

Lecture 11

§1 Newton's Method

1. Why we use Newton's method

Some functions are difficult or impossible to solve **analytically**.

Newton's method (a.k.a Newton-Raphson method) is a **numerical** method for finding an **approximate** solution to a function.

E.g. Consider the special case where

$$f(x) = a_n x^n + a_{n-1} x^{n-1} + \dots + a_1 x + a_0 \quad (a_n \neq 0)$$

is a polynomial with degree n ; write $\deg(f) = n$.

- How to solve $f(x) = 0$?
- When $n \geq 5$ – general formulae **DO NOT EXIST** (famous result by Galois).

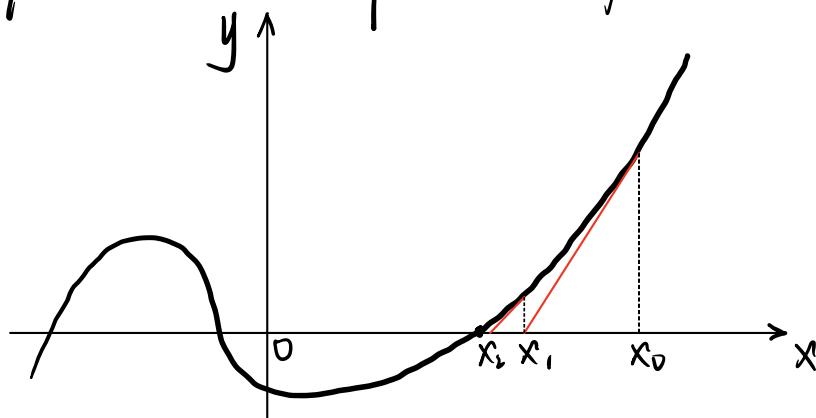
2. General procedure for Newton's method

1^o Start with a point x_0 "near" a root.

2^o Let L_i be the tangent line to $y=f(x)$ at $x=x_i$.

3^o If $f'(x_i) \neq 0$, L_i will intersect the x -axis at some point; call this point x_{i+1} .

4^o Repeat above steps until $f(x_i) \approx 0$



Note: L_i is given by $y = f(x_i) + f'(x_i)(x - x_i)$,

$$\text{So } x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}, \text{ if } f'(x_i) \neq 0$$

e.g. Consider $f(x) = x^3 - 2x - 5$

Since $f(2) = -1 < 0$ and $f(3) > 0$, there exists $r \in (2, 3)$ such that $f(r) = 0$

Choose $x_0 = 2$.

$$f'(x) = 3x^2 - 2$$

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

$$= 2 - \frac{f(2)}{f'(2)}$$

$$= 2 + \frac{1}{10} = 2.1$$

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

$$= 2.1 - \frac{f(2.1)}{f'(2.1)}$$

$$\approx 2.1 - 0.0054318$$

$$\approx 2.094568$$

$$x_3 = 2.094551 \dots$$

$$x_4 = 2.094551 \dots$$

Remark:

$x_0 = 2$ was an arbitrary choice

If we choose $x_0 = 3$, then

$$x_1 = 2.36$$

$$x_2 = 2.127196 \dots$$

$$x_3 = 2.095136 \dots$$

$$x_4 = 2.094551 \dots$$

In both cases, $x \rightarrow r$ as $n \rightarrow \infty$ (i.e. x_n converges to r)

Important:

Newton's method doesn't always work

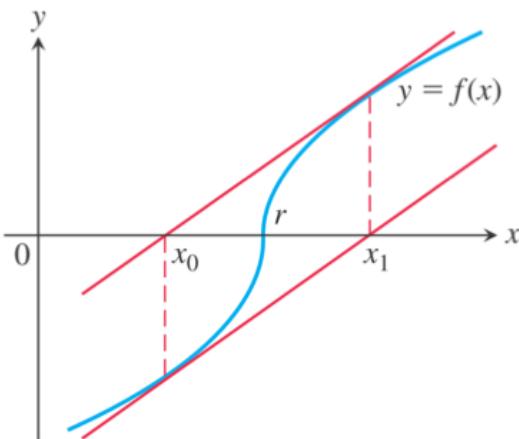
The sequence x_1, x_2, \dots may not converge (向一点 汇合) to a root r , it may converge to a root we are not interested in (e.g. -ve root) or it or it may not converge at all.

e.g. $f(x) = \begin{cases} \sqrt{x-r} & \text{if } x \geq r \\ -\sqrt{r-x} & \text{if } x < r \end{cases}$

If we pick $x_0 = r-h$, then we find that

$$x_1 = r+h \quad x_2 = r-h \quad x_3 = r+h$$

x_n does not converge to any single number, and so does not converge to r .



