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Project Report

Methods algorithms

1.Bisection Method

1. Start
2. Read x_1, x_2, e
3. Compute: $f_1 = f(x_1)$ and $f_2 = f(x_2)$
4. If $(f_1 * f_2) > 0$, then display initial guesses are wrong and go to (11).
Otherwise continue.
5. $x = (x_1 + x_2)/2$
6. If $([(x_1 - x_2)/x] < e)$, then display x and go to (11).
7. Else, $f = f(x)$
8. If $((f * f_1) > 0)$, then $x_1 = x$ and $f_1 = f$.
9. Else, $x_2 = x$ and $f_2 = f$
10. Go to (5)
11. Stop

2.False Position Method

1. Start
2. Read values of x_0, x_1 and e
3. Computer function values $f(x_0)$ and $f(x_1)$
4. Check whether the product of $f(x_0)$ and $f(x_1)$ is negative or not.
If it is positive take another initial guesses.
If it is negative then go to step 5.

5. Determine:

$$x = [x_0 * f(x_1) - x_1 * f(x_0)] / (f(x_1) - f(x_0))$$

6. Check whether the product of $f(x_1)$ and $f(x)$ is negative or not.

If it is negative, then assign $x_0 = x$;

If it is positive, assign $x_1 = x$;

7. Check whether the value of $f(x)$ is greater than 0.00001 or not.

If yes, go to step 5.

If no, go to step 8.

8. Display the root as x .

9. Stop

3.Fixed Point Method

1. Start

2. Define function as $f(x)$

3. Define convergent form $g(x)$

4. Input:

a. Initial guess x_0

b. Tolerable Error e

c. Maximum Iteration N

5. Initialize iteration counter : $step=1$

6. Do

$$x_1 = g(x_0)$$

$$step = step + 1$$

If $step > N$

Go to (8)

End If

$x_0 = x_1$

7. If ($[(x_1 - x_0)/x_1] < e$)

8. Stop

4. Newton Raphson method

1. Start

2. Read x , e , n

a. x is the initial guess

b. e is the absolute error

c. n is for operating loop

3. Do for $i = 1$ to n in step of 2

4. $f = f(x)$

5. $f_1 = f'(x)$

6. If ($[f_1] < d$), then display too small slope and go to 11.

7. $x_1 = x - f/f_1$

8. If ($[(x_1 - x)/x_1] < e$), the display the root as x_1 and go to 11.

9. $x = x_1$ and end loop

10. Display method does not converge due to oscillation.

11. Stop

5.Secant method

1. Start
2. Get values of x_0 , x_1 and e
3. Compute $f(x_0)$ and $f(x_1)$
4. Compute $x_2 = [x_0 * f(x_1) - x_1 * f(x_0)] / [f(x_1) - f(x_0)]$
5. Test for accuracy of x_2

