

# Root finding continued

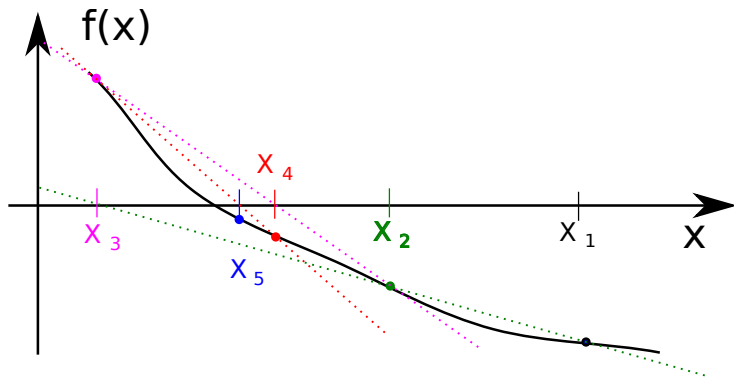
Eugeniy E. Mikhailov

The College of William & Mary



Lecture 07

# Secant method

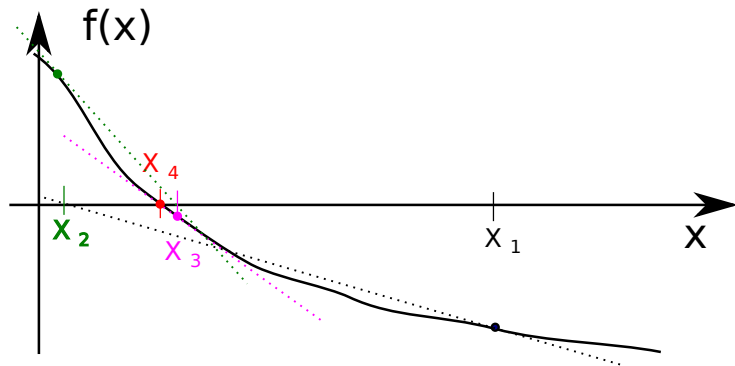


$$x_{i+2} = x_{i+1} - f(x_{i+1}) \frac{x_{i+1} - x_i}{f(x_{i+1}) - f(x_i)}$$

Need to provide two starting points  $x_1$  and  $x_2$ .

Secant method converges with  $m = (1 + \sqrt{5})/2 \approx 1.618$

# Newton-Raphson method



$$x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$$

Need to provide a starting points  $x_1$  and the derivative of the function. Newton-Raphson method converges quadratically ( $m = 2$ ).

# Numerical derivative of a function

Mathematical definition

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

The initial intent is to calculate it at very small  $h$ .

Remember about roundoff errors (HW01).

For computers with  $h$  small enough  $f(x+h) - f(x) = 0$ .

Let's be smarter. Recall Taylor series expansion

$$f(x+h) = f(x) + \frac{f'(x)}{1!}h + \frac{f''(x)}{2!}h^2 + \dots$$

So we can see

$$f'_c(x) = \frac{f(x+h) - f(x)}{h} = f'(x) + \frac{f''(x)}{2}h + \dots$$

Here **computed approximation** and **algorithm error** There is a range of optimal  $h$  when both the round off and the algorithm errors are small.

# Derivative via Forward difference

$$f'_c(x) = \frac{f(x+h) - f(x)}{h}$$

## Algorithm error

$$\varepsilon_{fd} \approx \frac{f''(x)}{2} h$$

This is quite bad since error is proportional to  $h$ .

## Example

$$f(x) = a + bx^2$$

$$f'_c(x) = bxh + bh$$

So for small  $x$ , the algorithm error dominates our approximation!

# Derivative via Central difference

$$f'_c(x) = \frac{f(x+h) - f(x-h)}{2h}$$

## Algorithm error

$$\varepsilon_{cd} \approx \frac{f'''(x)}{6} h^2$$

### Bonus problem for the homework 03 (5 points)

Plot the  $\log_{10}$  of the absolute error of  $\sin(x)$  derivative at  $x = \pi/4$  calculated with forward and central difference methods vs the  $\log_{10}$  the  $h$  value. See [loglog](#) help for plotting with logarithmic axes. The values of  $h$  should cover the range  $10^{-16}, 10^{-15}, 10^{-14} \dots 10^{-1}, 1$ .

At the low end error will be dominated by round offs and at the higher by the algorithm error.

The minimum of the absolute error indicates optimal values of  $h$ .

# Ridders method - the variation of false position

Solve  $f(x) = 0$  with linear approximation of the function  
 $g(x) = f(x) \exp(hQ)$

- 1 bracket the root between  $x_1$  and  $x_2$
- 2 evaluate function in the mid point  $x_3 = (x_1 + x_2)/2$
- 3 find new approximation for the root

$$x_4 = x_3 + \text{sign}(f_1 - f_2) \frac{f_3}{\sqrt{f_3^2 - f_1 f_2}} (x_3 - x_1)$$

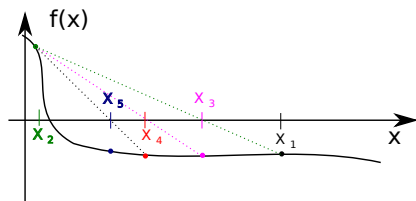
where  $f_1 = f(x_1)$ ,  $f_2 = f(x_2)$ ,  $f_3 = f(x_3)$

- 4 check if  $x_4$  satisfies convergence condition
- 5 re bracket the root using
  - $x_4$  and  $f_4 = f(x_4)$
  - whichever of  $(x_1, x_2, x_3)$  is closer to  $x_4$  and provides proper bracket.
- 6 proceed to step 1

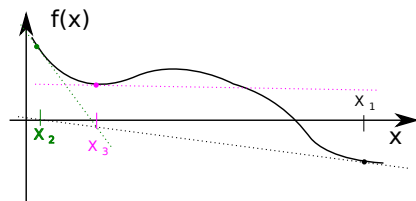
Nice parts:  $x_4$  is guaranteed to be inside the bracket, convergence of the algorithm is quadratic  $m = 2$ . But it requires evaluation of the  $f(x)$  twice for  $f_3$  and  $f_4$  thus actually  $m = \sqrt{2}$ .

# Root finding algorithm gotchas

Bracketing algorithms are bullet proof and will always converge, however false position algorithm could be slow.



Newton-Raphson and secant algorithms are usually fast but starting points need to be close enough to the root.





# Root finding algorithms summary

## Root bracketing algorithms

- bisection
- false position
- Ridders

### Pro

- robust i.e. always converge.

### Contra

- usually slower convergence
- require initial bracketing

## Non bracketing algorithms

- Newton-Raphson
- secant

### Pro

- faster
- no need to bracket (just give a **reasonable** starting point)

### Contra

- **may not converge**