

```
> restart;  
> with(LinearAlgebra):  
v:= Vector(2);  
w := Vector(2);
```

$$v := \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$
$$w := \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

```
> Newton2D := proc(f,g,v)  
local J11, J12, J21, J22, A,B, w;  
with(LinearAlgebra);  
J11:=unapply(diff(f(x,y),x),x,y);  
J12:=unapply(diff(f(x,y),y),x,y);  
J21:=unapply(diff(g(x,y),x),x,y);  
J22:=unapply(diff(g(x,y),y),x,y);  
A := (x,y) -> Matrix([[J11(x,y),J12(x,y)],[J21(x,y),J22(x,y)]]);  
w:= Vector([f(v[1],v[2]),g(v[1],v[2])]);  
B:= MatrixInverse(A(v[1],v[2]));  
VectorAdd(v,-MatrixVectorMultiply(B,w));  
end proc;
```

```
Newton2D := proc(f, g, v)
```

```
  local J11, J12, J21, J22, A, B, w;
```

```
  with(LinearAlgebra);
```

```
  J11 := unapply(diff(f(x, y), x), x, y);
```

```
  J12 := unapply(diff(f(x, y), y), x, y);
```

```
  J21 := unapply(diff(g(x, y), x), x, y);
```

```
  J22 := unapply(diff(g(x, y), y), x, y);
```

```
  A := (x, y) → Matrix([[J11(x, y), J12(x, y)], [J21(x, y), J22(x, y)]]);
```

```
  w := Vector([f(v[1], v[2]), g(v[1], v[2])]);
```

```
  B := LinearAlgebra:-MatrixInverse(A(v[1], v[2]));
```

```
  LinearAlgebra:-VectorAdd(v, -LinearAlgebra:-MatrixVectorMultiply(B, w))
```

```
end proc
```

```
> f := (x, y) -> x^2 + y^2 - 1.0;
```

```
g := (x, y) -> x^2/0.25 + y^2/9 - 1;
```

$$f := (x, y) \rightarrow x^2 + y^2 - 1.0$$

$$g := (x, y) \rightarrow \frac{x^2}{0.25} + \frac{1}{9} y^2 - 1$$

```
> v := Vector([0.1, 0.2]);
```

```
for j from 1 to 5 do
```

```
v := Newton2D(f, g, v);
```

```
od;
```

$$v := \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix}$$

$$v := \begin{bmatrix} 1.19285714292473 \\ 2.02857142853763 \end{bmatrix}$$

$$v := \begin{bmatrix} 0.692236954690471 \\ 1.20442655934241 \end{bmatrix}$$

$$v := \begin{bmatrix} 0.511214711389569 \\ 0.922460523243180 \end{bmatrix}$$

$$v := \begin{bmatrix} 0.479164525978609 \\ 0.879366621926955 \end{bmatrix}$$

$$v := \begin{bmatrix} 0.478092645310086 \\ 0.878310700378225 \end{bmatrix}$$

(2)

(3)

(4)

Griewank's Example

```
> f:= (x,y)->29/16 * x^3 -2*x*y;  
g:= (x,y) -> y-x^2;
```

$$(x, y) \rightarrow \frac{29}{16} x^3 - 2xy$$
$$(x, y) \rightarrow y - x^2$$

(5)

```
> v:= Vector([0.1,0.2]);  
for j from 1 to 25 do  
v:= Newton2D(f,g,v);  
od:  
print(v);
```

*Vector*_{column}(%id = 324379776)

*Vector*_{column}(%id = 326984968)

(6)

```
> Digits := 20;
```

20

(7)

```
> v:= Vector([0.01+0.167*I,0.06+0.237*I]);  
for j from 1 to 25 do  
v:= Newton2D(f,g,v);  
od:  
print(v);
```

*Vector*_{column}(%id = 431849000)

*Vector*_{column}(%id = 436356536)

(8)