

Root finding

Root finding

- ▶ suppose you have a mathematical function $\mathbf{f}(\mathbf{x})$ and you want to find \mathbf{x}_0 such that $\mathbf{f}(\mathbf{x}_0) = 0$
 - ▶ why would you want to do this?
 - ▶ many problems in computer science, science, and engineering reduce to optimization problems
 - ▶ find the shape of an automobile that minimizes aerodynamic drag
 - ▶ find an image that is similar to another image (minimize the difference between the images)
 - ▶ find the sales price of an item that maximizes profit
 - ▶ if you can write the optimization criteria as a function $\mathbf{g}(\mathbf{x})$ then its derivative $\mathbf{f}(\mathbf{x}) = \mathbf{d}\mathbf{g}/\mathbf{d}\mathbf{x} = 0$ at the minimum or maximum of \mathbf{g} (as long as \mathbf{g} has certain properties)

Roots of polynomials

- ▶ for roots of polynomials MATLAB has a function named **roots**
- ▶ **roots** finds all of the roots of a polynomial defined by its coefficients vector; e.g.,
 - ▶ the roots of the polynomial $x^3 - 6x^2 - 72x - 27$:

```
p = [1 -6 -72 -27];
```

```
r = roots(p)
```

```
r =
```

```
    12.1229
```

```
    -5.7345
```

```
    -0.3884
```

Roots of non-polynomials

- ▶ we've already seen Newton's method for root finding (Day 12)
 1. start with an initial estimate of the root x_0
 2. $i = 0$
 3. while $|f(x_i)| > \epsilon$
 - $$x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$$
 - $$i = i + 1$$

- ▶ this requires computation of both $f(x)$ and $f'(x)$

Newton's method

- ▶ our previous implementation used local functions to represent both $f(x)$ and $f'(x)$
- ▶ the problem with this approach is that we can only find roots of the local function that defines $f(x)$
 - ▶ e.g., our previous implementation can only find the roots of $f(x) = x^2 - 1$

```

function [ root, xvals ] = newton(x0, epsilon)
%NEWTON Newton's method for  $x^2 - 1$ 
%   ROOT = NEWTON(X0, EPSILON) finds a root of  $f(x) = x^2 - 1$  using
%   Newton's method starting from an initial estimate X0 and a tolerance EPSILON
%
%   [ROOT, XVALS] = NEWTON(X0, EPSILON) also returns the iterative estimates
%   in XVALS

```

```

xvals = x0;
xi = x0;
while abs(f(xi)) > epsilon
    xj = xi - f(xi) / fprime(xi);
    xi = xj;
    xvals = [xvals xi];
end
root = xi;

```

```
end
```

```

function [ y ] = f(x)
y = x * x - 1;
end

```

can only find the root of this function

```

function [ yprime ] = fprime(x)
yprime = 2 * x;
end

```



Function handles

- ▶ it would be nice if we could tell our implementation of Newton's method what function to use for $f(x)$ and $f'(x)$
- ▶ MATLAB does not allow you to pass a function directly to another function
 - ▶ instead you must pass a *function handle* to the function
- ▶ a function handle is a value that you can use to call a function (instead of using the name of the function)
 - ▶ because it is a value, you can store it in a variable!

Function handles

- ▶ you can create a handle for any function by using @ before the function name

```
linspaceHandle = @linspace; % handle for linspace
cosHandle = @cos;           % handle for cos
plotHandle = @plot;        % handle for plot
```


Function handles

- ▶ you can use the handle to call the function exactly the same way that you would use the function name to call the function

```
% use handle to call linspace  
x = linspaceHandle(-1, 1, 50);
```

```
% use handle to call cos  
y = cosHandle(2 * pi * x);
```

```
% use handle to call plot  
plotHandle(x, y, 'b:');
```

Function functions

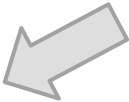
- ▶ by using function handles, we can modify our implementation of Newton's method to find the root of any function
 - ▶ we just have to supply two function handles, one for $f(x)$ and a second for $f'(x)$
 - ▶ we also need MATLAB functions that implement $f(x)$ and $f'(x)$

function handles

```
function [ root, xvals ] = newton(f, fprime, x0, epsilon)
%NEWTON Newton's method for root finding
%  ROOT = NEWTON(F, FPRIME, X0, EPSILON) finds a root of the
%  function F having derivative FPRIME using Newton's method
%  starting from an initial estimate X0 and a tolerance EPSILON
%
%  [ROOT, XVALS] = NEWTON(F, FPRIME, X0, EPSILON) also returns
%  the iterative estimates in XVALS

xvals = x0;
xi = x0;
while abs(f(xi)) > epsilon
    xj = xi - f(xi) / fprime(xi);
    xi = xj;
    xvals = [xvals xi];
end
root = xi;

end
```

