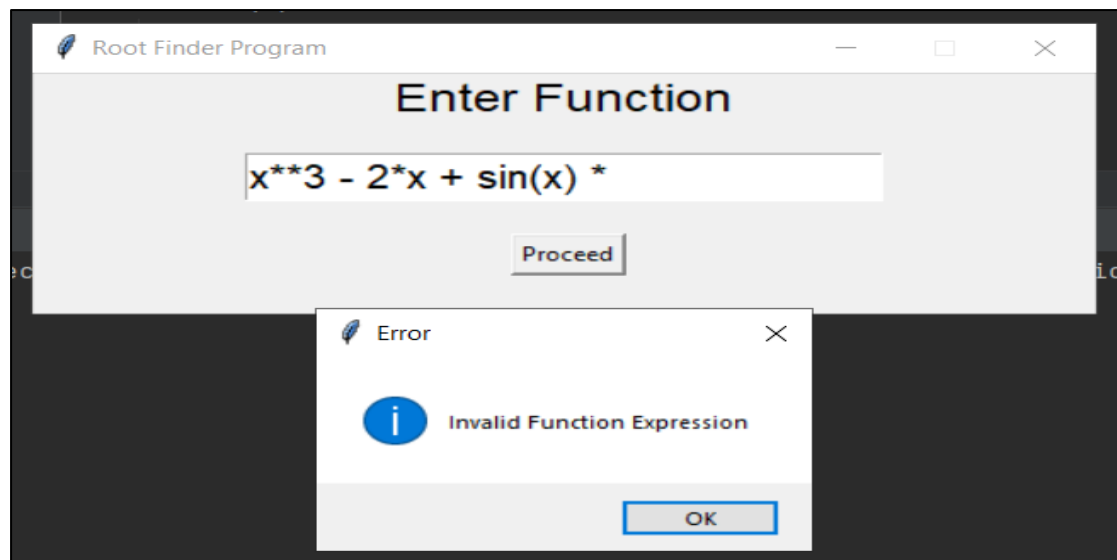


Figure 2

Let's assume the user enter the following valid expression and click proceed as shown in figure 3.

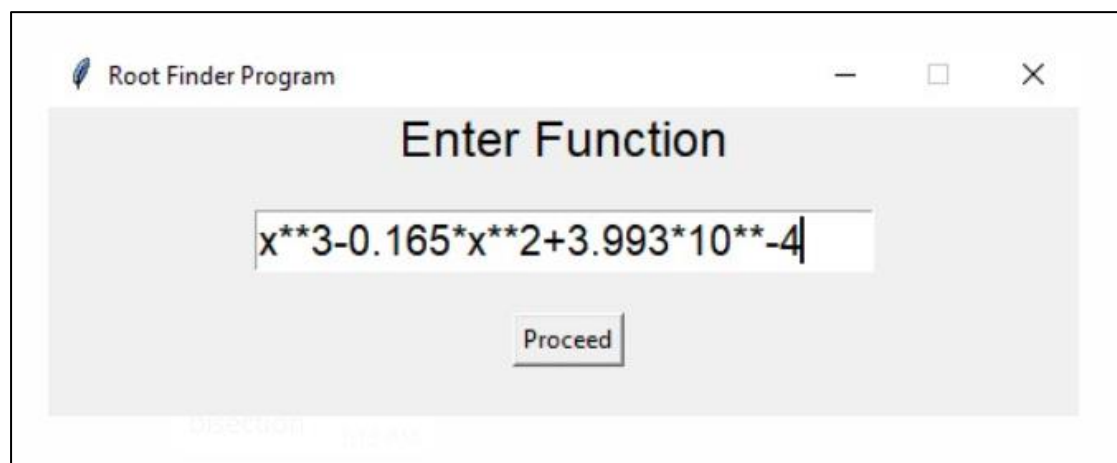


Figure 3

The user will be directed to the next window to select all available root find methods {Bisection, False position, Fixed Point, Newton & Secant} as shown in figure 4.

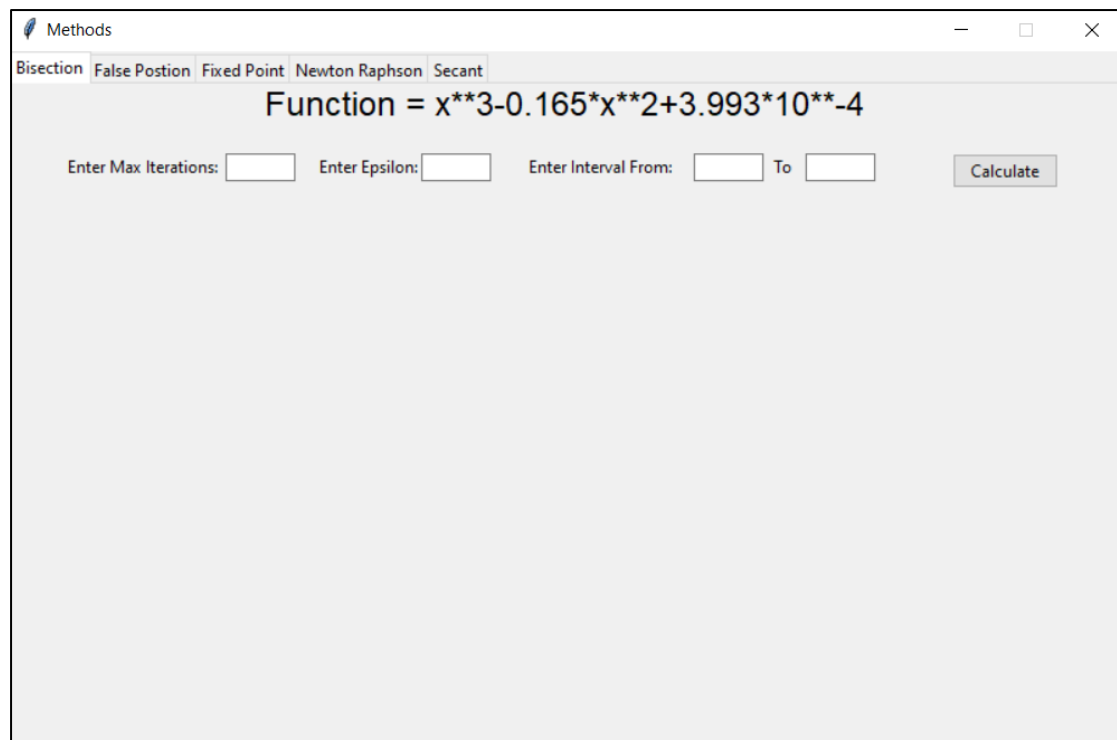
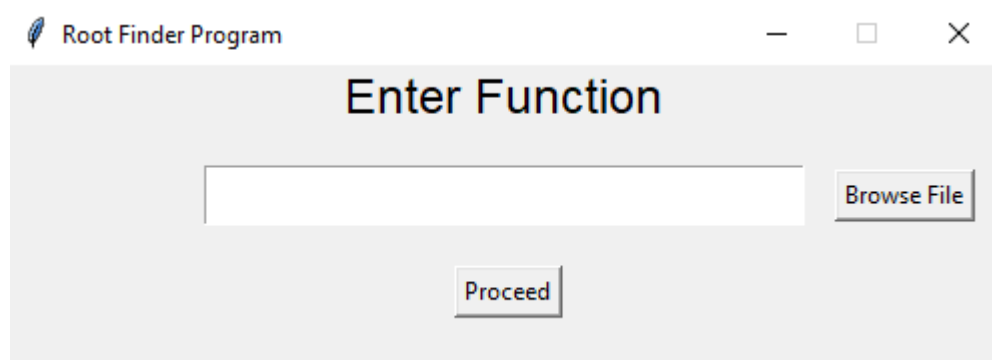


Figure 4

For every method there are couple of parameters the user can enter to apply on the algorithm and from all methods Max iterations and epsilon (approximate absolute relative error) are common and if the user ignores any of them the default pre-defined value will be used, after enter the algorithm parameter then the user can get the results of each iteration and display each calculated epsilon.

