```
(*Part 1a:*)
    (*This function takes in an equation (in the form of a function) and a tolerance level,
    performs the Regula Falsi method to find a root between 1 and 3,
    then outputs a list with the values we need to put in the table.*)
    regulaFalsi[eq_, \epsilon_] := (
      count = 1; a = 1; b = 3;
      computerRoot = r /. FindRoot[{eq[r]}, {r, 2}];
      While [count \leq 100, p = N[b - eq[b] * (b - a) / (eq[b] - eq[a]), 32];
        (*About this next line: the primary stopping method in the book does not work,
        because the difference between p and the last p does not tell
         us anything about our max error; this is because the root is
         not guaranteed to be between p and the last p. In practice,
        this method will stop the first equation for tolerance = 0.1, when its absolute error
         is above 0.1. I searched for stopping methods online. The most popular one seems
         to be: "If Abs[eq[p]]<€, then break". The problem with this is that it changes the
            meaning of our "e" from being a value that dictates how far off we can be
            in the x-direction to a value that dictates how far off we can be in the y-
           direction. This would not work for this assignment,
        because we have to compare this Regula Falsi method to the Bisection method,
        which uses an \epsilon that refers to the error in the x-direction. So,
        I decided to just use the Mathematica calculated root in the stopping method,
        because it is the only way I can think of to stop this
         calculation while keeping the meaning of "e" the same as it
         was in the Bisection method. I know this is basically cheating,
        but this is the only way I can think of that allows me to do
         the next steps (the comparing to Bisection method step)
         of this assignment properly. If you have the time,
        please inform me if my evaluation of the method given in the book is
         incorrect or if there is a better stopping method that I missed.*)
        If [Abs [p - computerRoot] < \epsilon, Break []];
        count ++;
        If [eq[p] * eq[b] < 0, a = b];
        b = p]; computerRoot = r /. FindRoot[{eq[r]}, {r, 2}];
      Return[{"y = eq[x], \epsilon, N[p, 5], computerRoot, Abs[p-computerRoot], count}]
In[*]:= (*These three lines translate the equations into
     functions. We want to rewrite the equations as functions so that
     the bisectionTechnique function can take the equations as inputs.*)
    equation1[x] := x^5 - 2x^4 - 1
    equation2[x_] := x^3 - x - 1
    equation3[x] := x^2 + 2x - 5
```

```
In[⊕]:= (*This cell makes a grid for the three
     equations for the four different tolerance levels.*)
    Grid[{regulaFalsi[equation1, 0.1], regulaFalsi[equation1, 0.05],
      regulaFalsi[equation1, 0.01], regulaFalsi[equation1, 0.001],
      regulaFalsi[equation2, 0.1], regulaFalsi[equation2, 0.05], regulaFalsi[equation2, 0.01],
      regulaFalsi[equation2, 0.001], regulaFalsi[equation3, 0.1], regulaFalsi[equation3, 0.05],
      regulaFalsi[equation3, 0.01], regulaFalsi[equation3, 0.001]}, Frame → All]
    (*This cell aligns everything in the grid.*)
    Insert[%25, Alignment → Left, 2]
In[@]:= (*This cell titles the columns.*)
    ReplacePart[%26,
```

1 → Prepend[First[%26], {"Polynomial", "Error Tolerance (€)", "Root from Regula Falsi", "Actual Root", "Actual Error", "Number of Steps Regula Falsi method Used"}]]

Polynomial	Error	Root from	Actual Root	Actual Error	Number
	Tolerance	Regula Falsi			of Steps
	(∈)				Regula Falsi
					method Used
y =	0.1	1.9701	2.05597	0.0858582	19
$\left(-1-2\ x^{4}+x^{5}\right)$					
y =	0.05	2.0148	2.05597	0.0411209	22
$\left(-1-2\ x^{4}+x^{5}\right)$					
y =	0.01	2.0473	2.05597	0.00869315	28
$\left(-1-2\ x^{4}+x^{5}\right)$					
y =	0.001	2.0552	2.05597	0.000799469	37
$\left(-1-2\ x^{4}+x^{5}\right)$					
$y = \left(-1 - x + x^3\right)$	0.1	1.2349	1.32472	0.0897825	4
$y = \left(-1 - x + x^3\right)$	0.05	1.2805	1.32472	0.0442236	6
$y = \left(-1 - x + x^3\right)$	0.01	1.3176	1.32472	0.00708411	11
$y = \left(-1 - x + x^3\right)$	0.001	1.3240	1.32472	0.000763978	17
y =	0.1	1.4211	1.44949	0.0284371	2
$\left(-5 + 2 x + x^2\right)$					
y =	0.05	1.4211	1.44949	0.0284371	2
$\left(-5 + 2 x + x^{2}\right)$					
y =	0.01	1.4426	1.44949	0.00686679	3
$\left(-5 + 2 x + x^{2}\right)$				_	
y =	0.001	1.4491	1.44949	0.000397399	5
$\left(-5 + 2 x + x^{2}\right)$					

```
In[@]:= (*Part 1b:*)
     (*This function will take an iteration number as an input,
     apply that many iterations of the Regula Falsi to the 3rd equation,
     and output the absolute error after that many iterations.*)
     rfError3rdEquation[iteration_] := (count = 1; a = 1; b = 3;
       computerRoot = r /. FindRoot[{equation3[r]}, {r, 2}];
       While[count ≤ iteration,
        p = N[b - equation3[b] * (b - a) / (equation3[b] - equation3[a]), 32];
         count ++;
        If[equation3[p] * equation3[b] < 0, a = b];</pre>
        b = p;
       Return[Abs[p - computerRoot]]
      )
/// /:= rfError3rdEquation[1]
Out[*]= 0.116156
ln[\cdot\cdot]= (*This cell will first create a table with iterations numbers 1 through 10
      and the rfError3rdEquation output for each of the iteration numbers. Then,
     it will plot the table and label each of the axes of the plot.*)
     errorTable = Table[{i, rfError3rdEquation[i]}, {i, 1, 10}];
     ListPlot[errorTable, PlotMarkers → {Automatic, 6},
      AxesLabel → {"Iteration Number", "Absolute Error"}, PlotRange → {{0, 10.3}, {0, .12}}]
     Absolute Error
      0.12
      0.10
      0.08
Out[ • ]=
      0.06
      0.04
      0.02
      0.00
```

