

Chapter 02

Solution of Algebraic and Transcendental Equations

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Chapter Outcomes :

After reading this chapter, you should be able to:

- 1. Know about the Error, exact, relative, and percentage error.**
- 2. Relate the absolute, relative, and approximate error to the number of significant digits.**
- 3. Know that there are two inherent sources of error in numerical methods – round-off and truncation error.**
- 4. Know the difference between round-off and truncation error.**
- 5. Know the concept of significant digits.**

Solution of Algebraic and Transcendental equations

In this Lesson, we have discussed about the solution of equations , $f(x) = 0$

Where , $f(x)$ is **linear**, **nonlinear**, **algebraic** or **transcendental** function.

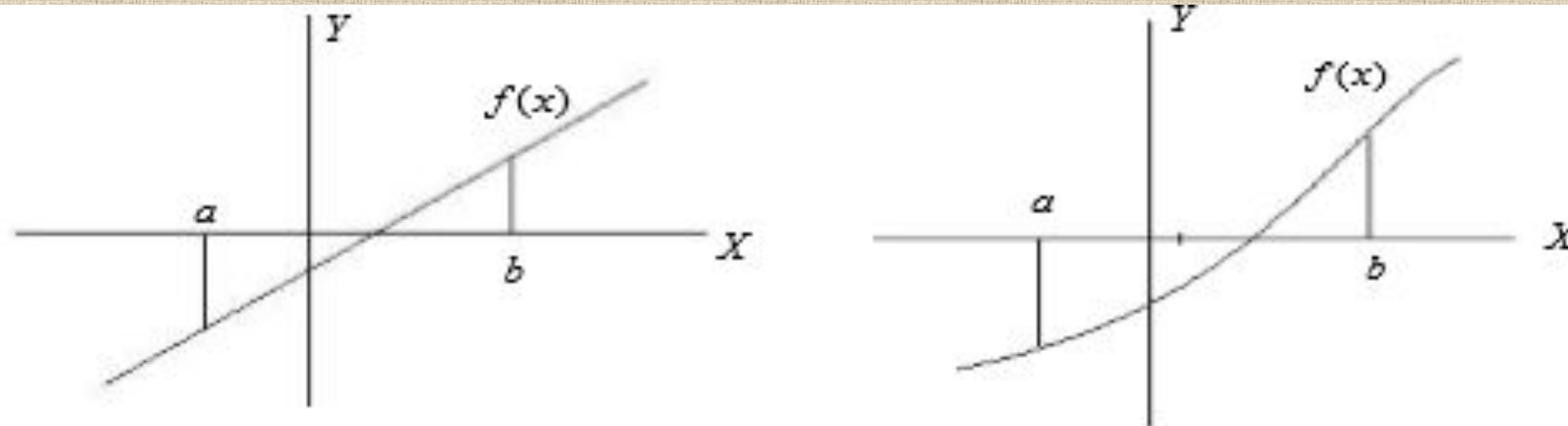
We get the solution of the equation $f(x) = 0$ by using

- (1) **Bisection method**,
- (2) **Newton- Raphson method** and
- (3) **Method of false position.**

Those methods are established based on Intermediate Value Theorem.

Statement of Intermediate Value Theorem:

If $f(x)$ is continuous in the interval (a, b) and if $f(a)$ and $f(b)$ are of opposite signs, then the equation $f(x) = 0$ will have at least one real root between a and b .



