

Root finding – Part 2

Introduction to Numerical Problem Solving, Spring 2017

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Polynomials (numpy.polynomial)



Polynomial Module (numpy.polynomial.polynomial)

New in version 1.4.0.

This module provides a number of objects (mostly functions) useful for dealing with Polynomial series, including a [Polynomial](#) class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its “parent” sub-package, `numpy.polynomial`).

Polynomial Class

`Polynomial(coef[, domain, window])` A power series class.

Basics

<code>polyval(x, c[, tensor])</code>	Evaluate a polynomial at points x.
<code>polyval2d(x, y, c)</code>	Evaluate a 2-D polynomial at points (x, y).
<code>polyval3d(x, y, z, c)</code>	Evaluate a 3-D polynomial at points (x, y, z).
<code>polygrid2d(x, y, c)</code>	Evaluate a 2-D polynomial on the Cartesian product of x and y.
<code>polygrid3d(x, y, z, c)</code>	Evaluate a 3-D polynomial on the Cartesian product of x, y and z.
<code>polyroots(c)</code>	Compute the roots of a polynomial.
<code>polyfromroots(roots)</code>	Generate a monic polynomial with given roots.
<code>polyvalfromroots(x, r[, tensor])</code>	Evaluate a polynomial specified by its roots at points x.

Fitting

<code>polyfit(x, y, deg[, rcond, full, w])</code>	Least-squares fit of a polynomial to data.
<code>polyvander(x, deg)</code>	Vandermonde matrix of given degree.
<code>polyvander2d(x, y, deg)</code>	Pseudo-Vandermonde matrix of given degrees.
<code>polyvander3d(x, y, z, deg)</code>	Pseudo-Vandermonde matrix of given degrees.

Polyval

Evaluate a polynomial at points x.

If c is of length $n + 1$, this function returns the value

$$p(x) = c_0 + c_1 * x + \dots + c_n * x^n$$

Examples

```
>>> from numpy.polynomial.polynomial import polyval
>>> polyval(1, [1,2,3])
6.0
>>> a = np.arange(4).reshape(2,2)
>>> a
array([[0, 1],
       [2, 3]])
>>> polyval(a, [1,2,3])
array([[ 1.,  6.],
       [17., 34.]])
```

How to evaluate ?

$$p(x) = 1 + 2x + 3x^3$$

```
In [55]: x0 = 1.0  
         c = [1, 2, 3]  
         polyval(x0, c)
```

Out[55]: 6.0

```
In [56]: def f(x):  
         return 1 + 2*x + 3*x**3  
         f(x0)
```

Out[56]: 6.0

```
In [57]: def f(x, c):  
         return c[0] + c[1]*x + c[2]*x**2  
         f(x0, c)
```

Out[57]: 6.0

Finding the roots of polynomial

Find the roots of polynomial $f(x) = -6 + 11x - 6x^2 + x^3$

```
In [63]: polyroots([-6, 11., -6, 1.])
```

```
Out[63]: array([ 1.,  2.,  3.])
```

$$f(x) = (x - 1)(x - 2)(x - 3)$$

Convert back to polynomial coefficients

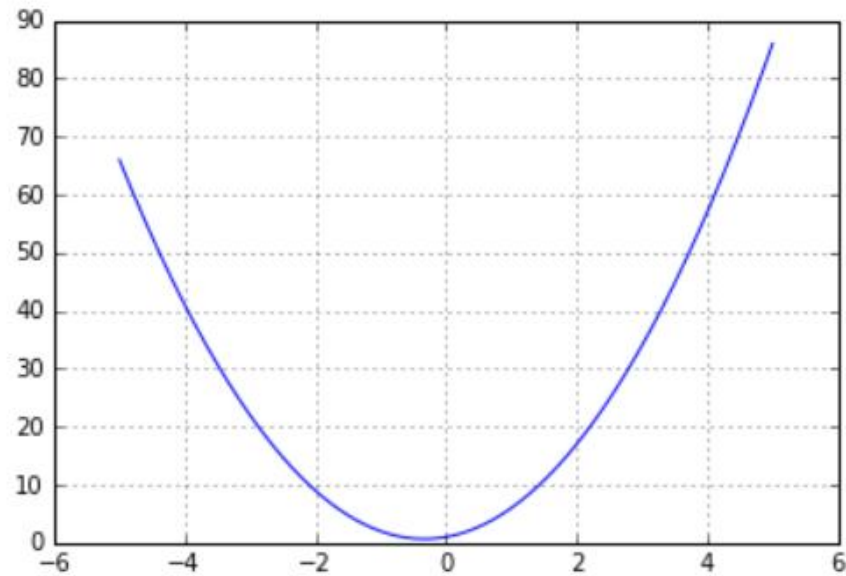
```
In [64]: polyfromroots([1., 2., 3.])
```

```
Out[64]: array([-6.,  11., -6.,  1.])
```

What if the polynomial is always positive?

