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:

- •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"

- •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

- •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

- •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

- 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

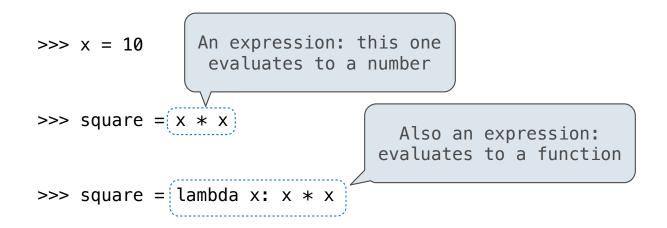
- If you want 1 unit (pass/no pass) of credit for this CS 98, you need to:
 - Enroll in "Additional Topics on the Structure and Interpretation of Computer Programs"
 - •Course control number: 25709
 - •Concurrently enroll in CS 61A
 - ■Complete ~6 difficult assignments, which may be released/due at strange 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

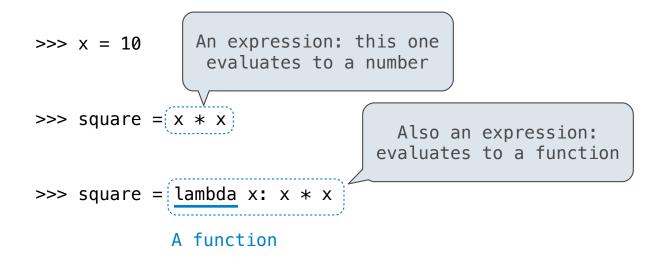
- If you want 1 unit (pass/no pass) of credit for this CS 98, you need to:
 - Enroll in "Additional Topics on the Structure and Interpretation of Computer Programs"
 - •Course control number: 25709
 - •Concurrently enroll in CS 61A
 - ■Complete ~6 difficult assignments, which may be released/due at strange 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

- 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

(Demo)