 local functions have been removed

Function functions

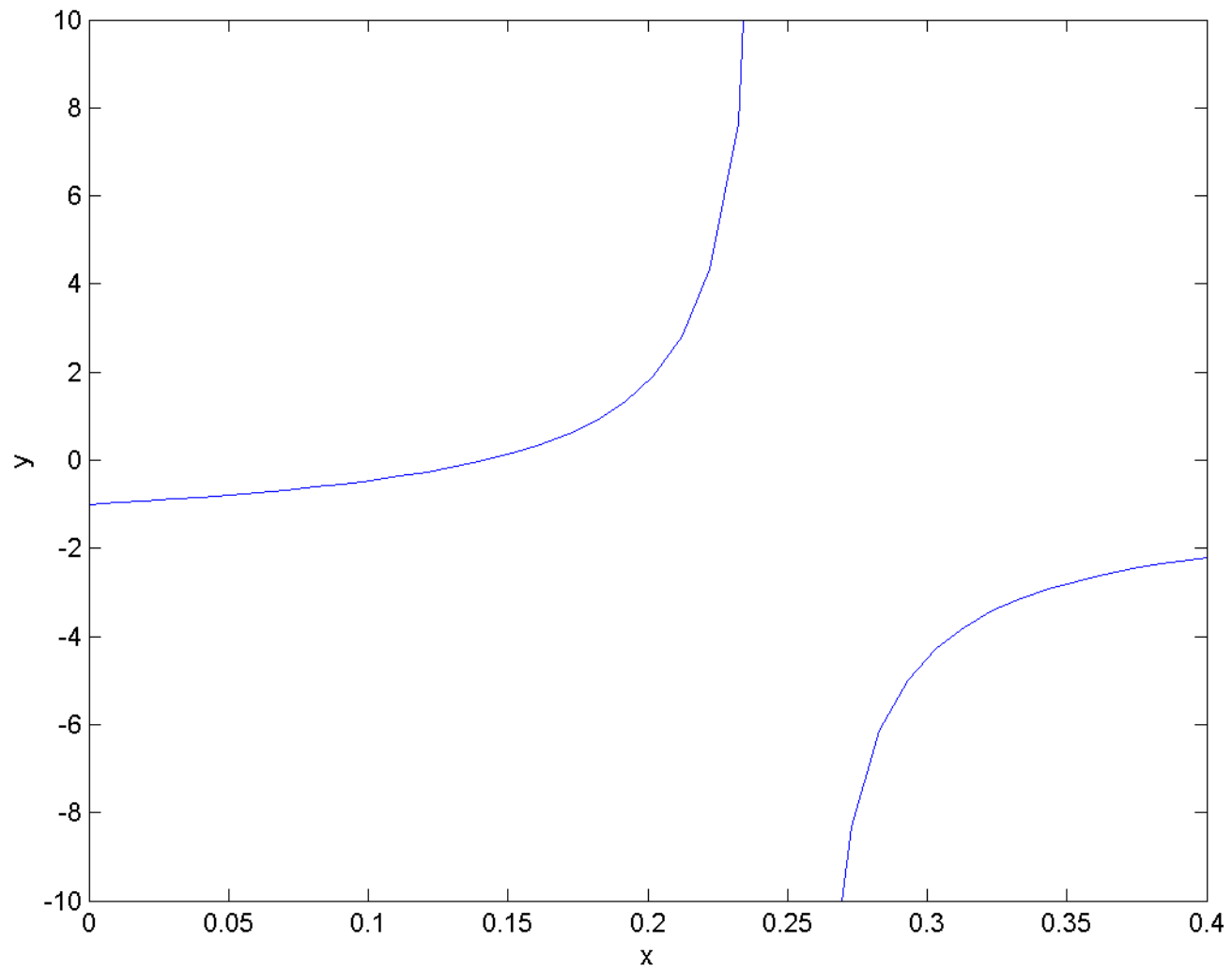
► let's find a root of

$$f(x) = \sqrt{x} \tan(\pi\sqrt{x}) - \sqrt{1-x}$$

which has the derivative

$$f'(x) = \frac{1}{2} \left(\frac{1}{\sqrt{1-x}} + \frac{\tan(\pi\sqrt{x})}{\sqrt{x}} + \pi \sec^2(\pi\sqrt{x}) \right)$$

plot of $f(x)$



```
function [y] = myf(x)
%MYF Function to find the root of

y = sqrt(x) .* tan(pi * sqrt(x)) - sqrt(1 - x);

end
```

```
function [y] = myfprime(x)
%MYFPRIME Derivative of MYF

sqrtx = sqrt(x);
a = 1 / sqrt(1 - x);
b = tan(pi * sqrtx) / sqrtx;
c = pi * (sec(pi * sqrtx))^2;
y = 0.5 * (a + b + c);

end
```

