

# 2

## Rootfinding

### Bisection Method

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The bisection method is to find a root  $x$  in the interval  $[a, b]$  of a function  $f$ , i.e.  $f(x) = 0$ . You start with the function  $f$ , the endpoints  $a < b$ , a tolerance  $\varepsilon$ , and a max number of iteration  $ITMAX$ .

1. Calculate  $c = \frac{a+b}{2}$ , the midpoint of the interval
2. Calculate the function value at the midpoint,  $f(c)$ .
3. If convergence is satisfactory, i.e.  $\frac{b-a}{2} < \varepsilon$  or iteration is  $ITMAX$ , return  $c$  and stop iterating.
4. Examine the sign of  $f(c)$  and replace either  $a$  or  $b$  by  $c$  so that there is a zero crossing within the new interval, which is  $[a, c]$  ( $b = c$ ) or  $[c, b]$  ( $a = c$ ).

**Exercise 1:** Compute by hand (and a calculator) the first 5 steps of the bisection method to find the smallest root of  $x = e^{-x}$ . Start with the interval  $[0, 2]$

**Exercise 2:** Write a function that take into argument a function, an interval, a tolerance, and return zero of the function using the bisection method.

To test your function: compute the root of  $f(x) = x^6 - x - 1.0$  on the domain  $[1, 2]$  using the bisection method with tolerance  $5 \cdot 10^{-4}$ . It should take 11 iterations and the root is 1.1342773437

**Exercise 3:** Use bisection method and graph of  $f(x)$  to find all the roots of

$$f(x) = 32x^6 - 48x^4 + 18x^2 - 1$$

within  $10^{-10}$  accuracy.

**Exercise 4:** Let  $\alpha$  be the largest root of

$$f(x) = e^x - x - 2$$

Find an interval  $[a, b]$  containing  $\alpha$  and for which the bisection method will converge to  $\alpha$ . Then estimate the number of iterates needed to find  $\alpha$  within an accuracy of  $5 \cdot 10^{-8}$ . Then compute the root using your bisection function and see how many iterations was needed.

### Newton's Method

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The Newton's method is to find a root  $x$  close to your initial guess  $x_0$  a function  $f$ , i.e.  $f(x) = 0$ . You start with the function  $f$ , the initial guess  $x_0$ , a tolerance  $\varepsilon$ , and a max number of iteration  $ITMAX$ .

1. Calculate the next iteration  $x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$ , this is equivalent of finding the zero of the linear approximation of  $f$  and  $x_n$ , which is  $f'(x_n)(x - x_n) + f(x_n) = 0$ .
2. If convergence is satisfactory, i.e.  $|f(x_{n+1})| < \varepsilon$ , or  $|x_{n+1} - x_n| < \varepsilon$ , or iteration is  $ITMAX$ , return  $x_{n+1}$  and stop iterating.

**Exercise 5:** Write a function that take into argument a function, its derivative, an initial guess, a tolerance, a maximum number of iteration and return the zero of the function using Newton's method.

To test your function: compute the root of  $f(x) = x^6 - x - 1.0$  using Newton's method with tolerance  $10^{-10}$  and with starting point 1.0. It should take 6 iterations and the root is 1.1347

**Exercise 6:** The equation

$$x + e^{-Bx^2} \cos(x)$$

has a unique root in the interval  $[-1, 1]$ . Use Newton's method to find it as accurately as possible. Use the values of  $B = 1, 5, 10, 25, 50$ . What should be a good choice for  $x_0$ ? Explain the behavior observed in the iterates for the larger values of  $B$ .

**Exercise 7:** Solve the equation

$$x^3 - 3x^2 + 3x - 1 = 0$$

using Newton's method. (as accurately as possible)

**Exercise 8:** Give Newton's method for finding  $\sqrt[m]{a}$ , with  $a > 0$  and  $m$  a positive integer. Apply it to finding  $\sqrt[m]{2}$  for  $m = 3, 4, 5, 6, 7, 8$ , say to six significant digits.

**Exercise 9:** For  $x^6 - x - 1.0 = 0$ , compute the convergence of the Newton's method with initial guess 2.0 and comparing it to the solution 1.13472. Plot in the x axis the iteration number and in the y axis  $\log |\alpha - x_n|$ , what slope do you expect? (look mostly at the first 10 iterations)

### Secant's Method

#### Secant's Method

It is the same as Newton's method, except you replace  $f'(x_n)$  by its approximation  $f'(x_n) \simeq \frac{f(x_n) - f(x_{n-1})}{x_n - x_{n-1}}$ . You start with the function  $f$ , the initial guess  $x_0$ , a tolerance  $\varepsilon$ , and a max number of iteration  $ITMAX$ .

1. Calculate the next iteration  $x_{n+1} = x_n - \frac{x_n - x_{n-1}}{f(x_n) - f(x_{n-1})} f(x_n)$ , this is equivalent of finding the zero of the linear approximation of  $f$  and  $x_n$ , which is  $f'(x_n)(x - x_n) + f(x_n) = 0$ .
2. If convergence is satisfactory, i.e.  $|f(x_{n+1})| < \varepsilon$ , or  $|x_{n+1} - x_n| < \varepsilon$ , or iteration is  $ITMAX$ , return  $x_{n+1}$  and stop iterating.

**Exercise 10:** Solve the equation

$$x^3 - 3x^2 + 3x - 1 = 0$$

using the secant's method. (as accurately as possible)

**Exercise 11:** For  $x^6 - x - 1.0 = 0$ , compute the convergence of the secant's method with initial guesses 1.9 and 2.0, then comparing it to the solution 1.13472. Plot in the x axis the iteration number and in the y axis  $\log |\alpha - x_n|$ , what slope do you expect? (look mostly at the first 10 iterations)

## Fixed point

### Fixed Point

Fixed point iteration is a method to find the fixed point of a function,  $g(x) = x$ . It can also be used to find the root of a function  $f$  by setting up  $g(x) = f(x) - x$ . You start with the function  $g$ , the initial guess  $x_0$ , a tolerance  $\varepsilon$ , and a max number of iteration  $ITMAX$ .

1. Calculate the next iteration  $x_{n+1} = g(x_n)$ .
2. If convergence is satisfactory, i.e.  $|g(x_{n+1}) - x_{n+1}| < \varepsilon$ , or  $|x_{n+1} - x_n| < \varepsilon$ , or iteration is  $ITMAX$ , return  $x_{n+1}$  and stop iterating.

The fixed point iteration algorithm does not always converges, it can be shown that it does converges when  $|g'(x)| < 1$ .

**Exercise 12:** Use fixed point iteration to solve the following equation for  $x \in [-2, 2]$

$$x = 1 + 2 \sin(x)$$

**Exercise 13:** Convert the equation  $x^2 - 5 = 0$  to the fixed-point problem

$$x = x + c(x^2 - 5)$$

with  $c$  a non zero constant. Determine the possible values of  $c$  to ensure convergence. (The true solution is  $\alpha = \sqrt{5}$ ).