

Announcements	

•If you want 1 unit (pass/no pass) of credit for in CS 98-52, the CCN is 28867

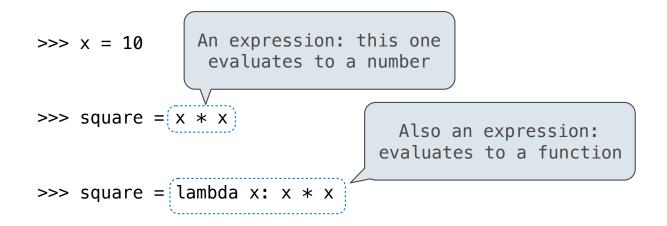
- •If you want 1 unit (pass/no pass) of credit for in CS 98-52, the CCN is 28867
  - \*Only for people who really want extra work that's beyond the scope of normal CS 61A

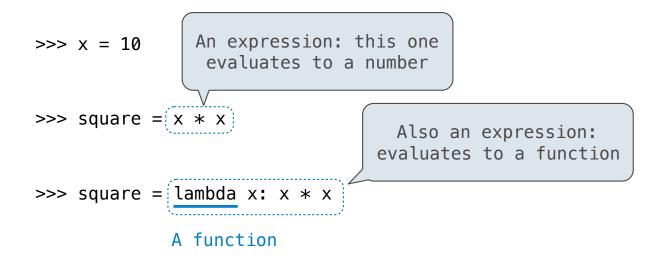
- If you want 1 unit (pass/no pass) of credit for in CS 98-52, the CCN is 28867
  - •Only for people who really want extra work that's beyond the scope of normal CS 61A
- Anyone is welcome to attend the extra lectures, whether or not they enroll

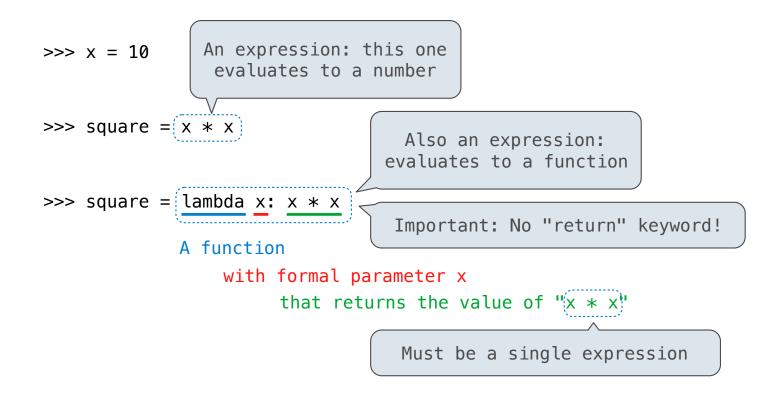
- If you want 1 unit (pass/no pass) of credit for in CS 98-52, the CCN is 28867
  - \*Only for people who really want extra work that's beyond the scope of normal CS 61A
- Anyone is welcome to attend the extra lectures, whether or not they enroll
- All info and materials will be posted to cs61a.org/extra.html

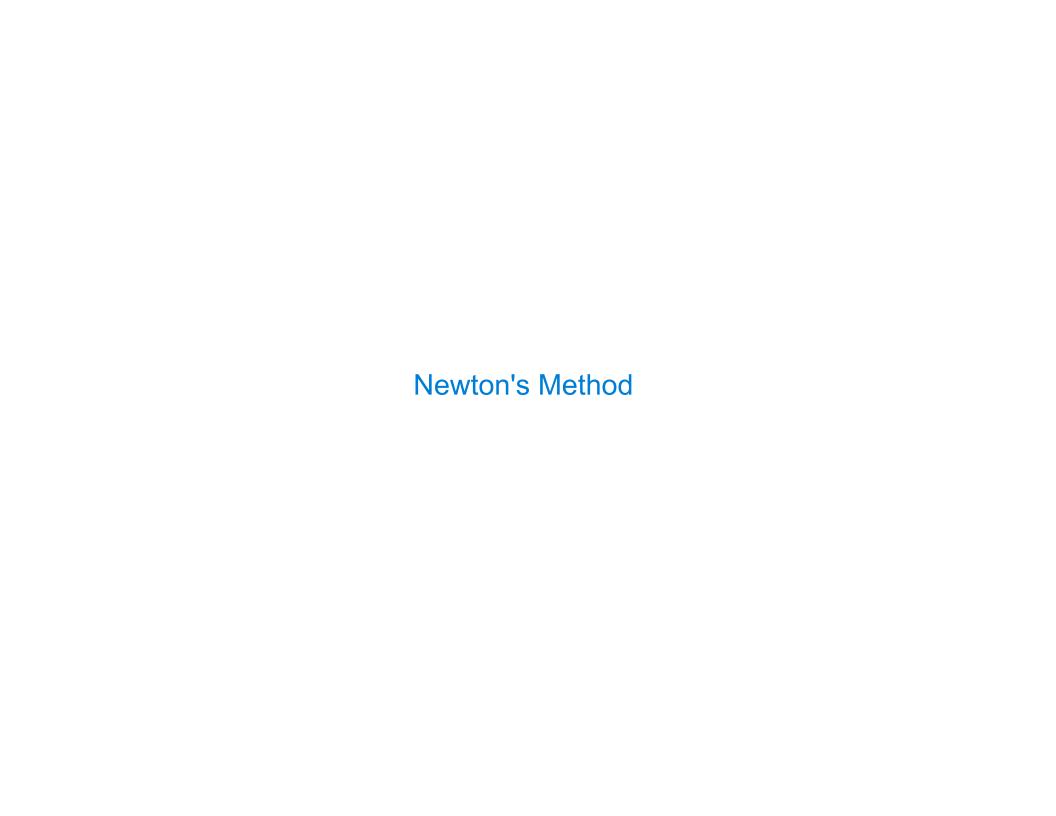
(Demo)

