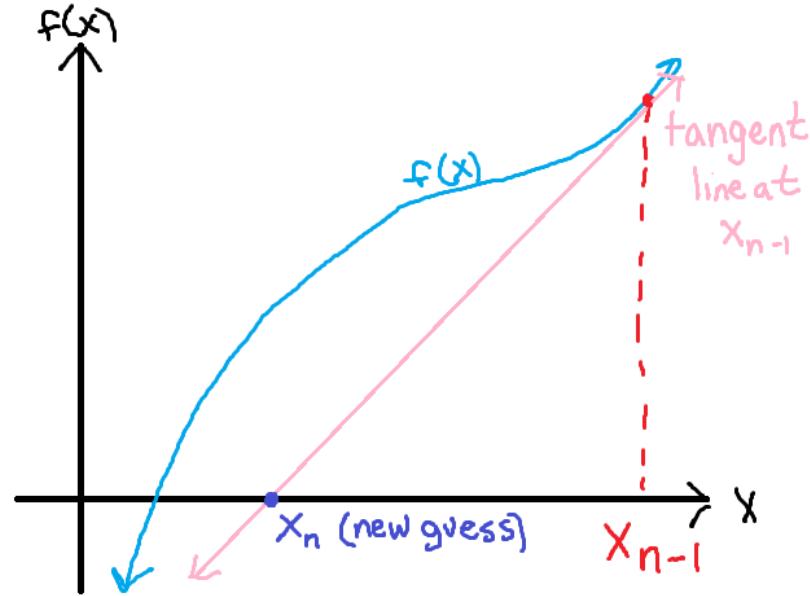


Newton's Method of Fixed Point Iteration Extended to the Complex Plane

Zeph

Refresher: How Newton's Method Works

- Use linear approximation of a function at a point to approximate root
- Use that approximation as new starting point; repeat
- Requirements: $f(x)$ is continuous and twice differentiable; $f'(x) \neq 0$ on the interval chosen



Extension of Newton's Method to the Complex Plane

- Complex numbers: $a + bi$
- Can be represented on a plane, where a is the x coordinate of a number and b is its y coordinate
- If Newton's Method can be applied to some function $f(x)$ on the real line, we can just start plugging in complex numbers and get $f(z)$ in the complex plane

Basins in Newton's Method

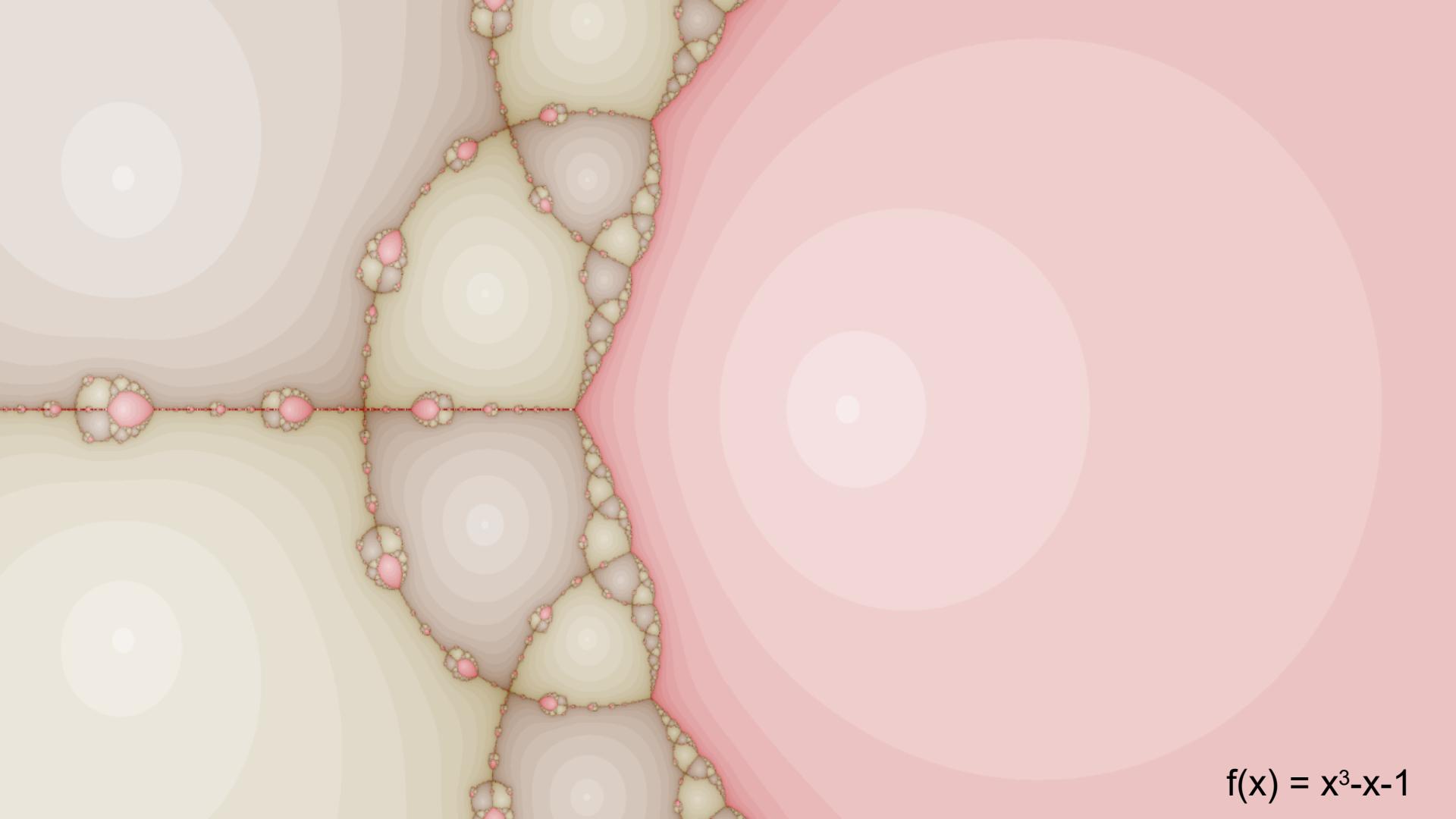
- For a function with more than one root, which root Newton's Method converges to depends on the starting position
- The “basin” of a root is the set of initial conditions that converge to the root
- For some functions (such as functions with only one root), the basins are easy to figure out
- Other functions, like most cubic polynomials, are more complicated

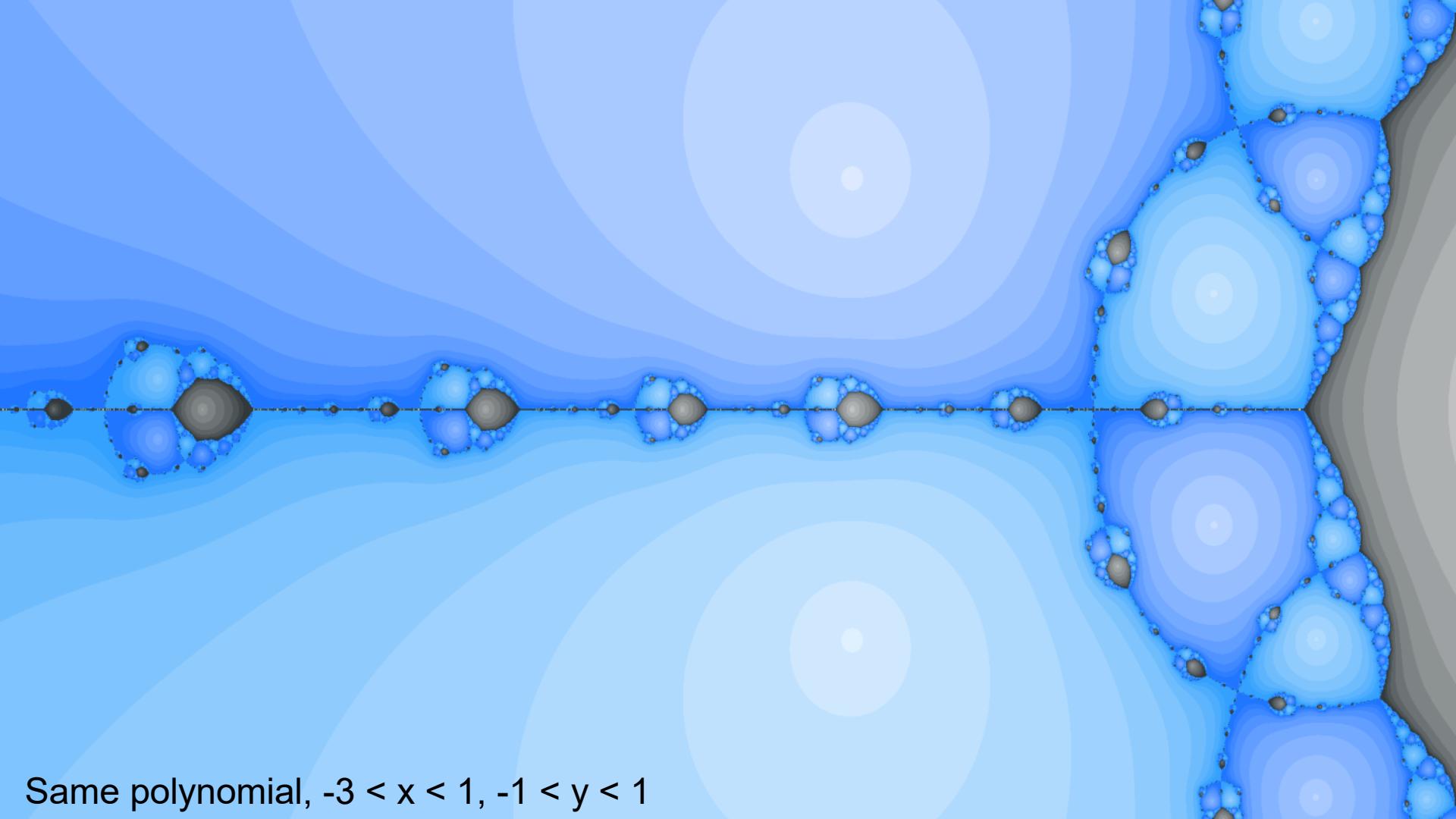
Basins in the Complex Plane

- Instead of being intervals on the real line, basins of attraction are now areas of the complex plane
- First investigated by Arthur Cayley in 1879, who figured out a rule governing the division of the basins for quadratic polynomials in the complex plane
- But he couldn't figure out the rule for cubic polynomials!

