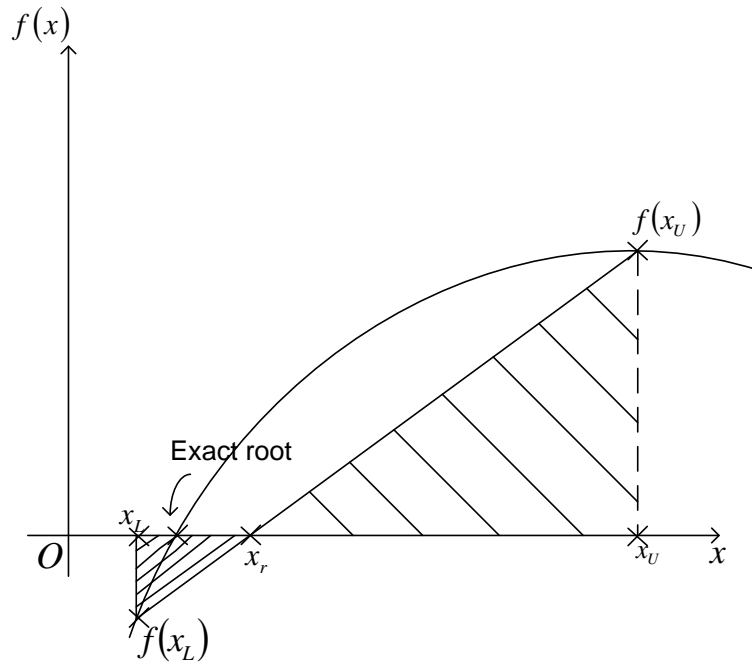


# FALSE POSITION METHOD:



## DEFINITION:

The false-position method takes advantage over BISECTION METHOD mathematically by drawing a secant from the function value at  $x_L$  to the function value at  $x_U$ , and estimates the root as where it crosses the x-axis.

## Derivation:

Consider the above figure:

Based on two similar triangles, shown in Figure 1, one gets

$$\frac{0 - f(x_L)}{x_r - x_L} = \frac{0 - f(x_U)}{x_r - x_U} \quad (1)$$

From Equation (1), one obtains

$$(x_r - x_L)f(x_U) = (x_r - x_U)f(x_L)$$

$$x_U f(x_L) - x_L f(x_U) = x_r \{f(x_L) - f(x_U)\}$$

The above equation can be solved to obtain the next predicted root  $x_m$  as

$$x_r = \frac{x_U f(x_L) - x_L f(x_U)}{f(x_L) - f(x_U)} \quad (2)$$

### False-Position Algorithm

The steps to apply the false-position method to find the root of the equation  $f(x) = 0$  are as follows.

1. Choose  $x_L$  and  $x_U$  as two guesses for the root such that  $f(x_L)f(x_U) < 0$ , or in other words,  $f(x)$  changes sign between  $x_L$  and  $x_U$ .

2. Estimate the root,  $x_r$  of the equation  $f(x) = 0$  as

$$x_r = \frac{x_U f(x_L) - x_L f(x_U)}{f(x_L) - f(x_U)}$$

3. Now check the following

If  $f(x_L)f(x_r) < 0$ , then the root lies between  $x_L$  and  $x_r$ ; then  $x_L = x_L$  and  $x_U = x_r$ .

If  $f(x_L)f(x_r) > 0$ , then the root lies between  $x_r$  and  $x_U$ ; then  $x_L = x_r$  and  $x_U = x_U$ .

If  $f(x_L)f(x_r) = 0$ , then the root is  $x_r$ . Stop the algorithm.

4. Find the new estimate of the root

$$x_r = \frac{x_U f(x_L) - x_L f(x_U)}{f(x_L) - f(x_U)}$$

Find the absolute relative approximate error as

$$|\epsilon_a| = \left| \frac{x_r^{new} - x_r^{old}}{x_r^{new}} \right| \times 100$$

where

$x_r^{new}$  = estimated root from present iteration

$x_r^{old}$  = estimated root from previous iteration

5. Compare the absolute relative approximate error  $|\epsilon_a|$  with the pre-specified relative error tolerance  $\epsilon_s$ . If  $|\epsilon_a| > \epsilon_s$ , then go to step 3, else stop the algorithm. Note one should also check whether the number of iterations is more than the maximum number of iterations allowed. If so, one needs to terminate the algorithm and notify the user about it.

