

數值分析程式作業  
(Programming of Numerical Analysis)  
HW02

Part1：設計二分法(Bisection Method)程式。完成 Bisection.m

Part2：計算絕對誤差(Absolute error)、相對誤差(Relative error)。完成 ComputeError.m

Part3：計算  $f(x) = \sqrt{x} - \cos x = 0$  在  $[0,1]$  區間的根。修改 fun.m

繳交檔案說明：

1. 虛擬碼參考課本 P.49

**Bisection**

To find a solution to  $f(x) = 0$  given the continuous function  $f$  on the interval  $[a, b]$ , where  $f(a)$  and  $f(b)$  have opposite signs:

**INPUT** endpoints  $a, b$ ; tolerance  $TOL$ ; maximum number of iterations  $N_0$ .

**OUTPUT** approximate solution  $p$  or message of failure.

**Step 1** Set  $i = 1$ ;  
           $FA = f(a)$ .

**Step 2** While  $i \leq N_0$  do Steps 3–6.

**Step 3** Set  $p = a + (b - a)/2$ ; (Compute  $p_i$ .)  
           $FP = f(p)$ .

**Step 4** If  $FP = 0$  or  $(b - a)/2 < TOL$  then  
          **OUTPUT** ( $p$ ); (Procedure completed successfully.)  
          **STOP**.

**Step 5** Set  $i = i + 1$ .

**Step 6** If  $FA \cdot FP > 0$  then set  $a = p$ ; (Compute  $a_i, b_i$ .)  
           $FA = FP$   
          else set  $b = p$ . ( $FA$  is unchanged.)

**Step 7** **OUTPUT** ('Method failed after  $N_0$  iterations,  $N_0 =', N_0$ );  
          (The procedure was unsuccessful.)  
          **STOP**. ■

2. 程式包含以下檔案，完全不用改檔名，請依據說明完成部分程式即可

HW02.m

Bisection.m

f.m

ComputeError.m

fun.m

3. 此次作業，需完成 Bisection.m、ComputeError.m、fun.m 三個檔案

4. 繳交作業上傳程式碼無須更改檔名，書面檔案名稱請設定為 HW02