Numerical Methods Lab 6 [Nonlinear Equations]

- i. Open the Colab file shared in BUX.
- ii. Create a copy of that shared file.
- iii. Rename the Colab filename using the format Name-ID-Lab Section

Lab Introduction

Part 1: Polynomial Root Finding Using Bisection Method

One way to find out root's are to use bisection method. Here is the strategy, if α is a root between and interval [a,b] then graph will cross the X -axis at α . So, $sign(f(\alpha-h)) = -sign(f(\alpha+h))$, for small value of h.

So, we can work our way up towards the root by taking average of a and b, as long as the signs are different.

we will start with a_0 and b_0 , such that, $f(a_0)f(b_0) < 0$. Then we iterate as this,

$$m_k=rac{a_k+b_k}{2}$$
 if, $f(a_k)f(m_k)<0$, then, $a_{k+1}=a_k$ and $b_{k+1}=m_k$ else, $a_{k+1}=m_k$ and, $b_{k+1}=b_k$

We keep iterating until we find the root with sufficient precision. We usually use a formula like this,

$$\frac{|m_{k+1}-m_k|}{|m_{k+1}|} \leq \epsilon$$

Where, ϵ is a very small value, like $\epsilon < 10^{-6}$

Task 1 – 2 marks

You have to complete the code to iterate and solve for a root of the following equation, between the interval, [-0.5,1.3]:

$$f(x)=2+0.5x-6x^2-2x^3+2.5x^4+x^5$$
.

You will have to remove the "raise NotImplementedError()".

Part 2: Fixed Point Iteration

A number ξ is called a **fixed point** to function g(x) if $g(\xi) = \xi$. Using fixed points are a nice strategy to find roots of an equation. In this method if we are trying to find a root of f(x) = 0, we try to write the function in the form, x = g(x). That is,

$$f(x) = x - g(x) = 0$$

So, if ξ is a fixed point of g(x) it would also be a root of f(x)=0, because,

$$f(\xi) = \xi - g(\xi) = \xi - \xi = 0$$

We can find a suitable g(x) in any number of ways. Not all of them would converge; whereas, some would converge very fast. For example, consider Eq. 6.1.

$$f(x) = x^{5} + 2.5x^{4} - 2x^{3} - 6x^{2} + x + 2$$

$$\implies x - g(x) = x^{5} + 2.5x^{4} - 2x^{3} - 6x^{2} + x + 2$$

$$\implies g(x) = -x^{5} - 2.5x^{4} + 2x^{3} + 6x^{2} - 2$$
(6.2)

Task 2-2 marks

You have to complete the code by using a couple of g(x) functions to find out which one converges faster.

You will have to remove the "raise NotImplementedError()".

Daily Evaluation - 4 marks

Students have learned Polynomial Root Finding using Bisection and Fixed Point Iteration methods. They are now required to apply this understanding through a set of implementation exercises, which will be provided separately.