

L21: Root Finding and Systems of Equations

Applications

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Version: release

Announcements

Lab 08 is due on March 17 at 12 pm (noon)

Today:

- ▶ Applications of the following techniques to physical problems:
 - ▶ Root finding (Chapter 16)
 - ▶ Settling velocity of a particle
 - ▶ Black body radiation
 - ▶ Systems of linear algebraic equations (Chapter 12)
 - ▶ Electric circuit

Next week:

- ▶ Least-square regression (chapter 13)

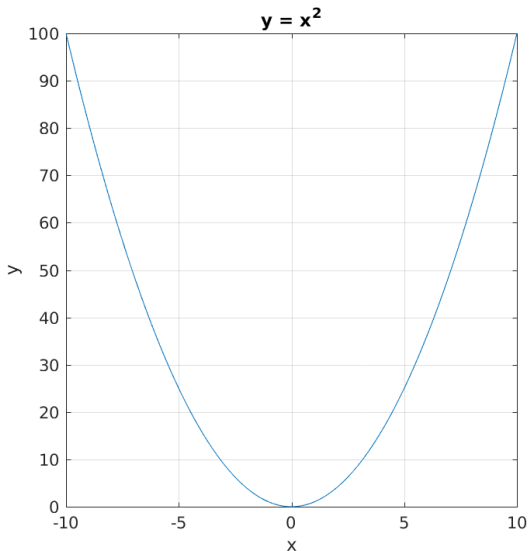
Root finding: practice question

Assume that we are trying to find roots of a continuous real-valued function f defined over \mathbb{R} . Which of the following statements are true?

- (A) One needs to calculate f' to use the bisection method
 - (B) Both bisection and Newton-Raphson are iterative methods
 - (C) The Newton-Raphson method finds all the roots of f at once
 - (D) The bisection method finds all the roots of f at once
 - (E) Sometimes, the Newton-Raphson method does not converge
 - (F) The bisection method relies on f changing sign around a root
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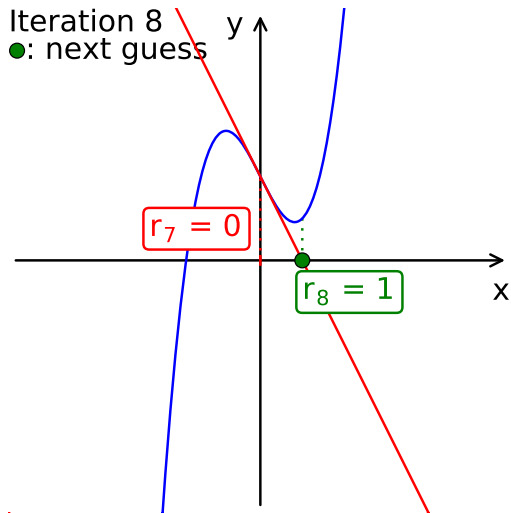
Example of a case where the bisection method fails

This function never changes sign!



Example of a case where the Newton-Raphson method fails

In the example below, the Newton-Raphson method never finds a root



Function:

$$f : x \mapsto x^3 - 2x + 2$$

Initial guess:

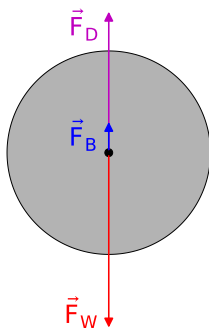
$$r_0 = 1$$

i	r_i	r_{i+1}
0	1	0
1	0	1
2	1	0
3	0	1
4	1	0
5	0	1
6	1	0
7	0	1
...

Application of root finding: particle gravitational settling

Particle gravitational settling: particle “falling” due to gravity

External forces acting on the particle:



- **Weight:** vertical downward, magnitude:

$$F_W = \frac{\pi}{6} d^3 \rho_p g$$

- **Buoyancy:** vertical upward, magnitude:

$$F_B = \frac{\pi}{6} d^3 \rho_f g$$

- **Drag:** vertical upward, magnitude:

$$F_D = \frac{\pi}{4} d^2 \left(\frac{1}{2} \rho_f v^2 \right) C_D$$

d : particle diameter; ρ_p : density of particle; ρ_f : density of fluid

v : velocity of particle (settling velocity); C_D : drag coefficient; g : acceleration of gravity

Reference: Nazaroff & Alvarez-Cohen (2001), *Environmental Engineering Science*, John Wiley & Sons, Inc.