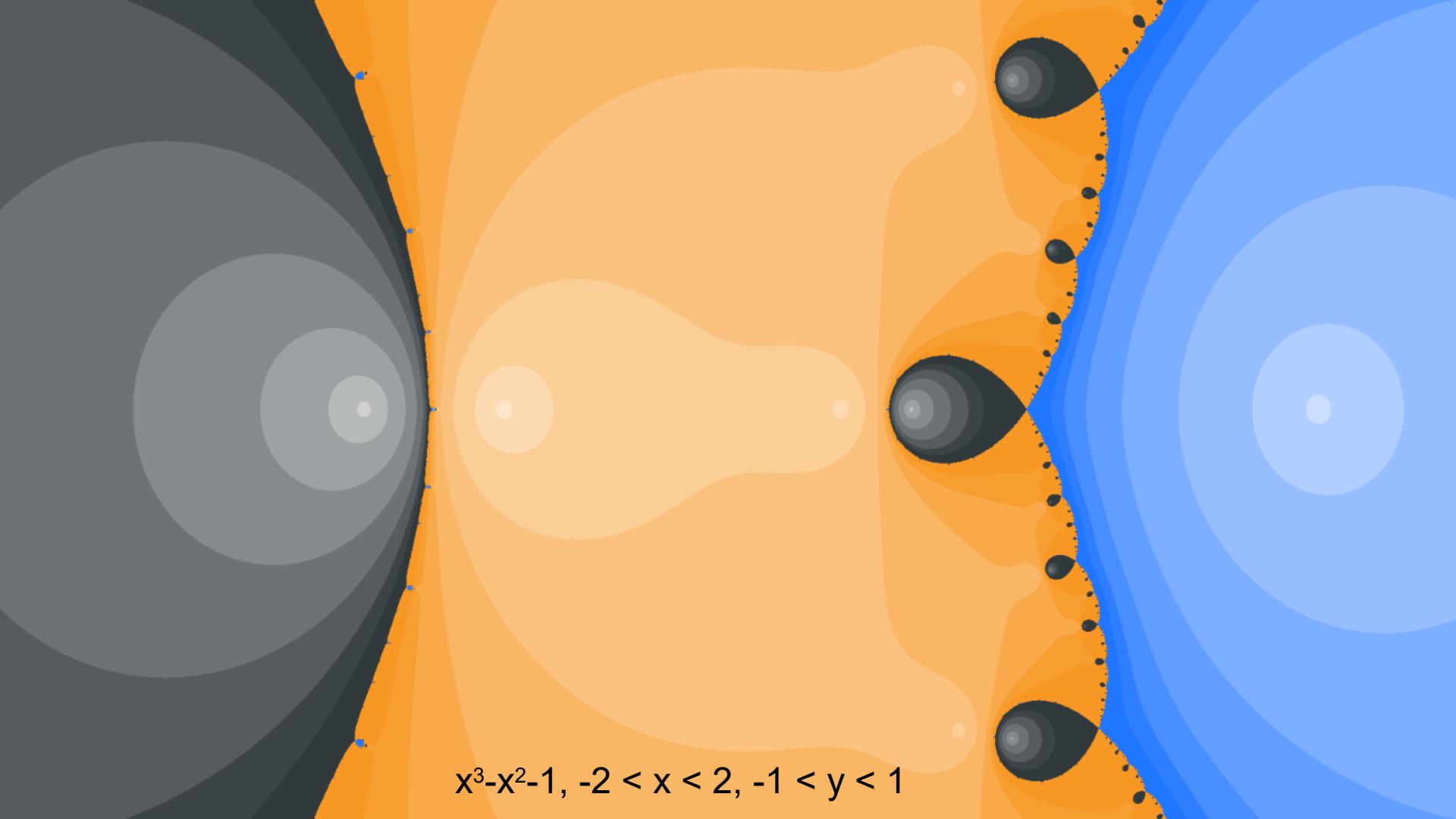
Code

- Complex object class: arithmetic operators, absolute value, a few trigonometric operators, and a `toString` that outputs “ $a + bi$ ”
- Newton’s method class: static method that’s practically the same as the original, but with Complex objects substituted for doubles
- Application class that makes a picture
- (And a user-friendly, polynomials-only version, and Halley’s Method)


$$f(x) = x^3 - x - 1$$

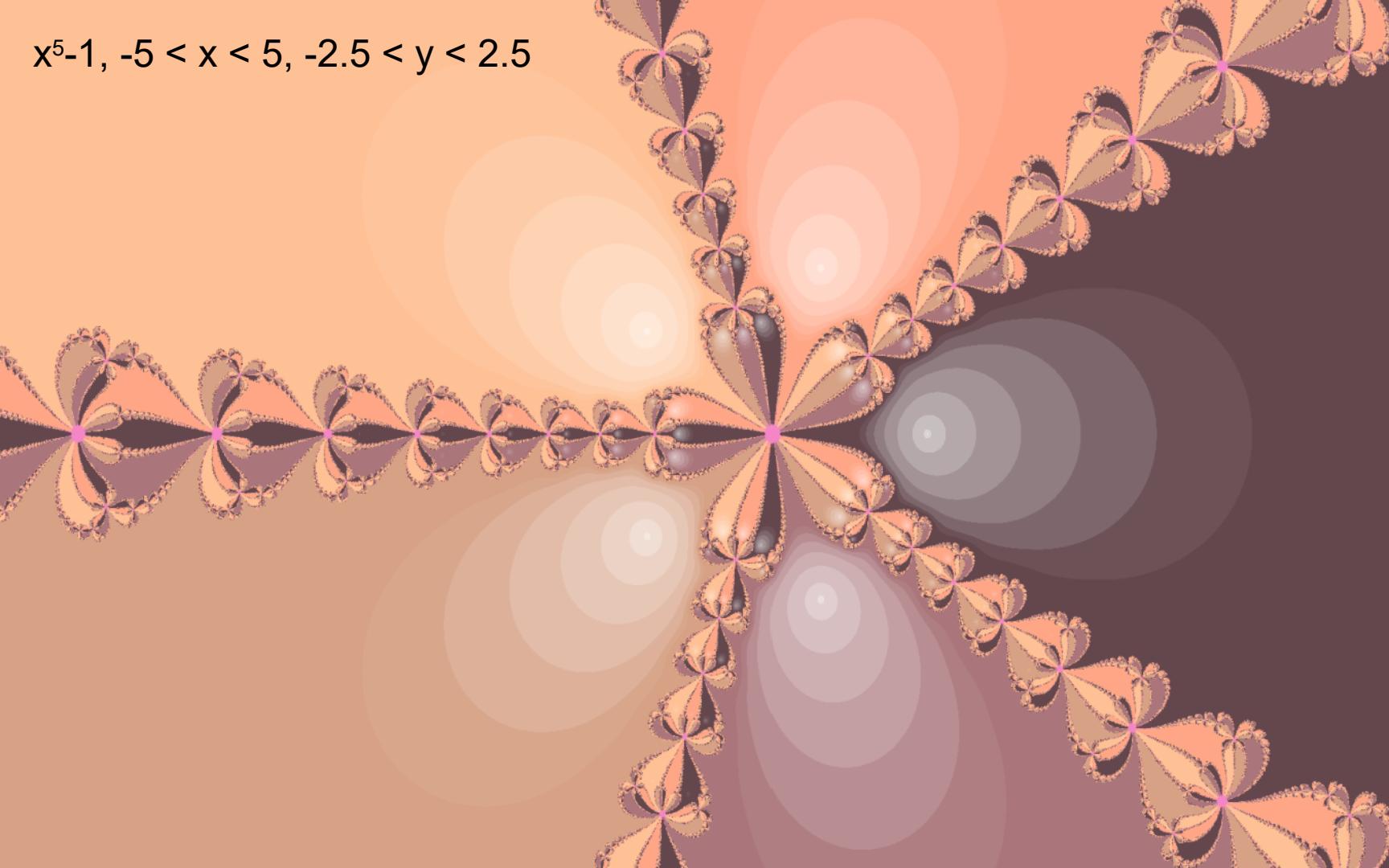


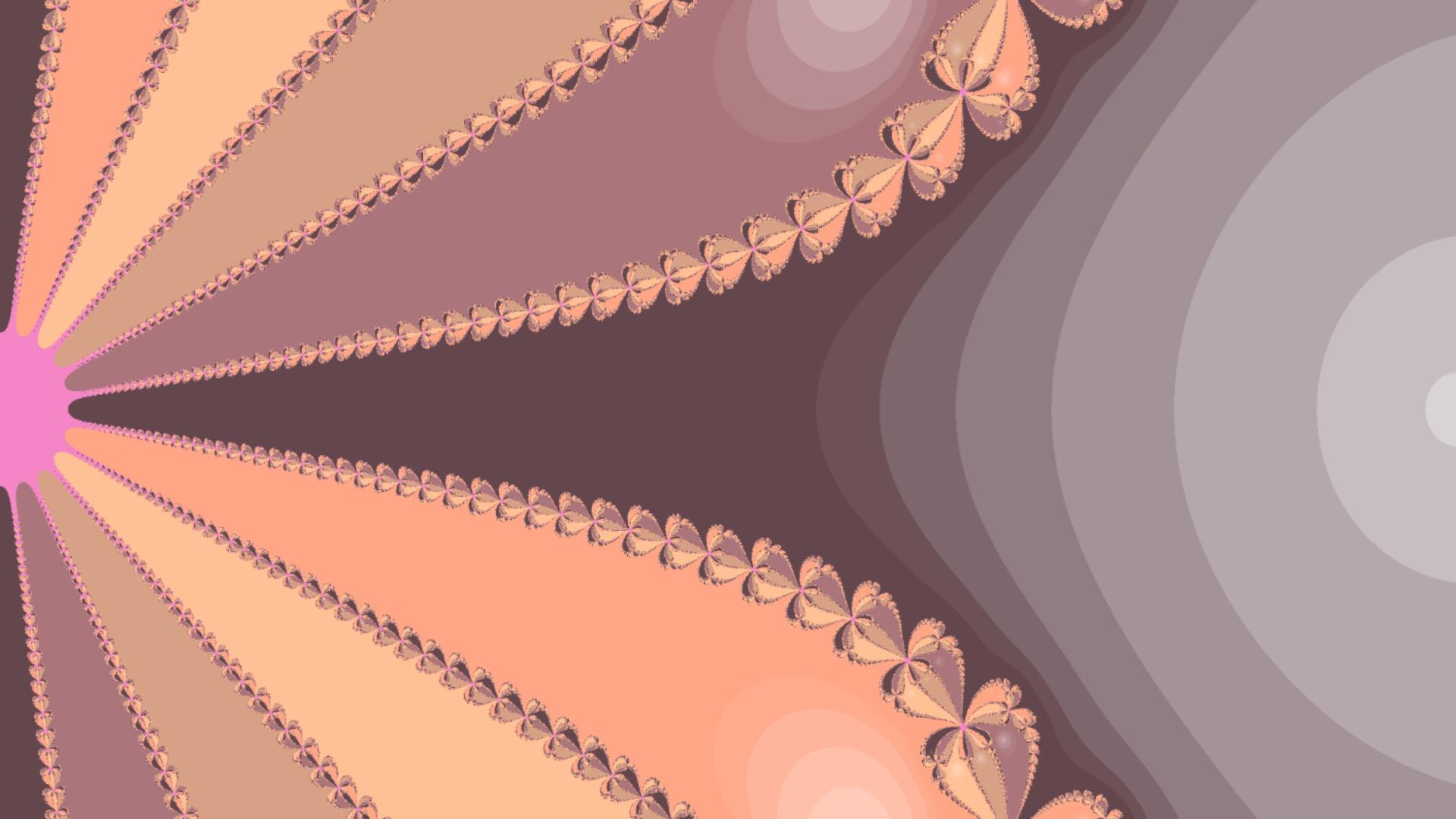
Same polynomial, $-3 < x < 1$, $-1 < y < 1$



