

which is the x -coordinate of the point where the tangent line at $(x_1, f(x_1))$ meets the x -axis, regarding x_2 as the next approximation, and so on. See Fig. 9(a). As Fig. 9(b), shows, the process may go badly wrong! We shall not attempt very much theory here (see, however, Sections 3.5–3.9 below), but rather illustrate the method with a variety of examples.

Given f and the initial guess x_0 we define

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

for $k = 0, 1, 2, 3, \dots$, so long as $f'(x_k) \neq 0$ (and it's very unlikely to be *exactly* 0), and consider the sequence of 'approximations', or *iterates* as we shall call them, x_0, x_1, x_2, \dots

3.1 Program: Newton-Raphson

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10 INPUT X0
20 LET X = X0
30 Work out  $f(x) = a$  and  $f'(x) = b$  from explicit formulae for
    $f$  and its derivative  $f'$ 
40 LET X = X - A/B
50 PRINT X
60 GOTO 30

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Ideally insert a line 55 which makes the micro pause before going on to the next iteration. If you can define functions in the program, say FNF(X) for f and FND(X) for f' , then you can omit line 30 and have

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5 DEF FNF(X) = formula for  $f(x)$ 
6 DEF FND(X) = formula for  $f'(x)$ 
40 LET X = X - FNF(X)/FND(X)

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3.2 Exercise

The graph in Fig. 9(b) may remind you of the inverse tangent graph $y = \arctan x$ (also written $\tan^{-1} x$). For $y = \arctan x$ we have $f'(x) = 1/(1+x^2)$, so line 40 of the program becomes

