

---

## CHAPTER 1

# Solving Non-Linear Equations

$$f(x) = 0$$

---

## 1.1 Introduction to Calculation Errors and Approximations

The word "error" does not mean fault (i.e. the existence of a flaw in reasoning or the algorithm) but rather errors that arise during calculations, for example, when using approximated values or rounding (there is a difference between a pocket calculator and a computer). Even very small initially, these errors can accumulate when a large number of operations are performed and can compromise the precision of the results. Our goal is to minimize the error.

### 1.1.1 True and Approximated Values

Before quantifying errors, we must distinguish between the two types of values we encounter in scientific computing:

#### Definition 1.1

The true value, denoted by  $x$ , represents the actual magnitude of a quantity. It is the result of a perfect mathematical calculation or an ideal measurement (e.g.,  $\sqrt{2}$ ,  $e$ , or  $\pi$ ).

#### Definition 1.2

The approximated value denoted by  $x^*$ , is the numerical result obtained through an algorithm, a measuring instrument, or a computer. Due to finite precision,  $x^*$  is usually a close approximation of  $x$ .

---

### Example 1.1

Consider the fraction  $\frac{1}{3}$ .

- The true value is  $x = 0.333333\dots$  (infinite decimals).
- An approximated value might be  $x^* = 0.3333$  (if we use 4 decimal places).

## 1.1.2 Absolute and Relative Errors

To measure the proximity of an approximated value  $x^*$  to the exact value  $x$ , we define the following:

### Definition 1.3

The absolute error of  $x^*$  relative to  $x$ , denoted by  $E_a$ , is given by:

$$E_a = |x - x^*|$$

### Example 1.2

Suppose the exact value is  $x = 2026.001$  and the measured approximation is  $x^* = 2026$ . The absolute error is:

$$E_a = |2026.001 - 2026| = 0.001$$

### Definition 1.4

The relative error, denoted by  $E_r$ , provides context to the error by comparing it to the exact value:

$$E_r = \frac{|x - x^*|}{|x|}, \quad x \neq 0$$

### Example 1.3

Using the previous values ( $x = 2026.001$ ,  $x^* = 2026$ ):

$$E_r = \frac{0.001}{2026.001} \approx 4.94 \times 10^{-7}$$

## 1.1.3 Error Bounds

In practice, the exact value  $x$  is often unknown. Therefore, we use an **upper bound** of the error, denoted as  $\Delta x$ .

### Definition 1.5

The upper bound  $\Delta x$  is any real number satisfying:

$$|x - x^*| \leq \Delta x \quad \Leftrightarrow \quad x^* - \Delta x \leq x \leq x^* + \Delta x$$

---

This is commonly written as:  $x = x^* \pm \Delta x$ .

### Remark 1.1

The relative error is often expressed as a percentage (%). The upper bound of the relative error is denoted by  $\delta x = \frac{\Delta x}{|x^*|}$ .

## 1.1.4 Significant Figures and Rounding

### Definition 1.6

An approximated value  $x^*$  is said to have  $n$  exact significant digits after the decimal point if:

$$\Delta x \leq 0.5 \times 10^{-n}$$

### Example 1.4

Consider the approximation of  $\pi$  using  $\frac{22}{7} \approx 3.142857$ . The error is  $\Delta x = |\pi - \frac{22}{7}| \approx 0.00126$ . Since  $0.00126 \leq 0.5 \times 10^{-2}$ , the hundredths place is significant, and we have 3 total significant digits (3.14).

## 1.1.5 Rounding Rules

### Definition 1.7

Rounding is the process of reducing the digits of a number while trying to keep its value as close as possible to the original. To round a number to  $n$  decimal places:

- If the  $(n + 1)^{th}$  digit is **less than 5**, we keep the  $n^{th}$  digit as it is (Round Down).
- If the  $(n + 1)^{th}$  digit is **5 or greater**, we increase the  $n^{th}$  digit by 1 (Round Up).