If $[(x_2 - x_1)/x_2] > e$

then assign $x_0 = x_1$ and $x_1 = x_2$

go to step 4

Else,

go to step 6

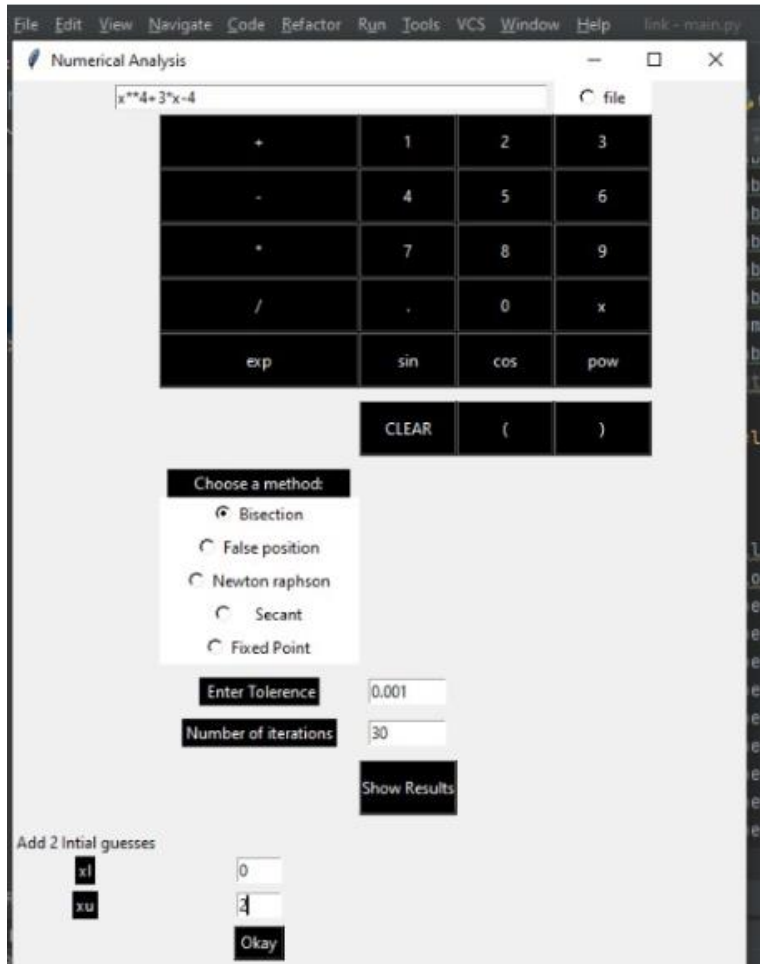
6. Display the required root as x_2 .
7. Stop

- Data structure used in all methods is array which is useful in the storage of each iteration's error , input bounds , and root.

Sample runs

Equation 1: x^4+3x-4

1) Bisection method



Numerical Analysis

Result of bisection method

Iteration	Xi	Xii	ERROR
1	0.0	1.0	1.0
2	1.0	1.5	0.3333333333333333
3	1.5	1.75	0.14285714285714285
4	1.75	1.875	0.06666666666666667
5	1.875	1.9375	0.03225806451612903
6	1.9375	1.96875	0.015873015873015872
7	1.96875	1.984375	0.007874015748031496
8	1.984375	1.9921875	0.00392156862745098
9	1.9921875	1.99609375	0.0019569471624266144
10	1.99609375	1.998046875	0.0009775171065493646
The Root	1.998046875		
The Number Of Iteration	10		
Elapsed_Time	0.0026009000000613014		

2) False position method

Numerical Analysis

$x^{**4}+3*x-4$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection

☒ False position

☐ Newton raphson

☐ Secant

☐ Fixed Point

Enter Tolerance 0.001

Number of iterations 30

Show Results

Add 2 Initial guesses

x_l 0

x_u 4

Okay

Result of false position method Go Back

Iteration	X_i	X_{ii}	ERROR
1	0.0	0.363636363636365	1.0
2	0.363636363636365	0.5901253457305949	0.3837980926134097
3	0.5901253457305949	0.7379498006677122	0.20031776525091904
4	0.7379498006677122	0.8344085905662775	0.11560138640603257
5	0.8344085905662775	0.8964540687904178	0.06921211067495966
6	0.8964540687904178	0.9357609563354641	0.04200526563854096
7	0.9357609563354641	0.960363194174267	0.02561763923070398
8	0.960363194174267	0.9756307241657461	0.015648881911272648
9	0.9756307241657461	0.9850516605263794	0.009563900796430307
10	0.9850516605263794	0.9908437113777149	0.005845574619716726
11	0.9908437113777149	0.994396511751198	0.003572820631909136
12	0.994396511751198	0.9965726516682982	0.0021836239570263735
13	0.9965726516682982	0.9979043876858622	0.0013345326806832372
14	0.9979043876858622	0.9987189283605366	0.0008155854981255529
The Root	0.9987189283605366		
The Number Of Iteration	14		
Elapsed_Time	0.00512430000000208		

3)Newton raphson method

Numerical Analysis

$x^{**4}+3*x-4$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection
☐ False position
☒ Newton raphson
☐ Secant
☐ Fixed Point