Read from file



Click on browse file button to choose text file to read equation from.

Methods Algorithm & Pseudocode

Bisection Method

Algorithm

1- Bisection Method

Step 1: Choose lower x_l and upper x_u guesses for the root such that the function changes sign over the interval. This can be checked by ensuring that $f(x_l)f(x_u) < 0$.

Step 2: An estimate of the root x_r is determined by

$$x_r = \frac{x_l + x_u}{2}$$

Step 3: Make the following evaluations to determine in which subinterval the root lies:

- (a) If $f(x_l)f(x_r) < 0$, the root lies in the lower subinterval. Therefore, set $x_u = x_r$ and return to step 2.
- (b) If $f(x_l)f(x_r) > 0$, the root lies in the upper subinterval. Therefore, set $x_l = x_r$ and return to step 2.
- (c) If $f(x_l)f(x_r) = 0$, the root equals x_r ; terminate the computation.

Relative approximate error estimate: $\epsilon = \frac{|x_r^{new} - x_r^{old}|}{|x_r^{new}|} 100\%$

Termination Criteria: $\epsilon < \epsilon_{tol}$ OR *Max. Iteration* is reached.

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Pseudocode

```

% Bisection Method - simple
% function f(x) = exp(-x) - x = 0   sample call: bisection(-2, 4, 0.001,500)

function root = bisection(xl, xu, es, imax);

if ((exp(-xl) - xl)*(exp(-xu) - xu)) > 0    % if guesses do not bracket, exit
    disp('no bracket')
    return
end

for i=1:1:imax

    xr=(xu+xl)/2;          % compute the midpoint  xr
    ea = abs((xu-xl)/xl);  % approximate relative error

    test= (exp(-xl) - xl) * (exp(-xr) - xr);  % compute  f(xl)*f(xr)

    if (test < 0)  xu=xr;
    else  xl=xr;
    end

    if (test == 0) ea=0; end
    if (ea < es) break; end

end

s=sprintf('\n Root= %f  #Iterations = %d \n', xr, i); disp(s);

```

How many Iteration needed by bisection method:

How Many Iterations will It Take?

- Length of the **first** Interval $L_0 = x_u - x_l$
- After **1** iteration $L_1 = L_0/2$
- After **2** iterations $L_2 = L_0/4$
-
- After **k** iterations $L_k = L_0/2^k$
- Then we can write: $\epsilon_a \leq \frac{L_k}{x} \times 100\% \quad \epsilon_a \leq \epsilon_{es}$

$$\begin{aligned}
 \left| \frac{L_k}{x_l} \right| &\leq \text{error_tolerance} \\
 \left| \frac{L_0}{2^k} \right| &\leq |x_l * \epsilon_{es}| \\
 2^k &\geq \left| \frac{L_0}{x_l * \epsilon_{es}} \right| \Rightarrow k \geq \log_2 \left(\left| \frac{L_0}{x_l * \epsilon_{es}} \right| \right)
 \end{aligned}$$

We used this equation to calculate k, which is maximum number of iterations needed to calculate the root

False Position Method

Algorithm

1. Find a **pair** of values of x , (x_l and x_u), such that:

$$f_l = f(x_l) < 0 \text{ and } f_u = f(x_u) > 0.$$

2. Estimate the value of the **root** from the following

formula:
$$x_r = \frac{x_l f_u - x_u f_l}{f_u - f_l}$$

and evaluate $f(x_r)$.

3. Use the **new point**, x_r , to replace one of the **original** points, keeping the **two points** on **opposite sides** of the x -axis.

$$\text{If } f(x_r) < 0 \text{ then } x_l = x_r \quad \implies \quad f_l = f(x_r)$$

$$\text{If } f(x_r) > 0 \text{ then } x_u = x_r \quad \implies \quad f_u = f(x_r)$$

If $f(x_r) = 0$, then you have found the **root** and need go no further!

4. See if the new x_l and x_u are **close** enough for **convergence** to be declared. If they are not, go back to **step 2**.

Pseudocode


```

function [x,y] = false_position(func)

% Find root near x1 using the false position method.
% Input:  func      string containing name of function
%         xl,xu      initial guesses
%         es         allowable tolerance in computed root
%         maxit      maximum number of iterations
% Output: x         row vector of approximations to root

xl = input('enter lower bound xl = ');
xu = input('enter upper bound xu = ');
es = input('allowable tolerance es = ');
maxit = input('maximum number of iterations maxit = ');

a(1) = xl; b(1) = xu;
ya(1) = feval(func, a(1)); yb(1)=feval(func, b(1));
if ya(1) * yb(1) > 0.0
    error('Function has same sign at end points')
end
for i = 1:maxit
    x(i) = b(i) - yb(i)*(b(i)-a(i))/(yb(i)-ya(i));
    y(i) = feval(func, x(i));
    if y(i) == 0.0
        disp('exact zero found'); break;
    elseif y(i) * ya(i) < 0
        a(i+1) = a(i); ya(i+1) = ya(i);
        b(i+1) = x(i); yb(i+1) = y(i);
    else
        a(i+1) = x(i); ya(i+1) = y(i);
        b(i+1) = b(i); yb(i+1) = yb(i);
    end;
    if ((i > 1) & (abs(x(i) - x(i-1)) < es))
        disp('False position method has converged'); break
    end
    iter = i;
end
if(iter >= maxit)
    disp('zero not found to desired tolerance');
end
n=length(x); k=1:n; out = [k' a(1:n)' b(1:n)' x' y'];
disp('      step      xl      xu      xr      f(xr)')
disp(out)

```

Linear
interpolation

Fixed Point Method

Algorithm

- Also known as **One-Point Iteration** or **Successive Substitution (Approximation)**.
- To find the root for $f(x) = 0$, we reformulate $f(x) = 0$ so that there is an x on one side of the equation.

$$f(x) = 0 \Leftrightarrow g(x) = x$$

- If we can solve $g(x) = x$, we solve $f(x) = 0$.
 - x is known as the **fixed point** of $g(x)$.
- We solve $g(x) = x$ by computing:

$$x_{i+1} = g(x_i) \quad \text{with } x_0 \text{ given}$$

until x_{i+1} converges to x .