❖ Algebraic Equation :

An algebraic equation is an equation that includes one or more variables such as

$$x^2 + xy - z = 0$$

❖ Transcendental equation:

An equation together with algebraic, trigonometrical, exponential or logarithmic function etc. is called transcendental equation such as

$$e^x + 5 \sin x - 2x = 0$$

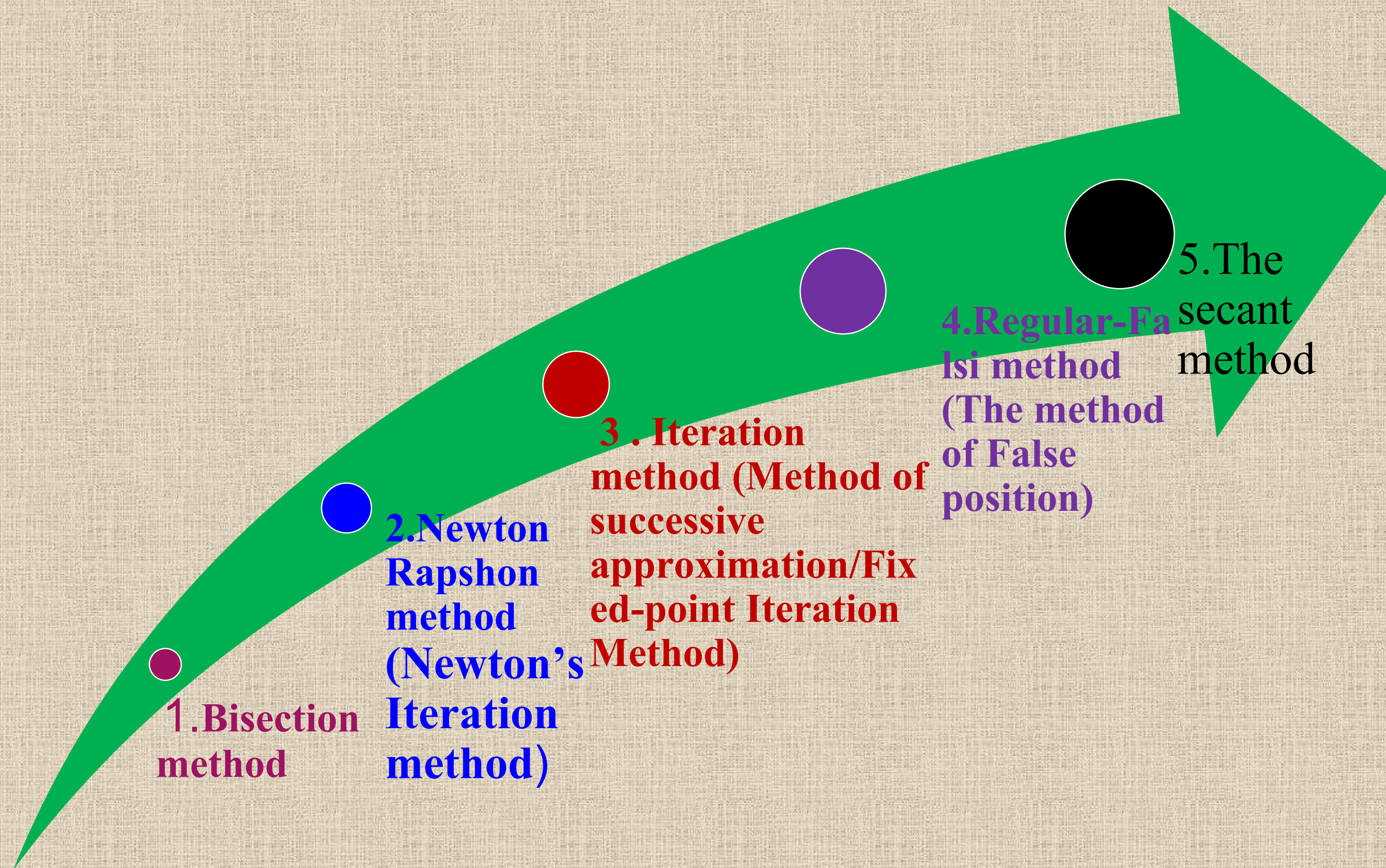
❖ Solution/root:

A solution/root of an equation is the value of the variable or variables that satisfies the equation.