$$>>>$$
 square =  $x * x$ 









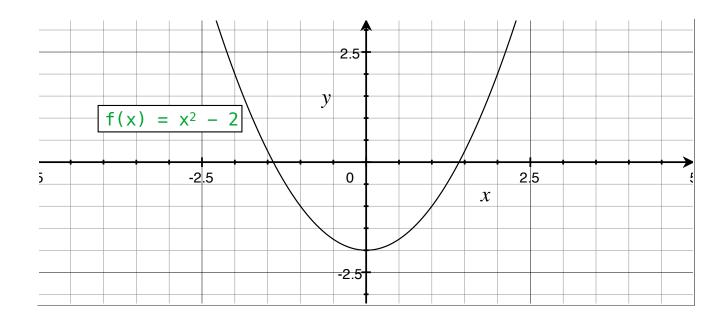
Newton's	Method	Background

Quickly finds accurate approximations to zeroes of differentiable functions!

Quickly finds accurate approximations to zeroes of differentiable functions!

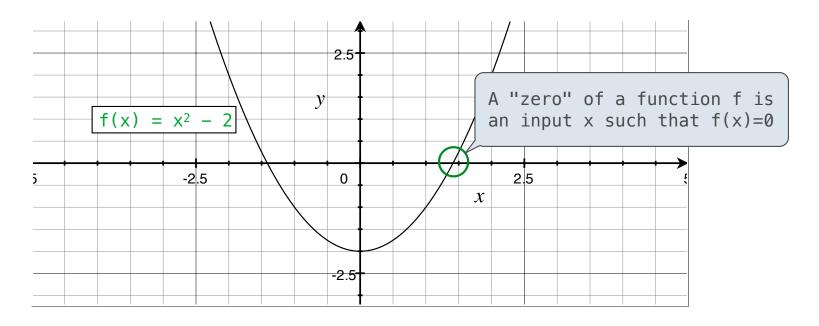
$$f(x) = x^2 - 2$$

Quickly finds accurate approximations to zeroes of differentiable functions!



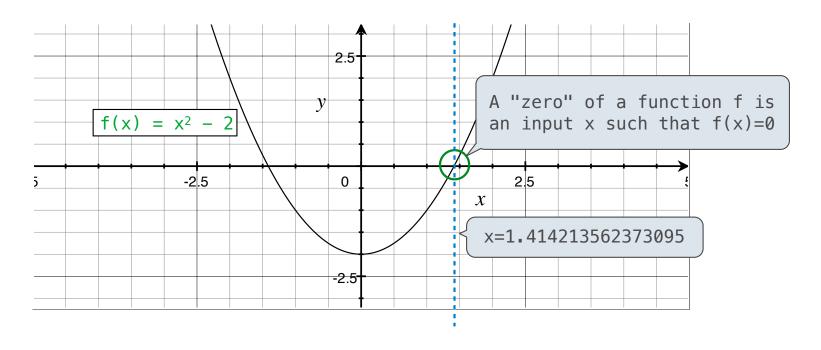
.....

Quickly finds accurate approximations to zeroes of differentiable functions!

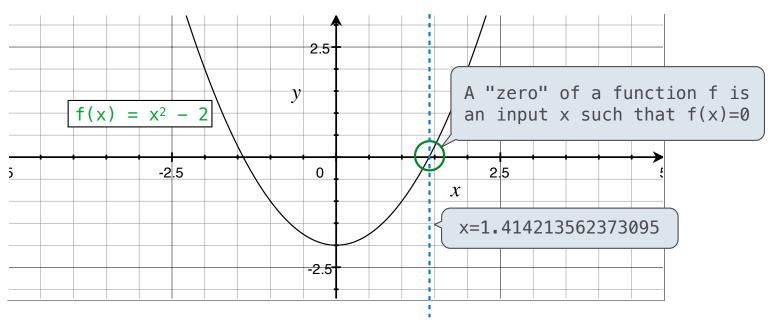


.....

Quickly finds accurate approximations to zeroes of differentiable functions!



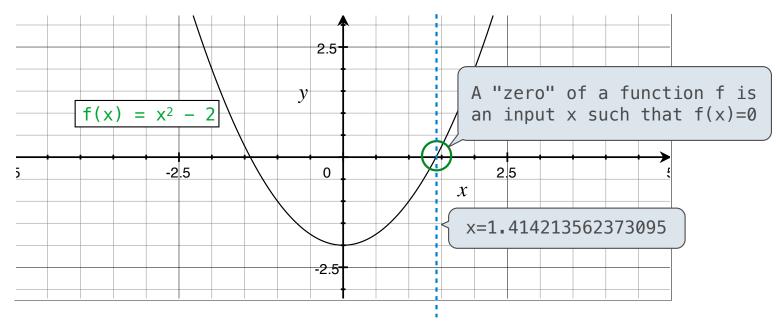
Quickly finds accurate approximations to zeroes of differentiable functions!



Application: a method for computing square roots, cube roots, etc.

U

Quickly finds accurate approximations to zeroes of differentiable functions!



Application: a method for computing square roots, cube roots, etc.

The positive zero of  $f(x) = x^2 - a$  is  $\sqrt{a}$ . (We're solving the equation  $x^2 = a$ .)

