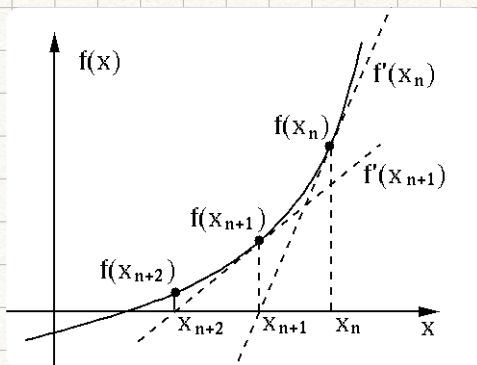


NEWTON'S METHOD

Newton's Suggestion: if we can't solve $f(x)=0$, replace $f(x)$ with linear approx. and find x -intercept of the line. Take that x -coord to be new center of linear approx & repeat.



ex. Find root of equation $x^3 - 2x - 5 = 0$.

→ start w/ bisection to find starting point

$$f(0) = -5$$

$$f(1) = -6$$

$$f(2) = -1$$

$$f(3) = 16$$

so root in $[2, 3]$

Linearize at $x_0 = 2$:

$$\begin{array}{l|l} f(x) = x^3 - 2x - 5 & f(2) = -1 \\ f'(x) = 3x^2 - 2 & f'(2) = 10 \end{array}$$

$$\begin{aligned} L_2(x) &= -1 + 10(x - 2) \\ &= 10x - 21 \end{aligned}$$

$$L_2(x) = 0 \text{ when } x = 2.1$$

$$\begin{array}{l|l} f(2.1) = 0.061 & \\ f'(2.1) = 11.23 & \end{array}$$

$$\begin{aligned} L_{2.1}(x) &= 0.061 + 11.23(x - 2.1) \\ &= 11.23x - 23.522 \end{aligned}$$

$$L_{2.1}(x) = 0 \text{ when } x = 2.09457$$

... etc.

Iterative formula

- pick x_0 using the Bisection Method / with sketch
- 1st approx. given by

$$L_{x_0}(x) = f(x_0) + f'(x_0)(x - x_0)$$

- Setting equal to zero, let $x = x_1$ since it's the next in sequence

$$f(x_0) + f'(x_0)(x - x_0)$$

$$x - x_0 = - \frac{f(x_0)}{f'(x_0)}$$

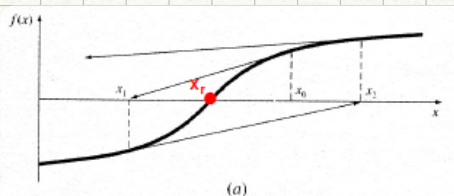
$$x_1 = x = x_0 - \frac{f(x_0)}{f'(x_0)}$$

repeating... $x_2 = x_1 - \frac{f(x_1)}{f'(x_1)}$

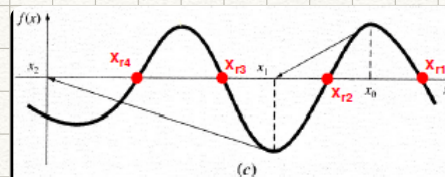
So general formula is

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

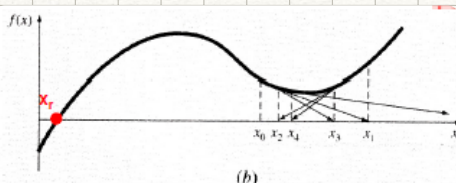
When Newton's method fails



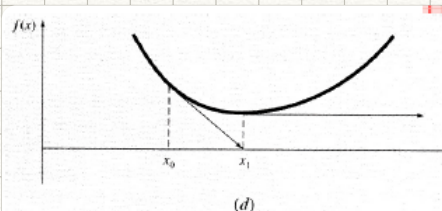
Case-a: Case where an inflection point ($f''(x)=0$) occurs in the vicinity of a root. Iterations begin at x_0 progressively diverge from the root.



Case-c: Case shows how an initial guess that is close to one root can jump to a location several roots away. This is due to near zero slope.



Case-b: Case shows the tendency of the Newton's method to oscillate around a local maximum or minimum.



Case-d: Case shows an encounter of zero slope ($f'(x)=0$). In this case the solution shoots off horizontally and never hits the x-axis. (diverge - a disaster)