UCLA Math151A Fall 2021 Lecture 3 20210929 Root Finding with Bisection

Continue last time...

Big O notation | "on the order of",

$$a(t) = O(b(t))$$
 with $b(t) > 0$ means

$$\exists C > 0 \text{ s.t. } |a(t)| \leq Cb(t) \text{ for } t \to 0 \text{ or } \infty$$

We mostly deal with $t \to 0$ case, and in such cases we often have $b(t) \to 0$.

$$a(t) = O(b(t))$$
 is equivalent to saying

$$\lim_{t\to 0} \frac{|a(t)|}{b(t)}$$
 is bounded by a positive number.

$\lim_{t \to 0} \frac{ a(t) }{b(t)} \qquad i$	s bounded by	a positive	number.
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Example

The taylor theorem for cos(h) about 0 is

$$\cos(h) = 1 - \frac{1}{2}h^2 + \frac{1}{24}h^4\cos(\xi(h))$$
 with some $0 < \xi(h) < h$.

Denote
$$f(h) = \cos(h) + \frac{1}{2}h^2 - 1 = \frac{1}{24}h^4\cos(\xi(h))$$
.

$$\lim_{h \to 0} \frac{|f(h)|}{h^4} = \lim_{h \to 0} \frac{1}{24} |\cos(\xi(h))| \le \frac{1}{24}$$

Thus by definition of big O notation,

$$f(h) = O(h^4).$$

The major topic for today...

Root Finding with Bisection

Optional reading: book 2.1

The **goal is to** find a root, or a zero, of a function f.

I.e., find p s.t. f(p) = 0.

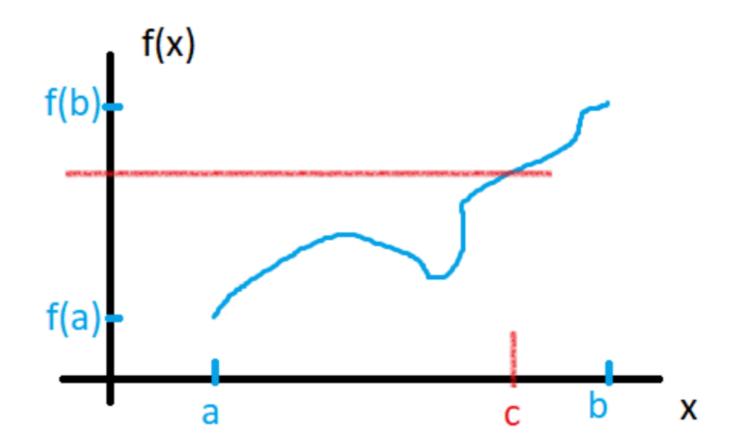
The **goal is to** find a root, or a zero, of a function f. I.e., find p s.t. f(p) = 0.

We will assume

$$(1) f \in C([a,b]),$$

(2)
$$f(a)f(b) < 0$$

then $\exists p \text{ s.t. } f(p) = 0.$ Why? I.V.P theorem tells so!



The goal of **numerical root finding** methods is

to find
$$p$$
 s.t. $f(p) = 0$

(or, that f(p) is close to 0).

Due to numerical errors we typically cannot get it exact.

In contrast, I.V.P. only tells us that p exists.

Example

$$f(x) = \sqrt{(x) - \cos(x)}$$
. $[a, b] = [0, 1]$.
 $f(0) = -1$ $f(1) = 1 - \cos(1) \approx 0.4597 > 0$

Therefore by IVP,
$$\exists p \in (0,1) \text{ s.t. } \sqrt{p} - \cos(p) = 0.$$

 $\Leftrightarrow \sqrt{p} = \cos(p)$

Bisection Method (B.M.)

B.M. is an algorithm to approximate p s.t. f(p) = 0, look for p on [a, b].

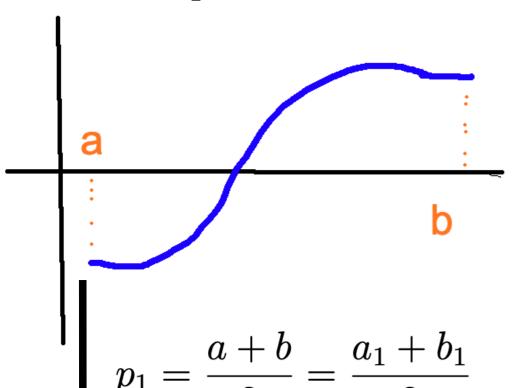
Algorithm 1: Bisection Method (given $f(x) \in C([a,b])$, with f(a)f(b) < 0)

set
$$a_1 = a, b_1 = b;$$

set $p_1 = \frac{a_1 + b_1}{2};$
if $f(p_1) == 0$ **then**
| We are done;
else if $f(p_1)$ has same sign as $f(a_1)$ **then**
| $p \in (p_1, b_1);$
| set $a_2 = p_1, b_2 = b_1$
else if $f(p_1)$ has same sign as $f(b_1)$ **then**
| $p \in (a_1, p_1);$
| set $a_2 = a_1, b_2 = p_1.$
end
set $p_2 = \frac{a_2 + b_2}{2};$
Repeat

Example

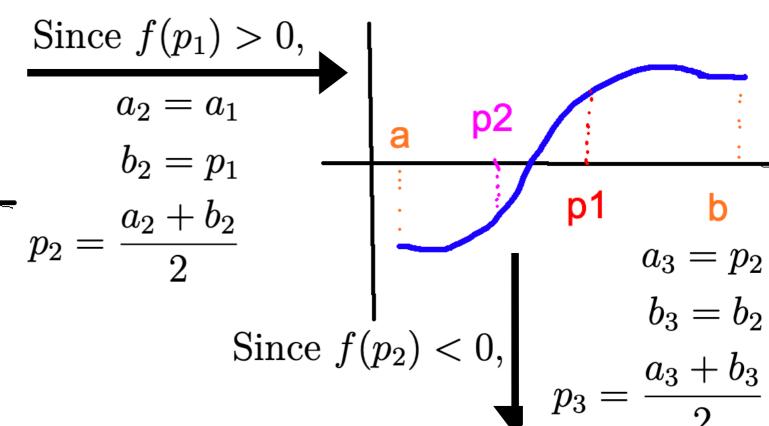
a



p1

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| $p \in (a_1, p_1);$
| set $a_2 = a_1, b_2 = p_1.$
end
set $p_2 = \frac{a_2 + b_2}{2};$
Repeat



Remarks

Obviously, B. M. is similar to binary search in computer algorihtms.

If \exists multiple roots, for example, $\{p, q, r\} \in [a, b]$, f(p) = f(q) = f(r) = 0,

then the B.M. is guaranteed to find exactly one root, not all of them.

But no guarantee exists for which one the method will find.

Stopping Criteria

We need a sequence $(p_1, p_2, ...)$ and need a sepcified tolerance ϵ . choices for when to stop an algorithm:

- $|p_n p_{n-1}| < \epsilon$ like an aboslute difference between successive elements of the sequence.
- $\frac{|p_n p_{n-1}|}{|p_n|} < \epsilon$ (assumes $p_n \neq 0$) like a relative difference.
- $|f(p_n)| < \epsilon$ sometimes called a **residual**: "how close are we to the answer".