

# Nonlinear Equations (Chapter 5)

Problem: find  $x$  such that  $f(x) = y$

where  $f$  is any smooth function.

(for now,  $f: \mathbb{R} \rightarrow \mathbb{R}$ )

Equivalently: find the root(s) of a general

equation of the form  $f(x) = 0$

subtract  $y$   
from both sides

i.e. find an  $x^*$  such that  $f(x^*) = 0$ .

## Existence and Uniqueness

unlike in a linear system  $f(x) = 0$  can have.

- no solution

$$\text{e.g. } e^x + 1 = 0$$

- one solution

$$\text{e.g. } e^x - x = 0.$$

- many solutions

$$\text{e.g. } x^3 + 6x^2 + 11x - 6 = 0.$$

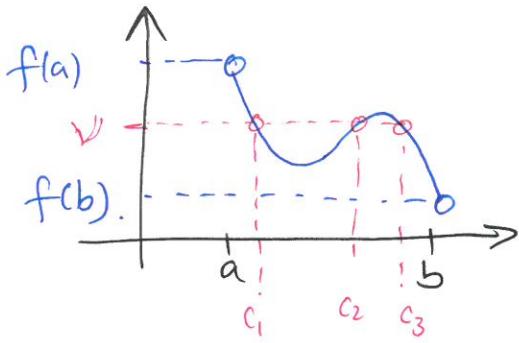
- inf. many solutions

$$\sin(x) - 1 = 0$$

Even though we can't make any global assertions  
about existence / uniqueness of roots, there are useful  
local criteria that guarantees the existence of solutions.

## Intermediate Value Thm

If  $f$  is continuous on an interval  $[a, b]$ , and  
 $v$  is a number between  $f(a)$  and  $f(b)$ . Then  
there exists  $c \in [a, b]$  such that  $f(c) = v$ .



$$f(c_i) = v.$$

We can apply I.V.T. to root finding:

- If  $f$  is continuous,  $f(L)$  and  $f(R)$  have opposite signs, then there is a root  $x^*$  between L and R with  $f(x^*) = 0$ .

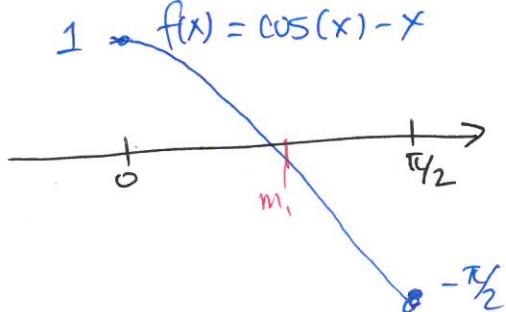
We can use this idea to develop an algorithm for root finding:

eg //  $f(x) = \cos(x) - x$ .

$$f(0) = 1 \quad f\left(\frac{\pi}{2}\right) = -\frac{\pi}{2}.$$

$\Rightarrow$  There should be a root  $f(x^*)$

~~$x^* \in [0, \frac{\pi}{2}]$~~   $x^* \in [0, \frac{\pi}{2}]$



Consider the midpoint  $m_1 = 0 + \frac{\frac{\pi}{2} - 0}{2} = \frac{\pi}{4}$

We evaluate  $f(m_1) = -0.07829$ .  $\Leftarrow$  negative.

Reapply the I.V.T.  $\Rightarrow$  There should be a root  $f(x^*)$

$$f(0) > 0$$

$$f(m_1) < 0$$

$$x^* \in [0, \frac{\pi}{4}]$$

$\Downarrow m_1$

Consider the next midpoint  $m_2 = 0 + \frac{\frac{\pi}{4} - 0}{2} = \frac{\pi}{8}$ .

$$f(m_2) = 0.53118 \leftarrow \text{POSITIVE}$$

Reapply the IVT  $\Rightarrow$  There should be a root  $f(x^*)$

$$f(m_2) > 0$$

$$f(m_1) < 0$$

$$x^* \in \left[ \frac{\pi}{8}, \frac{\pi}{4} \right]$$

$$\begin{array}{c} || \\ m_2 \\ \vdots \\ || \\ m_1 \end{array}$$

$\vdots$

### Algorithm Interval Bisection.

We start with  $f$ . continuous, and values  $a, b$  such that  $\text{sign}(f(a)) \neq \text{sign}(f(b))$ .

Iteratively find  $m = a + \frac{(b-a)}{2}$ .

If  $\text{sign}(f(a)) = \text{sign}(f(m))$ .

