61A Extra Lecture 1

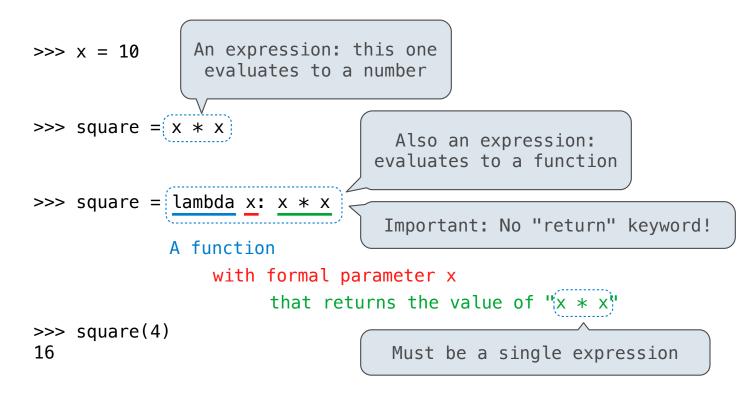
Thursday, January 29

Announcements

- If you want 1 unit (pass/no pass) of credit for this CS 98, you need to:
 - Enroll in "Additional Topics on the Structure and Interpretation of Computer Programs"
 - •Course control number: 25709
 - •Concurrently enroll in CS 61A
 - ■Complete ~6 difficult assignments, which may be released/due at strange times
 - •Only for people who really want extra work that's beyond the scope of normal CS 61A
- Anyone is welcome to attend the extra lectures, whether or not they enroll
- •Lectures will be on Thursdays 5-6:30 PM in 2050 VLSB; A schedule will be posted eventually
- •John's office hours: 10am-12pm Wednesday & Friday by appt. (denero.org/meet) in 781 Soda

