# **Solving equations**

#### **Exercise 1.1**

```
> restart;

> f := (x) -> 2*x^4-2222*x^3+224220*x^2-2222000*x+2000000;

f := x \mapsto 2 x^4 - 2222 x^3 + 224220 x^2 - 2222000 x + 2000000 (1)

> solve(f(x)=0,{x});

\{x=1\}, \{x=10\}, \{x=1000\}, \{x=1000\}
```

Whenever a polynomial f(x) has a root x = a, the term x - a is a factor of f(x). This indicates that f(x) should be a multiple of the polynomial g(x) = (x - 1) (x - 10) (x - 100) (x - 1000). However, the coefficient of  $x^4$  in f(x) is 2, whereas the coefficient of  $x^4$  in the expansion of g(x) is 1. Thus, the multiplier must be 2, and we must have

$$f(x) = 2 g(x) = 2 (x - 1) (x - 10) (x - 100) (x - 1000)$$

Maple confirms this as follows:

> factor(f(x)); 
$$2 (x-1) (x-10) (x-1000) (x-100)$$
 (3)

## **Exercise 1.2**

```
> restart;

> y := x^4-x^3-x^2-x/8+1/64;

y := x^4-x^3-x^2-\frac{1}{8}x+\frac{1}{64} (4)

> _EnvExplicit := true:

> solve(y=0,x);

\frac{1}{4} + \frac{\sqrt{6}}{4} + \frac{\sqrt{3}}{4} + \frac{\sqrt{2}}{4}, \frac{1}{4} + \frac{\sqrt{6}}{4} - \frac{\sqrt{3}}{4} - \frac{\sqrt{2}}{4}, \frac{1}{4} - \frac{\sqrt{6}}{4} + \frac{\sqrt{3}}{4} - \frac{\sqrt{2}}{4}, \frac{1}{4} (5)

-\frac{\sqrt{6}}{4} - \frac{\sqrt{3}}{4} + \frac{\sqrt{2}}{4}

> sols := solve(y=0, {x});

sols := \left\{x = \frac{1}{4} + \frac{\sqrt{6}}{4} + \frac{\sqrt{3}}{4} + \frac{\sqrt{2}}{4}\right\}, \left\{x = \frac{1}{4} + \frac{\sqrt{6}}{4} - \frac{\sqrt{3}}{4} - \frac{\sqrt{2}}{4}\right\}, \left\{x = \frac{1}{4} - \frac{\sqrt{6}}{4} - \frac{\sqrt{3}}{4} + \frac{\sqrt{2}}{4}\right\}
```

In each of the four solutions, the sign attached to  $\sqrt{6}$  is the product of the signs attached to  $\sqrt{2}$  and  $\sqrt{3}$ . Using this observation, we see that the four solutions are  $(1\pm\sqrt{2})(1\pm\sqrt{3})/4$ .

```
> z := 16*x^3-24*x^2-6*x+2;

z := 16 x^3 - 24 x^2 - 6 x + 2 (7)

> simplify(subs(sols[1],z),symbolic);

-\sqrt{2} (8)

> simplify(subs(sols[2],z),symbolic);

\sqrt{2} (10)

> simplify(subs(sols[3],z),symbolic);

-\sqrt{2} (11)

> seq(simplify(subs(sols[i],z),symbolic),i=1..4);

-\sqrt{2},\sqrt{2},\sqrt{2},\sqrt{2},-\sqrt{2} (12)
```

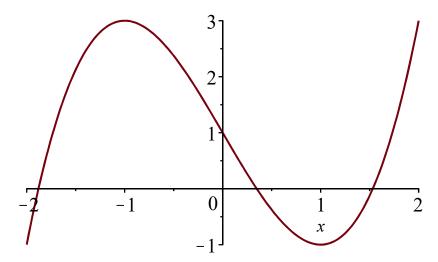
# **Exercise 1.3**

$$-\frac{I\sqrt{3}\left(\frac{\left(-4+4I\sqrt{3}\right)^{1/3}}{2}-\frac{2}{\left(-4+4I\sqrt{3}\right)^{1/3}}\right)}{2}$$

> sols := fsolve(y=0, {x});  

$$sols := \{x = -1.879385242\}, \{x = 0.3472963553\}, \{x = 1.532088886\}$$
 (16)

> plot(y,x=-2..2);



The only negative root is x = -1.879, which is **sols[1]**. Maple notation for the gradient  $\frac{dy}{dx}$  is **diff(y,x)**. We can thus find the gradient at the negative root as follows:

#### **Exercise 1.4**

> g := (x) -> (b^2 - c^2 + (1 + c^2)\*x)/(1-c^2 + c^2\*x);  

$$g := x \mapsto \frac{b^2 - c^2 + (c^2 + 1)x}{1 - c^2 + c^2x}$$
(18)

<u>(</u>a)

> sols := solve(g(x)=x,{x});  

$$sols := \left\{ x = -\frac{b-c}{c} \right\}, \left\{ x = \frac{b+c}{c} \right\}$$
(19)

\_ (b)

The above solutions involve division by c, so they do not make sense when c = 0. We must therefore check separately what happens when c = 0. In that case, g(x) simplifies as follows:

> subs(c=0,g(x)); 
$$b^2+x$$
 (20)

The equation g(x) = x thus becomes  $x + b^2 = x$ . This is always true if b = 0, and never true if  $b \neq 0$ .

