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ĐẠI HỌC BÁCH KHOA HÀ NỘI
HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

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Chapter 4: Solving Nonlinear Equation

Vu Van Thieu, Dinh Viet Sang, Ban Ha Bang

SolICT
Hanoi University of Science and Technology

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1 Problem

- Existence and uniqueness of solutions
- Sensitivity and conditions for solving nonlinear equations
- Iterative procedure

2 Bisection method

3 Chord method

4 Newton's method

5 Secant method

6 Iterative method

7 Bairstow method



Solve nonlinear equations

Problem

Given the non-linear function $f(x)$, we need to find x satisfying

$$f(x) = 0.$$

The solution x is the solution of the equation and is also called the (zero point) solution of the function $f(x)$. The problem of finding x is called the root finding problem.

Solve nonlinear equations

Examples of problems finding solutions of nonlinear equations

- ① $1 + 4x - 16x^2 + 3x^3 - 3x^4 = 0$
- ② $\frac{x\sqrt{(2.1-0.5x)}}{(1-x)\sqrt{(1.1-0.5x)}} - 369 = 0$ with $(0 < x < 1)$
- ③ $tg(x) - tanh(x) = 0$ where $tanh(x) = \frac{e^x - e^{-x}}{e^x + e^{-x}}$

Solve nonlinear equations

Problem

If the equations $f(x)$ are nonlinear then

- it usually does not have an explicit formula solution
- numerical methods that allow us to find solutions based on *iterative procedure*

Solve nonlinear equations

Solution interval

For function $f : \mathbb{R} \mapsto \mathbb{R}$ the interval $[a, b]$ is called **solution interval** if function f has opposite signs at both ends a, b , i.e. $f(a)f(b) < 0$.

Existence of solutions

If f is a continuous function on the interval $[a, b]$ and $f(a)f(b) < 0$ then there exists $x^* \in [a, b]$ such that $f(x^*) = 0$.

Solve nonlinear equations

Examples of solutions to nonlinear equations

- ① $e^x + 1 = 0$ has no solution
- ② $e^{-x} - x = 0$ has a solution
- ③ $x^2 - 4\sin(x) = 0$ has two solutions
- ④ $x^3 - 6x^2 + 11x - 6 = 0$ has three solutions
- ⑤ $\cos(x) = 0$ has infinitely many solutions

Solve nonlinear equations

Conditions for solving equations

- The absolute value of the Condition number x^* of the function $f : \mathbb{R} \mapsto \mathbb{R}$ is $\frac{1}{|f'(x^*)|}$.
- A solution of x^* is said to be *ill-conditioned* (well) if the tangent line to the graph of the function $f(x)$ at x^* is almost horizontal (vertical).

Solve nonlinear equations

Iterative procedure

Nonlinear equations often do not have an explicit solution. Therefore, to find solution we often have to use numerical methods based on iterative procedures.

- **Stop condition:** $|f(x_k)| < \epsilon$ or $|x^* - x_k| < \epsilon$ where ϵ is the given *precision* and x_k is the approximate solution obtained at step k
- **Convergence rate:** We denote *error* at iteration k as: $e_k = x_k - x^*$. The sequence $\{e_k\}$ is said to converge to the degree r if

$$\lim_{k \rightarrow \infty} \frac{|e_{k+1}|}{|e_k|^r} = C$$

where C is a non-zero constant

Scientific Computation

└ Problem

└ Iterative procedure

└ Solve nonlinear equations

Iterative procedure

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Name of the speed of convergence in some cases

- $r = 1$ - linear convergence rate
- $r > 1$ - linear convergence rate
- $r = 2$ - convergence rate squared

Question



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Iterative procedure

Assume that the solution interval $[a, c]$ has only one solution

- 1 Reduce the size of the solution interval through division
- 2 The division to be performed is halving $b = \frac{(a+c)}{2}$
If $f(b) = 0$ then b is the correct solution,
otherwise if $f(b) \neq 0$ we have
 - ▶ $f(a)f(b) < 0$ then the new solution interval is $[a, b]$
 - ▶ Otherwise, the new interval is $[b, c]$

Steps 1-2 are repeated until $[a, c] < \epsilon$ (the given error)

Scientific Computation

└ Bisection method

└ Bisection method

Iterative procedure

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If precision ϵ is given, the number of iterations is an integer n satisfying

$$n \geq \log_2 \frac{ca}{\epsilon}$$

because of

$$\frac{ca}{2^n} < \epsilon$$

Bisection method

Example 1:

