# PSG COLLEGE OF TECHNOLOGY

(AUTONOMOUS INSTITUTION)

COIMBATORE - 641004



# ELECTRONICS AND COMMUNICATION ENGINEERING

# 19L511-MICROPROCESSORS AND MICROCONTROLLERS LABORATORY

**TOPIC**: Finding the roots of the given algebraic expression of order 2

# SUBMITTED BY,

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## ROOTS OF QUADRATIC EQUATION

#### AIM:

To find the roots of the given algebraic quadratic expression (order 2).

### **SOFTWARE REQUIRED:**

KEIL IDE, Program ISP

### **HARDWARE REQUIRED:**

8051 Microcontroller Kit

#### THEORY:

Factoring quadratics is a method of expressing the polynomial as a product of its linear factors. It is a process that allows us to simplify quadratic expressions, find their roots and solve equations. A quadratic polynomial is of the form ax2 + bx + c, where a, b, c are real numbers. Factoring quadratics is a method that helps us to find the zeros of the quadratic equation ax2 + bx + c = 0.

The factor theorem relates the linear factors and the zeros of any polynomial. Every quadratic equation has two roots, say  $\alpha$  and  $\beta$ . They are the zeros of the quadratic equation. Consider a quadratic equation f(x) = 0, where f(x) is a polynomial of degree 2. Suppose that  $x = \alpha$  is one root of this equation. This means that  $x = \alpha$  is a zero of the quadratic expression f(x). Thus, f(x) should be a factor of f(x).

Similarly, if  $x = \beta$  is the second root of f(x) = 0, then  $x = \beta$  is a zero of f(x). Thus,  $(x - \beta)$  should be a factor of f(x). Hence, factoring quadratics is a method of expressing the quadratic equations as a product of its linear factors, that is,  $f(x) = (x - \alpha)(x - \beta)$ .

The sum of the roots of the quadratic equation  $ax^2 + bx + c = 0$  is given by  $\alpha + \beta = -b/a$ . The product of the roots in the quadratic equation  $ax^2 + bx + c = 0$  is given by  $\alpha\beta = c/a$ .

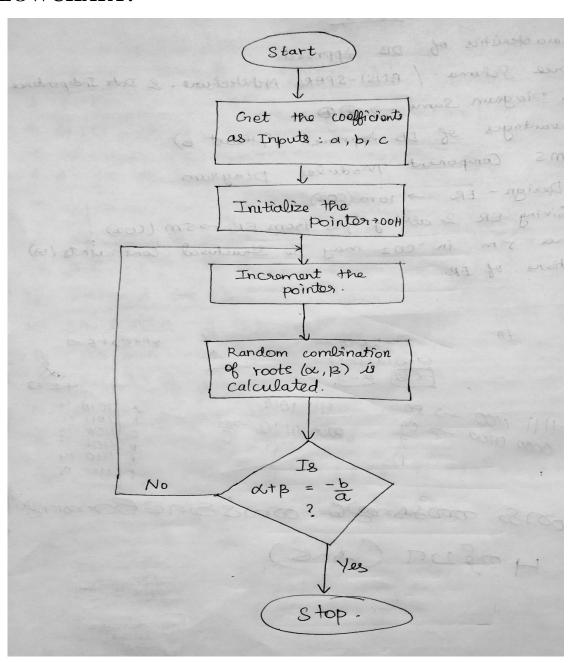
Factoring quadratics is also done by using a formula that gives us the roots of the quadratic equation and hence, the factors of the equation. If  $ax^2 + bx + c = 0$  is a quadratic equation, a is the coefficient of  $x^2$ , b is the coefficient of x and c is the constant term. Then we find the value of x by using the formula:

$$x=[-b\pm\sqrt{(b2-4ac)}]/2a$$

Assume the quadratic equation input to be  $x^2-5x+6=0$ .

#### **METHOD 1:**

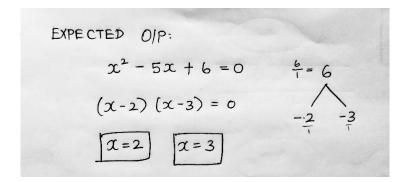
#### **FLOWCHART:**



#### **CODE:**

```
MOV R2,#01H
 1
                             //a
 2
      MOV R1, \#-05H
                             //b
      MOV R7, #05H
                             //-b
 3
 4
      MOV R0, #06H
                             //c
 5
      MOV A, RO
 6
      MOV B, R2
 7
       DIV AB
 8
       MOV R3, A
 9
      MOV 40H, R7
10
      MOV R4, #00H
11 L1: INC R4
12
      MOV A, R3
13
       MOV B, R4
14
       DIV AB
15
      MOV R5, A
16
       ADD A, R4
17
       CJNE A, 40H, L1
18
                              //R4 AND R5 ARE ROOTS
       END
```