Unlike the bisection method, the Regula Falsi method seems to always reduce absolute error when iteration number is increased.

```
In[@]:= (*Comparing Bisection and Regula Falsi*)
     (*This function is like the normal regulaFalsi but only returns count.*)
     regulaFalsiCounter[eq , ε ] := (
        count = 1; a = 1; b = 3;
        computerRoot = r /. FindRoot[{eq[r]}, {r, 2}];
        While [count \leq 100, p = N[b - eq[b] * (b - a) / (eq[b] - eq[a]), 32];
         If [Abs [p - computerRoot] < \epsilon, Break []];
         count ++;
         If [eq[p] * eq[b] < 0, a = b];
         b = p]; computerRoot = r /. FindRoot[{eq[r]}, {r, 2}];
        Return [count]
      )
     (*This function is like the normal bisectionTechnique
      from previous assignment but only returns count.*)
     bisectionTechniqueCounter[eq_, \epsilon_] := (
        count = 0; a = 1; b = 3;
       While [count \leq 1000, p = (a + (b - a) / 2);
         If [(eq[p] = 0) | | (((b-a)/2) < \epsilon), myRoot = p;
          Break[]];
         count ++;
         If [eq[p] * eq[a] > 0, a = p, b = p];
        computerRoot = r /. FindRoot[{eq[r]}, {r, 2}]; Return[count])
In[⊕]:= (*Creates a list of lists of elements that
      will be in our next table to compare the two methods.*)
     countTableParts = Table[{"y ="i[x], j, regulaFalsiCounter[i, j],
         bisectionTechniqueCounter[i, j], Ceiling[(Log2[2 / j] - 1)]},
        {i, {equation1, equation2, equation3}}, {j, {0.1, 0.05, 0.01, 0.001}}];
     countTable = Join[countTableParts[1], countTableParts[2], countTableParts[3]]
Out[*]= \{\{y = (-1-2x^4+x^5), 0.1, 19, 4, 4\}, \{y = (-1-2x^4+x^5), 0.05, 22, 5, 5\},
      \{y = (-1-2x^4+x^5), 0.01, 28, 7, 7\}, \{y = (-1-2x^4+x^5), 0.001, 37, 10, 10\},
      \left\{ y = \left( -1 - x + x^3 \right), 0.1, 4, 4, 4 \right\}, \left\{ y = \left( -1 - x + x^3 \right), 0.05, 6, 5, 5 \right\},
      \{y = (-1 - x + x^3), 0.01, 11, 7, 7\}, \{y = (-1 - x + x^3), 0.001, 17, 10, 10\},
       \{y = (-5+2x+x^2), 0.1, 2, 4, 4\}, \{y = (-5+2x+x^2), 0.05, 2, 5, 5\},
       \{y = (-5 + 2x + x^2), 0.01, 3, 7, 7\}, \{y = (-5 + 2x + x^2), 0.001, 5, 10, 10\}\}
In[*]:= (*This cell creates a grid from the list.*)
     Grid[countTable, Frame → All]
In[*]:= (*This cell aligns the grid.*)
     Insert[%127, Alignment → Left, 2]
```

```
In[*]:= (*This cell titles the columns.*)
    ReplacePart[%128, 1 → Prepend[First[%128],
        {"Polynomials", "Error Tolerance (\varepsilon)", "Regula Falsi method: Number of Steps",
         "Bisection Method: Number of Steps", "Bisection Method: Maximum Number of Steps"}]]
```

	Polynomials	Error	Regula Falsi	Bisection	Bisection
		Tolerance (ϵ)	method:	Method:	Method:
			Number	Number	Maximum
Out[•]=			of Steps	of Steps	Number
					of Steps
	$y = \left(-1 - 2 x^4 + x^5\right)$	0.1	19	4	4
	$y = (-1 - 2 x^4 + x^5)$	0.05	22	5	5
	$y = (-1 - 2 x^4 + x^5)$	0.01	28	7	7
	$y = \left(-1 - 2 x^4 + x^5\right)$	0.001	37	10	10
	$y = \left(-1 - x + x^3\right)$	0.1	4	4	4
	$y = \left(-1 - x + x^3\right)$	0.05	6	5	5
	$y = \left(-1 - x + x^3\right)$	0.01	11	7	7
	$y = \left(-1 - x + x^3\right)$	0.001	17	10	10
	$y = (-5 + 2 x + x^2)$	0.1	2	4	4
	$y = (-5 + 2 x + x^2)$	0.05	2	5	5
	$y = (-5 + 2 x + x^2)$	0.01	3	7	7
	$y = (-5 + 2 x + x^2)$	0.001	5	10	10

The Regula Falsi converges more quickly, when we are checking inside an interval in which the graph is close to a straight line in that interval. In other words, Regula Falsi converges to actual root more quickly when the derivative of the line throughout the interval is significantly close to a constant (its average rate of change).