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40 LET X = X - (1 + X*X)*ATN(X)
```

Try letting x_0 equal: (a) 1; (b) 2; (c) 1.3; (d) 1.4; (e) 1.391; (f) 1.392. The solution sought is of course $x = 0$. You should find that (a), (c) and (e) are 'good' values for x_0 , and do indeed give the solution $x = 0$ after a few iterations, but (b), (d) and (f) are 'bad' values and go off to infinity in the manner of Fig. 9(b).

What is the 'critical' value of x_0 which separates the good from the bad? It is the value of x_0 which makes $x_1 = x_0 - (1+x_0^2)(\arctan x_0)$

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precisely equal to $-x_0$, so that a second iteration merely sends us back to x_0 . (Compare Exercise 4.2 below.) That is, the critical value is a solution of $\arctan x = 2x/(1+x^2)$. Now refer back to Exercise 2.9. (Of course, you could solve *this* equation by Newton-Raphson . . .)

3.3 Exercise

What happens if the Newton-Raphson method is used to seek the root $x=0$ of $f(x)=0$ where (a) $f(x)=x^{1/3}$, (b) $f(x)=x^{3/5}$, (c) $f(x)=x^{2/3}$? In each case x_{k+1} can be expressed very simply in terms of x_k , making it relatively easy to spot what will happen. Sketches of the three curves $y=f(x)$ also help.

Note that if, say, $x^{1/3}$ is to be evaluated on the micro we have to do better than writing $X \uparrow (\frac{1}{3})$, for this will be rejected when $x < 0$ (also possibly for $x = 0$). (The micro tries to work out $(\ln x)/3$, and naturally fails because $\ln x$ is undefined for $x \leq 0$.) It is necessary to do something like

$$\text{sign}(x) (\text{abs}(x))^{1/3}$$

where $\text{sign}(x)$ is $+1$ for $x > 0$, -1 for $x < 0$ and 0 for $x = 0$, while $\text{abs}(x) = |x|$ is the absolute value of x .

Try $f(x) = 1 + x^{2/3}$ (you may be able to write this in BASIC as $1 + (X * X) \uparrow (\frac{2}{3})$, since $x^2 \geq 0$), which gives *no* solutions for $f(x) = 0$. You should find that the iterates x_k eventually oscillate between about $x = \pm 5.19615$. Solve $x - f(x)/f'(x) = -x$ to find the exact value!

In this case, $x_{k+1} = -\frac{1}{2}x_k - \frac{3}{2}x_k^{1/3}$. If x_k approaches a limit l as $k \rightarrow \infty$, then this equation implies $l = -\frac{1}{2}l - \frac{3}{2}l^{1/3}$, which has only the solution $l = 0$. However, as you will discover by taking various values for x_0 , there is no starting value x_0 which makes $x_k \rightarrow 0$ as $k \rightarrow \infty$. (In fact, if $|x_k| < 1$, then $|x_{k+1}| > |x_k|$.)

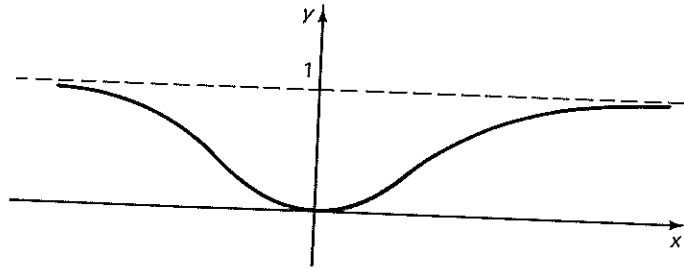
For $f(x) = 1 + x^p$, where $\frac{1}{2} < p < 1$ and p is a fraction with an odd denominator, the x_k eventually oscillate between $\pm (2p-1)^{-1/p}$. Try $p = 18/19$.

3.4 Exercise

Try seeking the root $x=0$ of $1 - e^{-x^2} = 0$. Thus x is here replaced by $x - (1 - e^{-x^2})/(2x e^{-x^2})$ in line 40 of Program 3.1. The shape of the graph $y = 1 - e^{-x^2}$ is suggested in Fig. 10. In BASIC, $Y = 1 - \text{EXP}(-X * X)$. Try (a) $x_0 = 1$, (b) $x_0 = 1.6$, (c) $x_0 = 1.528$. Show that the critical value of x_0 separating good values of x_0 (for which $x_k \rightarrow 0$) from bad values (for which $x_k \not\rightarrow 0$) is a solution of $4x^2 + 1 = e^{x^2}$. Find this critical value using the method of bisection.

Note that if x_0 is much bigger than the critical value (e.g. $x_0 = 2$)

Fig. 10



then the Newton-Raphson method gives numbers x_k which are wildly divergent: the iterates tend to infinity so fast that your computer will probably complain about dividing by zero after a couple of iterations. Also the approximations approach zero painfully slowly for say $x_0 = 1.5$. Why is this?

In the next few items we take the opportunity of making some slightly more technical observations on Newton-Raphson, and the limitations of the method.

3.5 Exercise: Newton-Raphson can deceive us

Suppose the iterates x_k approach a limit l as $k \rightarrow \infty$. Is $f(l) = 0$? If not, we are deceived by the method. Here is a wild example to show that deceit is possible. Let

$$f(x) = 1 - 2x \sin(1/x) \quad \text{for } x \neq 0, \\ f(0) = 1.$$

See Fig. 11 for a rough sketch. In fact f is continuous for all x , and $f'(x)$ exists for all $x \neq 0$ (compare e.g. Spivak (1980) pp. 80, 146).

Take $x_0 = 1/(2\pi)$, so that $f(x_0) = 1$. Verify that $x_1 = 1/(4\pi)$, $x_2 = 1/(8\pi)$, and in general $x_k = 1/(2^{k+1}\pi)$. Thus certainly $x_k \rightarrow 0$, but equally certainly $f(0) \neq 0$. Verify also that $f'(x_k) = 2^{k+2}\pi$, so the derivative $\rightarrow \infty$ as $k \rightarrow \infty$. Try programming this, and starting with $x_0 = 1/(2\pi)$. Try also $x_0 = 0.5$. Explain what you see.

3.6 A sufficient condition for Newton-Raphson to work

Suppose $x_k \rightarrow l$ and $|f'(x)| \leq M$ for some constant M and all x sufficiently close to l . Then from

$$(x_{k+1} - x_k)f'(x_k) = f(x_k)$$

(which is the definition of x_{k+1} in terms of x_k), it follows that $f(x_k) \rightarrow 0$, since the left-hand side $\rightarrow 0$. Thus $f(x_k) \rightarrow f(l) = 0$ so l is a solution to $f(x) = 0$. (Why does this not contradict Exercise 3.5?)

3.7 Do the x_k approach a limit?

