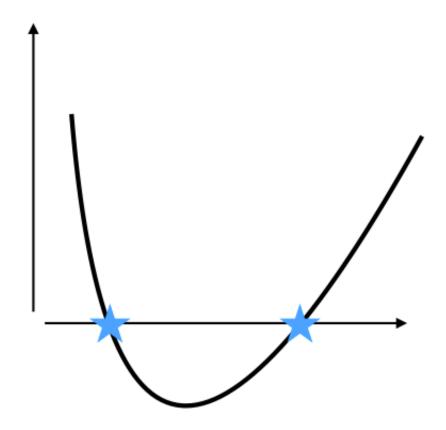
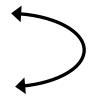
Root Finding



Trial and Error

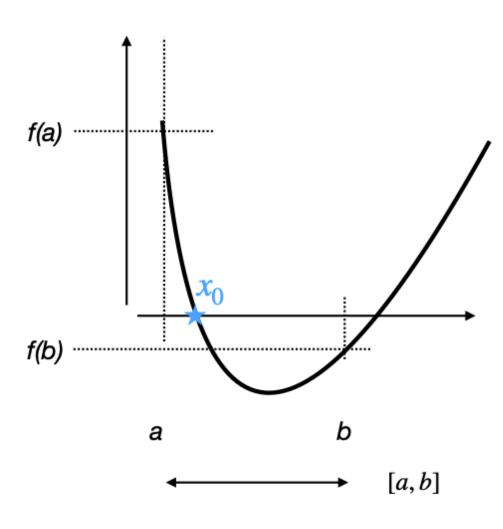
Start with x_0 (initial guess)

- 1. Guess x₁ (trial)
- 2. Is $|x_1 x_0| < \epsilon$? (error) \leftarrow 3. Improve x_4
- 3. Improve x₁



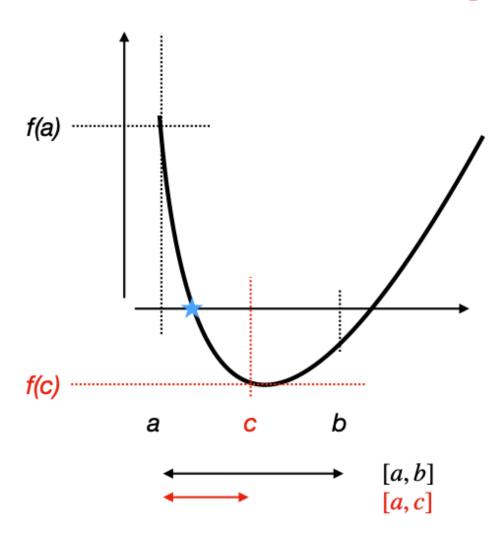
iterate until

$$|\mathbf{x}_1 - \mathbf{x}_0| < \varepsilon$$



$$a < x_0 < b$$

 $f(a) > 0$ and $f(b) < 0$

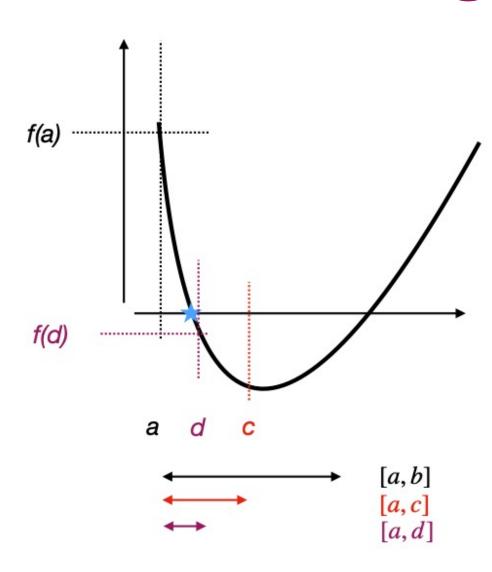


$$f(a) > 0$$
 and $f(c) < 0$
 $a < x_0 < c$

Note:

$$f(c) < 0$$
 and $f(b) < 0$

so root x_0 is not in [c, b]

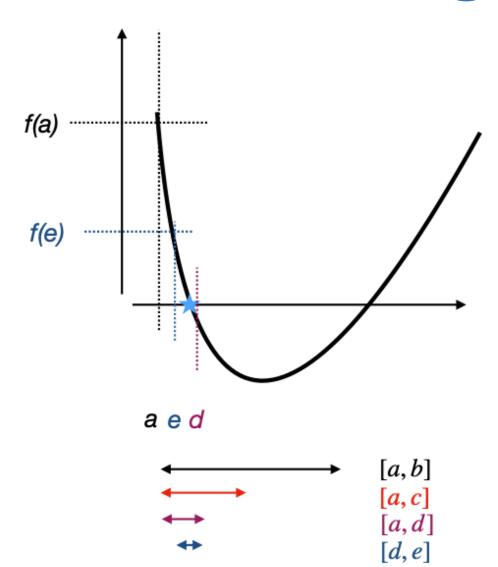


$$f(a) > 0$$
 and $f(d) < 0$
 $a < x_0 < d$

Note:

$$f(c) < 0$$
 and $f(d) < 0$

so root x_0 is not in [d, c]



$$f(e) > 0$$
 and $f(d) < 0$
 $e < x_0 < d$

Note:

$$f(a) > 0$$
 and $f(e) > 0$

so root x_0 is not in [a, e]

