

Numerical Methods for Solving
Nonlinear Equations

...just the color figures for those who got the B&W printed book...

D. James Benton

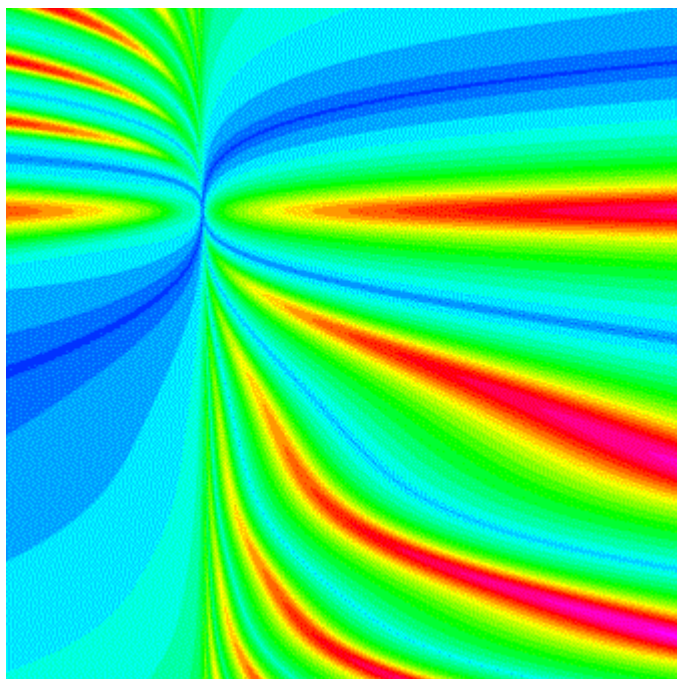
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Foreword

Nonlinear equations are found throughout science and engineering across a wide variety of disciplines. These are a significant part of applied mathematics and much effort has been devoted to their study and solution. We will consider single and multi-variable problems. Various theories will be presented, but always with a focus on what works best—that is, the most practical approaches. In the literature of applied mathematics, these are known as *robust* algorithms.

*All of the examples contained in this book,
(as well as a lot of free programs) are available at...*

<http://www.dudleybenton.altervista.org/software/index.html>



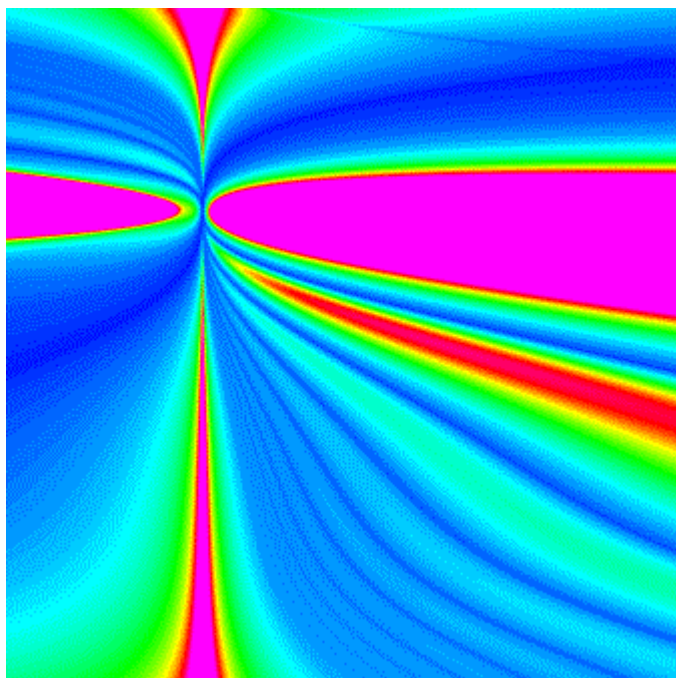


FIGURE 1. NEWTON-RAPHSON

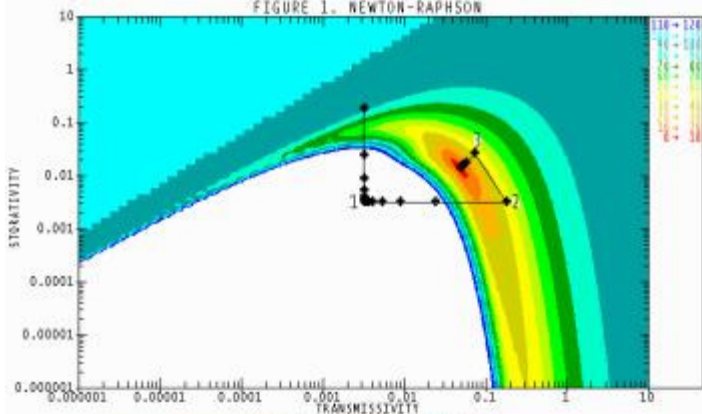


FIGURE 2. CONJUGATE-GRADIENT

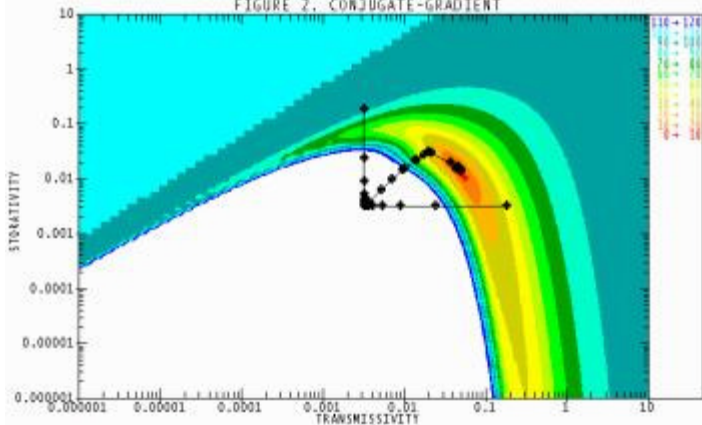
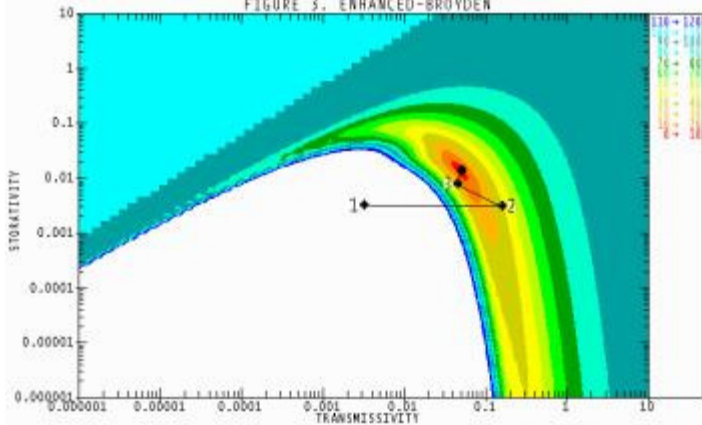
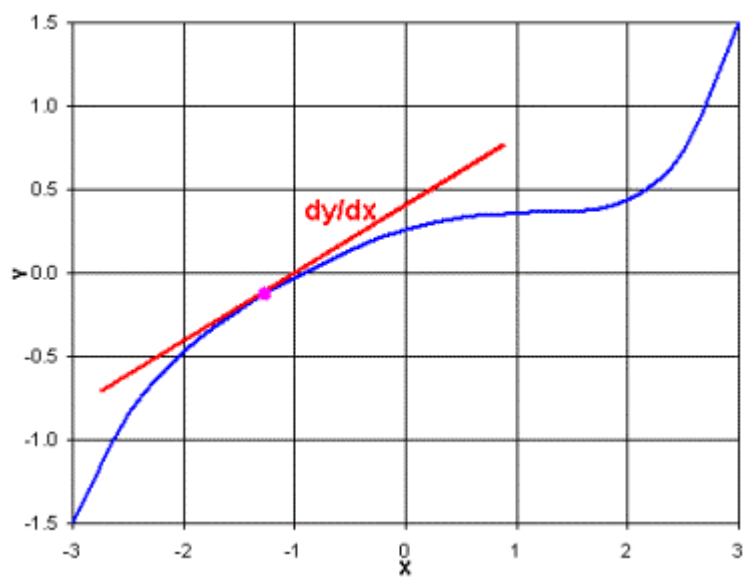
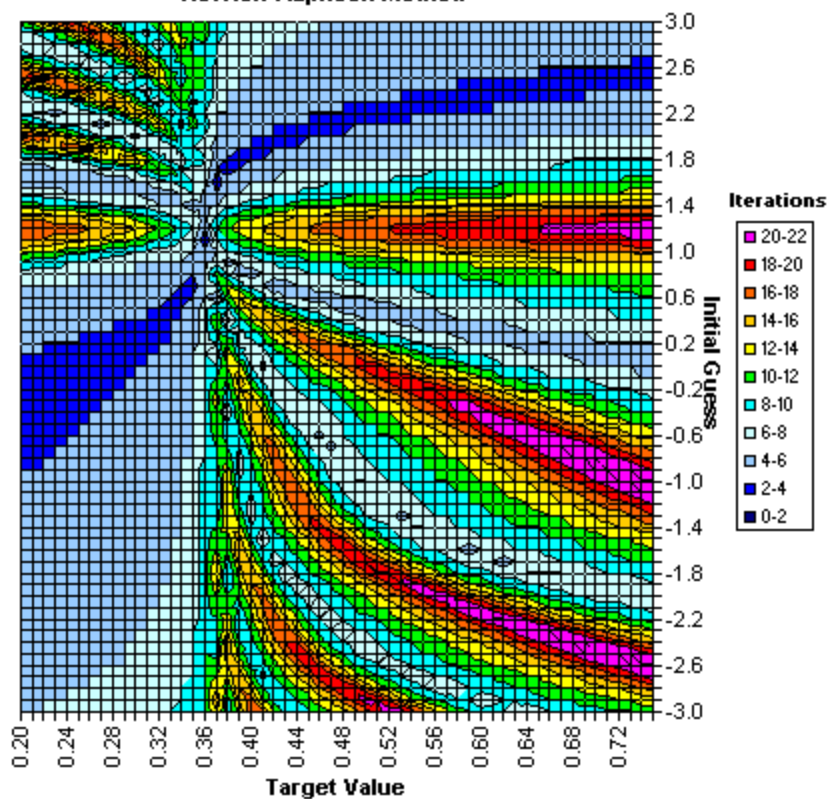