$$x^3 - x^2 - 1, \quad -2 < x < 2, \quad -1 < y < 1$$

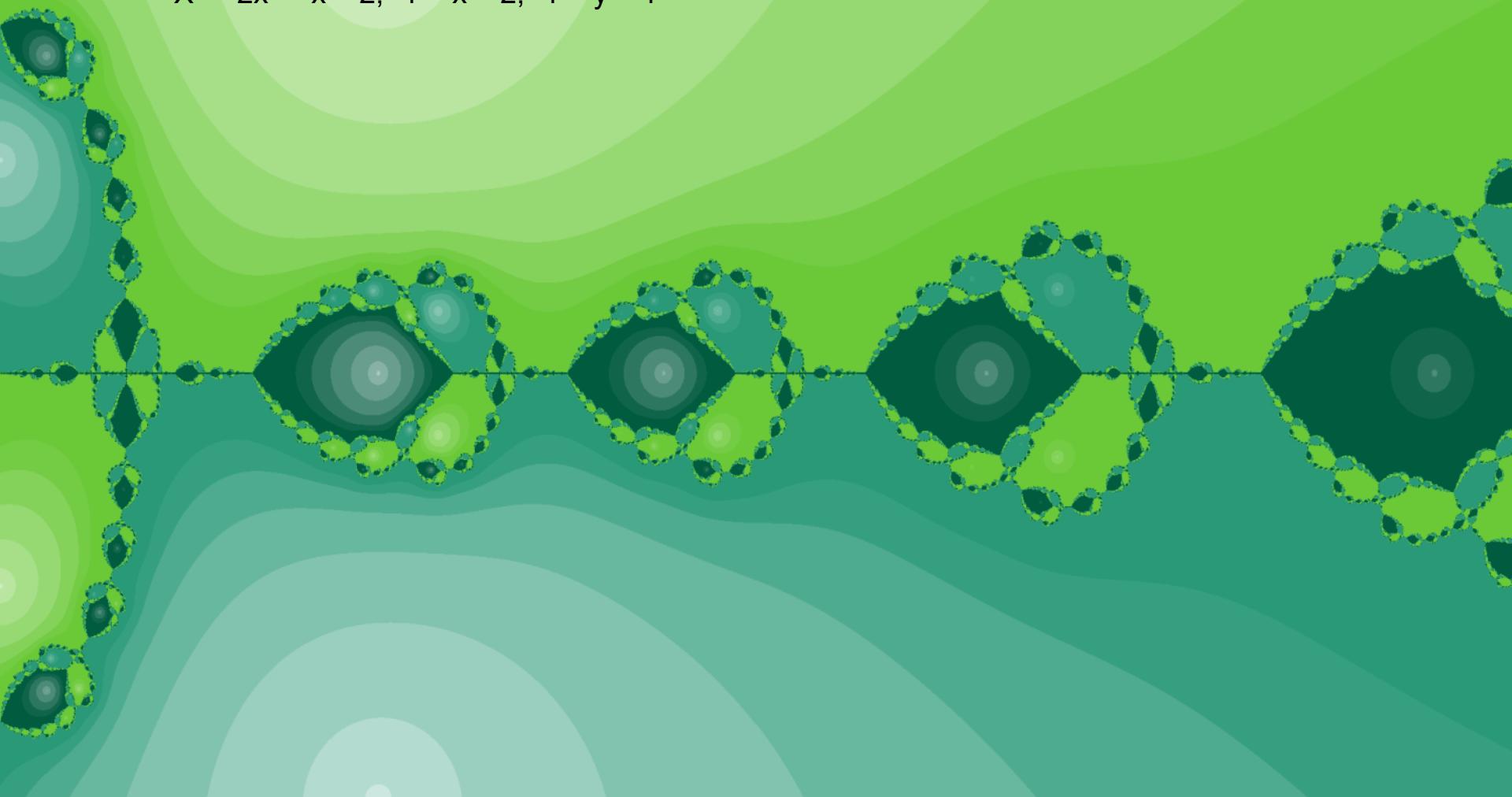
$x^5 - 1$, $-5 < x < 5$, $-2.5 < y < 2.5$





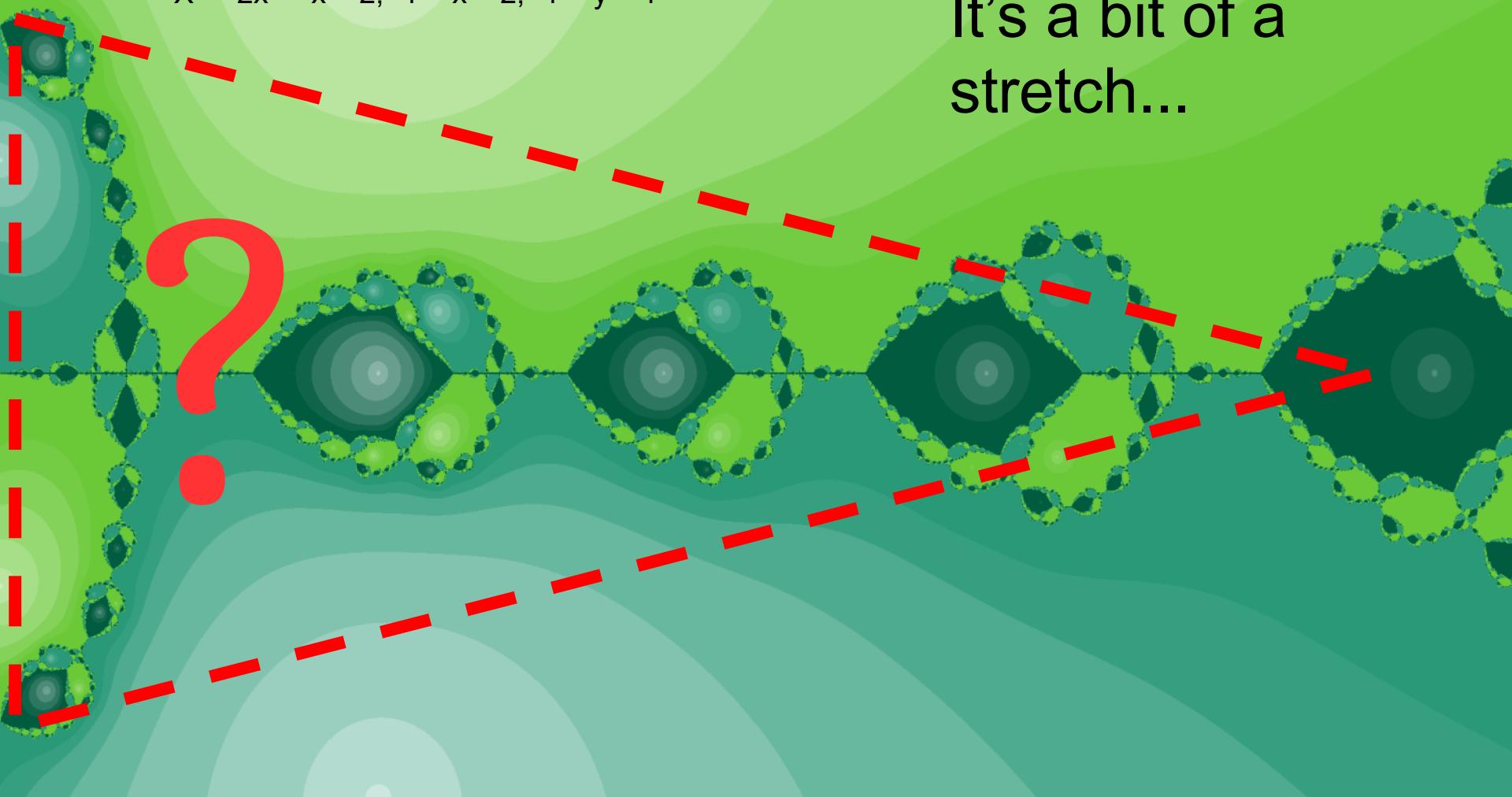
$$z^5 - z, \quad -2 < x < 2, \quad -1 < y < 1$$

