

MA3105

Numerical Analysis

Autumn 2021

Satvik Saha
19MS154

*Indian Institute of Science Education and Research, Kolkata,
Mohanpur, West Bengal, 741246, India.*

Contents

1	Time complexity	1
1.1	Runtime cost	1
1.2	Asymptotic growth	2
2	Root finding methods	4
2.1	Tabulation method	4
2.2	Bisection method	5
2.3	Newton's method	5
2.4	Secant method	5
2.5	Fixed point method	5

1 Time complexity

1.1 Runtime cost

When designing or implementing an algorithm, we care about its efficiency – both in terms of execution time, and the use of resources. This gives us a rough way of comparing two algorithms. However, such metrics are architecture and language dependent; different machines, or the same program implemented in different programming languages, may consume different amounts of time or resources while executing the same algorithm. Thus, we seek a way of measuring the ‘cost’ in time for a given algorithm.

For example, we may look at each statement in a program, and associate a cost c_i with each of them. Consider the following statements.

```
one = 1;           // c_1
two = 2;           // c_2
three = 3;         // c_3
```

The total cost of running these statements can be calculated as $T = c_1 + c_2 + c_3$, simply by adding up the cost of each statement. Similarly, consider the following loop construct.

```

sum = 0;                                // c_1
for (i = 0; i < n; i++)                 // c_2
    sum += a[i];                         // c_3

```

The total cost can be shown to be $T(n) = c_1 + c_2(n+1) + c_3n$; this time, we must take into account the number of times a given statement is executed. Note that this is linear. Another example is as follows.

```

sum = 0;                                // c_1
for (i = 0; i < n; i++)                 // c_2
    for (j = 0; j < n; j++)             // c_2
        sum += a[i][j];                 // c_4

```

The total cost can be shown to be $T(n) = c_1 + c_2(n+1) + c_3n(n+1) + c_4n^2$. Note that this is quadratic. Finally, consider the following recursive call.

```

int factorial (int n) {                 // c_1
    if (n == 0)                         // c_2
        return 1;                      // c_3
    return n * factorial(n - 1);        // c_4
}

f = factorial(n);                       // c_5

```

The cost can be shown to be $T(n) = c_5 + (c_1 + c_2)(n+1) + c_3 + c_4n$. This turns out to be linear.

In all these cases, we care about our total cost as a function of the input size n . Moreover, we are interested mostly in the *growth* of our total cost; as our input size grows, the total cost can often be compared with some simple function of n . Thus, we can classify our cost functions in terms of their asymptotic growths.

1.2 Asymptotic growth

Definition 1.1. The set $O(g(n))$ denotes the class of functions f which are asymptotically bounded above by g . In other words, $f(n) \in O(g(n))$ if there exists $M > 0$ and $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$|f(n)| \leq Mg(n).$$

This amounts to writing

$$\limsup_{n \rightarrow \infty} \frac{|f(n)|}{g(n)} < \infty.$$

Example. Consider a function defined by $f(n) = an + b$, where $a > 0$. Then, we can write $f(n) \in O(n)$. To see why, note that for all $n \geq 1$, we have

$$|f(n)| = |an + b| \leq an + |b| \leq (a + |b|)n.$$

Thus, setting $M = a + |b| > 0$ completes the proof.

Example. Consider a polynomial function defined by

$$f(n) = a_k n^k + a_{k-1} n^{k-1} + \cdots + a_1 n + a_0,$$

with some non-zero coefficient. Then, we can write $f(n) \in O(n^k)$. Like before, note that for all $n \geq 1$, we have

$$|f(n)| \leq \sum_{i=0}^k |a_i| n^i \leq \sum_{i=0}^k |a_i| n^k = (|a_k| + |a_{k-1}| + \cdots + |a_0|) n^k.$$

Thus, setting $M = |a_k| + \cdots + |a_0| > 0$ completes the proof.

Theorem 1.1. If $f_1(n) \in O(g_1(n))$ and $f_2(n) \in O(g_2(n))$, then

$$f_1(n) + f_2(n) \in O(\max\{g_1(n), g_2(n)\}).$$

Definition 1.2. The set $\Omega(g(n))$ denotes the class of functions f are asymptotically bounded below by g . In other words, $f(n) \in \Omega(g(n))$ if there exists $M > 0$ and $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$|f(n)| \geq M g(n).$$

This amounts to writing

$$\liminf_{n \rightarrow \infty} \frac{f(n)}{g(n)} > 0.$$

Definition 1.3. The set $\Theta(g(n))$ denotes the class of functions f which are asymptotically bounded both above and below by g . In other words, $f(n) \in \Theta(g(n))$ if there exist $M_1, M_2 > 0$ and $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$M_1 g(n) \leq |f(n)| \leq M_2 g(n).$$

This amounts to writing $f(n) \in O(g(n))$ and $f(n) \in \Omega(g(n))$.