### Example 1.5

Round the following numbers to **two** decimal places ( $n = 2$ ):

1.  $x = 12.4532$ : The third decimal digit is 3 ( $< 5$ ), so we round down:  $x^* = 12.45$ .
2.  $y = 12.4578$ : The third decimal digit is 7 ( $\geq 5$ ), so we round up:  $y^* = 12.46$ .

## 1.2 Root Isolation

Before applying any numerical method, we must first locate an interval  $[a, b]$  that contains the root  $\alpha$ . This step allows us to restrict the search area and ensure that numerical methods converge to the correct solution. This process is known as **Root Isolation**.

---

### 1.2.1 Analytical Method (Intermediate Value Theorem)

To prove that a solution exists and is unique in an interval  $I = [a, b]$ , we verify the following two conditions:

#### Theorem 1.1

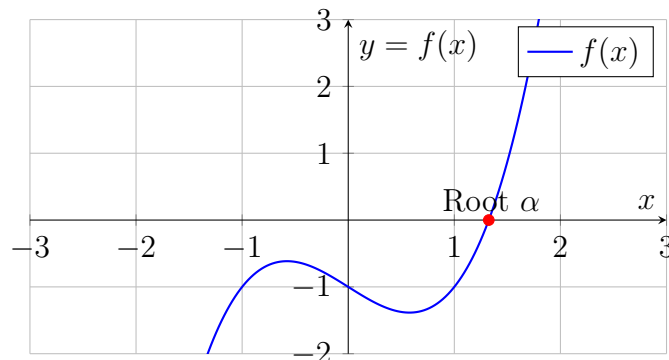
Let  $f(x)$  be a continuous function on the closed interval  $[a, b]$ .

1. **Existence:** If  $f(a) \times f(b) < 0$ , then there exists at least one root  $\alpha \in (a, b)$  such that  $f(\alpha) = 0$ .
2. **Uniqueness:** If  $f$  is differentiable on  $(a, b)$  and  $f'(x)$  maintains a constant sign (either  $f'(x) > 0$  or  $f'(x) < 0$ ) for all  $x \in [a, b]$ , then the root  $\alpha$  is unique.

### 1.2.2 Graphical Method

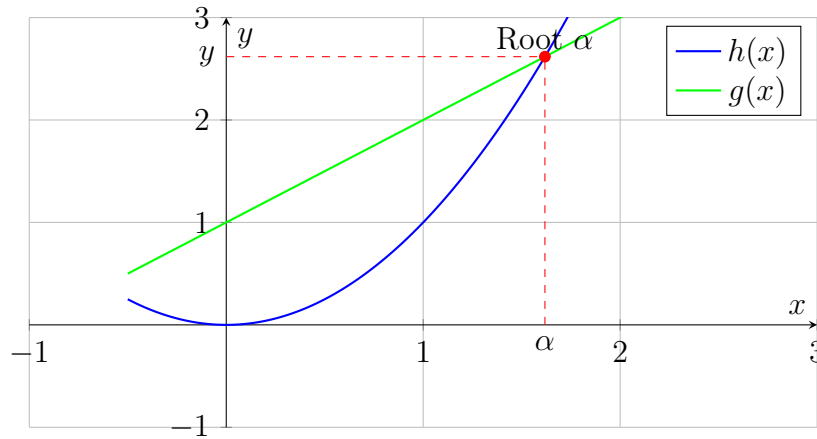
The graphical method provides a visual estimation of the location of roots and is often used as a preliminary step.

- **Single Function:** Plot the graph of  $y = f(x)$  and observe where the curve intersects the  $x$ -axis. The abscissa of the intersection point gives an approximation of the root.



*Here, the root is the point where the curve crosses the  $x$ -axis.*

- **Function Splitting:** Rewrite the equation  $f(x) = 0$  in the form  $h(x) = g(x)$ . The root corresponds to the  $x$ -coordinate of the intersection point of the graphs  $y_1 = h(x)$  and  $y_2 = g(x)$ .



The root  $\alpha$  is the  $x$ -coordinate of the intersection point of  $h(x)$  and  $g(x)$ .