FIGURE 3. ENHANCED-BROYDEN

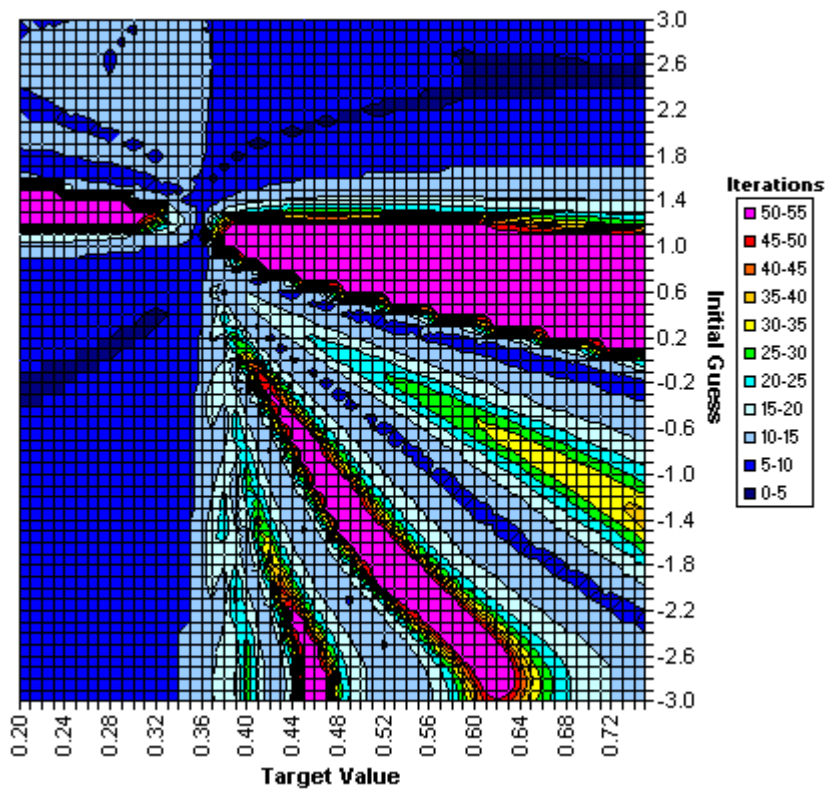




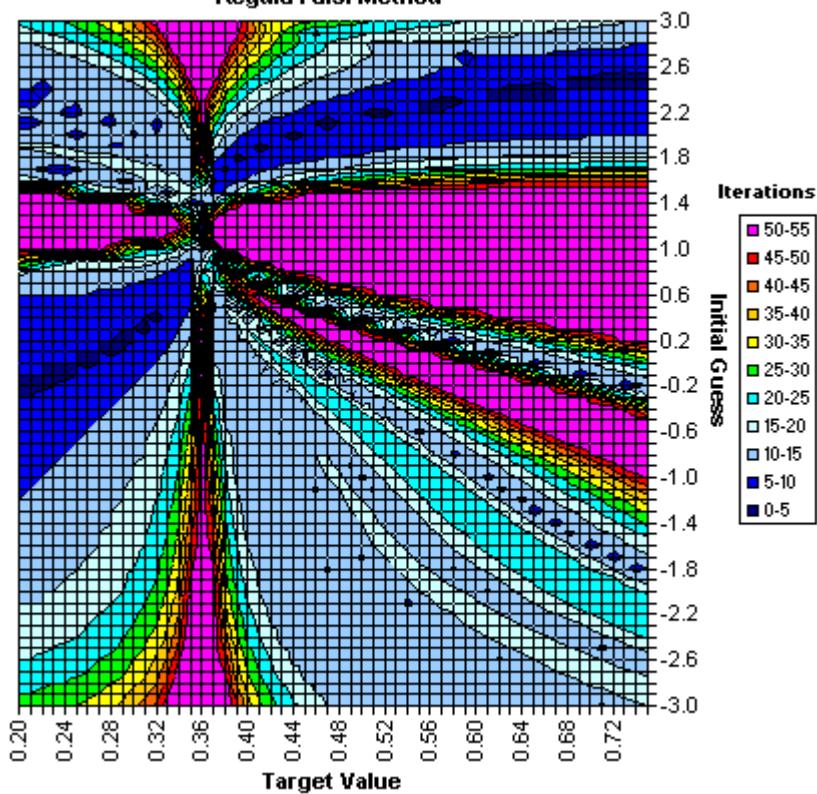
Newton-Raphson Method



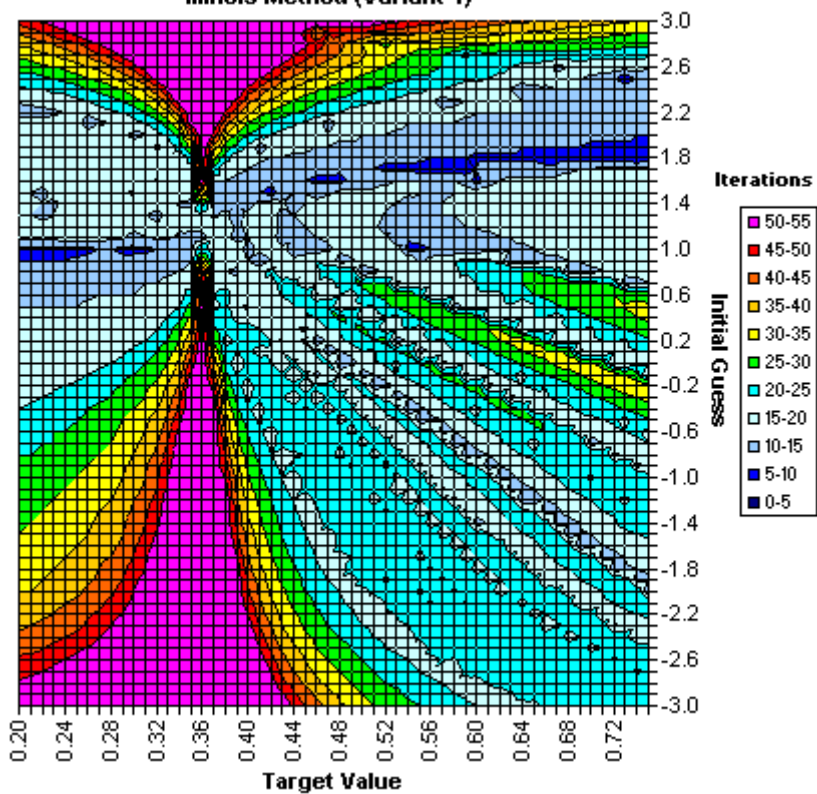
Secant Method



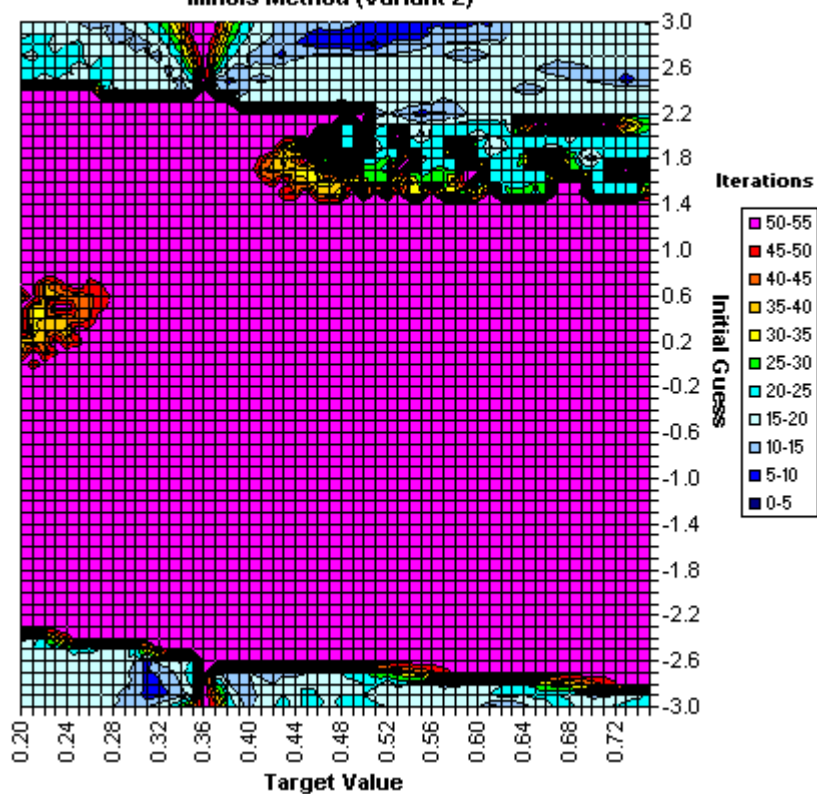
Regula Falsi Method



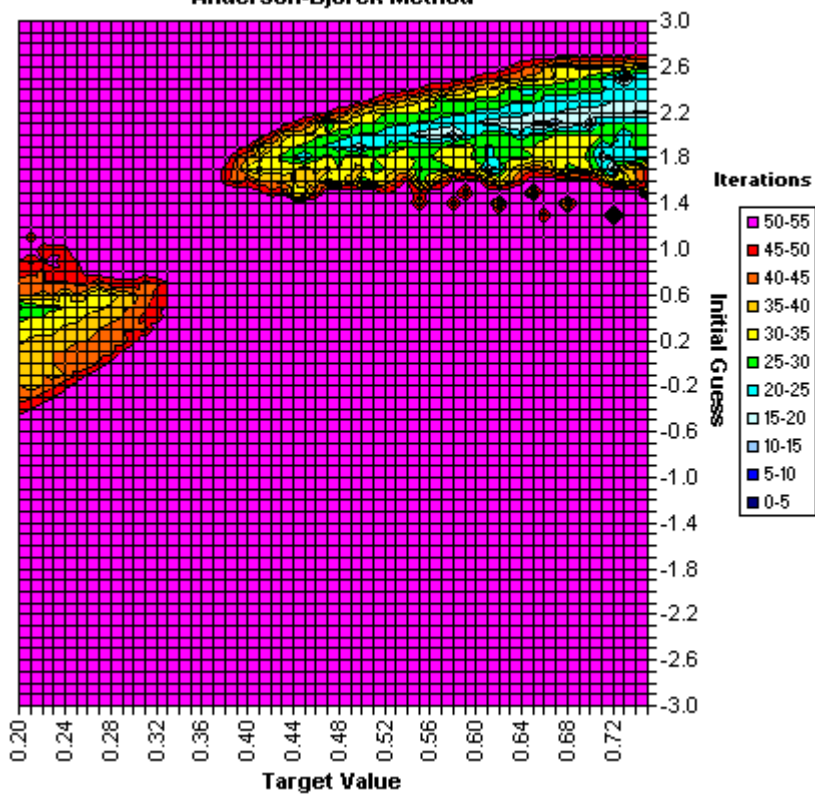
Illinois Method (Variant 1)