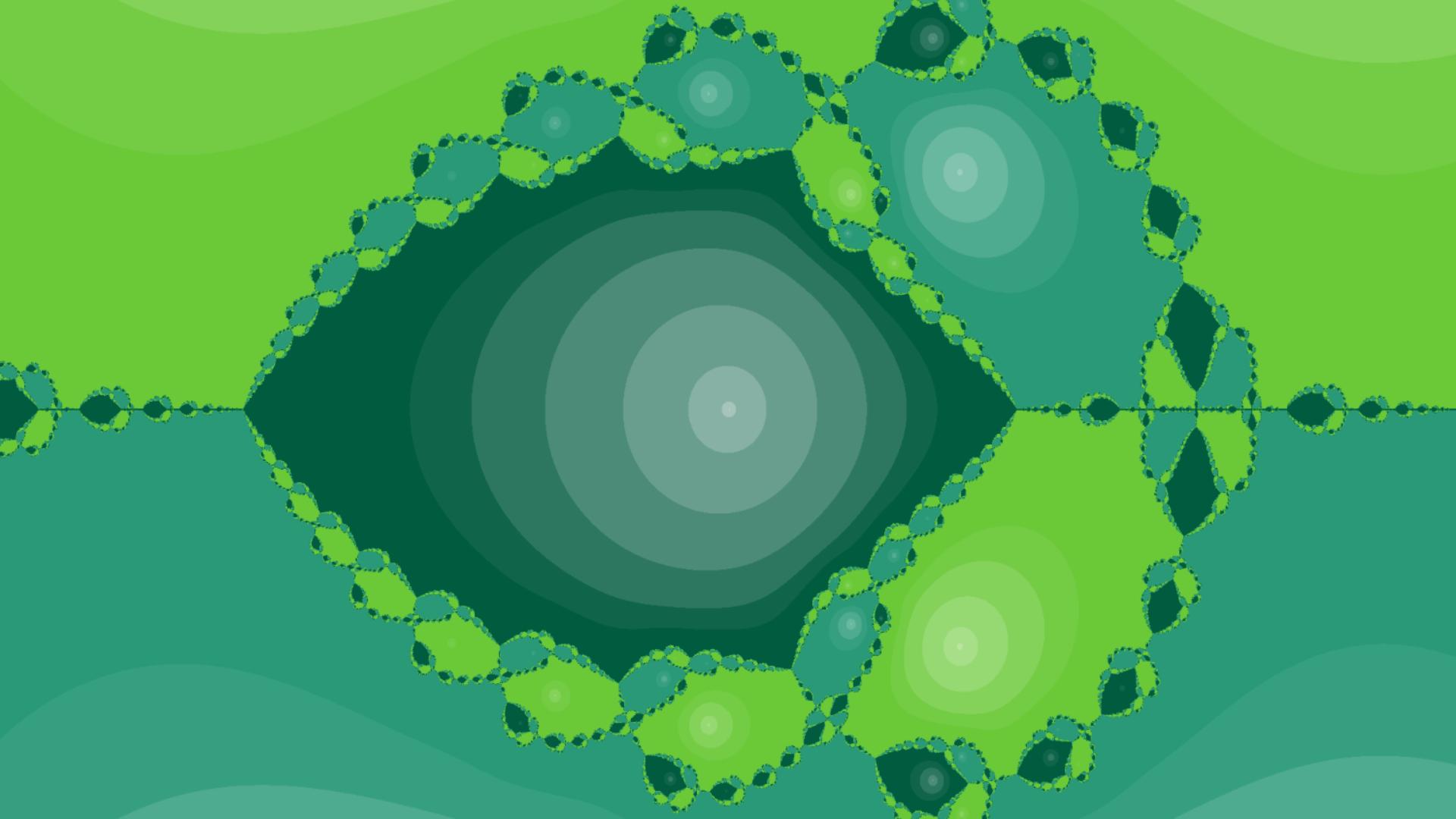
$$X^3 + 2X^2 + X + 2, -1 < x < 2, -1 < y < 1$$



$$X^3 + 2X^2 + X + 2, -1 < x < 2, -1 < y < 1$$

It's a bit of a
stretch...