## 1.3 Bisection Method (Dichotomy Method)

The objective of the bisection method is to construct a sequence of nested intervals with decreasing lengths, each containing a root of the equation  $f(x) = 0$ .

### 1.3.1 Principle of the Method

The bisection method is based on the Intermediate Value Theorem.

Let  $f(x) = 0$  and let  $\alpha$  be a root of  $f$  located in the interval  $[a, b]$ , where  $f$  is continuous and

$$f(a) \times f(b) < 0.$$

The method consists of the following steps:

1. Divide the interval  $[a, b]$  into two equal parts and define the midpoint

$$x_0 = \frac{a + b}{2}.$$

2. Two subintervals are obtained:  $[a, x_0]$  and  $[x_0, b]$ . Since  $\alpha$  is a root, it must belong to one of them:

- If  $f(a) \times f(x_0) < 0$ , then  $\alpha \in [a, x_0]$ .
- If  $f(x_0) \times f(b) < 0$ , then  $\alpha \in [x_0, b]$ .

3. The new interval  $[a_1, b_1]$  is defined as:

$$a_1 = \begin{cases} a & \text{if } \alpha \in [a, x_0], \\ x_0 & \text{if } \alpha \in [x_0, b], \end{cases} \quad b_1 = \begin{cases} x_0 & \text{if } \alpha \in [a, x_0], \\ b & \text{if } \alpha \in [x_0, b]. \end{cases}$$

By repeating this procedure, we obtain a sequence of midpoints

$$x_1 = \frac{a_1 + b_1}{2}, \quad x_2 = \frac{a_2 + b_2}{2}, \quad \dots, \quad x_n = \frac{a_n + b_n}{2},$$

which converges to the root  $\alpha$ . The sequence  $(x_n)_{n \in \mathbb{N}}$  provides successive approximations of the root  $\alpha$ . As the length of the interval  $[a_n, b_n]$  decreases, the approximation becomes more accurate.

---

### 1.3.2 Stopping Criterion

The following proposition establishes a rigorous mathematical guarantee for the convergence. It allows us to pre-calculate exactly how many steps are required to achieve a specific level of accuracy, ensuring that our numerical approximation is within the desired tolerance  $\varepsilon$ .

#### Proposition 1.1

Let  $f(x)$  be a continuous function on  $[a, b]$  such that  $f(a) \times f(b) < 0$ . The number of iterations  $n$  required to obtain an approximate root  $x_n$  with a precision  $\varepsilon$ , such that  $|x_n - \alpha| < \varepsilon$ , is given by:

$$n > \frac{\ln(b-a) - \ln(\varepsilon)}{\ln 2} - 1$$

In practice, the minimum number of iterations is:

$$n = \left\lceil \frac{\ln\left(\frac{b-a}{\varepsilon}\right)}{\ln 2} - 1 \right\rceil + 1$$

#### Example 1.6

Consider the function  $f(x) = x^2 - 2$  defined on the interval  $I = [1, 2]$ .

1. Prove that the equation  $f(x) = 0$  has a unique solution  $\alpha$  in the interval  $[1, 2]$ .
2. Determine the number of iterations  $n$  required to approximate  $\alpha$  with a precision  $\varepsilon = 0.2$ .
3. Calculate the approximate value of the root using the bisection method.

#### Solution

##### 1. Existence and Uniqueness

To establish the existence and uniqueness of the root  $\alpha$ :

- **Continuity:**  $f(x) = x^2 - 2$  is a polynomial function, hence it is continuous on  $[1, 2]$ .
- **Existence:** We have  $f(1) = 1^2 - 2 = -1 < 0$  and  $f(2) = 2^2 - 2 = 2 > 0$ . Since  $f(1) \times f(2) < 0$ , by the *Intermediate Value Theorem (IVT)*, there exists at least one root  $\alpha \in [1, 2]$ .
- **Uniqueness:** The derivative  $f'(x) = 2x$  is strictly positive for all  $x \in [1, 2]$ . Thus,  $f$  is strictly increasing, which guarantees the **uniqueness** of the root  $\alpha$ .

