MATH 449, HOMEWORK 2

DUE SEPTEMBER 22, 2017

Part I. Theory

Problem 1. For Heron's method, recall that the error $e_k = x_k - \sqrt{y}$ satisfies the identity $e_{k+1} = \frac{1}{2}e_k^2/x_k$.

- **a.** Use this identity and Definition 1.7 to show that, if $x_k \to \sqrt{y}$ and y > 0, then the method converges quadratically. (Prove this directly, i.e., do not just cite the results on Newton's method from the book/lecture.)
- **b.** If y = 0, show that $x_k \to 0$ linearly (from Definition 1.4).

Problem 2. In this problem, you will examine the simple iterative method $x_{k+1} = 2x_k - yx_k^2$ for $y \neq 0$. This can be used to compute the reciprocal 1/y without any division operations.

- **a.** Show that 0 and 1/y are the only fixed points of $g(x) = 2x yx^2$.
- **b.** Determine whether each fixed point is stable or unstable.
- **c.** This iteration is actually Newton's method for a particular choice of f, which has 1/y as a root. Find f, and show this equivalence.

Part II. Programming

Download the file hw2.py from the class web page, open it in Spyder, and click the green "play" button to run the code in the IPython console (just like last week).

About the code. In Python, functions can be treated just like variables: they can even be returned and passed as arguments to other functions. In newtonStep and newtonArray, the arguments f and df correspond to a function f (whose root we wish to find) and its derivative f'. Example: for $f(x) = \sin x$, $f'(x) = \cos x$, and $x_0 = 3$, we can take a step of Newton's method by running the command newtonStep(sin, cos, 3).

Problem 3. Using newtonArray, apply Newton's method to $f(x) = \sin x$ with $x_0 = 3$. How many iterations are needed to get the correct answer to 6 decimal places?

Problem 4. The function f, corresponding to $f(x) = x^3 - 2$, has already been defined in hw2.py. (In Python, note that x^3 is written as x**3, not x^3 !) Define a new function df, corresponding to f'(x), and use newtonArray to

approximate $\sqrt[3]{2}$ starting from $x_0 = 1$. How many iterations are needed to get the correct answer to 6 decimal places?

Problem 5. Implement the reciprocal algorithm from Problem 2 by defining functions recipStep(y, x) and recipArray(y, x0, n). (You may wish to use heronStep and heronArray from hw1.py as a template.) Approximate 1/3 starting from $x_0 = 0.3$. After 4 iterations, to how many decimal places is the answer correct? Explain how and why this converges "faster" than the long division algorithm you learned in school.