

# In a nutshell: Inverse quadratic interpolation

Given a continuous real-valued function  $f$  of a real variable with three initial approximations of a root  $x_{-2}$ ,  $x_{-1}$  and  $x_0$  where  $|f(x_{-2})| \geq |f(x_{-1})| \geq |f(x_0)| > 0$ , rearranging them if necessary. If one is zero, we have already found a root. This algorithm uses iteration, quadratic interpolation and a solution to the quadratic equation to approximate a root.

Unlike Muller's method which approximates  $f$ , here we will approximate  $f^{-1}$ , and if  $x$  is a root, then  $f(x) = 0$ ; hence locally  $f^{-1}(0) = x$ .

Parameters:

- $\epsilon_{\text{step}}$  The maximum error in the value of the root cannot exceed this value.
- $\epsilon_{\text{abs}}$  The value of the function at the approximation of the root cannot exceed this value.
- $N$  The maximum number of iterations.

1. Let  $k \leftarrow 0$ .
2. If  $k > N$ , we have iterated  $N$  times, so stop and return signalling a failure to converge.
3. If any two of  $f(x_{k-2})$ ,  $f(x_{k-1})$  or  $f(x_k)$  are equal return signalling a failure to converge.
4. If  $|f(x_{k-2})| > |f(x_{k-1})| > |f(x_k)| > 0$  does not hold, rearrange the values so as to ensure this is true.
5. The next approximation to the root be the quadratic polynomial that interpolates the three points  $(f(x_{k-2}), x_{k-2})$ ,  $(f(x_{k-1}), x_{k-1})$  and  $(f(x_k), x_k)$  evaluated at zero, so

$$\begin{aligned} & (f(x_k) - f(x_{k-1}))f(x_k)f(x_{k-1})x_{k-2} + (f(x_{k-1}) - f(x_{k-2}))f(x_{k-1})f(x_{k-2})x_k \\ & + (f(x_{k-2}) - f(x_k))f(x_{k-2})f(x_k)x_{k-1}. \end{aligned}$$

$$\text{let } x_{k+1} \leftarrow \frac{\text{above}}{(f(x_k) - f(x_{k-1}))(f(x_{k-1}) - f(x_{k-2}))(f(x_{k-2}) - f(x_k))}.$$

- a. If  $x_{k+1}$  is not a finite floating-point number, so return signalling a failure to converge.
- b. If  $|x_{k+1} - x_k| < \epsilon_{\text{step}}$  and  $|f(x_{k+1})| < \epsilon_{\text{abs}}$ , return  $x_{k+1}$ .
6. Increment  $k$  and return to Step 2.

Note that we can include a bracketing component this algorithm by always ensuring that two of the three points have opposite signs when  $f$  is evaluated at them. Then, when a root is found, a point can always be chosen to ensure that the root is still bracketed.

## Convergence

If  $h$  is the error, it can be show that the error decreases according to  $O(h^\mu)$  where  $\mu \approx 1.8393$  is the real root of  $x^3 - x^2 - x - 1 = 0$ .