The Newton-Raphson method can be used to compute the root of function which we know the derivative of. Given F(x) we find x^* such that $F(x^*) = 0$. The algorithm starts with an initial guess, x_0 , for the root and calculated an improved guess from the formula:

$$x_{n+1} = x_n - \frac{F(x_n)}{F'(x_n)}, \quad n = 0, 1, \dots$$
 (1)

Iteration stops when a termination criterion is met, some common ones include:

- A maximum number of iterations has been reached (we don't want to wait forever!).
- $F(x_n)$ is "close" to zero.
- $|x_{n+1}-x_n|$ is "small".

(also note that we really need $F'(x_n) \neq 0$).

1. Place the following at the top of your program:

(this is a function pointer to a function which takes in one double and returns one double).

2. Write a C function to carry out Newton iteration following the prototype:

where,

- f is the F(x) function we are trying to solve.
- df corresponds to the derivative of the target function, i.e. F'(x).
- max_its is the maximum number of iterations that are allowed.
- tol is the algorithm tolerance, if either $|F(x_n)| < \text{tol}$ or $|x_{n+1} x_n| < \text{tol}$, iteration should stop.
- \mathbf{x} is a pointer to an initial guess, when the Newton iteration has finished, this should be set to x_{n+1} .
- Newton should return the number of iterations carried out.
- 3. Write a main function to
 - (a) prompt the user for an initial guess, maximum number of iterations and a tolerance.
 - (b) Call the Newton function to compute the answer.
 - (c) Print out: x_{n+1} and $F(x_{n+1})$.
- 4. Test the program with the case $F(x) = x^2 2$ at first, with an initial guess of $x_0 = 1$:
 - (a) What is the lowest tolerance setting you can use before the method fails to converge (using fewer than 10 iterations)?
- 5. Test your solver on the Bessel function (present in GSL and other libraries). Take $F(x) = J_0(x)$, $F'(x) = -J_1(x)$ and try an $x_0 = 2$.