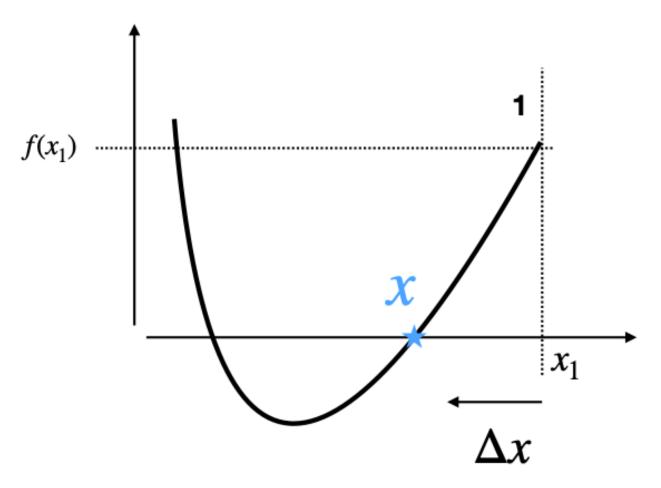
Bisection Algorithm

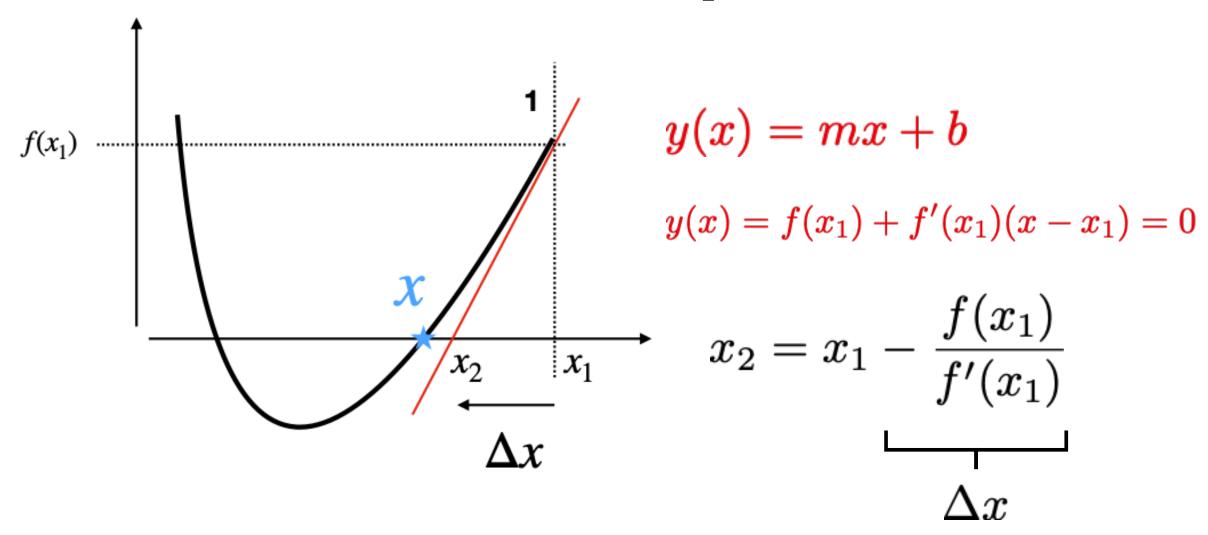
Start with x_0 (initial guess)

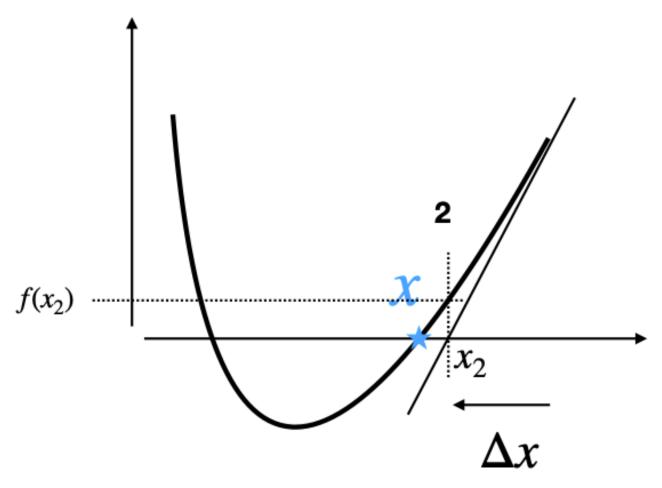
- 1. bisect x₁
- 2. pick half with sign change
- 3. is $|x_1 x_0| < \varepsilon$?