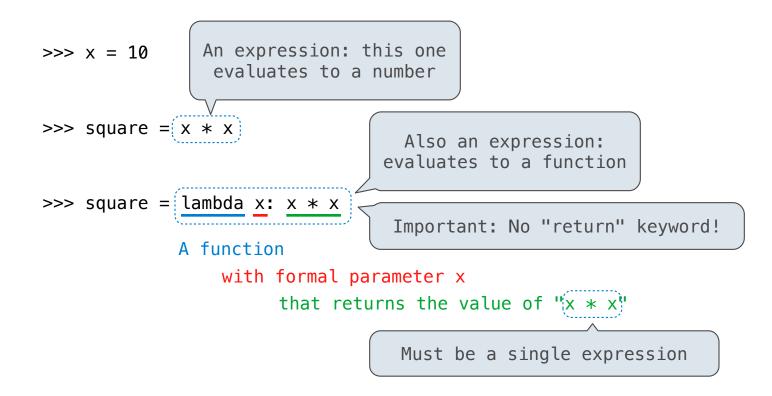
$$>>>$$
 square = $x * x$



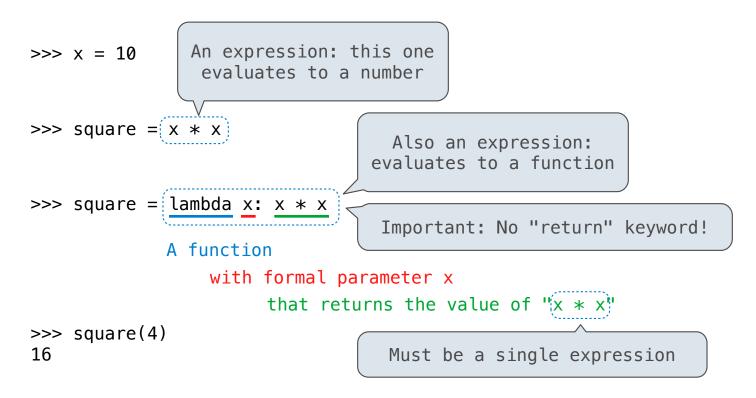


4

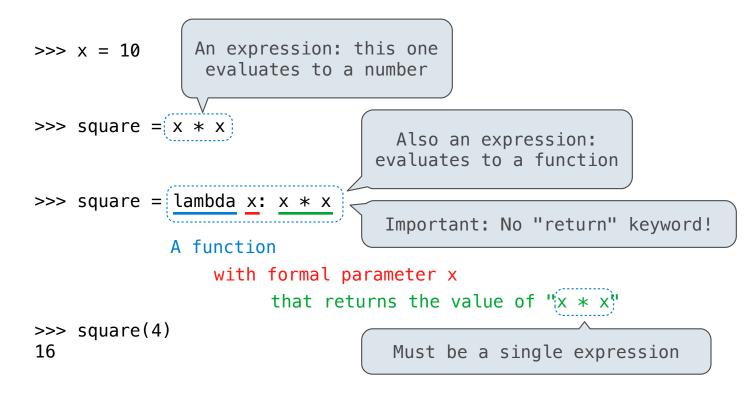
4



4

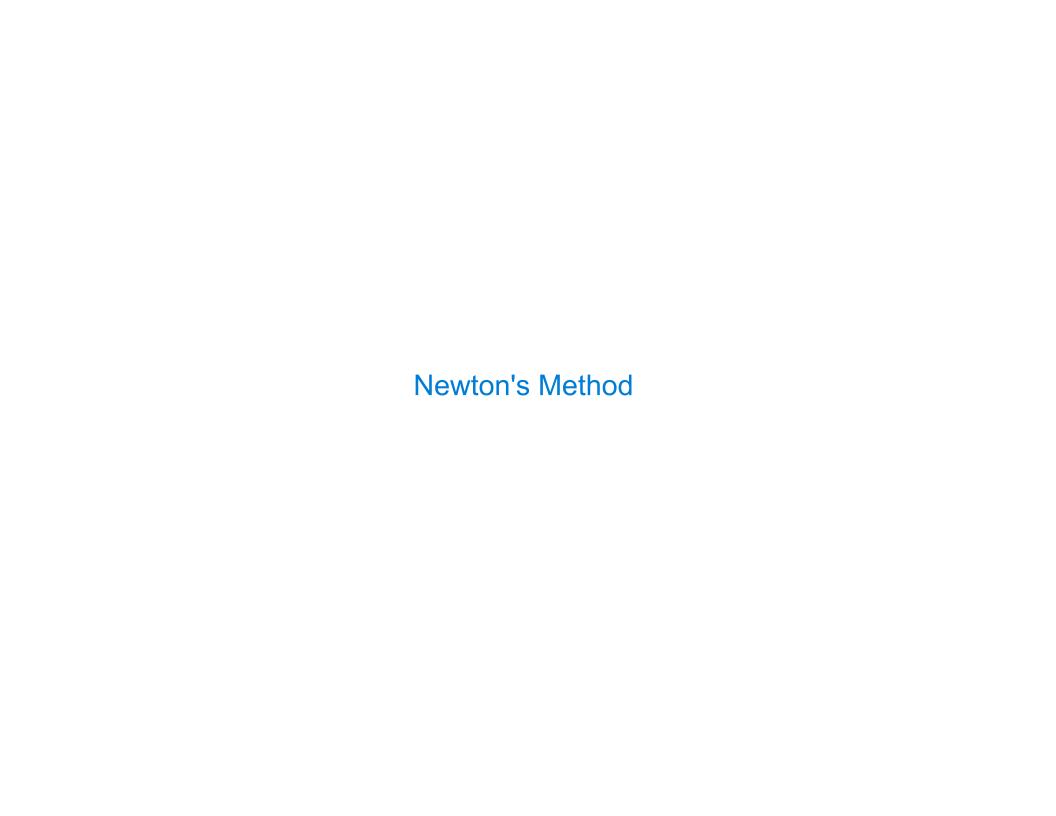


Lambda expressions are not common in Python, but important in general



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

4



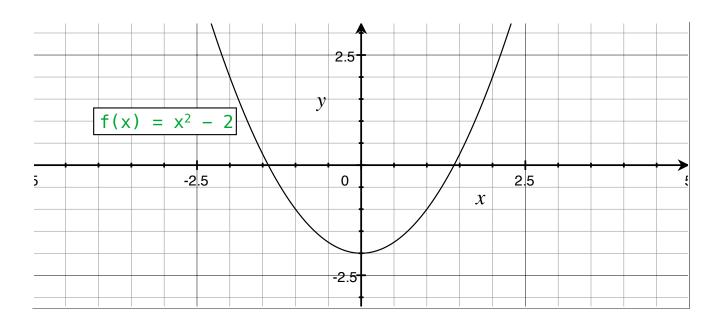
Newton's	s M	lethod	Bac	karound

Quickly finds accurate approximations to zeroes of differentiable functions!

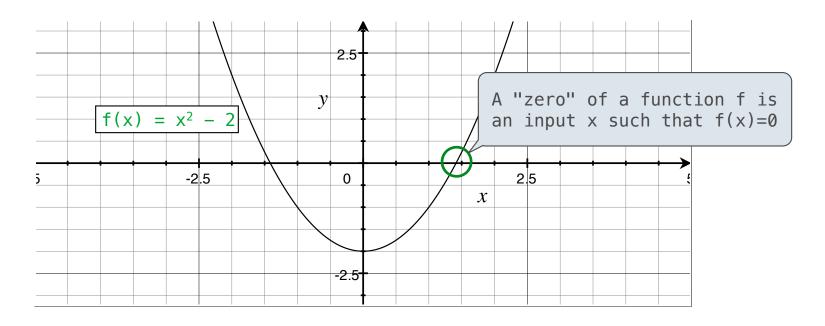
Quickly finds accurate approximations to zeroes of differentiable functions!

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

Quickly finds accurate approximations to zeroes of differentiable functions!

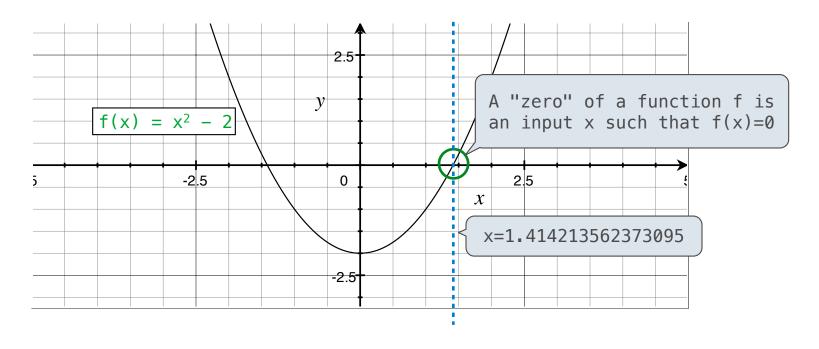


Quickly finds accurate approximations to zeroes of differentiable functions!