Draw a polynomial function $f(x) = 1 + 2x + 3x^2$ and check if it has any real roots.

```
In [65]: x = linspace(-5, 5, 1000)
y = polyval(x, [1, 2, 3])
plot(x, y)
grid()
```

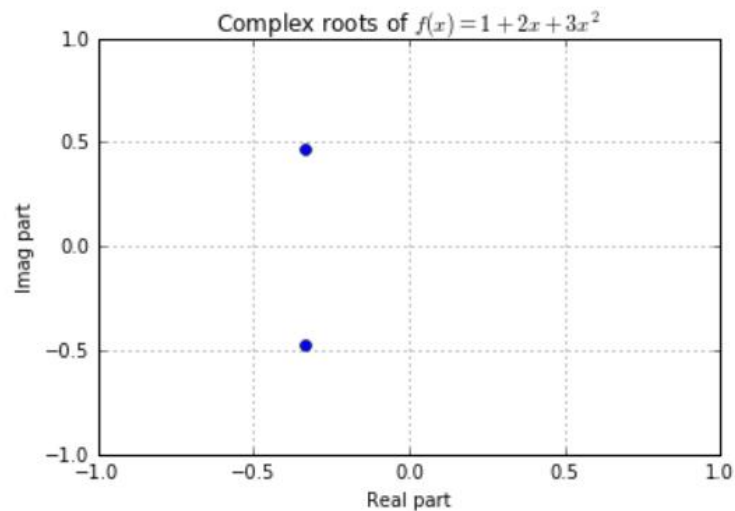


Complex valued roots

```
In [67]: r = polyroots([1., 2., 3.])  
r
```

```
Out[67]: array([-0.33333333-0.47140452j, -0.33333333+0.47140452j])
```

```
In [77]: plot(real(r), imag(r), 'o')  
xlim((-1, 1))  
ylim((-1, 1))  
xlabel('Real part')  
ylabel('Imag part')  
title('Complex roots of  $f(x) = 1 + 2x + 3x^2$ ');  
grid()
```

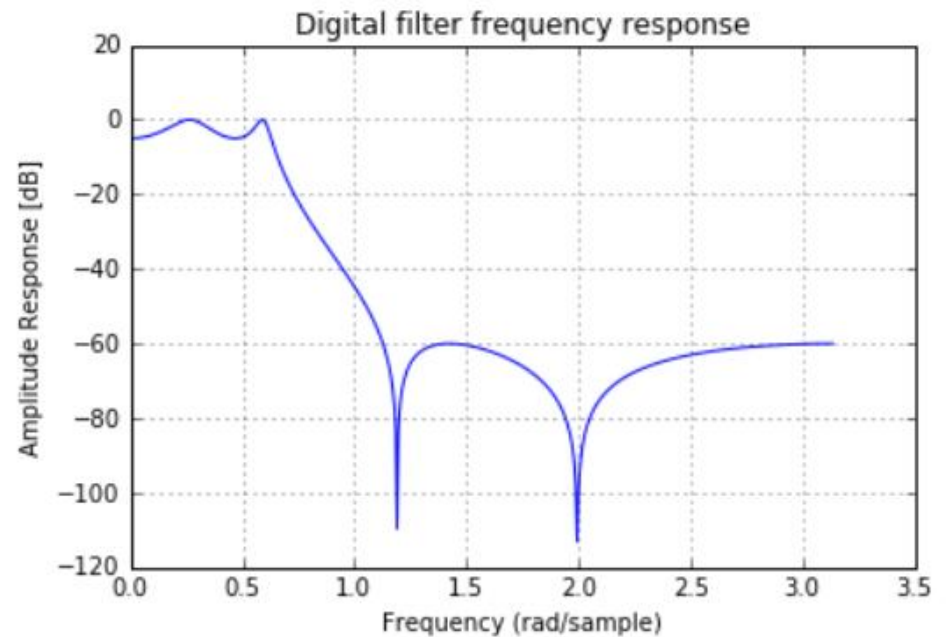
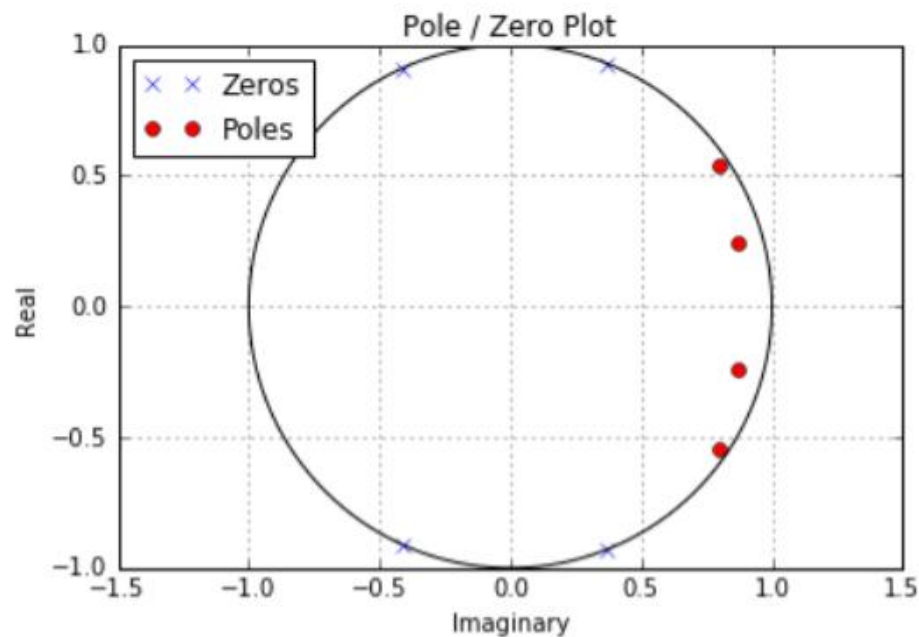


