

# Class 8. Root Finding in 1-D

## Nonlinear Equations

- Often (most of the time??) the relevant system of equations is nonlinear in the unknowns.
- Then, cannot decompose as  $\mathbf{Ax} = \mathbf{b}$ . Oh well.
- Instead write as:
  1.  $f(x) = 0$  (for functions of one variable, i.e., 1-D);
  2.  $\mathbf{f}(\mathbf{x}) = \mathbf{0}$  (for  $\mathbf{x} = (x_1, x_2, \dots, x_n)$ ,  $\mathbf{f} = (f_1, f_2, \dots, f_n)$ , i.e.,  $n$ -D).
- Not guaranteed to have any real solutions, but generally do for astrophysical problems.

## Solutions in 1-D

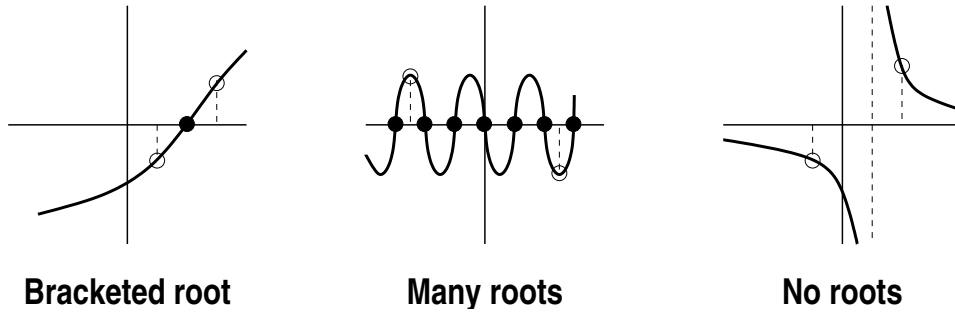
- Generally, solving multi-D equations is much harder, so we'll start with the 1-D case first...
- By writing  $f(x) = 0$  we have reduced the problem to solving for the roots of  $f$ .
- In 1-D it is usually possible to trap or bracket the desired roots and hunt them down.
- Typically all root-finding methods proceed by iteration, improving a trial solution until some convergence criterion is satisfied.

## Function Pathologies

- Before blindly applying a root-finding algorithm to a problem, it is essential that the form of the equation in question be understood: graph it!
- For smooth functions, good algorithms will always converge, provided the initial guess is good enough.
- Pathologies include discontinuities, singularities, multiple or very close roots, or no roots at all!

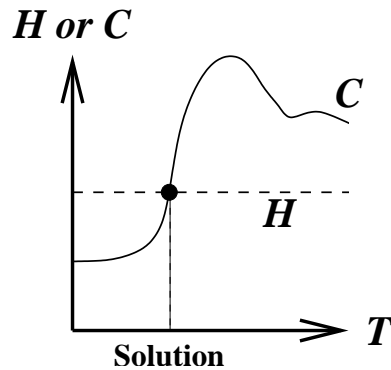
## Numerical Root Finding

- Suppose  $f(a)$  and  $f(b)$  have opposite sign.
- Then, if  $f$  is continuous on the interval  $(a, b)$ , there must be at least one root between  $a$  and  $b$  (this is the Intermediate Value Theorem).
- Such roots are said to be bracketed.



## Example Application

- Use root finding to calculate the equilibrium temperature of the ISM.
- The ISM is a very diffuse plasma.
  - Heated by nearby stars and cosmic rays.
  - Cooled by a variety of processes:
    - \* Bremsstrahlung: collisions between electrons and ions.
    - \* Atom-electron collisions followed by radiative decay.
    - \* Thermal radiation from dust grains.
- Equilibrium temperature given when rate of heating  $H =$  rate of cooling  $C$ .
  - Often  $H$  is not a function of temperature  $T$ .
  - Usually  $C$  is a complex, nonlinear function of  $T$ .



- To solve, find  $T$  such that  $H - C(T) = 0$ .