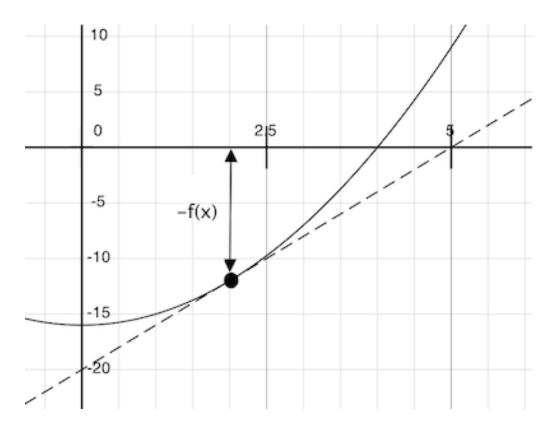
Given a function f and initial guess x,

Given a function f and initial guess x,

Repeatedly improve x:

Given a function f and initial guess x,

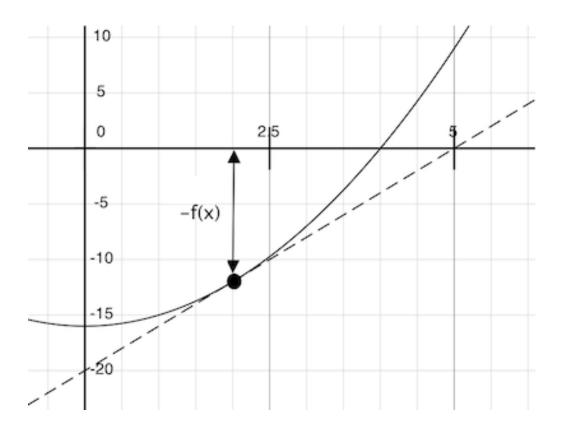
Repeatedly improve x:



Given a function f and initial guess x,

Repeatedly improve x:

Compute the value of f at the guess: f(x)

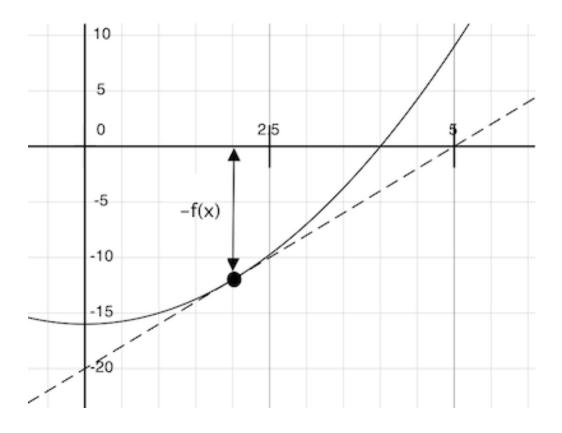


Given a function f and initial guess x,

Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)



Given a function f and initial guess x,

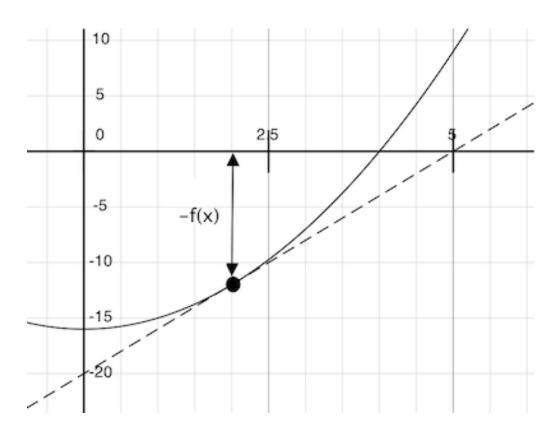
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

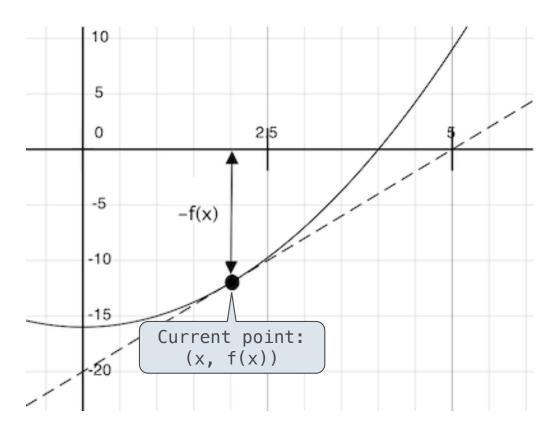
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

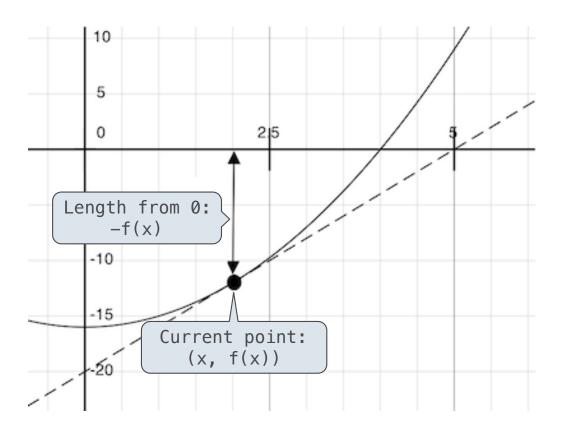
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

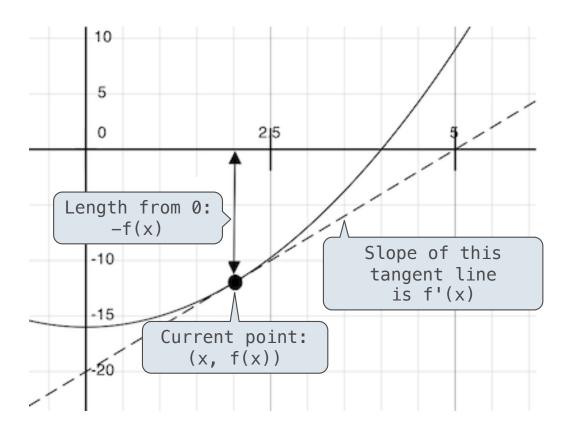
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