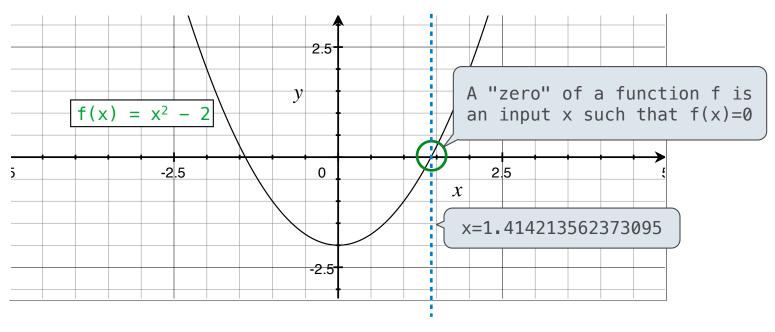


.....

Quickly finds accurate approximations to zeroes of differentiable functions!



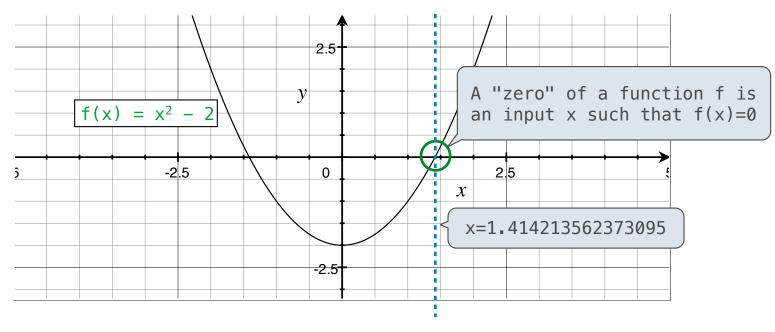
Quickly finds accurate approximations to zeroes of differentiable functions!



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

6

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,

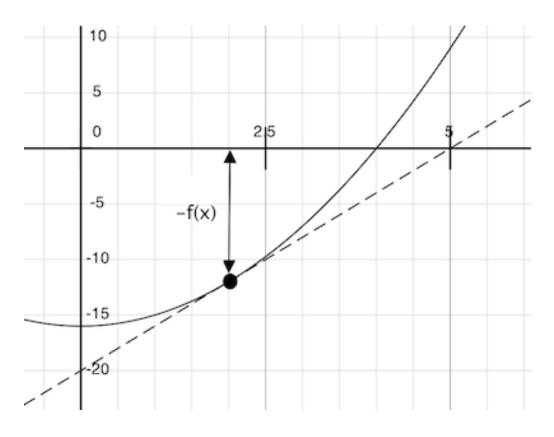
Newton's Method

Given a function f and initial guess x,

Repeatedly improve x:

Given a function f and initial guess x,

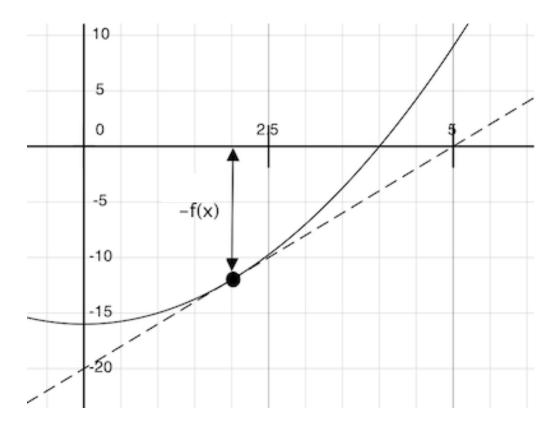
Repeatedly improve x:



Given a function f and initial guess x,

Repeatedly improve x:

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

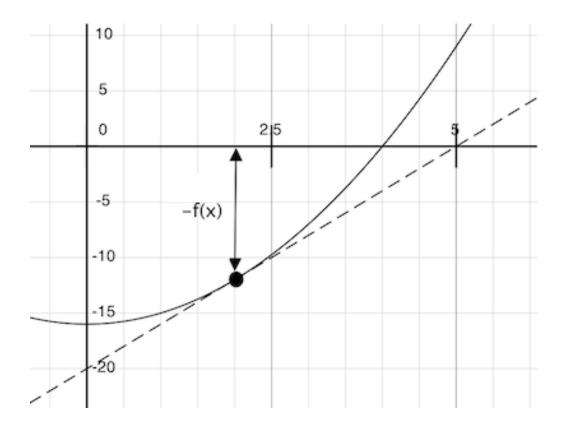


Given a function f and initial guess x,

Repeatedly improve x:

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

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



Given a function f and initial guess x,

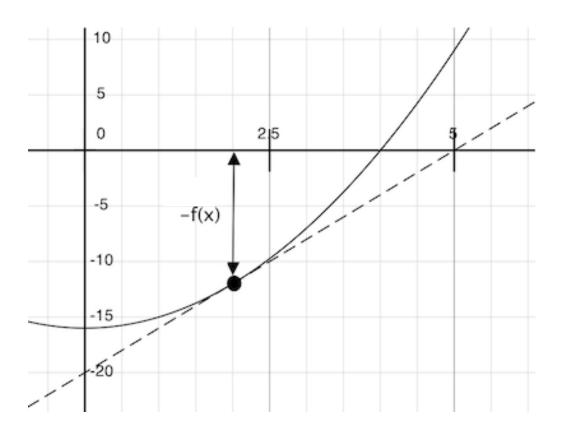
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

