

# 第2章 非线性方程求根

计63 黄冰鉴 2016011296

## 第2题

### 解题思路

- 实现阻尼牛顿法的代码，指定不同的函数和初值，即可迭代计算出结果。因为 $\lambda$ 要求每次折半，所以我将初值设为了0.5，方便运算。

### 实验过程

- 我使用python实现了阻尼牛顿法，残差和误差设为了  $10^{-8}$ 。代码如下，
- 

```
def f(x):
    # return x*x*x-x-1
    return -pow(x, 3)+5*x

def f_fdev(x):
    # return (x*x*x-x-1)/(3*x*x-1)
    return (-pow(x, 3)+5*x)/(-3*x*x+5)

lda_0 = 0.5
x_prev = 0
y_prev = f(x_prev)
# x_next = 0.6
x_next = 1.2
y_next = f(x_next)
thres1 = 1e-8
thres2 = 1e-8

while abs(y_next) > thres1 or abs(x_next-x_prev) > thres2:
    y_prev = y_next
    x_prev = x_next
    s = f_fdev(x_prev)
    x_next = x_prev - s
    lda = lda_0
    while abs(f(x_next)) >= abs(f(x_prev)):
        x_next = x_prev - lda*s
        lda = lda/2
    y_next = f(x_next)
    print('final  $\lambda = %.8f$ '%(lda*2), 'approx x = ', x_next, 'approx f(x) = ',
          y_next)

print(x_next, f(x_next))
```

- 运行结果如下，每一行为一次迭代中 $\lambda$ 的取值与迭代得到的 $x$ 和 $y$ ，可以看到 $\lambda$ 大部分迭代周期为1，接近超线性的收敛速度。

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```
x^3-x-1=0
final  $\lambda$  = 0.03125000 approx x = 1.1406250000000009 approx f(x) =
-0.6566429138183569
final  $\lambda$  = 1.00000000 approx x = 1.3668136615928008 approx f(x) =
0.1866397182002275
final  $\lambda$  = 1.00000000 approx x = 1.3262798040083197 approx f(x) =
0.006670401469929255
final  $\lambda$  = 1.00000000 approx x = 1.324720225636056 approx f(x) =
9.673876883775634e-06
final  $\lambda$  = 1.00000000 approx x = 1.3247179572495411 approx f(x) =
2.0449419935175683e-11
final  $\lambda$  = 1.00000000 approx x = 1.324717957244746 approx f(x) =
2.220446049250313e-16
1.324717957244746 2.220446049250313e-16
```

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```
-x^3+5x = 0
final  $\lambda$  = 0.50000000 approx x = -1.9411764705882326 approx f(x) =
-2.3912070018318916
final  $\lambda$  = 1.00000000 approx x = -2.3204623232388473 approx f(x) =
0.892323097356627
final  $\lambda$  = 1.00000000 approx x = -2.240459436027981 approx f(x) =
0.04404403706650051
final  $\lambda$  = 1.00000000 approx x = -2.236080855200313 approx f(x) =
0.0001287781176912972
final  $\lambda$  = 1.00000000 approx x = -2.2360679776110337 approx f(x) =
1.112439917960728e-09
final  $\lambda$  = 1.00000000 approx x = -2.23606797749979 approx f(x) =
1.7763568394002505e-15
-2.23606797749979 1.7763568394002505e-15
```

## 第3题

### 解题思路

- 书2.6.3节中给出了详细的MATLAB代码，因此只需理解代码之后将其复现，并找到十个包含零点的区间进行迭代即可。

### 实验过程

- 我使用了MATLAB复现了算法，通过plot()观察贝塞尔函数大于零的零点的粗略位置，确定了十个包含零点的区间，经过十组迭代得到结果。
- 代码如下，

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```
xrange = -50:0.1:50;
```

```

plot(Xrange, bessell(Xrange))
%观察得
range = [0,4,7,10,13,16,19,23,26,29,32];
res = zeros(10, 1);
for i = 1:10
    x = range(i:i+1);
    res(i) = fzerotx(@bessell, x);
end
res

