

## SELECTED ALGORITHMS

### PRACTICAL ALGORITHM FOR SOLVING THE CUBIC EQUATION

Given: Real coefficients  $a_2, a_1$ , and  $a_0$ ,

Find:  $z_1, z_2 = x_2 + iy_2$ , and  $z_3 = x_3 + iy_3$  such that  $z^3 + a_2 z^2 + a_1 z + a_0 = (z - z_1)(z - z_2)(z - z_3)$  for all  $z$ .

Outputs  $z_1, z_2$ , and  $z_3$  are solutions of the cubic equation  $z_n^3 + a_2 z_n^2 + a_1 z_n + a_0 = 0$ ,  $n = 1, 2, 3$ .  
Solution  $z_1$  is the greatest real solution.

Calculate q and r:  $q = \frac{a_1}{3} - \frac{a_2^2}{9}$   $r = \frac{a_1 a_2 - 3a_0}{6} - \frac{a_2^3}{27}$

**Case: 1:  $r^2 + q^3 > 0 \Leftrightarrow$  Only One Real Solution  
(Numerical Recipes §5.6 \*)**

$$A = (|r| + \sqrt{r^2 + q^3})^{1/3}$$

$$t_1 = \begin{cases} A - q/A & \text{if } r \geq 0 \\ q/A - A & \text{if } r < 0 \end{cases}$$

$$z_1 = t_1 - \frac{a_2}{3} \quad x_2 = x_3 = -\frac{t_1}{2} - \frac{a_2}{3}$$

$$y_2 = -y_3 = \frac{\sqrt{3}}{2} \left( A + \frac{q}{A} \right)$$

$$z_2 = x_2 + iy_2 \quad z_3 = x_2 - iy_2$$

**Case 2:  $r^2 + q^3 \leq 0 \Leftrightarrow$  Three Real Solutions  
(Viète)**

$$\theta = \begin{cases} 0 & \text{if } q = 0 \\ \cos^{-1}[r/(-q)^{3/2}] & \text{if } q < 0 \end{cases} \quad 0 \leq \theta \leq \pi$$

$$\phi_1 = \theta/3 \quad \phi_2 = \phi_1 - 2\pi/3 \quad \phi_3 = \phi_1 + 2\pi/3$$

$$z_1 = 2\sqrt{-q} \cos \phi_1 - a_2/3$$

$$z_2 = x_2 = 2\sqrt{-q} \cos \phi_2 - a_2/3 \quad y_2 = 0$$

$$z_3 = x_3 = 2\sqrt{-q} \cos \phi_3 - a_2/3 \quad y_3 = 0$$

$$z_3 \leq z_2 \leq z_1$$

\* Press, W.H., et al., *Numerical Recipes. The Art of Scientific Computing*, 3rd Edition, 2007, Cambridge University Press, ISBN 978-0-521-88068-8, <https://iate.oac.uncor.edu/~mario/materia/nr/numrec/f5-6.pdf>.

### MODIFIED EULER ALGORITHM FOR SOLVING THE QUARTIC EQUATION

Given: Real coefficients  $A_3, A_2, A_1$ , and  $A_0$ ,

Find:  $Z_1, Z_2, Z_3$  and  $Z_4$  such that  $Z^4 + A_3 Z^3 + A_2 Z^2 + A_1 Z + A_0 = (Z - Z_1)(Z - Z_2)(Z - Z_3)(Z - Z_4)$  for all  $Z$ .

The outputs are thus the four solutions of the general quartic equation

$$Z_n^4 + A_3 Z_n^3 + A_2 Z_n^2 + A_1 Z_n + A_0 = 0, n = 1, 2, 3, 4.$$

Calculation:  $C = A_3/4$ ,  $b_2 = A_2 - 6C^2$ ,  $b_1 = A_1 - 2A_2C + 8C^3$ ,  $b_0 = A_0 - A_1C + A_2C^2 - 3C^4$   
 $\Sigma = 1$  if  $b_1 > 0$ ,  $\Sigma = -1$  otherwise.

Find the three solutions  $r_1, r_2$ , and  $r_3$  of the resolvent cubic equation:

$$r_k^3 + (b_2/2) r_k^2 + [(b_2^2 - 4b_0)/16] r_k - b_1^2/64 = 0.$$

**Solution  $r_1$  is the greatest real solution and  $r_1 \geq 0$ .** Solutions  $r_2 = x_2 + iy_2$  and  $r_3 = x_3 + iy_3$  are real ( $y_2 = y_3 = 0$ ), or they form a complex conjugate pair ( $x_2 = x_3, y_2 = -y_3 > 0$ ).

$$T_{1,2} = \sqrt{r_1} \pm \sqrt{x_2 + x_3 - 2\Sigma\sqrt{x_2x_3 + y_2^2}} \quad T_{3,4} = -\sqrt{r_1} \pm \sqrt{x_2 + x_3 + 2\Sigma\sqrt{x_2x_3 + y_2^2}}$$

where  $x_2x_3 + y_2^2 \geq 0$ .

$$Z_n = T_n - C, \quad n = 1, 2, 3, 4$$

**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:

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

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

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

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