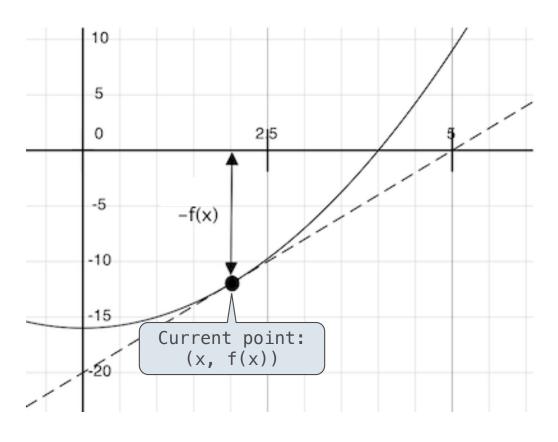
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

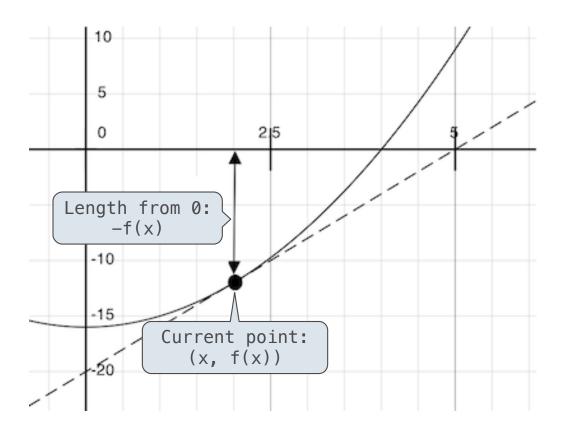
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

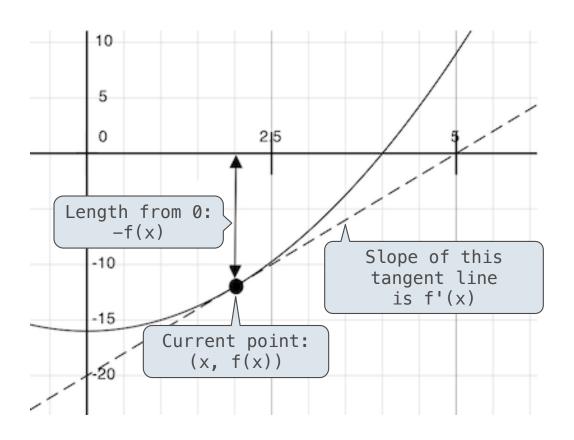
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

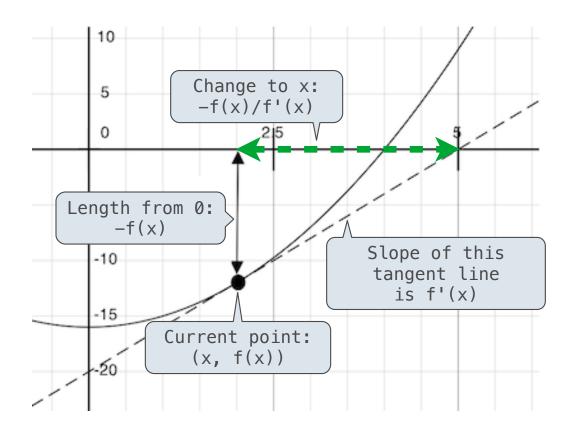
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

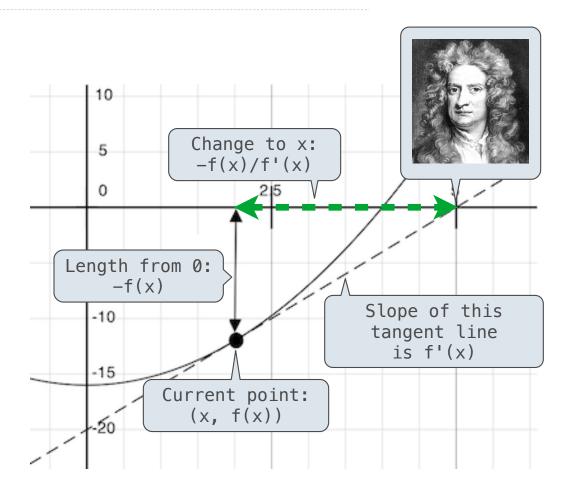
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

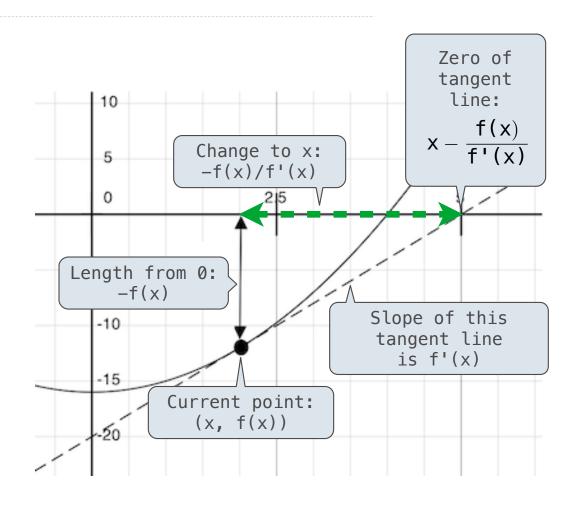
Repeatedly improve x:

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:

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



Given a function f and initial guess x,

Repeatedly improve x:

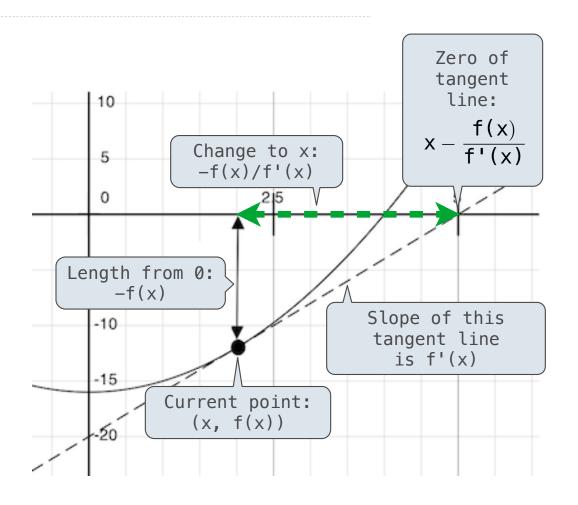
Compute the value of f at the guess: f(x)

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)



/

Given a function f and initial guess x,

Repeatedly improve x:

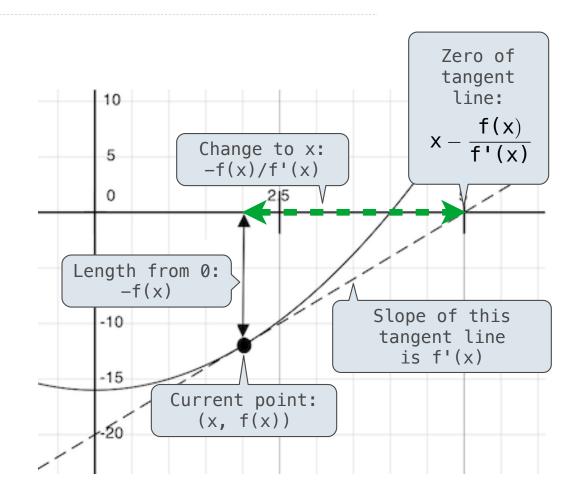
Compute the value of f at the guess: f(x)

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)



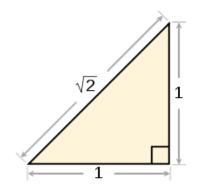
Using Newton's Method	

How to find the square root of 2?

How to find the square root of 2?

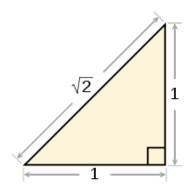
```
>>> f = lambda x: x*x - 2
>>> df = lambda x: 2*x
>>> find_zero(f, df)
1.4142135623730951
```

How to find the square root of 2?



```
>>> f = lambda x: x*x - 2
>>> df = lambda x: 2*x
>>> find_zero(f, df)
1.4142135623730951
```

How to find the square root of 2?

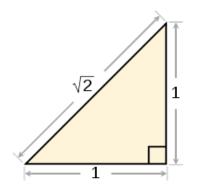


>>> f = lambda x:
$$x*x - 2$$

>>> df = lambda x: $2*x$
>>> find_zero(f, df)

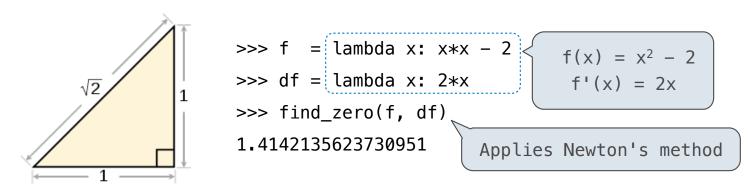
1.4142135623730951

How to find the square root of 2?



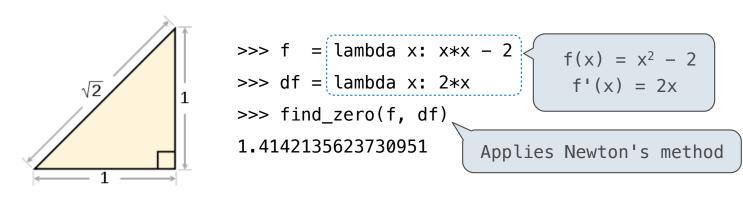
>>> f = lambda x:
$$x*x - 2$$
 $f(x) = x^2 - 2$
>>> df = lambda x: $2*x$ $f'(x) = 2x$
>>> find_zero(f, df)
1.4142135623730951 Applies Newton's method

How to find the square root of 2?

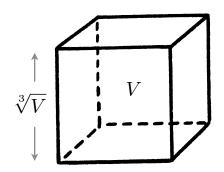


How to find the cube root of 729?

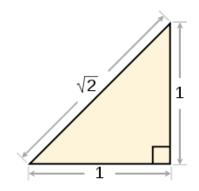
How to find the square root of 2?



How to find the cube root of 729?

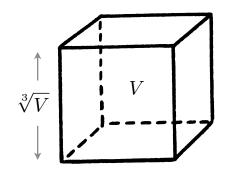


How to find the square root of 2?

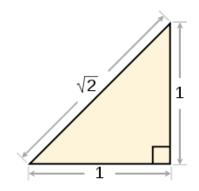


>>> f = lambda x:
$$x*x - 2$$
 $f(x) = x^2 - 2$
>>> df = lambda x: $2*x$ $f'(x) = 2x$
>>> find_zero(f, df)
1.4142135623730951 Applies Newton's method

How to find the cube root of 729?