Pseudocode

```
// x0: Initial guess of the root
// es: Acceptable relative percentage error
// iter_max: Maximum number of iterations allowed
double FixedPt(double x0, double es, int iter_max) {
    double xr = x0; // Estimated root
    double xr_old; // Keep xr from previous iteration
    int iter = 0; // Keep track of # of iterations

    do {
        xr_old = xr;
        xr = g(xr_old); // g(x) must be supplied
        if (xr != 0)
            ea = fabs((xr - xr_old) / xr) * 100;

        iter++;
    } while (ea > es && iter < iter_max);

    return xr;
}
```

Check convergence of equation:

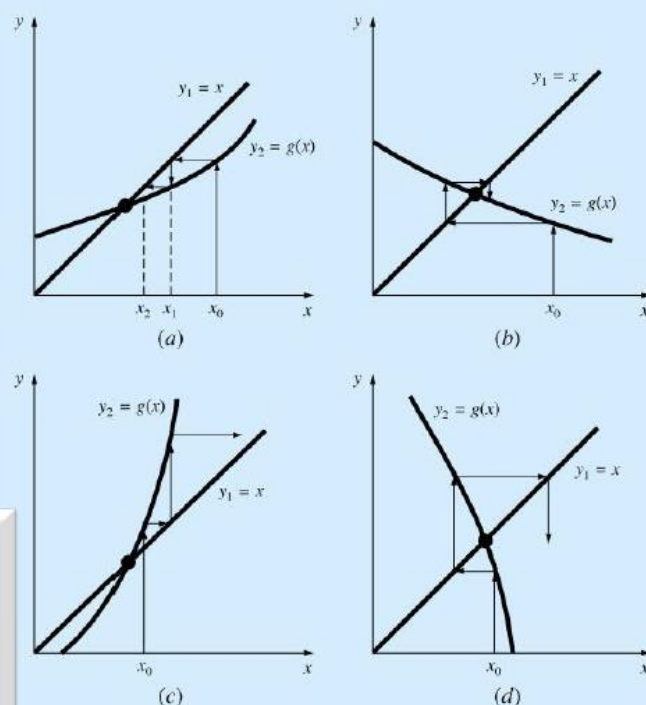
(a) $|g'(x)| < 1$, $g'(x)$ is +ve
 \Rightarrow **converge**, **monotonic**

(b) $|g'(x)| < 1$, $g'(x)$ is -ve
 \Rightarrow **converge**, **oscillate**

(c) $|g'(x)| > 1$, $g'(x)$ is +ve
 \Rightarrow **diverge**, **monotonic**

(d) $|g'(x)| > 1$, $g'(x)$ is -ve
 \Rightarrow **diverge**, **oscillate**

The convergence rate of fixed-point iteration is usually linear with constant $C = |g'(x)|$,



Newton – Raphson's Method

1- Evaluate $f'(x)$ symbolically.

2- Use an **initial guess** of the **root**, x_i , to **estimate** the **new value** of the **root**, x_{i+1} , as:

$$x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$$

3- Find the **absolute relative approximate error** $|\epsilon_a|$ as:

$$|\epsilon_a| = \left| \frac{x_{i+1} - x_i}{x_{i+1}} \right| \times 100$$

Pseudocode


```

function [x, f] = multiple1(func, dfunc)

% Find multiple root near xguess using the modified Newton's method
% Multiplicity m of the root is given -- m = 1: single root
% m = 2: double root; m = 3: triple root, etc.
% Input:
%     func      string containing name of function
%     dfunc     name of derivative of function
%     xguess    starting estimate
%     es        allowable tolerance in computed root
%     maxit     maximum number of iterations
% Output:
%     x         row vector of approximations to root

m = input('enter multiplicity of the root = ');
xguess = input('enter initial guess: xguess = ');
es = input('allowable tolerance: es = ');
maxit = input('maximum number of iterations: maxit = ');

iter = 1;
x(1) = xguess;
f(1) = feval(func, x(1));
dfdx(1) = feval(dfunc, x(1));
for i = 2 : maxit
    x(i) = x(i-1) - m * f(i-1) / dfdx(i-1);
    f(i) = feval(func, x(i));
    dfdx(i) = feval(dfunc, x(i));
    if abs(x(i) - x(i-1)) < es
        disp('Newton method has converged'); break;
    end
    iter = i;
end
if (iter >= maxit)
    disp('zero not found to desired tolerance');
end
n = length(x);    k = 1:n;
disp('      step      x              f              df/dx')
out = [k; x; f; dfdx];
fprintf('%5.0f  %20.14f  %21.15f  %21.15f\n', out)

```

Secant

Algorithm

It's a slight variation of **Newton-Raphson's** method for functions whose **derivatives** are **difficult** to evaluate. For these cases, the **derivative** can be **approximated** by a **backward finite divided difference**.

$$\frac{1}{f'(x_i)} \cong \frac{x_i - x_{i-1}}{f(x_i) - f(x_{i-1})}$$

$$x_{i+1} = x_i - f(x_i) \frac{x_i - x_{i-1}}{f(x_i) - f(x_{i-1})} \quad i = 1, 2, 3, \dots$$

Pseudocode

```
function [x, f] = multiple2(func, dfunc, ddfunc)

% Find multiple root near xguess using the modified Newton's method.
% Multiplicity of the root is not known a priori
% Input:
%     func      string containing name of function
%     dfunc     name of derivative of function
%     ddfunc    name of second derivative of function
%     xguess    starting estimate
%     es        allowable tolerance in computed root
%     maxit     maximum number of iterations
% Output:
%     x         row vector of approximations to root

xguess = input('enter initial guess: xguess = ');
es = input('allowable tolerance: es = ');
maxit = input('maximum number of iterations: maxit = ');

iter = 1;
x(1) = xguess;
f(1) = feval(func, x(1));
dfdx(1) = feval(dfunc, x(1));
d2fdx2(1) = feval(ddfunc, x(1));
for i = 2 : maxit
    x(i) = x(i-1) - f(i-1)*dfdx(i-1)/(dfdx(i-1)^2 - f(i-1)*d2fdx2(i-1));
    f(i) = feval(func, x(i));
    dfdx(i) = feval(dfunc, x(i));
    d2fdx2(i) = feval(ddfunc, x(i));
    if abs(x(i)-x(i-1)) < es
        disp('Newton method has converged'); break;
    end
    iter = i;
end
if (iter >= maxit)
    disp('zero not found to desired tolerance');
end
n = length(x);    k = 1 : n;
disp('    step        x                f                df/dx                d2f/dx2')
out=[k; x; f; dfdx; d2fdx2];
fprintf('%5.0f %17.14f %20.15f %20.15f %20.15f\n',out)
```

