## **Numerical methods Cheat Sheet**

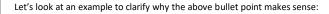
Some mathematical equations that form in the real world turn out to be very difficult to solve; finding an exact solution is either very time consuming or impossible using techniques we already know. Take for example, the equation  $3ln|2x^2| + 4cosx - e^x = 0$ . This cannot be solved using any techniques you have learnt so far. We can instead use numerical methods to find approximations to the solutions of such equations.

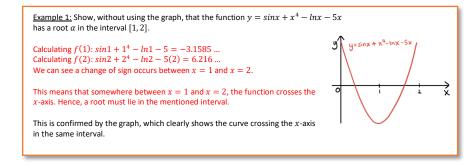
#### Locating roots

A root of a function is a value of x for which f(x) = 0. In other words, a root is where f(x) crosses the x-axis.

If f(x) is continuous on the interval [a, b] and f(a) has an opposite sign to f(b), then f(x) has at . least one root in this interval.

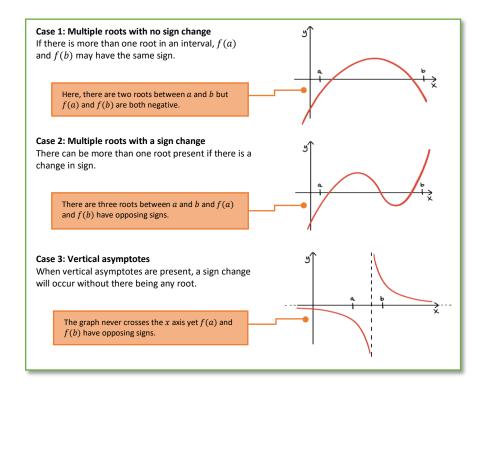
When we say f(x) has to be continuous on an interval, this just means that when graphed, the function is unbroken. In other words, you could trace the function with a pen without needing to lift your pen off the





#### Changes of sign and roots

If there isn't a change of sign in an interval, that does not necessarily mean a root does not exist. Also, if there is a change of sign, that does not necessarily mean only one root exists. There are three cases you need to be wary of:

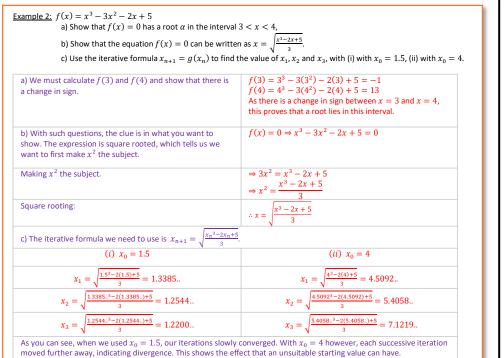




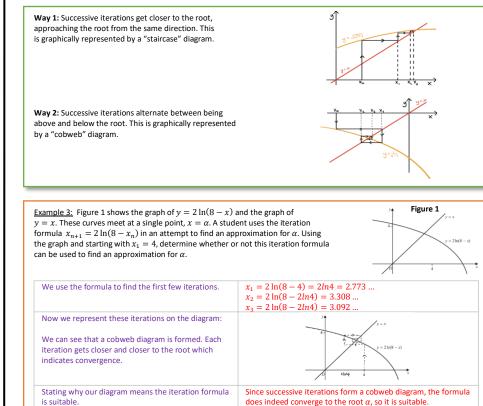
Using iteration If we wish to find the roots of an equation f(x) = 0, we can use an iterative method.

To solve an equation of the form f(x) = 0, rearrange the equation into the form x = g(x) and use the 1. iterative formula  $x_{n+1} = g(x_n)$ .

You must be careful when using an iterative method as not all iterations will converge to a root. Sometimes, successive iterations will move away from the root quickly. This is known as divergence.



There are two ways in which an iteration can converge:



Newton-Raphson method

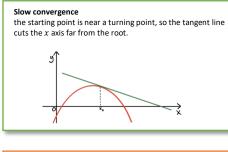
is:

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

This method uses tangent lines to find accurate approximations of roots. The starting values must be chosen carefully with the Newton-Raphson method. Usually this will be given to you, but if not then you need to consider the following two points:

- line will be far from the x-axis.
- by 0, which is undefined.

The two graphs below illustrate each of the above cases:



Example 4: $f(x) = 2secx + 2x - 3$
Given that $f(x) = 0$ has a solution,
Newton-Raphson procedure to obta

We start by finding f'(x), then substituting x = 0.4 into f'(x) and f(x). Now using the Newton-Raphson formula:

### Applications to modelling

where x is the number of months since the beginning of the year. The diagram shows the graph with equation y = w(x). The graph has a local maximum at A and local minimum at B. a) Find w'(x). a) We use the formula to find the f iterations b) We want to show there is a turn between x = 8.3 and x = 8.4. This want to show w'(x) = 0 has a root interval (8.3, 8.4). Using the techni example 1: c)

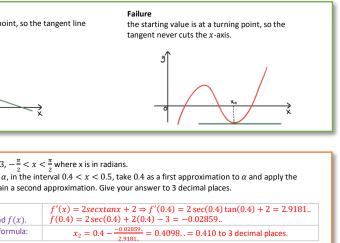
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# **Edexcel Pure Year 2**

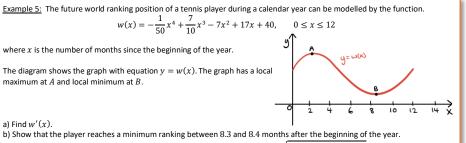
Another method to find the roots of an equation f(x) = 0 is to use the Newton-Raphson method. The Newton-Raphson formula

If the starting value,  $x_0$ , is near a turning point then the method can converge on a root quite slowly, as the tangent

If the starting value,  $x_0$ , is at a turning point then the method will fail completely as the formula would result in division



You also need to be able to apply your knowledge of numerical methods to questions involving models of real-life scenarios.



c) Show that the turning points of the graph correspond to the equation  $x = \pm \sqrt{\frac{10}{21}} \left(\frac{2}{25}x^3 + 14x - 17\right)$ .

first few	$w'(x) = -\frac{4}{50}x^3 + \frac{21}{10}x^2 - 14x + 17$
ning point is means we ot α in the ique from	$w'(8.3) = -\frac{4}{50}(8.3)^3 + \frac{21}{10}(8.3)^2 - 14(8.3) + 17 = -0.27396$ w'(8.4) = $-\frac{4}{50}(8.4)^3 + \frac{21}{10}(8.4)^2 - 14(8.4) + 17 = 0.15968$ There is a change in sign between x = 8.3 and x = 8.4 so a root must lie in this interval, which means that the player reaches a minimum ranking between 8.3 and 8.4 months. We know the point is a minimum since the graph only has a minimum in this range.
	$w'(x) = -\frac{4}{50}x^3 + \frac{21}{10}x^2 - 14x + 17 = 0$ $\frac{21}{10}x^2 = \frac{2}{25}x^3 + 14x - 17$ $x^2 = \frac{10}{21}\left(\frac{2}{25}x^3 + 14x - 17\right)$
	$x = \pm \sqrt{\frac{10}{21} \left(\frac{2}{25}x^3 + 14x - 17\right)}$