## Bracketing and Bisection

- *NRiC* §9.1 lists some simple bracketing routines that search for sign changes of  $f$ :
  - `zbrac()`: expand search range geometrically;
  - `zbrak()`: look for roots in subintervals.
- Once bracketed, root is easy to find by bisection:

- Evaluate  $f$  at interval midpoint  $(a + b)/2$ .
- Root must be bracketed by midpoint and whichever  $a$  or  $b$  gives  $f$  of opposite sign.
- Bracketing interval decreases by 2 each iteration:

$$\varepsilon_{n+1} = \varepsilon_n/2.$$

- Hence to achieve error tolerance of  $\varepsilon$  starting from interval of size  $\varepsilon_0$  ( $\varepsilon \leq \varepsilon_0$ ) requires  $n = \log_2(\varepsilon_0/\varepsilon)$  step(s).

## Convergence

- Bisection converges linearly (first power of  $\varepsilon$ ).
- Methods for which

$$\varepsilon_{n+1} = \text{constant} \times (\varepsilon_n)^m, \quad m > 1,$$

are said to converge superlinearly.

- Note error actually decreases exponentially for bisection. It converges “linearly” because successive significant figures are won linearly with computational effort (i.e.,  $\underline{1} \rightarrow 0.\underline{5} \rightarrow 0.2\underline{5} \rightarrow 0.12\underline{5} \rightarrow \dots$ ).

## Tolerance

- What is a practical tolerance  $\varepsilon$  for convergence?
- Best you can do is machine precision ( $e_m$ , about  $10^{-7}$  in single precision); more practically, absolute convergence within  $e_m(|a| + |b|)/2$  is used.
- Sometimes consider fractional accuracy,

$$\frac{|x_{i+1} - x_i|}{|x_i|} \sim e_m,$$

but this can fail for  $x_i$  near zero.

## Newton-Raphson Method

- Can we do better than linear convergence? Duh!
- Expand  $f(x)$  in a Taylor series:

$$f(x + \delta) = f(x) + f'(x)\delta + \frac{f''(x)}{2}\delta^2 + \dots$$

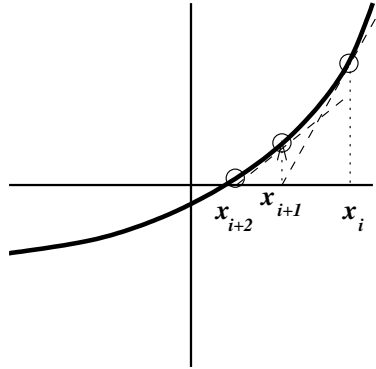
- For small  $|\delta|$ , drop higher-order terms, so:

$$f(x + \delta) = 0 \text{ implies } \delta = -\frac{f(x)}{f'(x)}.$$

- $\delta$  is correction added to current guess of root, i.e.,

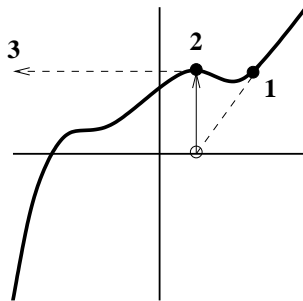
$$x_{i+1} = x_i + \delta.$$

- Graphically, Newton-Raphson (NR) uses tangent line at  $x_i$  to find zero crossing, then uses  $x$  at zero crossing as next guess:

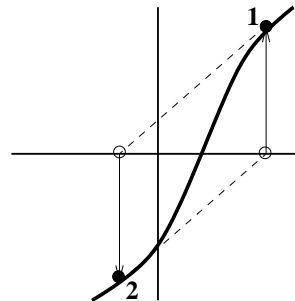


- Note: only works near root...

- When higher order terms important, NR fails spectacularly. Other pathologies exist too:



**Shoots to infinity**



**Never converges**

- Why use NR if it fails so badly?
- Can show that

$$\varepsilon_{i+1} = -\varepsilon_i^2 \frac{f''(x)}{2f'(x)},$$

i.e., *quadratic* convergence!

- Note both  $f(x)$  and  $f'(x)$  must be evaluated each iteration, plus both must be continuous near root.
- Popular use of NR is to “polish up” bisection root.