

## Assignment #7

**Due Wednesday, 30 March 2016**

I will not be lecturing on Monday 3/21, Wednesday 3/23, and Friday 3/25.<sup>1</sup> This Assignment and some online slides replace the lecture.

Please read Sections I.6, IV.1 and IV.2 in the textbook. View the slides, which complement the text, at

[bueler.github.io/M422S16/pathintegrals.pdf](http://bueler.github.io/M422S16/pathintegrals.pdf)

I will grade the circled Exercises and Problems P2 and P3. Those Problems (second page) introduce Newton's method using complex numbers. They are self-contained, but I'll return to their topic in class when I return. Make sure to ask me questions about this Assignment in-class on Monday 3/28!

### Section I.6, page(s) 24, Exercises:

1 (a) (b) (c)

2 (a) (b) (c)

### Section IV.1, page(s) 106–107, Exercises:

1 (a) (c)

2 (a) (c)

3 (a) (c)

4

5

6

### Section IV.2, page(s) 109–110, Exercises:

1 (a) (b)

2

---

<sup>1</sup>At conference on iterative and Newton methods: [grandmaster.colorado.edu/~copper/2016/](http://grandmaster.colorado.edu/~copper/2016/)

**Problem P2. (a)** Consider a differentiable, real-valued function  $f(x)$  which is defined on the whole real line. The equation

$$(1) \quad f(x) = 0$$

is often (usually) impossible to solve by algebraic methods. Newton's idea was to approximate  $f(x)$  by a linear function, the tangent-line approximation of  $f(x)$  at a point  $x_k$ :

$$f(x) \approx L(x) = f(x_k) + f'(x_k)(x - x_k).$$

The idea is to guess at  $x_k$  and solve  $L(x) = 0$  instead of (1). A linear equation is always easy to solve by algebra we know! The solution of  $L(x) = 0$  should be closer to the solution of (1).

Based on the above ideas, derive this well-known formula for *Newton's method*:

$$(2) \quad x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}.$$

**(b)** The value  $x_{k+1}$  computed from (2) is treated as an improved guess. One starts with an initial guess  $x_0$  to get the *Newton iteration*  $x_1, x_2, \dots$ , going. An example is appropriate. After confirming informally that you do not know how to solve

$$(3) \quad \cos(x) = x^3$$

by algebra, solve it very accurately by Newton's method; use a calculator or computer. (*Hints: Sketch the two sides of (3) well enough to guess at an initial  $x_0$ . Write (3) in the form of (1) and set up (2). Show me your work, and give the first 12 digits of the solution to (3).*)

**Problem P3.** Newton's method does not have to be done with real numbers. It works with complex numbers, although the geometric interpretation is less clear. For this problem, assume  $f(z)$  is analytic and use the same Newton's method formula, starting with a complex initial guess  $z_0$ :

$$(4) \quad z_{k+1} = z_k - \frac{f(z_k)}{f'(z_k)}$$

Again we need an example. Let  $f(z) = z^4 + z^2 - 2$ . Solve  $f(z) = 0$  by hand; yes it is easy to factor and find all roots by hand! Now try each of the following initial guesses and do enough Newton iterations to confidently-determine which root of  $f(z) = 0$  is the one that the Newton iterates are converging to:

$$z_0 = 2, \quad z_0 = 1 + 2i, \quad z_0 = 1 + i.$$

(*Hints: A calculator or computer is required, of course. In MATLAB it is easy to do these iterations at the command line. You might define "anonymous functions" for  $f(z)$  and its derivative  $f'(z)$ , and then write a loop at the command line.*)