How can we tell for sure that the iterates x_k are approaching a limit? The various numbers x_k appearing on the screen stop changing after a while; what guarantee is there that they won't start changing again if we wait

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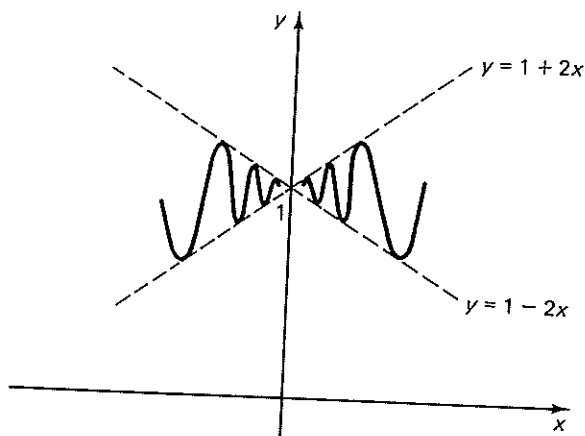
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Fig. 11



patiently? Actually none at all, though for 'reasonable' functions f this won't happen. What you *can* do is to check on the value of $f(x_k)$ when x_k has stopped changing, to see if it is nearly zero. Or you can evaluate $f(x_k - \epsilon)$ and $f(x_k + \epsilon)$ for ϵ around 10^{-7} to see if there is a change of sign, indicating a solution which will be x_k to six decimal places or so.

Note the contrast with the bisection method, where we can be *certain*, after a definite number of iterations, that we have located a solution to say six decimal places.

3.8 Another wild example

This is based on Exercise 3.5, and shows that we can be deceived into believing that $x_k \rightarrow l$. We attach a parabola to part of the curve in Exercise 3.5 (Fig. 12). Fix a whole number n and define $\epsilon = 1/(2n + 1)\pi$. Let

$$f(x) = \begin{cases} 1 - 2x \sin(1/x) & \text{for } x \geq \epsilon \\ a(x^2 + 3x + 2) & \text{for } x < \epsilon \end{cases}$$

where $a = 1/(\epsilon^2 + 3\epsilon + 2)$. Then f is continuous for all x ; with more trouble we could make a curve that joined up more smoothly at $x = \epsilon$, but we do not need to do that.

Try $x_0 = 1/2\pi (= 0.15915494 \dots)$, $n = 100\,000$. (You will need to split line 4 θ of the Program 3.1 into two alternatives, according to whether $x < \epsilon$ or $x > \epsilon$.) You should find that the x_k appear to approach 0 but then change their minds and arrive at -1 instead. If n is very large then ϵ will be recorded as 0 by the micro, of course, so we shall never know in that case that the solution is $x = -1$ rather than $x = 0$.

3.9 When will Newton-Raphson locate a solution?

Suppose that $f(l) = 0$. What conditions on x_0 , l and f will guarantee that $x_k \rightarrow l$ as $k \rightarrow \infty$? A thorough treatment of this question is to be found in books on Numerical Analysis (for example, Young and Gregory (1972), pp. 132, 146); here we indicate a proof of the following fact: *Suppose that f , f' and f'' (= second derivative of f) are continuous for all x near l , and $f(l) = 0$, $f'(l) \neq 0$. Then, provided x_0 is sufficiently close to l , we have $x_k \rightarrow l$ as $k \rightarrow \infty$.*

In fact, let $g(x) = x - f(x)/f'(x)$, so $g(x_k) = x_{k+1}$ and $g(l) = l$. We have

$g'(x) = f(x)f''(x)/(f'(x))^2$. Since $f'(l) \neq 0$ and f' is continuous, there exists $c > 0$ with $|f'(x)| \geq c$ for all x sufficiently close to l . Further, for x sufficiently close to l , $|f(x)f''(x)| \leq \frac{1}{2}c^2$, since $f(l) = 0$ and f and f'' are continuous. So $|g'(x)| \leq \frac{1}{2}$ for all x close enough to l . By the Mean Value Theorem (see any book on calculus, e.g. Spivak (1980), p. 179),

$$x_{k+1} - l = g(x_k) - g(l) = (x_k - l)g'(x)$$

for some x between x_k and l . Hence, provided x_0 is close enough to l , $|x_1 - l| \leq \frac{1}{2}|x_0 - l|$, $|x_2 - l| \leq \frac{1}{4}|x_0 - l|$, and so on. Generally, $|x_k - l| \leq (1/2^k)|x_0 - l|$, so as $k \rightarrow \infty$, we have $x_k \rightarrow l$.

The example in Exercise 3.5 above fails because $f''(0)$ does not even exist; also f' is not continuous at $x = 0$.

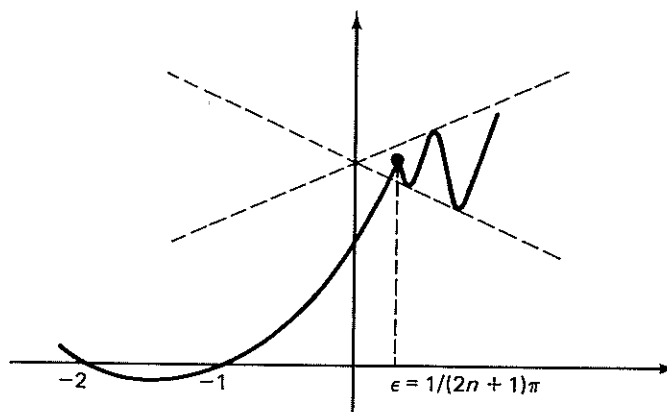
The above result assumes $f'(l) \neq 0$, i.e. l is a simple solution of $f(x) = 0$. See Young and Gregory (1972), p. 146 for further details.

We now turn to examples where the Newton-Raphson method can be (more or less) successfully applied to the solution of equations. For the most part, the examples involve polynomial functions f , and the reader may now wish to proceed straight to Exercise 3.12, using a program such as Program 3.1 above. We pause, however, to consider the problem of efficiently evaluating a given polynomial.

3.10 Evaluation of polynomials

Let $f(x) = a_0 + a_1x + a_2x^2 + \dots + a_nx^n$ ($n \geq 1$) be a polynomial, which we want to evaluate for a given value of x . Thus we want a program which accepts x, n, a_0, \dots, a_n as inputs and which calculates $f(x)$. The numbers a_0, \dots, a_n will be stored as an array, and because some micros only allow arrays to be indexed from 1 onwards (rather than 0), we write a_j as an array element $AA(J + 1)$ for $j = 0, 1, \dots, n$. The array AA has dimension $n + 1$, that is contains $n + 1$ entries.

Fig. 12



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Brute force will evaluate $f(x)$ by $1 + 2 + \dots + (n - 1)$ multiplications followed by n additions, a total of $\frac{1}{2}n(n + 1)$ operations. Suppose, however, that we work out in succession

$$b_1 = a_n x, b_2 = x(b_1 + a_{n-1}), b_3 = x(b_2 + a_{n-2}),$$

and so on, down to $b_n = x(b_{n-1} + a_1)$ and finally $b_{n+1} = b_n + a_0$. Then a little thought will convince you that $b_{n+1} = f(x)$, and working out b_{n+1} involves only n additions and n multiplications, which is a great improvement if n is large.

3.11 Program: Evaluation