Function functions

- ▶ we can now use our Newton's method implementation by passing in function handles for **f** and **fprime**

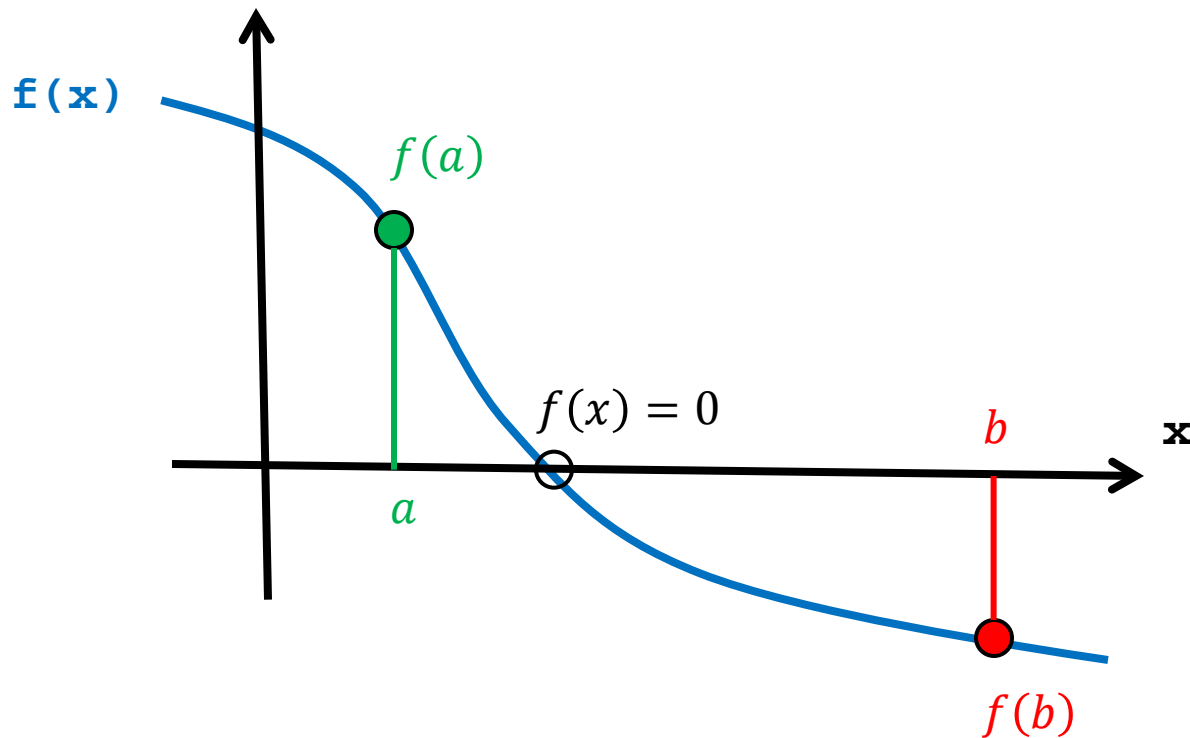
```
newton(@myf, @myfprime, 0.1, 1e-6)
```


Bracketing methods

- ▶ Newton's method requires an initial estimate of the root and the derivative of the function that we want to find the roots for
- ▶ bracketing methods do not require the derivative

Bracketing methods

- ▶ bracketing methods require two estimates $x_1 = a$ and $x_2 = b$ such that the root lies between the two estimates