Code Result Analysis

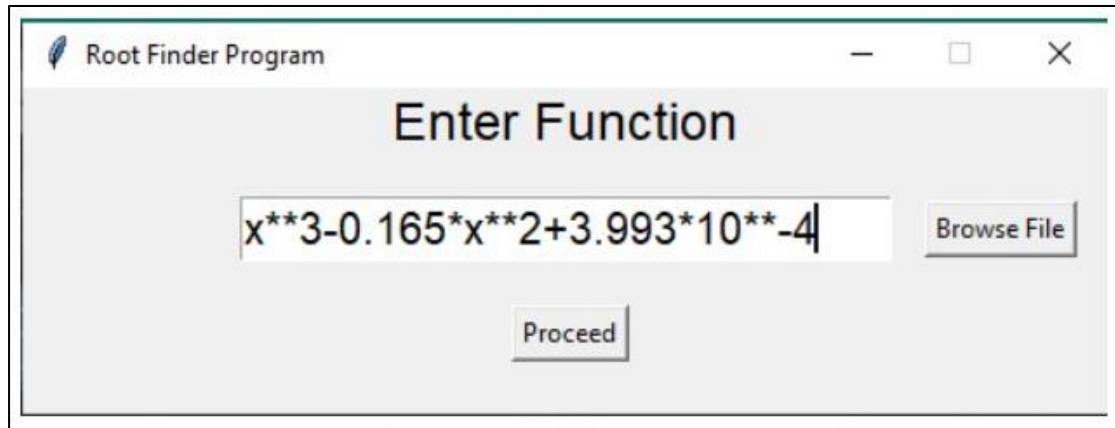
We have picked three function expressions to test on the code from the class lecture based on basic mathematical functions {polynomial, sin, cosine, exponential}.

- $x^3 - 0.165x^2 + 3.993 \times 10^{-4}$
- $e^{-x} - x$
- $x + \cos(x)$

Expression one

$$x^3 - 0.165x^2 + 3.993 \times 10^{-4}$$

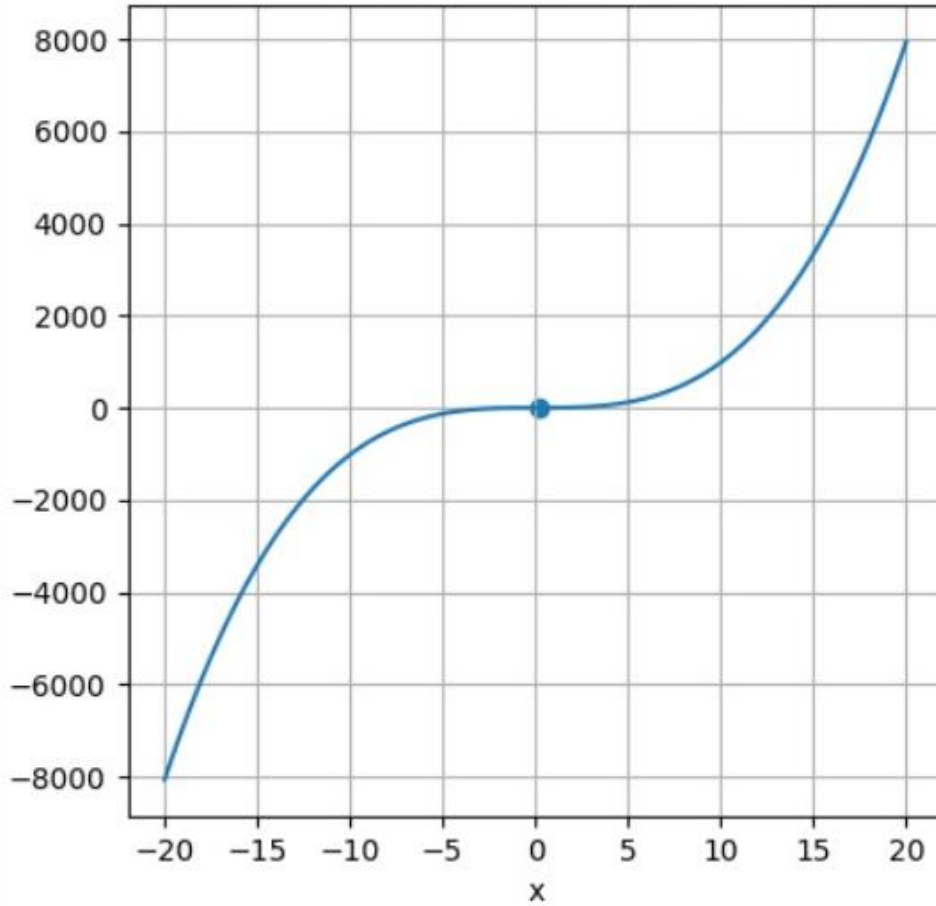
Assuming the user enter the equation in valid way and with no error

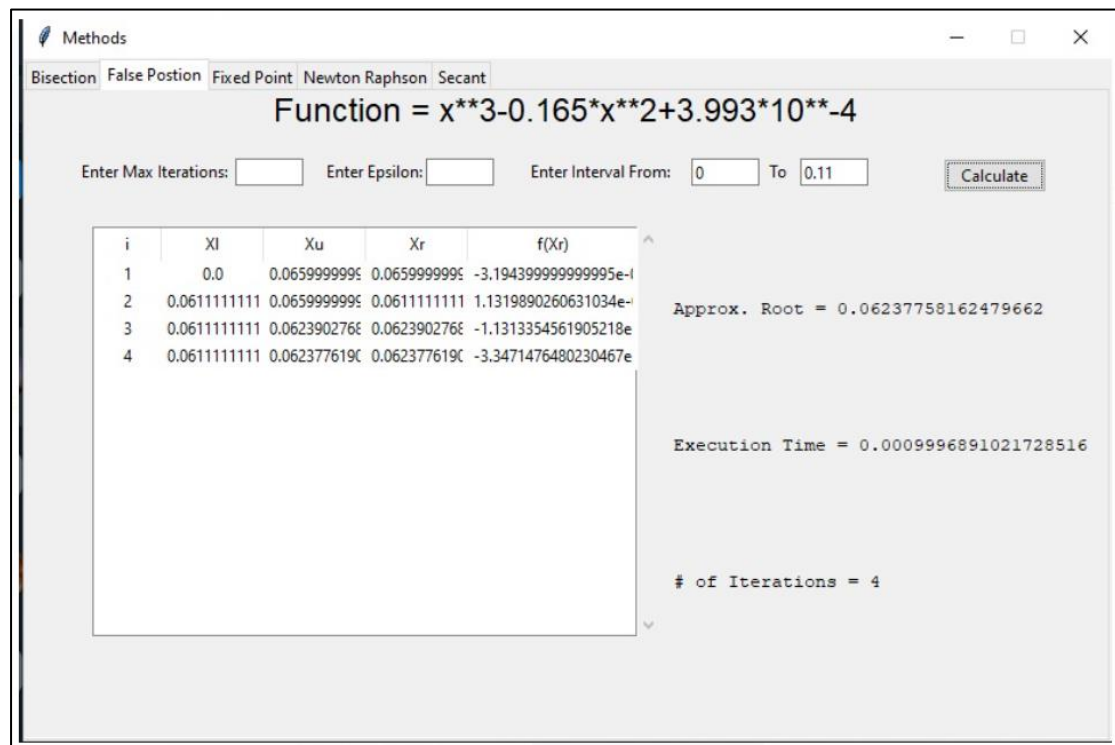
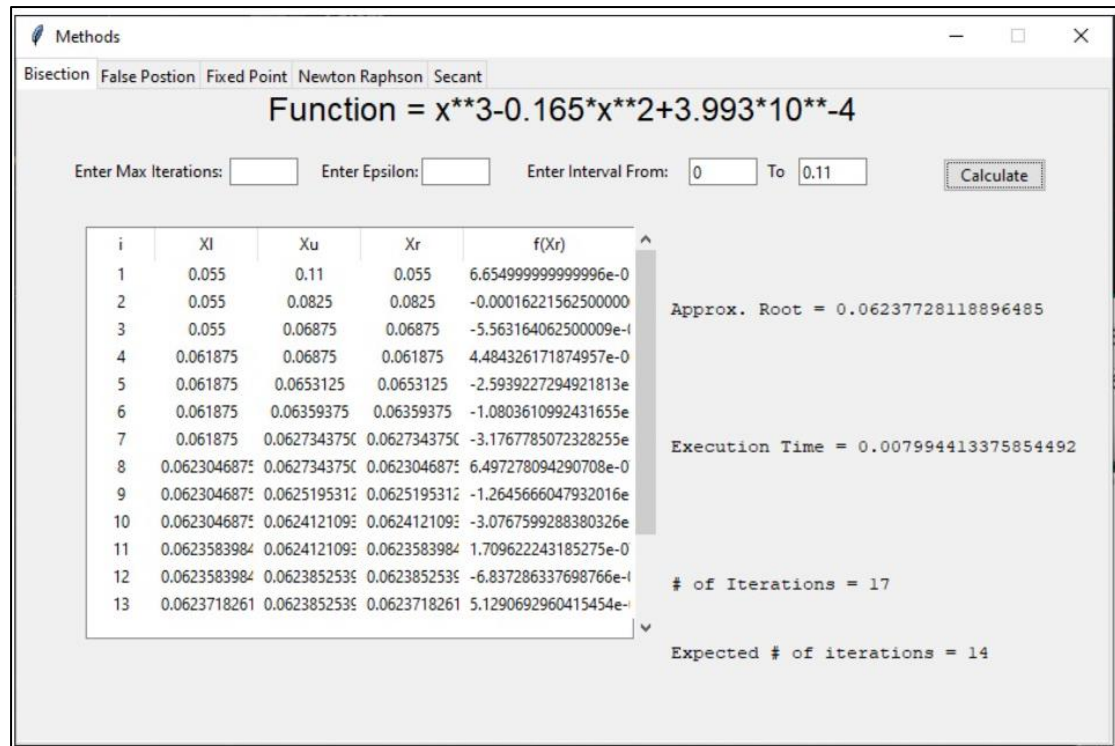