##### 2. Stopping Criterion Application

The number of iterations  $n$  must satisfy:

$$n = \left\lceil \frac{\ln\left(\frac{b-a}{\varepsilon}\right)}{\ln 2} - 1 \right\rceil + 1$$

Substituting  $a = 1, b = 2$ , and  $\varepsilon = 0.2$ :

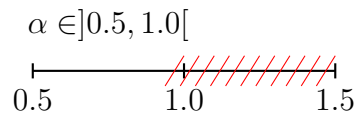
$$\begin{aligned} n &= \left\lceil \frac{\ln\left(\frac{1-0}{0.2}\right)}{\ln 2} - 1 \right\rceil + 1 \\ &= \left\lceil \frac{\ln(5)}{\ln 2} - 1 \right\rceil + 1 \\ &= \lceil 2.3219 - 1 \rceil + 1 \\ &= \lceil 1.3219 \rceil + 1 \\ &= 1 + 1 = 2 \end{aligned}$$

### 3. Iterative Calculation

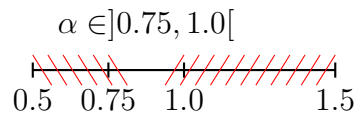
We perform the bisection method steps:

- n=0:**  $a = 0.5$  and  $b = 1.5$ .  $x_0 = \frac{0.5+1.5}{2} = 1.0$ .  $f(a) = f(1) = 1^2 - 2 = -1$   
 $f(x_0) = f(1.5) = 1.5^2 - 2 = 0.25$

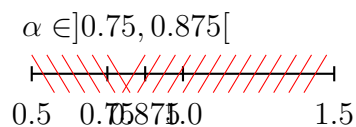
Since  $f(a) \times f(x_0) = (-1) \times (0.25) = -0.25 < 0$ , the root lies in :



- n=1:**  $f(1.0) = 0$ , update  $b_1 = 1.0$ .  $x_1 = \frac{0.5+1.0}{2} = 0.75$ , so  $a_2 = 0.75$  and  $b_1 = 1.0$ . The error:  $|x_1 - x_0| = 0.25 > 0.15$ .  $f(a_1) = f(1) = 1^2 - 2 = -1$   
 $f(x_1) = f(1.25) = 1.25^2 - 2 = -0.4375$ . Since  $f(a_1) \times f(x_1) > 0$ , then The root  $\alpha$  lies in:



- n=2:**  $f(0.75) > 0$ , update  $a_2 = 0.75$ .  $x_2 = \frac{0.75+1.0}{2} = 0.875$ . Error:  $|x_2 - x_1| = 0.125 < 0.15$ .



---

**Exercise 1.1:**

Consider the function  $f(x)$  defined on the interval  $I = [0.1, 0.5]$  by:

$$f(x) = \ln(x) + x^2 - 2 = 0$$

1. Prove that the equation  $f(x) = 0$  has a unique solution  $\alpha$  in the interval  $[0.1, 0.5]$ .
2. Determine the number of iterations  $n$  required to approximate  $\alpha$  with a precision of  $\varepsilon = 0.13$  using the bisection method.
3. Calculate the approximate value of the root  $\alpha$  after 3 iterations of the bisection method.
4. Apply the Matlab function provided below `bisection.m` to find the approximate solution of  $f(x) = 0$ , then compare the results with your manual calculations.

```
function [x, y, niter] = bisection(f, a, b, eps)
    if f(a) * f(b) > 0
        error('Inappropriate interval');
        return
    end

    niter = 0;
    while abs(b - a) > eps
        x = (a + b) / 2;

        if f(x) == 0
            niter = niter + 1;
            y = 0;
            return
        elseif f(a) * f(x) > 0
            a = x;
        else
            b = x;
        end

        niter = niter + 1;
    end
    y = f(x);
end
```

