

# Root Finding

Part-12

**MA2103 - 2023**

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# Root's are very interesting





we have to find  $x$  such that  $f(x) = 0$ .

Which is not possible analytically except for a very few special case. Here numerical methods are important

# Tip of Iceberg vs ship



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## Floating Sphere



Archimedes's principle: Buoyancy force is equal to the weight of the replaced liquid.



# Floating Iceberg

What portion iceberg is above water?

First we assum





# Floating Iceberg

What portion iceberg is above water ?

Archimedes's principle: Buoyancy force is equal to the weight of the replaced liquid.

Volume of the sphere be  $V_{\bigcirc} = \frac{4}{3}\pi r^3$

Let the Volume of water displaced be  $V_{\sim}$

Case 1

$$V_{\bigcirc} \gg V_{\sim}$$

Case 2

$$V_{\bigcirc} \approx V_{\sim}$$

Case 3

$$V_{\bigcirc} \ll V_{\sim}$$

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**Case 2**

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**Case 3**

$$V_{\bigcirc} \ll V_{\sim}$$

**The force acting is gravity and buoyancy of water**

**At static equilibrium  $\rho_s g V_{\bigcirc} = \rho_{\sim} g V_{\sim}$**

**$\rho_s$  density of sphere       $\rho_{\sim}$  density of water**

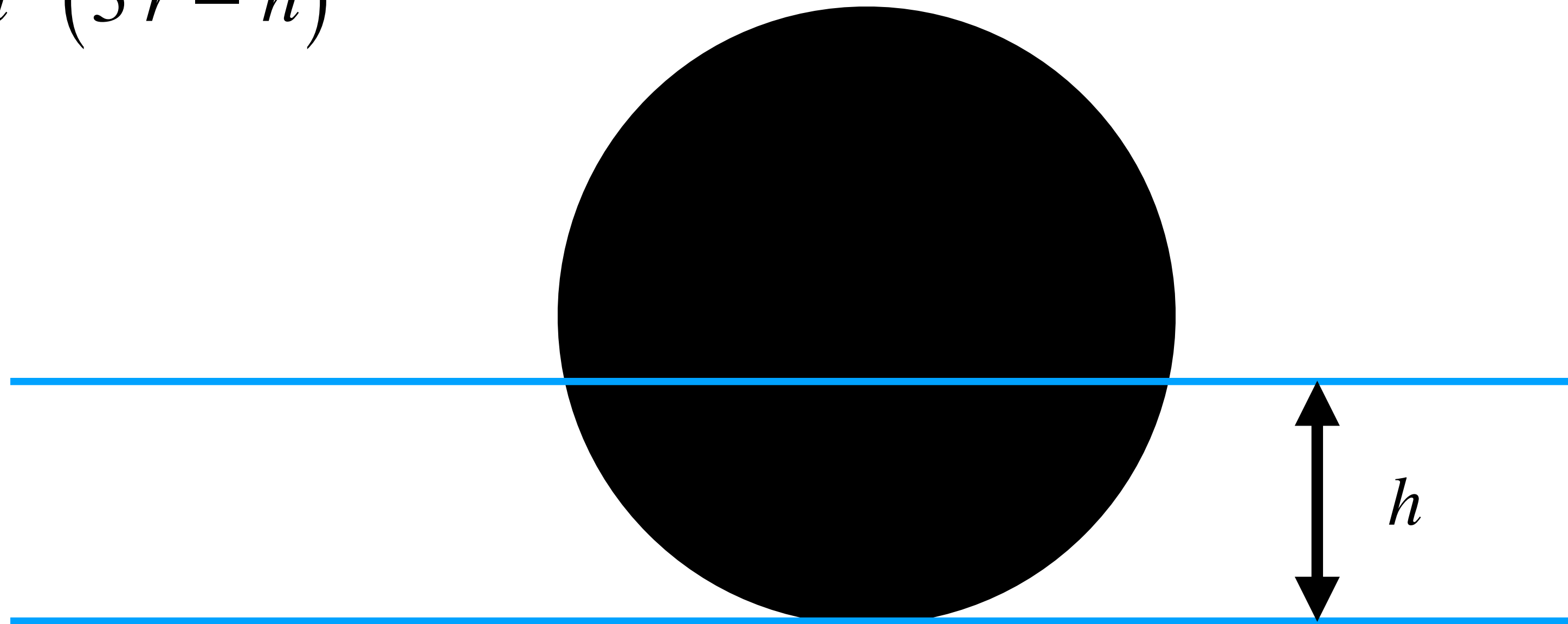
**The volume  $V_h$  of water displaced when a sphere is submerged to *a* depth  $h$  is**

