

17-Mar-2026

Term 1 / Week 8

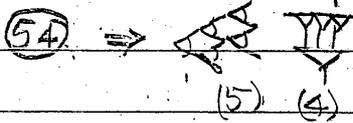
Square Root - Babylonian Method

Review

- Babylonians used Base 60 (Sexagesimal) number system with only 2 symbols.

$\textcircled{1} \Rightarrow \nabla$ $\textcircled{10} \Rightarrow \triangleleft$

For Ex. $\textcircled{54}$ is represented by



They had unique symbols for digits $\textcircled{1}$ to $\textcircled{59}$. Values greater than $\textcircled{59}$ was represented by position based system.

- Last week, we found that clay tablet numbers

$\textcircled{1} \textcircled{24} \textcircled{51} \textcircled{10}$ (Base 60)

corresponds to $1.41421296\dots$

- Using calculator, $\sqrt{2} = 1.41421356\dots$
- The clay tablet value has a precision of 5 decimal digits!

- The clay tablet numbers

$\textcircled{30} \textcircled{42} \textcircled{25} \textcircled{35}$

have been interpreted in 2 ways

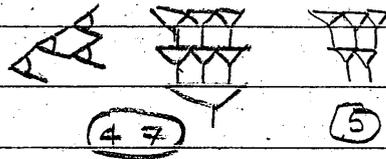
Interpretation #1

$\textcircled{42} \textcircled{25} \textcircled{35}$

$\Rightarrow 42/60 + 25/60^2 + 35/60^3$
 $= 0.70711$

which is $\approx \sqrt{1/2}$ or $1/\sqrt{2}$

For Ex: $\textcircled{47} \textcircled{5}$ in Base 60.

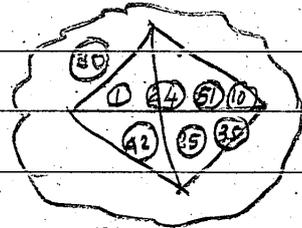


The decimal equivalent is

$\textcircled{47} \textcircled{5} \Rightarrow 60^1 \times 47 + 60^0 \times 5$
 $= (2825)_{10}$

The clay tablet (c. 1600 BC)

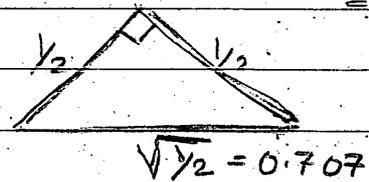
with an archaeological reference YBC 7289 is as below:



In such a case the number $\textcircled{30}$ is interpreted as:

$\textcircled{30} \Rightarrow 30/60 = 1/2$
 ≈ 0.5

Also,



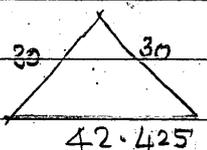
Interpretation #2

$\textcircled{30}$ is interpreted as 30

The numbers $\textcircled{42} \textcircled{25} \textcircled{35}$

$60^0 \quad 60^{-1} \quad 60^{-2}$
as $\textcircled{42} \cdot \textcircled{25} \textcircled{35}$
 $= 42 \times 60^0 + 25/60 + 35/60^2$
 $= 42.4264$

Using Calculator: $30 \times \sqrt{2} = 42.4264$



Square Root - Babylonian Method

Ex.1 Calculate $\sqrt{17}$

Say $x = \sqrt{17}$

where $S = 17$

List of Squares

$1^2 = 1$

$2^2 = 4$

$3^2 = 9$

$4^2 = 16$

$(17) 5^2 = 25$

$6^2 = 36$

$7^2 = 49$

$8^2 = 64$

$9^2 = 81$

etc

As a first approximation

let $x_0 = 4$

We can refine

this value using:

$$x_1 = x_0 + \frac{S - x_0^2}{2x_0}$$

$$= 4 + \frac{17 - 4^2}{2 \times 4}$$

$$= 4 + \frac{1}{8} = \underline{\underline{4.125}}$$

$$x_1 = 8 + \frac{69 - 64}{2 \times 8}$$

$$= 8 + \frac{5}{16} = \underline{\underline{8.3125}}$$

Using calculator $\sqrt{69} = \underline{\underline{8.3066}}$

Ex.3

Calculate $\sqrt{47}$

Since 47 is close to 7^2 ,

let us use $x_0 = 7$

$$x_1 = x_0 + \frac{S - x_0^2}{2x_0}$$

$$= 7 + \frac{47 - 7^2}{2 \times 7} = 7 + \frac{(-2)}{2 \times 7}$$

$$= 7 - \frac{2}{2 \times 7} = 7 - \frac{1}{7} = \underline{\underline{6.857}}$$

Using the calculator

$$\sqrt{17} = \underline{\underline{4.123...}}$$

Quite often, the above calculation gives fairly good (acceptable) results! (upto about 2 digits)

The process can be continued for better accuracy, however, the calculations become more complex.

Ex.2 Calculate $\sqrt{69}$

Using the list of squares, we have initial estimate $x_0 = 8$

Using calculator $\sqrt{47} = \underline{\underline{6.8556}}$

Ex.4

Calculate $\sqrt{2}$

Using "List of Squares", let $x_0 = 1$

$$\therefore x_1 = 1 + \frac{2 - 1^2}{2 \times 1} = \underline{\underline{1.5}}$$

For better precision, we can continue the process:

$$x_2 = x_1 + \frac{S - x_1^2}{2x_1} = 1.5 + \frac{2 - (1.5)^2}{2 \times 1.5}$$
$$= 1.5 + \frac{(-0.25)}{3} = 1.41666...$$

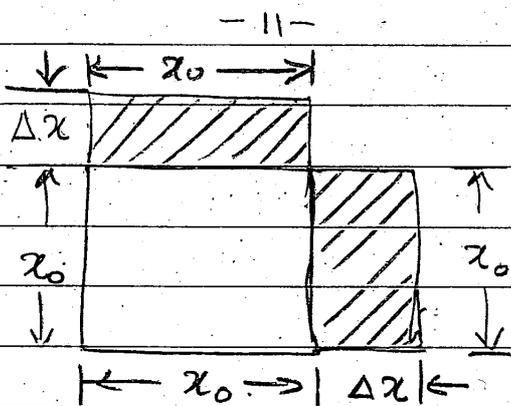
$$x_3 = 1.41666 + \frac{2 - (1.41666)^2}{2 \times 1.41666} = \underline{\underline{1.414213...}}$$

- The method used in Ex. 4, is called "method of Iteration". In fact, even modern computers (calculators) use this method extensively!

Proof by Geometrical Method

Let $x = \sqrt{S}$ where 'S' is the given value to calculate the square root.

- Using the "list of Squares", let ' x_0 ' be our initial estimate

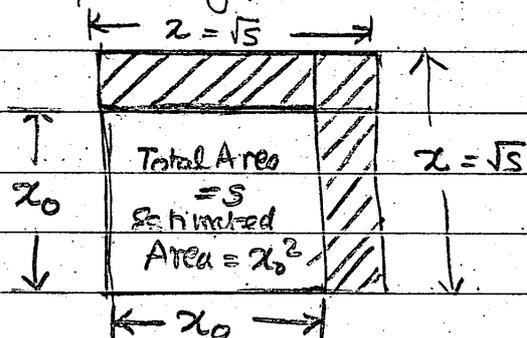


- Note that the "Shaded Area" above is equal to the "Error Area".
- Shaded Area = $2 \times x_0 \times \Delta x$
Error Area = $(S - x_0^2)$

We have $(S - x_0^2) = 2 \cdot x_0 \cdot \Delta x$

$\therefore \Delta x = \frac{S - x_0^2}{2x_0}$

- Graphically, we have



- The hatched part of the square is, let us say is the "Error"

$\therefore \text{Error} = S - x_0^2$

- Let us rewrite the "Error Area" as shown.

Hence, our new estimate is

$x_1 = x_0 + \Delta x$

$x_1 = x_0 + \frac{S - x_0^2}{2x_0}$

- The above "algorithm" is same as the "iterative method" proposed by Newton.
- The "Newton's Method" is used ^{extensively} to calculate the root of any given algebraic function!