$a := m$  new interval :  $[m, b]$

else :

$b := m$ , new interval :  $[a, m]$ .

Question \* When do we stop?

\* How quickly does Interval Bisection converge?

\* Can we do better? (Yes).

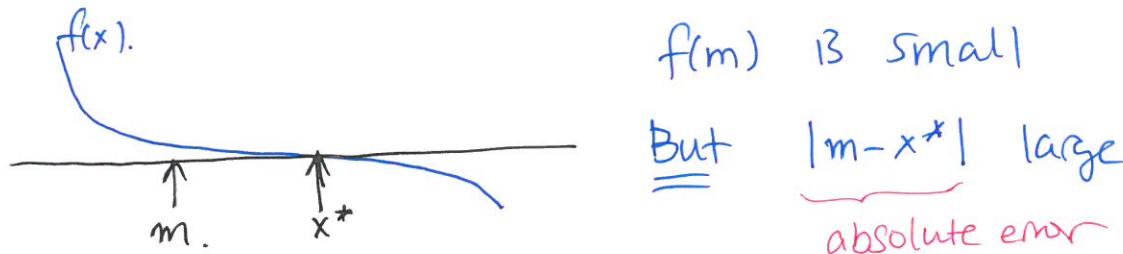
\* What can we say about the conditioning of the root-finding problem  $f(x) = 0$

## Stopping Criteria

$$|f(m)| < \epsilon$$

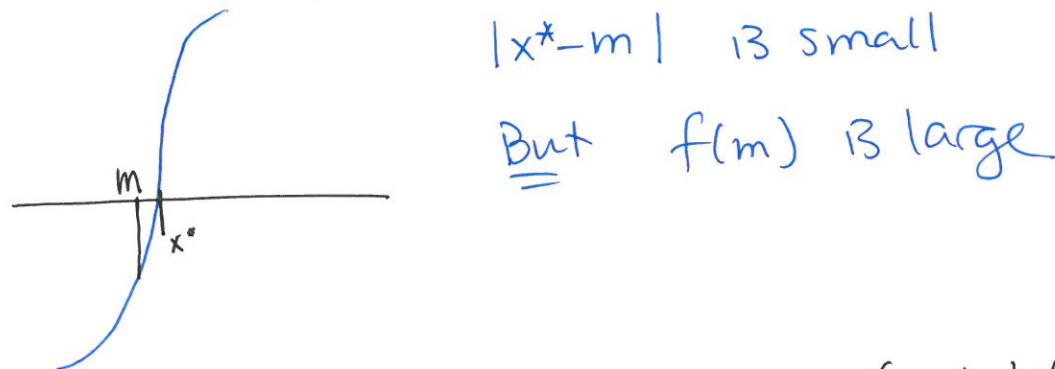
Idea #1: What about when  $f(m)$  is small enough.

Can be fooled by flat functions:



Idea #2: What about when the interval size is sufficiently small?  $\Rightarrow$  fixed number of iterations  
 $\approx |a_i - b_i| \leq \epsilon$

Can be fooled by functions like this:



In practice, the stopping criteria is (real life) problem dependent.

## Convergence Rate

We use notation  $e_k$  to denote the absolute error  
 $e_k = x_k - x^*$  at iteration  $k$ .

where  $x_k$  is the approx. solution at iteration  $k$ .  
 $x^*$  is the true solution.

In interval bisection  ~~$|e_k|$~~   $|e_k| \leq |b_k - a_k|$

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we will approximate  $e_k = |b_k - a_k|$ .

An iterative method converge with rate r. if

$$\lim_{k \rightarrow \infty} \frac{\|e_{k+1}\|}{\|e_k\|^r} = C \quad \text{for some constant } C > 0.$$

In particular if

$r=1, C < 1$ . convergence rate is linear

$r > 1$ . : : : Superlinear

$r=2$  quadrat2

$r=3$  cubiz

better  
(faster)

For interval bisection.

$$|e_k| = |b_k - a_k| \xleftarrow{\text{internal size at step k.}}$$

$$= \frac{|b-a|}{2^k} \xleftarrow{\text{initial interval size}}$$

so

$$\lim_{k \rightarrow \infty} \frac{|e_{k+1}|}{|e_k|^r} = \lim_{k \rightarrow \infty} \frac{\frac{|b-a|}{2^{k+1}}}{\frac{|b-a|}{2^k}} = \lim_{k \rightarrow \infty} \frac{\frac{1}{2}}{1} = \frac{1}{2}$$

$\Rightarrow$  Interval Bisection converges linearly.

with  $r=1, c = \frac{1}{2}$ .