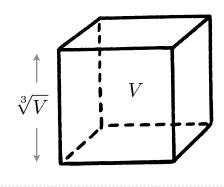


How to find the square root of 2?



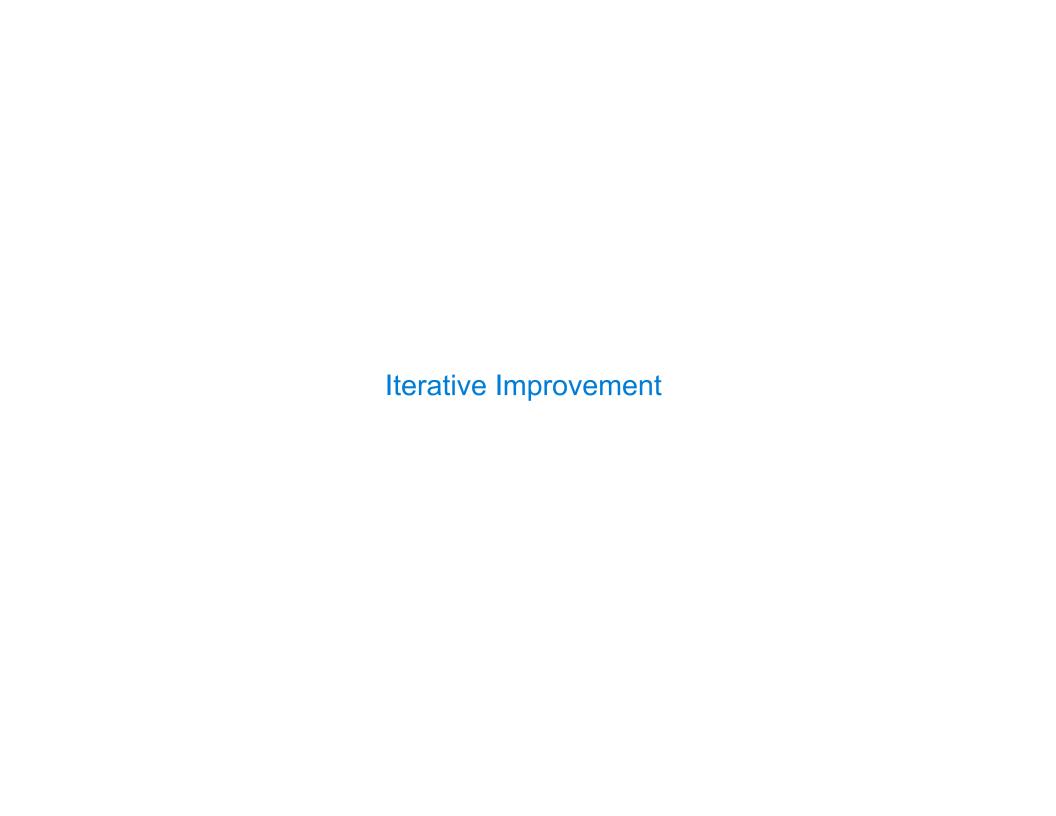
>>> f = lambda x:
$$x*x - 2$$
 $f(x) = x^2 - 2$
>>> df = lambda x: $2*x$ $f'(x) = 2x$
>>> find_zero(f, df)
1.4142135623730951 Applies Newton's method

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)
 $g(x) = x^3 - 729$
 $g'(x) = 3x^2$



Special Cas	e: Square Ro	oots		

How to compute square_root(a)

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

How to compute square_root(a)

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

Update:

How to compute square_root(a)

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

Update:
$$X = \frac{X + \frac{a}{X}}{2}$$

How to compute square_root(a)

Idea: Iteratively refine a guess \boldsymbol{x} about the square root of a

Update:
$$X = \frac{X + \frac{a}{X}}{2}$$

Babylonian Method

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

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:

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 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?

How to compute cube_root(a)

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

How to compute cube_root(a)

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

Update:

How to compute cube_root(a)

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

Update:
$$x = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

How to compute cube_root(a)

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

How to compute cube_root(a)

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

Implementation questions:

How to compute cube_root(a)

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

Implementation questions:

What guess should start the computation?

How to compute cube_root(a)

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

Implementation questions:

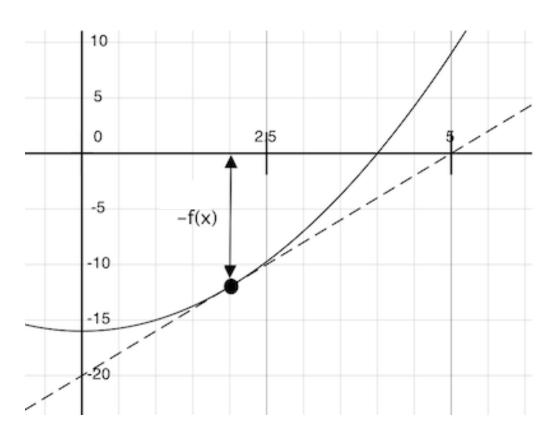
What guess should start the computation?