```

1Ø INPUT N
2Ø DIM AA = N + 1
3Ø FOR J = 1 TO N + 1
4Ø INPUT AA(J)
5Ø NEXT J
6Ø INPUT X
7Ø LET F = AA(N + 1)*X
8Ø IF N = 1 THEN GOTO 12Ø
9Ø FOR J = 1 TO N - 1
10Ø LET F = X*(F + AA(N - J + 1))
11Ø NEXT J
12Ø LET F = F + AA(1)
13Ø PRINT F

```

The final value of F in the program is $f(x)$.

When both $f(x)$ and $f'(x)$ are needed where

$$f'(x) = a_1 + 2a_2x + \dots + na_nx^{n-1},$$

then we could continue:

```

14Ø LET F1 = Ø
15Ø IF N = 1 THEN GOTO 21Ø
16Ø LET F1 = N*AA(N + 1)*X
17Ø IF N = 2 THEN GOTO 21Ø
18Ø FOR J = 1 TO N - 2
19Ø LET F1 = X*(F1 + (N - J)*AA(N - J + 1))
20Ø NEXT J
21Ø LET F1 = F1 + AA(2)

```

The final value of F1 in the program is then $f'(x)$.

Lastly, we can go on to perform the Newton-Raphson iteration, supposing the x in line 6Ø is the starting value x_0 .

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$b_{n+1} = b_n + a_0$.
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300 X = X - F/F1
310 PRINT X
320 GOTO 70
```

As usual, a line 315 causing the micro to pause until a key is pressed will make the iteration easier to follow.

At any stage it is possible to check the value of $f(x)$, to see whether it is small, or to check $f(x - \epsilon)$ and $f(x + \epsilon)$ for small ϵ (around 10^{-7}) to see whether there is a change of sign. General theory predicts that once we are close enough to a root iteration will (subject to some mild conditions such as those in Section 3.9) bring us even closer.