Enter Tolerance

Number of iterations

Show Results

Add 1 Intial guess

x1

Okay

Numerical Analysis

Result of Secant method Go Back

Iteration	Xi	Xii	ERROR
1	2.0	0.363636363636365	4.499999999999999
2	0.363636363636365	0.590125345730595	0.3837980926134098
3	0.590125345730595	1.199780388466869	0.5081388632425617
4	1.199780388466869	0.9301894926300669	0.2898236305320398
5	0.9301894926300669	0.9884484241185703	0.058939778815930266
6	0.9884484241185703	1.0007009941208889	0.012243987039387758
7	1.0007009941208889	0.9999930450879936	0.0007079539566527562
The Root	0.9999930450879936		
The Number Of Iteration	7		
Elapsed_Time	0.003059799999990577		

5) Fixed point method

For $f(x) = x^4 + 3x - 4$

If $g(x) = (4 - x^4)/3$

Numerical Analysis

$(4 - x^4)/3$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection
☐ False position
☐ Newton raphson
☐ Secant
☒ Fixed Point

Enter Tolerance: 0.001

Number of iterations: 30

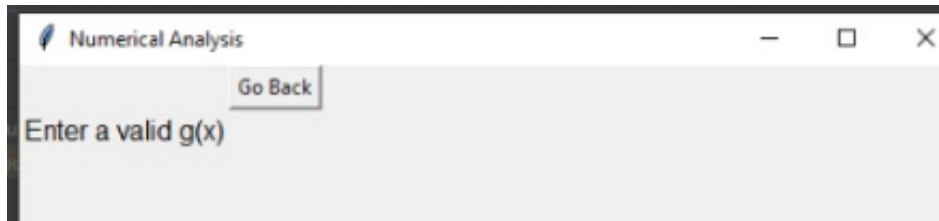
Show Results

Add 1 Initial guess

x1: 1.4

Okay

Then, Output is



From the previous Example,
Newton raphson method terminates with the
least iteration number (5)(bestmethod),However
false position method is very slow with (14)
iterations. $g(x)$ in fixed point may diverge(ex,
 $g(x)=(4-x^4)/3$) another input must be entered.

