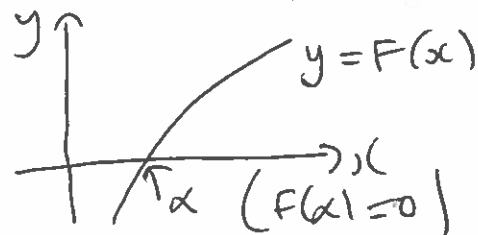


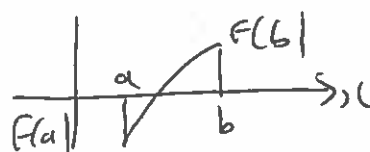
LEC 15 BISECTION METHOD

We have a function $F(x)$ and we want to find x such that $F(x) = 0$



Plotting the function F

Find interval $[a, b]$
for which $F(a) < 0$
 $F(b) > 0$



There is a root
 $x \in [a, b]$

BISECTION METHOD

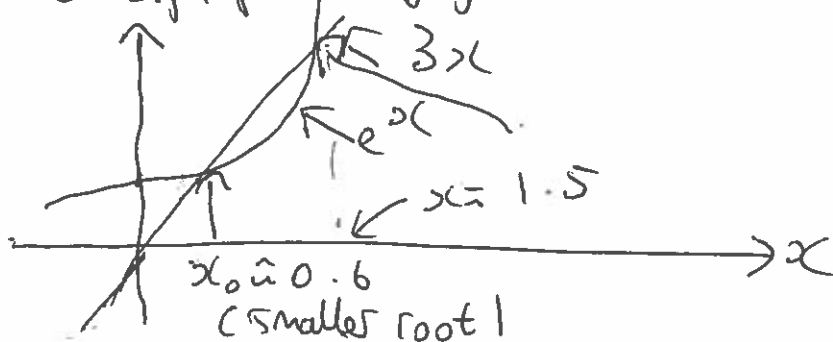
Suppose $F(x)$ is continuous on interval $[x_0, x_1]$ and $F(x_0)$ and $F(x_1)$ have opposite signs. This implies there is at least one root in interval $[x_0, x_1]$, we call this I_0 . We bisect I_0 , and let $x_2 = \frac{1}{2}(x_0 + x_1)$.

$F(x_0) < 0$, $F(x_1) > 0$, if $F(x_2) > 0$ root ~~between~~ in interval (x_0, x_2)

if $F(x_2) < 0$ root in interval (x_2, x_1)

Example 2

Determine the smaller root of $F(x) = e^x - 3x$, to 3 significant figures



We know smaller root is $x_0 = 0.6$, $F(0.6) = e^{0.6} - 3 \times 0.6$

$$x_1 \approx 0.7, F(0.7) = e^{0.7} - 3 \times 0.7 = -0.09$$

$[x_0, x_1]$
 $\therefore I_0 = [0.6, 0.7]$

Following the method, $x_2 = \frac{1}{2}(x_0 + x_1) = 0.65$

$$F(x_2) = e^{0.65} - 3 \times 0.65 = -0.03446$$

\Rightarrow Our new interval is therefore $[0.6, 0.65]$
 $F(0.6) > 0$ $F(0.65) < 0$

$$x_2 = 0.65, F(x_2) = -0.03446, I_1 = [x_0, x_2]$$

$$x_3 = \frac{1}{2}(x_0 + x_2), F(x_3) = e^{0.625} - 3 \times 0.625, I_2 = [x_0, x_3]$$