- (c) Now return to the case  $c \neq 0$ . The two solutions can then be written as  $x = 1 \frac{b}{c}$  and  $x = 1 + \frac{b}{c}$ . These are the same (and both equal to 1) if b = 0, but are different otherwise.
- (d) Our conclusion is as follows:
- If b = 0 = c then g(x) = x for all x.
- If  $b = 0 \neq c$  then the only solution to g(x) = x is x = 1.
- If  $b \neq 0 = c$  then there are no solutions.
- If  $b \neq 0 \neq c$  then there are precisely two different solutions, namely  $1 + \frac{b}{c}$  and  $1 \frac{b}{c}$ .

#### **Exercise 2.1**

> f := (x) -> 
$$\sin(\text{Pi*x+exp}(-x))$$
;  

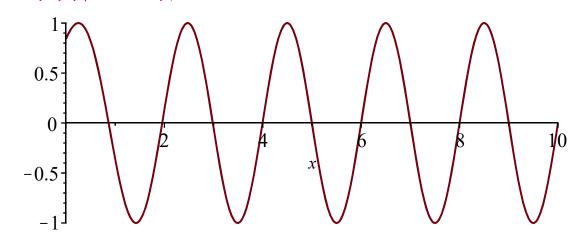
$$f := x \mapsto \sin(\pi x + e^{-x})$$
(21)

> solve(f(x)=0,{x});

$$\left\{ x = \text{LambertW}\left(-\frac{1}{\pi}\right) \right\}, \left\{ x = \text{LambertW}\left(-1, -\frac{1}{\pi}\right) \right\}$$
 (22)

(a)

> plot(f(x), x=0..10);



The graph looks rather like a sine wave, with roots at x = 1,2,3,4 and so on. This makes sense, because as soon as x becomes reasonably large, the term  $e^{-x}$  becomes very small, so f(x) is close to  $\sin(\operatorname{Pi} x)$ . The positive roots of  $\sin(\operatorname{Pi} x)$  are exactly x = 1,2,3,4 and so on, so we expect the roots of f(x) to be approximately the same.

**(b)** We now find some roots more precisely:

(c)

> r := (n) -> n-exp(-n)/Pi-exp(-2\*n)/Pi^2;  

$$r := n \mapsto n - \frac{e^{-n}}{\pi} - \frac{e^{-2n}}{\pi^2}$$
(26)

This is very close to our answer in (b). We can calculate the differences as follows:

> seq(fsolve(f(x)=0,x=n)-evalf(r(n)),n=1..10);  

$$-0.0030620575$$
,  $-0.000129948$ ,  $-6.144 \cdot 10^{-6}$ ,  $-3.01 \cdot 10^{-7}$ ,  $-1.5 \cdot 10^{-8}$ ,  $-1.10^{-9}$ , 0., 0., (28)  
 $1.10^{-9}$ , 0.

## **Exercise 3.1**

(a)

(b)

The roots are at  $-\frac{8}{3}$ ,  $-\frac{7}{3}$ ,  $-\frac{5}{3}$ ,  $-\frac{4}{3}$ ,  $-\frac{2}{3}$ ,  $-\frac{1}{3}$ ,  $\frac{1}{3}$ ,  $\frac{2}{3}$ ,  $\frac{4}{3}$ ,  $\frac{5}{3}$ ,  $\frac{7}{3}$ ,  $\frac{8}{3}$  and so on.

In other words, for every integer n, there is a root at  $n - \frac{1}{3}$ , and another one at  $n + \frac{1}{3}$ .

```
(c) [ > \text{ solve}(\tan(\text{Pi*x})^2=3, \{x\}) ; [ x = \frac{1}{3} ], \{ x = -\frac{1}{3} ]  (29) (d) [ > \text{_EnvAllSolutions} := \text{true}; [ \text{_EnvAllSolutions} := \text{true} ] (30) [ > \text{_solve}(\tan(\text{Pi*x})^2=3, \{x\}) ; [ x = \frac{1}{3} + 2I^2 ], \{ x = -\frac{1}{3} + 2I^2 ] (31)
```

## **Exercise 4.1**

## **Exercise 4.2**

> solve({p+q+r=0,p+2\*q+3\*r=1});  
{
$$p=-1+r, q=1-2r, r=r$$
}
(36)

Note the equation p = p in the solution, indicating that p can take any value. This means that there are infinitely many different solutions.

```
(b)

> solve({u+v=1001,u+2*v=1002,u+3*v=1006});

> [solve({u+v=1001,u+2*v=1002,u+3*v=1006})];

[]

(37)
```

Maple gives an empty response, indicating that there are no solutions. This is easy to see directly: if we subtract the first two equations we get v = 1, whereas subtracting the second and third equations gives v = 4, showing that the equations are not consistent.

```
(c)
> solve({
    x + y + z = 2,
    x + 2*y + 3*z = 2,
    x + 4*y + 9*z = 2
    },
    {x,y,z}
);
(38)
```

This has a unique, fully-determined solution.