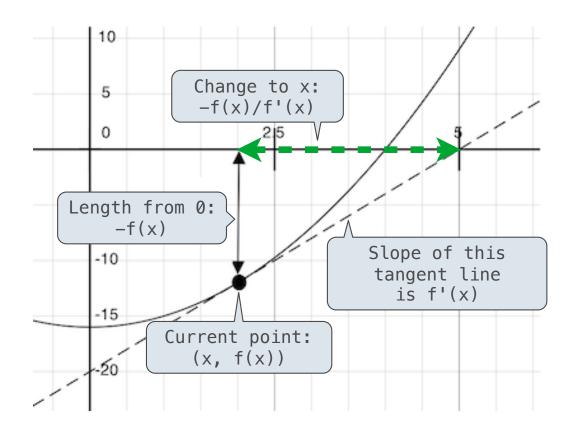
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

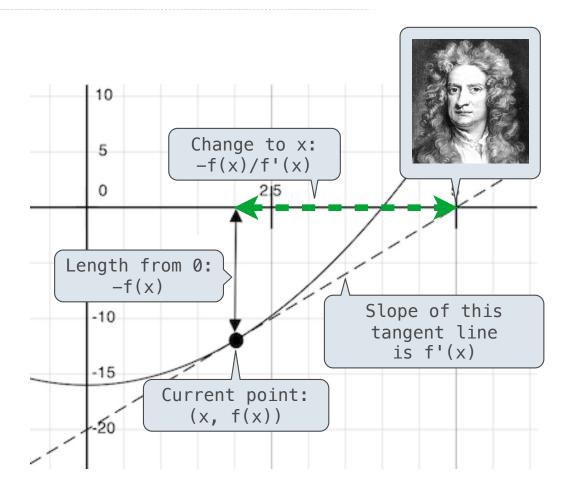
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

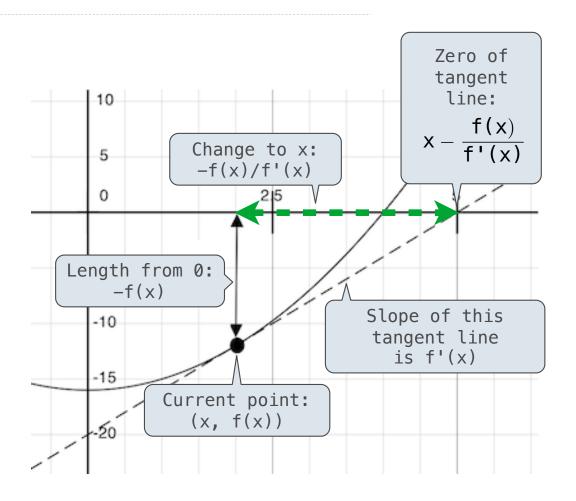
Repeatedly improve x:

Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$



Given a function f and initial guess x,

Repeatedly improve x:

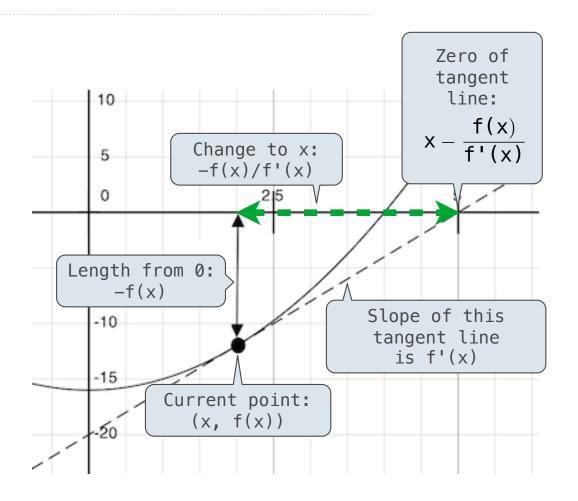
Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$

Finish when f(x) = 0 (or close enough)



Given a function f and initial guess x,

Repeatedly improve x:

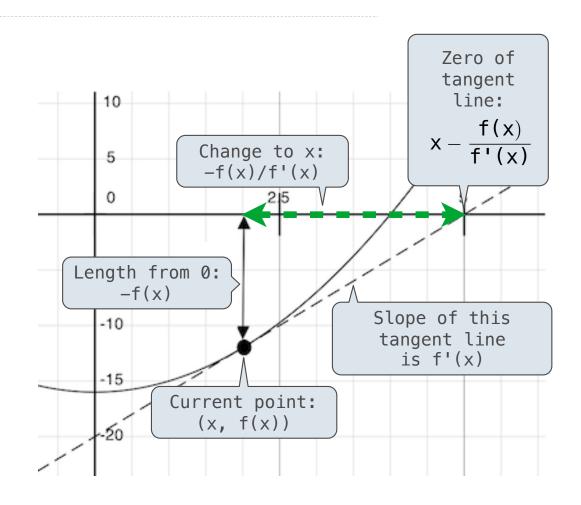
Compute the value of f at the guess: f(x)

Compute the derivative of f at the guess: f'(x)

Update guess x to be:

$$x - \frac{f(x)}{f'(x)}$$

Finish when f(x) = 0 (or close enough)



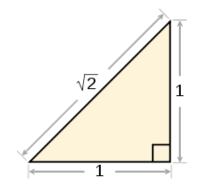
Using Newton's Method	

How to find the square root of 2?