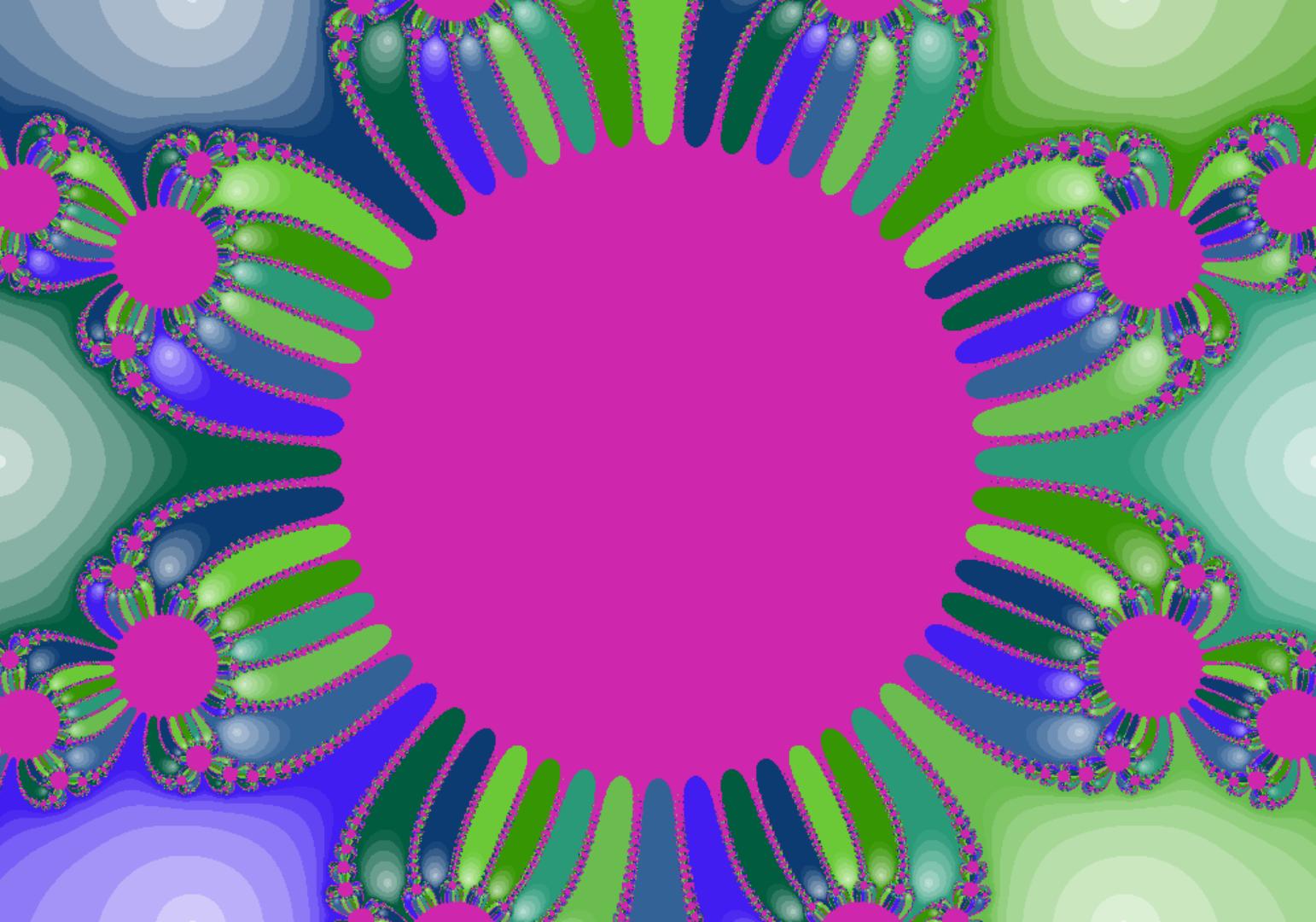


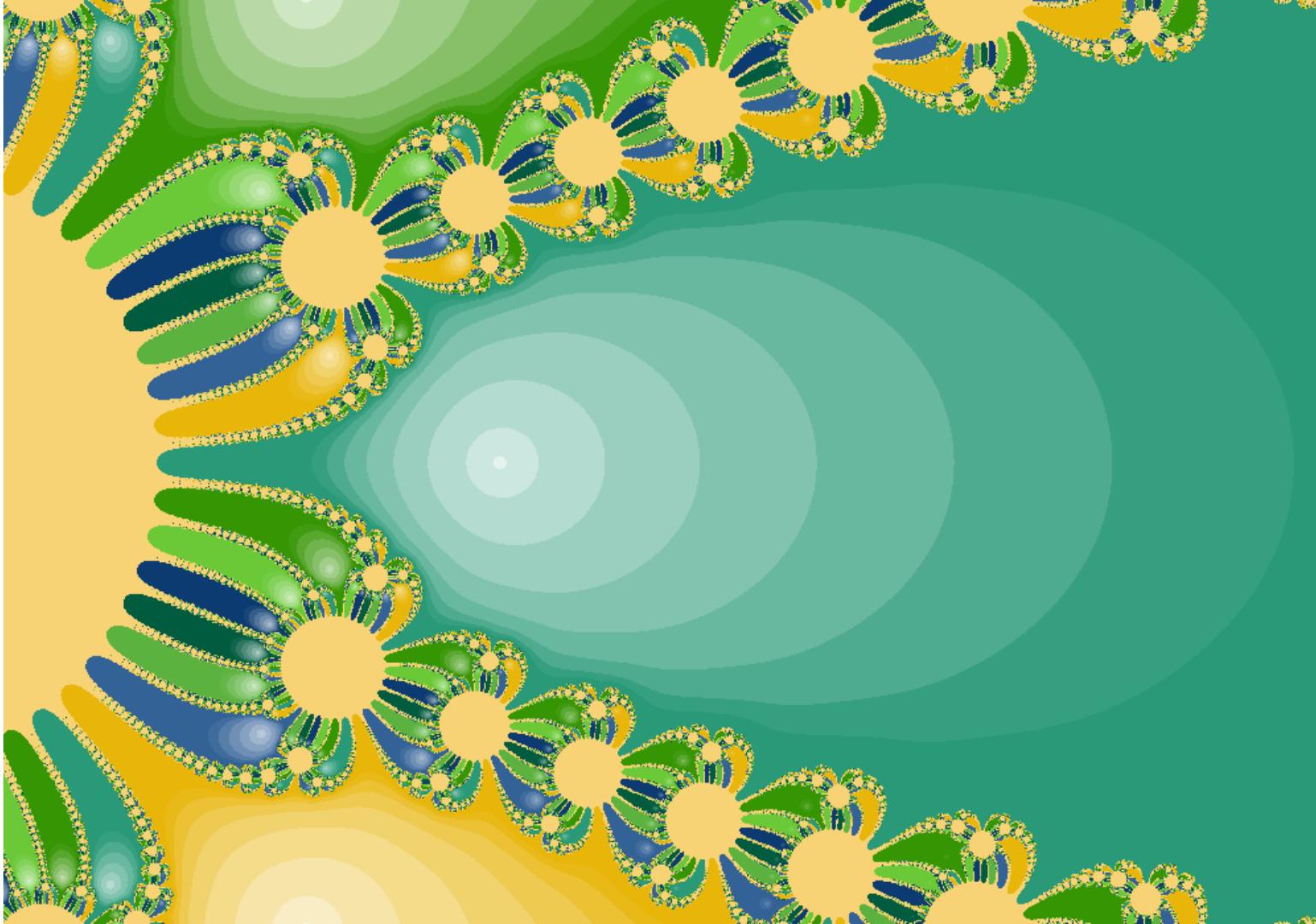


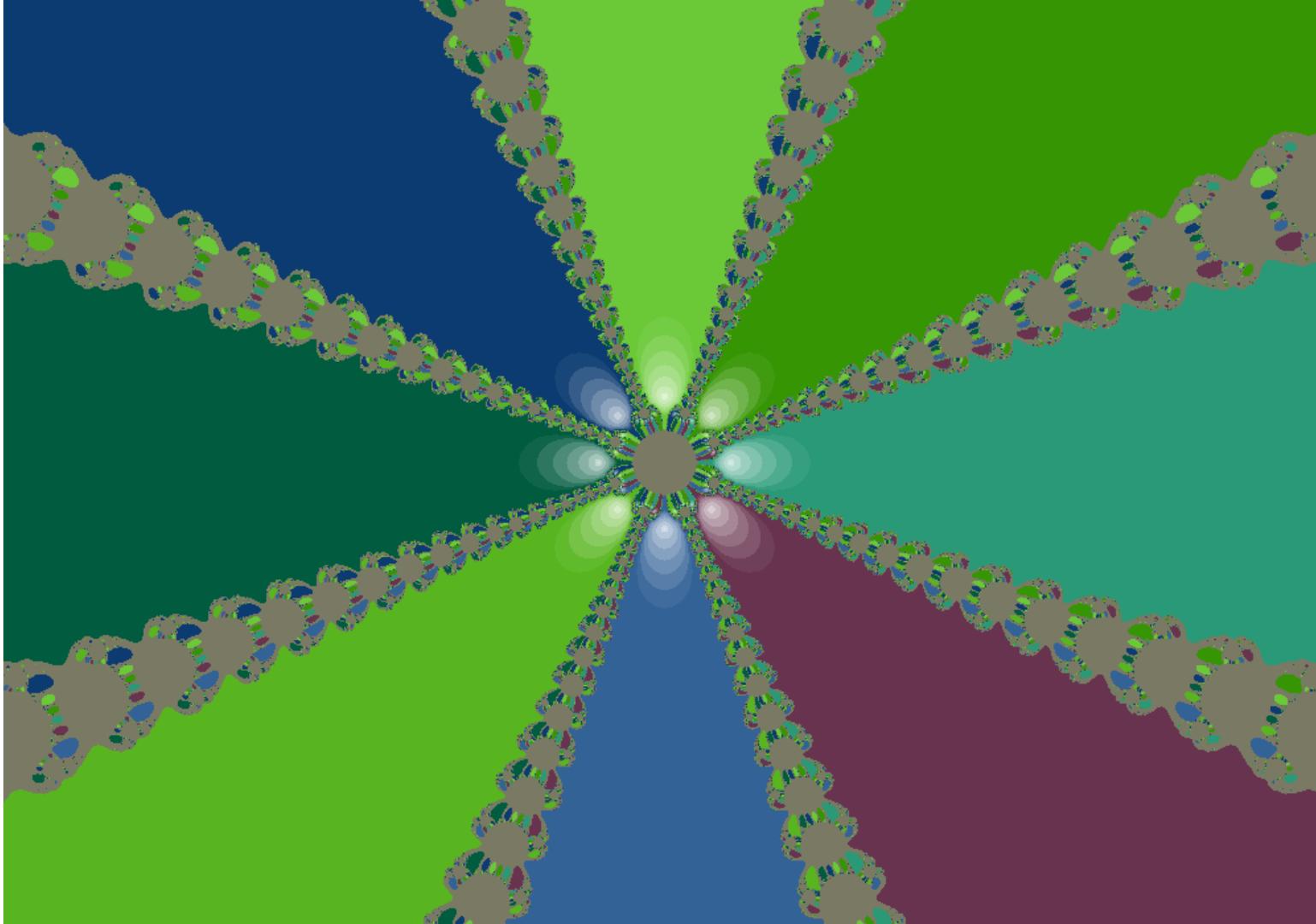
$x^8 - 1$

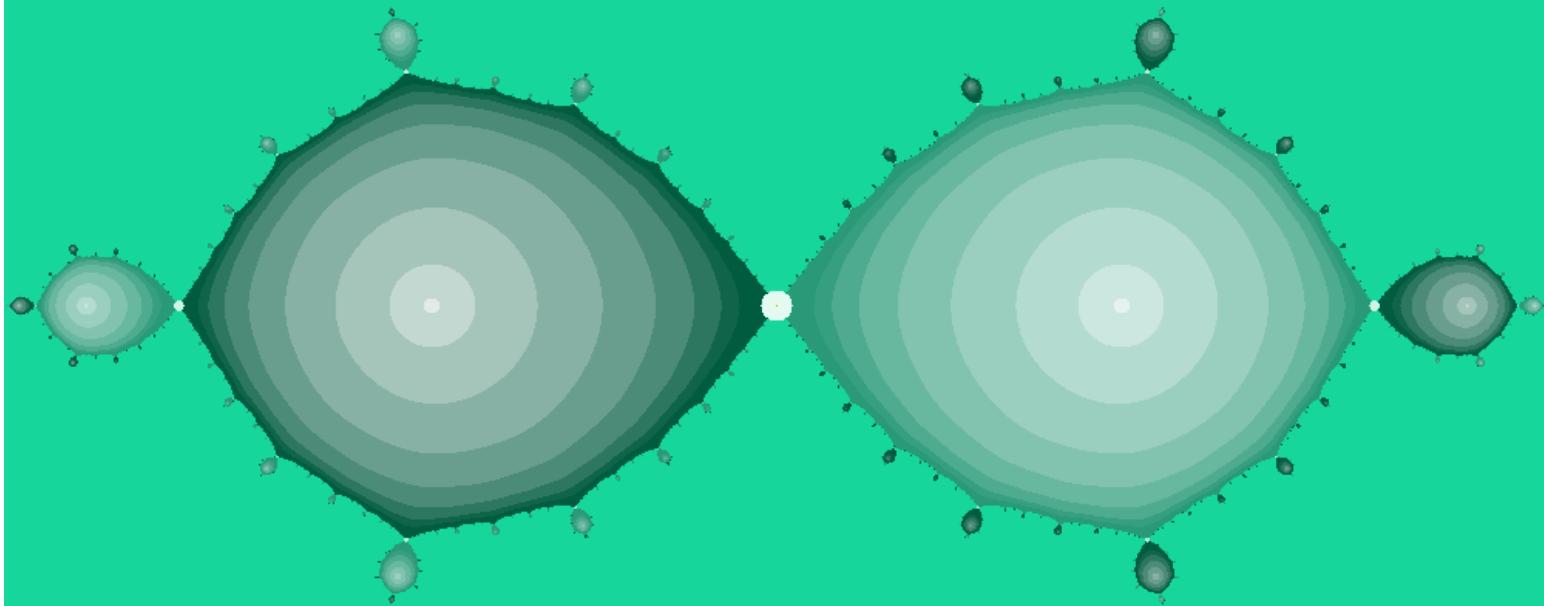
$-1 < x < 1$

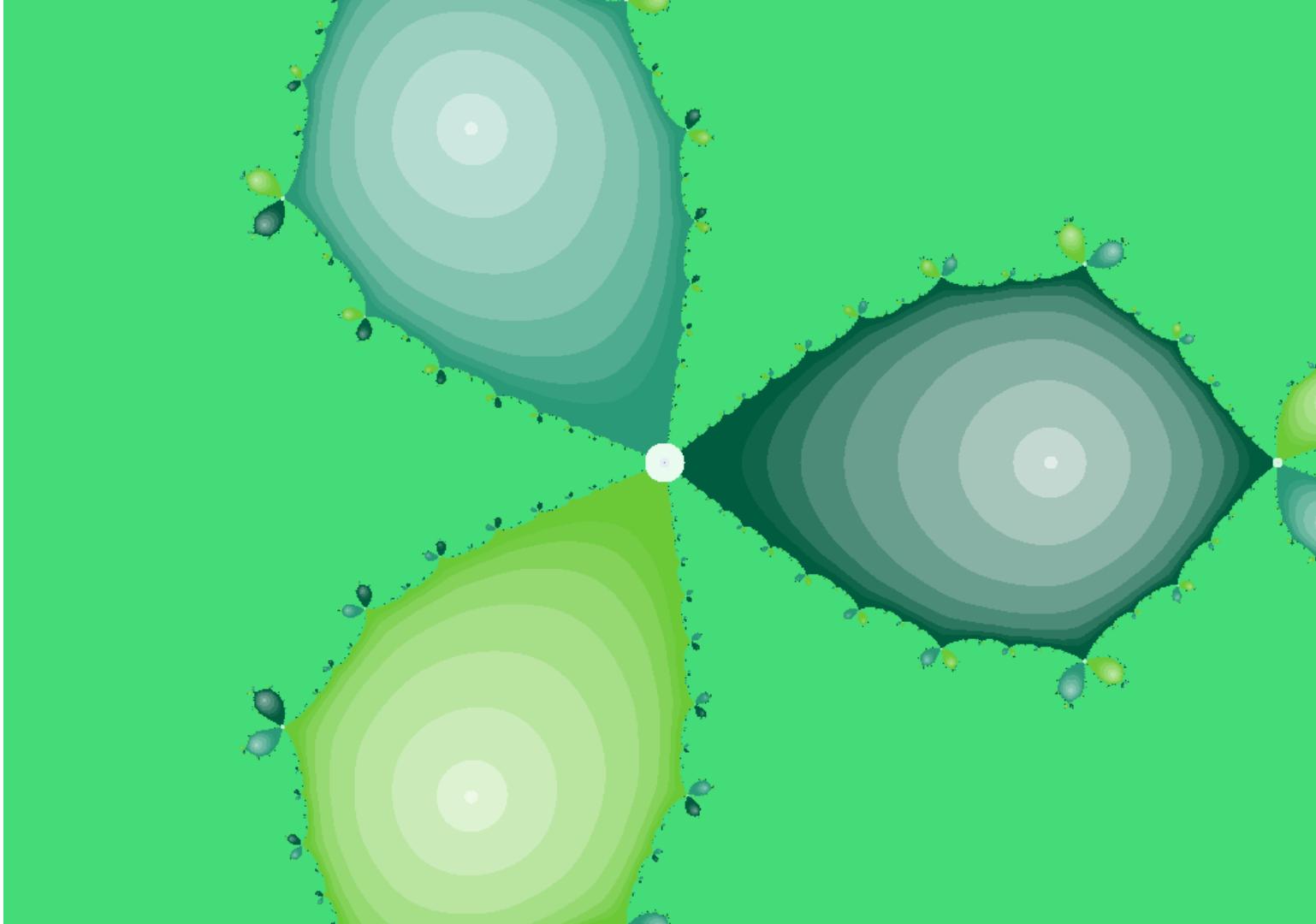
$-0.7 < y <$
 0.7



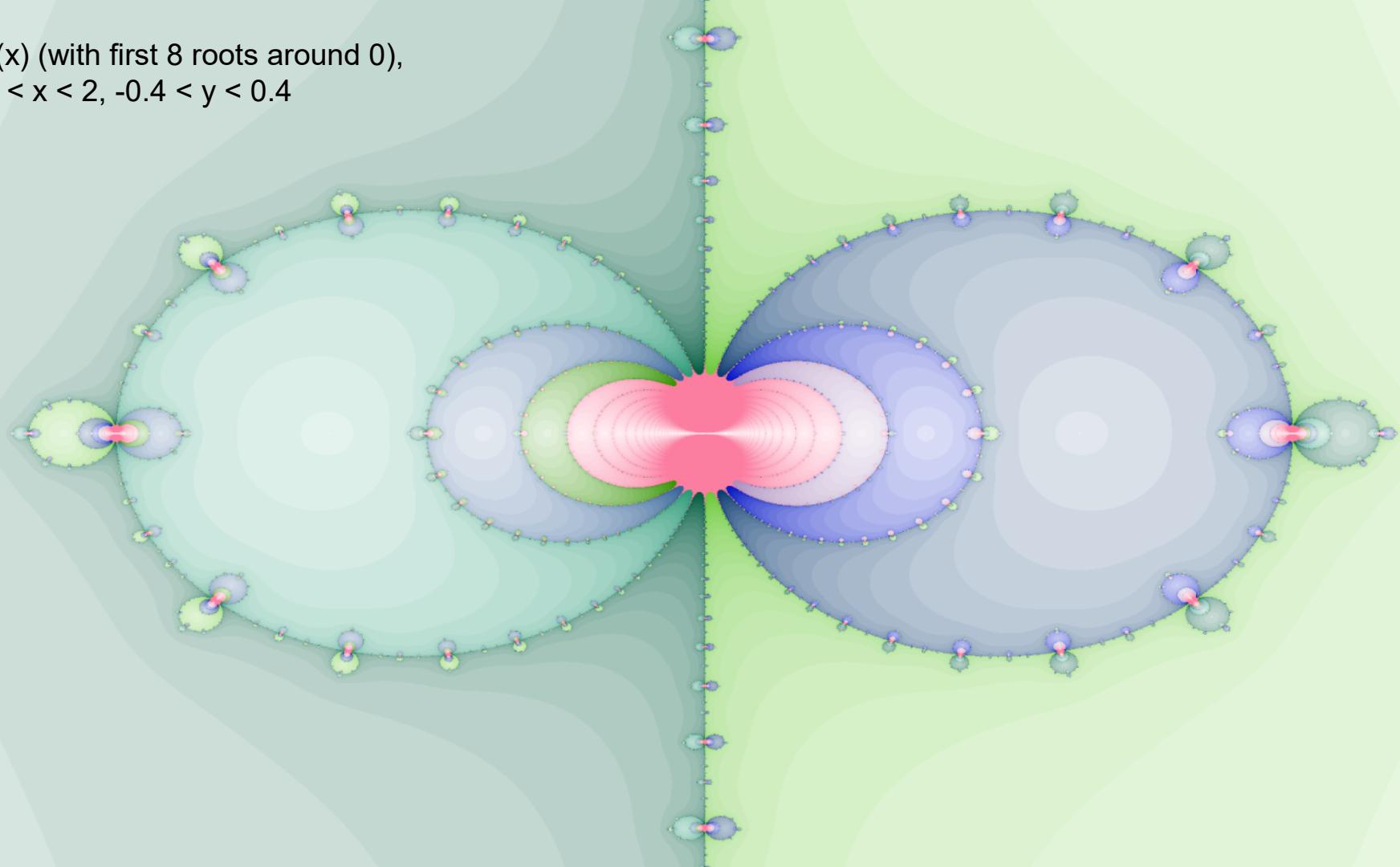