Iteration:

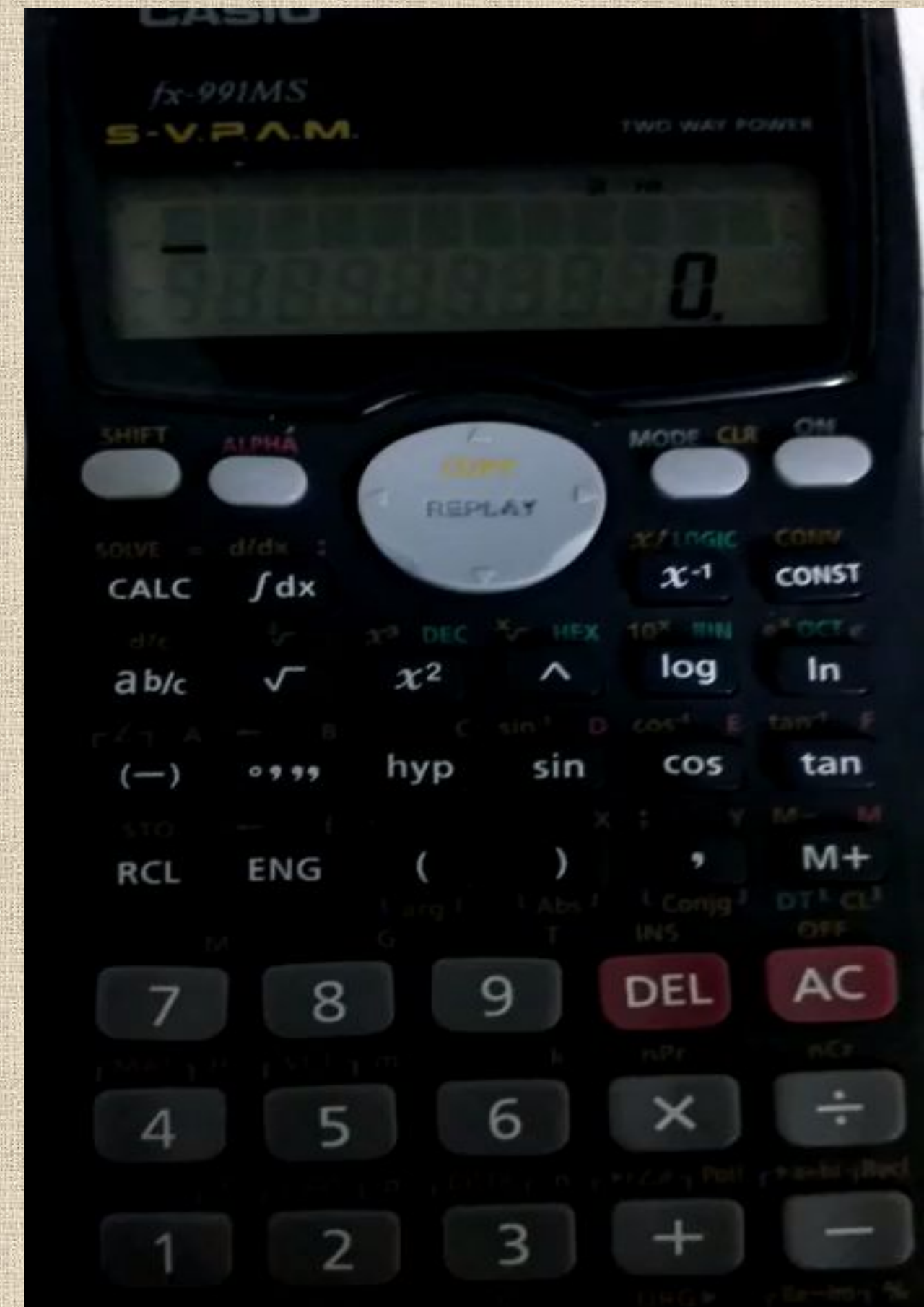
- Iteration is the repeated process of calculation until the desired result or approximate numerical value has come.
- Each repetition of the process is also called iteration and the result of one iteration is used as the starting point for the next iteration.