Application: pole-zero analysis

Continuous-time systems [\[edit \]](#)

In general, a [rational](#) transfer function for a continuous-time [LTI system](#) has the form:

$$H(s) = \frac{B(s)}{A(s)} = \frac{\sum_{m=0}^M b_m s^m}{s^N + \sum_{n=0}^{N-1} a_n s^n} = \frac{b_0 + b_1 s + b_2 s^2 + \dots + b_M s^M}{a_0 + a_1 s + a_2 s^2 + \dots + a_{(N-1)} s^{(N-1)} + s^N}$$



Polynomial calculus and algebra

Calculus

`polyder(c[, m, scl, axis])` Differentiate a polynomial.

`polyint(c[, m, k, lbnd, scl, axis])` Integrate a polynomial.

Algebra

`polyadd(c1, c2)` Add one polynomial to another.

`polysub(c1, c2)` Subtract one polynomial from another.

`polymul(c1, c2)` Multiply one polynomial by another.

`polymulx(c)` Multiply a polynomial by x.

`polydiv(c1, c2)` Divide one polynomial by another.

`polypow(c, pow[, maxpower])` Raise a polynomial to a power.

Roots of nonlinear equation
systems

Root finding

(scipy.optimize)

Scalar functions

- `brentq`(f, a, b[, args, xtol, rtol, maxiter, ...]) Find a root of a function in a bracketing interval using Brent's method.
- `brenth`(f, a, b[, args, xtol, rtol, maxiter, ...]) Find root of f in [a,b].
- `ridder`(f, a, b[, args, xtol, rtol, maxiter, ...]) Find a root of a function in an interval.
- `bisect`(f, a, b[, args, xtol, rtol, maxiter, ...]) Find root of a function within an interval.
- `newton`(func, x0[, fprime, args, tol, ...]) Find a zero using the Newton-Raphson or secant method.

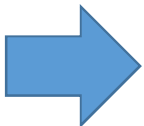
Fixed point finding:

- `fixed_point`(func, x0[, args, xtol, maxiter, ...]) Find a fixed point of the function.

Multidimensional

General nonlinear solvers:

- `root`(fun, x0[, args, method, jac, tol, ...]) Find a root of a vector function.
- `fsolve`(func, x0[, args, fprime, ...]) Find the roots of a function.
- `broyden1`(F, xin[, iter, alpha, ...]) Find a root of a function, using Broyden's first Jacobian approximation.
- `broyden2`(F, xin[, iter, alpha, ...]) Find a root of a function, using Broyden's second Jacobian approximation.



scipy.optimize.root

scipy.optimize.root(*fun, x0, args=(), method='hybr', jac=None, tol=None, callback=None, options=None*)

Find a root of a vector function.