Application of root finding: particle gravitational settling

Assume steady-state (velocity v constant), so $F_W = F_B + F_D$:

$$4d(\rho_p - \rho_f)g/3 - \rho_f v^2 C_D = 0$$

Drag coefficient:

$$C_D = \begin{cases} 24/R_e & \text{if } R_e \leq 0.3 \\ (24/R_e) \times (1 + 0.14R_e^{0.7}) & \text{if } 0.3 < R_e < 1000 \\ 0.445 & \text{if } R_e \geq 1000 \end{cases}$$

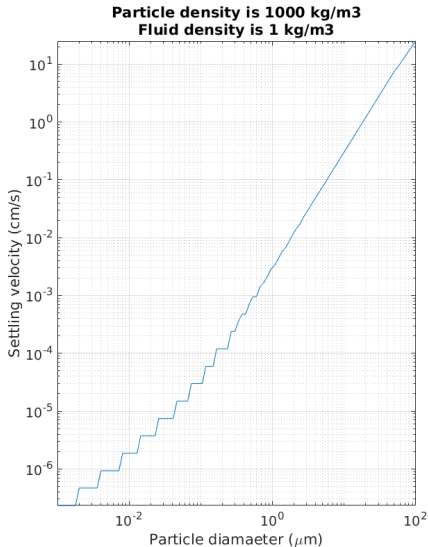
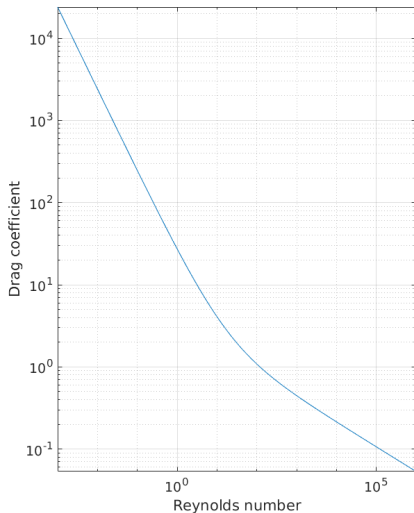
R_e : Reynolds number \rightarrow measures importance of inertia versus viscosity

$$R_e = \frac{\rho_f dv}{\mu} \quad (\mu: \text{viscosity of fluid})$$

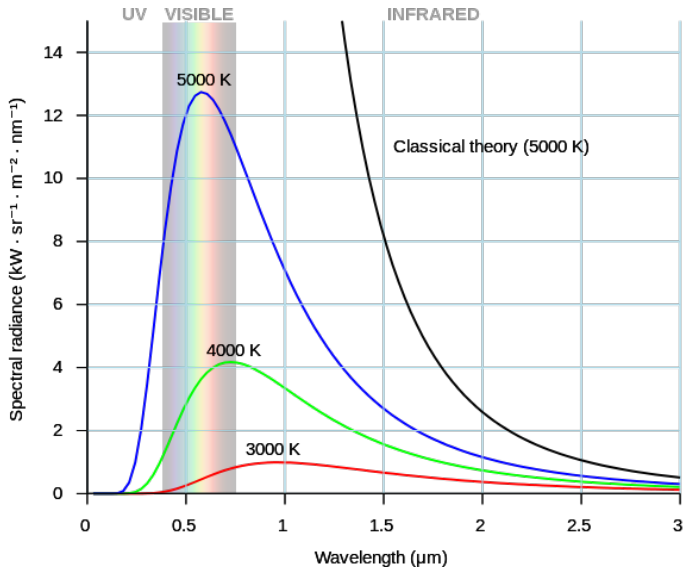
Objective: write a function that calculates the settling velocity v

Application of root finding: particle gravitational settling

Solution: see function `my_settling_velocity.m`



Application of root finding: black body radiation



Application of root finding: black body radiation

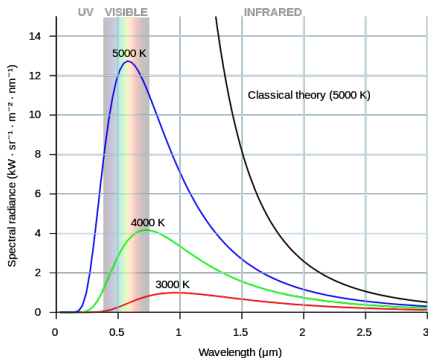
Black body: a physical body that absorbs all incoming radiation (it is an idealization)

- ▶ A black body emits radiation at different wavelengths
- ▶ The emission spectrum (radiated energy as a function of wavelength λ) depends on the body's temperature T according to Planck's law:

$$E(\lambda) = \frac{2hc^2}{\lambda^5} \frac{1}{\exp[hc/(\lambda k_B T)] - 1}$$

The sun is almost a black body at $T \approx 6000$ K; it emits mostly in the visible

Temperature of Earth: ≈ 273 K, it emits in the infrared that we cannot see



E : spectral radiance per unit wavelength; λ : wavelength; T : temperature;
 h : Planck constant; c : speed of light in vacuum; k_B : Boltzmann constant

Image (worldwide public domain) retrieved from https://en.wikipedia.org/wiki/File:Black_body.svg on March 10th 2017

Application of root finding: black body radiation

Objective: for a given temperature T , find the wavelength λ such that the energy emitted by a black body at that temperature is maximum

Method:

1. Determine the derivative $E'(\lambda)$ of $E(\lambda)$
2. Find λ_{\max} such that $E'(\lambda_{\max}) = 0$
If E has a maximum at $\lambda = \lambda_{\max}$, then $E'(\lambda_{\max}) = 0$

Important: $E'(\lambda_{\max}) = 0$ does not imply that E has a maximum at $\lambda = \lambda_{\max}$!