$\sin(x)$ (with first 8 roots around 0),
 $1.1 < x < 2$, $-0.4 < y < 0.4$



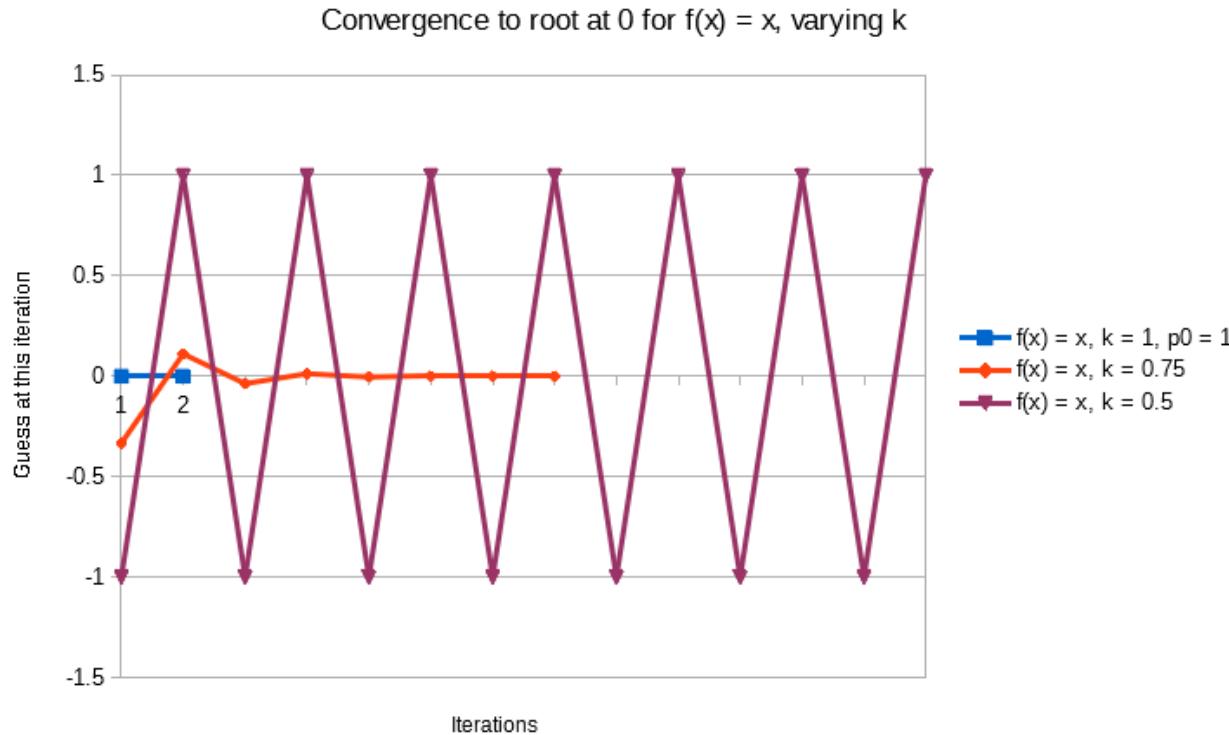
Let's make this more interesting...

Part of the function that “causes” the fractal patterns: places near $f'(x) = 0$

How can we maximize these places?

What about taking the square root of the whole function?