$\Rightarrow$  we gain one additional correct bit of information.  
in the approx solution per iteration

## midpoint computation

Consider  $F(\beta=10, p=2, U=10, L=-10)$ .

$$a = 0.67 = 6.7 \times 10^{-1}$$

$$b = 0.69 = 6.9 \times 10^{-1}$$

$$m = \frac{a+b}{2} \quad a+b = 1.36 \Rightarrow 1.4 \times 10^0$$

$$\frac{f(a+b)}{2} = 0.70 \rightarrow 7.0 \times 10^{-1}$$

problem!  $m = 0.70$  is not even between  $[a, b]$ .

The computation  $m = a + \frac{b-a}{2}$  guarantees that  $m \in [a, b]$ .

## Fixed-Point Iteration

Find an equivalent problem to  $f(x^*) = 0$  with the same solution.

↪ Find  $p^*$  that is a fixed-point of  $g(x)$ :  
i.e.  $g(p^*) = p^*$ .

e.g. say we want to find a root of  
 $f(x) = x - 0.2 \sin(x) - 0.5$

Define  $g(x) = 0.2 \sin(x) + 0.5$ .

Notice that if  $x^* = g(x^*)$  is a fixed-point of  $g$ .

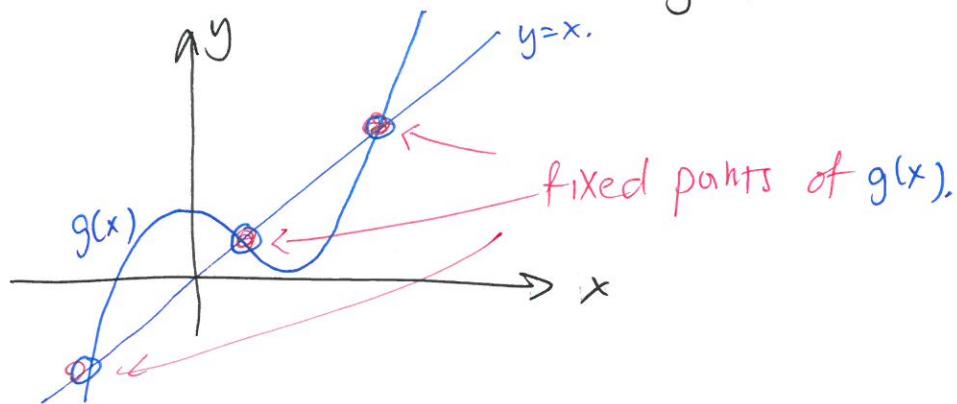
then  $f(x^*) = 0$ .

i.e.  $x - \underbrace{0.2 \sin(x) - 0.5}_{= 0}$

$$\Leftrightarrow x = 0.2 \sin(x) + 0.5$$

Fixed-points of  $g(x)$  are roots of  $f(x)$ .

Fixed-points are values where  $g(x)$  intersects  $y = x$ .



We can find fixed-points of  $g(x)$  using  
functional iteration (fixed-point iteration).

start with:  $x_0$  given

$$x_{i+1} = g(x_i) \quad i=0, 1, 2, \dots$$

If this iteration converges, it converges to a fixed point of  $g$ .

