Numerical Methods Cheat Sheet

Some mathematical equations that form in the real world turn out to be very difficult to solve; finding an exact solution is either very time consuming or impossible using techniques we already know. Take for example, the equation $3\ln|2x^2| + 4\cos x - e^x = 0$. This cannot be solved using any techniques you have learnt so far. We can instead use numerical methods to find approximations to the solutions of such

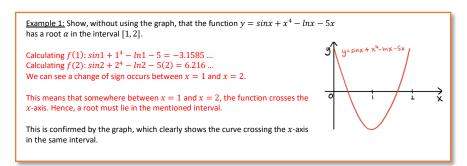
Locating roots

A root of a function is a value of x for which f(x) = 0. In other words, a root is where f(x) crosses the

If f(x) is continuous on the interval [a,b] and f(a) has an opposite sign to f(b), then f(x) has at least one root in this interval.

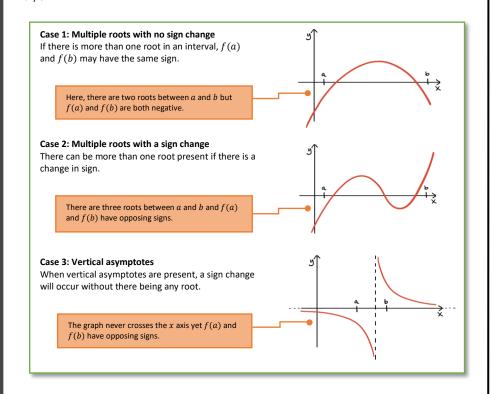
When we say f(x) has to be continuous on an interval, this just means that when graphed, the function is unbroken. In other words, you could trace the function with a pen without needing to lift your pen off the

Let's look at an example to clarify why the above bullet point makes sense:



Changes of sign and roots

If there isn't a change of sign in an interval, that does not necessarily mean a root does not exist. Also, if there is a change of sign, that does not necessarily mean only one root exists. There are three cases you need to be warv of:



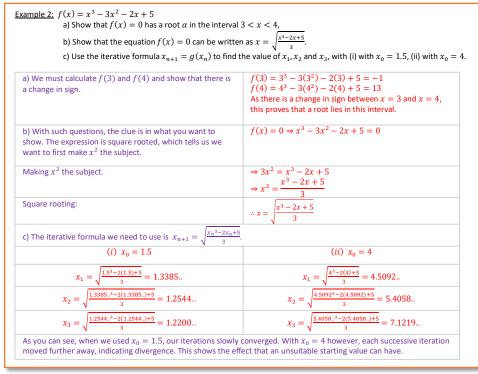


Using iteration

If we wish to find the roots of an equation f(x) = 0, we can use an iterative method.

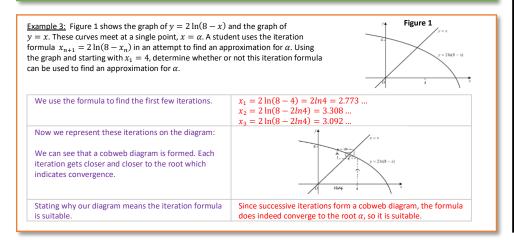
To solve an equation of the form f(x) = 0, rearrange the equation into the form x = g(x) and use the iterative formula $x_{n+1} = g(x_n)$.

You must be careful when using an iterative method as not all iterations will converge to a root. Sometimes, successive iterations will move away from the root quickly. This is known as divergence.