One possible condition is:

Suppose f is continuous on $[a, b]$ and differentiable on (a, b) and for $f'(r) \neq 0$ where $r \in (a, b)$.

If $f'(r) \neq 0$, then there exists $\delta > 0$ such that, with any starting point, $x_0 \in (r-\delta, r+\delta)$, the sequence x_n converges to r .

§2 Antiderivatives and Indefinite integrals

1. Definition of antiderivative

If $F'(x) = f(x)$ for all x in an interval I ,

then F is said to be an **antiderivative** of f on I .

2. By a corollary of the MVT, we have:

Theorem 4.7.8

If F is an antiderivative of f on an interval I , then the most general antiderivative of f on I is:

$$F(x) + C$$

where C is an arbitrary constant.

3.

	<u>Function</u>	<u>General antiderivative</u>
1°	x^n	$\frac{1}{n+1} x^{n+1} + C, n \neq -1$
2°	$\sin kx$	$-\frac{1}{k} \cos kx + C$
3°	$\cos kx$	$\frac{1}{k} \sin kx + C$
4°	$\sec^2 kx$	$\frac{1}{k} \tan kx + C$

e.g. Find the antiderivative F of $f(x) = 3\sqrt{x} + \sin 2x$ that satisfies

$$F(0) = 1.$$

$$f(x) = 3x^{\frac{1}{2}} + \sin 2x = F'(x)$$

$$F(x) = 3 \cdot \left(\frac{2}{3}\right) x^{\frac{3}{2}} - \frac{1}{2} \cos 2x + C$$

$$F(0) = 1 \Rightarrow 1 = -\frac{1}{2} + C \Rightarrow C = \frac{3}{2}$$

$$F(x) = 2x^{\frac{3}{2}} - \frac{1}{2} \cos 2x + \frac{3}{2}$$

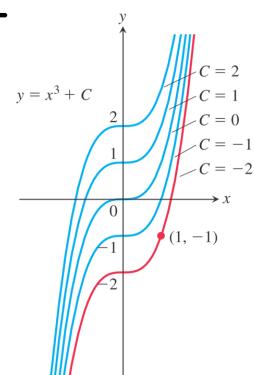


FIGURE 4.51 The curves $y = x^3 + C$ fill the coordinate plane without overlapping. In Example 2, we identify the curve $y = x^3 - 2$ as the one that passes through the given point $(1, -1)$.

4. Definition of indefinite integrals

The set of all antiderivative of f is call the **indefinite**

integrals of f .

If F is one antiderivative of f , we write

$$\int f(x) dx = F(x) + C$$

5. Other definitions

1° $\int f(x) dx$ is called the **indefinite integral** of f w.r.t. x .

2° $f(x)$ is called the **integrand**.

3° dx is called the **variable of integration**.

b. Remark:

$$\int (\alpha f(x) + \beta g(x)) dx = \alpha \int f(x) dx + \beta \int g(x) dx$$

e.g. Solve $\int (x^2 + x) dx$

$$\begin{aligned} & \int (x^2 + x) dx \\ &= \int x^2 dx + \int x dx \\ &= \frac{1}{3}x^3 + C_1 + \frac{1}{2}x^2 + C_2 \\ &= \frac{1}{3}x^3 + \frac{1}{2}x^2 + C_1 + C_2 \\ &= \frac{1}{3}x^3 + \frac{1}{2}x^2 + C \end{aligned}$$

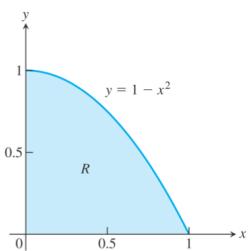
e.g. Solve $\int (x^2 - 2x + 5) dx$

$$\begin{aligned} & \int (x^2 - 2x + 5) \\ &= \int x^2 dx - 2 \int x dx + 5 \int x^0 dx \\ &= \frac{1}{3}x^3 - x^2 + 5x + C \end{aligned}$$

83 Estimation with Finite Sums

Consider finding the area R under the graph of the function

$y = 1 - x^2$, above the x -axis, between the vertical lines $x = 0$ and $x = 1$.