Equation 2: $e^{-x} - x$

Bisection method

Numerical Analysis

$E^{-x} - x$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☒ Bisection

☐ False position

☐ Newton raphson

☐ Secant

☐ Fixed Point

Enter Tolerance 0.001

Number of iterations 30

Show Results

Add 2 Initial guesses

xi 0

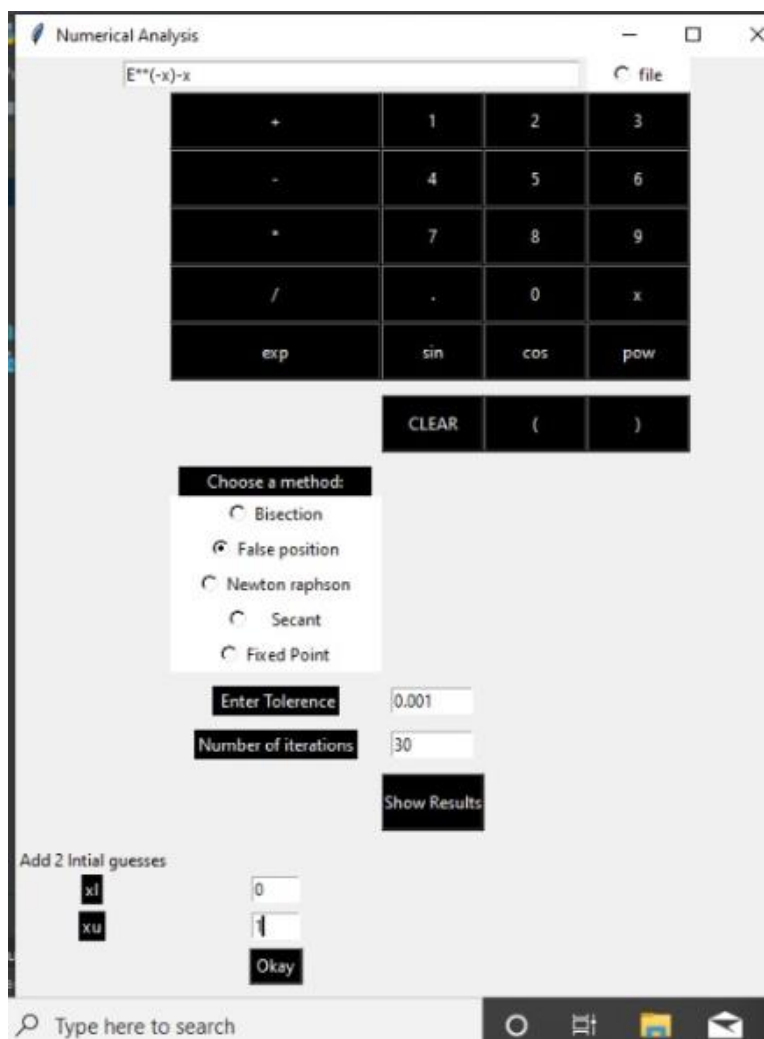
xu 1

Okay

Result of bisection method [Go Back](#)

Iteration	Xi	Xii	ERROR
1	0.0	0.5	1.0
2	1.0	0.75	0.3333333333333333
3	0.75	0.625	0.2
4	0.5	0.5625	0.1111111111111111
5	0.625	0.59375	0.05263157894736842
6	0.59375	0.578125	0.02702702702702703
7	0.578125	0.5703125	0.0136986301369863
8	0.5625	0.56640625	0.006896551724137931
9	0.5703125	0.568359375	0.003436426116838488
10	0.568359375	0.5673828125	0.0017211703958691911
11	0.56640625	0.56689453125	0.0008613264427217916
The Root	0.56689453125		
The Number Of iteration	11		
Elapsed_Time	0.003158700000000181		

1)False position method



Numerical Analysis

Result of false position method Go Back

Iteration	X_i	X_{ii}	ERROR
1	1.0	0.6126998367802821	0.6321205588285577
2	0.6126998367802821	0.5721814120905075	0.07081394787317088
3	0.5721814120905075	0.567703214235785	0.007888272855299796
4	0.567703214235785	0.5672055526330225	0.0008773919797721316
The Root	0.5672055526330225		
The Number Of Iteration	4		
Elapsed_Time	0.002924700000008329		

3)Fixed point method

For $f(x)=e^x-x$

If $g(x)=e^{-x}$

Numerical Analysis

file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection
☐ False position
☐ Newton raphson
☐ Secant
☒ Fixed Point

Enter Tolerance 0.001

Number of iterations 30

Show Results

Add 1 Initial guess

x1 1

Okay

Then,Output is

Numerical Analysis

Result of Fixed Point method

Iteration	Xi	Xii	ERROR
1	1.0	0.36787944117144233	1.718281828459045
2	0.36787944117144233	0.6922006275553464	0.46853639461338437
3	0.6922006275553464	0.5004735005636368	0.3830914659333314
4	0.5004735005636368	0.6062435350855974	0.17446789681151248
5	0.6062435350855974	0.545395785975027	0.11156622525381316
6	0.545395785975027	0.5796123355033789	0.059033508144086734
7	0.5796123355033789	0.5601154613610891	0.03480866979624528
8	0.5601154613610891	0.571143115080177	0.019308039312598228
9	0.571143115080177	0.5648793473910495	0.011088682420515694
10	0.5648793473910495	0.5684287250290607	0.0062441911918328175
11	0.5684287250290607	0.5664147331468833	0.0035556841379956908
12	0.5664147331468833	0.5675566373282835	0.0020119651613549187
13	0.5675566373282835	0.5669089119214953	0.0011425564022143186
14	0.5669089119214953	0.5672762321755697	0.0006475156779716674
The Root	0.5672762321755697		
The Number Of Iteration	14		
Elapsed_Time	0.031433700000009		