Parameters: **fun** : *callable*

A vector function to find a root of.

x0 : *ndarray*

Initial guess.

args : *tuple, optional*

Extra arguments passed to the objective function and its Jacobian.

method : *str, optional*

Type of solver. Should be one of

- 'hybr' ([see here](#))
- 'lm' ([see here](#))
- 'broyden1' ([see here](#))
- 'broyden2' ([see here](#))
- 'anderson' ([see here](#))
- 'linearmixing' ([see here](#))
- 'diagbroyden' ([see here](#))
- 'excitingmixing' ([see here](#))
- 'krylov' ([see here](#))
- 'df-sane' ([see here](#))

scipy.optimize.fsolve¶

scipy.optimize.fsolve(*func*, *x0*, *args*=(), *fprime*=None, *full_output*=0, *col_deriv*=0, *xtol*=1.49012e-08, *maxfev*=0, *band*=None, *epsfcn*=None, *factor*=100, *diag*=None) [\[source\]](#)

Find the roots of a function.

Return the roots of the (non-linear) equations defined by `func(x) = 0` given a starting estimate.

Parameters: **func** : callable *f(x, *args)*

A function that takes at least one (possibly vector) argument.

x0 : ndarray

The starting estimate for the roots of `func(x) = 0`.

args : tuple, optional

Any extra arguments to *func*.

fprime : callable(x), optional

A function to compute the Jacobian of *func* with derivatives across the rows. By default, the Jacobian will be estimated.

full_output : bool, optional

If True, return optional outputs.

Example

Problem

Determine the points of intersection between the circle $x^2 + y^2 = 3$ and the hyperbola $xy = 1$.

Solution

First we reformulate the equations so that we have zeros on the right sides:

$$\begin{aligned}x^2 + y^2 - 3 &= 0 \\ xy &= 1\end{aligned}$$

Next we rename the variables $x_0 = x$ and $x_1 = y$, and write a vector function

```
In [79]: def f(x):  
         f1 = x[0]**2 + x[1]**2 - 3  
         f2 = x[0]*x[1] - 1  
         return [f1, f2]
```


Example (continued)

Now we can apply `root` function from `scipy.optimize` module and using initial guess $x = x[0] = 0.5$ and $y = x[1] = 1.5$.

```
In [82]: from scipy.optimize import root
x0 = [0.5, 1.5]
r = root(f, x0)
r
```

```
Out[82]: fjac: array([[ -0.58381252, -0.8118885 ],
 [ 0.8118885 , -0.58381252]])
fun: array([ 0.00000000e+00, -2.22044605e-16])
message: 'The solution converged.'
nfev: 8
qtf: array([ -9.20708768e-10,  4.83706707e-10])
r: array([-1.9231426 , -2.50318187,  2.32543004])
status: 1
success: True
x: array([ 0.61803399,  1.61803399])
```

```
In [83]: # Get the solution
r.x
```

```
Out[83]: array([ 0.61803399,  1.61803399])
```

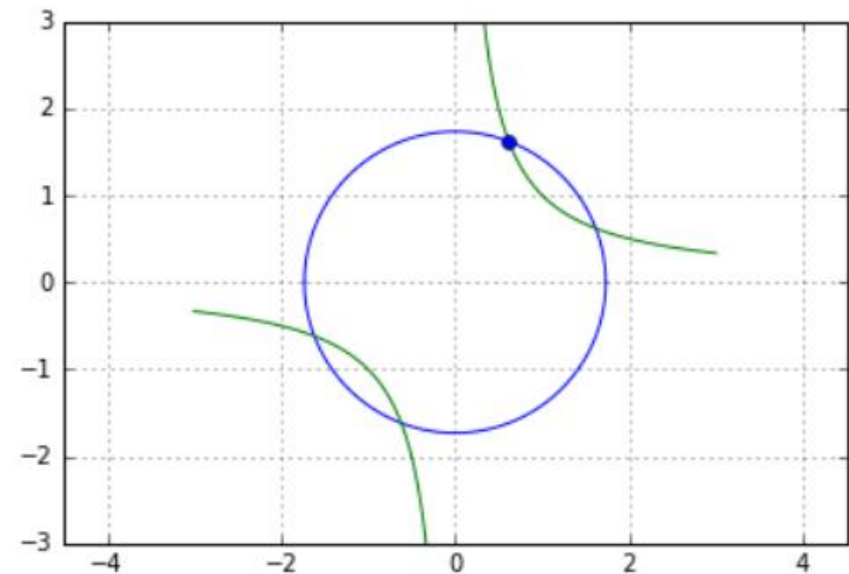
Example: Graphical presentation

```
In [83]: # Get the solution  
r.x
```

```
Out[83]: array([ 0.61803399,  1.61803399])
```

```
In [98]: x = linspace(-sqrt(3), sqrt(3), 1000)  
y1 = sqrt(3 - x**2)  
y2 = -y1  
plot(x, y1, 'b')  
plot(x, y2, 'b')  
x = linspace(-3, -0.1, 500)  
y3 = 1/x  
plot(x, y3, 'g')  
x = linspace(0.1, 3, 500)  
y3 = 1/x  
plot(x, y3, 'g')  
  
axis('equal')  
ylim((-3, 3))  
grid()  
  
plot(r.x[0], r.x[1], 'o')
```

