

UNIVERSITY OF WATERLOO FACULTY OF ENGINEERING Department of Electrical &

Computer Engineering

ECE 204 Numerical methods

The bracketed secant method a.k.a. the false-position method or *regula falsi*



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Introduction

- In this topic, we will
 - Describe a modification to the bisection method
 - Find the root of the interpolating linear polynomial
 - Try to determine the rate of convergence with an empirical example
 - Discuss some differences
 - Look at an implementation

- Suppose we have a real-valued function of a real variable and suppose that a_k and b_k are two points such that f (a_k) and f (b_k) have opposite signs
 - If *f* is continuous, then *f* must have a root on $[a_k, b_k]$





• What is the root of the line connecting $(a_k, f(a_k))$ and $(b_k, f(b_k))$?

$$f(a_k) + \frac{f(b_k) - f(a_k)}{b_k - a_k} (x - a_k)$$

 $x = a_k - f(a_k) \frac{b_k - a_k}{f(b_k) - f(a_k)}$

$$f(a_{k}) + \frac{f(b_{k}) - f(a_{k})}{b_{k} - a_{k}} (x - a_{k}) = 0$$

$$\frac{f(b_{k}) - f(a_{k})}{b_{k} - a_{k}} (x - a_{k}) = -f(a_{k})$$

$$x - a_{k} = -f(a_{k}) \frac{b_{k} - a_{k}}{f(b_{k}) - f(a_{k})}$$





What is the root of the line connecting (a_k, f (a_k)) and (b_k, f (b_k))?
 This formula is usually simplified to

$$r_{k} \leftarrow \frac{f(b_{k})a_{k} - f(a_{k})b_{k}}{f(b_{k}) - f(a_{k})}$$

This, however, is subject to subtractive cancellation

• Thus, we will adopt

$$r_{k} \leftarrow a_{k} - f(a_{k}) \frac{b_{k} - a_{k}}{f(b_{k}) - f(a_{k})}$$
$$r_{k} \leftarrow a_{k} - f(a_{k}) / f^{(1)}(a_{k})$$



• Thus, given two bounds a_k and b_k such that $f(a_k)$ and $f(b_k)$ have opposite signs

Find the root

$$r_{k} \leftarrow a_{k} - f(a_{k}) \frac{b_{k} - a_{k}}{f(b_{k}) - f(a_{k})}$$

- If $f(r_k) = 0$, we have found a root, so we are done

- If
$$f(a_k)$$
 and $f(r_k)$ have opposite signs,
let $a_{k+1} \leftarrow a_k$ and $b_{k+1} \leftarrow r_k$

- Otherwise, $f(r_k)$ and $f(b_k)$ have opposite signs, let $a_{k+1} \leftarrow r_k$ and $b_{k+1} \leftarrow b_k$



- How does convergence occur?
 - One of the end-points usually becomes fixed
 - Thus, in this example $b_k a_k > b_k r$
 - In theory, the root could be arbitrarily close to the other end-point, so the maximum error could be b_k a_k
 - However, we will keep iterating until $r_k a_k < \varepsilon_{\text{step}}$ or $b_k r_k < \varepsilon_{\text{step}}$





Example

- Find the first root of $2e^{-2x} e^{-x}$
 - The solution is $\ln(2)$

	110 Solution 15 In(2)							1(0)
k	a	$b_{\mu} = b_{\mu} = f$	(a_{i})	(b_{μ})	γ_{r}	$f(r_{\mu})$	$\ln(2) - r_{\rm c}$	$\frac{\ln(2)-r_k}{\sqrt{2}}$
		κ κ σ			K	Ј (К)	$(-) \cdot \kappa$	$\ln(2)-r_{k-}$
0	0	1	1	-0.09721	0.9114034921336616	-0.07882	-0.2183	
1	0	0.911403492133662	2 1	-0.07882	0.8448178934459362	-0.06046	-0.1517	0.6949
2	0	0.844817893445936	5 1	-0.06046	0.7966507111390642	-0.04433	-0.1035	0.6824
3	0	0.796650711139064	1 1	-0.04433	0.7628346587707037	-0.03139	-0.06969	0.6733
4	0	0.762834658770704	4 1	-0.03139	0.7396168052064190	-0.02167	-0.04670	0.6668
5	0	0.739616805206419	91	-0.02167	0.7239275935246550	-0.01470	-0.03078	0.6624
6	0	0.723927593524655	5 1	-0.01470	0.7134425805685035	-0.009844	4 -0.02030	0.6594
7	0	0.713442580568504	4 1	-0.009844	0.7064881958397252	-0.006539	9 -0.01334	0.6573
8	0	0.706488195839725	5 1	-0.006538	0.7018989029405253	-0.004319	9 -0.008752	2 0.6560
9	0	0.701898902940525	5 1	-0.004319	0.6988805733976142	-0.002842	2 -0.005733	3 0.6551
10	0	0.698880573397614	4 1	-0.002842				



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Error analysis

- It seems the error is dropping by a factor of 0.65
 - Thus is a constant times the previous error, so O(h)
 - The issue is that one end-point is fixed
 - Solution?
 - Alternate between the bracketed secant method and the bisection method





Implementation

```
double bracketed_secant( double f( double x ), double a, double b,
                            double eps_step, double eps_abs,
                            unsigned int max iterations ) {
    assert( a < b );
    double fa{ f( a ) };
    double fb{ f( b ) };
    if ( !std::isfinite( fa ) || !std::isfinite( fb ) ) {
         return NAN;
    }
    if ( fa == 0.0 ) {
         return a;
    }
    if ( fb == 0.0 ) {
                                      C/C++ Code is provided to demonstrate the
                                      straight-forward nature of these algorithms
         return b;
                                      and not required for the examination
                                                                         10
```





Implementation

- for (unsigned int k{0}; k < max_iterations; ++k) {</pre> double r{ a - fa*(b - a)/(fb - fa) }; // This avoids overflow double fr{ f(r) }; if (!std::isfinite(fr)) { return NAN; } if (fr == 0.0) { return r; } else if (std::signbit(fa) == std::signbit(fr)) { if (((r - a) < eps_step) && (std::abs(fr) < eps_abs)) {</pre> return r; $|r_k - a_k < \varepsilon_{\text{step}} \text{ and } |f(r_k)| < \varepsilon_{\text{abs}}, \text{return } r_k$ }
 - a = r; fa = fr; } else {

C/C++ Code is provided to demonstrate the straight-forward nature of these algorithms and not required for the examination



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} else {
if (((b - r) < eps_step) && (std::abs(fr) < eps_abs)) {
return r;
}
$$b_k - r_k < \varepsilon_{step}$$
 and $|f(r_k)| < \varepsilon_{abs}$, return r_k
b = r;
fb = fr;
}
return NAN;

}



Summary

- Following this topic, you now
 - Considered a modification to the bisection method
 - Find the root of the interpolating linear polynomial
 - Looked at an example
 - Understood that the rate of convergence is no better than the bisection method
 - Considered an implementation

References

[1] https://en.wikipedia.org/wiki/Regula_falsi



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Colophon

These slides were prepared using the Cambria typeface. Mathematical equations use Times New Roman, and source code is presented using Consolas. Mathematical equations are prepared in MathType by Design Science, Inc. Examples may be formulated and checked using Maple by Maplesoft, Inc.

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