Go Back

4)Newton raphson

Numerical Analysis

$E^{*}(-x) - x$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection

☐ False position

☒ Newton raphson

☐ Secant

☐ Fixed Point

Enter Tolerance 0.001

Number of iterations 30

Show Results

Add 1 Initial guess

xi 1

Okay

Numerical Analysis

Result of NewtonRaphson method Go Back

Iteration	Xi	Xii	ERROR
1	0.0	0.5	1.0
2	0.5	0.5663110031972182	0.11709290976662393
3	0.5663110031972182	0.5671431650348622	0.0014672870783744882
4	0.5671431650348622	0.5671432904097811	2.2106391969715846e-7
The Root	0.5671432904097810		
The Number Of Iteration	4		
Elapsed_Time	0.0970494999999712		

5)Secant method

Numerical Analysis

$E^{**}(-x)-x$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection
☐ False position
☐ Newton raphson
☒ Secant
☐ Fixed Point

Enter Tolerance

Number of iterations

Show Results

Add 2 Initial guesses

Okay

Numerical Analysis

Result of Secant method

Iteration	X_i	X_{i+1}	ERROR
1	1.0	0.6126998367802821	0.6321205588285577
2	0.6126998367802821	0.5638383891610742	0.08665860388099504
3	0.5638383891610742	0.5671703584197446	0.005874723897690938
4	0.5671703584197446	0.5671433086049633	4.7698376171079925e-5
The Root	0.5671433086049633		
The Number Of Iteration	4		
Elapsed_Time	0.0019622000000012463		

Go Back

From Previous Example,

Bisection method has the most number of iterations (11). Secant , newton raphson , and false position have the same number of iteration(4) but Newton Raphson has highest rate of error decrement(best method). $g(x)$ may converge after huge number of iterations (14).

Equation 3: x^2-2x-3

1)Bisection method

Input boundaries [1,2]

The screenshot shows a software window titled "Numerical Analysis". At the top, there is a text input field containing the equation x^2-2x-3 and a "file" button. Below this is a calculator keypad with buttons for digits 1-9, 0, and mathematical operators (+, -, *, /), as well as trigonometric functions (exp, sin, cos, pow). Further down are buttons for "CLEAR", "(", and ")". A section titled "Choose a method:" contains five radio button options: "Bisection" (which is selected), "False position", "Newton raphson", "Secant", and "Fixed Point". Below the method selection are two input fields: "Enter Tolerance" with the value "0.001" and "Number of iterations" with the value "30". A "Show Results" button is positioned below these fields. At the bottom left, under the heading "Add 2 Initial guesses", there are two input fields labeled x_l and x_u with values "1" and "2" respectively, and an "Okay" button.

This screenshot shows a message box from the "Numerical Analysis" software. The text inside the box reads: "Given guess values do not bracket the root. Try Again with different guess values." To the right of this text is a button labeled "Go Back".

Input boundaries [2,4]

Numerical Analysis

$x^{**2}-2*x-3$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☒ Bisection

☐ False position

☐ Newton raphson

☐ Secant

☐ Fixed Point

Enter Tolerance

Number of iterations

Show Results

Add 2 Intial guesses

Okay

Numerical Analysis

Result of bisection method Go Back

Iteration	Xi	Xii	ERROR
1	2.0	3.0	0.3333333333333333
2	3.0	3.5	0.3333333333333333
3	3.5	3.75	0.14285714285714285
4	3.75	3.875	0.06666666666666667
5	3.875	3.9375	0.03225806451612903
6	3.9375	3.96875	0.015873015873015872
7	3.96875	3.984375	0.007874015748031496
8	3.984375	3.9921875	0.003921568627450981
9	3.9921875	3.99609375	0.0019569471624266144
10	2.0	3.0	0.0009775171065493646
11	3.0	3.5	0.14285714285714285
12	3.5	3.75	0.06666666666666667
13	3.75	3.875	0.03225806451612903
14	3.875	3.9375	0.015873015873015872
15	3.9375	3.96875	0.007874015748031496
16	0.00197396875998765	3.984375	0.00392156862745098
17	3.984375	3.9921875	0.0019569471624266144
18	3.9921875	3.99609375	0.0009775171065493646
The Root	3.99609375		
The Number Of Iteration	18		
Elapsed_Time	0.0024295000000051914		