How to find the square root of 2?

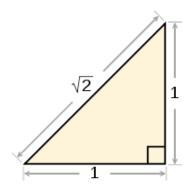
```
>>> f = lambda x: x*x - 2
>>> df = lambda x: 2*x
>>> find_zero(f, df)
1.4142135623730951
```

How to find the square root of 2?



```
>>> f = lambda x: x*x - 2
>>> df = lambda x: 2*x
>>> find_zero(f, df)
1.4142135623730951
```

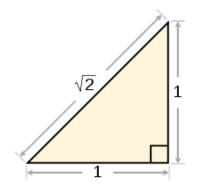
How to find the square root of 2?



>>> f = lambda x: 
$$x*x - 2$$
  
>>> df = lambda x:  $2*x$   
>>> find\_zero(f, df)

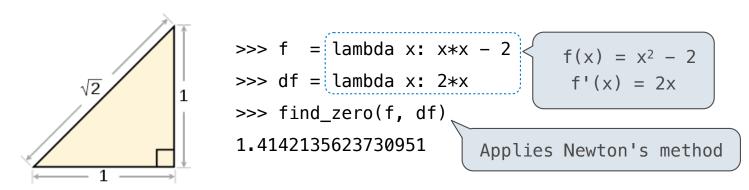
1.4142135623730951

How to find the square root of 2?



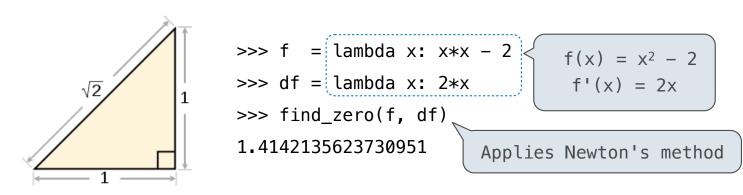
```
>>> f = lambda x: x*x - 2 f(x) = x^2 - 2
>>> df = lambda x: 2*x f'(x) = 2x
>>> find_zero(f, df)
1.4142135623730951 Applies Newton's method
```

How to find the square root of 2?

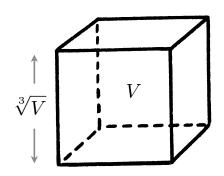


How to find the cube root of 729?

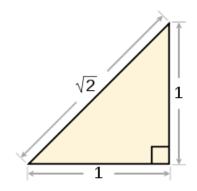
How to find the square root of 2?



How to find the cube root of 729?

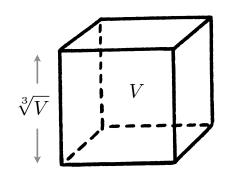


How to find the square root of 2?

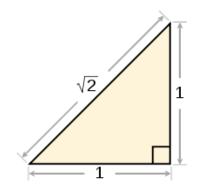


>>> f = lambda x: 
$$x*x - 2$$
  $f(x) = x^2 - 2$   
>>> df = lambda x:  $2*x$   $f'(x) = 2x$   
>>> find\_zero(f, df)  
1.4142135623730951 Applies Newton's method

How to find the cube root of 729?

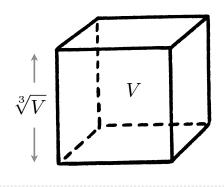


How to find the square root of 2?

