

# Numerical Methods I

## Homework Problem Set #2

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# Problem Set #2

## 0.1 Regula Falsi (False Position)

Regula Falsi:

$$x = b - y_b \frac{b - a}{y_b - y_a} \quad (1)$$

Equation:

$$\ln(x + 1) - \cos(x) = 0 \quad (2)$$

Using  $a = 0$ ,  $b = 1$ , and eq. (2) as  $y$  to discover  $x_1$  in eq. (1):

$$\begin{aligned} x_1 &= 1 - (\ln(1 + 1) - \cos(1)) * \frac{1 - 0}{(\ln(1 + 1) - \cos(1)) - (\ln(0 + 1) - \cos(0))} \\ &= 1 - (0.6931 - 0.5403) * \frac{1}{(0.6931 - 0.5403) - (0 - 1)} \\ &= 1 - 0.1528 * \frac{1}{0.1528 - (-1)} \\ &= 1 - 0.1528 * \frac{1}{1.1528} \\ &= 1 - 0.1326 \\ &= 0.8674 \end{aligned} \quad (3)$$

The two next iterations (for  $x_2$  and  $x_3$ ) was made using GNU Octave and their results are described in table 1

$x_n$	$a$	$b$	$x$	$y$
1	0	1	0.8674	-0.0223
2	0.8674	1	0.8843	-0.0003
3	0.8843	1	0.8845	-0.0000

Table 1: Results of 3 iterations of the eq. (1) to approximate the root of eq. (2)

## 0.2 Secant Method

Secant Method:

$$x_{k+1} = x_k - y_k \frac{x_k - x_{k-1}}{y_k - y_{k-1}} \quad (4)$$

The equation is eq. (2), the same of the previous question. Using  $x_0 = 0$ ,  $x_1 = 1$ , and eq. (2) as  $y$  to discover  $x_2$  in eq. (4):

$$\begin{aligned}
 x_2 &= 1 - (\ln(1+1) - \cos(1)) * \frac{1-0}{(\ln(1+1) - \cos(1)) - (\ln(0+1) - \cos(0))} \\
 &= 1 - (0.6931 - 0.5403) * \frac{1}{(0.6931 - 0.5403) - (0 - 1)} \\
 &= 1 - 0.1528 * \frac{1}{0.1528 - (-1)} \\
 &= 1 - 0.1528 * \frac{1}{1.1528} \\
 &= 1 - 0.1326 \\
 &= 0.8674
 \end{aligned} \quad (5)$$

Who has the same result as eq. (3) The two next iterations (for  $x_3$  and  $x_4$ ) was made using GNU Octave and their results are the same as described in table 1, as can be seen in table 2.

$k$	$x_{k-1}$	$x_k$	$x_{k+1}$	$y(x_{k+1})$
1	0	1	0.8674	-0.0223
2	0.8674	1	0.8843	-0.0003
3	0.8843	1	0.8845	-0.0000

Table 2: Results of 3 iterations of the eq. (4) to approximate the root of eq. (2)

## 0.3 Newton's Method

Newton's Method:

$$x_{k+1} = x_k - \frac{y_k}{y'_k} \quad (6)$$

### 0.3.1 Question (a)

Equations:

$$y(x) = x^3 + x - 1 \quad (7)$$

$$y'(x) = 3x^2 + 1 \quad (8)$$

Discovering the value of eq. (7) as  $x = 0$  and  $x = 1$  in order to discover the closest integer initial approximation.

$$y(0) = 0^3 + 0 - 1 = -1 \quad (9)$$

$$y(1) = 1^3 + 1 - 1 = 1 \quad (10)$$

As can be seen in eq. (9) and eq. (10), both values have the same approximation for the root. Using  $x_0 = 1$  and eq. (7) as  $y$  to discover  $x_1$  in eq. (6):

$$\begin{aligned}
x_1 &= 1 - \frac{1^3 + 1 - 1}{3 * 1^2 + 1} \\
&= 1 - \frac{1}{4} \\
&= 1 - 0.25 \\
&= 0.75
\end{aligned} \tag{11}$$

The next iterations was made using *short g* format on GNU Octave and their results are described in table 3. The option *short g* format uses 5 significant figures in 10 maximum characters.