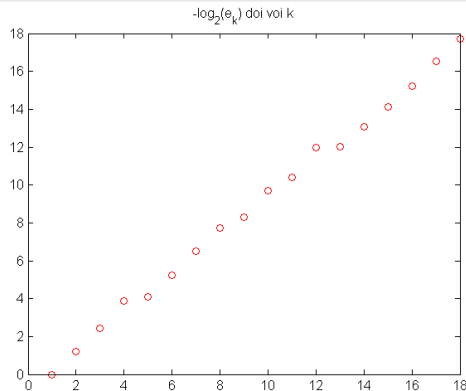
Find the solution of the equation $e^x - 2 = 0$, given a solution interval $[0.2]$ with precision $\epsilon = 0.01$

Loops	a	b	c	f(a)	f(b)	f(c)	error
1	0.0000	1.0000	20000	-1.0000	0.7183	5.0389	20000
2	0.0000	0.5000	1,00000	-1.0000	-0.3513	0.7183	1,0000
3	0.5000	0.7500	1,0000	-0.3513	0.1170	0.7183	0.5000
4	0.5000	0.6250	0.7500	-0.3513	-0.1318	0.1170	0.2500
5	0.6250	0.6875	0.7500	-0.1318	-0.0113	0.1170	0.1250
6	0.6875	0.7188	0.7500	-0.0113	0.0519	0.1170	0.0625
7	0.6875	0.7031	0.7188	-0.0113	0.0201	0.0519	0.0313
8	0.6875	0.6953	0.7031	-0.0113	0.0043	0.0201	0.0156
9	0.6875	0.6914	0.6953	-0.0113	-0.00349	0.0043	0.0078

Bisection method

Example 2

Consider the solution of the equation $f(x) = 1/(xe^{-x})$, given a solution interval $[0, 1]$ with precision $\epsilon = 0.00001$

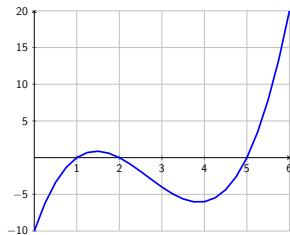


Error: $e_k = \max\{x^* - a_k, c_k - x^*\}$
Horizontal axis: number of iterations
 k
Vertical axis: $-\log_2(e_k)$
Apparently $e_k \approx 2^{-k}$

Comment on the Bisection method

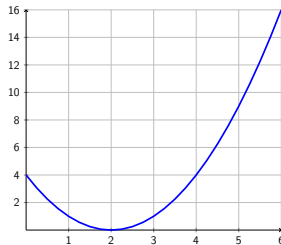
- Strengths: Works even with non-analytic functions.
- Weaknesses:
 - ▶ Need to determine a solution interval and find only one solution.
 - ▶ Could not find a double solution.
 - ▶ When the function f has singularities, the bisection method can treat them as solutions.

Bisection method



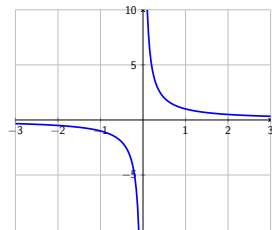
Many solutions

a)



Double root

b)



Singularity

c)

Bisection method



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Iterative procedure

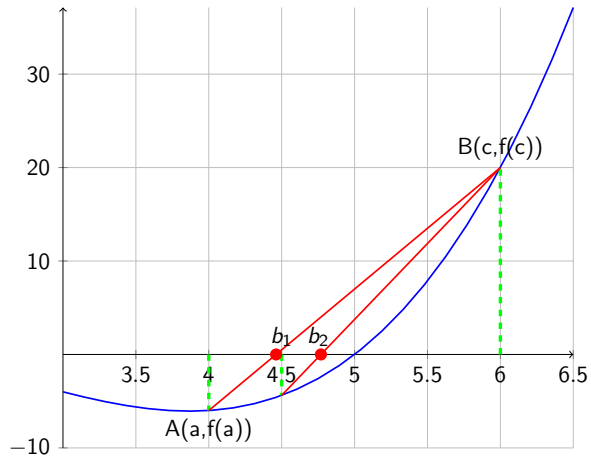
Assume that the solution interval $[a, c]$ has only one solution

- 1 Reduce the size of the solution interval through division
- 2 The division to be performed is $b = a - \frac{ca}{f(c)-f(a)} f(a) = \frac{af(c)-cf(a)}{f(c)-f(a)}$ If $f(b) = 0$ then b is the solution, Otherwise, if $f(b) \neq 0$, we have:
 - ▶ If $f(a)f(b) < 0$ then the new interval is $[a, b]$
 - ▶ Otherwise, the new interval is $[b, c]$

Steps 1-2 are repeated until $[a, c] < \epsilon$ (given error).