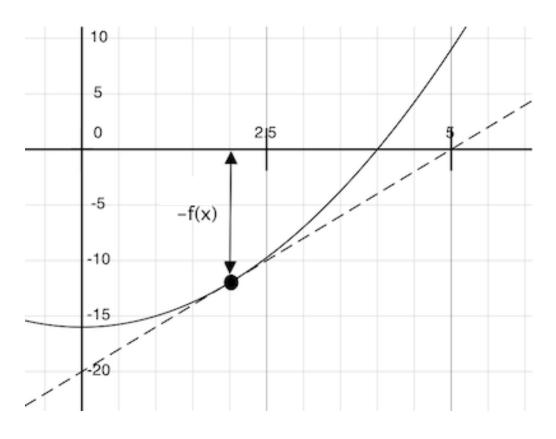
How do we know when we are finished?

Implementing Newton's Method

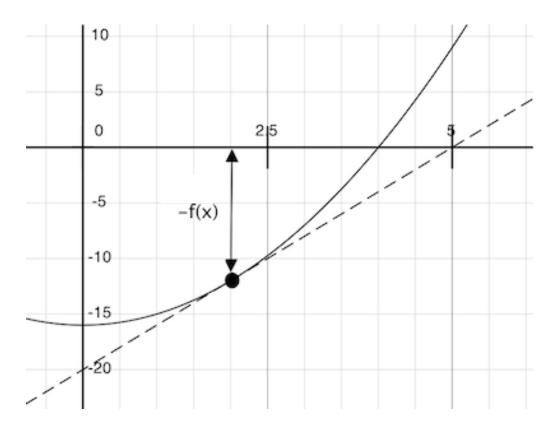
(Demo)

Approximate Differentiation	
	1



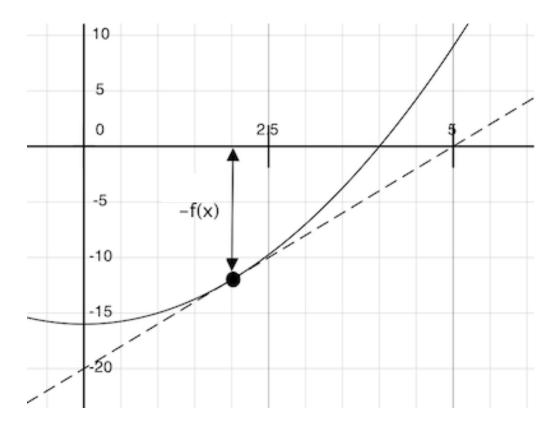


$$f(x) = x^2 - 16$$



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

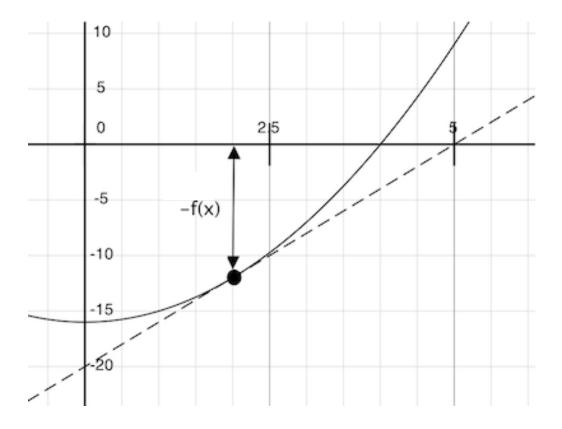
$$f'(x) = 2x$$



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

$$f'(x) = 2x$$

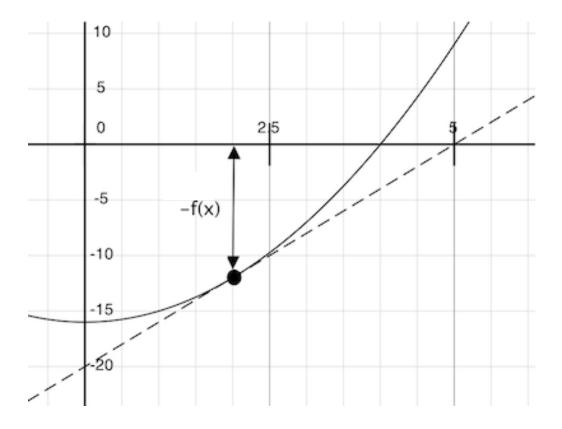
$$f'(2) = 4$$



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

 $f'(x) = 2x$

$$f'(2) = 4$$

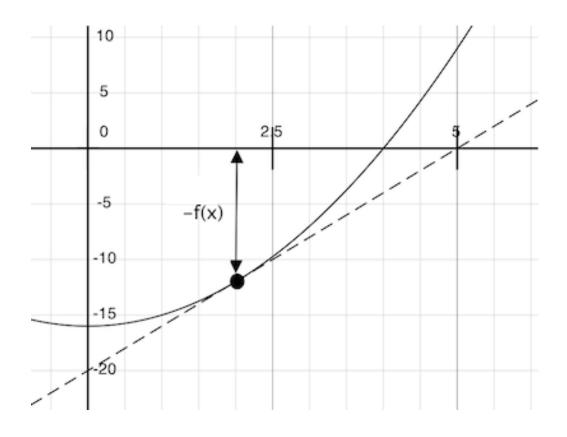


$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

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



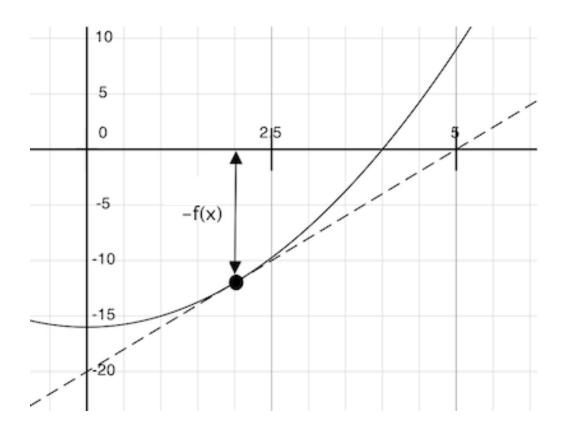
$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