What this looks like for $f(x) = x$



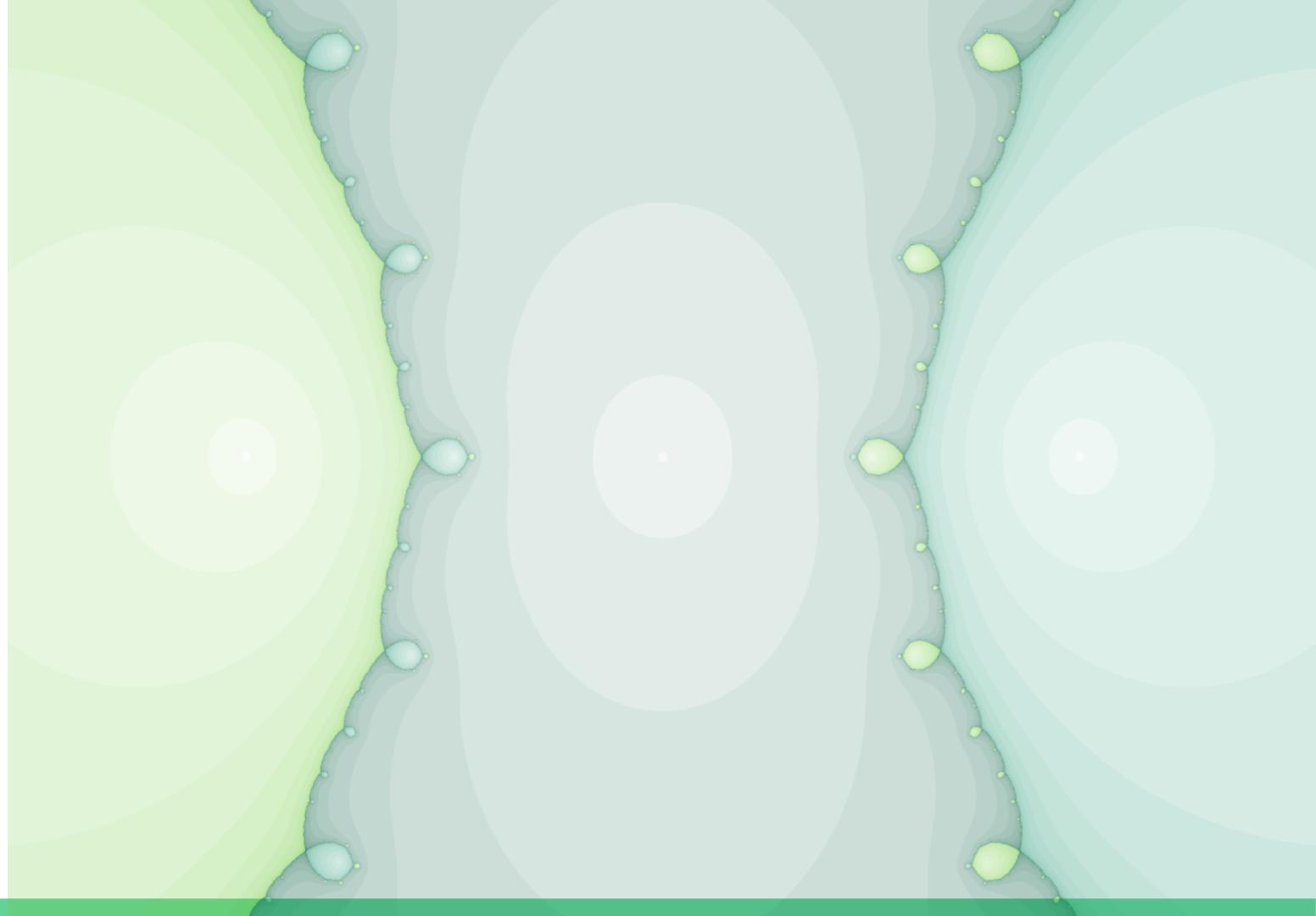
$k = 1,$

$$f(x) = x^3 - x,$$

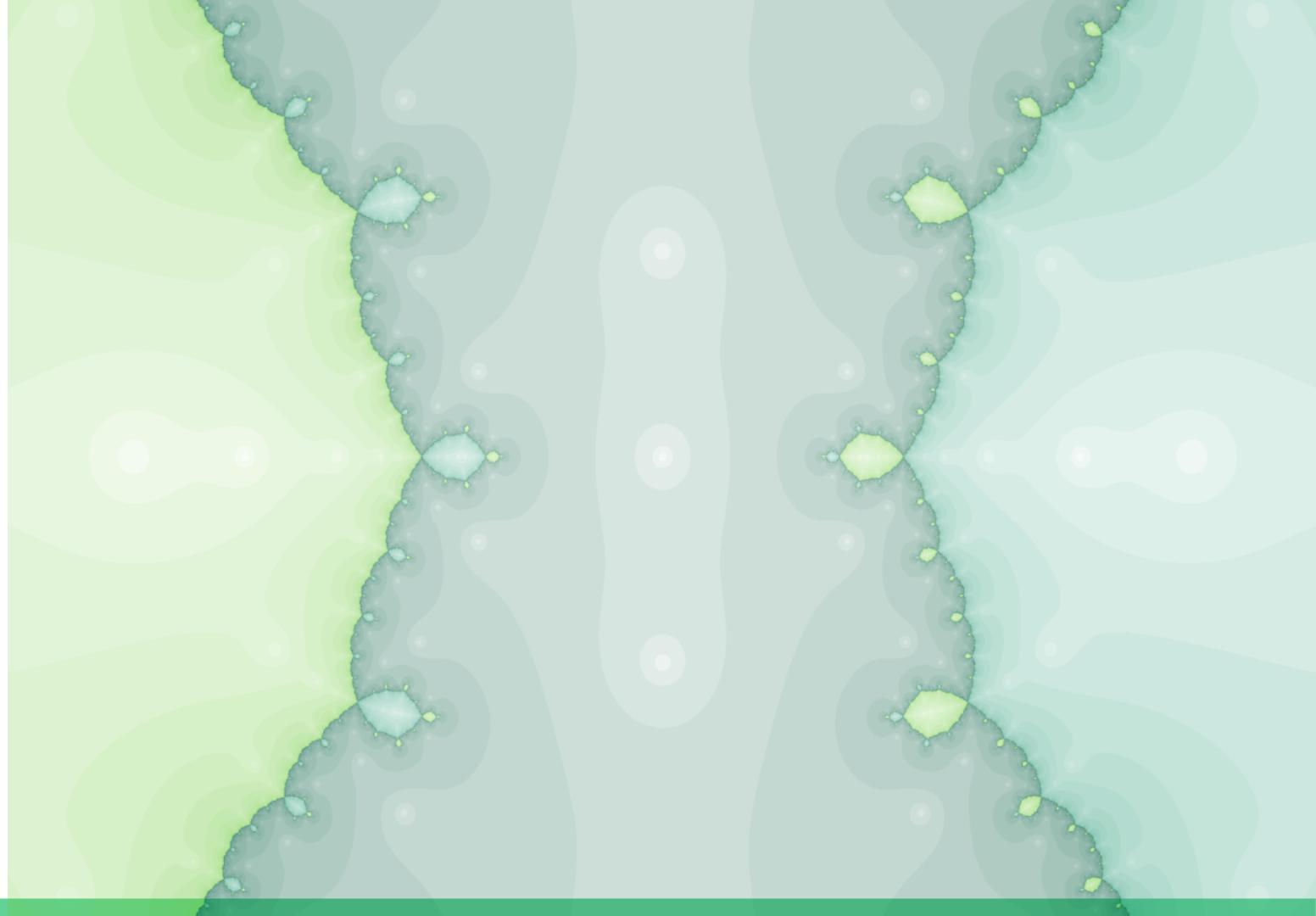
$$-\pi/2 < x < \pi/2,$$

$$-1 < y < 1$$

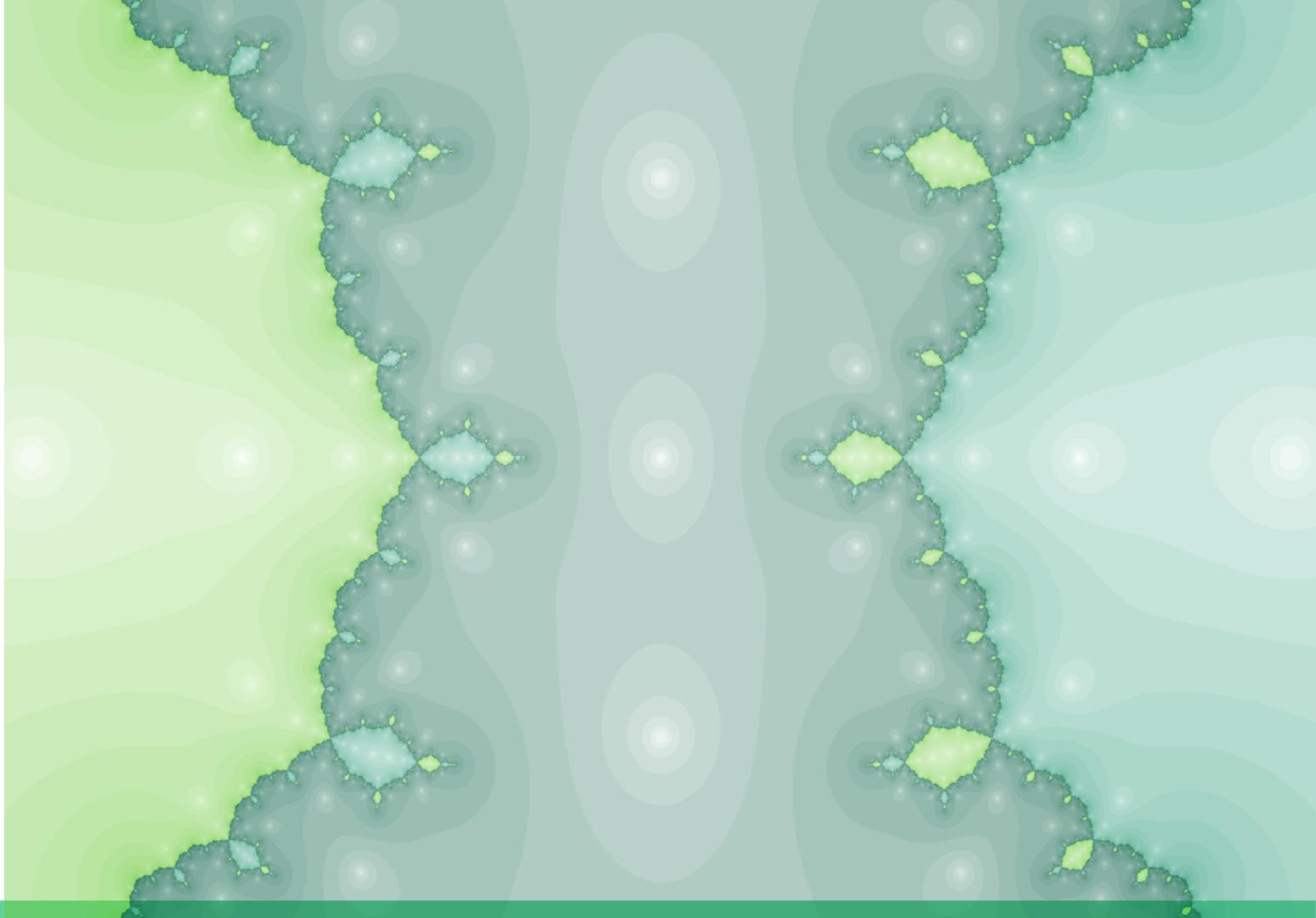
(Yes, I forgot to
reset my bounds
after playing
with a
trigonometric
function...)