$$\text{eg//. } f(x) = x - 0.2 \sin(x) - 0.5$$

Run bisection  $\Rightarrow$  ~22 iters to convergence

$$\text{with } g(x) = 0.2 \sin(x) + 0.5.$$

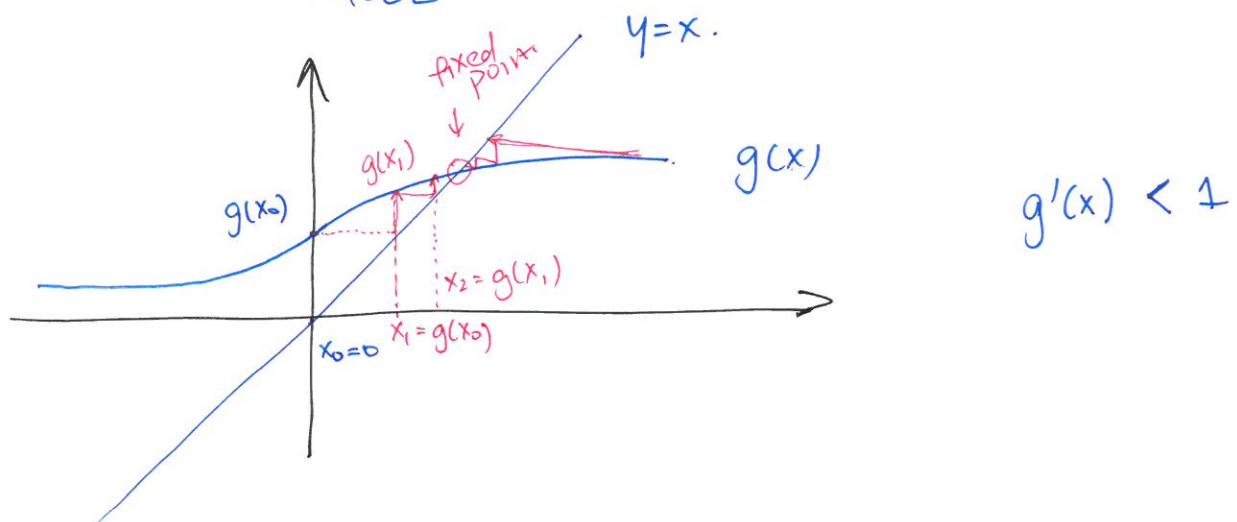
Start with  $x_0 = 0$ .  $\Rightarrow$  ~8-9 iters.

$x_0 = 1.0 \Rightarrow$  ~8-9 iters

$x_0 = -1.0 \Rightarrow$  ~8-9 iters

$x_0 = 1000$   
 $-1000 \Rightarrow$  ~8-9 iters.

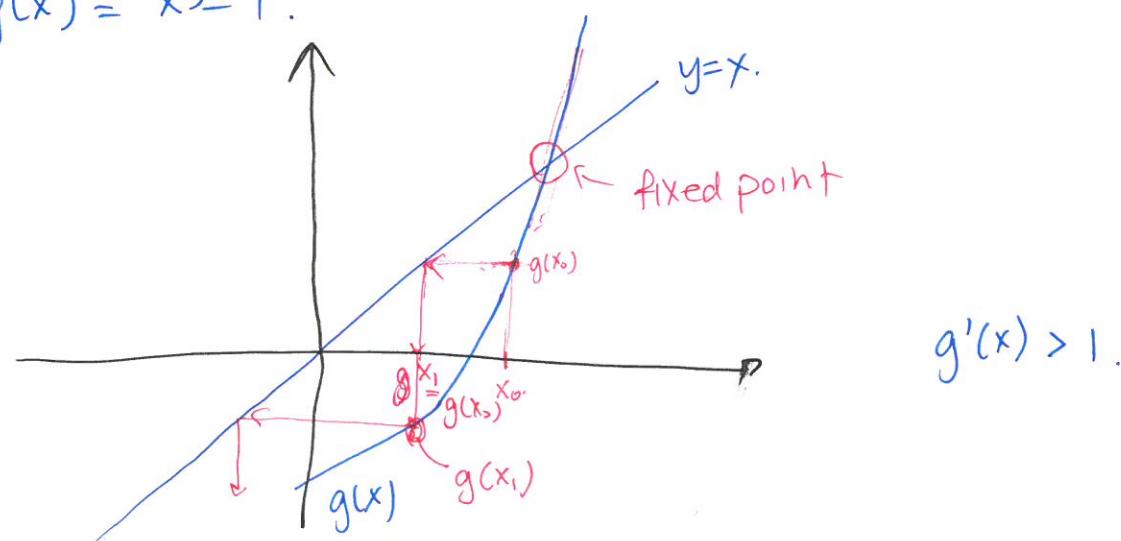
# steps  
indep of  $x_0$ .



eg// find roots of  $f(x) = x^3 - x - 1$ .

$$g(x) = x^3 - 1.$$

$$\begin{aligned} x^3 - x - 1 &= 0 \\ x^3 - 1 &= x \end{aligned}$$



$$\text{Try } g(x) = (x+1)^{1/3}.$$

$x^3 - x - 1 = 0$   
 $x = \sqrt[3]{x+1}$

$\Rightarrow \underline{\text{works!}}$

## Convergence of fixed-point iteration

Suppose  $g(x)$  has a fixed point  $x^* = g(x^*)$

If  $|g'(x^*)| < 1$  then there is an interval containing  $x^*$  such that fixed-point iteration.

$x_{k+1} = g(x_k)$  converges to  $x^*$  ~~if  $x_0$  is in that interval~~

If  $x_0$  is in that interval

If  $|g'(x^*)| > 1$ , then iterative scheme diverges.

The ~~asymptotic~~ convergence rate is usually linear with  $c = |g'(x^*)|$

If  $g'(x^*) = 0$  then the convergence is at least quadratic.