$k$	$x_k$	$x_{k+1}$	$y(x_{k+1})$
0	1	0.75	0.17188
1	0.75	0.68605	0.008941
2	0.68605	0.68234	2.8231e-05
3	0.68234	0.68233	2.8399e-10
4	0.68233	0.68233	2.2204e-15

Table 3: Results of 5 iterations of the eq. (6) to approximate the root of eq. (7)

### 0.3.2 Question (b)

Equations:

$$y(x) = x^5 - 3x + 3 \tag{12}$$

$$y'(x) = 5x^4 - 3 \tag{13}$$

Discovering the value of eq. (12) as  $x = -2$ ,  $x = -1$ ,  $x = 0$ ,  $x = 1$ , and  $x = 2$  in order to discover the closest integer initial approximation.

$$y(-1) = (-2)^5 - 3 * (-2) + 3 = -23 \tag{14}$$

$$y(-1) = (-1)^5 - 3 * (-1) + 3 = 5 \tag{15}$$

$$y(0) = 0^5 - 3 * 0 + 3 = 3 \quad (16)$$

$$y(1) = 1^5 - 3 * 1 + 3 = 1 \quad (17)$$

$$y(2) = 2^5 - 3 * 2 + 3 = 29 \quad (18)$$

As can be seen, eq. (17) is the closest integer approximation of the root of eq. (12). Using  $x_0 = 1$  and eq. (12) as  $y$  to discover  $x_1$  in eq. (6):

$$\begin{aligned} x_1 &= 1 - \frac{1^5 - 3 * 1 + 3}{5 * (1^4) - 3} \\ &= 1 - \frac{1}{2} \\ &= 1 - 0.5 \\ &= 0.5 \end{aligned} \quad (19)$$

The next iterations was made using *short g* format on GNU Octave and their 4 initial results and 2 last results are described in table 4. The option *short g* format uses 5 significant figures in 10 maximum characters.

$k$	$x_k$	$x_{k+1}$	$y(x_{k+1})$
0	1	0.5	1.5312
1	0.5	1.0698	1.1917
2	1.0698	0.73391	1.0112
3	0.73391	1.3865	3.9648
...	...	...	...
135	-1.4963	-1.4958	-1.082e-05
136	-1.4958	-1.4958	-8.0735e-12

Table 4: 137 iterations was needed to approximate to the root of eq. (12) with a difference inferior than  $10^{-6}$  using Newton's Method

## 0.4 Mechanic's Rule

Mechanic's Rule:

$$x_{n+1} = \frac{1}{2} \left( x_n + \frac{a}{x_n} \right), \quad n = 0, 1, 2, \dots \quad (20)$$

NOTE: The Question (a) was skipped because of difficulties on understanding what to do with the constant value  $a$  when applying Newton's Method.

#### 0.4.1 Question (b)

Using  $x_0 = 3$  to approximate  $\sqrt{a}$  with  $a = 10$  in 3 iterations using eq. (20):

$$\begin{aligned} x_1 &= \frac{1}{2} \left( 3 + \frac{10}{3} \right) \\ &= \frac{3}{2} + \frac{10}{6} \\ &= 1.5 + 1.6667 \\ &= 3.1667 \end{aligned} \quad (21)$$

$$\begin{aligned} x_2 &= \frac{1}{2} \left( 3.1667 + \frac{10}{3.1667} \right) \\ &= \frac{3.1667}{2} + \frac{10}{6.3334} \\ &= 1.5834 + 1.5789 \\ &= 3.1623 \end{aligned} \quad (22)$$

$$\begin{aligned} x_2 &= \frac{1}{2} \left( 3.1623 + \frac{10}{3.1623} \right) \\ &= \frac{3.1623}{2} + \frac{10}{6.3246} \\ &= 1.5812 + 1.5811 \\ &= 3.1623 \end{aligned} \quad (23)$$

Using GNU Octave and asking the value of  $\sqrt{10}$  using the format *long g*, the result is: 3.16227766016838. With 5 significant digits the absolute

and percentage error is 0. But, considering all the digits returned by GNU Octave, the absolute error and percentage error is:

$$\begin{aligned}
 error_{absolute} &= |3.16227766016838 - 3.1623| \\
 &= |-0.00022339831520| \\
 &= 0.00022339831520
 \end{aligned} \tag{24}$$

$$\begin{aligned}
 error_{percentage} &= \frac{|3.16227766016838 - 3.1623|}{|3.16227766016838|} \\
 &= \frac{0.00022339831520}{3.16227766016838} \\
 &= 0.00000706447504
 \end{aligned} \tag{25}$$

## 0.5 Fixed-Points

Fixed Point ( $p$ ) is when the below function is satisfied:

$$f(p) = p \tag{26}$$

### 0.5.1 Question (a)

Equation:

$$f(x) = x \ln(x + 1) \tag{27}$$

By simple deduction we discover the only fixed point of eq. (27):

$$\begin{aligned}
 f(0) &= 0 * \ln(0 + 1) \\
 &= 0 * 0 = 0 \\
 p &= 0
 \end{aligned} \tag{28}$$



### 0.5.2 Question (b)

Equation:

$$f(x) = \sqrt{x+1} \quad (29)$$

Testing eq. (29) with  $x = 1$  and  $x = 2$ :

$$f(1) = \sqrt{1+1} = \sqrt{2} > 1 \quad (30)$$

$$f(2) = \sqrt{2+1} = \sqrt{3} < 2 \quad (31)$$

By deduction, we can affirm the eq. (29) do not has any fixed point. After multiple attempts to identify a more closely approximation of a possible  $p$  using GNU Octave, the value of  $x = 1.61803398874989$  is a approximated fixed point of eq. (29) by 14 significant digits.

