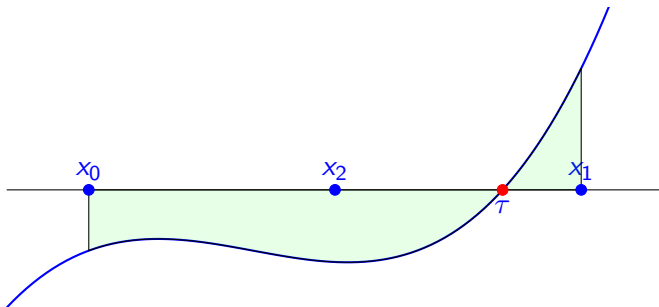


0.

Solving nonlinear equations  
**1.2: Interval Bisection**

MA385 – Numerical Analysis

September 2025



# 0. Outline

- 1 Bisection
- 2 The bisection method works
- 3 Improving upon bisection
- 4 Exercises

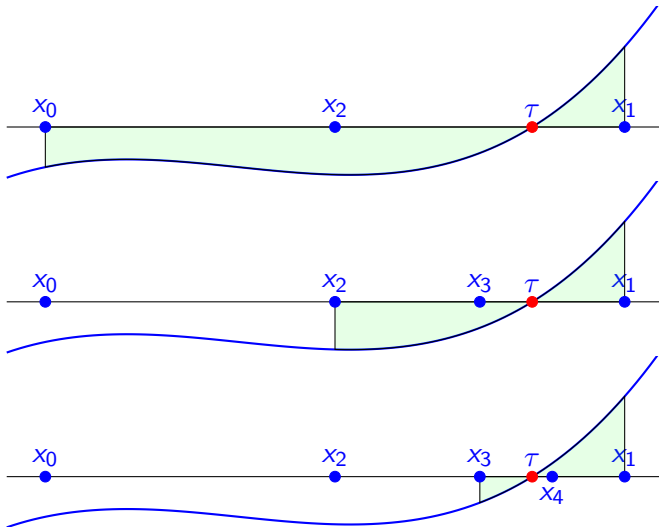
For more details, see Section 1.6 (The Bisection Method) of [Süli and Mayers, \*An Introduction to Numerical Analysis\*](#)

# 1. Bisection

The most elementary algorithm is the “*Bisection Method*” (also known as “Interval Bisection”). Suppose that we know that  $f$  changes sign on the interval  $[a, b] = [x_0, x_1]$  and, thus,  $f(x) = 0$  has a solution,  $\tau$ , in  $[a, b]$ . Proceed as follows

1. Set  $x_2$  to be the midpoint of the interval  $[x_0, x_1]$ .
2. Choose one of the sub-intervals  $[x_0, x_2]$  and  $[x_2, x_1]$  where  $f$  change sign;
3. Repeat Steps 1–2 on that sub-interval, until  $f$  is sufficiently small at the end points of the interval.

# 1. Bisection



# 1. Bisection

This may be expressed more precisely using some *pseudocode*.

## The Bisection Algorithm

Set  $\epsilon$  to be the stopping criterion.

If  $|f(a)| \leq \epsilon$ , return a. Exit.

If  $|f(b)| \leq \epsilon$ , return b. Exit.

Set  $x_L = a$  and  $x_R = b$ .

Set  $k = 1$

while(  $|f(x_k)| > \epsilon$  )

$x_{k+1} = (x_L + x_R)/2$ ;

    if (  $f(x_L)f(x_{k+1}) < 0$  )

$x_R = x_{k+1}$ ;

    else

$x_L = x_{k+1}$

    end if;

$k = k + 1$

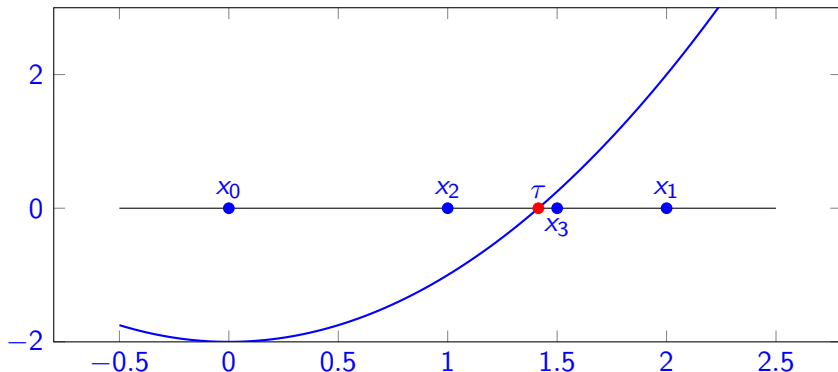
end while;

# 1. Bisection

## Example 1

Find an estimate for  $\sqrt{2}$  that is correct to 6 decimal places.