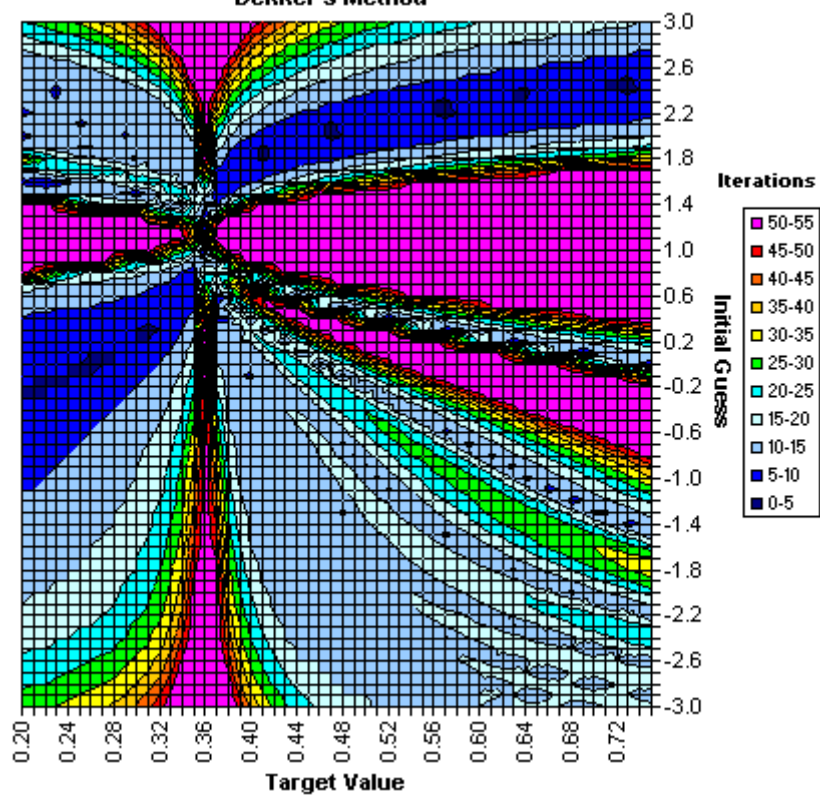
Illinois Method (Variant 2)