2)False position method

Numerical Analysis

$x^{**2}-2*x-3$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

☐ Bisection

☒ False position

☐ Newton raphson

☐ Secant

☐ Fixed Point

Enter Tolerance: 0.001

Number of iterations: 30

Show Results

Add 2 Initial guesses

x_l : 2

x_u : 4

Okay

Numerical Analysis

Result of false position method [Go Back](#)

Iteration	X_l	X_{ii}	ERROR
1	2.0	2.75	0.27272727272727
2	2.75	2.9473684210526314	0.06696428571428566
3	2.9473684210526314	2.9893617021276597	0.0140475744521447
4	2.9893617021276597	2.997867803837953	0.0028373838564207054
5	2.997867803837953	2.99957337883959	0.000568605860309734
The Root	2.99957337883959		
The Number Of Iteration	5		
Elapsed_Time	0.00213630000000091		

3)Secant method

The screenshot shows the 'Numerical Analysis' application window. At the top, there is a menu bar with options: View, Navigate, Code, Refactor, Run, Tools, VCS, Window, and Help. Below the menu bar, the function $x^{**2}-2*x-3$ is entered in a text field. A calculator keypad is visible with buttons for +, -, *, /, exp, sin, cos, pow, and CLEAR. Below the keypad, a 'Choose a method:' dropdown menu is open, showing options: Bisection, False position, Newton raphson, Secant (selected), and Fixed Point. Below the menu, there are input fields for 'Enter Tolerance' (0.001) and 'Number of iterations' (30), followed by a 'Show Results' button. At the bottom, there are input fields for 'Add 2 Initial guesses' with values 2 and 4, and an 'Okay' button.

The screenshot shows the 'Numerical Analysis' application window displaying the results of the Secant method. The title bar says 'Numerical Analysis'. The main window has a 'Go Back' button in the top right corner. The results are displayed in a table format.

Iteration	Xi	Xii	ERROR
1	4.0	2.75	0.454545454545453
2	2.75	2.947368421052632	0.06696428571428581
3	2.947368421052632	3.0035587188612096	0.018707907208780038
4	3.0035587188612096	2.9999525931544517	0.0012020608975577335
5	2.9999525931544517	2.9999999578600827	1.5788235432083898e-5
The Root	2.9999999578600827		
The Number Of Iteration	5		
Elapsed_Time	0.0025958999999957655		

4)Newton Raphson

Numerical Analysis

$x^{**2}-2*x-3$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

- ☐ Bisection
- ☐ False position
- ☒ Newton raphson
- ☐ Secant
- ☐ Fixed Point

Enter Tolerance: 0.001

Number of iterations: 30

Show Results

Add 1 Initial guess

xi: 2

Okay

Numerical Analysis

Result of NewtonRaphson method

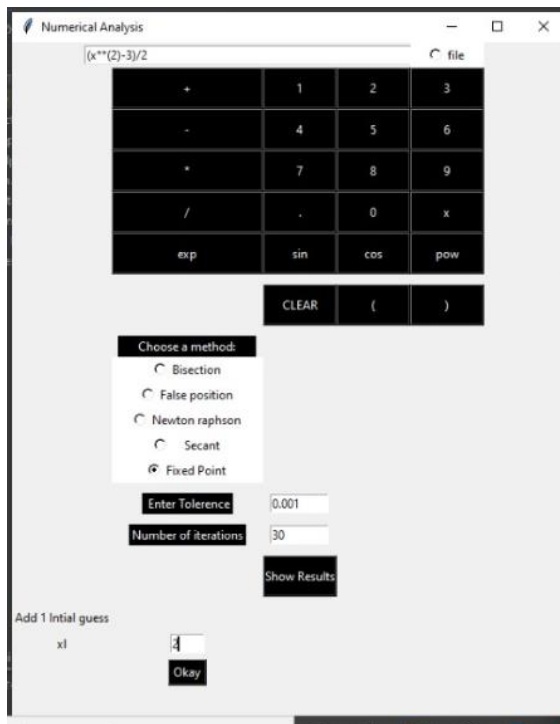
Go Back

Iteration	Xi	Xii	ERROR
1	2.0	3.5	0.42857142857142855
2	3.5	3.05	0.14754098360655746
3	3.05	3.0006097560975613	0.016460069091647867
4	3.0006097560975613	3.0000000929222947	0.00020322105212759834
The Root	3.00000009292229		
The Number Of Iteration	4		
Elapsed_Time	0.095487600000002		

