# Lab 09 MATH 3180: Numerical Analysis

Jackson Cole

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## CSCI/MATH 3180 Lab Assignment #9

- 1. Create a C++ console application project in Visual Studio 2015 and name your project YourLastName9.
- 2. Write a program that implements 1) the Bisection Method and 2) Secant Method for approximating a zero of a function,  $f(x) = x^3 2x^2 5x + 6$ .
- 3. Write a separate function for each of the following.
  - Evaluating f(x)
  - Bisection Method
  - Secant Method
- 4. Use the following parameters for both methods.

```
double x0: starting approximation 0 double x1: starting approximation 1 int maxIterations: maximum number of approximations generated double xTolerance: max distance between last 2 approximations double yTolerance: max distance from f(last approximation) to 0
```

Function should iterate until both stopping criteria are met or it exceeds the maximum number of iterations.

5. Test your program using the following function calls.

```
secant(0, 4, 20, 0.001, 0.00001);
secant(0, 2, 20, 0.001, 0.00001);
secant(2, 4, 20, 0.001, 0.00001);
secant(0, 3, 20, 0.001, 0.00001);
secant(1, 2, 20, 0.001, 0.00001);
secant(2, 30, 20, 0.001, 0.00001);
secant(10, 30, 20, 0.001, 0.00001);
bisection(10, 30, 20, 0.001, 0.00001);
bisection(10, 30, 20, 0.001, 0.00001);
```

### Make sure your program produces the results similar to the screen as shown below.

- 6. Analyze your output and write a short report (YourLastNameReport9.pdf) including the following
  - Output of the program
  - Comparison of the two methods along with the advantages and disadvantages based on your experiment.
  - Your conclusion and/or your recommendation
- 7. Submission
  - Delete the following from your project folder.
    - Debug sub-folder
    - > Debug sub-sub-folder under your project folder(second level down)
    - > ipch sub-folder
    - > *sdf* file.
  - Save the following in a compressed (zipped) folder and submit it to D2L.
    - main project folder (YourLastName9)
    - report (YourLastNameReport9.pdf) on the experiment
  - Submit the compressed folder to D2L.

#### NOTE: PROGRAMS MUST BE INDEPENDENT WORK.

```
- - X
C:\Windows\system32\cmd.exe
Interval: [0.000000, 4.000000]
Secant Method
             on Approx. root x_tolerance
1 -2.000000 6.000000
Exact root found at -2.000000
Number of iterations: 1
Iteration
                                                                               y_tolerance
0.000000
Bisection Method
             found no root on the interval
Interval: [0.000000, 2.000000]
Secant Method
                                                                               y_tolerance
1.152000
0.754961
0.027070
0.000483
Iteration
                          Approx. root
1.200000
0.876404
                                                     x_tolerance
                                                     0.800000
0.323596
0.128111
0.004435
             2
3
                          1.004515
1.000081
                          1.000000
             5
                                                     0.000081
                                                                               0.000000
             Approximated root: 1.000000
             Number of iterations: 5
x_tolorence: 0.000081
y_tolorence 0.000000
Bisection Method
                          Approx. root
1.000000
                                                     x_tolerance
1.000000
                                                                               y_tolerance
0.000000
Iteration
             Exact root found at 1.000000
Number of iterations: 1
Interval: [2.000000, 4.000000]
Secant Method
                          Approx. root
2.363636
2.648045
3.351133
2.914509
2.981764
3.001158
2.999985
3.00000
                                                     x_tolerance
1.636364
0.284408
0.703089
                                                                               y_tolerance
3.786627
2.696043
Iteration
             1
2
3
                                                                                4.417689
                                                     0.436624
0.067255
                                                                               0.804372
0.180039
             4567
                                                    0.019394
0.001173
0.000015
                                                                               0.011591
                                                                               0.000149
0.000000
             Approximated root: 3.000000
             Number of iterations: 8
x_tolorence: 0.000015
y_tolorence 0.000000
Bisection Method
                          Approx. root 3.000000
Iteration
                                                     x_tolerance
                                                                                y_tolerance
                                                                               ō.000000
                                                     1.000000
             Exact root found at 3.000000 Number of iterations: 1
Interval: [0.000000, 3.000000]
Secant Method
             Exact root found at 3.000000
Number of iterations: 0
Bisection Method
             Exact root found at 3.000000 Number of iterations: 0
Interval: [1.000000, 2.000000]
Secant Method
             Exact root found at 1.000000 Number of iterations: 0
Bisection Method
             Exact root found at 1.000000
Number of iterations: 0
```

0.000017

0.000000

- - X

Bisection Method found no root on the interval

3.000000

Approximated root: 3.000000 Number of iterations: 12 x\_tolorence: 0.000017 y\_tolorence 0.000000

12

## LAB #9 EVALUATION RUBRIC

1	Solve the assigned problem using methods described in program description.	/3		
	Compilation/Execution			
	✓ Compile without errors.			
2	✓ Execute without crashing.	/3		
	<ul><li>✓ Work for all data and produce correct answers.</li><li>✓ The program output well formatted and properly labeled.</li></ul>			
	Main Comment Block includes the following.			
3	file name due date author course #	/0.5		
	program description input output			
	Documentation, indentation, and white space usage			
	✓ Meaning variable names are used and they are briefly described.	/0.5		
4	✓ Each section of statements in the program is well documented.			
	✓ Proper INDENTATION is used to make the program easier to read.			
	✓ WHITE SPACES are used in appropriate places for readability.			
	Contents of zipped folder			
	✓ Zip folder contains the project folder and the report.			
	✓ The project folder does NOT contain the following.			
5	❖ Debug sub-folder			
	❖ Debug sub-sub-folder			
	❖ ipch sub-folder			
	❖ .sdf file			
	Contents of report			
6	✓ Output of the program	/3		
	✓ Conclusion			
	TOTAL	/10		