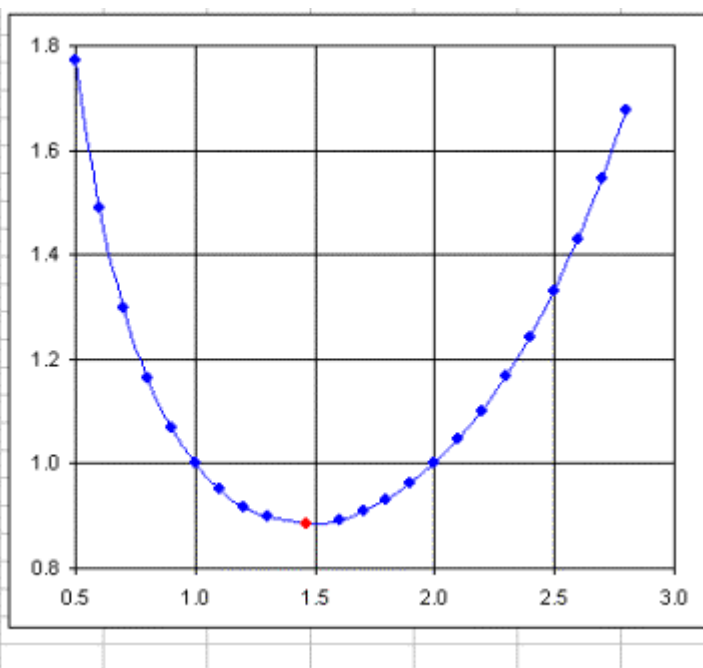
Anderson-Björck Method

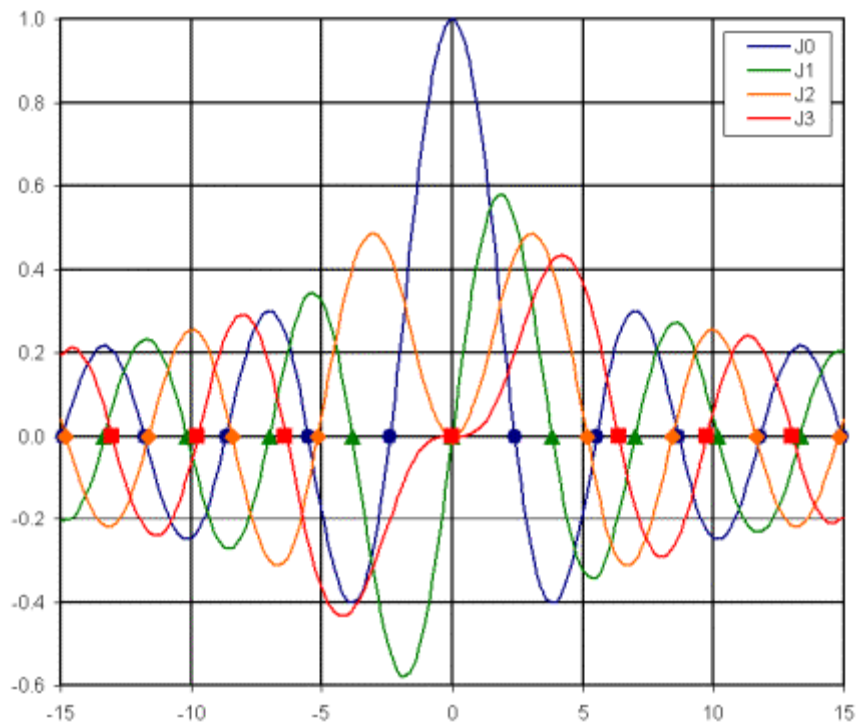


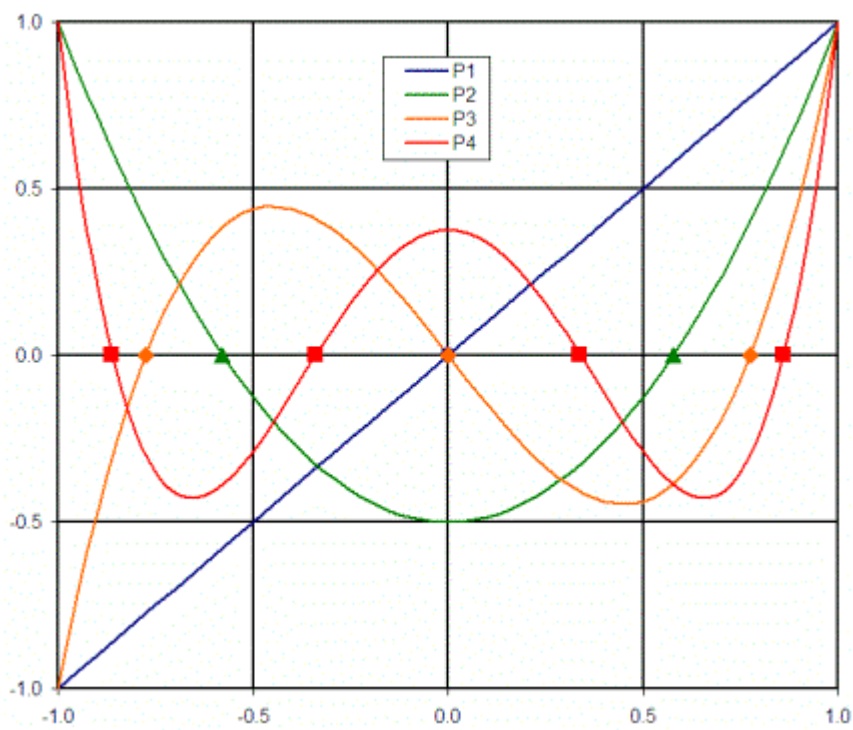
Dekker's Method

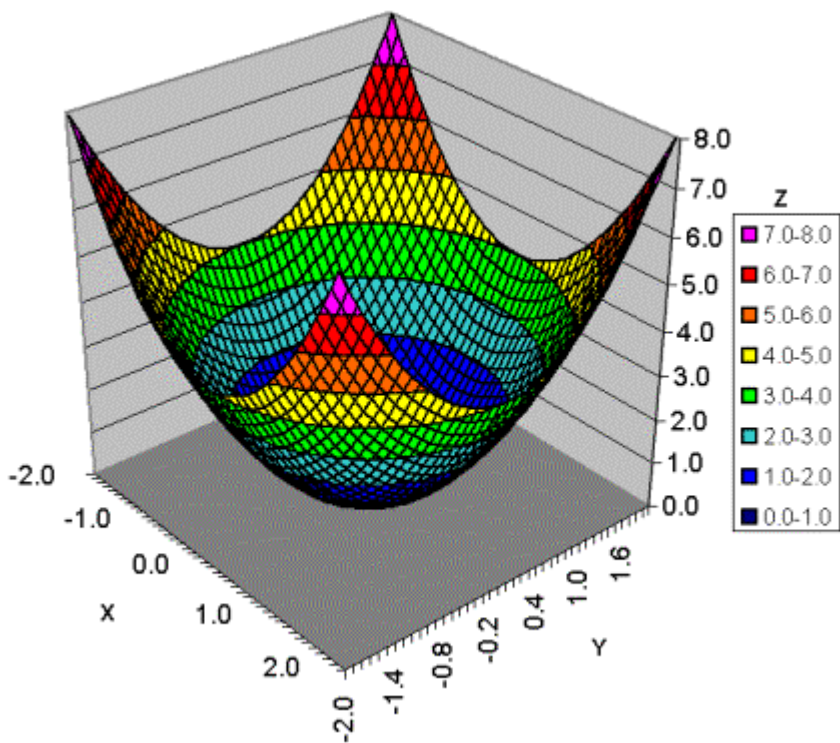


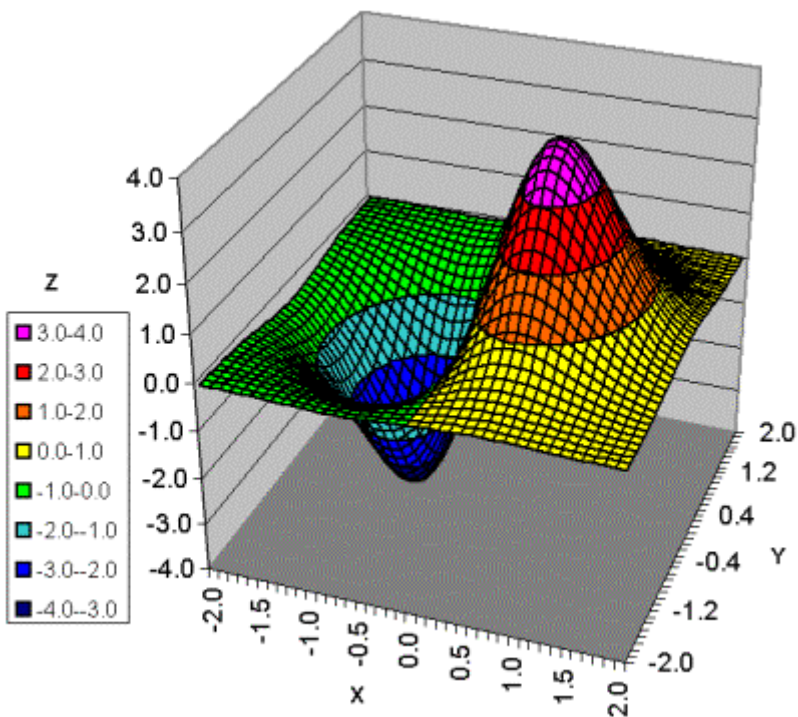
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0.7	1.30
0.8	1.16
0.9	1.07
1.0	1.00
1.1	0.95
1.2	0.92
1.3	0.90
1.4616	0.8856
1.6	0.89
1.7	0.91
1.8	0.93
1.9	0.96
2.0	1.00
2.1	1.05
2.2	1.10
2.3	1.17
2.4	1.24
2.5	1.33
2.6	1.43
2.7	1.54
2.8	1.68

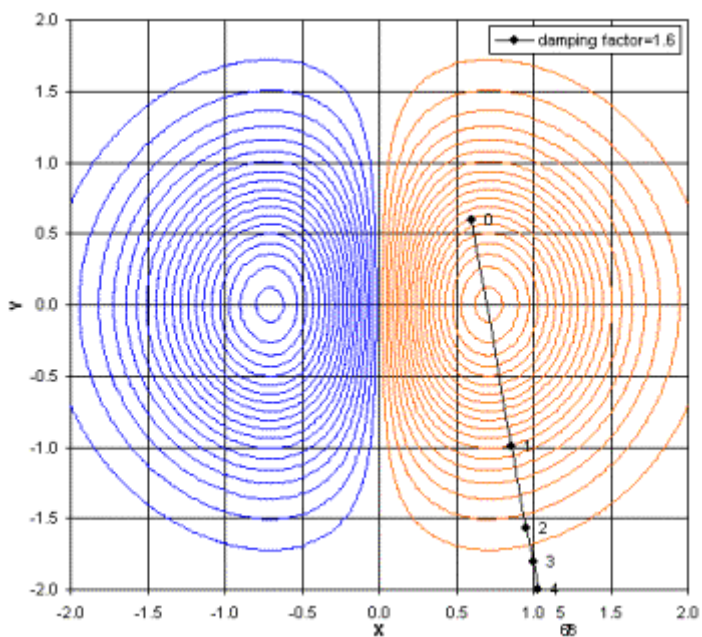
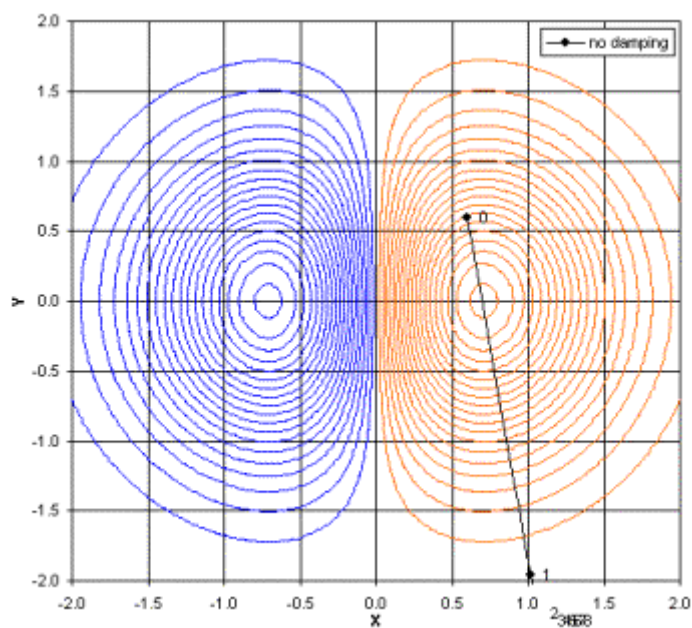


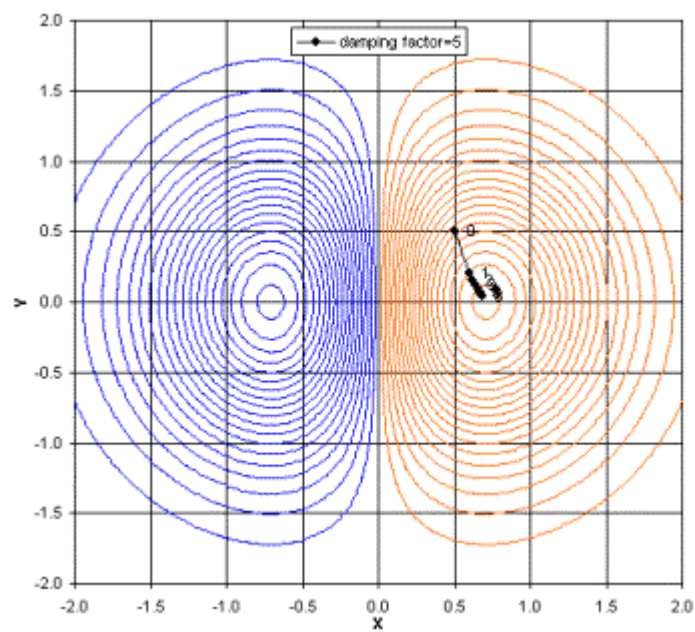
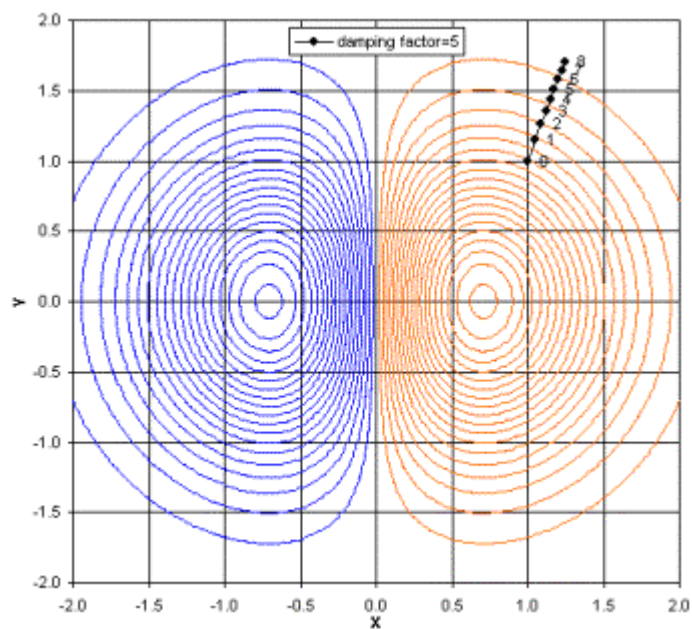