$$V_h = \frac{\pi}{3} h^2 (3r - h)$$



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Applying Archimedes's principle, we get condition for  $h$  as:

$$h^3 - 3rh^2 + 4\frac{\rho_s}{\rho_w}r^3 = 0$$

Density of water 1 in what ever unit.

Density of Ice 0.92 in the same unit.

let  $r=1$  in the same what ever unit.

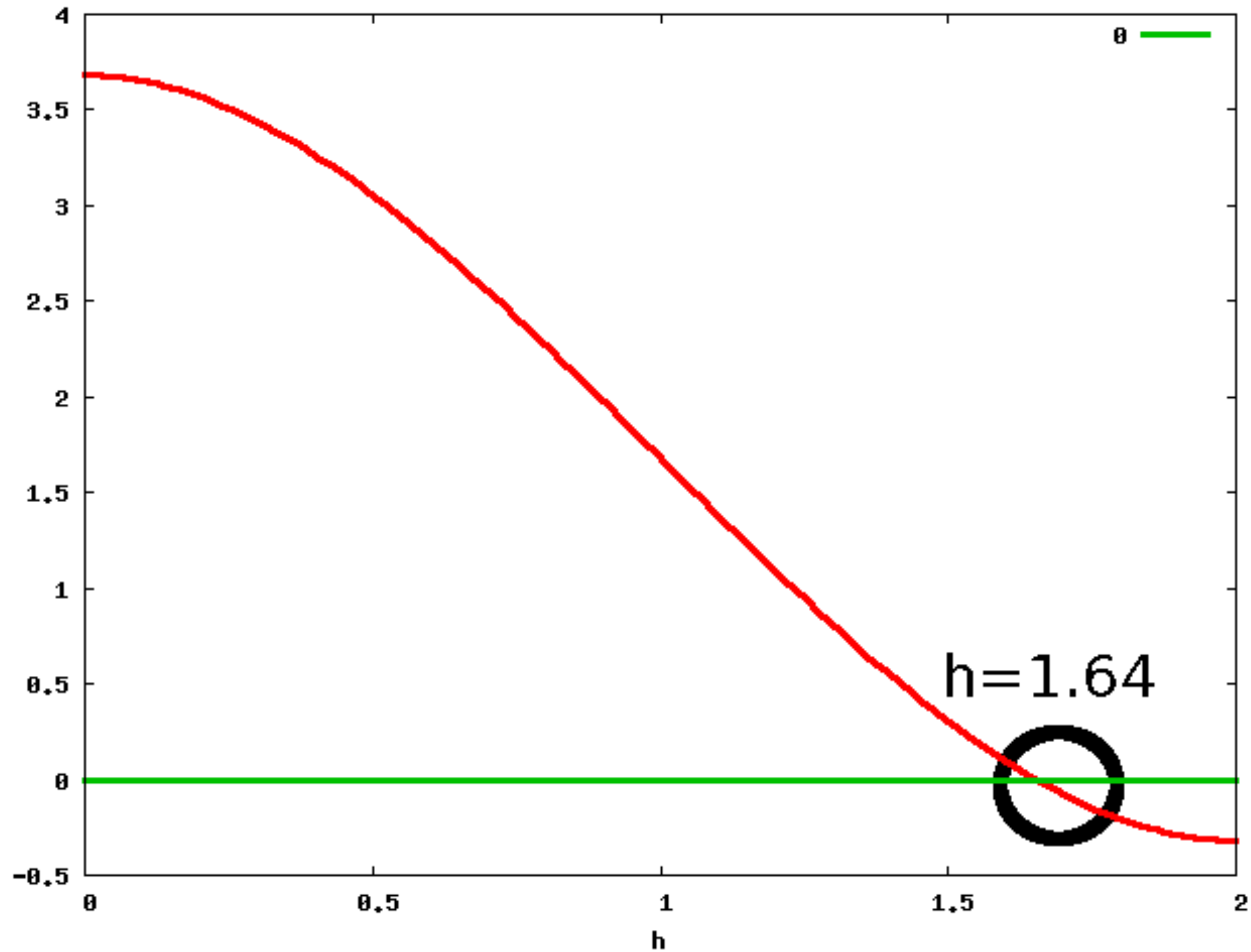
what is the height of  $h$  in the same unit ?

we need solution for  $h$  with  $h^3 - 3h^2 + 4 \times 0.95 = 0$        $h \in [0, 2]$

- We need a root finding method.



