10.5 Linearization

f(x)

f(x)

f(x)

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f(x)

then new xo:

f(x) ~ l(x)

Xo

luie l(x): point

point (xo, f(xo))
slope f'(xo)

l(x) = f(x0) + f'(x0)(x-x0)

 $f'(x_0) = \lim_{\Delta x \to 0} \frac{f(x_0 + \Delta x) - f(x_0)}{\Delta x}$

when Ax is small:

 $f'(x_0) \approx \frac{f(x_0 + \Delta x) - f(x_0)}{\Delta x}$

f(x+Ax)-f(y0) ≈ f((x0) Δx f(x+Ax) ≈ f(x0)+ f'(x0) Δx

> $f(x) \approx f(x_0) + f'(x_0)(x-x_0)$, l(x)

f(x) ~ l(x) (when Ax sull) near xo stope-point: $y-y_1=m(x-x_1)$ $y-y_0=m(x-x_0)$ $y=y_0+m(x-x_0)$

> 10 X=X6+20 AX=X-X0

example: approximate VIOI $f(x) \approx f(x_0) + f'(x_0)(x-x_0)$ $\int_{00}^{10} \frac{10}{4x}$ f(x) = 1/x f(101) 2 f(100) + f'(100)(1) $=10+\frac{1}{20}(1)$ $f'(100) = \frac{1}{2\sqrt{100}} = \frac{1}{20}$ = 10.05 calculator: 501 2 10.04987 example approximate $f(x) = x^3$ near $x_0 = 4$ 1x=-.1 f(x) 2 f(x0) + t'(x0)(x-x0) f(4) = 644'W)=3x2 = 64+48(-.1) f'(4)=48 = 64 - 4.8 $(3.9)^3 = 59.2$ calculator: (3.9)32 59.3 approximate example: f(x) = f(x0)+f(x0)(x-x0) SIN(.01) $SM(x) \approx Sin(0) + cos(0)(x-0)$ Special lin sinx = 1 SMX ~X sin (01) 2.01 calculator: Sin(.01) 2 .0099998 SINX ~X

Newton's Method find VIO Babylonian/Greek: guess Xo (=3) = 7 Next guess X1= X0+ 1/X0

Newton:
$$f(x)=x^2-10$$
 = find root

$$4(x_0)$$

$$X_1 \times x_0$$

$$4(x_0) = 4(x_0)$$

$$(x_0) = 4(x_0)$$

$$(x_0) = (x_0)$$

$$f'(x_0)(x_0-x_1) = f(x_0)$$

 $y_0-x_1 = f(x_0)$

$$\begin{array}{c} \chi_1 = \chi_0 - f(\chi_0) \\ \hline f'(\chi_0) \end{array}$$

in this case:
$$f(x) = x^2 - 10$$

 $f(x) = 2x$