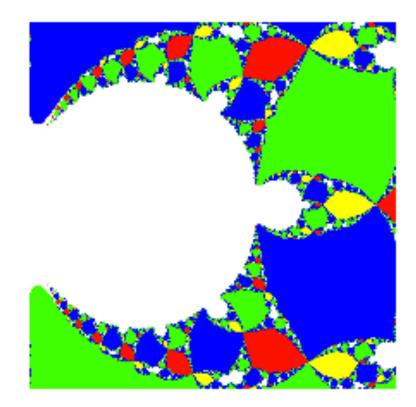
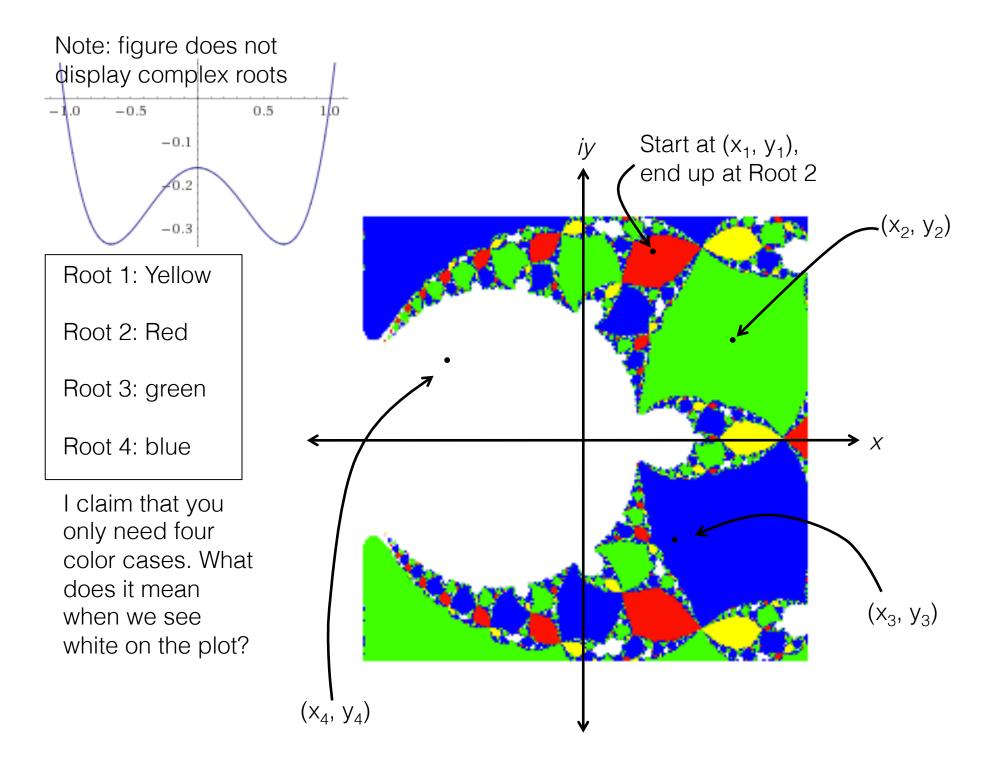
#### Week 4: Newton Basins

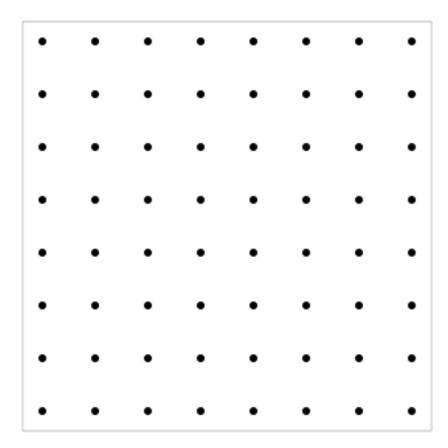


qdrive  $\Delta$  qnewt  $\Delta$  myownpolyder



It would be extremely expensive to invoke a for loop and run through every point in the window. In fact, unless we were working with a finite set of points, the loop would go on forever, and the picture would become more and more detailed So we make a lattice that covers the plane (window specified by xt and yt) and *perform Newton's method on all of the points at once!* 

Then we have a huge collection (matrix) of the roots that Newton's method finds for each starting point in the lattice.