Another class of notation uses the idea of dominated growth.

Definition 1.4. The set $o(g(n))$ denotes the class of functions f which are asymptotically dominated by g . In other words, $f(n) \in o(g(n))$ if for all $M > 0$, there exists $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$|f(n)| < M g(n).$$

This amounts to writing

$$\lim_{n \rightarrow \infty} \frac{|f(n)|}{g(n)} = 0.$$

Definition 1.5. The set $\omega(g(n))$ denotes the class of functions f which asymptotically dominate g . In other words, $f(n) \in \omega(g(n))$ if for all $M > 0$, there exists $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$|f(n)| > Mg(n).$$

This amounts to writing

$$\lim_{n \rightarrow \infty} \frac{|f(n)|}{g(n)} = \infty.$$

Definition 1.6. We say that $f(n) \sim g(n)$ if f is asymptotically equal to g . In other words, $f(n) \sim g(n)$ if for all $\epsilon > 0$, there exists $n_0 \in \mathbb{N}$ such that for all $n \geq n_0$,

$$\left| \frac{f(n)}{g(n)} - 1 \right| < \epsilon.$$

This amounts to writing

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 1.$$

We often abuse notation and treat the following as equivalent.

$$T(n) \in O(g(n)), \quad T(n) = O(g(n)).$$

2 Root finding methods

Consider an equation of the form $f(x) = 0$, where $f: [a, b] \rightarrow \mathbb{R}$ is given. We wish to solve this equation, i.e. find the roots of f .

Note that for *arbitrary* functions, this task is impossible. To see this, consider a function f which assumes the value 1 on $[0, 1] \setminus \{\alpha\}$ and $f(\alpha) = 0$, for some $\alpha \in [0, 1]$. There is no way of pinpointing α without checking f at every point in $[0, 1]$. Besides, a computer cannot reasonably store real numbers with arbitrary precision.

Thus, we direct our attention towards *continuous* functions f . We only seek sufficiently accurate approximations of its root $\alpha \in (a, b)$.

Theorem 2.1 (Intermediate Value Theorem). *Let $f: [a, b] \rightarrow \mathbb{R}$ be continuous. If $f(a)f(b) < 0$, then there exists $\alpha \in (a, b)$ such that $f(\alpha) = 0$.*

2.1 Tabulation method

To identify the location of a root of f on an interval $I = [a, b]$, we subdivide I into n subintervals $[x_i, x_{i+1}]$ where $x_i = a + (b - a)i/n$. Now, we simply apply the Intermediate Value Theorem to f on each of these intervals. If $f(x_i)f(x_{i+1}) < 0$, then f has a root somewhere in (x_i, x_{i+1}) . Note that the error in our approximation is on the order of $|b - a|/n$. The precision of this method can be improved by increasing n .

To reach a degree of approximation ϵ , we must iterate n times, where

$$n > \frac{b - a}{\epsilon}.$$

2.2 Bisection method

Here, we first verify that $f(a)f(b) < 0$, thus ensuring that f has a root within (a, b) . Now, set $x_1 = a + (b - a)/2$ and apply the Intermediate Value Theorem on the subintervals $[a, x_1]$ and $[x_1, b]$. One of these *must* contain a root of f . Note that if $f(x_1) = 0$, we are done; otherwise, let $I_1 = [a_1, b_1]$ be the subinterval containing the root. Repeat the above process, obtaining successive subintervals I_n with lengths $|b - a|/2^n$. The error in our approximation is of this order, and can be controlled by stopping at appropriately large n .

The quantity $x_{n+1} = (a_n + b_n)/2$ is a good approximation for the actual root α since we know that $x_{n+1}, \alpha \in [a_n, b_n]$, so

$$|x_{n+1} - \alpha| \leq |b_n - a_n| = 2^{-n}|b - a| \rightarrow 0.$$

To reach a degree of approximation ϵ , we must iterate n times, where

$$n > \log_2 \frac{b - a}{\epsilon}.$$

2.3 Newton's method

2.4 Secant method

2.5 Fixed point method