## 1 Program Output

Interval: [0.000000, 4.000000]

Secant Method

\_\_\_\_\_\_

Iteration	Approximate Root	x_error	y_error	
1	-2.000000	6.00000	0.00000	

Exact root found at -2.000000

Number of iterations: 1

Interval: [0.000000, 4.000000]

Bisection Method

Found no root on the interval

Interval: [0.000000, 2.000000]

Secant Method

 Iteration
 Approximate Root
 x\_error
 y\_error

 1
 1.200000
 0.800000
 1.152000

2 0.876404 0.323596 0.754961 3 1.004515 0.027070 0.128111 4 0.004435 0.000483 1.000081 5 1.000000 0.000081 0.000000

Approximated root: 1.000000

Number of iterations: 5

x\_error: 0.000081
y\_error: 0.000000

Interval: [0.000000, 2.000000]

Bisection Method

\_\_\_\_\_\_

 Iteration
 Approximate Root
 x\_error
 y\_error

 1
 1.000000
 2.000000
 0.000000

Exact root found at 1.000000

Number of iterations: 1

Interval: [2.000000, 4.000000]

Secant Method

-----

Iteration	Approximate Root	x_error	y_error	
1	2.363636	1.636364	3.786627	
2	2.648045	0.284408	2.696043	
3	3.351133	0.703089	4.417689	
4	2.914509	0.436624	0.804372	
5	2.981764	0.067255	0.180039	
6	3.001158	0.019394	0.011591	
7	2.999985	0.001173	0.000149	

8 3.000000 0.000015 0.000000

Approximated root: 3.000000 Number of iterations: 8 x\_error: 0.000015 y\_error: 0.000000

Interval: [2.000000, 4.000000]

Bisection Method

\_\_\_\_\_

 Iteration
 Approximate Root
 x\_error
 y\_error

 1
 3.000000
 2.000000
 0.000000

Exact root found at 3.000000 Number of iterations: 1

Interval: [0.000000, 3.000000]

Secant Method

Exact root found at 3.000000 Number of iterations: 0

Interval: [0.000000, 3.000000]

Bisection Method

Exact root found at 3.000000 Number of iterations: 0

Interval: [1.000000, 2.000000]

Secant Method

Exact root found at 1.000000 Number of iterations: 0

Interval: [1.000000, 2.000000]

Bisection Method

Exact root found at 1.000000 Number of iterations: 0

Interval: [2.000000, 30.000000]

Secant Method

\_\_\_\_\_

Iteration	Approximate Root	x_error	y_error	
1	2.004469	27.995531	4.004389	
2	2.008943	0.004473	4.008622	
3	-2.227552	4.236495	3.839298	
4	-98.286744	96.059192	968301.003974	
5	-2.227171	96.059573	3.832140	
6	-2.226791	0.000380	3.824998	
7	-2.023185	0.203606	0.352080	
8	-2.002543	0.020641	0.038199	

9 -2.000031 0.002512 0.000467 10 -2.000000 0.000031 0.000001

Approximated root: -2.000000 Number of iterations: 10

x\_error: 0.000031
y\_error: 0.000001

Interval: [2.000000, 30.000000]

Bisection Method

Exceeded maximum number of iterations.

Approximated root: 2.999996

was found at 20 x\_error: 0.000053 y\_error: 0.000229

Interval: [10.000000, 30.000000]

Secant Method

\_\_\_\_\_\_

Iteration	Approximate Root	x_error	y_error	
1	9.377778	20.622222	607.932927	
2	8.864979	0.512798	501.179151	
3	6.457535	2.407445	159.590418	
4	5.332775	1.124759	74.115223	
5	4.357501	0.975275	28.976272	
6	3.731438	0.626063	11.450703	
7	3.322386	0.409052	3.984897	
8	3.104054	0.218333	1.117452	
9	3.018969	0.085085	0.192212	
10	3.001293	0.017676	0.012940	
11	3.000017	0.001276	0.000170	

12 3.000000 0.000017 0.000000

Approximated root: 3.000000 Number of iterations: 12

x\_error: 0.000017
y\_error: 0.000000

Interval: [10.000000, 30.000000]

Bisection Method

Found no root on the interval

## 2 Comparison of the two methods

Based on this experiment, the better method for general purpose computation of the zeros of some function is the secant method. Bisection has the advantage that *if* the function being examined is continuous over some interval and its values change sign over that interval, then it will always be able to find the zero on that interval. However, it fails not only if the interval given does not contain a root, but also when the function values do not change sign when evaluated at the ends. This is in contrast to the secant method, which evidently has very little trouble working towards the nearest root outside of the interval initially guessed. According to the text, it is also much slower, which we can see in this experiment on the interval [2,30], where it is clear that the convergence on the root is slower in comparison to the secant method.

## 3 Conclusion

Based on this experiment, it seems as though the secant method must naturally be a better general purpose root-finding method. It can be applied more generally, can be interpreted geometrically and analytically from Newton's method, and has a faster convergence than bisection. If an interval is known to have a within it, bisection is perfectly valid, but if the problem at hand suggest that a root may exist in a certain region of the function, the secant method seems more appropriate.