# Graphical method



# Bisection method

For a function  $f(x)$  continuous in the interval  $[a, b]$ , there exists at least one root in the interval  $(a, b)$  **if**  $f(a)f(b) < 0$

$a$  and  $b$  such that  $f(a)f(b) < 0$

$$c = \frac{1}{2} (a + b)$$

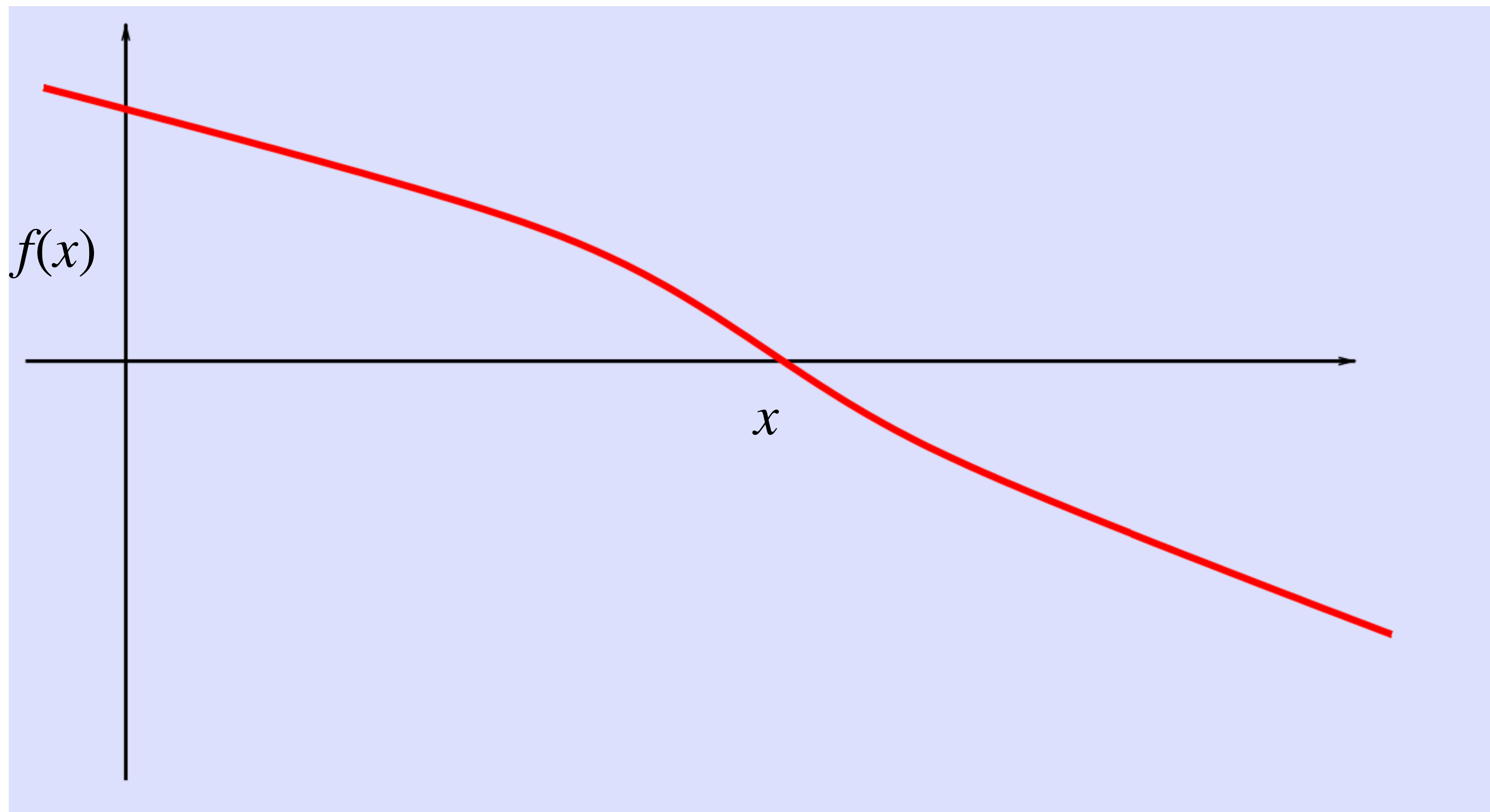
If  $f(a)f(c) < 0$  then replace  $b$  by  $c$