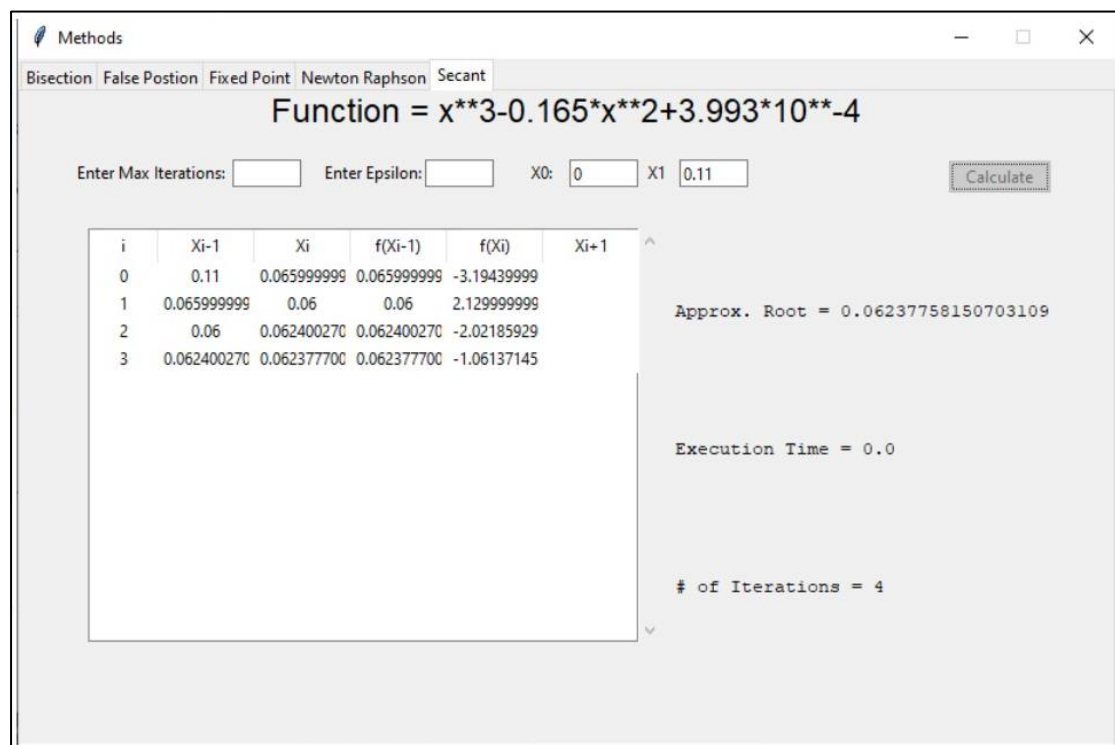
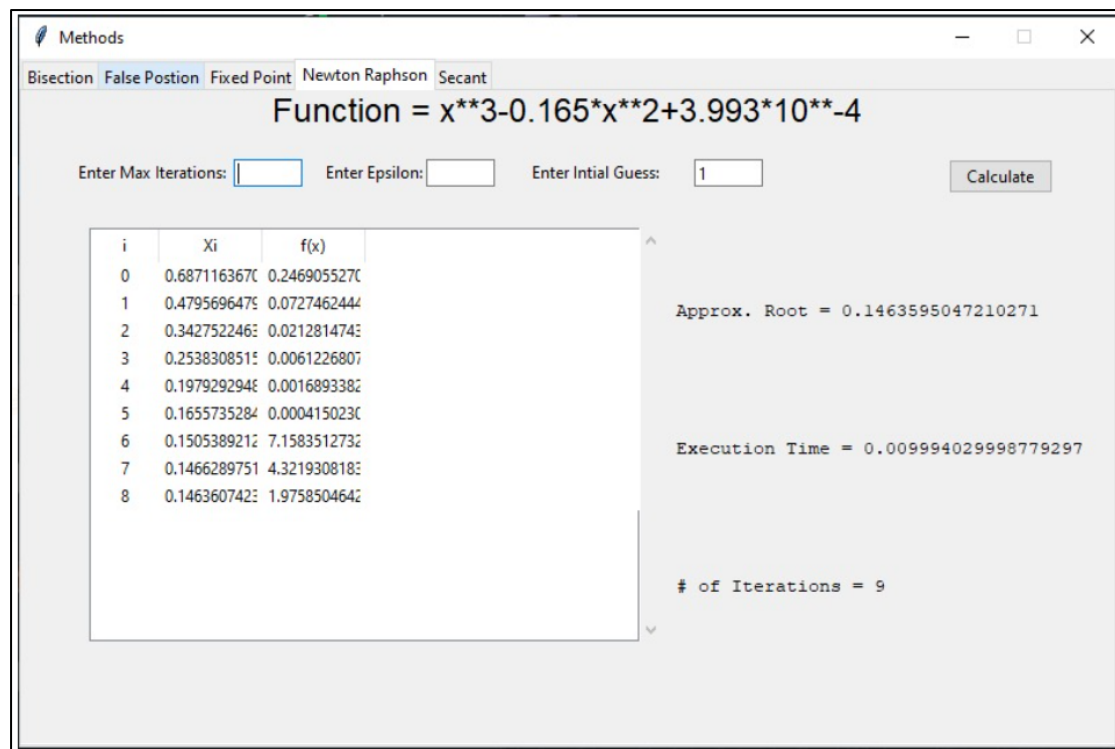
Plotting The function

