

```
ternary <- function(f, lower, upper, tol) {  
  f.lower <- f(lower)  
  f.upper <- f(upper)  
  while (abs(upper - lower) > 2 * tol) {  
    x1 <- (2 * lower + upper) / 3  
    f.x1 <- f(x1)  
    x2 <- (lower + 2 * upper) / 3  
    f.x2 <- f(x2)  
    if (f.x1 < f.x2) {  
      upper <- x2  
      f.upper <- f.x2  
    } else {  
      lower <- x1  
      f.lower <- f.x1  
    }  
  }  
  return((upper + lower) / 2)  
}
```