So b is the intersection of the horizontal axis with the line segment connecting $A(a, f(a))$ to $B(c, f(c))$

Chord method



Comment

- Advantages: like bisection, we do not need the analytic form of the equation f
- Disadvantages:
 - ▶ Need to know the solution interval
 - ▶ Single-sided convergence is slow, especially when the solution interval is large
 - ▶ Can be improved by using together with the bisection method

Chord method



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Description

The basic idea of the method is to replace the nonlinear equation $f(x) = 0$ with an approximate, linear equation for x based on Taylor expansion.

Assuming $f(x)$ is continuously differentiable to the order $n + 1$ then there exists $\xi \in (a, b)$

$$\begin{aligned} f(b) = & f(a) + (b - a)f'(a) + \frac{(b - a)^2}{2!}f''(a) + \dots \\ & + \frac{(b - a)^n}{n!}f^{(n)}(a) + \frac{(b - a)^{(n+1)}}{(n + 1)!}f^{(n+1)}(\xi) \end{aligned}$$

Description (continued)

Taylor expansion of $f(x)$ at the neighborhood of the original approximate solution x_0 :

$$f(x) = f(x_0) + f'(x_0)(x - x_0) + O(h^2)$$

where $h = x - x_0$.

Solve the approximate equation for x :

$$f(x_0) + f'(x_0)(x - x_0) = 0$$

Obtained: $x = x_0 - \frac{f(x_0)}{f'(x_0)}$

x is an incorrect solution, but this solution will be closer to the correct solution than the initial value x_0 .

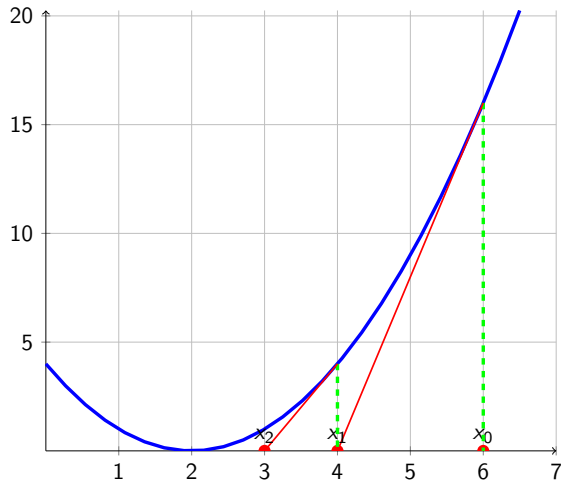
Iterative procedure

- 1 Initialize with x_0
- 2 Calculates with $k > 0$

$$x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$$

- 3 Repeat step 2 until $|f(x_k)| < \epsilon$ where ϵ is the given precision

Newton's method



Comment

- Advantages:
 - ▶ For a smooth enough function and we start from the point near the solution, the convergence rate of the method is squared or $r = 2$
 - ▶ No need to know the solution dissociation, just the initial point x_0
- Disadvantages:
 - ▶ Need to calculate the first derivative $f'(x_k)$, we can also approximate it with the formula $f'(x_k) = \frac{f(x_k+h)-f(x_k-h)}{2h}$ where h is a very small value eg $h = 0.001$
 - ▶ Not always converges

Example 1

Use Newton's method to find the solution of the equation

$$f(x) = x^2 - 4 \sin(x) = 0$$

First derivative of $f(x)$

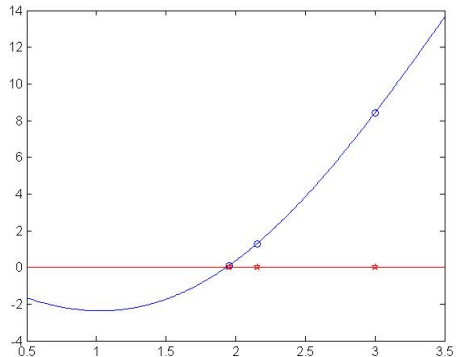
$$f'(x) = 2x - 4 \cos(x)$$

The iterative formula of Newton's method is

$$x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)} = x_k - \frac{x_k^2 - 4 \sin(x_k)}{2x_k - 4 \cos(x_k)}$$

