Numerical Computing II

Homework 15: Zero Finders Marty Fuhry February 28, 2010

Exercise 15.4

```
\% determine "close" starting x
 2
   x = 2;
   \% define f(x)
   \mathbf{function} \ f \ = \ f \, (\, z \,)
 6
         f = erf(z);
 7
   \mathbf{end}
 8
 9
   % define f'(x)
    function fp = fp(z)
10
         fp = (2/sqrt(pi)) * e^{-(-z/2)};
11
12
   end
13
14
   % begin Newton's Method
    while abs(f(x)) > 1e-14
15
        x = x - f(x)/fp(x);
16
17
   end
```

We define the functions f(x) and f'(x) as the error function and the error function's derivative. This code produces a very fast approximation for "nice" initial values of x. The initial values of x are of crucial importance because the error function f(x) returns 1 for all values of x greater than 3.3, which causes trouble for Newton's Method, as Newton's Method produces recursive values of x_k for when $f(x_{k+1}) = f(x_k)$, which happens frequently in this function.

For this function, we receive a zero after 6 iterations of the while loop with initial iterate of 2.

Exersize 15.5

We set $a \in \mathbb{R}$. Then to find $a^{1/3}$ using Newton's Method, we can solve $x = a^{1/3}$ or, equivalently, $x^3 - a = 0$. So, we simply use

$$f(x) = a - x^3 \tag{1}$$

$$f'(x) = -3x^2 \tag{2}$$

To use Newton's Method, we must specify an initial iterate, b, such that $x_1 = b$ and $x_2 = x_1 + f(b)/f'(b)$. We need to choose b such that:

$$x_2 \neq x_1$$
$$x_2 \neq b.$$

That is, we want to choose a b which will not recursively return itself when given to Newton's Method:

$$x_2 \neq b - f(b)/f'(b)$$

$$x_2 \neq b - a - b^3/-3b^2$$

$$b \neq \sqrt[3]{a}.$$

The other conditions are simply that $b \neq 0$, as that would cause a division by zero to occur in our first iteration.

Our method can use a few termination conditions. First, we can't allow a division by zero, so stop our function when $x_i = 0$. Next, we realize that $x_i = \sqrt[3]{a}$ would cause our method to recurse, so we must stop at that condition.

Exersize 15.6

We need to find x such that

$$\sigma x^3 = (1+x)^2. \tag{3}$$

That is, solve the function

$$f(x) = (1+x)^2 - \sigma x^3. (4)$$

```
r = 6.9707e8; % radius of sun's orbit
1
                 % velocity of sun's orbit
   v = 11.7;
 3 \mid T = 4332.1;
                 % period of rotation
 4 | M = 1.989 e30; \% mass of sun
  |G = 6.67e-11; \% \ gravitational \ constant
 6
   \% define a few constants
7
  theta = G*M / (r*v^2);
9
         = 0;
10
11 \% function we want to zero
12
   | function f = f(z, theta)
        f = (1 + z)^2 - theta * z^3:
13
   \mathbf{end}
14
15
   % derivative function
16
17
   function fp = fp(z, theta)
        fp = 2*(1 + z) - 3 * theta * z^2;
18
19
   end
20
21
   % use Newton's Method
   while abs(f(x, theta)) > 1e-16
23
      x = x - f(x, theta) / fp(x, theta);
24
   end
```

This is quite easy to do with Newton's Method, and we receive the zero value of x after 22 iterations of $x = 8.9651 * 10^{-04}$. This is equivalent to saying that 3 reaches equality when the ratio of $m/M = x = 8.9651 * 10^{-04}$. Then, using this ratio, we can solve for m, the mass of Jupitor by using:

$$m/M = x$$

 $\implies m = x * M$
 $m = 8.9651 * 10^{-04} * 1.989 * 10^{30}$
 $= 1.7832 * 10^{27}$,

which is a very close approximation of the actual mass of Jupiter, which is $1.8987*10^{27}$ kilograms.