%同书2.6.3节
function b = fzerotx(F, ab, varargin)
a = ab(1);
b = ab(2);
fa = F(a, varargin{:});
fb = F(b, varargin{:});
if sign(fa) == sign(fb)
    error('Function change sign')
end
c = a;
fc = fa;
d = b-c;
e = d;

while fb ~= 0
    %调整abc的值使满足迭代条件
    if sign(fa) == sign(fb)
        a = c;
        fa = fc;
        d = b-c;
        e = d;
    end
    if abs(fa) < abs(fb)
        c = b;
        b = a;
        a = c;
        fc = fb;
        fb = fa;
        fa = fc;
    end

    m = 0.5*(a-b);
    tol = 2.0*eps*max(abs(b), 1.0);
    if (abs(m) <= tol) || (fb == 0)
        break
    end
    if ( abs(e) < tol) || (abs(fc) <= abs(fb))
        d = m;
        e = m;
    else
        s = fb/fc;
        if (a==c)
            p = 2.0*m*s;

```

```

        q = 1-s;
    else
        q = fc/fa;
        r = fb/fa;
        p = s*(2*m*q*(q-r)-(b-c)*(r-1));
        q = (q-1)*(r-1)*(s-1);
    end
    if p > 0
        q = -q;
    else
        p = -p;
    end
    if (2*p<3*m*q-abs(tol*q)) && (p<abs(0.5*e*q))
        e = d;
        d = p/q;
    else
        d = m;
        e = m;
    end
end

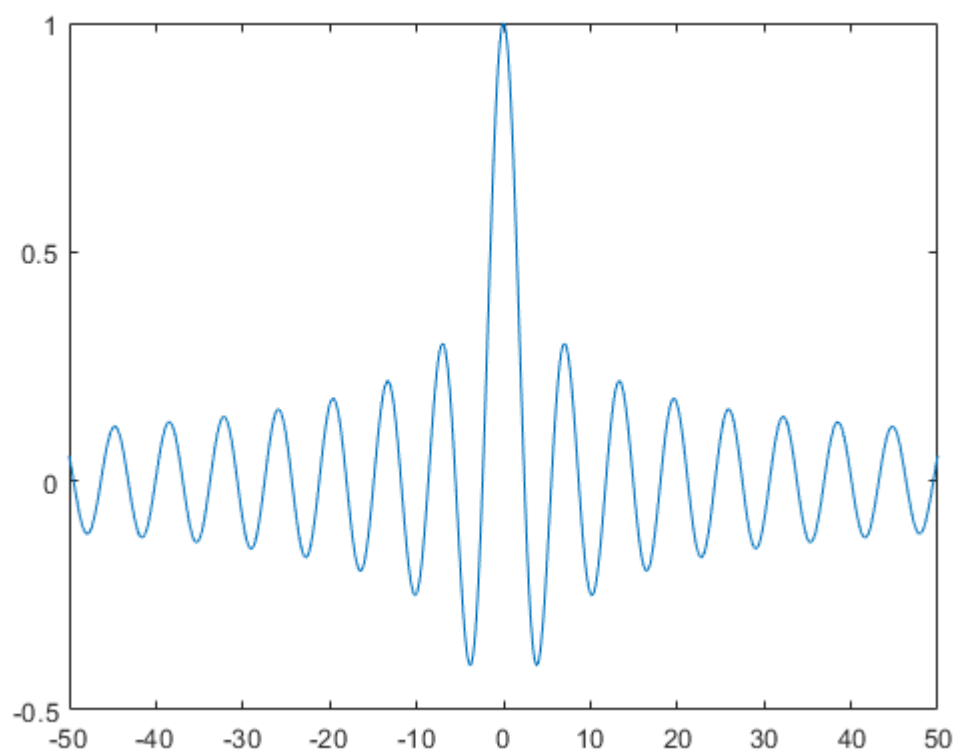
c = b;
fc = fb;
if abs(d) > tol
    b = b+d;
else
    b = b-sign(b-a)*tol;
end
fb = F(b, varargin{:});
end
end

function y = besse1(x)
    y = besse1j(0, x);
end

```

- 贝塞尔函数的曲线如图所示:

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- 得到的前十个正零点如下，
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```
res =  
    2.4048  
    5.5201  
    8.6537  
   11.7915  
   14.9309  
   18.0711  
   21.2116  
   24.3525  
   27.4935  
   30.6346
```

## 实验结果分析

第2题通过实际例子说明了阻尼牛顿法对牛顿法的改进，以及它在实际使用过程中接近超线性的收敛速度。

第3题则是对bessel函数进行了求根。