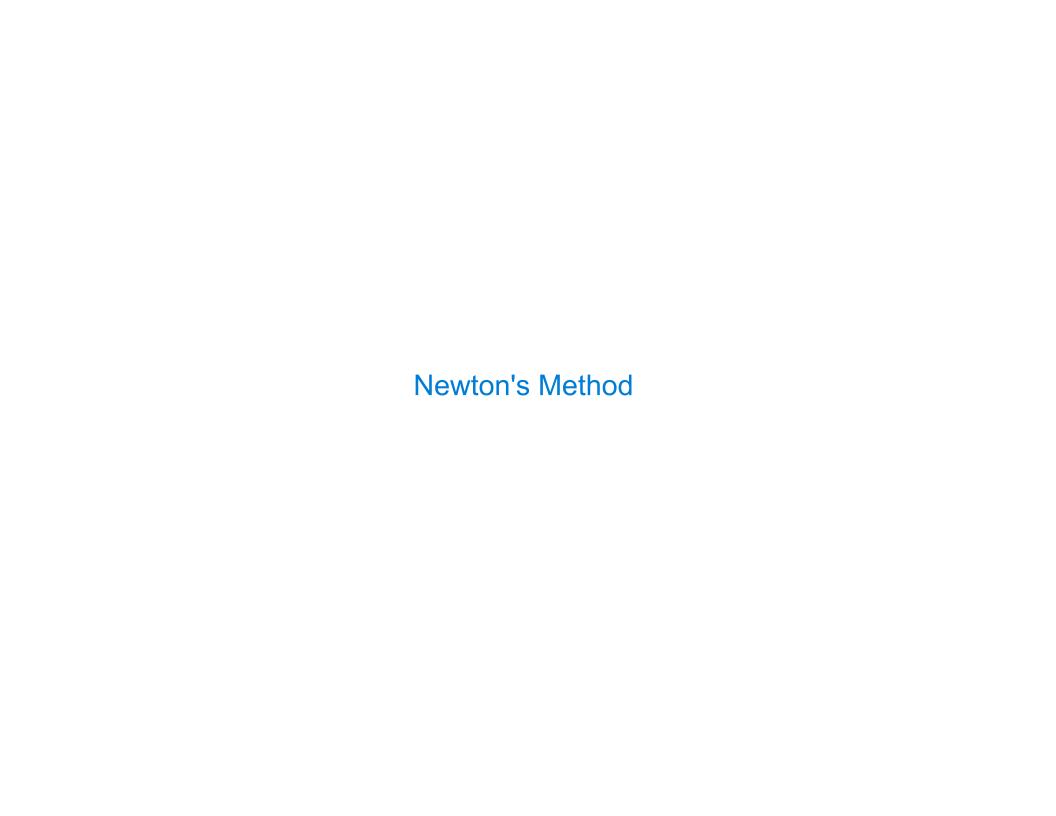
Lambda Expressions

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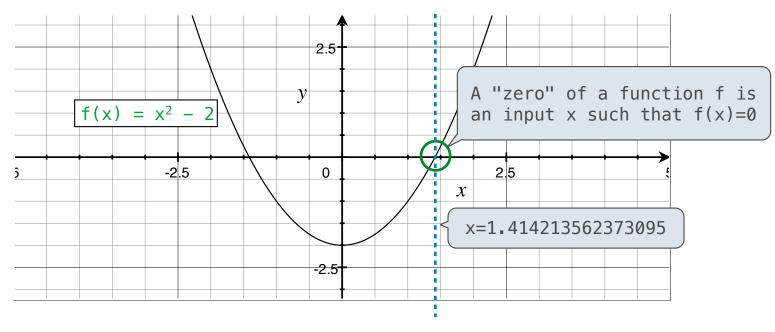
Lambda expressions are not common in Python, but important in general Lambda expressions in Python cannot contain statements at all!

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Newton's Method Background

Quickly finds accurate approximations to zeroes of differentiable functions!



Application: a method for computing square roots, cube roots, etc.

The positive zero of $f(x) = x^2 - a$ is \sqrt{a} . (We're solving the equation $x^2 = a$.)

Newton's Method

Given a function f and initial guess x,

Repeatedly improve x:

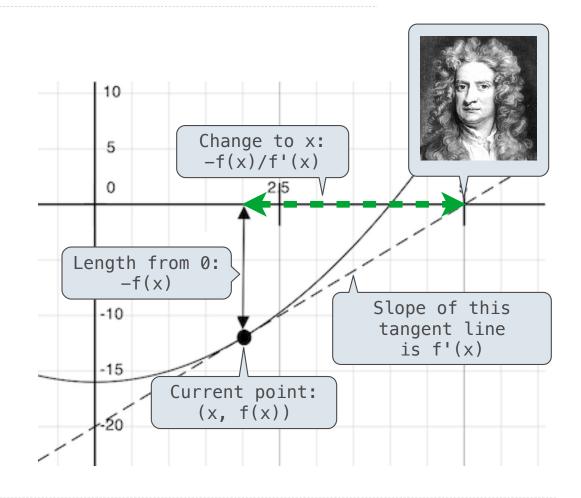
Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

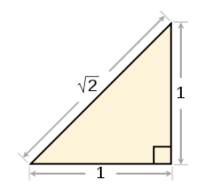
$$x - \frac{f(x)}{f'(x)}$$

Finish when f(x) = 0 (or close enough)



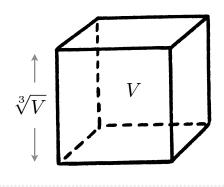
Using Newton's Method

How to find the square root of 2?