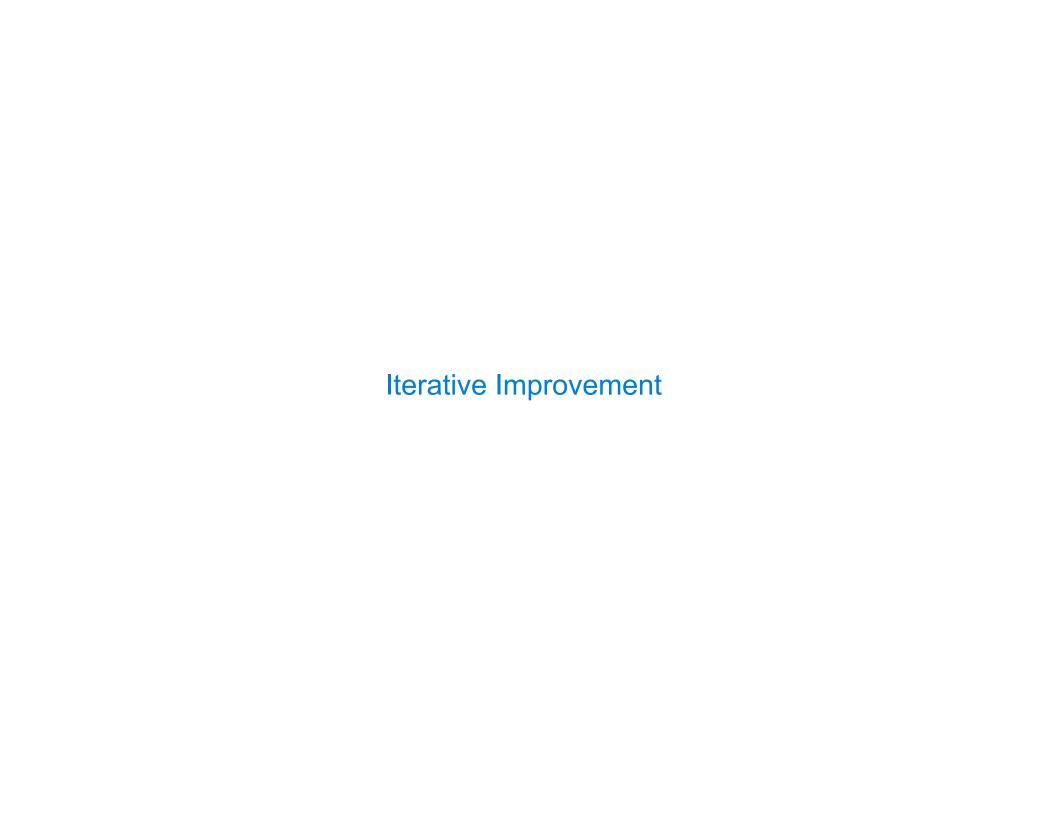


>>> f = lambda x: 
$$x*x - 2$$
  $f(x) = x^2 - 2$   
>>> df = lambda x:  $2*x$   $f'(x) = 2x$   
>>> find\_zero(f, df)  
1.4142135623730951 Applies Newton's method

How to find the cube root of 729?



>>> g = lambda x: 
$$x*x*x - 729$$
  
>>> dg = lambda x:  $3*x*x$   
>>> find\_zero(g, dg)  
g(x) =  $x^3 - 729$   
g'(x) =  $3x^2$ 



Special Case: Square Roots	 	

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

Update:

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

Update: 
$$X = \frac{X + \frac{a}{X}}{2}$$

Babylonian Method

How to compute square\_root(a)

**Idea:** Iteratively refine a guess x about the square root of a

Update: 
$$X = \frac{X + \frac{a}{X}}{2}$$
Babylonian Method

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a

Update: 
$$x = \frac{x + \frac{a}{x}}{2}$$
 Babylonian Method

Implementation questions:

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a

Update: 
$$x = \frac{x + \frac{a}{x}}{2}$$
 Babylonian Method

#### Implementation questions:

What guess should start the computation?

How to compute square\_root(a)

Idea: Iteratively refine a guess x about the square root of a

Update: 
$$x = \frac{x + \frac{a}{x}}{2}$$
 Babylonian Method

#### Implementation questions:

What guess should start the computation?

How do we know when we are finished?

Special Case:	Cube Roots

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

Update:

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

Update: 
$$x = \frac{2 \cdot x + \frac{a}{x^2}}{3}$$

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

Implementation questions:

How to compute cube\_root(a)

Idea: Iteratively refine a guess x about the cube root of a

#### Implementation questions:

What guess should start the computation?

How to compute cube\_root(a)

**Idea:** Iteratively refine a guess x about the cube root of a

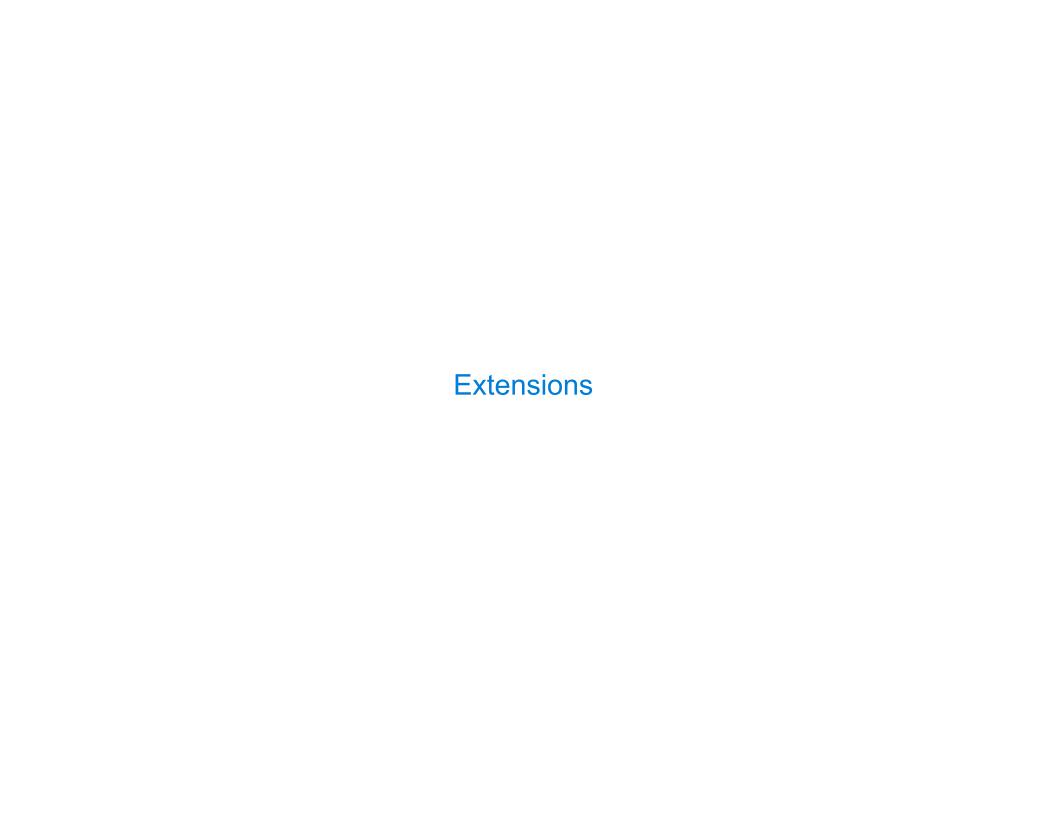
#### Implementation questions:

What guess should start the computation?