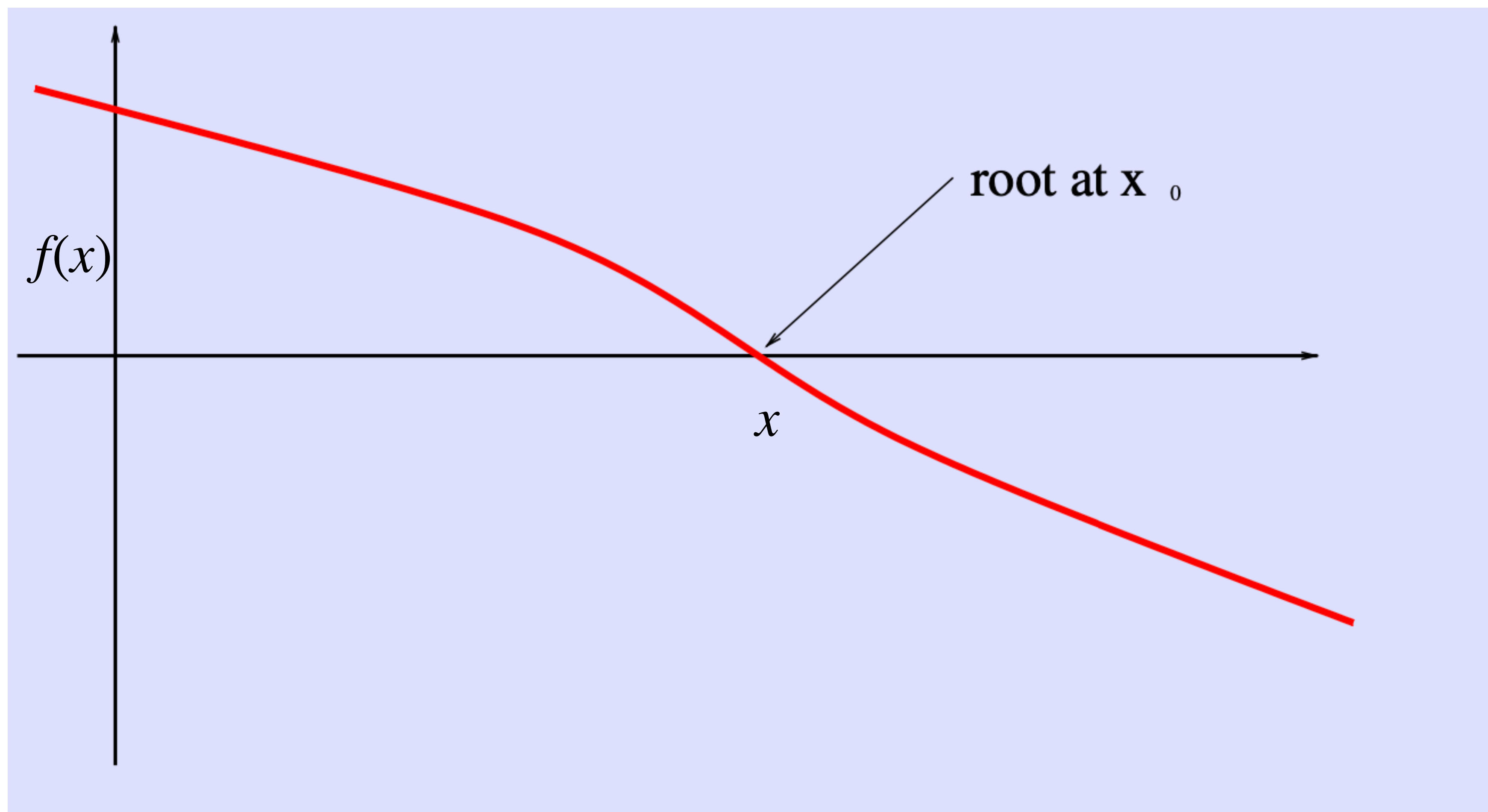
If  $f(c)f(b) < 0$  then replace  $a$  by  $c$