Approximate starting point $x_0 = 3$

Newton's method



k	x_k	$f(x_k)$
0	3.000000	8.435520
1	2.153058	1.294773
2	1.954039	0.108439

Example 2

Solve the equation $f(x) = x^2 - 2 = 0$ because $f'(x) = 2x$ so the iterative formula will be $x_{k+1} = x_k - \frac{x_k^2 - 2}{2x_k}$ error $e_k = x_k - x^* = x_k - \sqrt{2}$

k	x_k	e_k
0	4,000000000	2.5857864376
1	2.250000000	0.8357864376
2	1.569444444	0.1552308821
3	1.421890364	0.0076768014
4	1.414234286	0.0000207236
5	1.414213563	0.0000000002

Example 3

Solve the equation

$$f(x) = \text{sign}(xa)\sqrt{|xa|}$$

This equation satisfies:

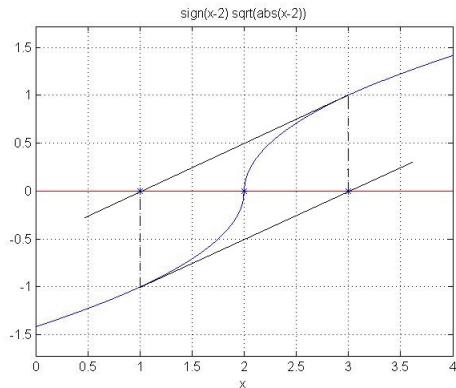
$$xa - \frac{f(x)}{f'(x)} = -(xa)$$

The zero point of the function is $x^* = a$.

If we draw a tangent to the graph at any point, it always intersects the horizontal axis at the point of symmetry with the line $x = a$.

Newton's method infinitely iterative, neither convergent nor divergent.

Newton's method



Newton's method



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Iterative procedure

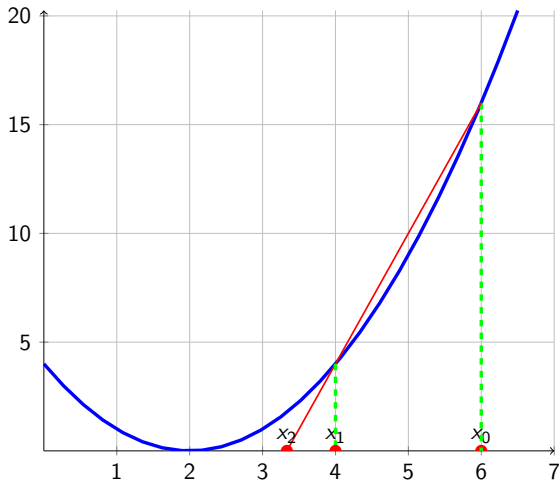
An improvement of Newton's method, instead of using the derivative $f'(x)$, we use an approximate difference based on two successive iterations.

- 1 Starts with two starting points x_0 and x_1
- 2 With $k \geq 2$, we iterate by the formula

$$s_k = \frac{f(x_k) - f(x_{k-1})}{x_k - x_{k-1}}$$
$$x_{k+1} = x_k - \frac{f(x_k)}{s_k}$$

- 3 Repeat step 2 until $|f(x_k)| < \epsilon$ (given error).

Secant method



Comment

- Advantages:
 - ▶ No need to know the solution interval, just two initial points x_0 and x_1
 - ▶ No need to calculate first derivative $f'(x_k)$
- Disadvantages:
 - ▶ Two initialization points are required
 - ▶ Convergence rate of method on linear $1 < r < 2$, specifically golden ratio $r \approx \frac{1+\sqrt{5}}{2} = 1.618$

Example 1

Solve the equation

$$f(x) = \text{sign}(x - 2)\sqrt{|x - 2|} = 0$$

with two starting points $x_0 = 4$, $x_1 = 3$ and $\epsilon = 0.001$

$$\begin{aligned} s_k &= \frac{f(x_k) - f(x_{k-1})}{x_k - x_{k-1}} \\ &= \frac{\text{sign}(x_k - 2)\sqrt{|x_k - 2|} - \text{sign}(x_{k-1} - 2)\sqrt{|x_{k-1} - 2|}}{x_k - x_{k-1}} \end{aligned}$$

$$x_{k+1} = x_k - \frac{f(x_k)}{s_k} = x_k - \frac{\text{sign}(x_k - 2)\sqrt{|x_k - 2|}}{s_k}$$