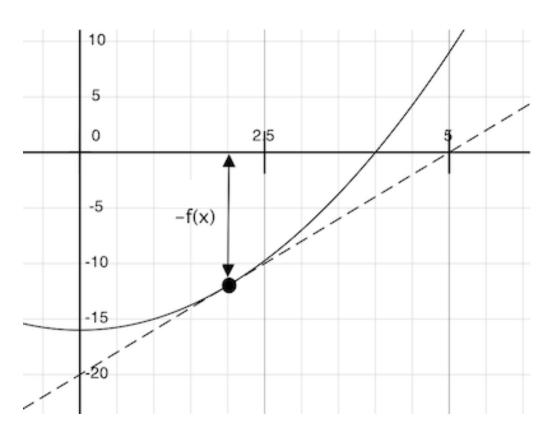
How do we know when we are finished?

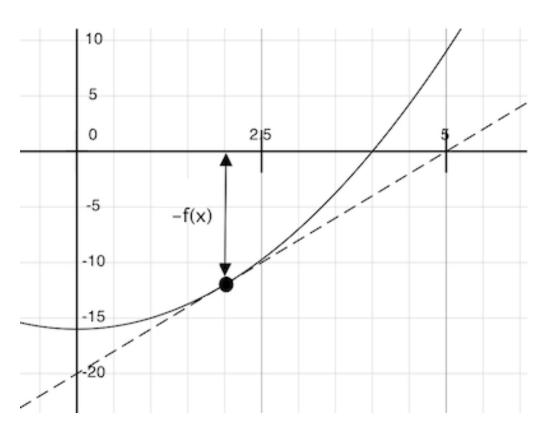
Implementing Newton's Method

(Demo)