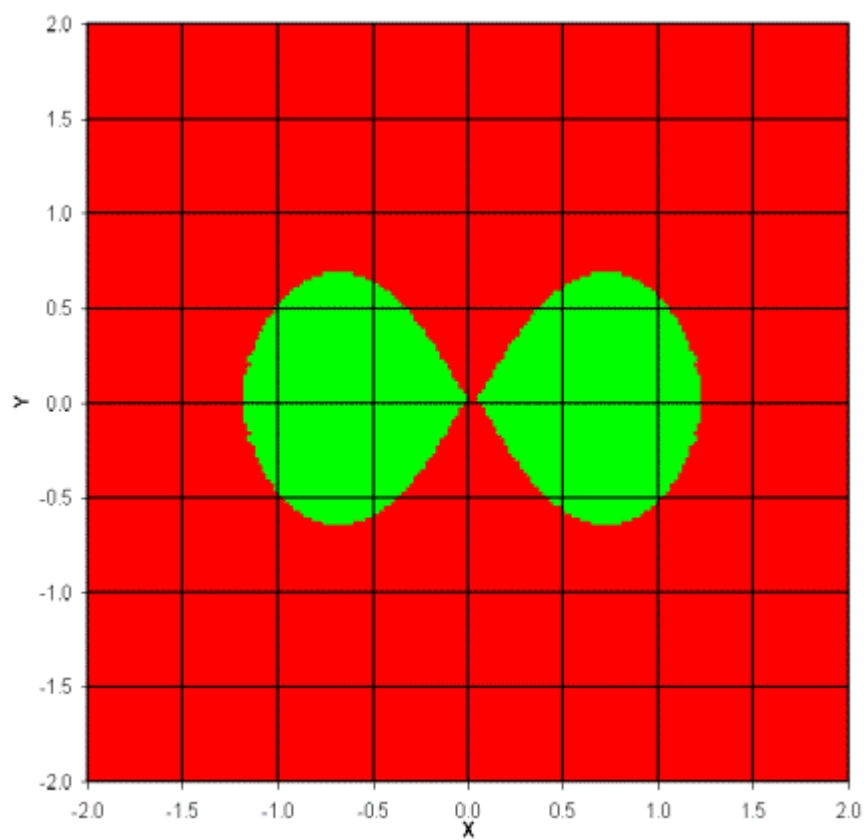


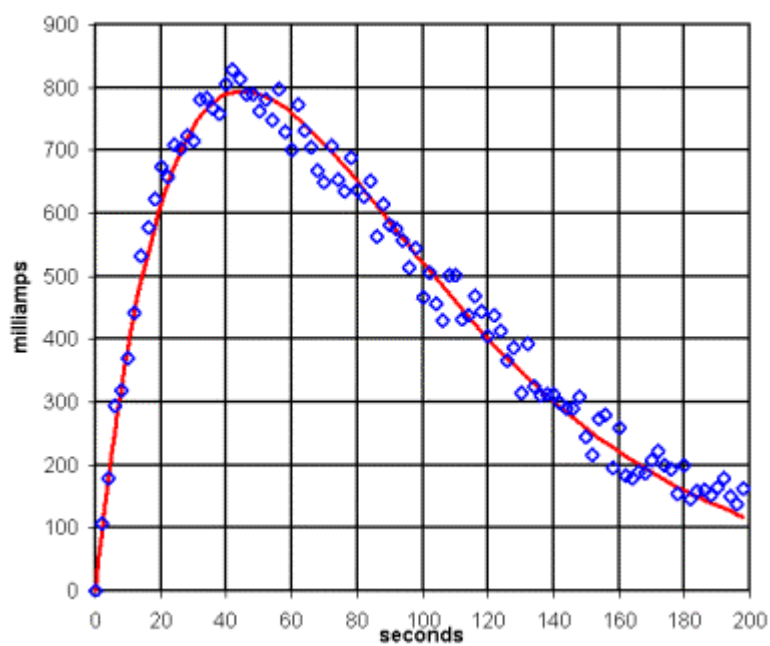
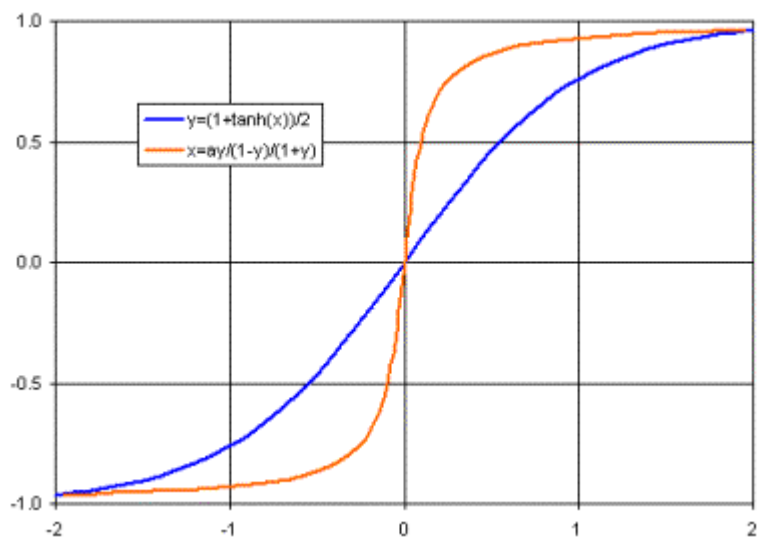


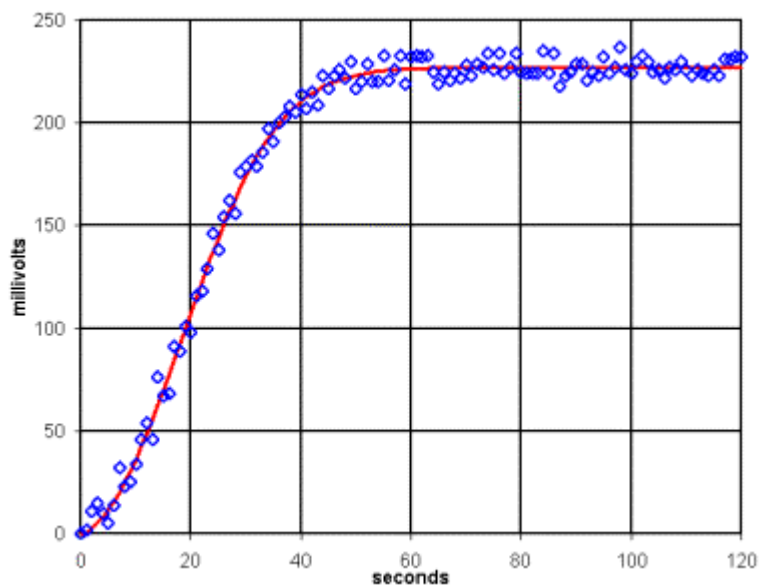
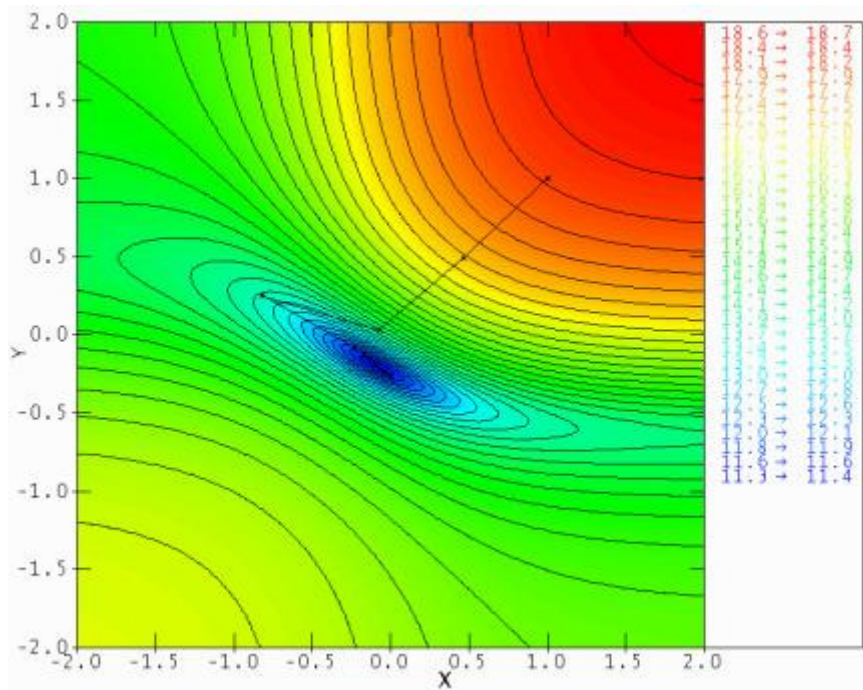