## 1.4 Fixed Point Method

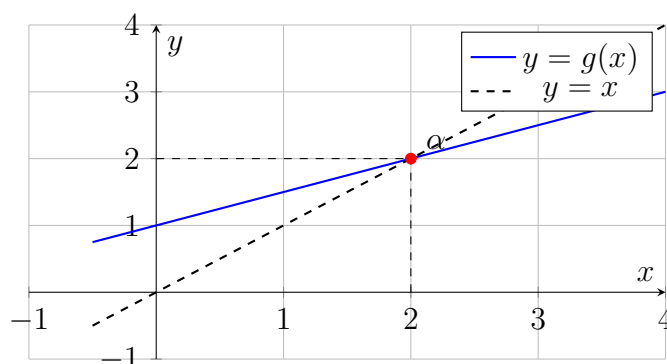
This method is based on the principle of the fixed point of a function.

### Definition 1.8

Let  $g$  be a continuous function defined on a closed interval  $[a, b]$ . A point  $\bar{x}$  is called a fixed point of the function  $g$  if it satisfies the following condition:

$$\bar{x} = g(\bar{x}), \quad \text{where } \bar{x} \in [a, b] \quad (1.1)$$

Geometrically, the fixed point is the intersection of the curve  $y = g(x)$  and the line  $y = x$ .



*Geometric interpretation of a fixed point*

### 1.4.1 Principle of the method

The Fixed-Point Iteration method is a numerical technique used to find the roots of an equation  $f(x) = 0$  by transforming it into a fixed-point problem.

1. The first step is to rewrite the original equation  $f(x) = 0$  in the form:

$$x = g(x) \quad (1.2)$$

where  $x$  is isolated on one side of the equation.

2. Choose an initial approximation  $x_0$  for the root  $\bar{x}$ . This is the starting point of the sequence.
3. We define the sequence  $(x_n)_{n \geq 0}$  using the recursive formula:

$$\begin{cases} x_0 & \text{given initial approximation} \\ x_{n+1} = g(x_n), & n = 0, 1, 2, \dots \end{cases} \quad (1.3)$$

### 1.4.2 Convergence Criterion

#### Proposition 1.2

Let  $g : [a, b] \rightarrow [a, b]$  be a differentiable function such that

$$|g'(x)| \leq k < 1 \quad \forall x \in [a, b].$$

---

Then:

1.  $g$  has a unique fixed point  $\bar{x} \in [a, b]$ .
2. For any initial value  $x_0 \in [a, b]$ , the sequence

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

converges to  $\bar{x}$ .

### Remark 1.2

If multiple forms of  $g$  satisfy this condition, we will have several values of  $k$ . We choose the one with the smallest value of  $k$ . In practice, we compute  $k = \max_{x \in [a, b]} |g'(x)|$ , which must be less than 1 for the method to converge.

## 1.4.3 Stopping Criterion

### Proposition 1.3

Let  $(x_n)_{n \geq 0}$  be a sequence generated by the fixed-point iteration

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

and let  $\varepsilon > 0$  be a prescribed tolerance. The iteration is stopped at the first index  $n$  such that

$$|x_{n+1} - x_n| < \varepsilon.$$

Then  $x_{n+1}$  can be taken as an approximate solution to the fixed-point equation  $x = g(x)$  within the precision  $\varepsilon$ .

### Example 1.7

Consider the function

$$f(x) = \ln(x) - x^2 + 2$$

defined on the interval  $[0.1, 0.5]$  with a precision  $\varepsilon = 0.01$ .

1. Rewrite the equation  $f(x) = 0$  in the form  $x = g(x)$ .
2. Show that the function

$$g(x) = e^{x^2-2}$$

satisfies the convergence conditions ( $g([0.1, 0.5]) \subset [0.1, 0.5]$  and  $|g'(x)| < 1$  on  $[0.1, 0.5]$ .)

