Linear Approximation/Newton's Method Worksheet

The **tangent line approximation** is our starting point in Math 126. The tangent line to the graph of y = f(x) at the point (a, f(a)) is the graph of the function

$$L(x) = f(a) + f'(a)(x - a).$$

For x near a, L(x) is approximately equal to f(x). How good this approximation is, and how close x needs to be to a in order for this approximation to be useful, will be our first concern in the course. The first few exercises below give you a chance to experiment with this topic.

For each of the following functions, find L(x) at the point x=a given. Then, determine, roughly, how close x has to be to a to get L(x) to be within 0.01 of f(x). Do this with a calculator: try a bunch of different values of x near a and see how much f(x) and L(x) differ.

- 1. $f(x) = x^2$, a = 2
- 2. $f(x) = \ln(\ln x), a = e^2$
- 3. $f(x) = \tan(x)$, a = 1.5

A very famous and powerful application of the tangent line approximation is **Newton's Method** for finding approximations of roots of equations. Say we want to find a solution to an equation

$$f(x) = 0.$$

So, we want a value, r, such that f(r) = 0. If the function f is not of a rather particular type, such as linear or quadratic, we generally would have a hard time finding r. In such cases, we often resort to finding an approximation of r using Newton's Method, which is as follows:

- 1. Start with an estimate (i.e., a guess) of r. Let's call that guess r_1 .
- 2. Create the **recursive formula**:

$$r_{n+1} = r_n - \frac{f(r_n)}{f'(r_n)}$$

3. Use the formula repeatedly, to generate $r_2, r_3, r_4, ...$, until the values you get don't change much, or until you get tired of it.

For instance, suppose we want a root of the equation $x^2 - 2 = 0$. We could solve this algebraically, but for the sake of example, let's see what Newton's Method does with it.

Say we start with the guess $r_1 = 1.5$. Our recursive formula is

$$r_{n+1} = r_n - \frac{r_n^2 - 2}{2r_n}$$

Plugging in $r_1 = 1.5$ gives us

Plugging that into the formula, and repeating, gives us the sequence

 $r_3 = 1.414215686274509803921568627$

 $r_4 = 1.414213562374689910626295578$

 $r_5 = 1.414213562373095048801689623$

 $r_6 = 1.414213562373095048801688724$

 $r_7 = 1.414213562373095048801688724$

Since r_6 and r_7 are equal, every additional application of the formula will give the same result, so this is our best approximation of the root of the equation $x^2 - 2 = 0$ that we can get with this method. (This all depends as well on the accuracy of our calculating device: if your calculator presents fewer digits, you might have seen no change earlier in the sequence).

Exercises

- 1. Use Newton's method to find a solution to $x^2 17 = 0$.
- 2. (a) Show that when applying Newton's method to equations of the form $x^2 B = 0$, the result can be simplified to

$$r_{n+1} = \frac{1}{2} \left(r_n + \frac{B}{r_n} \right)$$

- (b) Use the simplified formula to find the square root of 23.
- (c) What effect does using different starting guesses have?
- 3. Find the solution to $\cos x = x$ (make a sketch to help you make a first guess).
- 4. Use Newton's method to find $\ln 2$ (hint: start by finding an equation whose solution is $\ln 2$). What's a reasonable initial guess? What happens if you start with an initial guess of -4?