— □ ×

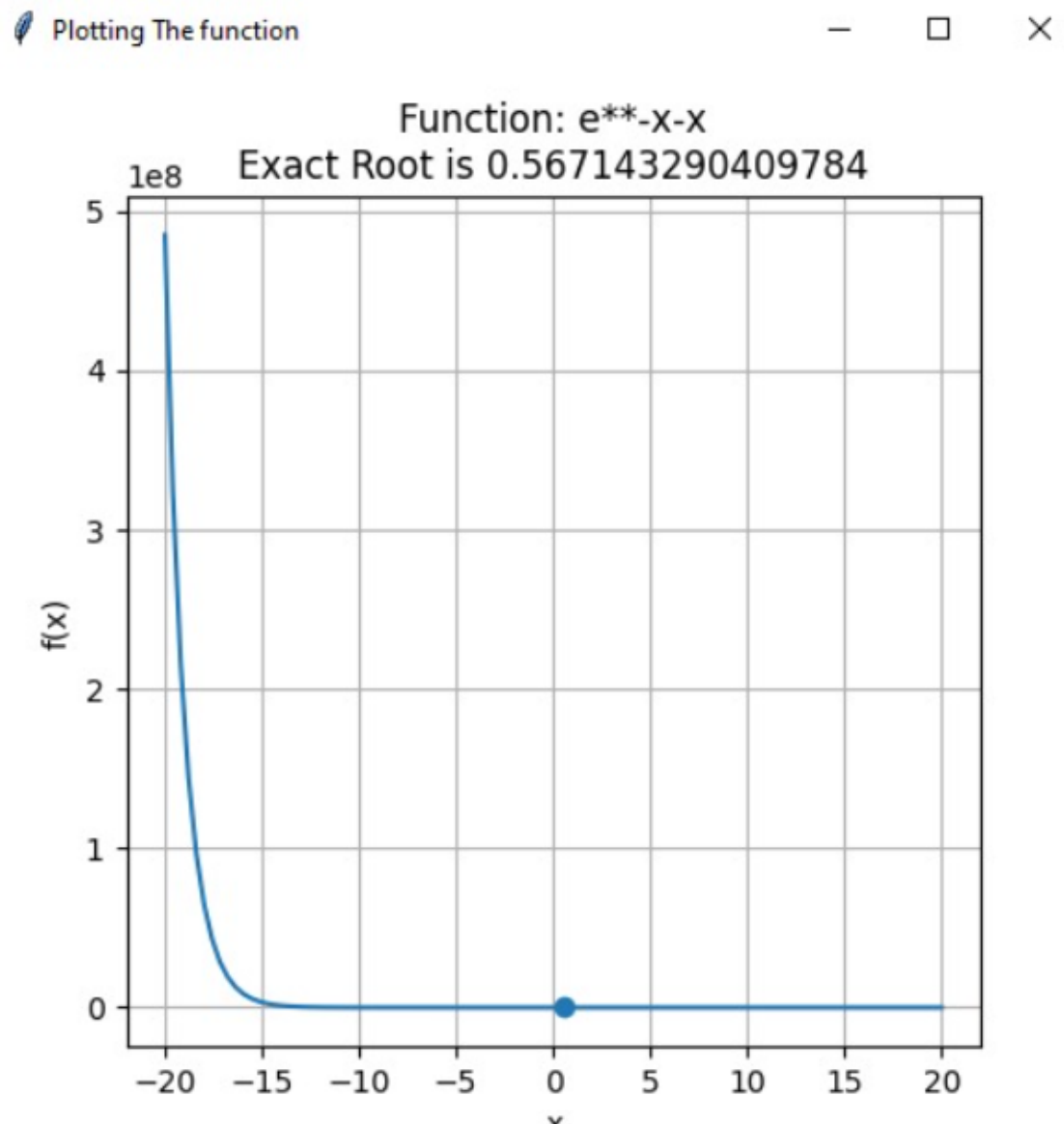
Function: $x^3 - 0.165x^2 + 3.993 \times 10^{-4}$
Exact Root is 0.1463595046947325

