Códigos del tema Cálculo de raíces. Curso de Física Computacional

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1. Incrementos sucesivos

```
def buscaraiz(f,a,b,dx):
    x1 = a; f1 = f(a)
    x2 = a + dx; f2 = f(x2)
    while f1*f2 > 0.0:
        if x1 >= b: return None
        x1 = x2; f1 = f2
        x2 = x1 + dx; f2 = f(x2)
    else:
    return x1,x2
```

2. Bisección

```
\mathbf{def} bisect (f, x1, x2, switch, epsilon=1.0e-9):
2
       f1 = f(x1)
       if f1 = 0.0: return x1
3
4
       f2 = f(x2)
       if f2 = 0.0: return x2
5
6
7
       if f1*f2 > 0.0: print 'La raiz no se ha identificado en un intervalo'
8
      n = ceil(log(abs(x2 - x1)/epsilon)/log(2.0))
9
10
       for i in np.arange(n):
           x3 = 0.5*(x1 + x2); f3 = f(x3)
12
           if (switch == 0) and (abs(f3) > abs(f1)) \setminus
13
                             and (abs(f3) > abs(f2)):
14
               return None
15
           if f3 = 0.0: return x3
16
           if f2*f3 < 0.0:
17
               x1 = x3; f1 = f3
18
           else:
19
               x2 = x3; f2 = f3
20
      return (x1 + x2)/2.0
21
```

2.1. Estrategia de solución

```
1 def f(x): return x**3-10*x**2+5
|a| a, b, dx = (-2.0, 11.0, 0.02)
4
  | print 'Intervalo (x1,x2)
5
  while 1:
7
      try:
           x1, x2 = buscaraiz(f,a,b,dx)
8
9
      except Exception, e:
           print e; break
10
       if x1 != None:
11
12
           a = x2
           root = bisect(f, x1, x2, 0)
13
           if raiz != None: print '(%2.4f, %2.4f) %2.8f' %(x1, x2, raiz)
14
15
           print '\nHecho'
16
           break
17
```

3. Newton-Raphson

```
\mathbf{def} newtonRaphson (f, df, a, b, tol=1.0e-9):
2
       fa = (f(a))
       if fa = 0.0: return a
3
       fb = f(b)
4
       if f(b) = 0.0: return b
5
6
       if fa*fb > 0.0: print 'La raiz no esta en el intervalo'
7
      x = 0.5 * (a + b)
8
       for i in range (30):
9
10
           fx = f(x)
           if abs(fx) < tol: return x
11
12
           if fa*fx < 0.0:
13
                b = x
14
           else:
15
                a = x; fa = fx
16
           dfx = df(x)
17
18
           \mathbf{try}: dx = -fx/dfx
19
           except ZeroDivisionError: dx = b - a
20
21
           x = x + dx
22
           if(b - x)*(x - a) < 0.0:
23
                dx = 0.5*(b-a)
24
25
                x = a + dx
26
           if abs(dx) < tol*max(abs(b),1.0): return x
27
28
       print 'Son demasiadas iteraciones'
29
```