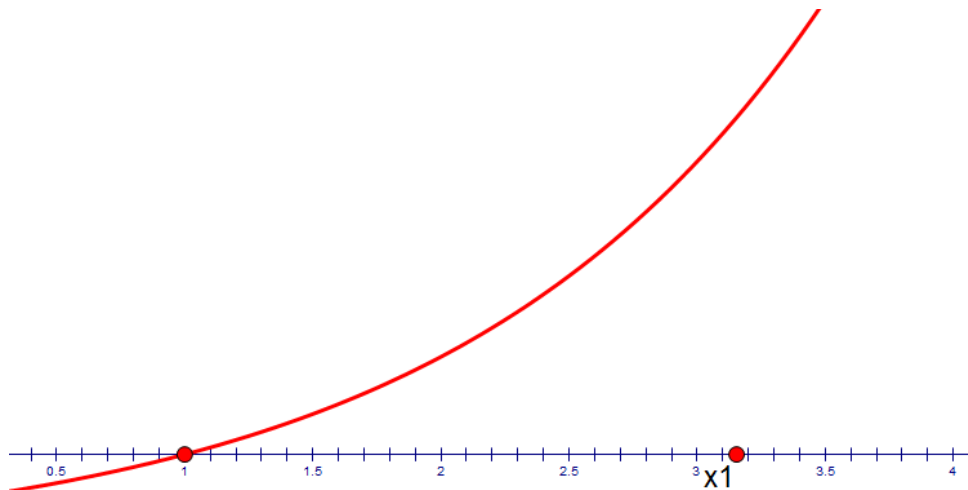


## Newton's Method for Approximating Zeros of a Function

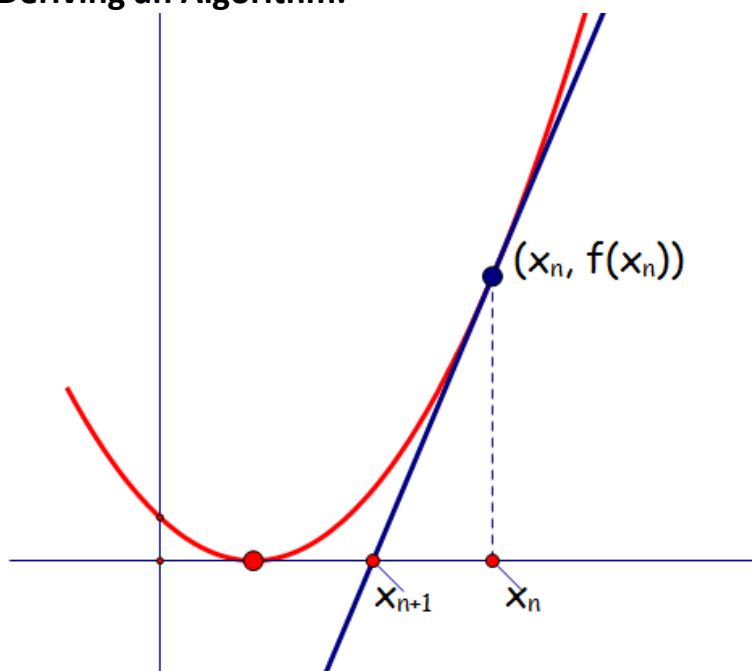
### Basic Idea:

1. Find the point  $(x_1, f(x_1))$  on the graph.
2. Draw the line tangent to the graph at  $(x_1, f(x_1))$ .
3. Locate  $x_2$ , the point where the tangent line crosses the x-axis.
4. Repeat the steps using  $x_2$  to find  $x_3$ ,  $x_3$  to find  $x_4$ ,  $x_4$  to find  $x_5$ , etc.

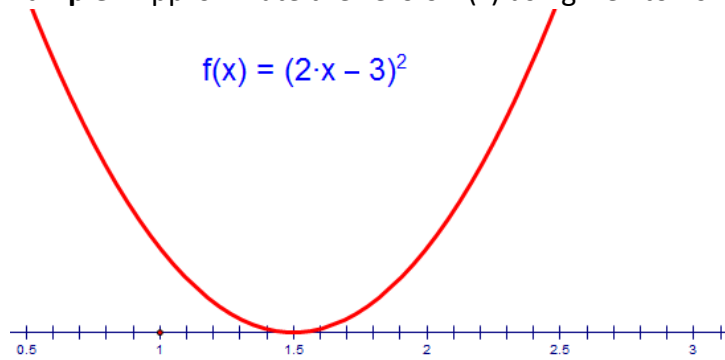


Note: Newton's Method is a process (or *Algorithm*) that generates a *recursive sequence* of  $x$  values that get progressively closer to the actual zero of  $f(x)$ .

### Deriving an Algorithm:



**Example:** Approximate the zero of  $f(x)$  using Newton's Method.



*Questions to consider:*

How do you choose  $x_1$ ?

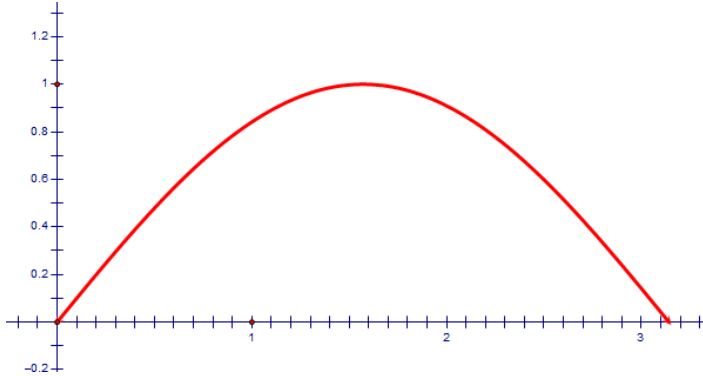
When do you stop the algorithm?

**Example:** Use Newton's Method to approximate where the graphs of  $f(x) = x^2$  and  $g(x) = 2$  intersect.

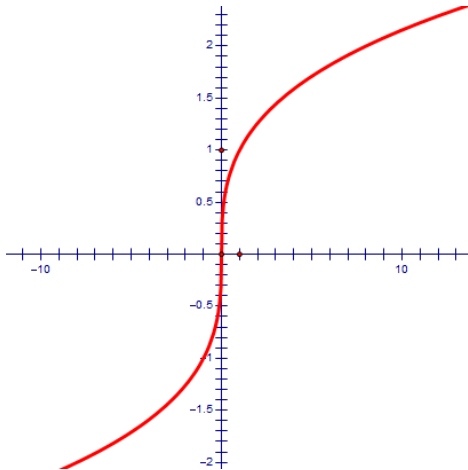
## Does Newton's Method Always Work?

For each picture, describe how Newton's Method may fail to find a zero (or find the wrong zero) for the function pictured.

a.



b.



c.