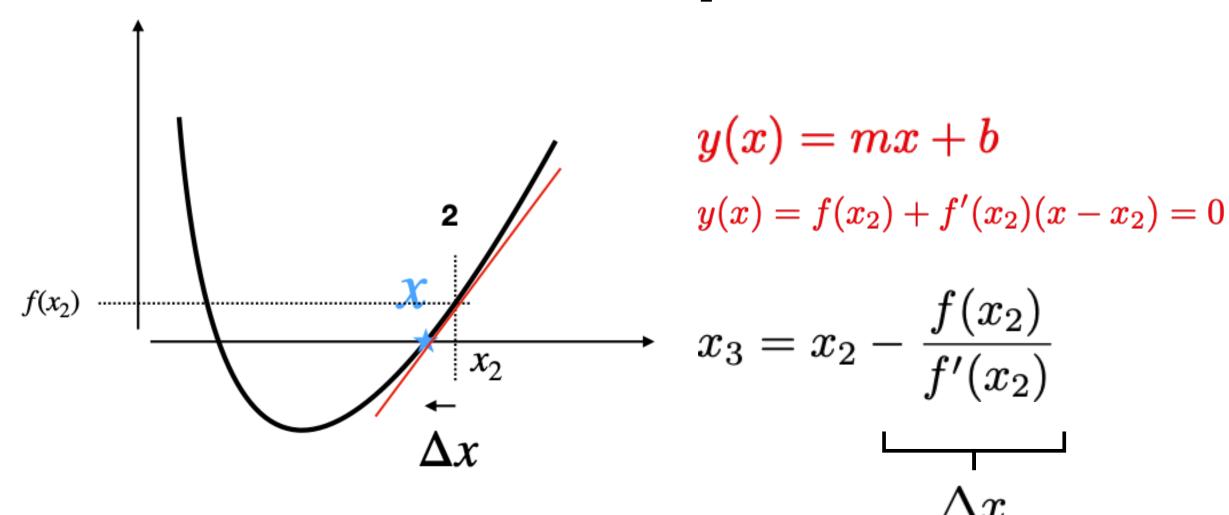
$$x = \frac{1}{2}(a+b)$$

$$\begin{aligned} &\text{if} \quad f(a)f(x) < 0 \\ & x_0 \in [a,x] \\ & b \leftarrow x \\ & \text{else} \\ & x_0 \in [x,b] \\ & a \leftarrow x \end{aligned}$$









Newton-Raphson Algorithm

$$egin{array}{ll} \mathcal{X}_0 & \text{initial guess for root} \\ \mathcal{X} & \text{updated guess} \end{array}$$

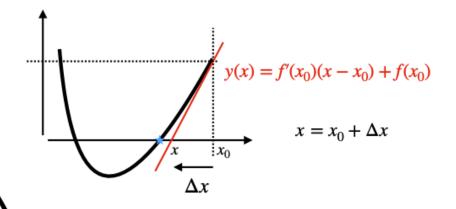
$$x = x_0 + \Delta x$$

correction?

$$f(x = x_0 + \Delta x) \approx f(x_0) + \Delta x \frac{df}{dx} \Big|_{x_0}$$

$$f(x_0) + f'(x_0)\Delta x = 0$$

$$\Delta x = -\frac{f(x_0)}{f'(x_0)}$$



while
$$|f(x)| > \epsilon$$
 or $|x_n - x_{n-1}| > \epsilon$

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_1)}$$

Newton-Raphson Advantages

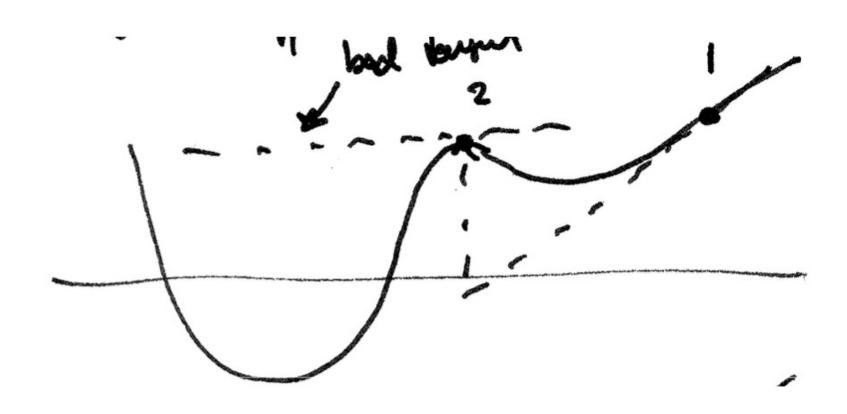
Pros:

- Converges quickly (quadratic), hence fast
- Works best with analytical derivative (but you can use numerical ones

Cons:

- starting guess must be close to root
- can fail to converge in certain situations

Newton-Raphson Failure Mode



Newton-Raphson Failure Mode