Repeat the process till you are happy

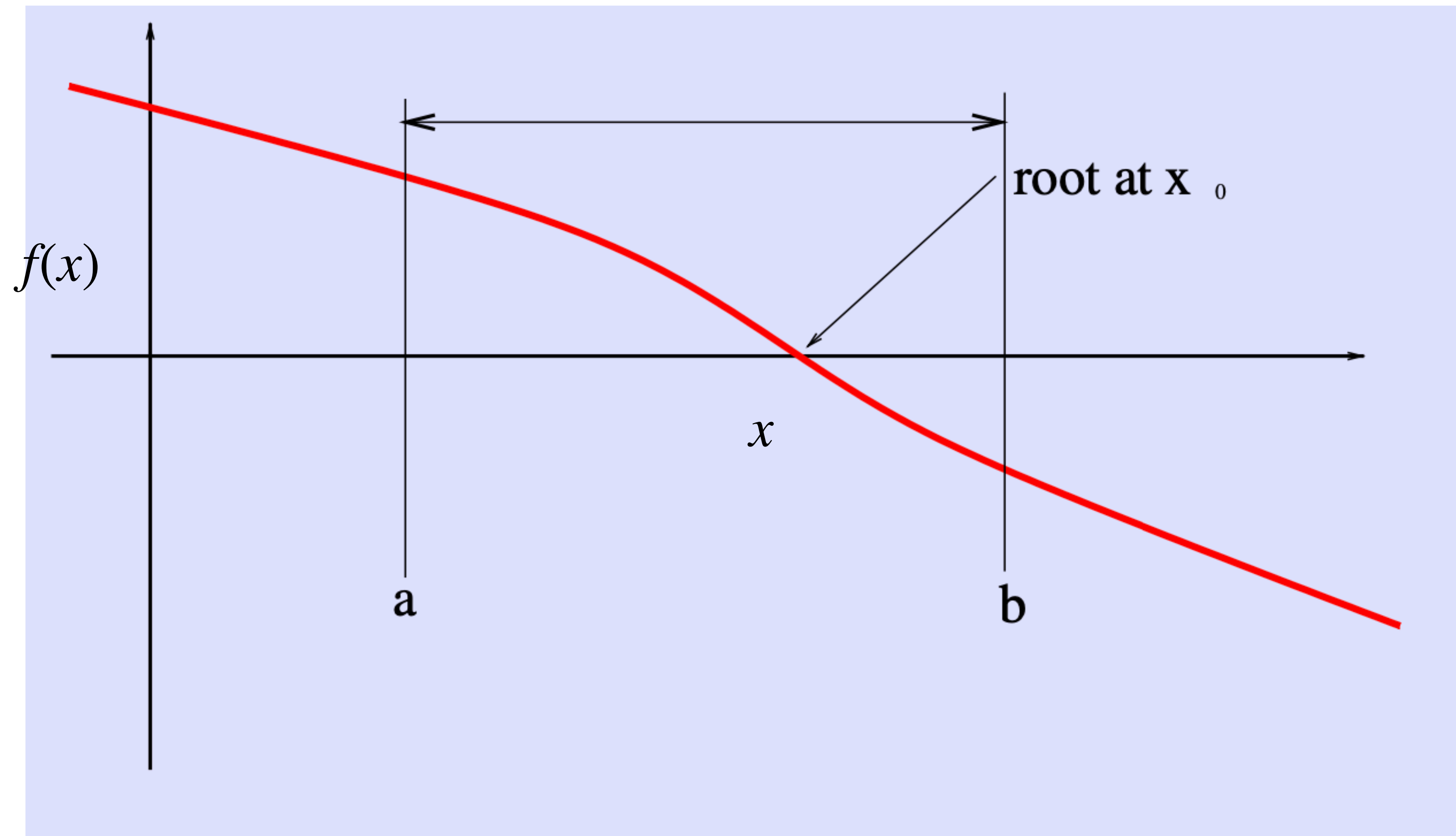




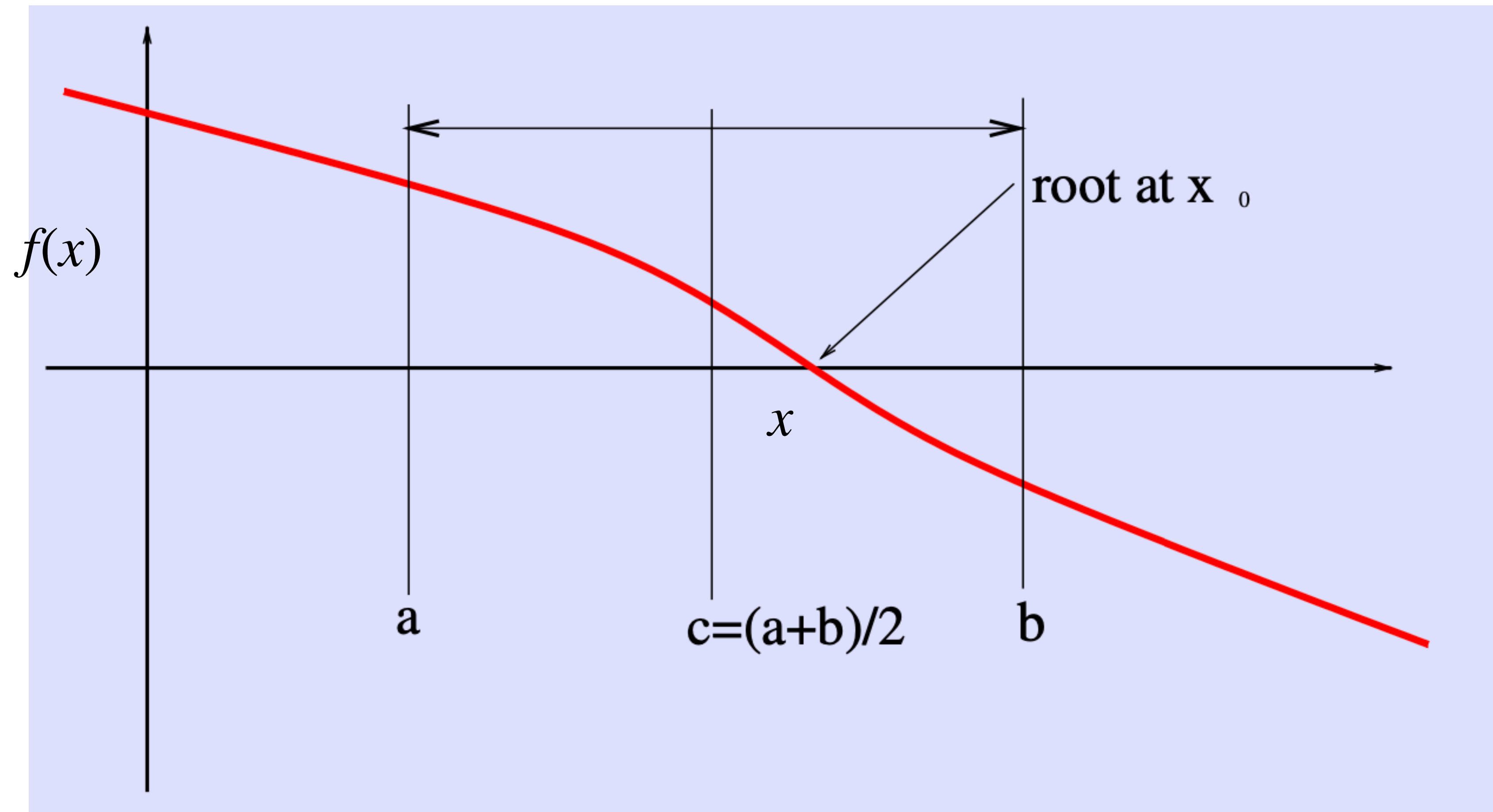






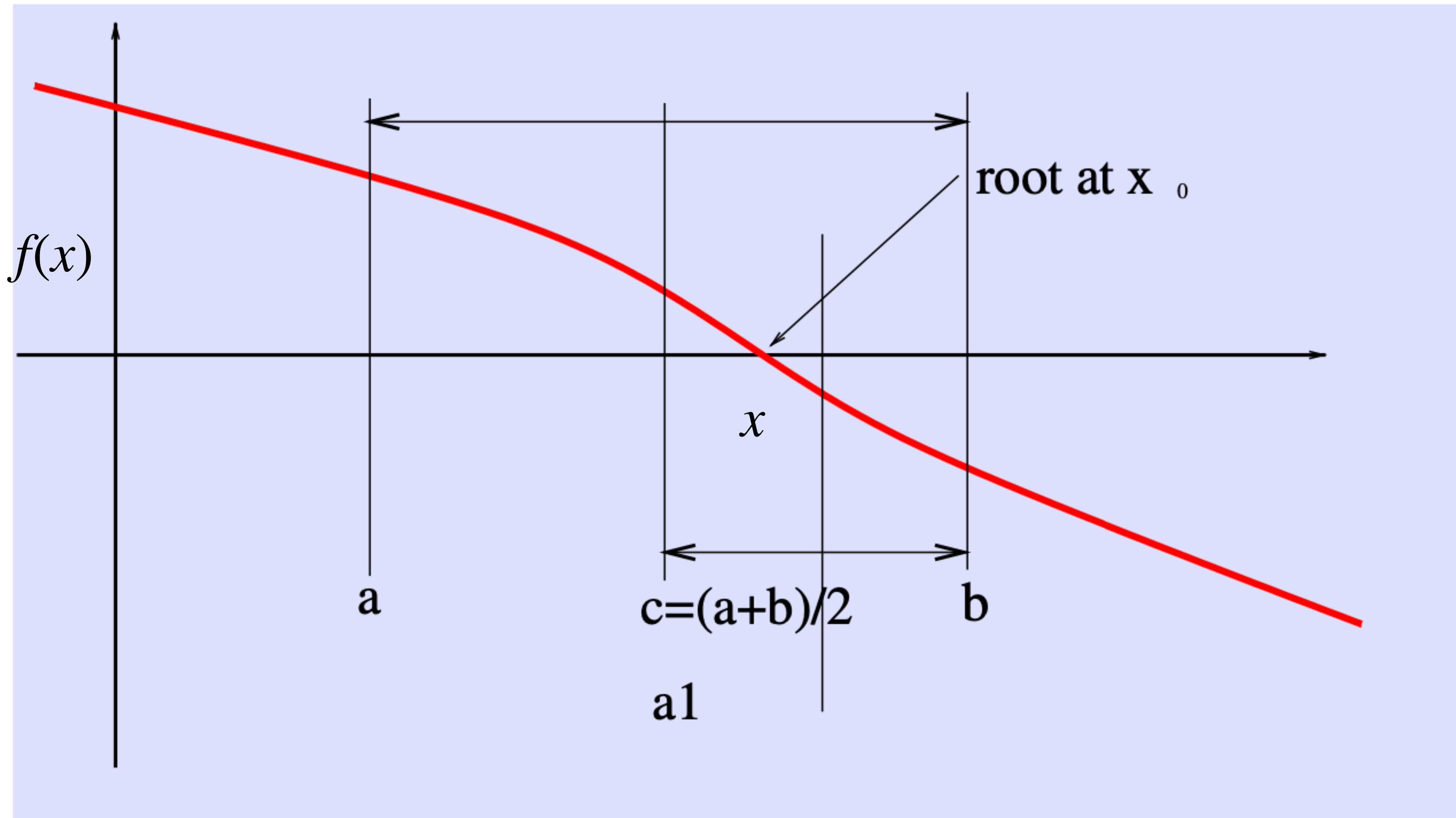


$a$  and  $b$  such that  $f(a)f(b) < 0$