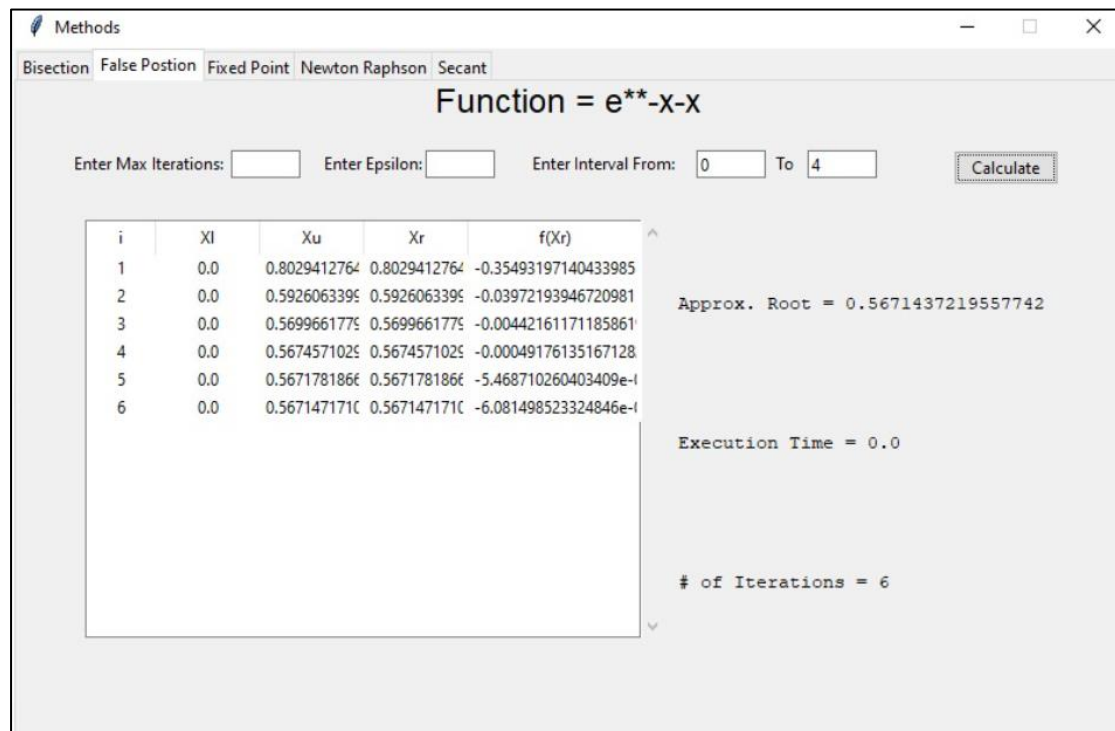
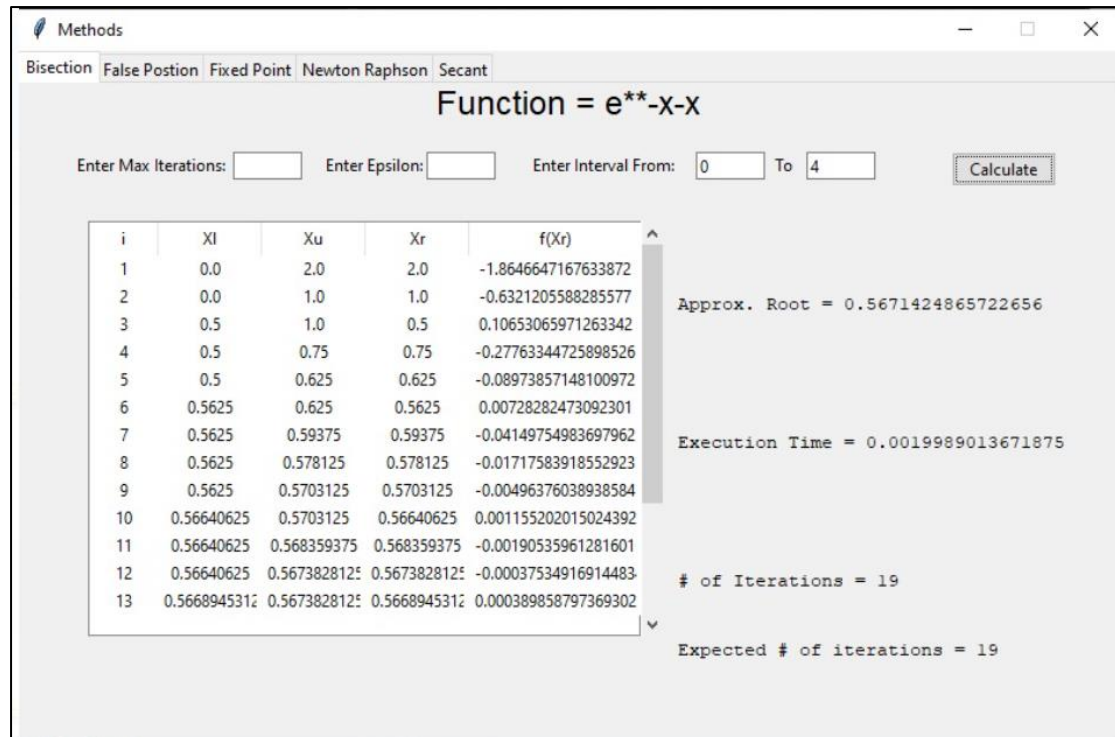


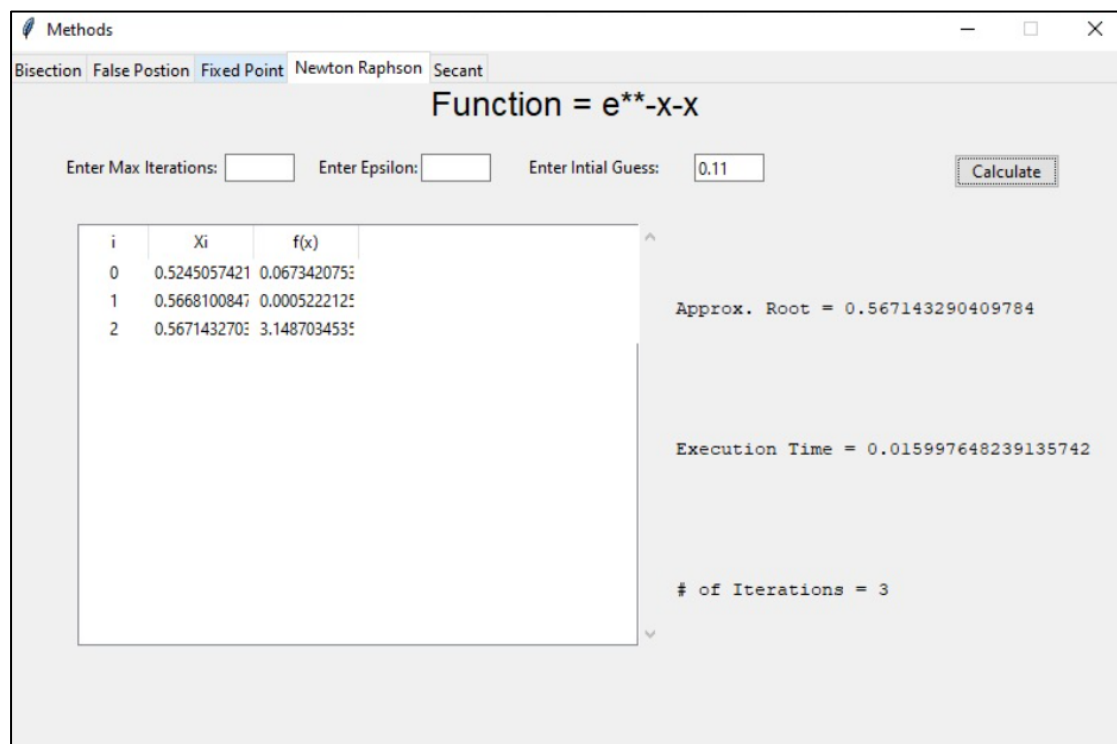
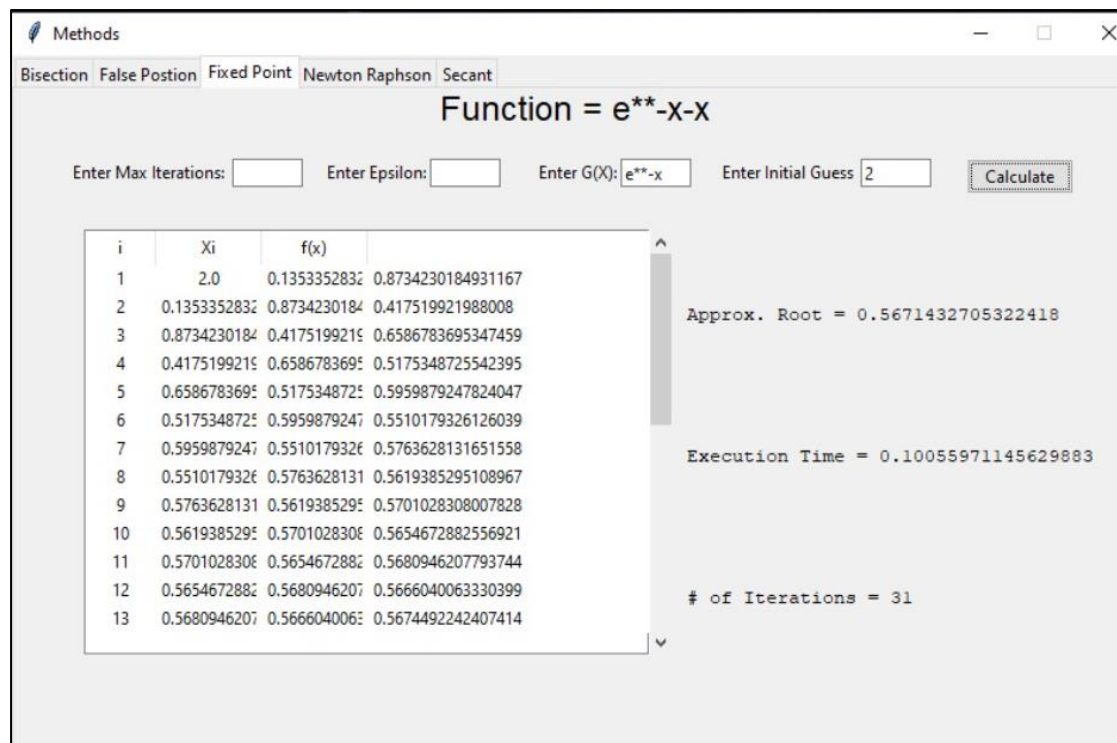