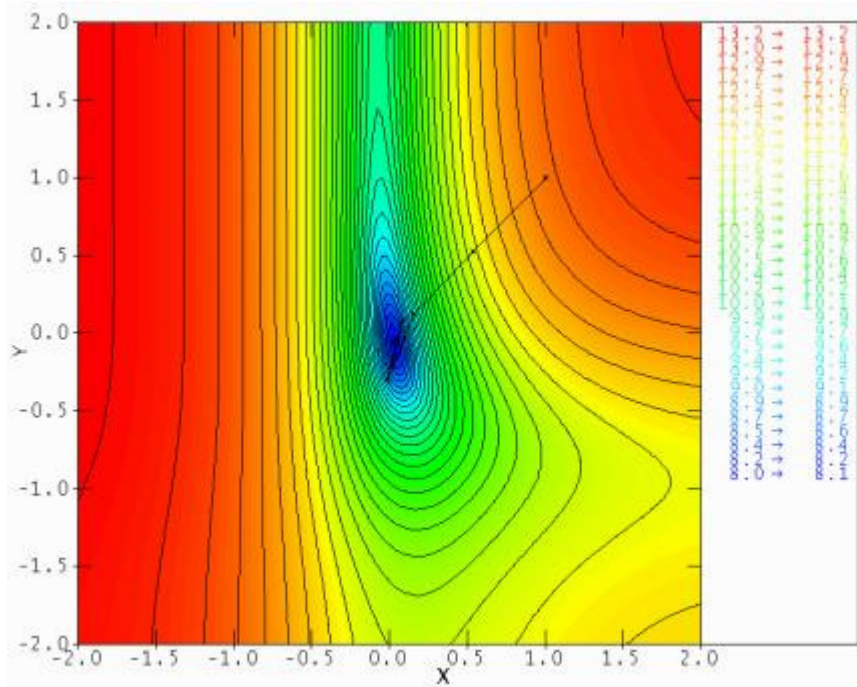


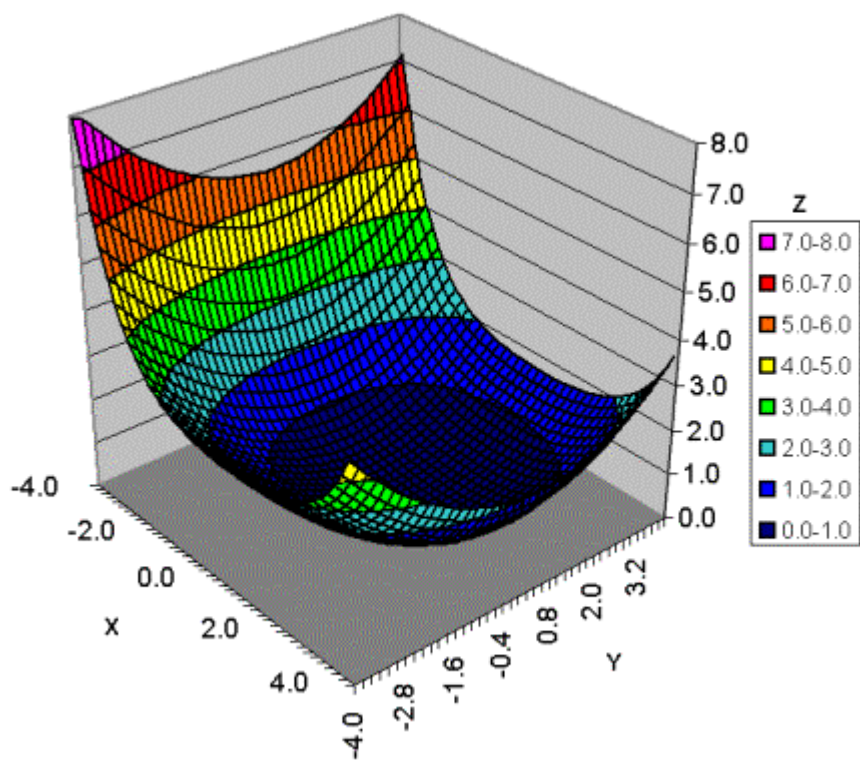


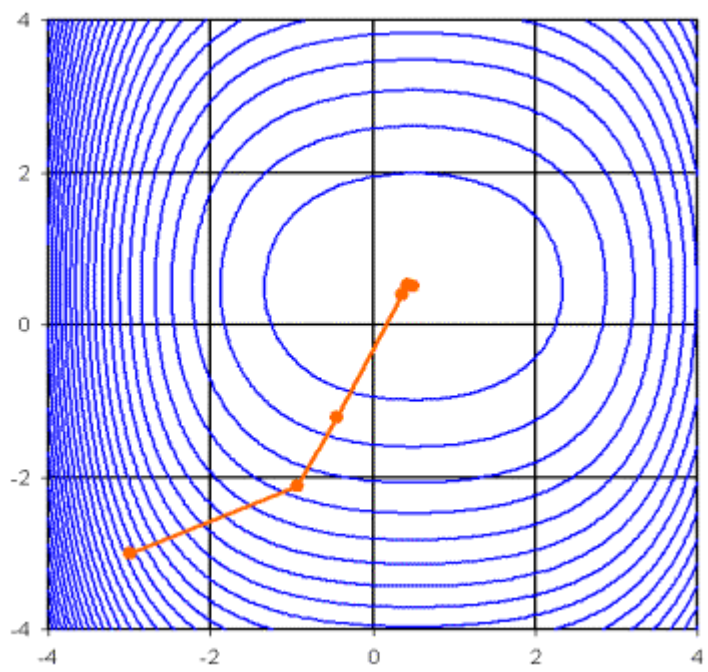


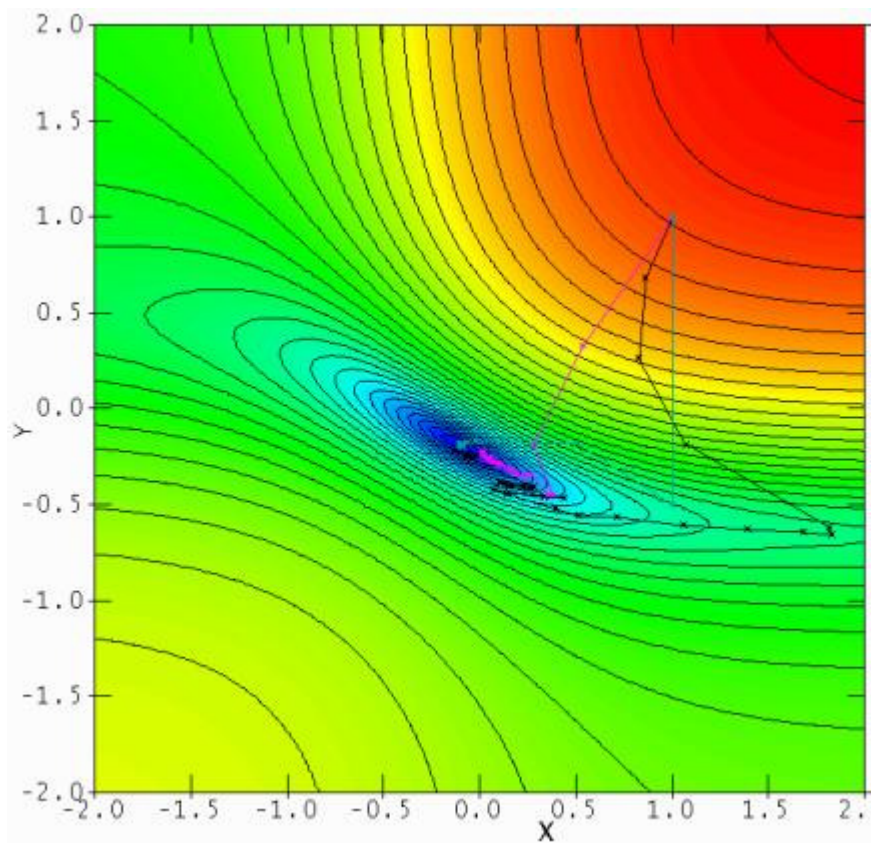


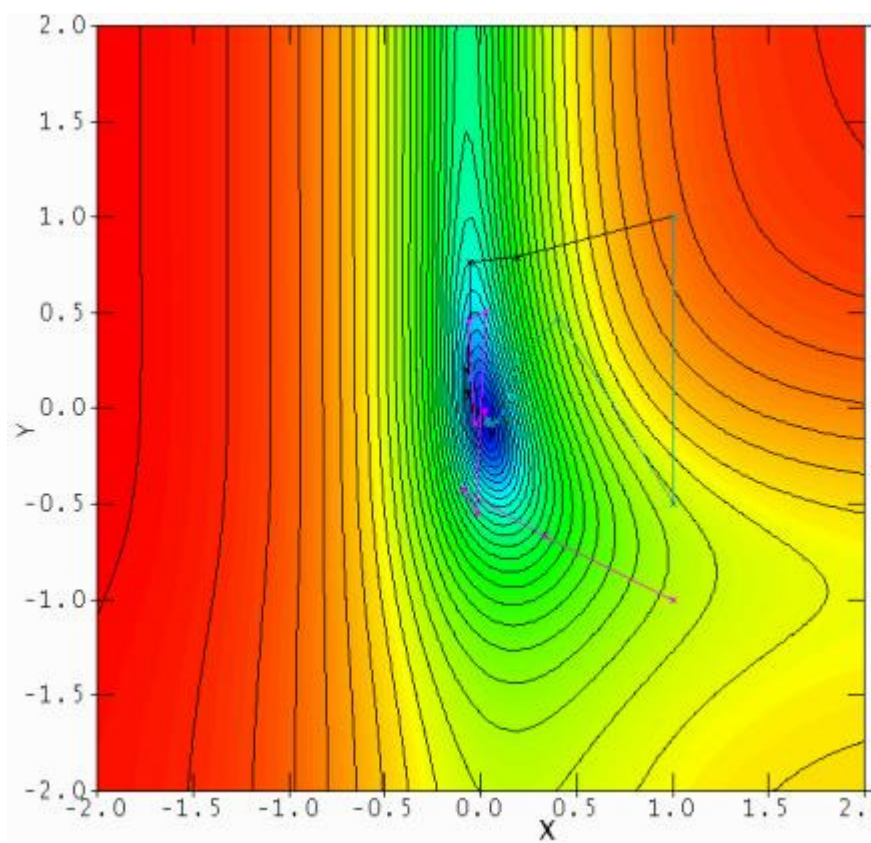


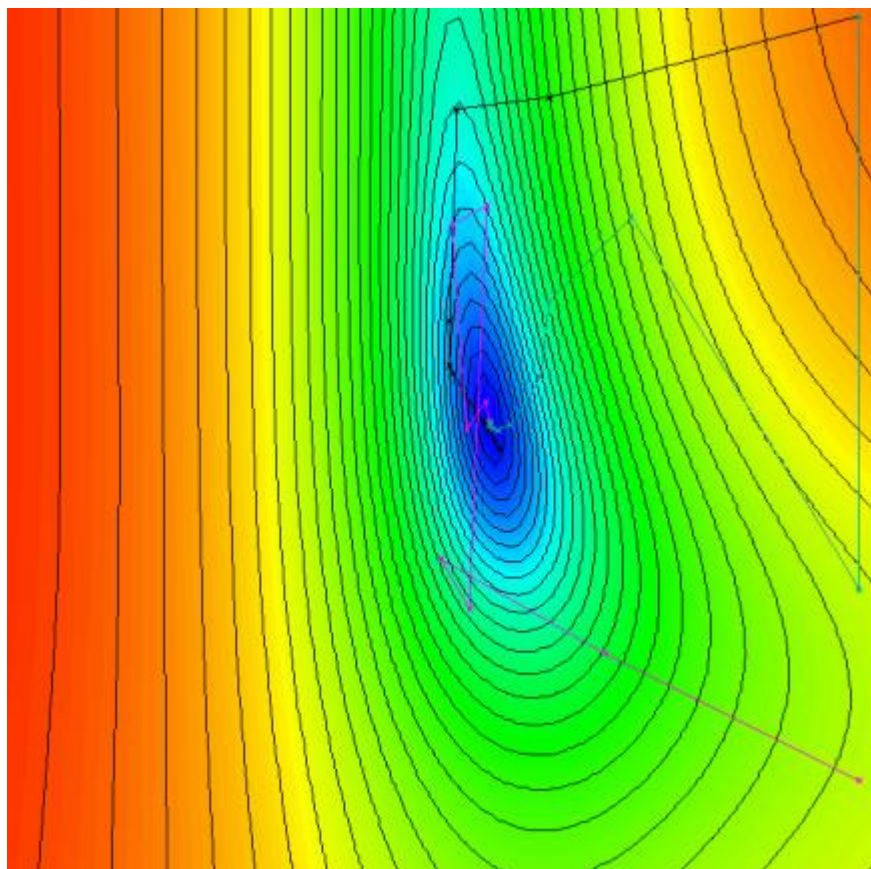


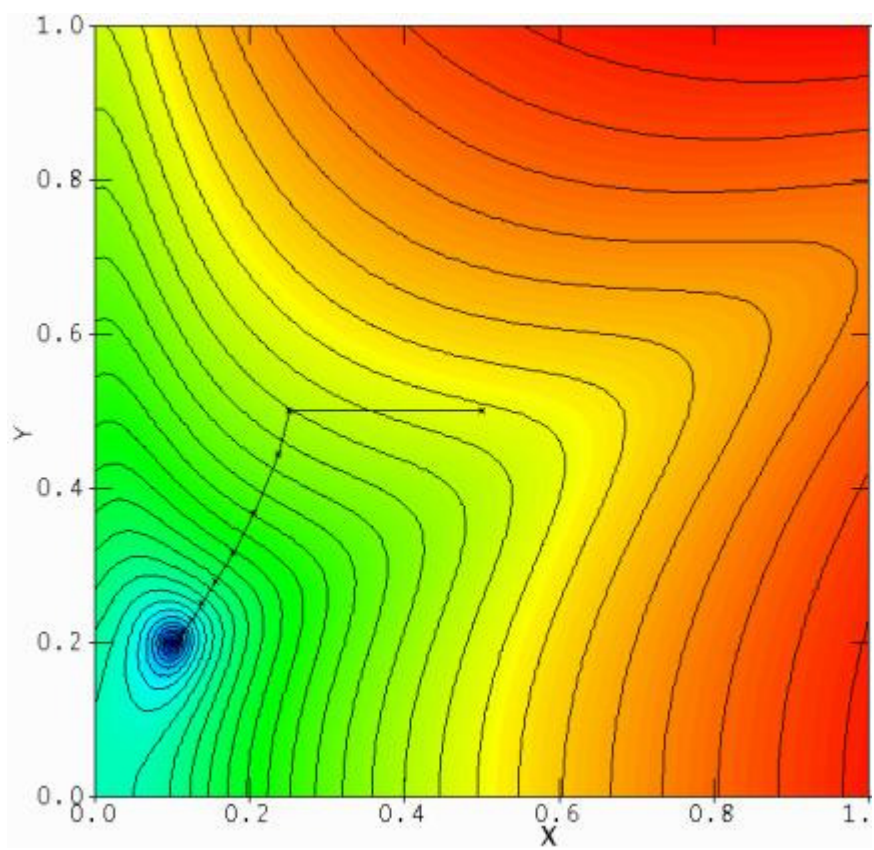












TOP VIEW (XY)



