

BISECTION ALGORITHM

Algorithm 1 A Pseudocode for Bisection Method

INPUT $a, b, M, \delta, \epsilon$
 $u \leftarrow f(a)$
 $v \leftarrow f(b)$
 $e \leftarrow b - a$
OUTPUT a, b, u, v
if $\text{sign}(u) = \text{sign}(v)$ **then**
 stop
end if
for $1 \leq k \leq M$ **do**
 $e \leftarrow e/2$
 $c \leftarrow a + e$
 $w \leftarrow f(c)$
 OUTPUT k, c, w, e
 if $|e| < \delta$ **or** $|w| < \epsilon$ **then**
 stop
 end if
 if $\text{sign}(w) \neq \text{sign}(u)$ **then**
 $b \leftarrow c$
 $v \leftarrow w$
 else
 $a \leftarrow c$
 $u \leftarrow w$
 end if
end for