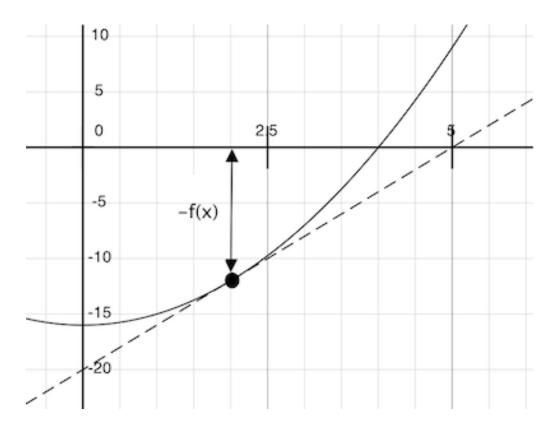


Approximate Differentiation	
7 (pproximate binerentiation	



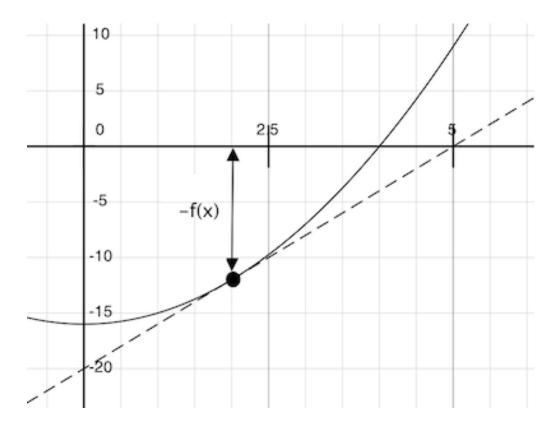


$$f(x) = x^2 - 16$$



$$f(x) = x^2 - 16$$

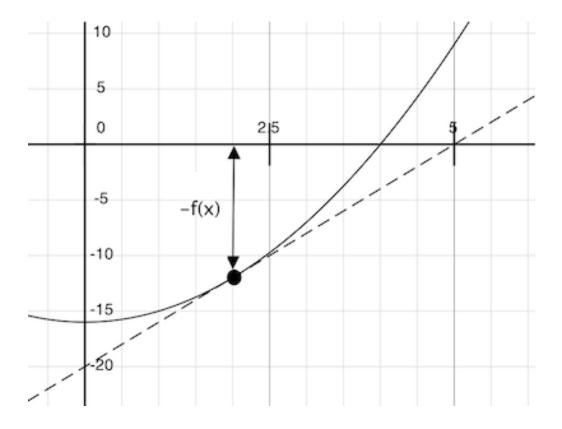
$$f'(x) = 2x$$



$$f(x) = x^2 - 16$$

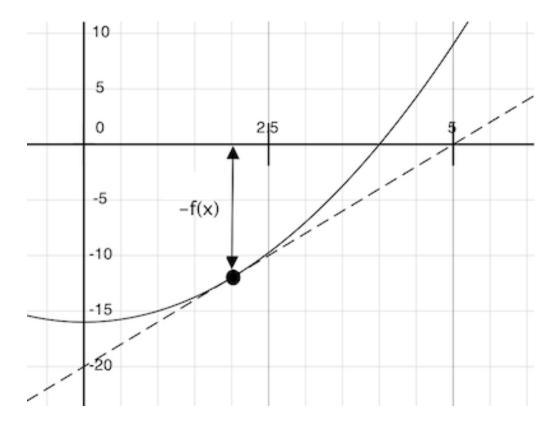
$$f'(x) = 2x$$

$$f'(2) = 4$$



$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

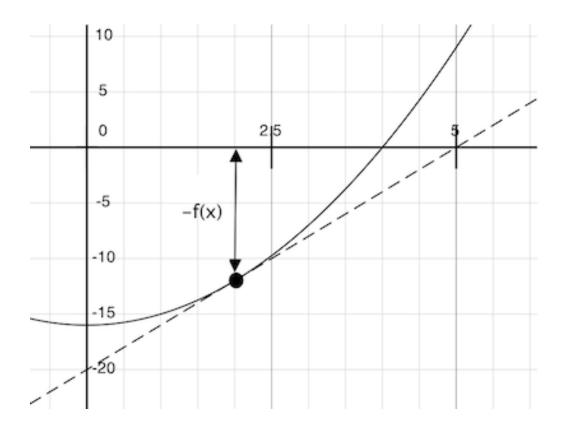
$$f'(2) = 4$$



$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

$$f'(2) = 4$$

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

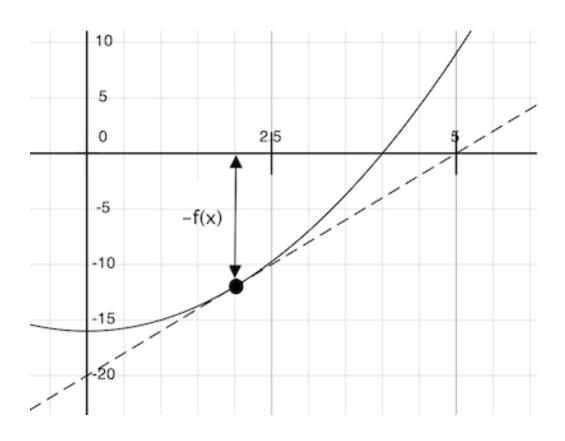


$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

$$f'(2) = 4$$

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

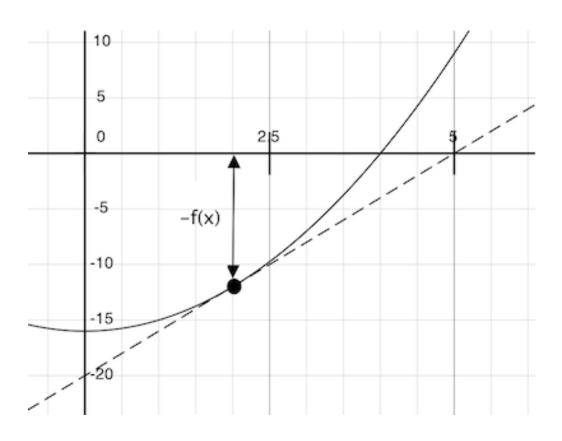
$$f'(x) \approx \frac{f(x+a) - f(x)}{a}$$



$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

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

$$f'(x) pprox rac{f(x+a) - f(x)}{a}$$
 (if  $a$  is small)

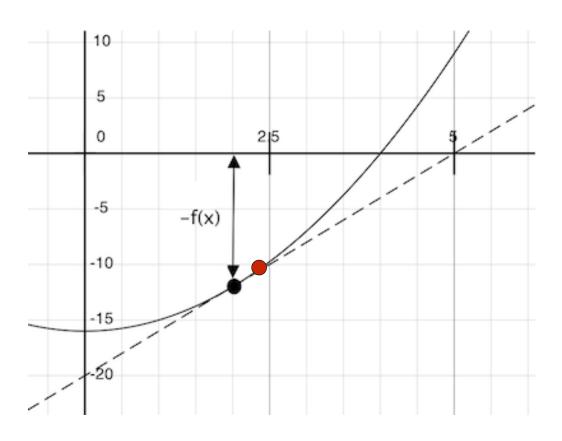


$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

$$f'(2) = 4$$

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

$$f'(x) pprox rac{f(x+a) - f(x)}{a}$$
 (if  $a$  is small)

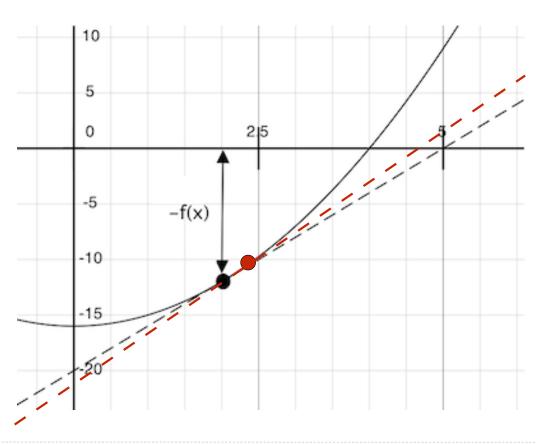


$$f(x) = x^2 - 16$$
  
 $f'(x) = 2x$ 

$$f'(2) = 4$$

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

$$f'(x) pprox rac{f(x+a) - f(x)}{a}$$
 (if  $a$  is small)



Differentiation can be performed symbolically or numerically

$$f(x) = x^2 - 16$$

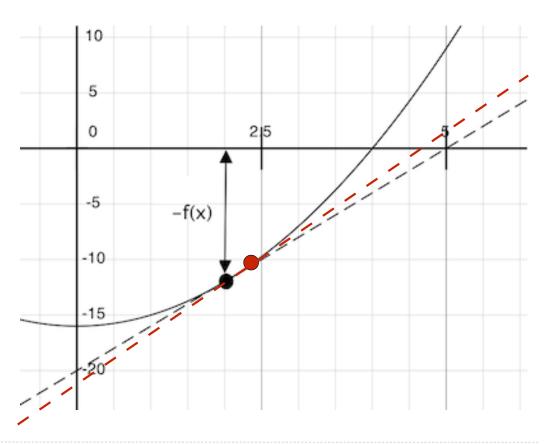
$$f'(x) = 2x$$

$$f'(2) = 4$$

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

$$f'(x) pprox rac{f(x+a)-f(x)}{a}$$
 (if  $a$  is small)

(Demo)



### Inverse Function

### **Inverse Function**

The inverse  $f^{-1}(y)$  of a differentiable, one-to-one function computes the value x such that f(x) = y

### **Inverse Function**

The inverse  $f^{-1}(y)$  of a differentiable, one-to-one function computes the value x such that f(x) = y

(Demo)