## Unit 7 : Graphical Method and Bisection Method

## Learning Objectives

Students should be able to

I Use graphical method to solve an equation to desired accuracy
I Use bisection method to solve an equation to desired accuracy

## 1. Introduction

There are equations that can be solved exactly. For example, $a x^{2}+b x+c=0$ can be solved for any values of $a, b$ and $c$. On the other hand, there are lots of equations that cannot be solved by algebraic methods. For example, $x^{5}-2 x^{4}+3 x^{3}-4 x^{2}+5 x-6=0$ cannot be solved exactly. The equation $2 x+1=3 \tan x$ is another example.

In here, we introduce 2 methods to solve equations. Then we shall extend the method to solve simultaneous equations.

## 2. Graphical Method

Aim: To solve $f(x)=0$ in a given interval of $a<x<b$
How:

- Define $\mathrm{y}=f(x)$ and tabulate a table of $(x, y)$. We need about 10 points.
- plot the points and join them smoothly
- find the points that $y=0$
- the corresponding values of $x$ are the roots of $f(x)=0$

| E. g. 1 | Solve $x^{3}-2 x^{2}+3 x-1=0$ by graphical method in the interval -1 to 1 (correct <br> to 1 dp$).$ |
| :--- | :--- |

## Solution:

Let $y=x^{3}-2 x^{2}+3 x-1$

| $x$ | -1 | -0.8 | -0.6 | -0.4 | -0.2 | 0 | 0.2 | 0.4 | 0.6 | 0.8 | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $y$ |  |  |  |  |  |  |  |  |  |  |  |

[Plot your graph on graph paper and paste it on this page]


The root is at $x=$

## Magnification:

We may increase the accuracy of the roots.

| E. g. 2 | Use the results of the last example, find the root with 2dp accuracy. |
| :--- | :--- |

## Solution:

The root is in between 0.35 to 0.45

| $x$ | 0.35 | 0.36 | 0.37 | 0.38 | 0.39 | 0.4 | 0.41 | 0.42 | 0.43 | 0.44 | 0.45 |
| :---: | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $y$ |  |  |  |  |  |  |  |  |  |  |  |

[Plot your graph on graph paper and paste it on this page]


The root is at $x=$ $\qquad$ (2 dp)

- By applying magnification, we may find the location of the root correct to $3 \mathrm{dp}, 4 \mathrm{dp} .$. . etc.

This method can be used to find multiple roots.

| E. g. 3 | Solve $x^{3}-x^{2}-4 x-1=0$ by graphical method in the interval -2 to 3 (correct <br> to 1 dp). |
| :--- | :--- |

## Solution:

Let $y=x^{3}-x^{2}-4 x-1$

| x | -2 | -1.5 | -1 | -0.5 | 0 | 0.5 | 1 | 1.5 | 2 | 2.5 | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| y |  |  |  |  |  |  |  |  |  |  |  |

[Plot your graph on graph paper and paste it on this page]


The roots are - $\qquad$ and $\qquad$

## Bisection Method

The basic idea:
If $f(a)>0$ and $f(b)<0$ (or vice versa), there is a root between $a$ and $b$. If we approximate the root by the value of $\frac{a+b}{2}$, the precision of the root will be $\frac{b-a}{2}$. By making $a$ and $b$ closer and closer, we have a better and better approximation of the true root.

How:

1. Calculate $c=\frac{a+b}{2}$ and $f(c)$
2. If the sign of $f(a)=$ the sign of $f(c)$, replace $a$ by $c$; If the sign of $f(b)=$ the sign of $f(c)$, replace $b$ by $c$.
3. precision $=\frac{b-a}{2}$. If the current precision is not good enough, go to step 1
4. Use the values of $f(a)$ and $f(b)$ to choose the root. Choose the one that is closer to zero.
E. g. 4 Solve $x^{3}-2 x^{2}+3 x-1=0$ by bisection method in the interval -1 to 1 (correct to 2 dp ).

Solution:

| Iteration | $a$ | $f(a)$ | $b$ | $f(b)$ | precision |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | -1 |  | 1 |  |  |
| 1 |  |  |  |  | 1 |
| 2 |  |  |  |  | 0.5 |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  | 0.125 |
| 5 |  |  |  |  | 0.0625 |
| 6 |  |  |  |  |  |
| 7 |  |  |  |  | 0.015625 |
| 8 |  |  |  |  |  |

$x=$ $\qquad$

- There may be many roots between $a$ and $b$, bisection method can only find one of them
E. g. 5 Solve $x^{3}-x^{2}-4 x-1=0$ by bisection method in the interval -2 to 3 (correct to 2 dp ).

| Iteration | $a$ | $f(a)$ | $b$ | $f(b)$ | precision |
| :---: | :--- | :---: | :---: | :---: | :---: |
|  | -2 |  | 3 |  |  |
| 1 |  |  |  |  |  |
| 2 |  |  |  |  |  |
| 3 |  |  |  | 0.625 |  |
| 4 |  |  |  | 0.3125 |  |
| 5 |  |  |  | 0.078125 |  |
| 6 |  |  |  | 0.039063 |  |
| 7 |  |  |  |  |  |
| 8 |  |  |  | 0.009766 |  |
|  |  |  |  |  |  |

$x=$ $\qquad$