[<matplotlib.lines.Line2D at 0x1c4a58d0>]



Which values converge and where?

```
# Find all 4 solutions
sol1 = optimize.fsolve(f, [0, 2])
sol2 = optimize.fsolve(f, [2, 0])
sol3 = optimize.fsolve(f, [0, -2])
sol4 = optimize.fsolve(f, [-2, 0])
print("solution 1:", sol1)
print("solution 2:", sol2)
print("solution 3:", sol3)
print("solution 4:", sol4)

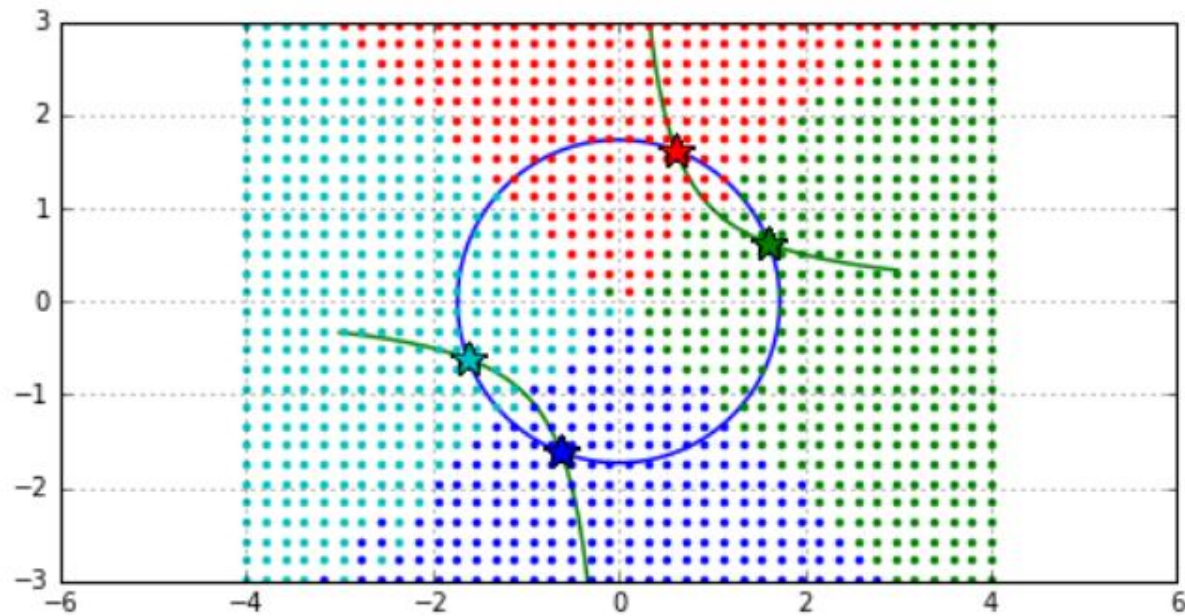
colors = ['r', 'g', 'b', 'c']
for m in linspace(-4, 4, 40):
    for n in linspace(-4, 4, 40):
        x_guess = [m, n]
        sol = optimize.fsolve(f, x_guess)

        for idx, s in enumerate([sol1, sol2, sol3, sol4]):
            if abs(s-sol).max() < 1e-8:
                ax.plot(sol[0], sol[1], colors[idx]+'*', markersize = 15)
                ax.plot(x_guess[0], x_guess[1], colors[idx]+'.')

```

Convergence graphics

```
solution 1: [ 0.61803399  1.61803399]  
solution 2: [ 1.61803399  0.61803399]  
solution 3: [-0.61803399 -1.61803399]  
solution 4: [-1.61803399 -0.61803399]
```



References

Chapra & Canale. (2010). [Numerical Methods for Engineers, 6th edition](#).
Part two: Roots of equations.

Kiusalaas. (2013). [Numerical Methods in Engineering with Python 3. Third Edition](#). Ch 4. Roots of Equations.

Johansson. (2015). [Numerical Python: A Practical Techniques Approach for Industry](#). Ch. 5. Equation Solving