3. Compute the approximate solution using the fixed-point iteration method starting from  $x_0 = 0.3$ .

---

## Solution

1. Rewrite the equation in the form  $x = g(x)$ :

$$x = g_1(x) = \ln(x) - x^2 + 2 + x,$$

$$x = g_2(x) = e^{x^2-2}.$$

2. Verify the convergence condition for each  $g$ :

1.  $g_1(x) = \ln(x) - x^2 + 2 + x$ :

$$g_1(0.1) = -0.21259 \notin [0.1, 0.5] \Rightarrow \text{not suitable.}$$

2.  $g_2(x) = e^{x^2-2}$ : - Check interval inclusion:

$$g_2(0.1) = 0.136 > 0.1, \quad g_2(0.5) = 0.173 < 0.5$$

$$\Rightarrow g_2([0.1, 0.5]) \subset [0.1, 0.5].$$

- Check derivative for convergence:

$$g_2'(x) = 2xe^{x^2-2} \quad \text{and} \quad g_2'(x) > 0 \text{ on } [0.1, 0.5]$$

$$k = \max_{x \in [0.1, 0.5]} |g_2'(x)| = g_2'(0.5) = 0.173 < 1$$

$\Rightarrow$  Convergence criterion satisfied.

3. Iterative scheme:

$$\begin{cases} x_0 \in [0.1, 0.5], \\ x_{n+1} = g_2(x_n) = e^{x_n^2-2}, \quad n = 0, 1, 2, \dots \end{cases}$$

Choose  $x_0 = 0.3$  (midpoint of the interval).

4. Computation with stopping criterion  $|x_{n+1} - x_n| < \varepsilon$

$n$	$x_n$	$x_{n+1}$	$e_n =  x_{n+1} - x_n $	$e_n < 10^{-2}$ ?
0	0.30000	0.14808	0.15192	No
1	0.14808	0.13834	0.00974	Yes

5. Result:

$$x^* \approx 0.13834, \quad \text{with } \alpha \in (0.12834, 0.14834).$$

### Exercise 1.2: C

Consider the equation  $f(x) = x^3 + 4x - 10 = 0$  on the interval  $I = [1, 2]$ . We aim to find the root  $\alpha$  using the fixed-point method.

1. Determine the possible functions  $g(x)$  that can be derived from the equation  $f(x) = 0$ .

2. Show that  $g(x) = \frac{10}{x^2+4}$  satisfies the convergence conditions on  $I$ .
3. Write the iterative scheme and calculate the approximate value of the root  $\alpha$  using a precision of  $\varepsilon = 0.1$ .
4. Apply the Matlab function `FixedPoint.m` provided below to find the approximate solution, then compare the results with your manual calculations.

```
function [alpha, error, niter] = pointFixe(g, x0, itmax, eps)
    alpha = x0;
    for niter = 1 : itmax
        x = alpha;
        alpha = g(x);
        error = abs(alpha - x);
        if error < eps
            return
        end
    end
    warning('The fixed-point method did not converge');
end
```

## 1.5 Newton-Raphson Method

The Newton-Raphson method is the most efficient and widely used. It relies on the Taylor series expansion.

### 1.5.1 Principle of the method

#### Proposition 1.4

Let  $f$  be a real-valued function such that  $f \in C^2[a, b]$  and  $f(\bar{x}) = 0$  for some root  $\bar{x} \in (a, b)$ . If  $f'(x) \neq 0$  for all  $x \in [a, b]$ , then the iterative sequence  $\{x_n\}_{n=0}^{\infty}$  defined by:

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}, \quad n = 0, 1, 2, \dots \quad (1.4)$$

converges to  $\bar{x}$ , provided the initial guess  $x_0$  is sufficiently close to  $\bar{x}$ .

