The Newton-Raphson method.

CS-116B: Computer Graphics Algorithms

Newton-Raphson method

- Newton-Raphson: also known as Newton's method.
- "...a root-finding algorithm that uses the first few terms of the Taylor series of a function f(x) in the vicinity of a suspected root."

Source: Source: Wolfram MathWorld at http://mathworld.wolfram.com/NewtonsMethod.html

Newton-Raphson method

- "This method starts at a guess for the unknown v^{t+1} and iteratively improves this guess."
- "Newton's first law says that without forces, velocities do not change which makes this guess a good one."
- "The equations are linearized at the current state and the resulting linear system is solved to find a better approximation. This process is repeated until the error falls below a certain threshold."

Solve: $x^3 - 2 * x = 0$

$$f(x) = x^3 - 2 * x$$

$$f'(x) = 3^* x^2 - 2$$

$$x_{n+1} = x_n - f(x_n) / f'(x_n)$$

= x_n - (x³-2*x) / (3*x²-2)

Step 1:
$$x_0 = 2$$

 $x_1 = x_0 - (x_0^3 - 2^* x_0) / (3^* x_0^2 - 2)$
 $= 2 - (2^3 - 2^* 2) / (3^* 2^2 - 2)$
 $= 2 - (8 - 4) / (3^* 4 - 2)$
 $= 2 - 4 / 10$
 $= 2 - 0.4$
 $= 1.6$

Step 2:
$$x_1 = 1.6$$

 $x_2 = x_1 - (x_1^3 - 2^* x_1) / (3^* x_1^2 - 2)$
 $= 1.6 - (1.6^3 - 2^* 1.6) / (3^* 1.6^2 - 2)$
 $= 1.6 - (0.896 / 5.68)$
 ≈ 1.44225

Step 3:
$$x_2 = 1.44225$$

 $x_3 = x_2 - (x_2^3 - 2^*x_2) / (3^*x_2^2 - 2)$
 $\approx 1.44225 - (0.0272429)$
 ≈ 1.41501

Step 4: $x_3 = 1.41501$ $x_4 = x_3 - (x_3^3 - 2^* x_3) / (3^* x_3^2 - 2)$ $\approx 1.41421 - (0.000796401)$ ≈ 1.41421

Step 5: $x_4 = 1.41421$ $x_5 = x_4 - (x_4^3 - 2^* x_4) / (3^* x_4^2 - 2)$ $\approx 1.41421 - (6.72981 \times 10^{-7})$ ≈ 1.41421

Step 6:
$$x_5 = 1.41421$$

 $x_6 = x_5 - (x_5^3 - 2^* x_5) / (3^* x_5^2 - 2)$
 $\approx 1.41421 - (4.80394 \times 10^{-13})$
 ≈ 1.41421

Solve: x³ - 2 * x = 0 x = 1.41421

 $1.41421^3 - 2 * 1.41421 = -0.000014249438539$