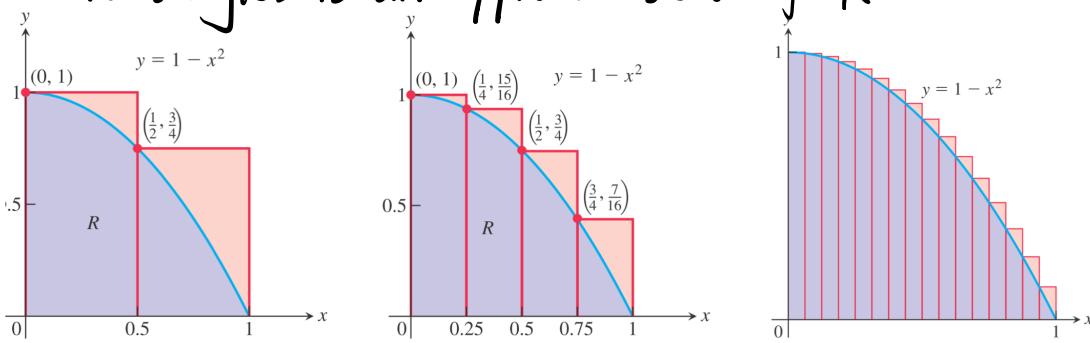


Note that $1 - x^2 \geq 0$ for all $x \in [0, 1]$.

1. Integrals: Approximating area by rectangles

We may approximate R by summing areas of rectangle:

- 1° Divide $[0, 1]$ into subintervals with equal length, and construct rectangles using the function value of the **left endpoint**
- 2° The sum (Left endpoint sum) of the areas of these rectangles is an approximation of R



- 3° We divide $[0, 1]$ into n subintervals of length $\Delta x = \frac{1}{n}$, corresponding to points x_0, x_1, \dots, x_n where

$$x_0 = 0, \quad x_1 = \frac{1}{n}, \quad x_2 = \frac{2}{n}, \dots, \quad x_n = \frac{n}{n} = 1$$

- 4° The approximated area is

$$\frac{1}{n} (f(c_1) + f(c_2) + \dots + f(c_n)) = \frac{1}{n} \sum_{i=1}^n f(c_i)$$

where each $c_i \in [x_{i-1}, x_i]$ is chosen to be the **left endpoint** x_{i-1}

- 5° In this example, the function is decreasing, so $f(c_i) = f(x_{i-1})$ always gives the maximum f -value on $[x_{i-1}, x_i]$. The sum is called an **upper sum**.

- 6° One may also approximate by taking **midpoints** or **right endpoints** of the subintervals.

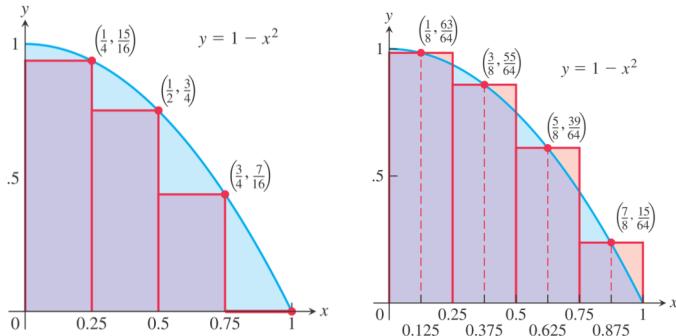


TABLE 5.1 Finite approximations for the area of R

Number of subintervals	Lower sum	Midpoint sum	Upper sum
2	0.375	0.6875	0.875
4	0.53125	0.671875	0.78125
16	0.634765625	0.6669921875	0.697265625
50	0.6566	0.6667	0.6766
100	0.66165	0.666675	0.67165
1000	0.6661665	0.66666675	0.6671665

§4. Riemann Sums

1. Definition of partition

A **partition** of the interval $[a, b]$ is a set

$$P = \{x_0, x_1, x_2, \dots, x_{n-1}, x_n\}$$

such that

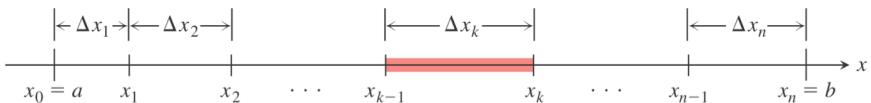
$$a = x_0 < x_1 < \dots < x_{n-1} < x_n = b$$

2. Definition of Riemann sum

Given a function $f: [a, b] \rightarrow \mathbb{R}$ with a partition P of $[a, b]$, a Riemann sum of f (w.r.t. P) is a sum of the form

$$S_P = \sum_{k=1}^n f(c_k) \Delta x_k = f(c_1) \Delta x_1 + \dots + f(c_n) \Delta x_n$$

where $c_k \in [x_{k-1}, x_k]$ and $\Delta x_k = x_k - x_{k-1}$ for each $k \in \{1, \dots, n\}$



3. Riemann sums

1° There are many Riemann sums for a function.

- 2º A Riemann sum depends on the partition P and the points c_k chosen from the subintervals.
- 3º The left-endpoint, midpoint and right-endpoint sums are all special cases of Riemann sum.

