

# Newton's Method, Error, Newton's Fractal and Explorations

David Tran and Spencer Kelly

March 3, 2024

## Abstract

## 1 Introduction

## 2 Code

```
function [x,flag] = MyVectorNewton(f,Df,x0,tol,maxiter)
% Author : YourFirstName YourLastName
% Date : Today
% Purpose : Compute approximate solution to  $f(x)=0$  via Newton's Method
%
% Inputs :
% f -- A function handle for  $f(x)$  being solved
% Df -- A function handle for the  $f'(x)$ 
% x0 -- Initial guess for the fixed point
% tol -- Tolerance of the solution .
% maxiter -- Maximum number of iterations .
%
% Outputs :
% x -- Estimated solution
% flag -- Flag specifying if the solution has been obtained :
% = The number of iterations taken to converge .
% = -1 If the algorithm has not converged in maxiter iterations .
%
flag = -1; %give initial value of flag and xold
x = x0;
for i = 1:maxiter %for loop do the iteration with 'maxiter' given for the maximum
    xold = x;
    x = x - Df(x)\f(x); %Newton
    fprintf('%f\n',x);
    if norm(x-xold) <= tol %if  $x_{\text{new}} - x_{\text{old}} \leq \text{tol}$ , break the loop, let flag = i
        flag = i;
        break
    end %if not, do next iteration
end
end
clear
```

```

clc
f = @(x)[x(2) - x(1)^3 ; x(1)^2 + x(2)^2 - 1]; %You need to consider your c
Df = @(x)[-3* x(1)^2 , 1 ; 2*x(1) , 2* x(2)];
[xsoln , fl]= MyVectorNewton(f , Df , [ 1 ; 2 ], 10^(-12) ,10)

```

### 3 Summary

#### 3.1 Results

#### 3.2 Team Description

#### 3.3 Future Explorations

#### 3.4 References

### Appendix