hw9_p3_newtons

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```
[190]: # P3 Newton's Method
       using LinearAlgebra
       function newtons(x0, F, J, random_start, tol=1e-10, maxit=100, verbose=false)
           Implementation of Newton's method assuming direct access to J
           ==#
           if random_start == true
               # generate random start
               x0 = rand(Float64, (length(x0), 1));
           end
           N = length(x0);
           all_x = zeros(N, maxit);
           all_x[:, 1] = x0;
           num_it = 1;
           all_err = [];
           x_curr = x0;
           while (num_it <= maxit)</pre>
               i = num_it;
               x_prev = x_curr;
               # solve for y
               y = -J(x_{curr}) F(x_{curr});
               # update x_curr
               x_{curr} = x_{curr} + y;
               # store history
               all_x[:, i] = x_curr;
               # check convergence
               err = norm(y);
               all_err = append!(all_err, err);
               if err < tol</pre>
                   println("===== converged");
                   break
               num_it += 1;
           end
           return all_x[:, 1:num_it-1], all_err
       end
```

```
# P3 functions
       function F(x)
          #== helper function, takes in x of size 3 by 1==#
          x1 = x[1];
          x2 = x[2];
          x3 = x[3];
          return [x1^2+x2-37; x1-x2^2-5; sum(x)-3];
       end
       function J(x)
           #== helper function, takes in x of size 3 by 1 and
           computes Jacobian of size 3 by 3 ==#
          x1, x2, x3 = x;
          N = length(x);
          Jx = zeros(N, N);
          Jx[1, 1] = 2*x1;
          Jx[1, 2] = 1;
          Jx[2, 1] = 1;
          Jx[2, 2] = -2*x2;
          Jx[3, 1] = 1;
          Jx[3, 2] = 1;
          Jx[3, 3] = 1;
          return Jx;
       end
[190]: J (generic function with 1 method)
[191]: x0 = [100;1000;13210];
       all_x, all_err = newtons(x0, F, J, true, 1e-10);
      ==== converged
[192]: all_x
[192]: 3×10 Matrix{Float64}:
         49.2311
                  24.8454
                            13.0171
                                       7.77926 ...
                                                    5.99749
                                                              5.99996
                                                                        6.0
                                                                              6.0
        28.0316 14.3698
                            7.46384
                                       3.9181
                                                    1.03049 1.00043 1.0
                                                                              1.0
       -74.2627 -36.2152 -17.4809
                                      -8.69736
                                                   -4.02798 -4.0004
                                                                       -4.0 -4.0
[193]: all_err
[193]: 11-element Vector{Any}:
       93.51644466724949
       47.21145333109397
       23.207141626254703
       10.823973300783608
        4.240792760066012
        1.2817266334696407
```

- 0.3461529384813618
- 0.040870629089773
- 0.0005898078630249815
- 1.2286133417257642e-7
- 4.8255478180902664e-15