

EXAM #1

→ READ INSTRUCTIONS BETTER,
CHECK ALGEBRA

1. $x^4 - x - 2 = 0$

(a) $a=0, b=2 \Rightarrow c = \frac{1}{2}(a+b) = \frac{1}{2}(0+2) = 1$

$f(c) = (1)^4 - (1) - 2 = 1 - 1 - 2 = -2$

plugging c into $f(x)$ checks
how close c is to the exact root

(e) $b_2 = 1 \Rightarrow c = \frac{1}{2}(a+b_2) = \frac{1}{2}(0+1) = \frac{1}{2}$

$f(\frac{1}{2}) = (\frac{1}{2})^4 - (\frac{1}{2}) - 2 = \frac{1}{16} - \frac{1}{2} - 2 = \frac{1}{16} - \frac{8}{16} - \frac{32}{16} = -\frac{39}{16}$
 ≈ -2.4375

(b) $x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$ for $n=0, 1, 2, \dots$

$x_0 = 0$

$f'(x) = 4x^3 - 1$

$x_1 = x_0 - \frac{f(x_0)}{f'(x_0)} = 0 - \frac{0^4 - 0 - 2}{4(0)^3 - 1} = -\left(\frac{-2}{-1}\right) = -2$

$x_2 = x_1 - \frac{f(x_1)}{f'(x_1)}$

$f(x_1) = f(-2) = (-2)^4 - (-2) - 2 = 16 + 2 - 2 = 16$

$f'(x_1) = f'(-2) = 4(-2)^3 - 1 = -32 - 1 = -33$

$x_2 = -2 - \left(\frac{16}{-33}\right) = -2 + \frac{16}{33} = -\frac{66}{33} + \frac{16}{33} = -\frac{50}{33} \approx -1.515$

(c) Just using two approximations of the bisection method and Newton's method, I found that the bisection method was the most accurate (since $-\frac{23}{16} \approx -1.4375$ is closer to the root of $f(x)$ at $x \approx 1.3521$ than $-\frac{50}{33} \approx -1.515$).

(d) $f''(x) = 12x^2, f'''(x) = 24x$

$\hookrightarrow f''(-1) = 12(-1)^2 = 12 \neq 0$

$f(x)$ has roots of multiplicity one.

(b) $|r - x_{n+1}| \leq k|r - x_n|^2 \Rightarrow |1.3521 + 2| \leq k|1.3521 - 0|^2$
 $3.3521 \leq 1.828k$

(a) $|1.3521 + 1.4375| \leq k|1.3521 + 2|^2$

$2.7896 \leq 11.2366k$

X Newton converges
quadratically.
Bisection converges
linearly

Assuming that both methods converge to the exact value of r , the bisection method will converge more rapidly as the number of iterations increase. This is because the bisection method for $f(x) = x^4 - x - 2$ converges quadratically, as shown above for its root $x \approx 1.3521$.

* ALGEBRA

$$2. I = \int_1^5 \frac{24}{3+x} dx = 24 \int_1^5 \frac{1}{x+3} dx$$

$$(a) N=2$$

$$I = \Delta x \left[\frac{1}{2} (f(a) + f(b)) + \sum_{j=1}^{N-1} f(x_j) \right], \Delta x = \frac{b-a}{N}$$

$$\Delta x = \frac{5-1}{2} = \frac{4}{2} = 2$$

$$f(a) = f(1) = \frac{24}{3+1} = \frac{24}{4} = 6$$

$$f(b) = f(5) = \frac{24}{3+5} = \frac{24}{8} = 3$$

$$I = 2 \left[\frac{1}{2} (6+3) + \sum_{j=1}^{2-1} f(x_j) \right] = 9 + 2 \sum_{j=1}^1 f(x_j) = 9 + 2 f(x_1)$$

$$\hookrightarrow \text{let } x_0 = 0 \Rightarrow x_1 = 2$$

$$= 9 + 2 f(2) = 9 + 2 \left(\frac{24}{2+3} \right) = 9 + 2 \left(\frac{24}{5} \right) = 9 + \frac{48}{5}$$

