

# Roots of Equations

Mark A. Austin

University of Maryland

*austin@umd.edu*

*ENCE 201, Fall Semester 2023*

September 30, 2023

# Overview

- 1 Numerical Solution of Equations
- 2 Iterative Methods

- 3 Method of Bisection
  - Numerical Procedure, Examples

- 4 Newton Raphson Iteration
- 5 Modified Newton Raphson Iteration

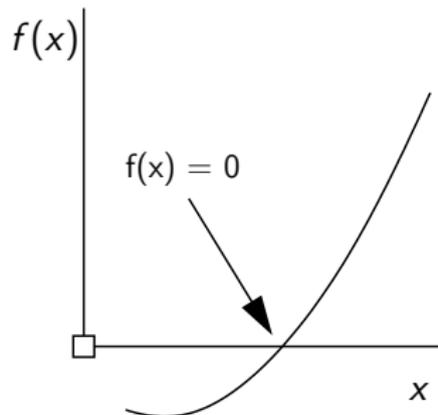
## Part 1

- 6 Python Code Listings
  - Method of Bisection
  - Newton Raphson Algorithm
  - Modified Newton Raphson

# Numerical Solution of Equations

# Numerical Solution of Equations

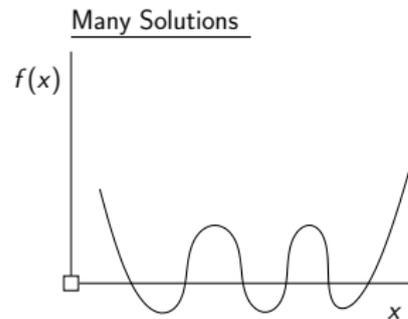
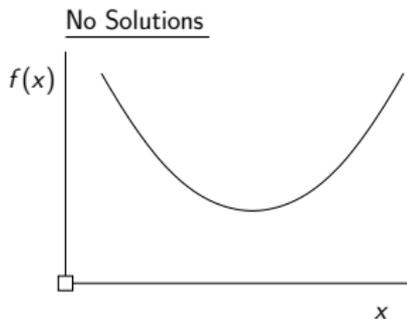
**Math Problem.** Given  $f(x)$ , find a value of  $x$  such that  $f(x) = g(x)$ ,  $f(x) = \text{constant}$ , or  $f(x) = 0$ .



All forms may be put in the format  $F(x) = 0$ .

# Numerical Solution of Equations

## Mathematical Difficulties.



## Quality of a Solution

Several possibilities exist:

- Solution  $x^*$  is good if  $f(x^*) \approx 0.0$
- Solution  $x^*$  is good if it is close to the exact answer.

Easy to find functions that satisfy one criteria, but not both.

# Numerical Solution of Equations

**Example 1.** Consider the equation:

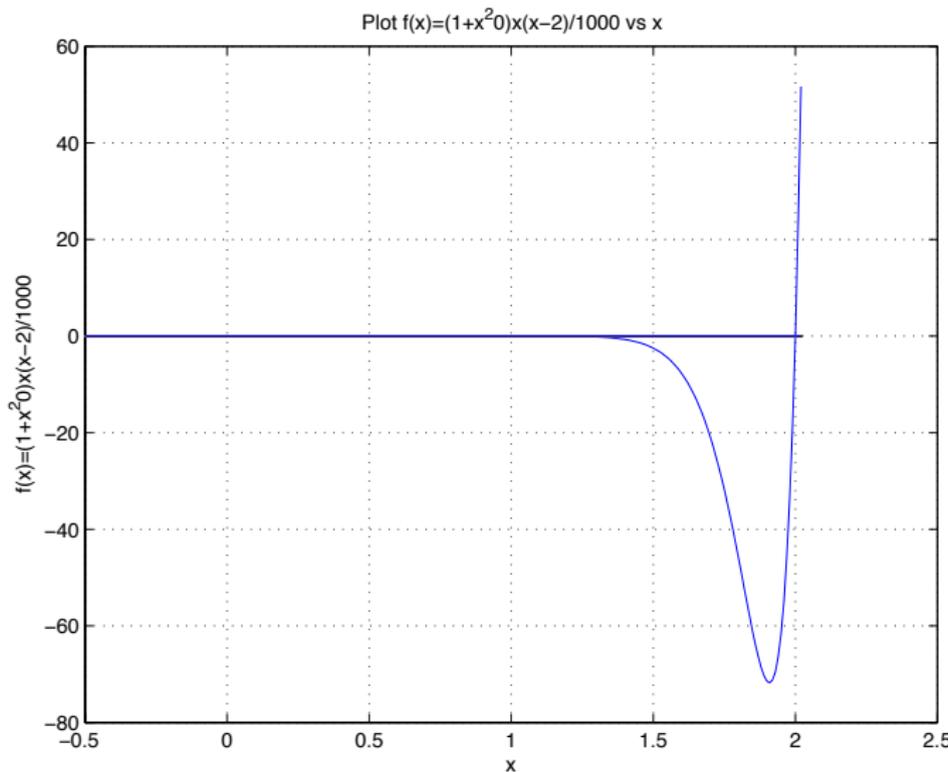
$$f(x) = \left[ \frac{(x^{20} + 1)x(x - 2)}{1000} \right] \quad (1)$$