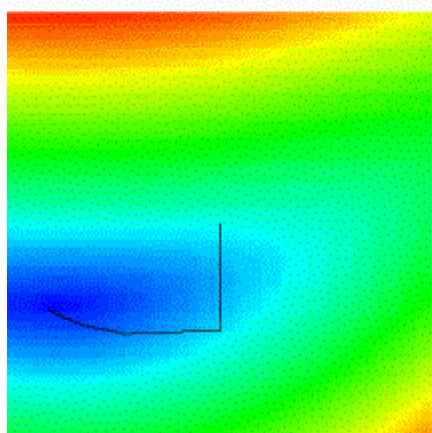
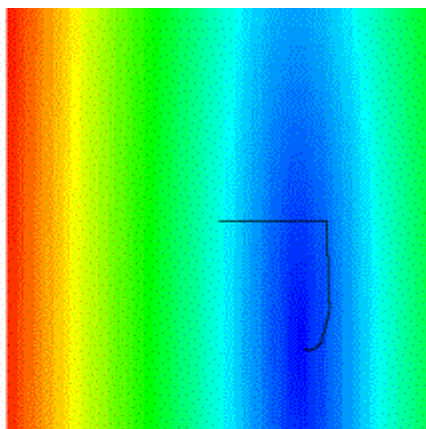
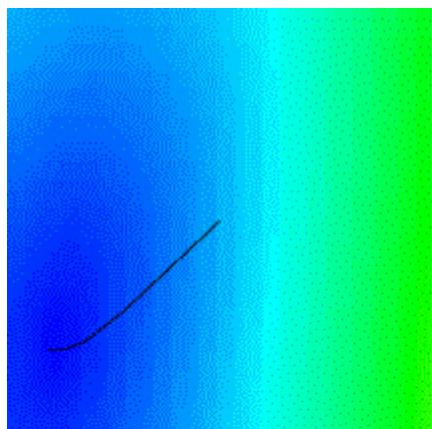
SIDE VIEW (YZ)



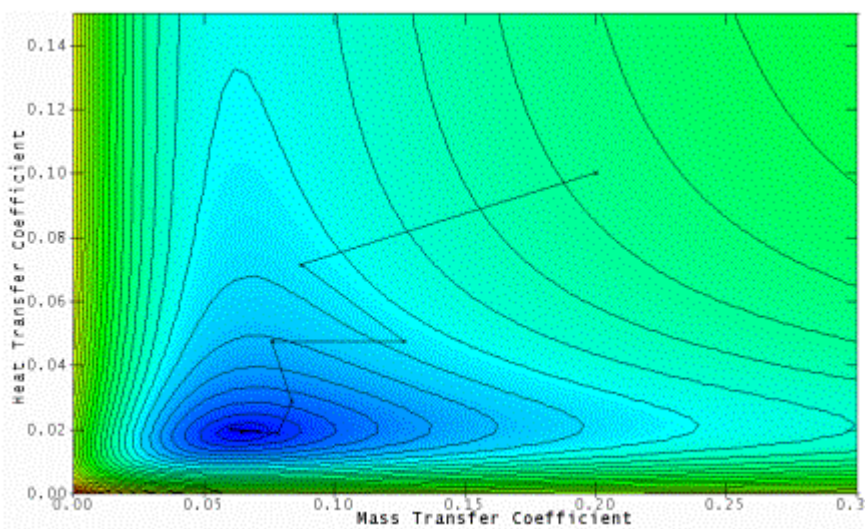
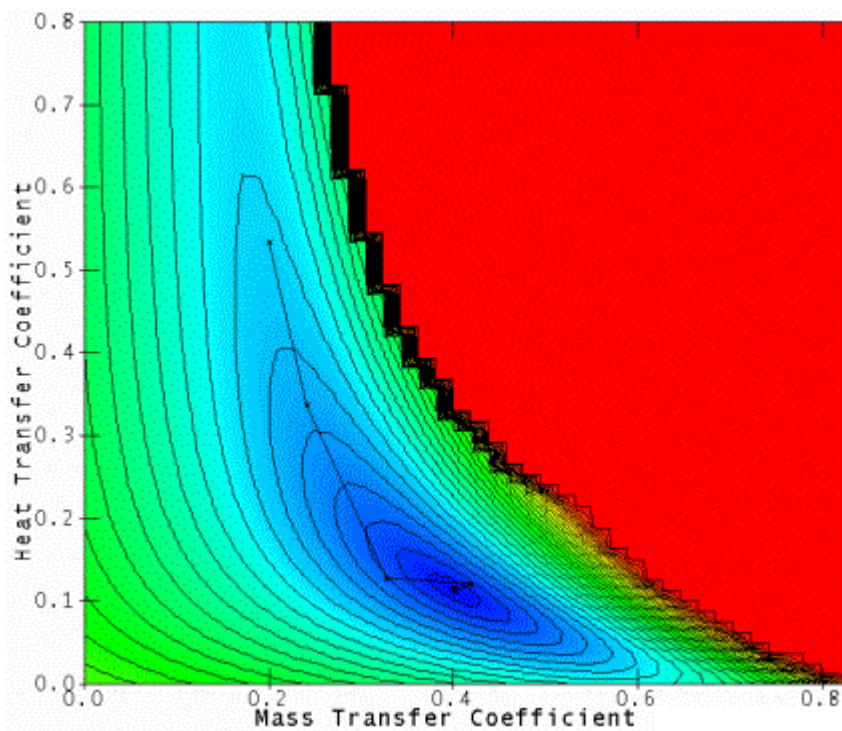
FRONT VIEW (XZ)

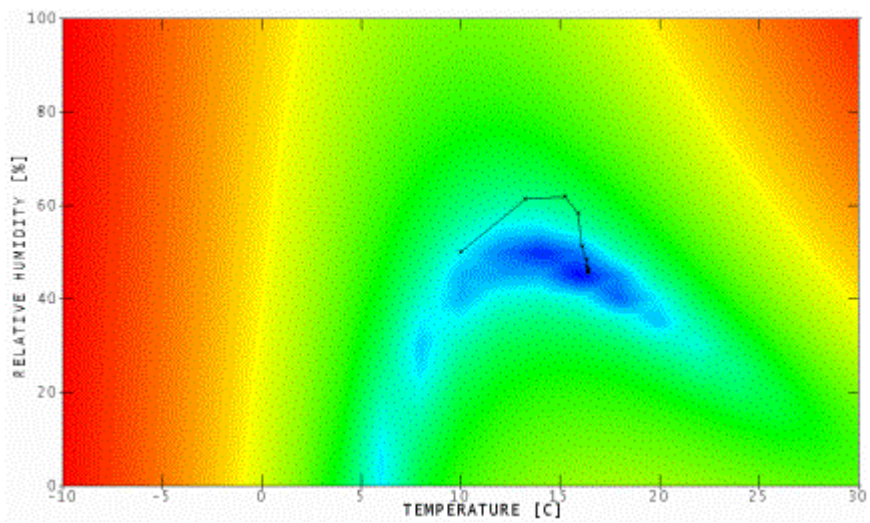


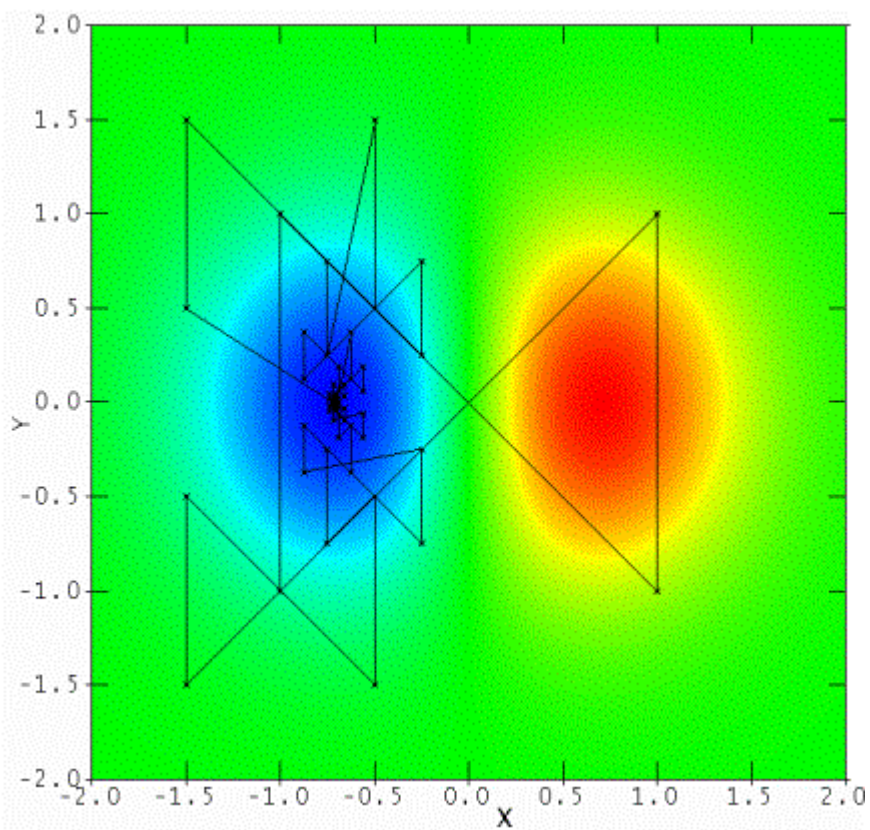
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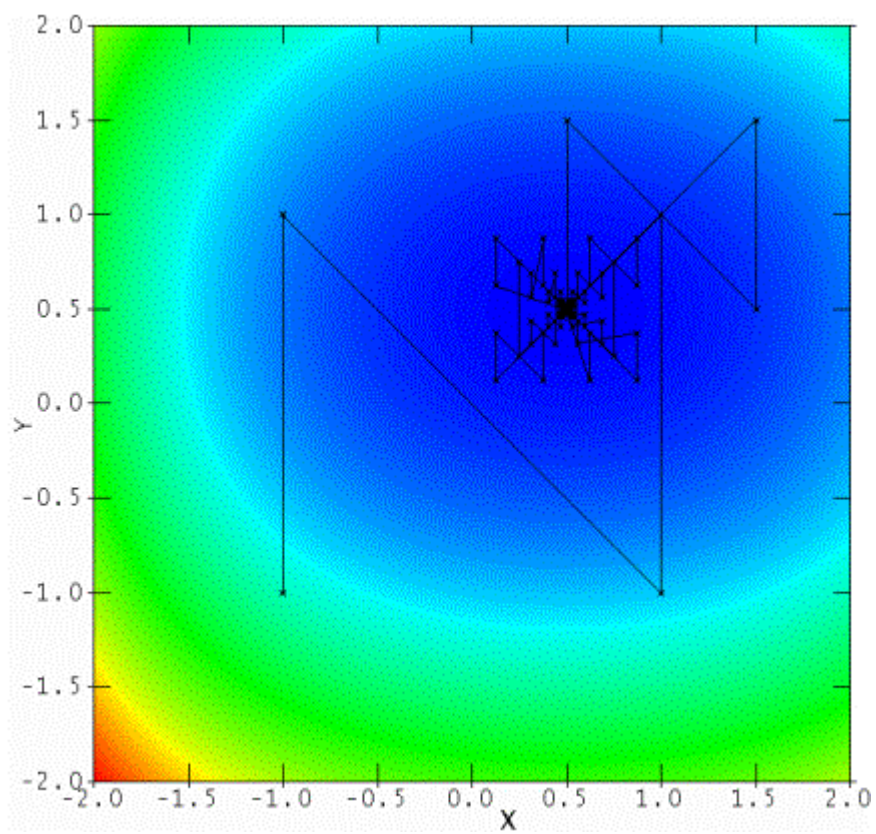