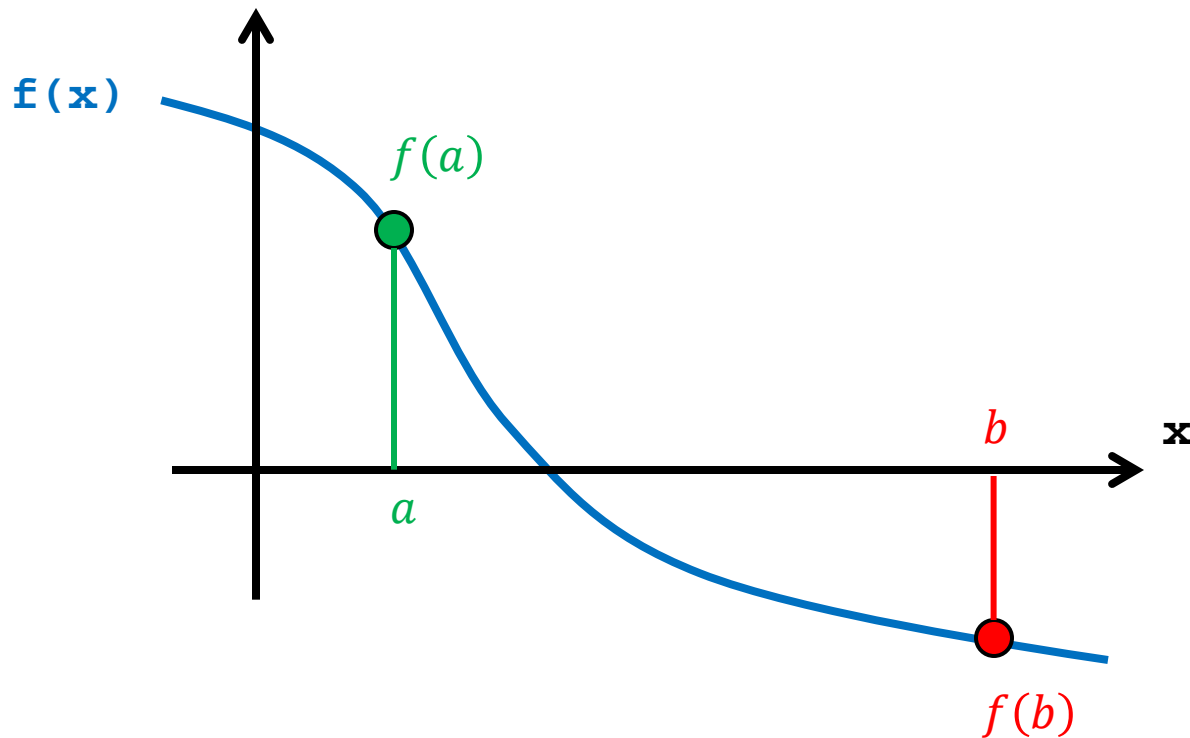


Bisection method

- ▶ the bisection method repeatedly evaluates f at the midpoint c_i of the interval $[a_i, b_i]$
 - ▶ c_i becomes one of the new interval endpoints $[a_{i+1}, b_{i+1}]$ depending of the sign of $f(c_i)$