❖ We are capable to find the root of algebraic or transcendental function by using following methods:



***** You have to know , how to use calculator for solving the mathematical problem**

***** No. 01 : To determine the value of the trigonometrical function $f(x)$, we have to change our calculator in radian mode.**



Use of Calculator

*** You have to know , how to use calculator for solving the mathematical problem.

The image shows a Windows 8.1 desktop environment. On the left, a taskbar contains icons for VLC media player, Skype, This PC, Opera, Autodesk DWG View, Inkscape, and AutoCAD 2007. The main area features a 'Windows Photo Viewer' window titled '20170526_111211 - Windows Photo Viewer'. The photo displayed is a document with the following text:

Problem 9
Find a positive root of the equation $f(x) = \cos x - 1.3x$ by using bisection method. [P.U. 2010 Spring]

Solution:
Given that:
 $f(x) = \cos x - 1.3x$
Let the initial guess be 0 and 1
 $f(0) = 1 > 0$
and, $f(1) = -0.759 < 0$
So, root lies in between 0 and 1, but according to step 5 of algorithm $a = 1$ and $b = 0$, Error = 0.0001

$$\therefore \text{Number of iteration (n)} = \frac{\log(b - a) - \log E}{\log 2} = \frac{\log(1 - 0) - \log(0.0001)}{\log 2}$$
$$= 13.28 \approx 13$$

Now, let us calculate root using tabular form.

n	a	b	x_n	$f(x_n)$
1	1	0	0.5	0.2275
2	1	0.5	0.75	-0.2433
3	0.75	0.5	0.625	-0.00154
4	0.625	0.5	0.5625	0.11467

Below the photo viewer is a 'Windows Photo Viewer' control bar with navigation buttons. To the right, an 'RC fx-570VN PLUS Emul...' window displays a 'CASIO NATURAL-V.P.A.M.' calculator emulator. The calculator screen shows 'Math' and the display is blank. The emulator has a full set of function keys and a numeric keypad. At the bottom of the emulator window, it says 'cracked version for HTKC :)'. The Windows taskbar at the bottom shows the Start button, taskbar icons for VLC, Opera, and other applications, and the system tray with the date '5/26/2017' and time '11:55 AM'.



Bisection Method

Procedure of Bisection Method :

Step 1 : Given function, $f(x)$

$$\text{Let, } x^3 + x^2 - 1 = 0$$

$$\text{Given, } f(x) = x^3 + x^2 - 1$$

Find $f(x)$ in the
step 1

$$f(x) = x^3 + x^2 - 1$$

Step 2 : Choose , two real numbers a and b
Such that , $f(a) \times f(b) < 0$

$$\text{For, } a = x = -1, f(a) = a^3 + a^2 - 1$$

$$\therefore f(-1) = (-1)^3 + (-1)^2 - 1 = -1 < 0$$

$$\text{For, } b = x = 2 \therefore f(b) = b^3 + b^2 - 1$$

$$\therefore f(2) = 2^3 + 2^2 - 2 = +10 > 0$$

$$\text{For, } a = 0, f(a) = a^3 + a^2 - 1$$

$$\therefore f(0) = 0^3 + 0^2 - 1 = -1$$

$$\text{For, } b = 1 \therefore f(b) = b^3 + b^2 - 1$$

$$\therefore f(1) = 1^3 + 1^2 - 1 = +1$$

$$\therefore f(a) \times f(b) = f(0) \times f(1) = (-1) \times 1 = -1 < 0$$

Since , $f(a) = f(0)$ is negative and $f(b) = f(1)$ is positive
So at least one real root lies between 0 and 1.

**Find the Interval
between (a , b)
in the step 2**

Find out the mid point of a & b and give it name c.

Step 3:

Find the mid point of a and b say, c .

$$\therefore c = \frac{a+b}{2}$$

C is the root of the given function if $f(c) = 0$; else follow the next step.