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

$$f'(x) \approx \frac{f(x+a) - f(x)}{a}$$



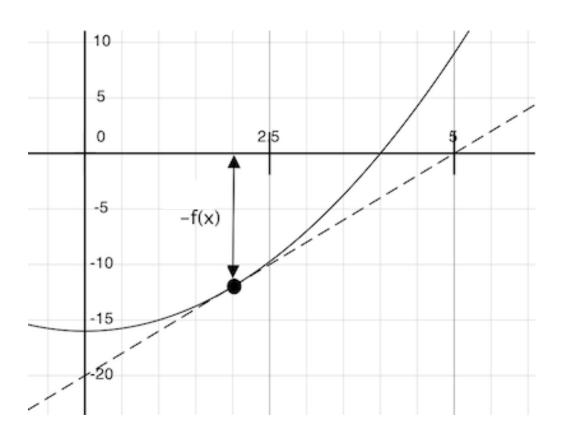
$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

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

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



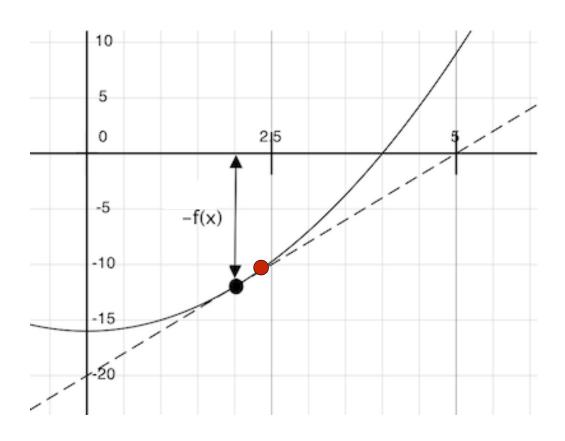
$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

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

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



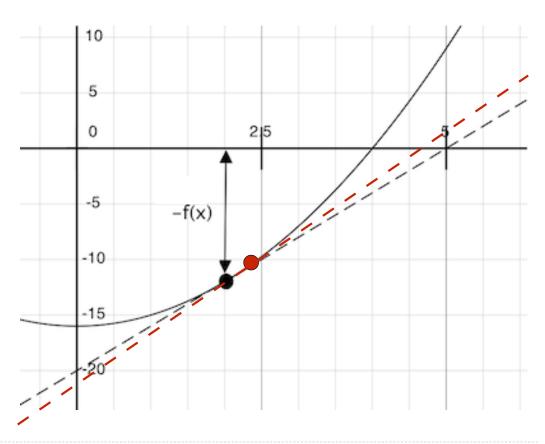
$$f(x) = x^2 - 16$$

 $f'(x) = 2x$

$$f'(2) = 4$$

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

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



Differentiation can be performed symbolically or numerically

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

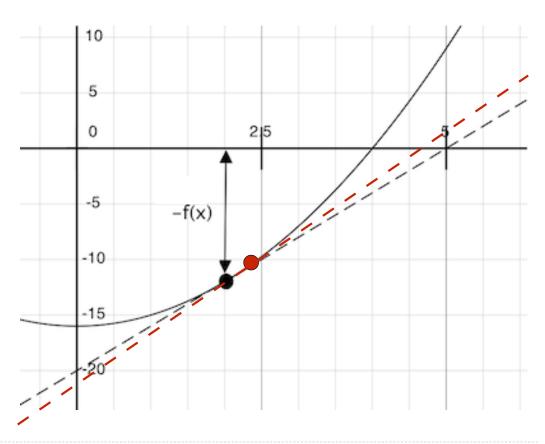
 $f'(x) = 2x$

$$f'(2) = 4$$

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

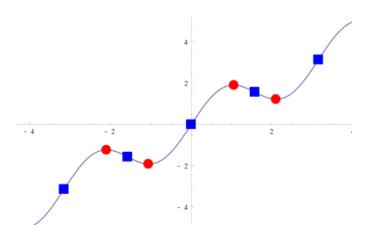
$$f'(x) pprox rac{f(x+a)-f(x)}{a}$$
 (if a is small)

(Demo)



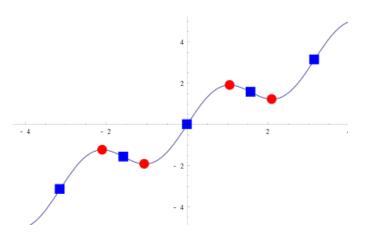
Maxima, minima, and inflection points of a differentiable function occur when the derivative is $\mathbf{0}$

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



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

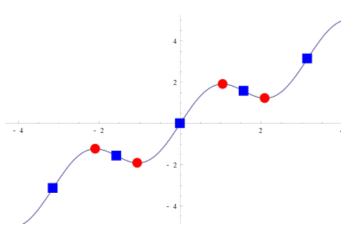
derive = lambda f: lambda x: slope(f, x)



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

```
derive = lambda f: lambda x: slope(f, x)
```

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



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

```
derive = lambda f: lambda x: slope(f, x)
```

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

(Demo)