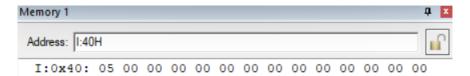
#### **EXPECTED OUTPUT:**



#### **ACTUAL OUTPUT:**



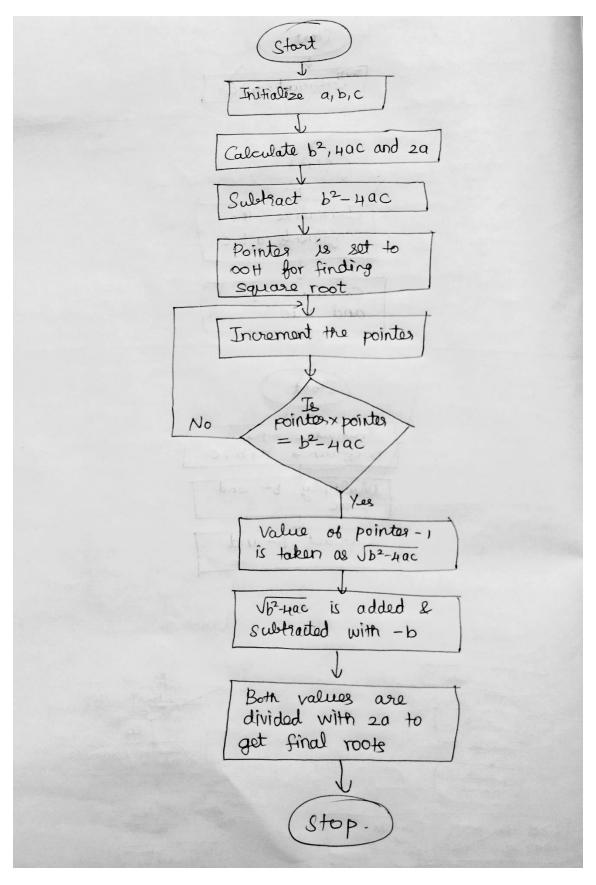
#### **R4 AND R5 ARE ROOTS**



R4:02H R5:03H

#### **METHOD 2:**

## **FLOWCHART:**



#### **CODE:**

```
1
      MOV R2, #01H
                           //a:R2
 2
      MOV R1, #-05H
                          //b:R1
 3
                           //-b:R7
      MOV R7,#05H
 4
      MOV R0, #06H
                           //c:R0
 5
      MOV A, R1
 6
      MOV B,R1
 7
      MUL AB
                          //(b^2):40H
 8
      MOV 40H, A
 9
      MOV A, R2
10
      MOV B, RO
11
      MUL AB
                           //ac
12
      MOV B, #04H
13
      MUL AB
                           //4ac:41H
      MOV 41H, A
14
15
      MOV A, 40H
16
      MOV B, 41H
17
      CLR C
18
      SUBB A, B
                          //((b^2)-4ac):42H
19
      MOV 42H, A
20
      MOV A, #02H
21
      MOV B, R2
      MUL AB
22
                          //2a:43H
23
      MOV 43H, A
24
      MOV R3, #00H
25 RT: MOV A, R3
                            //finding root
26
      MOV B, A
27
      MUL AB
28
      INC R3
29
      CJNE A, 42H, RT
30
      MOV A, R3
31
      CLR C
32
      SUBB A, #01H
                        //sqrt((b^2)-4ac):44H
33
      MOV 44H, A
34
      MOV B, 44H
35
      MOV A, R7
36
                            //-b+sqrt((b^2)-4ac):45H
      ADD A, B
37
      MOV 45H, A
38
      MOV B, 43H
39
                             //(-b+sqrt((b^2)-4ac))/(2a)
      DIV AB
40
      MOV R4, A
                             //R4 AS FIRST ROOT
41
      MOV B, 44H
42
      MOV A, R7
43
      SUBB A, B
                             //-b-sqrt((b^2)-4ac):46H
      MOV 46H, A
44
45
      MOV B, 43H
      DIV AB
46
                            //(-b-sqrt((b^2)-4ac))/(2a)
47
      MOV R5, A
                             //R5 AS SECOND ROOT
48
      END
```

#### **EXPECTED OUTPUT:**

Expected 0/P

$$x^{2} - 5x + 6 = 0$$

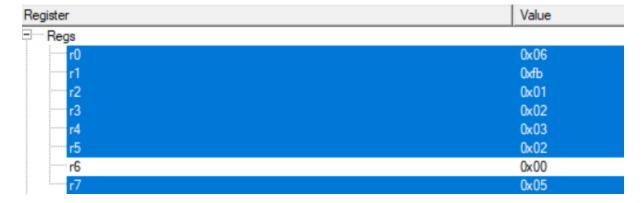
$$x = \frac{-b \pm \sqrt{b^{2} - 4ac}}{2a} \qquad a = 1 \quad b = 5 \quad c = 6$$

$$x = -(-5) \pm \sqrt{(-5)^{2} - 4(1)(6)}$$

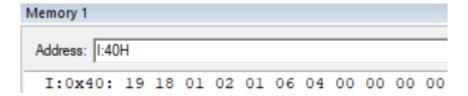
$$x = \frac{5 \pm \sqrt{1}}{2} \qquad \Rightarrow \frac{5 \pm 1}{2}$$

$$x = 2 \qquad x = 3$$

#### **ACTUAL OUTPUT:**



**R4 AND R5 ARE ROOTS** 



R4:03H R5:02H

#### **RESULT:**

Thus, the roots of the given algebraic expression of order 2 is found and the output is verified using the assembly language & KEIL IDE.