#### Proof 1.1

Consider the Taylor series expansion of  $f(x)$  at the root  $\bar{x}$  centered around the current estimate  $x_n$ :

$$f(\bar{x}) = f(x_n) + (\bar{x} - x_n)f'(x_n) + \frac{(\bar{x} - x_n)^2}{2!}f''(\xi)$$

---

where  $\xi$  lies between  $x_n$  and  $\bar{x}$ . Since  $\bar{x}$  is a root,  $f(\bar{x}) = 0$ . Substituting this into the expansion gives:

$$0 = f(x_n) + (\bar{x} - x_n)f'(x_n) + \frac{(\bar{x} - x_n)^2}{2!}f''(\xi)$$

If  $x_n$  is sufficiently close to  $\bar{x}$ , the second-order term  $\frac{(\bar{x} - x_n)^2}{2!}f''(\xi)$  is negligible. Thus, we obtain the linear approximation:

$$0 \approx f(x_n) + (\bar{x} - x_n)f'(x_n)$$

Solving for  $\bar{x}$  yields:

$$\bar{x} \approx x_n - \frac{f(x_n)}{f'(x_n)}$$

By setting the next approximation  $x_{n+1}$  to this value, we arrive at the recursive formula:

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

## 1.5.2 Convergence Criterion

### Proposition 1.5

Let  $f$  be a function defined on  $[a, b]$  such that:

- i.  $f(a) \times f(b) < 0$ .
- ii.  $f'(x)$  and  $f''(x)$  are nonzero and have a constant sign on the given interval.

Then the Newton-Raphson method converges.

### Remark 1.3

If the convergence condition is satisfied, the iterative process of the Newton-Raphson method converges. This means that each new iteration is closer to the solution than the previous one.

## 1.5.3 Stopping Criterion

### Proposition 1.6

Let  $\varepsilon > 0$  be a given precision. We stop the iteration when the absolute difference between two successive approximations satisfies:

$$|x_{n+1} - x_n| \leq \varepsilon.$$

In this case, we take  $x_{n+1}$  as the approximate solution of the equation  $f(x) = 0$  using the Newton-Raphson method.

---

### Example 1.8

Let the function be:

$$f(x) = x(1 + e^x) - e^x$$

find the real root of  $f$  using the Newton-Raphson method on  $[0.5, 1]$  with a precision of  $\varepsilon = 10^{-3}$ .

1. Convergence Conditions:

$$f(x) = x(1 + e^x) - e^x = 0$$

$$f'(x) = 1 + xe^x \Rightarrow f'(x) > 0 \quad \forall x \in [0.5, 1]$$

$$f''(x) = e^x(1 + x) \Rightarrow f''(x) \neq 0 \quad \forall x \in [0.5, 1]$$

$$\text{At } x_0 = 0.5 : f(0.5) \cdot f''(0.5) = (-0.3243) \cdot (2.473) < 0$$

$$\text{At } x_0 = 0.8 : f(0.8) \cdot f''(0.8) = (0.355) \cdot (4.006) > 0$$

2. Newton-Raphson Iteration:

The iteration formula is:

$$\begin{cases} x_0 = 0.8 \\ x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)} \end{cases}$$

$n$	$x_n$	$x_{n+1}$	$ x_{n+1} - x_n $
0	0.8000	0.6724	$0.1276 > 10^{-3}$
1	0.6724	0.6592	$0.0132 > 10^{-3}$
2	0.6592	0.6590	$0.0001 < 10^{-3}$

3. Result:

$$x^* \approx 0.6590, \quad \text{with } x^* \in [0.6580, 0.6600] \quad (\text{precision } \varepsilon = 10^{-3}).$$

### Exercise 1.3: C

consider the nonlinear equation  $f(x) = x^3 - x - 2$ .

1. Show that the equation  $f(x) = 0$  has a unique root in the interval  $[1, 2]$ .
2. Derive the expression of  $f'(x)$ .
3. Write the Newton-Raphson iterative formula:

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}.$$

4. Starting with  $x_0 = 1.5$ , compute the approximate solution with precision  $10^{-3}$ .

- 
5. Apply the Matlab function `NewtonRaphson.m` provided below to find the approximate solution, then compare the results with your manual calculations.

```
function [root, error, niter] = NewtonRaphson(f, df, x0, tol, maxIter
)
    root = x0;
    for niter = 1:maxIter
        fx = f(root);
        dfx = df(root);
        root = root - fx / dfx;
        error = abs(f(root));
        if error < tol
            return
        end
    end
end
```