Secant method

k	x_k	e_k
0	4,000000000	2,000,000000000
1	3,000000000	1,000,000,000,000
2	0.585786438	1.4142135624
3	1.897220119	0.1027798813
\vdots	\vdots	\vdots
26	1.999989913	0.0000100868
27	1.999998528	0.0000014716
28	2,000003853	0.0000038528
29	2.000000562	0.0000005621



Example 2

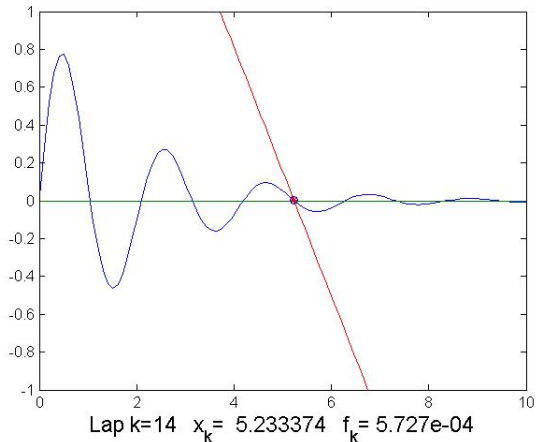
Solve the equation

$$f(x) = e^{-x/2} \sin(3x) = 0$$

with two starting points x_0, x_1 and precision ϵ entered from the keyboard

$$\begin{aligned} s_k &= \frac{f(x_k) - f(x_{k-1})}{x_k - x_{k-1}} \\ &= \frac{e^{-x_k/2} \sin(3x_k) - e^{-x_{k-1}/2} \sin(3x_{k-1})}{x_k - x_{k-1}} \\ x_{k+1} &= x_k - \frac{f(x_k)}{s_k} = x_k - \frac{e^{-x_k/2} \sin(3x_k)}{s_k} \end{aligned}$$

Secant method



Two starting points $x_0 = 4$
 $x_1 = 5$
Accuracy
 $\epsilon = 0.001$

Secant method



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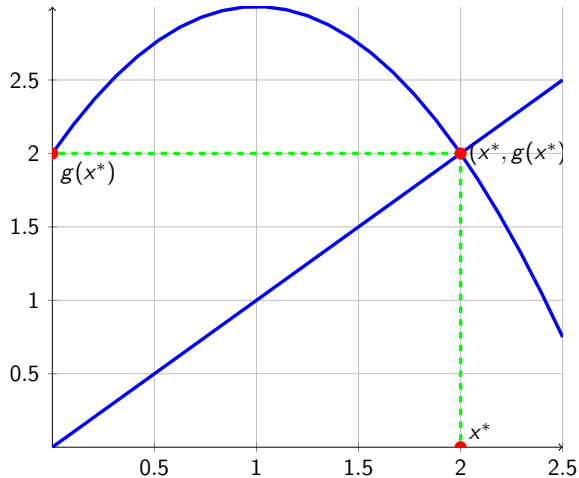
Fixed point

Instead of writing the equation as $f(x) = 0$, we rewrite it as a problem

Find x satisfying $x = g(x)$

The point x^* is called *fixed point* of the function $g(x)$ if $x^* = g(x^*)$, i.e. the point x^* is not transformed by g . mapping

Iterative method



Examples

- Newton's method, according to the formula $x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$, the function g that we need to find the fixed point x^* would be $g(x) = x - f(x)/f'(x)$
- Find the solution $f(x) = x - e^{-x} \Rightarrow g(x) = e^{-x}$
- Find the solution $f(x) = x^2 - x - 2 \Rightarrow g(x) = \sqrt{x+2}$ or $g(x) = x^2 - 2$
- Find the solution $f(x) = 2x^2 - x - 1 \Rightarrow g(x) = 2x^2 - 1$

Iterative procedure

Approach to problem solving

$$x_{k+1} = g(x_k) \text{ with } k = 1, 2, \dots$$

The above iterative procedure is often called an iterative **find fixed point** with a given starting point x_1

Comment

- Advantages:
 - ▶ No need to know the solution interval
- Disadvantages:
 - ▶ does not always converge