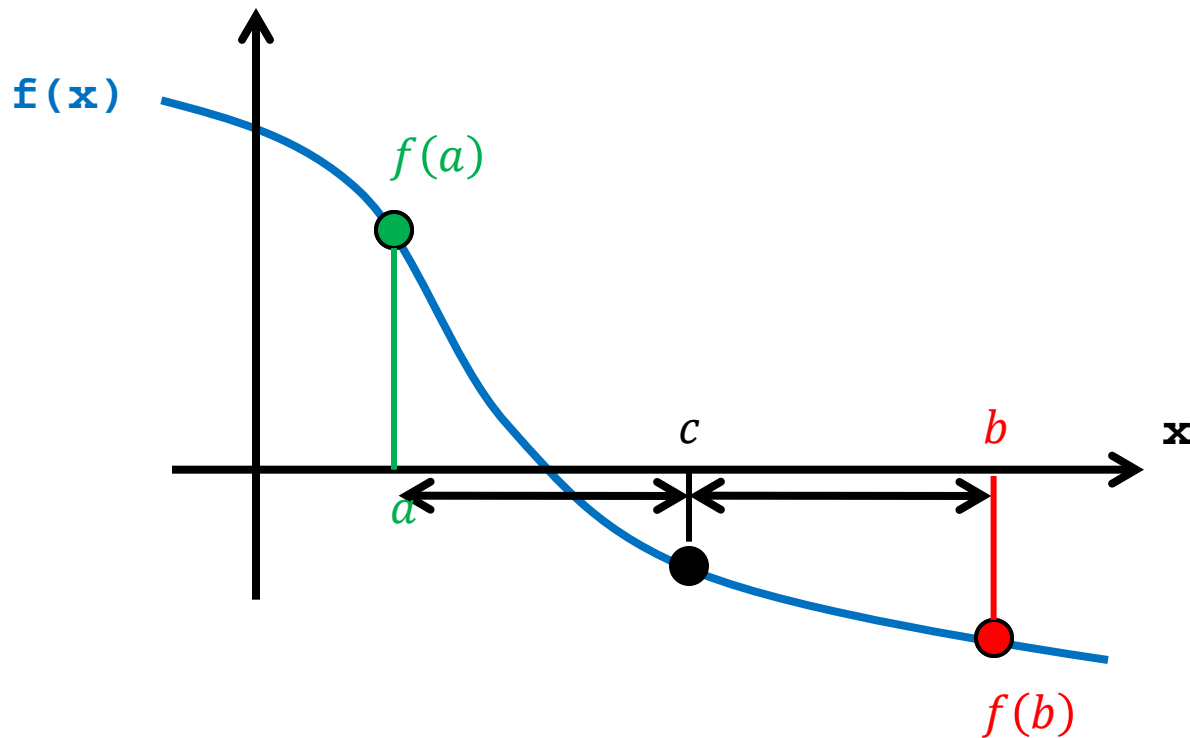
Bisection Method

- ▶ evaluate $f(x)$ at two points $x = a$ and $x = b$ such that
 - ▶ $f(a) > 0$
 - ▶ $f(b) < 0$



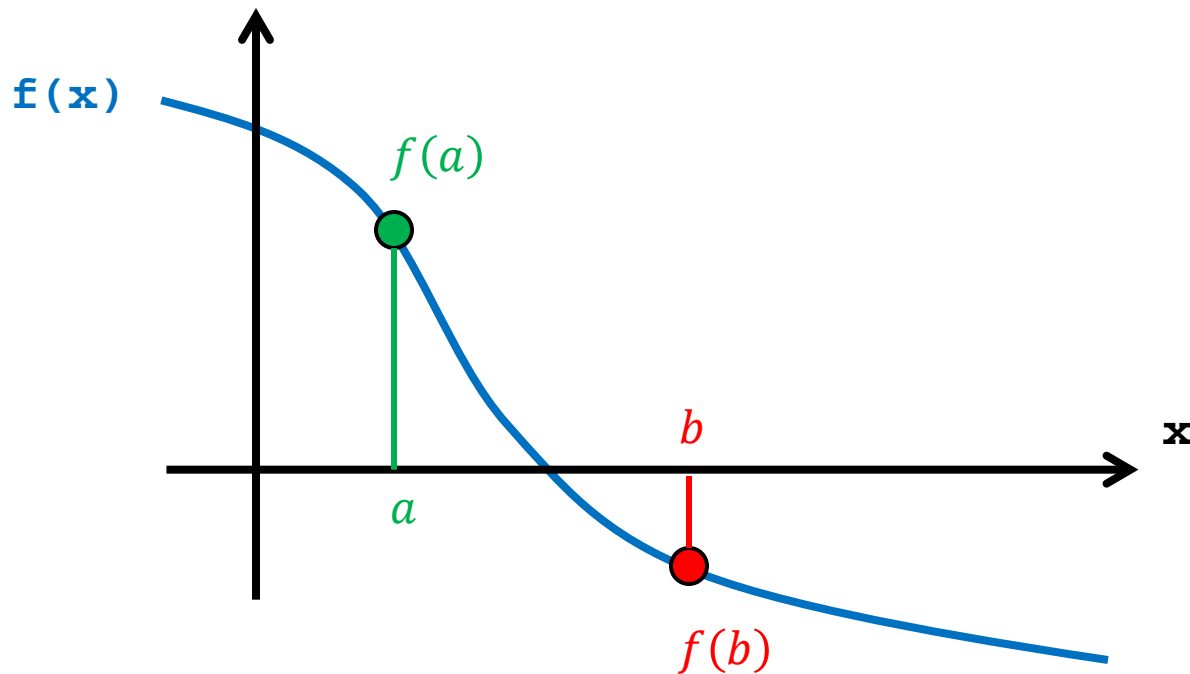
Bisection method

- ▶ evaluate $f(c)$ where c is halfway between a and b
 - ▶ if $f(c)$ is not close to zero, repeat the bisection using c as one of the new endpoints



Bisection method

- ▶ in this example, the value of $f(c)$ is not yet close enough to zero
 - ▶ c becomes the new b (because the sign of $f(c)$ is negative) and the process repeats



Bisection method

- ▶ the method stops when $\mathbf{f}(\mathbf{c})$ becomes close enough to zero, and \mathbf{c} is the estimate of the root of \mathbf{f}