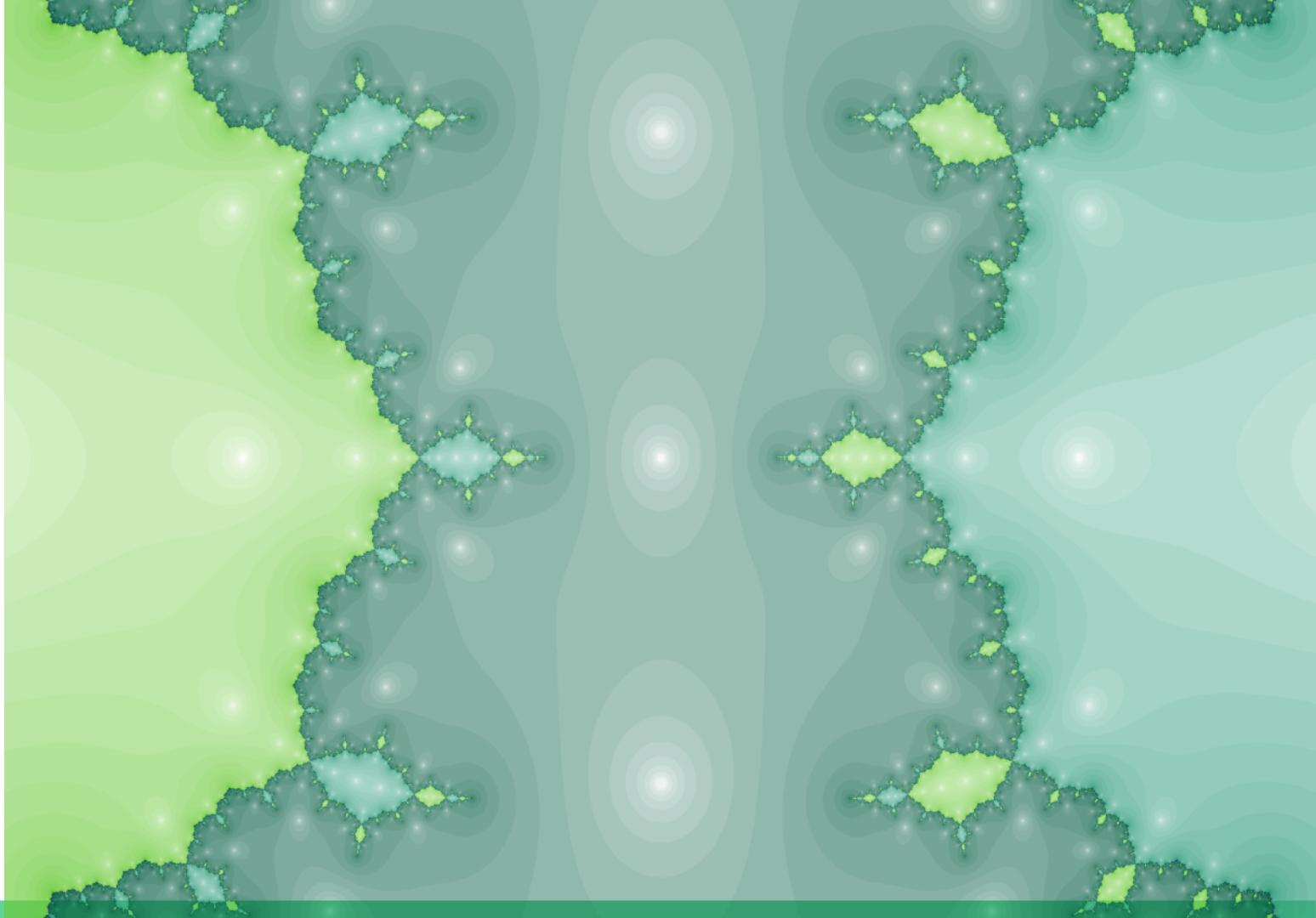
$k = 0.75$



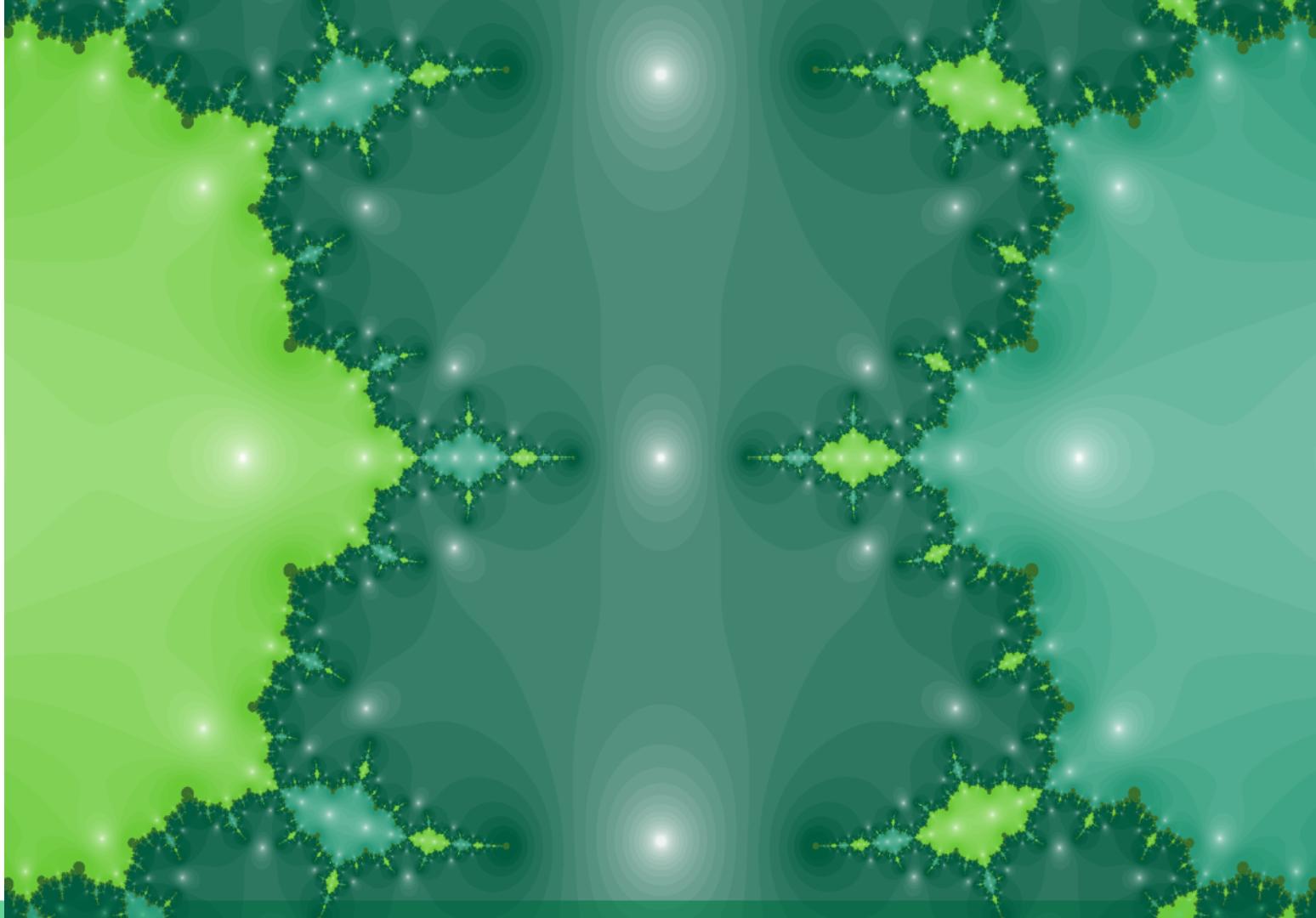
$k = 0.65$



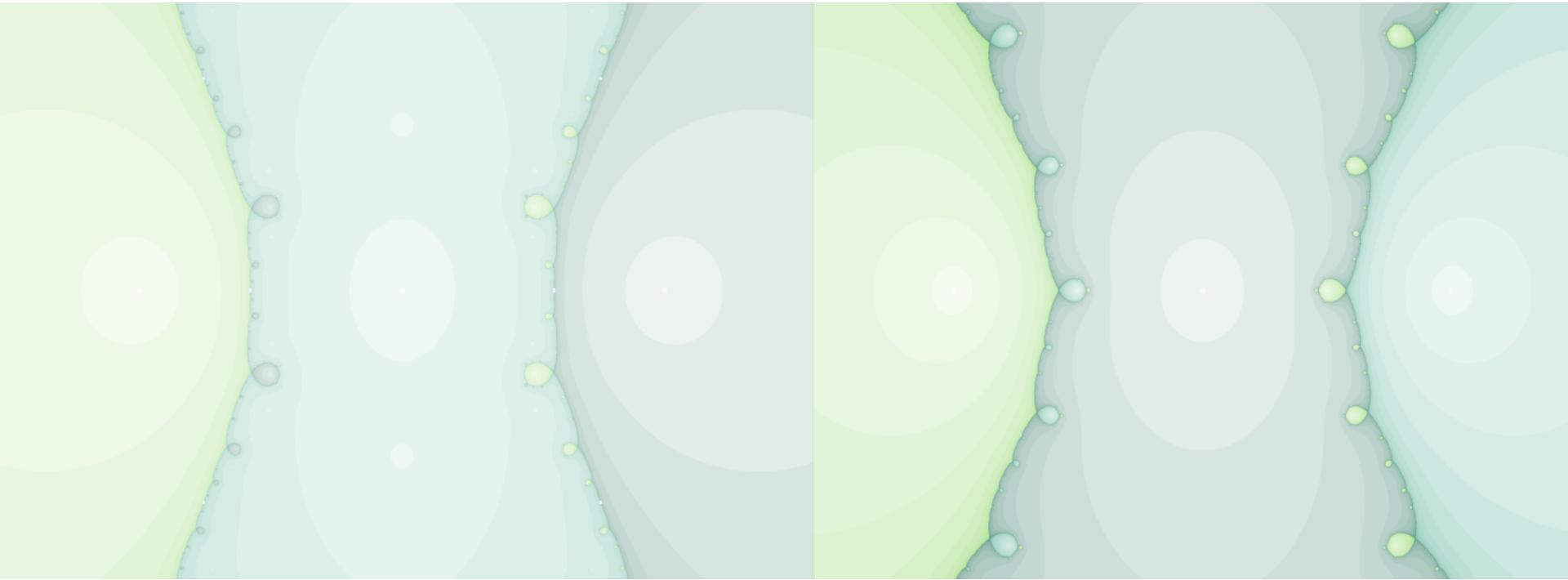
$k = 0.6$



$k = 0.55$



Going in the other direction: Halley's Method



Applications

- “Polynomiography” (fractal images generated by root-finding methods)
 - Math education
- Numerical Root-Finding
 - Orbital motion, area minimization, shooting projectiles, quantum mechanics
 - Chemistry
 - Computer algebra, algebraic optimization & algebraic geometry
- Fractal geometry
 - Flow of a viscous liquid through porous media
 - Economics: discontinuous, self-similar price variation in securities & commodities