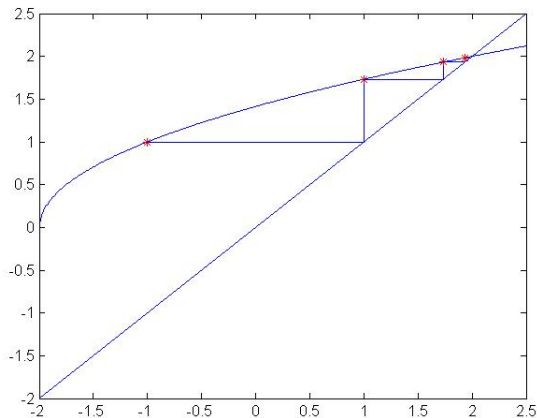
Example 1

Finding the solution of the equation $f(x) = x^2 - x - 2 = 0$ can lead to finding a fixed point

$$g(x) = \sqrt{x + 2}$$

Approximate starting point $x_1 = -1$

Iterative method



Starting point

$$x_1 = -1$$

Number of iterations

$$n = 3$$



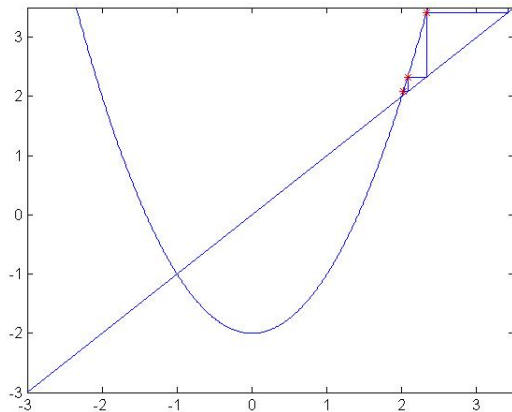
Example 2

Find the solution of the equation $f(x) = x^2 - x - 2$ by finding the point of disagreement of the function

$$g(x) = x^2 - 2$$

The starting point $x_1 = 2.02$ is very close to the solution

Iterative method



Starting point

$$x_1 = 2.02$$

Number of iterations

$$n = 50$$

Convergence theorem of iterative methods

Theorem 1: Assume the function $g(x)$ is continuous and the sequence repeats

$$x_{k+1} = g(x_k), k = 1, 2, \dots$$

then if $x_k \rightarrow x^*$ when $k \rightarrow \infty$ then x^* is the fixed point of g .

Theorem 2: Suppose $g \in C^1$ and $|g'(x)| < 1$ in some interval containing the fixed point x^* . If x_0 is also in this range, the iterative sequence $\{x_k\}$ converges to x^* .

Theorem 3: If g is a **co function** then it has only one fixed point and the iterative sequence $\{x_k\}$ converges to x^* for all points starting x_0 .

Note: The function g is called a co function if there is a constant $L < 1$ such that for every x, y we have: $|g(x) - g(y)| < L(xy)$.



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Description

This is the method used to find the solution of a polynomial,:

$$y = a_0 + a_1x + \cdots + a_Nx^N$$

It can be rewritten as a quadratic factor plus a remainder

$$y = (x^2 + px + q)G(x) + R(x)$$

Where:

- p and q are arbitrary values.
- $G(x)$ is a polynomial of degree $N - 2$
- $R(x)$ is the remainder, usually a first degree polynomial.

Description (continued)

So the polynomial $G(x)$ and the remainder $R(x)$ have the form

$$G(x) = b_2 + b_3x + b_4x^2 + \cdots + b_Nx^{N-2}$$

$$R(x) = b_0 + b_1x$$

The value of b_0 and b_1 depends on the choice of p and q , the goal is to find $p = p^*$ and $q = q^*$ such that

- $b_0(p^*, q^*) = b_1(p^*, q^*) = 0 \Rightarrow R(x) = 0$
- $(x^2 + p^*x + q^*) \Rightarrow$ square factor of y

Iterative procedure

- 1 Initializes p and q and calculates b_0 and b_1 (see formular in the Ref book)
- 2 Calculates the values $(b_0)_p, (b_1)_p$ and $(b_0)_q, (b_1)_q$ (see formular in the Ref book)
- 3 Find Δp and Δq when solving equation (9)
- 4 Obtained p^* and q^* by the formula $p^* = p + \Delta p$ and $q^* = q + \Delta q$

Comment

- Advantages:
 - ▶ method that converges to the quadratic factor $(x^2 + px + q)$ regardless of the initialization value p, q
 - ▶ the coefficients of the polynomial $G(x)$ are also automatically obtained
- Disadvantages:
 - ▶ the accuracy of the solution is not high
 - ▶ to improve, you can use Newton's method to recalculate each solution