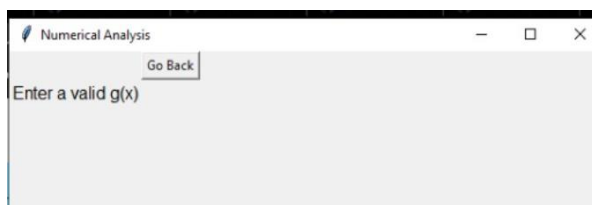
5)Fixed point method

for $f(x)=x^2-2x-3$

if $g(x)=(x^2-3)/2$



Then,Output is



if $g(x)=(2x+3)^{(0.5)}$

Numerical Analysis

$(2x+3)^{(0.5)}$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

- ☐ Bisection
- ☐ False position
- ☐ Newton raphson
- ☐ Secant
- ☒ Fixed Point

Enter Tolerance: 0.001

Number of iterations: 30

Show Results

Add 1 Initial guess

x1: 2

Okay

Then, output is

Numerical Analysis

Result of Fixed Point method Go Back

Iteration	Xi	Xii	ERROR
1	2.0	2.6457513110645907	0.24407105398154558
2	2.6457513110645907	2.879496939072723	0.0811758556976987
3	2.879496939072723	2.959559743972986	0.0270522685217986
4	2.959559743972986	2.986489492354857	0.009017191739937086
5	2.986489492354857	2.9954931121118795	0.0030057220698046405
6	2.9954931121118795	2.998497327699953	0.001001907042010884
7	2.998497327699953	2.9994990674110746	0.0003339690023595638
The Root	2.9994990674110746		
The Number Of Iteration	7		
Elapsed_Time	0.0874283999999674		

If $g(x)=3/(x-2)$

Numerical Analysis

$3/(x-2)$ file

+	1	2	3
-	4	5	6
*	7	8	9
/	.	0	x
exp	sin	cos	pow

CLEAR ()

Choose a method:

- ☐ Bisection
- ☐ False position
- ☐ Newton raphson
- ☐ Secant
- ☒ Fixed Point

Enter Tolerance: 0.001

Number of iterations: 30

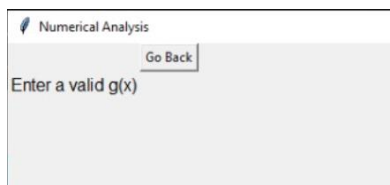
Show Results

Add 1 Initial guess

x1: 2

Okay

Then ,output is



Numerical Analysis

Go Back

Enter a valid g(x)

From the previous example,

In Bisection method if roots don't exist between interval then gauss value will not bracket the root (ex, $[1,2]$ root is 3) however, if root is within the boundaries (ex, $[2,4]$ root is 3) gauss value will bracket the root but will conclude large number of iterations so its not the best method to be used. Newton Raphson method has least number of iterations(4) therefore is the best method for this function. Fixed point method disadvantage that it may diverge because it depends on $g(x)$ as $g(x)=(x^{**}(2)-3)/2$ and $g(x)=3/(x-2)$.

Pitfalls of methods

1) bisection method

- 1) Rate of Convergence is slow
- 2) need to define lower and upper initial guesses
- 3) Can't Detect Multiple Roots
- 4) Relies on Sign Changes.

2) false position

- 1) Always check if $f(x_i)$ equals to zero
- 2) as it is trial and error method in some cases it may take large time span to calculate correct root and thereby slowing down the process
- 3) It is used to calculate only a single unknown equation

3) newton raphson

- 1) convergence may be slow
- 2) if there is an inflection point then the function diverges
- 3) a local maximum or local minimum cause oscillation

4) Secant method

- 1) it may not converge
- 2) there is no guaranteed error bound for the computed iterates.

5) Fixed point method

- 1) Divergence is possible
- 2) If the equation has more than 1 root, and $f(x)$ is continuous then this method may miss one or more roots

Gui sample user input

