

## SELECTED ALGORITHMS

### PRACTICAL ALGORITHM FOR SOLVING THE CUBIC EQUATION

<p><b>Given:</b> Real coefficients <math>a_2, a_1,</math> and <math>a_0,</math></p> <p><b>Find:</b> <math>z_1, z_2=x_2+iy_2,</math> and <math>z_3=x_3+iy_3</math> such that <math>z^3 + a_2 z^2 + a_1 z + a_0 = (z - z_1)(z - z_2)(z - z_3)</math> for all <math>z.</math></p> <p>Outputs <math>z_1, z_2,</math> and <math>z_3</math> are solutions of the cubic equation <math>z_n^3 + a_2 z_n^2 + a_1 z_n + a_0 = 0,</math> <math>n = 1, 2, 3.</math> Solution <math>z_1</math> is the greatest real solution.</p> <p><b>Calculate q and r:</b> <math>q = \frac{a_1}{3} - \frac{a_2^2}{9}</math>      <math>r = \frac{a_1 a_2 - 3a_0}{6} - \frac{a_2^3}{27}</math></p>	
<p><b>Case 1: <math>r^2 + q^3 &gt; 0 \Leftrightarrow</math> Only One Real Solution (Numerical Recipes §5.6 *)</b></p> $A = ( r  + \sqrt{r^2 + q^3})^{1/3}$ $t_1 = \begin{cases} A - q/A & \text{if } r \geq 0 \\ q/A - A & \text{if } r < 0 \end{cases}$ $z_1 = t_1 - \frac{a_2}{3} \quad x_2 = x_3 = -\frac{t_1}{2} - \frac{a_2}{3}$ $y_2 = -y_3 = \frac{\sqrt{3}}{2} \left( A + \frac{q}{A} \right)$ $z_2 = x_2 + iy_2 \quad z_3 = x_2 - iy_2$	<p><b>Case 2: <math>r^2 + q^3 \leq 0 \Leftrightarrow</math> Three Real Solutions (Viète)</b></p> $\theta = \begin{cases} 0 & \text{if } q = 0 \\ \cos^{-1}[r/(-q)^{3/2}] & \text{if } q < 0 \end{cases} \quad 0 \leq \theta \leq \pi$ $\phi_1 = \theta/3 \quad \phi_2 = \phi_1 - 2\pi/3 \quad \phi_3 = \phi_1 + 2\pi/3$ $z_1 = 2 \sqrt{-q} \cos \phi_1 - a_2/3$ $z_2 = x_2 = 2 \sqrt{-q} \cos \phi_2 - a_2/3 \quad y_2 = 0$ $z_3 = x_3 = 2 \sqrt{-q} \cos \phi_3 - a_2/3 \quad y_3 = 0$ $z_3 \leq z_2 \leq z_1$

\* Press, W.H., et al., *Numerical Recipes. The Art of Scientific Computing*, 3rd Edition, 2007, Cambridge University Press, ISBN 978-0-521-88068-8, <http://numerical.recipes/book/book.html>.

### MODIFIED EULER ALGORITHM FOR SOLVING THE QUARTIC EQUATION

<p><b>Given:</b> Real coefficients <math>A_3, A_2, A_1,</math> and <math>A_0,</math></p> <p><b>Find:</b> <math>Z_1, Z_2, Z_3</math> and <math>Z_4</math> such that <math>Z^4 + A_3 Z^3 + A_2 Z^2 + A_1 Z + A_0 = (Z - Z_1)(Z - Z_2)(Z - Z_3)(Z - Z_4)</math> for all <math>Z.</math></p> <p>The outputs are thus the four solutions of the general quartic equation</p> $Z_n^4 + A_3 Z_n^3 + A_2 Z_n^2 + A_1 Z_n + A_0 = 0, n = 1, 2, 3, 4.$ <p><b>Calculation:</b> <math>C = A_3/4,</math> <math>b_2 = A_2 - 6C^2,</math> <math>b_1 = A_1 - 2A_2C + 8C^3,</math> <math>b_0 = A_0 - A_1C + A_2C^2 - 3C^4</math></p> $\Sigma = 1 \text{ if } b_1 > 0, \Sigma = -1 \text{ otherwise.}$	
<div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: 80%;"> <p>Find the three solutions <math>r_1, r_2,</math> and <math>r_3</math> of the resolvent cubic equation:</p> <math display="block">r_k^3 + (b_2/2) r_k^2 + [(b_2^2 - 4b_0)/16] r_k - b_1^2/64 = 0.</math> <p><b>Solution <math>r_1</math> is the greatest real solution and <math>r_1 \geq 0.</math></b> Solutions <math>r_2 = x_2 + iy_2</math> and <math>r_3 = x_3 + iy_3</math> are real (<math>y_2 = y_3 = 0</math>), or they form a complex conjugate pair (<math>x_2 = x_3, y_2 = -y_3 &gt; 0</math>).</p> </div>	
$T_{1,2} = \sqrt{r_1} \pm \sqrt{x_2 + x_3 - 2\Sigma \sqrt{x_2 x_3 + y_2^2}} \quad T_{3,4} = -\sqrt{r_1} \pm \sqrt{x_2 + x_3 + 2\Sigma \sqrt{x_2 x_3 + y_2^2}}$ <p>where <math>x_2 x_3 + y_2^2 \geq 0.</math></p> $Z_n = T_n - C, \quad n = 1, 2, 3, 4$	

**Note:** Wolters' modifications in red allow the algorithm to be executed using operations on real numbers only.

### VALIDATE CALCULATED SOLUTIONS OF THE CUBIC EQUATION

Validate calculated solutions  $z_1$ ,  $z_2 = x_2 + iy_2$ , and  $z_3 = x_3 + iy_3$  by reproducing the input coefficients according to the following check equations:

$$a_2 = -(z_1 + x_2 + x_3) \quad a_1 = z_1(x_2 + x_3) + x_2x_3 + y_2^2 \quad a_0 = -z_1(x_2x_3 + y_2^2).$$

### VALIDATE CALCULATED SOLUTIONS OF THE QUARTIC EQUATION

Validate calculated solutions  $Z_1 = X_1 + iY_1$ ,  $Z_2 = X_2 - iY_1$ ,  $Z_3 = X_3 + iY_3$ , and  $Z_4 = X_4 - iY_3$  by reproducing the input coefficients according to the following check equations:

$$A_3 = -(X_1 + X_2 + X_3 + X_4)$$

$$A_2 = X_1X_2 + Y_1^2 + (X_1 + X_2)(X_3 + X_4) + X_3X_4 + Y_3^2$$

$$A_1 = -[(X_1X_2 + Y_1^2)(X_3 + X_4) + (X_3X_4 + Y_3^2)(X_1 + X_2)]$$

$$A_0 = (X_1X_2 + Y_1^2)(X_3X_4 + Y_3^2).$$