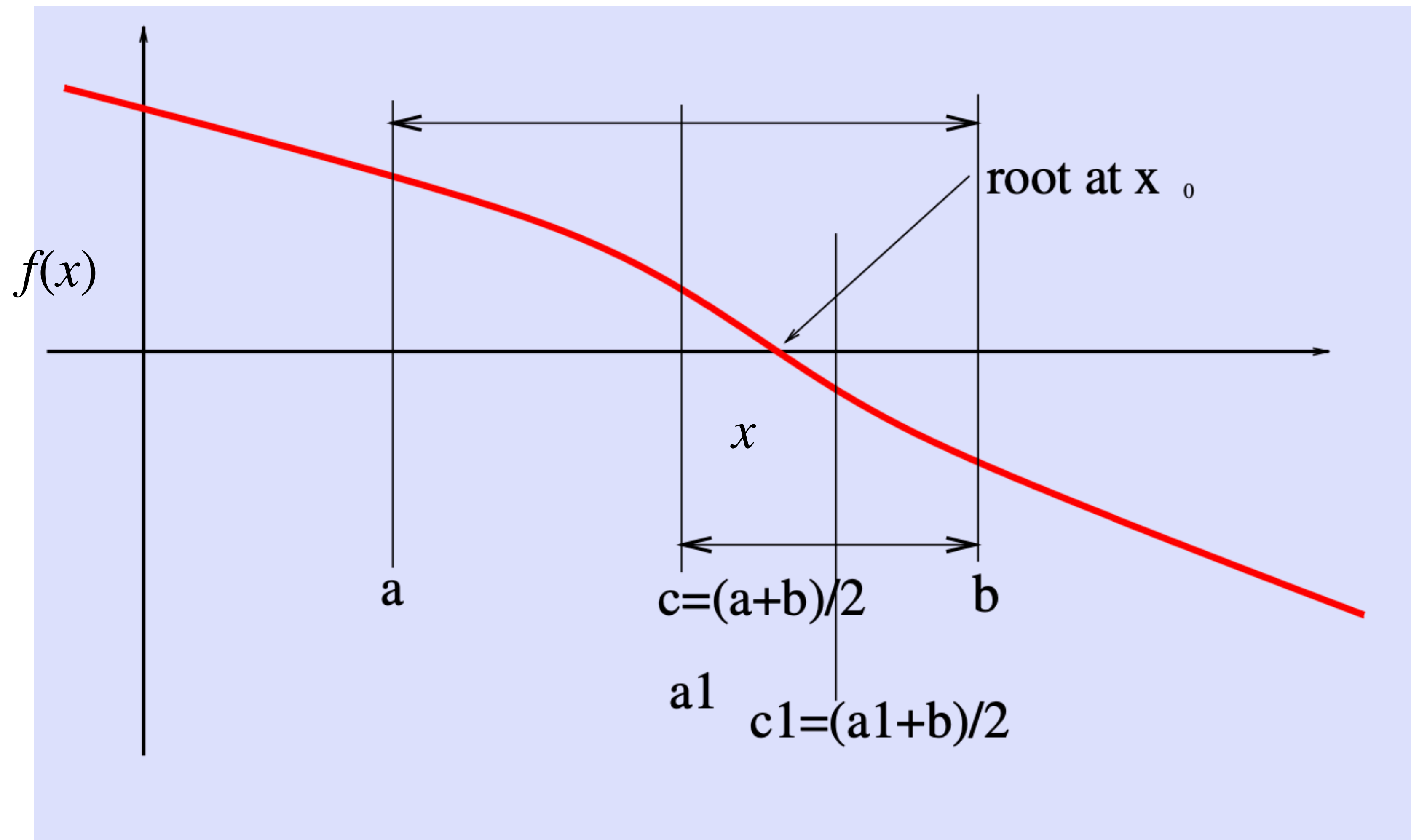


$$a \text{ and } b \text{ such that } f(a)f(b) < 0 \qquad c = \frac{1}{2} (a + b)$$





$a$  and  $b$  such that  $f(a)f(b) < 0$



$a$  and  $b$  such that  $f(a)f(b) < 0$



# Algorithm

1. start with interval  $[a_0, b_0]$  such that  $f(a_0) * f(b_0) < 0$
2.  $n$  th iteration is compute using:
3. mid point for each iteration is  $c = \frac{1}{2} (a_n + b_n)$
4. if  $f(a_n)f(c) < 0$  then  $a_{n+1} = a_n$  and  $b_{n+1} = c$  else  $a_{n+1} = c$  and  $b_{n+1} = b_n$
5. Repeat 3 to 4 till  $|a_n - b_n| < \epsilon$  or  $n$  reached  $ITMAX$
6.  $\epsilon$  the error in the root.