$$= 0.625, = -0.006675$$

$$x_4 = \frac{1}{2}(x_0 + x_3), F(x_4) = 0.00754, I_3 = [x_4, x_3]$$

$$= 0.6125$$

$$x_5 = \frac{1}{2}(x_4 + x_3), F(x_5) = 0.00035, I_4 = [x_5, x_3]$$

$$= 0.61875$$

⋮

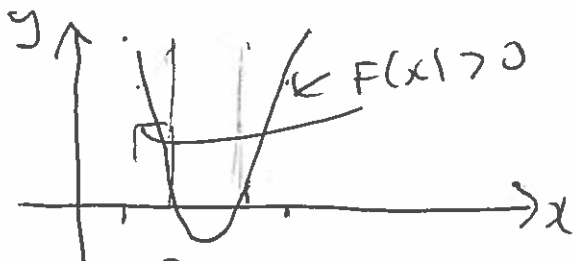
$$x_8 = 0.61953$$

$$x_9 = 0.61953, F(x_9) = -0.00009, I_9 = [x_5, x_9]$$

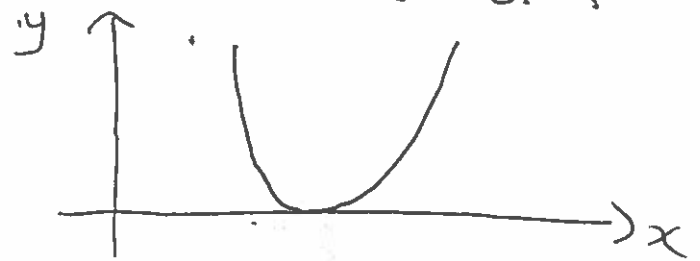
$x_9 - x_5 \approx 4 \times 10^{-4}$, and so the root of $F(x) = 0$ is

~~0.620~~ to 3 significant figures.
0.619

→ The Bisection method is quite simple, but it tends to be slow to converge. It will always work provided $F(x)$ is continuous and a suitable initial interval can be found. This can be difficult if two roots are close together, or a double root.



"Two roots close together"



"Double root"

→ It is often used as a "starter" for more efficient methods, such as Newton's method which Newton's method typically converges quadratically whereas Bisection method converges linearly.

ITERATIVE METHODS

- Methods for solving non-linear equations by producing a sequence of numbers x_1, x_2, x_3 which are increasingly better approximations to the solution.
- In practice we compute a few ~~iterations~~ estimates, x_i , and having reached the required accuracy the last of these values is taken as approximation to the root. The computation is ^{usually} stopped when two estimates x_{j-1} and x_j differ by less than a prescribed tolerance, or when $F(x_j)$ less than a tolerance.
- The ~~are~~ numbers $x_1, x_2, x_3 \dots$ are computed with certain rules which are same throughout computation - systematic iterative techniques.

FUNCTION ITERATION METHOD

- This another simple technique for solving non-linear equations. We have been looking at roots of $F(x)$ i.e. $F(x) = 0$.
- In function iteration method, we write $F(x) = 0$ in the form $x = f(x)$. We can always do this by setting $f(x) = x + F(x)$
 $F(x) = 0$ is equivalent to $f(x) = x$.
- The function iteration method is performed via the rule
$$x_{n+1} = f(x_n)$$

Example 3

We again look at the equation $e^x - 3x = 0$ ✓ $F(x)$

$$e^x - 3x = 0 \text{ is equivalent to (i) } x = \frac{1}{3} e^x$$

$$(ii) x = \ln(3x)$$

For both (i) and (ii) we apply function iteration method to approximate the smaller root with an initial guess of $x_0 = 0.6$.

$$(i) x = \frac{1}{3} e^x =: f(x)$$

$$x_0 = 0.6$$

$$x_1 = f(x_0) = \frac{1}{3} e^{0.6} = 0.60737$$

$$x_2 = f(x_1) = \frac{1}{3} e^{0.60737} = 0.6107$$

$$x_3 = f(x_2) = 0.61462$$

$$x_4 = f(x_3) = 0.61632$$

⋮

$$x_9 = f(x_8) = 0.61881$$

$$(ii) x = \ln(3x) =: f(x)$$

$$x_0 = 0.6$$

$$x_1 = f(x_0) = \ln(3 \times 0.6)$$

$$= 0.58779$$

$$x_2 = f(x_1) = \ln(3 \times x_1)$$

$$= 0.56772$$

$$x_3 = f(x_2) = 0.53161$$

⋮

$$x_7 = f(x_6) = -3.50995$$

In case (i) the iterations appear to converge but the rate of convergence is slow (25 iterations for 5 significant figures of accuracy). In case (ii) the iterates move away from the root, and computation can't be continued (i.e. log of negative number)