Step 4 : *Find $f(c)$.*

Find out $f(c)$ by using the mid point c .

$$a=0, b=1$$

$$\text{root, } c = \frac{a+b}{2} = \frac{0+1}{2} = \frac{1}{2} = 0.5$$

$$f(x) = x^3 + x^2 - 1$$

$$\therefore f(c) = c^3 + c^2 - 1$$

$$= (0.5)^3 + (0.5)^2 - 1$$

$$= 0.125 + 0.25 - 1$$

$$= -0.625$$

Step 4 : Case I : If $f(c)$ is negative , Then $b = c$

Case II : If $f(c)$ is positive , Then $a = c$

Case I : If $f(c)$ is negative , Then $b = c$

Case II : If $f(c)$ is positive , Then $a = c$

$f(c)$ is negative

No of Iterations	Value of a [(+) ve]	Value of b [(-) ve]	$c = \frac{a+b}{2}$	f (c)	Sign of f (c)	
01	1	0	0.5	-0.625	<0	b = c
02	1	0.5	0.75	-0.015	<0	b = c
03	1	0.75	0.875	0.43555	>0	a = c
04	0.875	0.75	0.8125	0.19653	>0	a = c
05	0.8125	0.75	0.78125	0.0871	>0	a = c

$f(c)$ is positive

Step 5 : Repeat steps 2, 3 , 4 until the last two iterations are equal or the difference between the last two iterations are near to zero.

$$f(c) = c^3 + c^2 - 1$$

Steps 3, 4, 5

No of Iterations	Value of a [(+) ve]	Value of b [(-) ve]	$c = \frac{a+b}{2}$	f (c)	Sign of f (c)	Change
05	0.8125	0.75	0.78125	0.0871	>0	a = c
06	0.78125	0.75	0.765625	0.03497	>0	a = c
07	0.765625	0.75	0.7578125	0.00947	>0	a = c
08	0.7578125	0.75	0.75390625	-0.0031	<0	b = c
09	0.7578125	0.75390625	0.755859375	0.0035	>0	a = c
10	0.755859375	0.75390625	0.75488281255	1.65...	>0	a = c
11	0.75488281255	0.75390625	0.754394531275			

The difference between the last two iterations are near to zero.

It is evident that from the above table, the difference between last two successive iterative values of x is

$$|0.75488281255 - 0.754394531275| \approx 0.0005 \text{ or near to zero.}$$

which the accuracy condition for the solution exact. So, the required root of the given equation up to the three decimal places is 0.754

Problem 1 :

Find the root of the equation $x e^x = 1$ by using Bisection Method correct up to three decimal places on the interval $(0,1)$.

Solution: Let, $f(x) = x e^x - 1$

Step : 1

Here, let, $a = 0$, $b = 1$ then,

$$f(a) = a \cdot e^a - 1$$

$$\therefore f(0) = 0 \cdot e^0 - 1 = -1 < 0$$

$$\text{Again, } f(b) = b e^b - 1$$

$$\therefore f(1) = 1 e^1 - 1 = 1.7182 > 0$$

Since $f(0)$ and $f(1)$ are of opposite sign so at least one real root lies between 0 and 1.

$$\begin{aligned}\therefore \text{mid point, } c &= \frac{a+b}{2} \\ &= \frac{0+1}{2} = \frac{1}{2} = 0.5\end{aligned}$$

Step : 2

Number of iterations for bisection method is given in the following table in arranged way for determining the approximate value of the desired root of the given equation.

No. of iterations	Value of a [(+) ve]	Value of a [(-) ve]	$c = \frac{a+b}{2}$	$f(c) = ce^c - 1$	Sign of f (c)
01	1	0	0.5	-0.1756	<0
02	1	0.5	0.75	0.5877	>0
03	0.75	0.5	0.625	0.1676	>0
04	0.625	0.5	0.5625	-0.0127	<0
05	0.625	0.5625	0.59375	0.0751	>0
06	0.59375	0.5625	0.578125	0.0306	>0
07	0.578125	0.5625	0.5703125	0.00877	>0
08	0.5703125	0.5625	0.56640625	-0.0023	<0
09	0.5703125	0.56640625	0.5683594	0.00336	>0
10	0.5683594	0.56640625	0.5673828	0.000662	

It is evident that from the above table, the difference between last two successive iterative values of x is

$$|0.5683594 - 0.5673828| \approx 0.001$$

which the accuracy condition for the solution exact. So, the required root of the given equation up to the three decimal places is 0.567

Problem 2: Find the root of the equation $4 \sin x - e^x = 0$ by using Bisection method correct up to four decimal places.

