

Newton's Method for Nonlinear Equations

One-Dimensional Root Finding

MMAE 350 — Computational Mechanics

Motivation

- ▶ Many engineering problems lead to equations of the form

$$f(x) = 0$$

- ▶ These equations are often *nonlinear*
- ▶ Closed-form solutions rarely exist
- ▶ We need a *systematic numerical method*

Motivation

- ▶ Many engineering problems lead to equations of the form

$$f(x) = 0$$

- ▶ These equations are often *nonlinear*
- ▶ Closed-form solutions rarely exist
- ▶ We need a *systematic numerical method*

Newton's method is one of the most important tools in computational mechanics.

Examples from Mechanics

Nonlinear equations arise when:

- ▶ Material behavior is nonlinear (plasticity, large strain)
- ▶ Geometry changes with deformation
- ▶ Loads depend on displacement

Examples:

- ▶ Nonlinear stress–strain laws
- ▶ Contact problems
- ▶ Large deformation equilibrium

The Root-Finding Problem

We want to solve:

$$f(x) = 0$$

- ▶ $f(x)$ is known
- ▶ x is unknown
- ▶ We want the value of x where the curve crosses zero

The Root-Finding Problem

We want to solve:

$$f(x) = 0$$

- ▶ $f(x)$ is known
- ▶ x is unknown
- ▶ We want the value of x where the curve crosses zero

This is called a *root* of the function.

Geometric Idea Behind Newton's Method

Start with an initial guess $x^{(0)}$.

Geometric Idea Behind Newton's Method

Start with an initial guess $x^{(0)}$.

- ▶ Approximate $f(x)$ near $x^{(k)}$ by its tangent line
- ▶ Use the tangent line to predict where $f(x) = 0$
- ▶ Use that prediction as the next guess

Geometric Idea Behind Newton's Method

Start with an initial guess $x^{(0)}$.

- ▶ Approximate $f(x)$ near $x^{(k)}$ by its tangent line
- ▶ Use the tangent line to predict where $f(x) = 0$
- ▶ Use that prediction as the next guess

Newton's method is *repeated linearization*.

Linearization via Taylor Series

Expand $f(x)$ about the current iterate $x^{(k)}$:

$$f(x) \approx f(x^{(k)}) + f'(x^{(k)})(x - x^{(k)})$$

Set the approximation equal to zero:

$$0 \approx f(x^{(k)}) + f'(x^{(k)})(x^{(k+1)} - x^{(k)})$$

Newton Update Formula

Solving for $x^{(k+1)}$ gives:

$$x^{(k+1)} = x^{(k)} - \frac{f(x^{(k)})}{f'(x^{(k)})}$$

Newton Update Formula

Solving for $x^{(k+1)}$ gives:

$$x^{(k+1)} = x^{(k)} - \frac{f(x^{(k)})}{f'(x^{(k)})}$$

This is the **Newton update**.

Algorithm Summary

Newton's Method (1D)

1. Choose an initial guess $x^{(0)}$
2. For $k = 0, 1, 2, \dots$:
 - ▶ Evaluate $f(x^{(k)})$
 - ▶ Evaluate $f'(x^{(k)})$
 - ▶ Update:

$$x^{(k+1)} = x^{(k)} - \frac{f(x^{(k)})}{f'(x^{(k)})}$$

3. Stop when $|f(x^{(k)})|$ is small

Convergence Behavior

If Newton's method converges:

- ▶ Convergence is typically **quadratic**
- ▶ Error decreases very rapidly near the root

Convergence Behavior

If Newton's method converges:

- ▶ Convergence is typically **quadratic**
- ▶ Error decreases very rapidly near the root

But:

- ▶ Requires a good initial guess
- ▶ Can fail if $f'(x)$ is small or zero

Why Initial Guess Matters

Newton's method is *local*.

- ▶ Works best when starting near the solution
- ▶ Poor guesses can lead to divergence
- ▶ In mechanics, physics often gives a good initial guess

Why Initial Guess Matters

Newton's method is *local*.

- ▶ Works best when starting near the solution
- ▶ Poor guesses can lead to divergence
- ▶ In mechanics, physics often gives a good initial guess

Example: Linear elasticity is often a good starting point.

Newton's Method in Mechanics Language

- ▶ $f(x)$ = residual (force imbalance)
- ▶ $f'(x)$ = tangent stiffness
- ▶ Newton update = solve linearized equilibrium

Newton's Method in Mechanics Language

- ▶ $f(x)$ = residual (force imbalance)
- ▶ $f'(x)$ = tangent stiffness
- ▶ Newton update = solve linearized equilibrium

Each Newton step:

- ▶ Linearizes the problem
- ▶ Solves a linear system
- ▶ Updates the configuration

Connection to Finite Elements

In 1D:

$$f'(x) = \frac{df}{dx}$$

In many degrees of freedom:

$$\mathbf{K}_T \Delta \mathbf{u} = -\mathbf{R}$$

Connection to Finite Elements

In 1D:

$$f'(x) = \frac{df}{dx}$$

In many degrees of freedom:

$$\mathbf{K}_T \Delta \mathbf{u} = -\mathbf{R}$$

- ▶ Tangent stiffness matrix
- ▶ Residual force vector
- ▶ Same idea, larger system

Stopping Criteria

Common choices:

- ▶ $|f(x^{(k)})| < \text{tolerance}$
- ▶ $|x^{(k+1)} - x^{(k)}| < \text{tolerance}$

Stopping Criteria

Common choices:

- ▶ $|f(x^{(k)})| < \text{tolerance}$
- ▶ $|x^{(k+1)} - x^{(k)}| < \text{tolerance}$

In mechanics, residual-based criteria are most common.

What Can Go Wrong?

- ▶ Poor initial guess
- ▶ Very stiff or very soft nonlinearities
- ▶ Large step overshooting the solution

What Can Go Wrong?

- ▶ Poor initial guess
- ▶ Very stiff or very soft nonlinearities
- ▶ Large step overshooting the solution

Fixes:

- ▶ Damping (line search)
- ▶ Smaller load steps
- ▶ Better initial guesses

Takeaway

- ▶ Newton's method solves nonlinear equations by repeated linearization
- ▶ It is fast and powerful when used correctly
- ▶ It is the foundation of nonlinear finite element analysis

Takeaway

- ▶ Newton's method solves nonlinear equations by repeated linearization
- ▶ It is fast and powerful when used correctly
- ▶ It is the foundation of nonlinear finite element analysis

In this course: Newton's method is not just an algorithm — it is a modeling idea.