

1 1: ,

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$$f(x) = 3x^2 - 2x - 2, \quad x \in [-1, 1]$$

1.1

:

$$\frac{\sqrt{5}-1}{2} \approx 0.618$$

c d, , .

Python:

```
blueimport numpy blueas np

bluedef f(x):
    bluereturn 3*x**2 - 2*x - 2

bluedef golden_section_search(a, b, tol=1e-5):
    gr = (np.sqrt(5) - 1) / 2
    c = b - gr * (b - a)
    d = a + gr * (b - a)

    bluewhile blueabs(b - a) > tol:
        blueif f(c) < f(d):
            b = d
        blueelse:
            a = c

        c = b - gr * (b - a)
        d = a + gr * (b - a)

    bluereturn (b + a) / 2

green#green green                green green                green green
green green
a, b = -1, 1
x_min = golden_section_search(a, b)
blueprint(fred"red                red_red{
    redx_minred},red_redfred(redx_minred)red_red=red_red{redfred(redx_min
red)red}red")
```

1.2

δ . . .
Python:

```

def dichotomy_search(a, b, tol=1e-5, delta=1e-6):
    while blueabs(b - a) > tol:
        x1 = (a + b) / 2 - delta
        x2 = (a + b) / 2 + delta

        if f(x1) < f(x2):
            b = x2
        else:
            a = x1

    return (a + b) / 2

#green green green green green
green
x_min_dichotomy = dichotomy_search(a, b)
print(fred"red red red red red
red red red red red:red red{
redx_min_dichotomyred},red:redfred(redx_minred)red:red:red{redf
red(redx_min_dichotomyred)red}red")

```

1.3

(). .
Python:

```

def coordinate_search(x0, tol=1e-5, alpha=0.1):
    x = x0
    step = alpha
    while blueabs(step) > tol:
        f_left = f(x - step)
        f_right = f(x + step)

        if f_left < f(x):
            x = x - step
        elif f_right < f(x):
            x = x + step
        else:
            step *= 0.5

    return x

#green green green green green
green green
x0 = 0
x_min_coordinate = coordinate_search(x0)
print(fred"red red red red red
red red red red:red:red{
redx_min_coordinatered},red:redfred(redx_minred)red:red:red{redf
red(redx_min_coordinatered)red}red")

```

2 2:

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$$f(x) = 3x^3 + 6x^2 + x + 1, \quad x \in [-3, 3]$$

, .

Python:

```

bluedef f_cubic(x):
    bluereturn 3*x**3 + 6*x**2 + x + 1

bluedef parabola_search(a, b, tol=1e-5):
    x1, x2, x3 = a, (a + b) / 2, b

    bluewhile blueabs(b - a) > tol:
        f1, f2, f3 = f_cubic(x1), f_cubic(x2), f_cubic(x3)

        num = (x2**2 - x3**2)*f1 + (x3**2 - x1**2)*f2 + (x1**2 - x2
            **2)*f3
        denom = (x2 - x3)*f1 + (x3 - x1)*f2 + (x1 - x2)*f3

        x_min = 0.5 * num / denom

        blueif f_cubic(x_min) < f_cubic(x2):
            blueif x_min < x2:
                x3 = x2
            blueelse:
                x1 = x2
                x2 = x_min
        blueelse:
            blueif x_min < x2:
                x1 = x_min
            blueelse:
                x3 = x_min

    bluereturn x_min

green#green green          green green          green
green          green green
a, b = -3, 3
x_min_parabola = parabola_search(a, b)
blueprint(fred"red          red_red          red_red
red          red_red          red:red_red{redx_min_parabola
red},red_redfred(redx_minred)red_red=red_red{redf_cubicred(
redx_min_parabolared)red}red")

```