We know  $x = 0$  and  $x = 2$  are roots, but:

- $x = 0.123$  satisfies (i) but not (ii).
- $x = 2.001$  satisfies (ii) but not (i).

x	F(x)
0.123	$-2.31 \times 10^{-4}$
2.001	2.1200
0.000	0.0000
2.000	0.0000

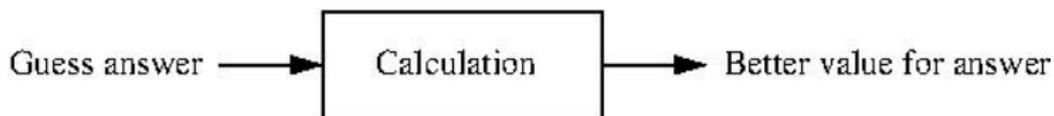
# Numerical Solution of Equations



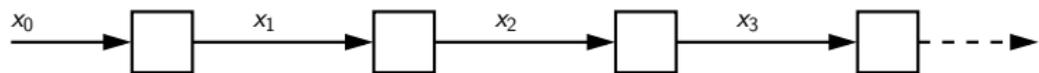
# Iterative Methods

# Iterative Methods

**Procedure.** Solve problem through a sequence of approximations:



Apply process iteratively:



Ideally,  $x_0, x_1, \dots, x_n$  will converge to the true answer.

Potential problems:

- Sequence may not converge.
- Convergence may be slow.

# Iterative Methods

**Example 1.** Divide-and-average method for computing  $\sqrt{A}$  is equivalent to solving:

$$x^2 = A \implies x = \frac{A}{x} \implies \frac{1}{2} \left[ x + \frac{A}{x} \right] \implies x_{n+1} = \frac{1}{2} \left[ x_n + \frac{A}{x_n} \right]. \quad (2)$$

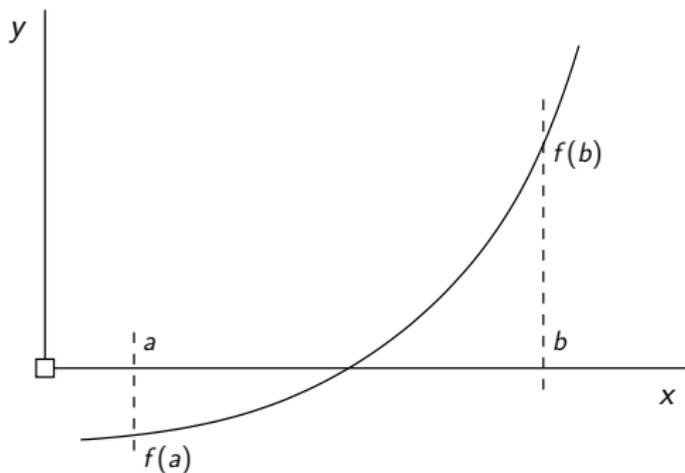
Let  $A = 4$ . Use initial guess  $x_1 = 1 \approx \sqrt{4}$ .

n	$x_n$	$x_{n+1}$
1	1.0000	2.5000
2	2.5000	2.0500
3	2.0500	2.0060
4	2.0060	2.0000

# Problem Solving Strategies

# Problem Solving Strategies

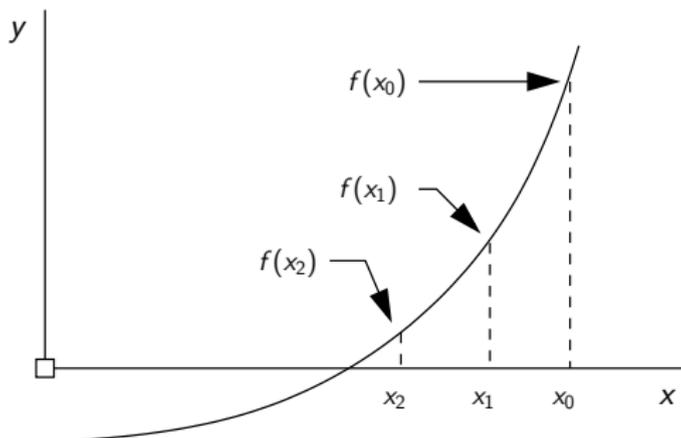
**Bracketing Methods:** Requires two initial guesses that bracket the solution.



- Various algorithms for computing estimates to  $f(x) = 0$ , e.g, [Bisection](#), Secant stiffness.

# Problem Solving Strategies

**Open Methods:** Methods may involve one or more initial guesses, but no need to bracket a solution.



- Algorithms are designed to provide updates: [Newton Raphson Iteration](#), [Modified Newton Raphson](#).