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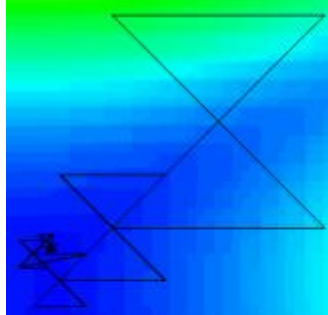




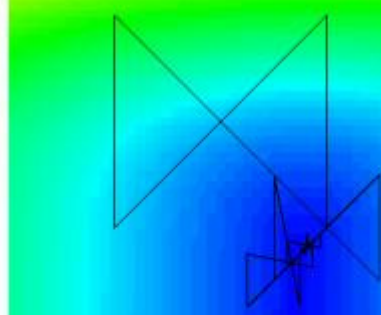




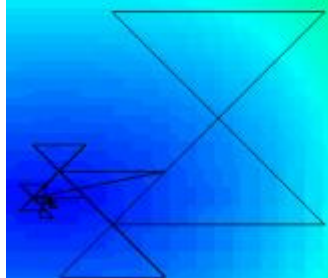
TOP VIEW (XY)



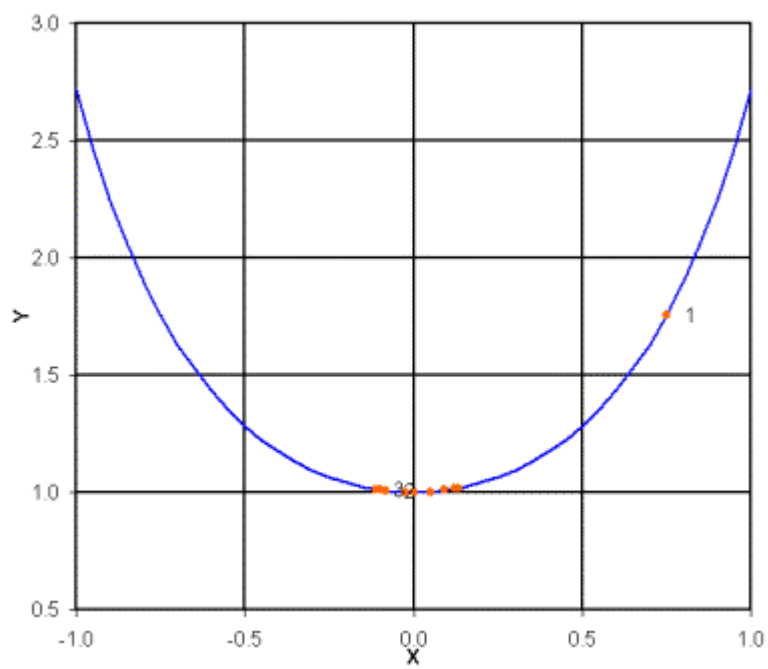
SIDE VIEW (YZ)

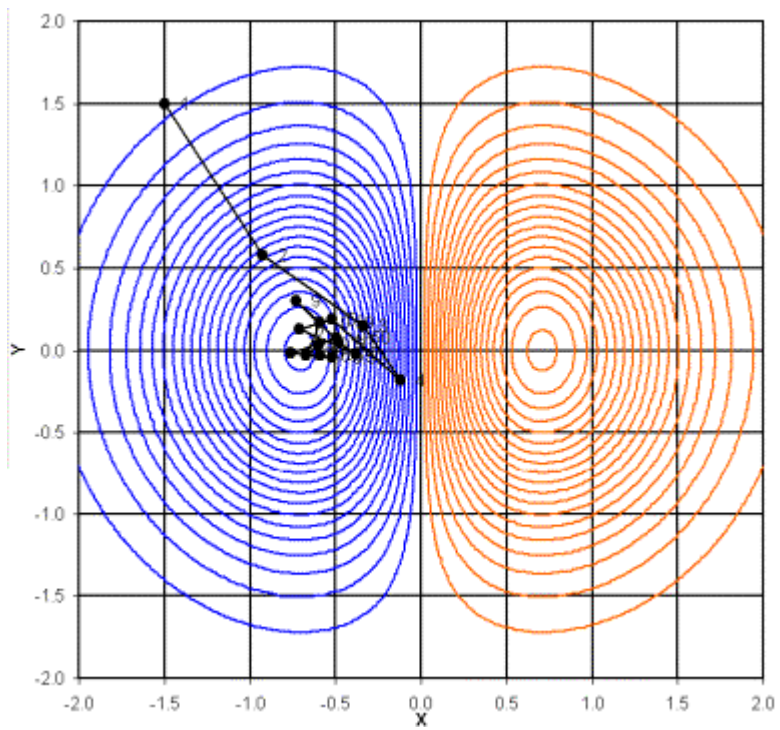


FRONT VIEW (XZ)

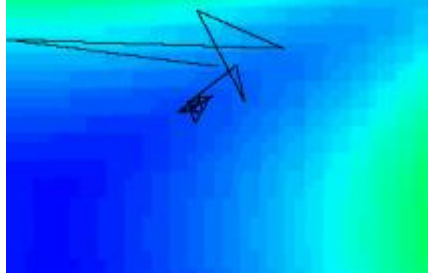


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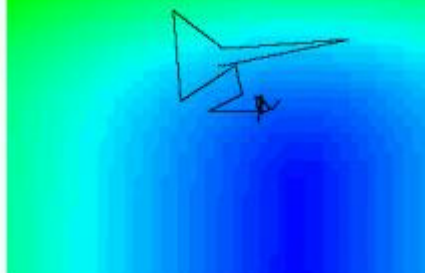




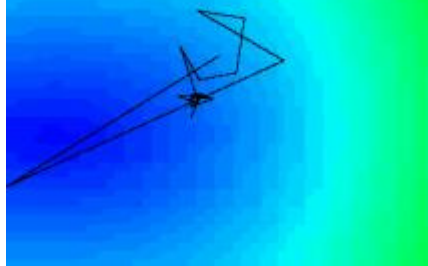
TOP VIEW (XY)



SIDE VIEW (YZ)

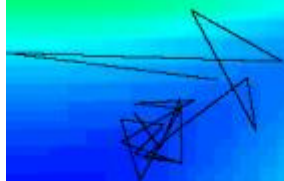


FRONT VIEW (XZ)



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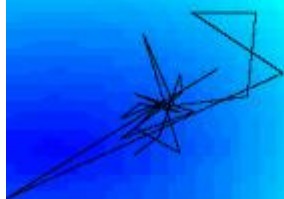
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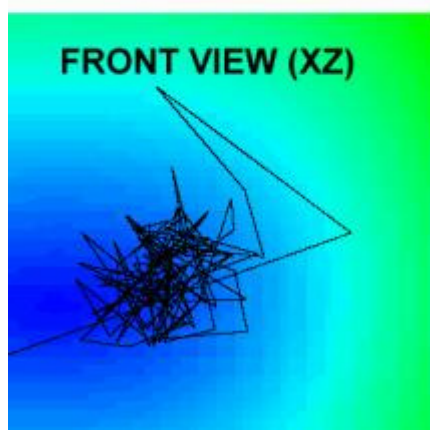
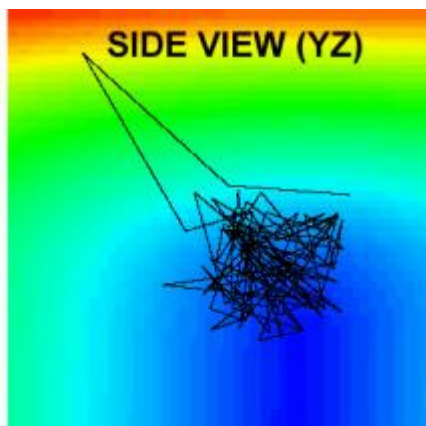
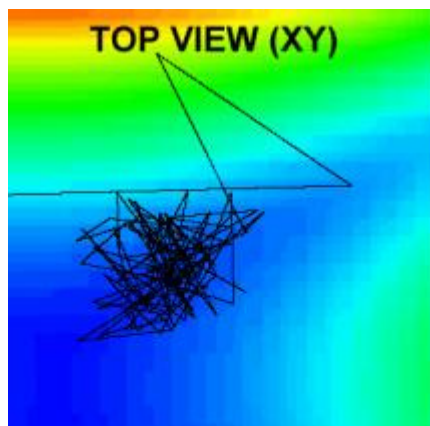
SIDE VIEW (YZ)



FRONT VIEW (XZ)



$X=0.1$
 $Y=0.2$
 $Z=0.3$



$X=0.1$
 $Y=0.2$
 $Z=0.3$