Solution: Consider that, $f(x) = 4 \sin x - e^x$

Her, let , $a = 0$, $b = 1$ then ,

$$f(a) = 4 \sin a - e^a$$

$$\therefore f(0) = 4 \sin 0 - e^0$$

$$= 0 - 1$$

$$= -1.000 < 0$$

$$\text{Again, } f(b) = 4 \sin b - e^b$$

$$\therefore f(1) = 4 \sin 1 - e^1$$

$$= 3.3658839392 - 2.7182818285$$

$$= 0.6476021107 > 0$$

Since $f(0)$ and $f(1)$ are of opposite sign so at least one real root lies between 0 and 1.

$$\begin{aligned}\therefore \text{mid point, } c &= \frac{a+b}{2} \\ &= \frac{0+1}{2} = \frac{1}{2} = 0.5\end{aligned}$$

Number of iterations for bisection method is given in the following table in arranged way for determining the approximate value of the desired root of the given equation.

No of Iterations	Value of a [(+) ve]	Value of b [(-) ve]	$c = \frac{a+b}{2}$	f (c)	Sign of f (c)
01	1	0	0.5	0.268	>0
02	0.5	0	0.25	-0.294	<0
03	0.5	0.25	0.375	0.0101	>0
04	0.375	0.25	0.3125	-0.1371	<0
05	0.375	0.3125	0.34375	-0.0621	<0
06	0.375	0.34375	0.359375	-0.0256	<0
07	0.375	0.359375	0.3671875	-0.0077	<0
08	0.375	0.3671875	0.3710937	-0.00122	<0
09	0.375	0.3710937	0.373046	0.00566	>0
10	0.373046	0.3710937	0.372070	-0.00344	<0

No of Iterations	Value of a [(+) ve]	Value of b [(-) ve]	$c = \frac{a+b}{2}$	f (c)	Sign of f (c)
10	0.373046	0.3710937	0.372070	-0.00344	<0
11	0.373046	0.372070	0.372558	0.00455	>0
12	0.372558	0.372070	0.372279	0.0039	>0
13	0.372279	0.372070	0.372174	0.0036	>0
14	0.372174	0.372070	0.372122	0.0036	



It is evident that from the above table, the difference between last two successive iterative values of x is

$$|0.372174 - 0.372122| = 0.0000520000 \approx 0.00001$$

which the accuracy condition for the solution exact. So, the required root of the given equation up to the three decimal places is 0.3721

Algorithm of Bisection Method:

Steps	Task
01	Define $f(x)$
02	Read a 'The lower bound of the desired roots'
03	Read b 'The upper bound of the desired roots'
04	Set $k = 1$
05	Calculate $x_k = \frac{a+b}{2}$
06	Calculate $f_k = f(x_k)$
07	Print k, x_k, f_k
08	If $ x_k - x_{k-1} \approx 0.0001$ then GOTO Step 11 elseif $f(a) \cdot f_k < 0$ then $b = x_k$. Else $f(b) \cdot f_k < 0$ then $a = x_k$. Endif
09	Set $k = k + 1$
10	GOTO Step 05
11	Print 'Required root, x_k '
12	STOP

Practice Work

Find the root of the following equation by using Bisection method correct up to four decimal places :

1. $2^x - 5x + 2 = 0$

2. $2x + \cos x - 3 = 0$

3. $x^2 - 4x - 10 = 0$

4. $2x = 1 + \sin x$

5. $\cos x - x e^x = 0$

6. $e^x \tan x = 1$

7. $\cos(x) - \log(x) = 0$



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