There are two ways in which an iteration can converge:

Way 1: Successive iterations get closer to the root, approaching the root from the same direction. This is graphically represented by a "staircase" diagram. Way 2: Successive iterations alternate between being above and below the root. This is graphically represented by a "cobweb" diagram



Pure Year 2

Newton-Raphson method

Another method to find the roots of an equation f(x) = 0 is to use the Newton-Raphson method. The Newton-Raphson formula

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

Slow convergence

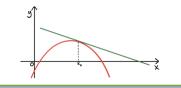
This method uses tangent lines to find accurate approximations of roots. The starting values must be chosen carefully with the Newton-Raphson method. Usually this will be given to you, but if not then you need to consider the following two points:

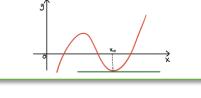
- If the starting value, x_0 , is near a turning point then the method can converge on a root quite slowly, as the tangent line will be far from the x-axis.
- If the starting value, x_0 , is at a turning point then the method will fail completely as the formula would result in division by 0, which is undefined.

The two graphs below illustrate each of the above cases:

the starting point is near a turning point, so the tangent line cuts the x axis far from the root.

the starting value is at a turning point, so the tangent never cuts the x-axis.





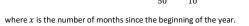
Example 4: f(x) = 2secx + 2x - 3, $-\frac{\pi}{2} < x < \frac{\pi}{2}$ where x is in radians. Given that f(x) = 0 has a solution, α , in the interval 0.4 < x < 0.5, take 0.4 as a first approximation to α and apply the Newton-Raphson procedure to obtain a second approximation. Give your answer to 3 decimal places.

We start by finding $f'(x)$, then substituting $x = 0.4$ into $f'(x)$ and $f(x)$.	$f'(x) = 2secxtanx + 2 \Rightarrow f'(0.4) = 2sec(0.4) tan(0.4) + 2 = 2.9181$ f(0.4) = 2sec(0.4) + 2(0.4) - 3 = -0.02859
Now using the Newton-Raphson formula:	$x_2 = 0.4 - \frac{-0.02859}{2.9181} = 0.4098 = 0.410$ to 3 decimal places.

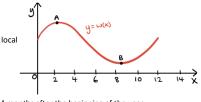
Applications to modelling

You also need to be able to apply your knowledge of numerical methods to questions involving models of real-life scenarios.

Example 5: The future world ranking position of a tennis player during a calendar year can be modelled by the function. $w(x) = -\frac{1}{50}x^4 + \frac{7}{10}x^3 - 7x^2 + 17x + 40, \quad 0 \le x \le 12$



The diagram shows the graph with equation y = w(x). The graph has a local maximum at A and local minimum at B.



- a) Find w'(x).
- b) Show that the player reaches a minimum ranking between 8.3 and 8.4 months after the beginning of the year.
- c) Show that the turning points of the graph correspond to the equation $x = \pm \sqrt{\frac{10}{21}} \left(\frac{2}{25} x^3 + 14x 17 \right)$.

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a) We use the formula to find the first few iterations.	$w'(x) = -\frac{4}{50}x^3 + \frac{21}{10}x^2 - 14x + 17$
b) We want to show there is a turning point between $x=8.3$ and $x=8.4$. This means we want to show $w'(x)=0$ has a root α in the interval (8.3, 8.4). Using the technique from example 1:	$w'(8.3) = -\frac{4}{50}(8.3)^3 + \frac{21}{10}(8.3)^2 - 14(8.3) + 17 = -0.27396$ $w'(8.4) = -\frac{4}{50}(8.4)^3 + \frac{21}{10}(8.4)^2 - 14(8.4) + 17 = 0.15968$ There is a change in sign between $x = 8.3$ and $x = 8.4$ so a root must lie in this interval, which means that the player reaches a minimum ranking between 8.3 and 8.4 months. We know the point is a minimum since the graph only has a minimum in this range.
c)	$w'(x) = -\frac{4}{50}x^3 + \frac{21}{10}x^2 - 14x + 17 = 0$ $\frac{21}{10}x^2 = \frac{2}{25}x^3 + 14x - 17$ $x^2 = \frac{10}{21}\left(\frac{2}{25}x^3 + 14x - 17\right)$ $x = \pm \sqrt{\frac{10}{21}\left(\frac{2}{25}x^3 + 14x - 17\right)}$