**Solution:** Use bisection to solve  $f(x) := x^2 - 2 = 0$  on the interval  $[0, 2]$ .



# 1. Bisection

## Example 1

Find an estimate for  $\sqrt{2}$  that is correct to 6 decimal places.

**Solution:** Use bisection to solve  $f(x) := x^2 - 2 = 0$  on the interval  $[0, 2]$ .

$k$	$x_k$	$ f(x_k) $	$ \tau - x_k $
0	0.000000	2.00e+00	1.41e+00
1	2.000000	2.00e+00	5.86e-01
2	1.000000	1.00e+00	4.14e-01
3	1.500000	2.50e-01	8.58e-02
4	1.250000	4.38e-01	1.64e-01
5	1.375000	1.09e-01	3.92e-02
6	1.437500	6.64e-02	2.33e-02
7	1.406250	2.25e-02	7.96e-03
8	1.421875	2.17e-02	7.66e-03
9	1.414062	4.27e-04	1.51e-04
$\vdots$	$\vdots$	$\vdots$	$\vdots$
22	1.414214	1.62e-06	5.72e-07
23	1.414214	2.69e-07	9.50e-08

## 2. The bisection method works

One of the main advantages of the Bisection method is that it will always work, providing only that  $f$  is continuous on  $[a, b]$ , and that the solution exists. Furthermore, we can prove...

### Theorem 2.1

*Let  $x_k$  be the  $k$ th iteration generated by the Bisection Method.  
Then*

$$|\tau - x_k| \leq \left(\frac{1}{2}\right)^{k-1} |b - a|, \quad \text{for } k = 2, 3, 4, \dots$$



## 2. The bisection method works

### 3. Improving upon bisection

A disadvantage of bisection is that it is not particularly efficient. So our next goal will be to derive better methods, particularly the **Secant Method** and **Newton's method**. We also have to come up with some way of expressing what we mean by “**better**”.

## 4. Exercises

### Exercise 1.1

*Suppose we want to find  $\tau \in [a, b]$  such that  $f(\tau) = 0$  for some given  $f$ ,  $a$  and  $b$ . Write down an estimate for the number of iterations  $K$  required by the bisection method to ensure that, for a given  $\varepsilon$ , we know  $|x_k - \tau| \leq \varepsilon$  for all  $k \geq K$ . In particular, how does this estimate depend on  $f$ ,  $a$  and  $b$ ?*

### Exercise 1.2

*How many (decimal) digits of accuracy are gained at each step of the bisection method? (If you prefer, how many steps are needed to gain a single (decimal) digit of accuracy?)*

## 4. Exercises

### Exercise 1.3

Let  $f(x) = e^x - 2x - 2$ . Show that there is a solution to the problem: find  $\tau \in [0, 2]$  such that  $f(\tau) = 0$ .

Taking  $x_0 = 0$  and  $x_1 = 2$ , use 6 steps of the bisection method to estimate  $\tau$ . You may use a computer program to do this, but please note that in your solution.

Give an upper bound for the error  $|\tau - x_6|$ .

## 4. Exercises

### Exercise 1.4

We wish to estimate  $\tau = \sqrt[3]{4}$  numerically by solving  $f(x) = 0$  in  $[a, b]$  for some suitably chosen  $f$ ,  $a$  and  $b$ .

- (i) Suggest suitable choices of  $f$ ,  $a$ , and  $b$  for this problem.
- (ii) Show that  $f$  has a zero in  $[a, b]$ .
- (iii) Use 6 steps of the bisection method to estimate  $\sqrt[3]{4}$ . You may use a computer program to do this, but please note that in your solution.
- (iv) Use Theorem 2.1 to give an upper bound for the error  $|\tau - x_6|$ .