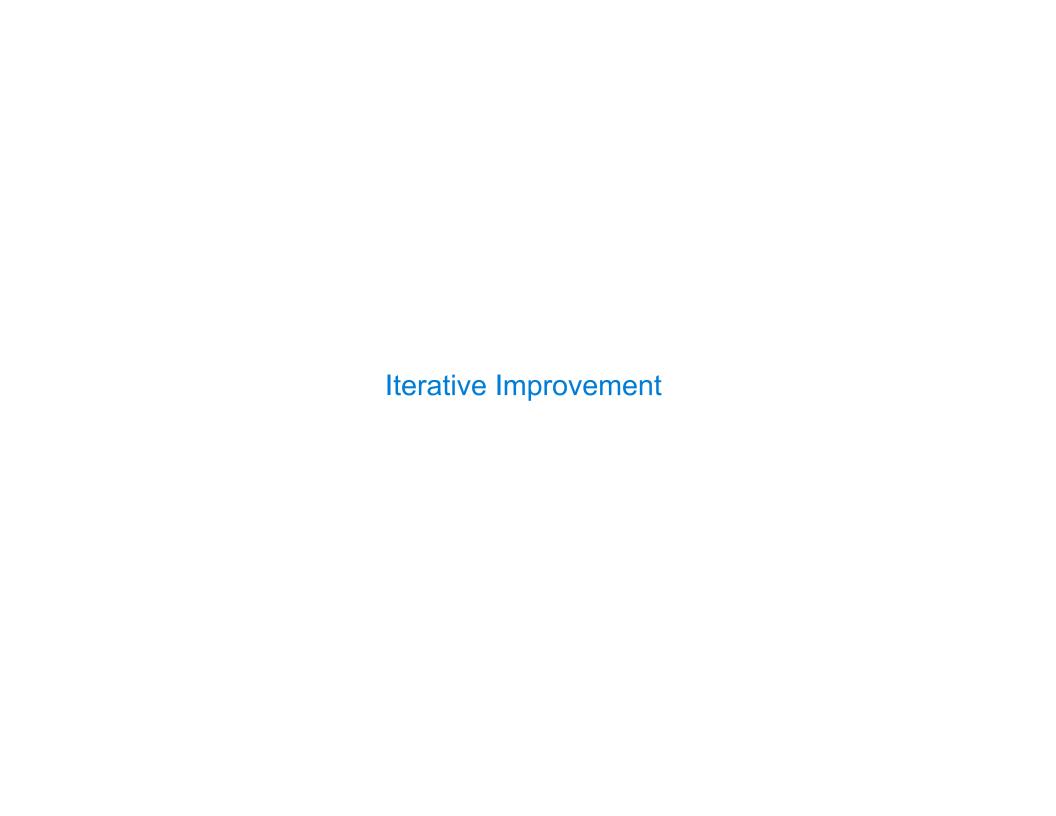
>>> f = lambda x:
$$x*x - 2$$
 $f(x) = x^2 - 2$
>>> df = lambda x: $2*x$ $f'(x) = 2x$
>>> find_zero(f, df)
1.4142135623730951 Applies Newton's method

How to find the cube root of 729?



>>> g = lambda x:
$$x*x*x - 729$$

>>> dg = lambda x: $3*x*x$
>>> find_zero(g, dg)
9.0



Special Case: Square Roots

How to compute square_root(a)

Idea: Iteratively refine a guess x about the square root of a

Update:
$$x = \frac{x + \frac{a}{x}}{2}$$
 Babylonian Method

Implementation questions:

What guess should start the computation?

How do we know when we are finished?

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Implementing Newton's Method

Approximate Differentiation

Differentiation can be performed symbolically or numerically

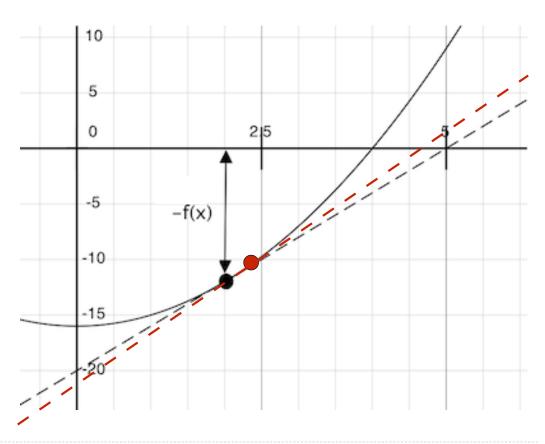
$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

$$f'(x) = \lim_{a \to 0} \frac{f(x+a) - f(x)}{a}$$

$$f'(x) pprox rac{f(x+a)-f(x)}{a}$$
 (if a is small)



Critical Points and Inverses

Maxima, minima, and inflection points of a differentiable function occur when the derivative is 0

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derive = lambda f: lambda x: slope(f, x)
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The inverse $f^{-1}(y)$ of a differentiable, one-to-one function computes the value x such that f(x) = y

