Math 110

Successive Approximations to Find Square Roots — The Babylonian Algorithm.

We have already seen one application of successive approximations in the S-I-R model where we obtained a sequence of values using successively smaller Δt . Here is another. Pretend you don't have a square root key on your calculator. (The algorithm given here is quite ancient.) How can we approximate $\sqrt{2}$?

Suppose

 $a = \sqrt{2}$. Square both sides. $a^2 = 2$ Divide both sides by x. a = 2/a

Only the true square root of 2 satisfies $\sqrt{2} = 2/\sqrt{2}$.

If x is an estimate which is less than the true value for $\sqrt{2}$ then 2/x is an estimate which is ______ than the true value.

If x is an estimate which is greater than the true value for $\sqrt{2}$ then 2/x is an estimate which is ______ than the true value.

Hence a better estimate will be _____

GROUP WORK:

Each team will estimate the square root of one of the first 8 prime numbers. Begin with x = 1 as an estimate for \sqrt{p} . Use successive approximations to find the value of \sqrt{p} to **3 decimal places.** How many steps does it take?

stepsGuessApproximationn a_n a_{n+1}

General Babylonian Algorithm.

STEP 1: Let a_0 be your initial estimate for \sqrt{r} .

STEP 2: Then the next estimate is the average of your most recent estimate and r divided by your most recent estimate.

$$a_{\rm new} = \frac{a_{\rm old} + \frac{r}{a_{\rm old}}}{2}$$

STEP 3: Continue calculating terms in the sequence until you reach the level of accuracy desired.

NOTE: You may want to think about how you could use Microsoft Excel or your TI-83 to implement the Babylonian Algorithm. There is a TruBasic implementation in the Calculus directory called BABYLON.TRU.

Limits

The concept of a *limit* is a central theme of all Calculus courses. When using the Babylonian Algorithm to estimate \sqrt{a} , the sequence of successive approximations

$$\begin{array}{rcl} x_1 \\ x_2 & = & \displaystyle \frac{x_1 + \frac{a}{x_1}}{2} \\ x_3 & = & \displaystyle \frac{x_2 + \frac{a}{x_2}}{2} \\ \vdots \\ x_n & = & \displaystyle \frac{x_{n-1} + \frac{a}{x_{n-1}}}{2} \\ \vdots \end{array}$$

stabilizes. We say that the *limit* of the sequence of successive approximations is \sqrt{a} , or, rather, that

$$\lim_{n \to \infty} x_n = \sqrt{a}.$$

Average and Instantaneous Velocity

Recall our discussion in *Class 11* about estimating velocity given a table (and a graph) of distance travelled versus time elapsed. Suppose the position of a car at time t seconds is given by (the function) s(t) feet.

Then the **average velocity** of the car between t = a and t = b is given by,

$$v_{\text{ave}} = \frac{s(b) - s(a)}{b - a}.$$

The instantaneous velocity at t = a is defined by,

$$v = \lim_{h \to 0} \frac{s(a+h) - s(a)}{h}.$$

Finding the rate of change of a linear function.

Previously, the rates of change of functions were the known quantity and we investigated an unknown function by applying Euler's method. (for example; we used S', I', and R' to investigate the functions S, I, and R in the SIR model.) Now we will begin with a known function values and investigate its rate of change.

The average rate of change of a function y = f(x) on an interval [a, b] is given by the change in the output divided by the change in the input:

$$\frac{\Delta y}{\Delta x} = \frac{\text{change in output}}{\text{change in input}} = \frac{f(b) - f(a)}{b - a}.$$

Example:

What is the average rate of change of the function f(x) = 3x + 2 on the interval [4, 10]?

What is the instantaneous rate of change of the function f(x) = 3x + 2 on the

Rates and slopes are really the same thing for linear functions.

For a **linear function**, the *instantaneous rate of change* (slope of the line) equals the *average* rate of change.

ANNOUNCEMENTS

Your Lab #1 Reports are due tomorrow in your lab section

Assignment: In *CiC*, Read sections 3.1 and 3.2 and **DO problems 7**, 8 and 9 on pp. 104–105. Due on Friday October 2.