## 0.6 Handling Equations

Main Equation:

$$x^3 - 3x - 20 = 0 \quad (32)$$

Showing the algebraic steps needed to write eq. (32) in the following forms:

$$\begin{aligned} x^3 - 3x - 20 &= 0 \\ 3x &= x^3 - 20 \\ x &= \frac{x^3 - 20}{3} \\ g_1(x) &= \frac{x^3 - 20}{3} \end{aligned} \quad (33)$$

$$\begin{aligned}
x^3 - 3x - 20 &= 0 \\
x^3 - 3x &= 20 \\
x(x^2 - 3) &= 20 \\
x &= \frac{20}{x^2 - 3} \\
g_2(x) &= \frac{20}{x^2 - 3}
\end{aligned} \tag{34}$$

$$\begin{aligned}
x^3 - 3x - 20 &= 0 \\
x^3 &= 3x + 20 \\
x &= (3x + 20)^{1/3} \\
g_3(x) &= (3x + 20)^{1/3}
\end{aligned} \tag{35}$$

Starting with eq. (33) in  $x_{n+1} = g(x_n)$  with  $x_0 = 3.5$ :

$$\begin{aligned}
x_1 &= \frac{(3.5)^3 - 20}{3} = 7.6250 \\
x_2 &= \frac{(7.625)^3 - 20}{3} = 141.1074
\end{aligned} \tag{36}$$

As can be seen in eq. (36), the function will diverge. Switching to eq. (34) in  $x_{n+1} = g(x_n)$  with  $x_0 = 3.5$ :

$$\begin{aligned}
x_1 &= \frac{20}{(3.5)^2 - 3} = 2.1621 \\
x_2 &= \frac{20}{(2.1621)^2 - 3} = 11.9407 \\
x_3 &= \frac{20}{(11.9407)^2 - 3} = 0.1433 \\
x_4 &= \frac{20}{(0.1433)^2 - 3} = -6.7126 \\
x_5 &= \frac{20}{(-6.7126)^2 - 3} = 0.4755 \\
x_6 &= \frac{20}{(0.4755)^2 - 3} = -7.2101 \\
x_7 &= \frac{20}{(-7.2101)^2 - 3} = 0.4082
\end{aligned} \tag{37}$$

It seems that eq. (37) will never converge. Switching to eq. (35) in  $x_{n+1} = g(x_n)$  with  $x_0 = 3.5$ :

$$\begin{aligned}
x_1 &= (3 * (3.5) + 20)^{1/3} = 3.1244 \\
x_2 &= (3 * (3.1244) + 20)^{1/3} = 3.0854 \\
x_3 &= (3 * (3.0854) + 20)^{1/3} = 3.0813 \\
x_4 &= (3 * (3.0813) + 20)^{1/3} = 3.0809 \\
x_5 &= (3 * (3.0809) + 20)^{1/3} = 3.0809 \\
x_6 &= (3 * (3.0809) + 20)^{1/3} = 3.0809 \\
x_7 &= (3 * (3.0809) + 20)^{1/3} = 3.0809
\end{aligned} \tag{38}$$

eq. (38) is converging to 3.0809.

## 0.7 MATLAB Practice

Equation:

$$\frac{\rho_f}{3}h^3 - R\rho_f h^2 + \frac{4}{3}R^3\rho_0 = 0 \quad (39)$$

Using  $R = 5$  cm,  $\rho_0 = 0.120$  g/cm<sup>3</sup>,  $\rho_f = 0.890$  g/cm<sup>3</sup>, and a tolerance of  $10^{-8}$ .

$$\frac{0.890}{3} * h^3 - 4.45 * h^2 + 20 = 0$$

Looking at the graph of the function eq. (40) using the Bisection script cited below, the two nearest integers which surrounds the root are: [14, 15].

### 0.7.1 Question (a)

Using Bisection:

- Script At: X
- Call for Function At: X
- Number of Iterations: 29
- Final Result: 14.6874883808

### 0.7.2 Question (b)

Regula Falsi:

- Script At: X
- Call for Function At: X
- Number of Iterations: 8
- Final Result: 14.6874883787

### 0.7.3 Question (c)

Secant:

- Script At: X
- Call for Function At: X
- Number of Iterations: 5
- Final Result: 14.6874883777

### 0.7.4 Question (d)

Newton's:

- Script At: X
- Call for Function At: X
- Number of Iterations (Using Initial Value 14): 6
- Final Result (Using Initial Value 14): 14.6874883788
- Number of Iterations (Using Initial Value 15): 5
- Final Result (Using Initial Value 15): 14.6874883788