

$$(x-1)^2 e^x \quad \frac{d}{dx}(x-1)^2 = 2x-2 \quad \frac{d}{dx} e^x = e^x \quad (2x-2)e^x + e^x(x-1)^2 = e^x((2x-2) + (x^2-2x+1)) f'(x) = e^x(x^2-1)$$

$$f(x) = f(p_0) + f'(p_0)(x-p_0) + \frac{f''(p_0)}{2}(x-p_0)^2 + \dots \quad f(x) = f(p_0) + f'(p_0)(x-p_0) + \frac{f''(\eta(p_0))}{2}(x-p_0)^2$$

$$f(x) @ x=p \quad f(p) = f(p_0) + f'(p_0)(p-p_0) + \frac{f''(\eta(p_0))}{2}(p-p_0)^2 \quad f'(p_0)(p-p_0) \ll \frac{f''(\eta(p_0))}{2}(p-p_0)^2$$

$$0 = f(p_0) + f'(p_0)(p-p_0) \quad -f(p_0) = f'(p_0)(p-p_0) \quad p-p_0 = -\frac{f(p_0)}{f'(p_0)}$$

$$p = p_0 - \frac{f(p_0)}{f'(p_0)}$$

$$g(x) = x - \frac{f(x)}{f'(x)} = g(x) = x - \frac{(x-1)^2}{x^2-1} \quad f'(1) = 0 \text{ so } x \neq 1$$

$$g(x) = x - \frac{(x-1)(x+1)}{(x+1)(x-1)} = x - \frac{x-1}{x+1} = \frac{x^2+x}{x+1} - \frac{x-1}{x+1} = \frac{x^2+1}{x+1}$$

$$\lim_{x \rightarrow x^*} \left| \frac{\frac{x_n^2+1}{x_n+1} - x^*}{x_n - x^*} \right|$$

$$x^* = 1$$

$$\left| \frac{\frac{x_n^2+1}{x_n+1} - 1}{x_n - 1} \right| = \frac{\frac{x_n^2+1}{x_n+1} - \frac{x_n+1}{x_n+1}}{x_n-1} = \frac{\frac{x_n^2 - x_n}{x_n+1}}{x_n-1} = \frac{x_n^2 - x_n}{x_n^2 - 1}$$

$$\frac{x_n(x_n-1)}{(x_n+1)(x_n-1)} = \frac{x_n}{x_n+1} \quad \lim_{x \rightarrow 1} \frac{x_n}{x_{n+1}} = \boxed{\frac{1}{2}}$$

b.) implementing this in C++ at $x_0 = 2$ it took 28 iterations to reach a tolerance of 10^{-8}

c.) it would be easy to implement bisection but not easier than newton's method after simplification of the function

1) Bisection is not efficient, however it is fairly robust given the function doesn't bounce off the axis. It only requires a positive point and a negative point, but other knowledge isn't strictly necessary. It does not require any additional knowledge over a function's derivatives. This function does generalize easily.

Newton's method is efficient, it is mostly robust with few situations where it doesn't converge. It requires knowledge of whether it is $C^2[a,b]$ and the derivative at the initial guess. It does require f to satisfy minimum smoothness. It can generalize to multi-variables.

Secant method is mostly efficient, and is not as robust as bisection in that it doesn't always converge. It requires 2 initial points for it to function. It doesn't require f to satisfy minimum smoothness. It seems like the method can be generalized to multi-variable functions.

2.) One advantage is that it converges on the root fast, and in addition it is not bad when it comes to computational efficiency. One big disadvantage is that it requires $C^2[a,b]$ and for $f'(x)$ to be non zero. It also only converges if $f_0 g(x_0) < 1$.

3.) The biggest disadvantage of secant or Newton's method is the rate of convergence is worse for secant. The biggest advantage is the lack of derivative knowledge.

$$4.) f(x) = f(p^*) + f'(p^*)(x-p^*) + \frac{f''(p^*)}{2!}(x-p^*)^2 + \frac{f'''(p^*)}{3!}(x-p^*)^3 + \dots$$

$$p^* = \eta(p^*) \in (x, p^*) \quad \eta(p^*) = f(p^*) + f'(p^*)(x-p^*) + \frac{f''(p^*)}{2!}(x-p^*)^2 + \frac{f'''(\eta(p^*))}{3!}(x-p^*)^3$$

$$f(p) = 0 = f(p^*) + f'(p^*)(p-p^*) + \frac{f''(p^*)}{2!}(p-p^*)^2 + \frac{f'''(\eta(p^*))}{3!}(p-p^*)^3$$

$$0 = f(p^*) + f'(p^*)(p-p^*) + \frac{f''(p^*)}{2!}(p-p^*)^2 \quad \text{as } |p-p^*|^3 \ll |p-p^*|^2$$

$$a = \frac{f''(p^*)}{2!} \quad z = (p-p^*)$$

$$b = f'(p^*)$$

$$c = f(p^*)$$

$$0 = c + bz + az^2$$

$$z = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \quad (p-p^*) = \frac{-f'(p^*) \pm \sqrt{f'(p^*)^2 - 4\left(\frac{f''(p^*)}{2}\right)f(p^*)}}{-2\left(\frac{f''(p^*)}{2}\right)}$$

$$p = p^* + \frac{-f'(p^*) \pm \sqrt{f'(p^*)^2 - 2f''(p^*)f(p^*)}}{f''(p^*)}$$

$$p = p^* - \frac{f'(p^*) + \sqrt{f'(p^*)^2 - 2f''(p^*)f(p^*)}}{f''(p^*)} \quad \text{or} \quad p = p^* - \frac{f'(p^*) - \sqrt{f'(p^*)^2 - 2f''(p^*)f(p^*)}}{f''(p^*)}$$

given $f''(p^*) > 0$ and $f'(p^*)^2 - 2f''(p^*)f(p^*) \geq 0$

$$g(p_n) \leq g(p) + g'(p)(p_n - p) + \frac{g''(p)}{2!}(p_n - p)^2 + \frac{m}{6}(p_n - p)^3$$

$m \geq |g'''(x)|$ on (a,b)

$$g(p_n) - g(p) \approx |p_{n+1} - p| \leq \frac{m}{6} |p_n - p|^3$$

The biggest reason why it may not be used is the limited functions which are suitable for the method. The other is it requires much more knowledge than Newton's which may be able to achieve the same heuristic time due to fewer operations of the function.