3.12 Exercise: Quadratic equations

Take $f(x) = x^2 - y$, for various values $y > 0$, to find approximations to \sqrt{y} .

Take $f(x) = x^2 - 3x + 2$, with solutions to $f(x) = 0$ given by $x = 1$ and $x = 2$. Check experimentally that, if $x_0 > \frac{3}{2}$ (the half-way point between the roots), then $x_k \rightarrow 2$ and, if $x_0 < \frac{3}{2}$, then $x_k \rightarrow 1$. What happens if $x_0 = \frac{3}{2}$?

Try some other quadratic equations with real roots and check by experiment that, if x_0 is greater than the average of the two roots (i.e. $x_0 > -b/2$ for $x^2 + bx + c = 0$), then x_k converges to the larger root; if less than the average then x_k converges to the smaller root. Sketch diagrams of quadratic curves and the Newton-Raphson iteration to make this plausible.

3.13 Exercise: Quadratic equations with complex roots

Take $x^2 + x + 1 = 0$, which has complex roots. It is hardly likely that x_k will get close to *them*, but try various values of x_0 (not equal to $-\frac{1}{2}$, which makes $f'(x_0) = 0$), and verify experimentally that the numbers x_1, x_2, x_3, \dots always jump about in a rather random-looking fashion. More of this strange phenomenon later - see §6. Try also $40x^2 - 40x + 11 = 0$.

3.14 Exercise: Sensitivity to the starting value

A good example with which to illustrate the sensitivity of the Newton-Raphson method to the starting value x_0 is the equation $2 \sin x - x = 0$, which has two non-zero solutions and the solution $x = 0$. Try various x_0 very close to 1 and on each side of 1 and notice how the iterates may diverge, or converge to any of the three solutions. According to Mackie and Scott (1985) the behaviour of the iterates depends not only on the value of x_0 but also on the machine being used!

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Raphson iteration,

§4
Some cubic
equations to solve

4.1 Exercise: A simple cubic

Let $f(x) = x(x-1)(x-2) = x^3 - 3x^2 + 2x$. Start with various values for x_0 and see when the corresponding approximations x_k approach 0, when 1 and when 2. Is your result reasonable from a diagram?

4.2 Exercise: Alternating iterates

Let $f(x) = x^3 - 2x + 2$ and $x_0 = 0$. You should find that the iterates x_k alternate between 0 and 1. Find other cubic equations where the iterates alternate a, b, a, b, \dots . (Hint: you need $f(a)/f'(a) = -f(b)/f'(b)$ where $f=0$ is the cubic equation.) Try taking x_0 just > 0 or just < 0 in the above equation.

Try $2x^3 - 9x^2 + 11x - 3 = 0$, $x_0 = 1$.

4.3 Exercise: Jumping iterates

Let $f(x) = x^3 - 9x^2 + x - 1$. With $x_0 = 1$, you will find the iterates jump about near 0. In fact there are two complex roots quite close to 0; there is also a real root around 8.9.

4.4 A volume problem

Consider a solid hemisphere, of radius r , and a plane parallel to the base of the hemisphere, at height h above the base (Fig. 13). The volume below the plane is then $\pi r^2 h - \frac{1}{3}\pi h^3$. (If you know how to find volumes by integration, then you can check this.) What must h be in order to cut the hemisphere into two parts of equal volume? This requires

$$\begin{aligned}\pi r^2 h - \frac{1}{3}\pi h^3 &= \frac{1}{4} \text{ (volume of sphere, radius } r) \\ &= \frac{1}{3}\pi r^3.\end{aligned}$$

Hence $x = h/r$ satisfies $x^3 - 3x + 1 = 0$. Of course, $0 < x < 1$. In fact, this equation has three real roots; find approximate values for all of them by the Newton-Raphson method.

4.5 More volume problems

There are many variants of Section 4.4. For example, if a sphere of radius r stands on a horizontal surface then a horizontal plane at a height h above the surface cuts off a volume $\pi h^2(r - \frac{1}{3}h)$ below itself. (Deduce this from Section 4.4.) Here $0 \leq h \leq 2r$, of course. What should h be so that, for example, this volume is $\frac{3}{4}$ that of the sphere? This gives $x = h/r$ satisfying $x^3 - 3x^2 + 3 = 0$. Again this equation has three real roots; the answer to the problem is the one satisfying $1 < x < 2$. Find it by means of Program 3.1.

This also answers the question of the depth h to which a spherical