## Outline

function qdrive \*run qnewt on all 4 quartics\* return

function qnewt(q,xt,yt,maxiter) \*We will unpack this one\* return

function d=myownpolyder(q)
 \*Write your own derivative-taking function (one-liner)\*
return

### qdrive

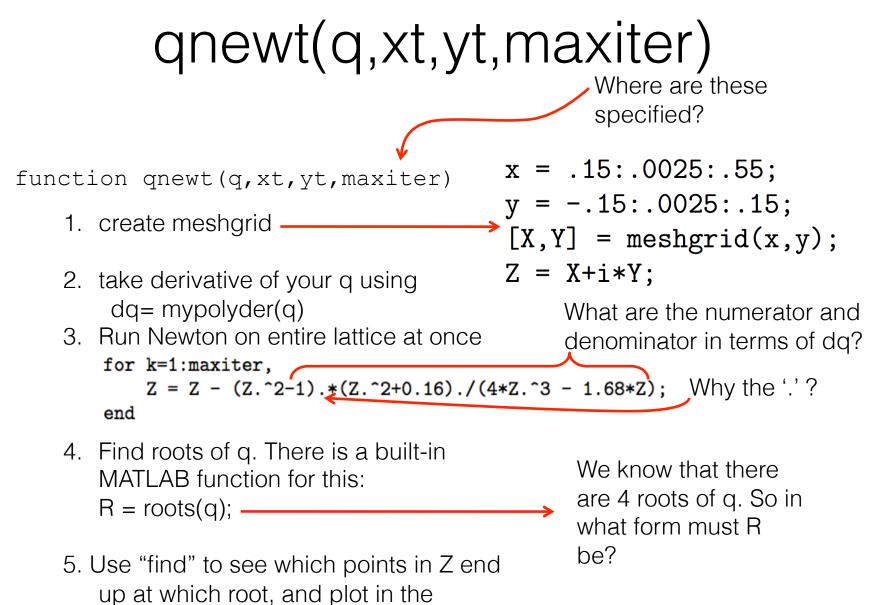
function qdrive

qnewt([1 0 -0.84 0 -0.16],[.45 .0001 .55],[-.05 .0001 .05],20)

all of the plotting is taken care of in qnewt! The driver really just specifies the quartics and the dimensions of the grid.

[1 0 -0.84 -0.1 -0.16] [1 -0.1 -0.84 0 -0.16] [1 -0.1i -0.84 0 -0.16]

return



corresponding colors (see next slide).

return

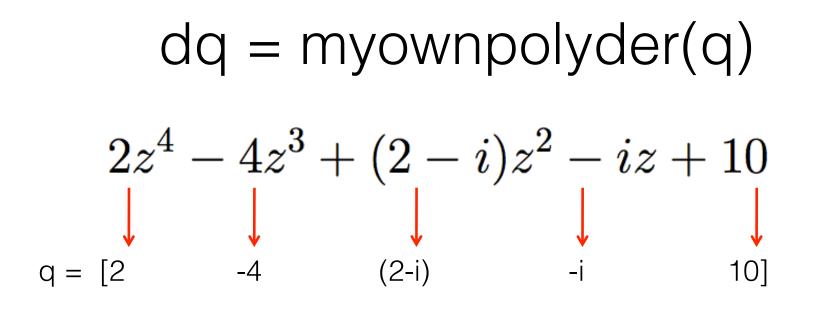
# plotting in qnewt

R is a 1x4 vector of the roots of q.

We will evaluate each of these roots independently, and see which points in Z ended up at that root. 0.1 is the

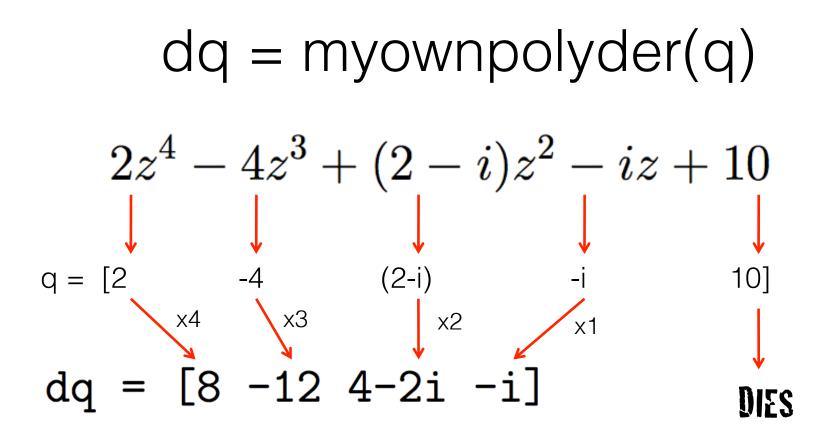
- 0.1 is the tolerance you will use
- Plot: use indices i1 and j1 to access points in the x-y plane; color those points whatever color you like. Use markersize 1.
  - Hint for accessing points in the x-y plane: where have we discretized the plane/created a lattice? (see slide 8, step 1).
- 1 is an example root from the notes. How can we write each of the roots in terms of R for the four cases?

3. hold on, and repeat for the next 3 roots.



#### dq = [8 - 12 4 - 2i -i]

How can we automate the process of arriving from q to dq? What same operations are performed *every time*?



-kill the last element of q

-multiply the first four elements of q by the corresponding exponents [4 3 2 1]