Comment: Since the equation from the third degree and some roots are different → some methods find get the same root bisection, false position & secant but newton method finds another different root depends on the initial guess, unfortunately the fixed-point method required $G(x)$ with result fail case and couldn't find the root due to diverge based on the mean-value theorem .







Methods

Bisection False Position Fixed Point Newton Raphson Secant

Function = e^{-x-x}

Enter Max Iterations: Enter Epsilon: X0: X1:

i	X_{i-1}	X_i	$f(X_{i-1})$	$f(X_i)$	X_{i+1}
0	4.0	1.414479321	1.414479321	-1.17142718	
1	1.414479321	0.336731259	0.336731259	0.377369462	
2	0.336731259	0.599328164	0.599328164	-0.05014769	
3	0.599328164	0.568525589	0.568525589	-0.00216571	
4	0.568525589	0.567135281	0.567135281	1.255126884	
5	0.567135281	0.567143292	0.567143292	-3.13871784	

Approx. Root = 0.5671432904097868

Execution Time = 0.0

of Iterations = 6

Comment: all the methods returned almost the same root but secant and newton found it faster as we use the graphical plotting for the guessing .

Expression three

$$x + \cos(x)$$

Root Finder Program

Enter Function

Methods

Bisection False Postion Fixed Point Newton Raphson Secant

Function = $x + \cos(x)$

Enter Max Iterations: Enter Epsilon: Enter G(X): Enter Initial Guess

i	X_i	$f(x)$
1	2.0	0.4161468365
2	0.4161468365	-0.914653325
3	-0.914653325	-0.610065299
4	-0.610065299	-0.819610608
5	-0.819610608	-0.682505857
6	-0.682505857	-0.775994613
7	-0.775994613	-0.713724734
8	-0.713724734	-0.755928713
9	-0.755928713	-0.727634792
10	-0.727634792	-0.746749601
11	-0.746749601	-0.733900597
12	-0.733900597	-0.742567550
13	-0.742567550	-0.736734858

Approx. Root = -0.739085158027478

Execution Time = 0.08463048934936523

of Iterations = 42

G(X) Monotonic Converge

Methods

Bisection False Postion Fixed Point Newton Raphson Secant

Function = $x + \cos(x)$

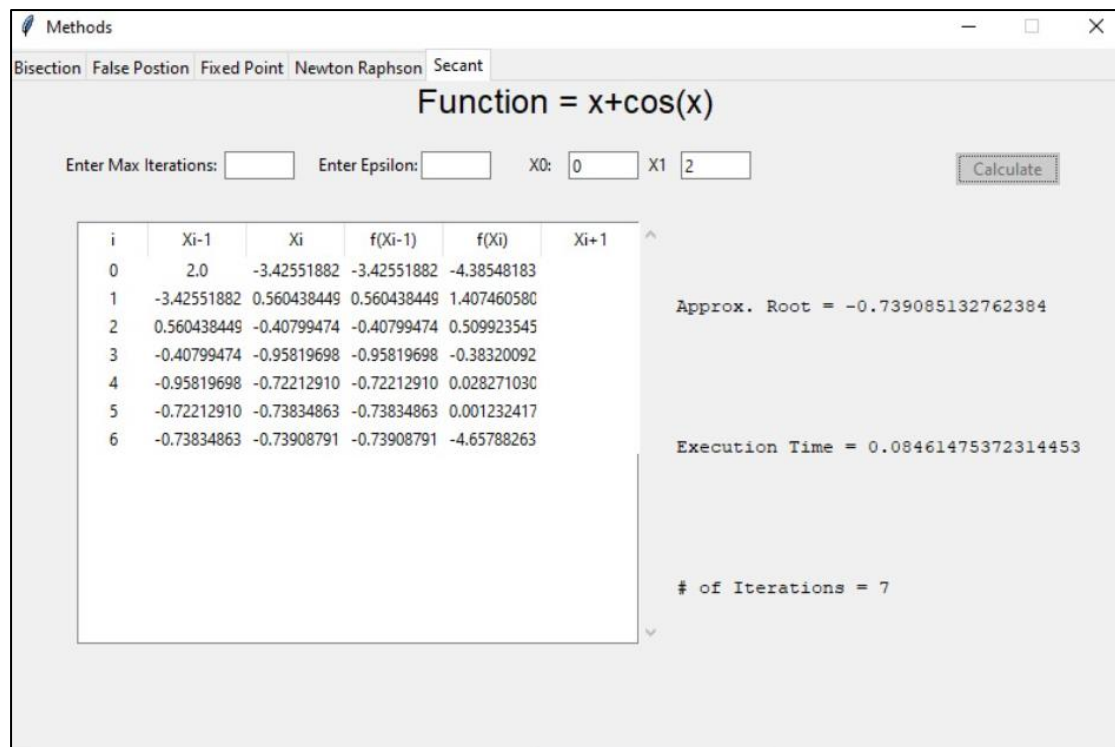
Enter Max Iterations: Enter Epsilon: Enter Intial Guess:

i	X_i	$f(x)$
0	-15.46205325	-16.43196945
1	-2.247115748	-2.873042603
2	-0.632939653	0.1733524846
3	-0.741862415	-0.004650940
4	-0.739086831	-2.842094984

Approx. Root = -0.739085133215797

Execution Time = 0.022099018096923828

of Iterations = 5



Comment: we have faced problem with plotting the trigonometric function due to the eval python function that has been updated on recent python version that can't compute the lambda expression for plotting so we couldn't predict the interval for the bisection method so no result produced. However, all others methods returned the same root fixed point takes more iteration to find but it converges after all.

Problems we faced

1. Due to some versions update for python we couldn't plotting any trigonometric functions so the initial guess and any parameters we choose based on the graphical solution was hard to use.
2. We found it really challenging to find the magic function for the fixed-point method to perform the root finder algorithm so we assumed that the user can choose any magic function format can be generated from the expression and embed it as parameter in the algorithm.
3. Some functions for newton – Raphson's method produce division by zero due to the denominator may be number very close from the zero due to the differentiation of the original expression , we tried to prevent dividing by exact zero.

Code

We will provide the code in the submission form and we upload into GitHub [link](#).