$$= \frac{45}{5} + \frac{48}{5} = \frac{93}{5} = 18.6$$

$$(b) \text{ error} < 1.0 \times 10^{-8}$$

$$\text{error}_{\text{trap}} = \frac{(b-a)^3}{12N^2} |f''(c^*)|$$

$$1.0 \times 10^{-8} > \frac{(5-1)^3}{12N^2} k, |f''(c^*)| = k$$

$$12.0 \times 10^{-8} N^2 > 64 k$$

$$\hookrightarrow f'(x) = -\frac{24}{(x+3)^2}$$

$$N^2 > \frac{64}{12.0 \times 10^{-8}} k$$

$$f''(x) = \frac{48}{(x+3)^3}$$

$$k = \max_{c^* \in [a,b]} |f''(c^*)| = \frac{3}{4}$$

$$f''(a) = f''(1) = \frac{48}{4^3} = \frac{48}{64} = \frac{3}{4}$$

$$f''(b) = f''(5) = \frac{48}{8^3} = \frac{48}{512} = \frac{3}{32}$$

$$N^2 > \frac{64}{12.0 \times 10^{-8}} \left(\frac{3}{4} \right)$$

$$N^2 > 4.0 \times 10^9$$

$$N > \sqrt{4.0 \times 10^9} \approx 63,245.6$$

To ensure that the trapezoidal rule provides an approximation to I that has an error less than 1.0×10^{-8} , the number of subintervals N must be greater than $\sqrt{4.0 \times 10^9} \approx 63,245.6$.

(c) Because the trapezoid rule converges quadratically, while the left-endpoint rule only converges linearly, the trapezoid rule will converge more rapidly.

$$3. \quad I = \int_1^3 \int_2^7 \cos^2(x^2 + y^3) dx dy$$

```
import numpy as np
def f(x,y):
    return (np.cos(x**2 + y**3))**2
```

```
def MonteCarlo2D(a,b,c,d, Nx, Ny):
```

```
    # a=2, b=7, c=1, d=3
```

```
    deltax = (b-a)/Nx
```

```
    deltay = (d-c)/Ny
```

```
    sum = 0.0
```

```
    x = a
```

```
    y = c
```

```
    for i in range(Ny):
```

```
        for j in range(Nx):
```

```
            sum += f(random.uniform(ax, bb),
                    random.uniform(cy, dd))
```

```
            x += deltax
```

```
            y += deltay
```

! setting to x & y
will shorten interval the
random # is taken from,
which we don't want

```
    return deltax * deltay * sum
```

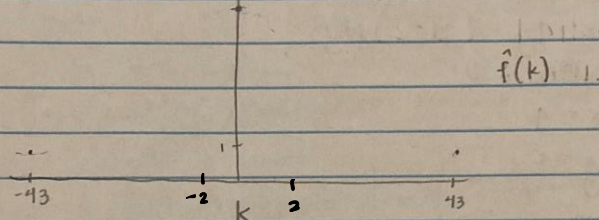
4. $g(x) = 6 + 2\cos(43x) + 14\sin(2x)$, $x \in [0, 2\pi]$

(a) $\hat{f}(k) = \frac{1}{L} \int_0^L f(x) e^{-\frac{2\pi i k x}{L}}$

→ used Mathematica because

$\hat{f}(k) = \begin{cases} -7i, & k=2 \\ 7i, & k=-2 \\ i, & k=\pm 43 \\ 6, & k=0 \end{cases}$ | ran out of time

(b) $\hat{f}(2) = 7i$ $\hat{f}(-2) = -7i$



(c) import numpy as np

N=100

L = 2 * np.pi

X = np.linspace(0, L, N)

fvec = [(6 + np.cos(43 * X[n] + 14 * np.sin(2 * X[n])))]
for j in range(len(X))]

f_hat = np.fft.fft(fvec)

(d) To accurately reconstruct the discrete version of

g , ~~infinitely~~ ⁸⁷ many Fourier coefficients are required. This is because g is periodic. ^{87 points in $k \in [-43, 43]$ (not including imag. f 's)}

(e) The Fourier coefficients obtained with an FFT

would converge to the exact values depending on the amount of iterations N used to compute

the Fourier coefficients. ^{differ by round off error since g is periodic (if would need more than the 87 f 's to exactly reconstruct g)}

False. Size of a matrix doesn't determine convergence (though it does affect speed)

5. (a) ~~True~~. Newton's method for a system of equations requires the inverse of the Jacobian matrix, which is an $\mathcal{O}(N^3)$ operation. Because Sally is solving a system of $N=2000$ equations and Jimmy is solving a system of $N=1000$ equations, Sally will see a slower rate of convergence.

} True

- (b) For $Ax=b$ where neither Jacobi nor Gauss-Seidel converge, an example could include an A that is neither diagonally dominant nor positive definite.

$$\begin{pmatrix} 1 & 6 \\ 3 & 10 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

positive diagonal elements, but are the evals positive & real? also not symmetric

ex. $\begin{pmatrix} 1 & 5 \\ 5 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$