3. Use the bisection or Newton-Raphson method to solve $E'(\lambda_{\max}) = 0$ for λ_{\max}
4. Ideally (not done here), verify that E has indeed a maximum at $\lambda = \lambda_{\max}$

Application of root finding: black body radiation

$$E(\lambda) = \frac{2hc^2}{\lambda^5} \frac{1}{\exp[hc/(\lambda k_B T)] - 1}$$

$$E'(\lambda) = -\frac{10hc^2}{\lambda^6} \frac{1}{\exp[hc/(\lambda k_B T)] - 1} + \frac{2hc^3}{\lambda^7 k_B T} \left(\frac{\exp[hc/(\lambda k_B T)]}{(\exp[hc/(\lambda k_B T)] - 1)^2} \right)$$

Application of root finding: black body radiation

Solution: see `my_black_body_wavelength.m`

Note that, according to Wien's wavelength displacement law:

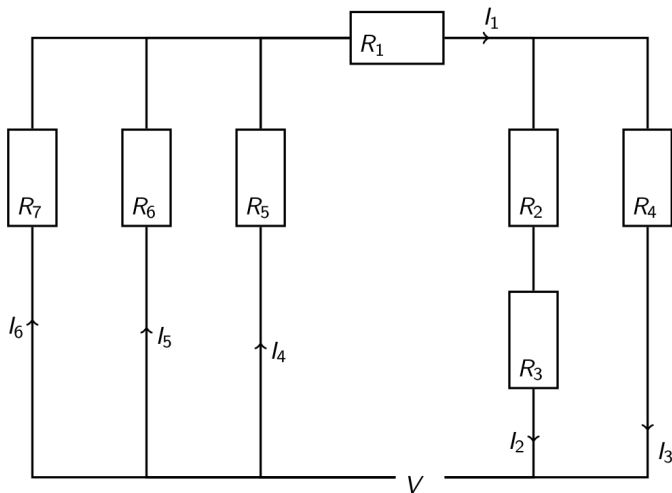
$$\lambda_{\max} = \frac{b}{T} \quad \text{with} \quad b = 0.0028977729 \text{ m K}^{\star}$$

```
>> temp = 300;
>> low = 1e-9;
>> high = 1e-5;
>> tol = 1e-3;
>> lambda_max = my_black_body_wavelength(temp, low, high, tol)
lambda_max =
    9.6592e-06

>> % Compare our result to the result given by Wien's law
>> 0.0028977729 / temp
ans =
    9.6592e-06
```

* The Wien wavelength displacement law constant was retrieved from <http://physics.nist.gov> on March 13th 2017

Application of systems of equations: electric circuit



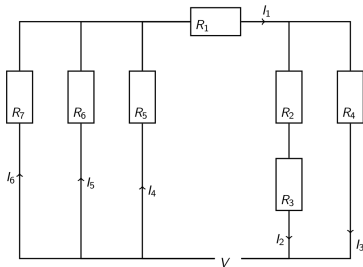
Objective: Knowing the value of V (constant voltage) and the values of the resistances R_1 through R_7 , what are the values of the currents I_1 through I_6 ?

Method:

1. Write a system of 6 equations and six unknowns
2. Write the system in matrix form
3. Use Matlab to solve this system

Application of systems of equations: electric circuit

Step 1: Write a system of 6 equations and six unknowns



$$I_1 = I_2 + I_3$$

$$I_1 = I_4 + I_5 + I_6$$

$$R_4 I_3 = (R_2 + R_3) I_2$$

$$R_5 I_4 + R_1 I_1 + (R_2 + R_3) I_2 = V$$

$$R_6 I_5 = R_5 I_4$$

$$R_7 I_6 = R_6 I_5$$

Step 2: Write the system in matrix form (tip: write unknowns first)

$$\begin{bmatrix} 1 & -1 & -1 & 0 & 0 & 0 \\ 1 & 0 & 0 & -1 & -1 & -1 \\ 0 & -(R_2 + R_3) & R_4 & 0 & 0 & 0 \\ R_1 & (R_2 + R_3) & 0 & R_5 & 0 & 0 \\ 0 & 0 & 0 & -R_5 & R_6 & 0 \\ 0 & 0 & 0 & 0 & -R_6 & R_7 \end{bmatrix} \begin{bmatrix} I_1 \\ I_2 \\ I_3 \\ I_4 \\ I_5 \\ I_6 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ V \\ 0 \\ 0 \end{bmatrix}$$

Step 3: Solve the system using Matlab (see my_circuit.m)