Grading; - Will drop l'in | | | | | | | | | | = ( > 0 lowest example lowest homework two lawst ynittees. Xo C) sufficient conditions: - |y'(x'')| < 1Xu+1 = g(xw)

| Yell = g(xw) | - | y'(x)| = / suff. for locally linew conv. | g'(x') = 0 | suff. For locally quadratic convergence

#### Newton's Method

Derive Newton's method.

$$\int_{k}^{\infty} (x + h) = \int_{k}^{\infty} (x_{n}) + \int_{k}^{\infty} (x_{n}) h = 0$$

$$\text{For which h is } \hat{f}_{k}^{(\infty)} (x_{n} + h) = 0 ? \iff h = -\int_{k}^{\infty} (x_{n})$$

$$\times_{0} = (\text{starting quess})$$

$$\times_{u+1} = x_{u} - \int_{k}^{\infty} (x_{n}) dx_{n} = g(x_{n})$$

**Demo:** Newton's method [cleared]

## Convergence and Properties of Newton

What's the rate of convergence of Newton's method?

Drawbacks of Newton?

**Demo:** Convergence of Newton's Method [cleared]

#### Secant Method

What would Newton without the use of the derivative look like?

$$\int (\langle x_{n} \rangle) \approx \frac{\int (x_{k}) - \int |x_{k-1}|}{|x_{k} - x_{k-1}|}$$

$$\times_{0} = (\text{starting quess})$$

$$\times_{1} = (\text{ornother starting quess})$$

$$\times_{k+1} = \times_{k} - \frac{\int (x_{k}) - \int |x_{k-1}|}{|x_{k} - x_{k-1}|}$$

## Convergence of Properties of Secant

Rate of convergence is  $\left(1+\sqrt{5}\right)/2\approx 1.618$ . (proof)

Drawbacks of Secant?

Demo: Secant Method [cleared]

Demo: Convergence of the Secant Method [cleared]

Secant (and similar methods) are called Quasi-Newton Methods.

# Improving on Newton?

How would we do "Newton + 1" (i.e. even faster, even better)?

- D Use quadratic approximation instead of linear
  - & heed & two donishives
  - D cabic conver ace but even better shirting guess heeded
  - o complex iterates?

### Root Finding with Interpolants

Secant method uses a linear interpolant based on points  $f(x_k)$ ,  $f(x_{k-1})$ , could use more points and higher-order interpolant:

D (an fit a polynomial to  $(x_0, f(x_0)) \dots (x_u, f(x_d))$ D Solve for a rook of that > that's the next itembe.

D Fit a quadraphe to the last three: Maller's method

D somewhat useful for noot Filip

Not: Instead: Next guess:

## Achieving Global Convergence

The linear approximations in Newton and Secant are only good locally. How could we use that?

```
o flyhold method, e.g. bisection + Newton
maybe: stop if Newton leaves the brucket

D Fix a region where you "trust" the quadratically
conv. method
```

D Sufficial cond. For Newlan come expl.

Fixed Point Iteration

ation 
$$\| \tilde{g}(\tilde{x}) - \tilde{g}(\tilde{y}) \| \leq \lambda \| \tilde{x} - \tilde{y} \|$$

$$x_0 = \langle \text{starting guess} \rangle \quad \exists \dot{\theta} \quad (\vec{\theta}) \quad (\vec{k} - \vec{y})$$

$$x_{k+1} = g(x_k) = (g_1, \dots, g_k)$$

When does this converge?

$$\frac{\partial}{\partial y_1} g_1 \qquad \frac{\partial}{\partial x_2} g_1$$

Thm: For any mubrix A, there exists a norm || || || such that

Actual criterion:  $p(g(x^*)) < 1$ 

### Newton's Method

h: R" -IR

What does Newton's method look like in n dimensions?

Look for an 
$$\begin{cases} x_{k} + \overline{s} = \int (x_{k}) + \int f(x_{k}) \cdot \overline{s} \\ (x_{k} + \overline{s}) = 0 \end{cases}$$

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$$\begin{cases} x_{k} + \overline{s} = \int f(x_{k})$$

Downsides of *n*-dim. Newton?

Demo: Newton's method in n dimensions [cleared]

### Secant in *n* dimensions?

