Newton-Raphson Iteration in C

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The classical Newton-Raphson method is a simple and efficient means of computing roots for many "well-behaved" equations.

The method consists of simply iterating

$$x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$$

until $|x_{i+1} - x_i| < \epsilon$ where ϵ is some suitably small number. Thus for the computation of an arbitrary square root $x^2 = c$, the equation would be $f(x) = x^2 - c$, and the iteration would be over:

$$x_{i+1} = x_i - \frac{x_i^2 - c}{2x_i}$$

A simple C program to compute this is found in listing 1 on page 2; you can see that this iteration quickly converges to 14.730919862 when N=217 by looking at the figure 1 on page 3.

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#define CUTOFF 0.0000000001
//\ Newton-Raphson\ iteration:
      x_{-}\{i+1\} = x_{-}i - (x_{-}i^2 - c) / (2*x_{-}i)
double nr(double c)
  double x_prev = 1.0;
  double x_current =
     x_{prev} - (x_{prev} * x_{prev} - c) / (2 * x_{prev});
  double diff = fabs(x_prev - x_current);
  int count = 0;
  while (diff > CUTOFF)
      x_current =
          x_{prev} - (x_{prev} * x_{prev} - c) / (2 * x_{prev});
       diff = fabs(x_prev - x_current);
      x_{prev} = x_{current};
      count++;
    }
  return(x_current);
int main(int argc, char *argv[])
  if(argc > 1)
    nr(atof(argv[1]));
}
```

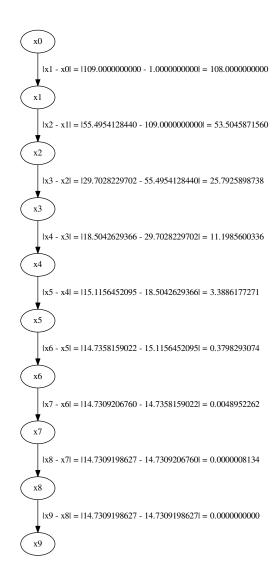


Figure 1: Convergence when computing $\sqrt{217}$ with Newton-Raphson method