# Numerical Analysis

Math 370 Spring 2009 ©2009 Ron Buckmire MWF 11:30am - 12:25pm Fowler 110 http://faculty.oxy.edu/ron/math/370/09/

# Worksheet 13

SUMMARY Formulas for Iterative Techniques of Solving Linear Systems
READING Recktenwald, Sec 8.5, pp. 427–445; Sec. 7.1.2 and Sec 7.2.4; Mathews & Fink
Section 3.6, 156–166

Consider the system

$$4x - y + z = 7$$
  

$$4x - 8y + z = -21$$
  

$$-2x + y + 5z = 15$$

We can re-write these equations as

$$x^{(k+1)} = \frac{7 + y^{(k)} - z^{(k)}}{4}, \qquad y^{(k+1)} = \frac{21 + 4x^{(k)} + z^{(k)}}{8}, \qquad z^{(k+1)} = \frac{15 + 2x^{(k)} - y^{(k)}}{5}$$

OR

$$x^{(k+1)} = \frac{7 + y^{(k)} - z^{(k)}}{4}, \qquad y^{(k+1)} = \frac{21 + 4x^{(k+1)} + z^{(k)}}{8}, \qquad z^{(k+1)} = \frac{15 + 2x^{(k+1)} - y^{(k+1)}}{5}$$

Which of these schemes represents Gauss-Seidel Iteration and which represents Jacobi Iteration?

Can you generalize these iterative schemes if the linear system looks like:

$$a_{11}x + a_{12}y + a_{13}z = b_1$$
  

$$a_{21}x + a_{22}y + a_{23}z = b_2$$
  

$$a_{31}x + a_{32}y + a_{33}z = b_3$$

Exercise

Write down the general iterative formula for Jacobi Iteration on a 3x3 system here:

Write down the general iterative formula for Gauss-Seidel Iteration on a 3x3 system here

#### Matrix representation of iterative schemes for linear systems

We have written down the iterative scheme implementation of Jacobi and Gauss-Seidel iteration but the more useful way to think about these schemes is using the matrix representation of the generic iterative scheme

$$\underline{x}^{(k+1)} = T\underline{x}^{(k)} + \underline{c}$$

and we'll derive how T depends on A and  $\vec{c}$  depends on A and  $\vec{b}$  for each method. We will write the matrix A as the sum of three matrices D (diagonal matrix), L (lower triangular) and U (upper triangular) such that

$$A = D - L - U$$

EXAMPLEWrite down D, L and U for the original linear system on page 1

The system  $A\underline{x} = \underline{b}$  can be written as

$$\begin{array}{rcl} (D-L-U)\underline{x} &=& \underline{b}\\ & D\underline{x} &=& L\underline{x}+U\underline{x}+\underline{b}\\ & \underline{x} &=& D^{-1}(L+U)\underline{x}+D^{-1}\underline{b}\\ & \underline{x}^{(k+1)} &=& D^{-1}(L+U)\underline{x}^{(k)}+D^{-1}\underline{b} \end{array}$$

Another choice is

$$(D - L - U)\underline{x} = \underline{b}$$
  

$$(D - L)\underline{x} = U\underline{x} + \underline{b}$$
  

$$\underline{x} = (D - L)^{-1}U\underline{x} + (D - L)^{-1}\underline{b}$$
  

$$\underline{x}^{(k+1)} = (D - L)^{-1}U\underline{x}^{(k)} + (D - L)^{-1}\underline{b}$$

Which of the above schemes represents Jacobi Iteration and which represents Gauss-Seidel? How can you tell?

## Rates of Convergence of iterative schemes for linear systems

We have written down the matrix implementation of Jacobi and Gauss-Seidel iteration in the form

$$\vec{x}_{k+1} = T\vec{x}_k + \vec{c}$$

and derived how T depends on A and  $\vec{c}$  depends on A and  $\vec{b}$  for each method.

#### **Gauss-Seidel Iteration**

$$\vec{x}_{k+1} = (D-L)^{-1}U\vec{x_k} + (D-L)^{-1}\vec{b}$$

Jacobi Iteration

$$\vec{x}_{k+1} = D^{-1}(L+U)\vec{x}_k + D^{-1}\vec{b}$$

Successive Over-Relaxation (SOR)

$$\vec{x}_{k+1} = (D - \omega L)^{-1} [\omega U + (1 - \omega)D] \vec{x}_k + (D - \omega L)^{-1} \vec{b}$$

Gauss-Seidel ends up being a special case of successive over-relaxation with  $\omega = 1$ .

#### Spectral Radius

The spectral radius  $\rho(A)$  of a  $N \ge N$  matrix A is defined as  $\rho(A) = max|\lambda|$ , where  $\lambda$  is an eigenvalue of A.

#### **Properties of the Spectral Radius**

(a)  $||A||_2 = \sqrt{\rho(A^T A)}$ (b)  $\rho(A) \le ||A||$ , for any "natural matrix norm" (i.e. a norm which also applies to vectors)

The importance of the spectral radius of a matrix is that it allows us to say a lot about the convergence and rate of convergence of iterative schemes of the form  $\vec{x}_{k+1} = T\vec{x}_k + \vec{c}$  bf THEOREM

The iterative scheme  $\vec{x}_{k+1} = T\vec{x}_k + \vec{c}$  generates a sequence  $\{\vec{x}_n\}$  which converges to the unique solution of  $\vec{x} = T\vec{x} + \vec{c}$  for any initial guess  $\vec{x}_0$  if and only if  $\rho(T) < 1$ .

#### COROLLARY

If ||T|| < 1 for any natural matrix norm and c is a given vector then the iterative scheme  $\vec{x}_{k+1} = T\vec{x}_k + \vec{c}$  converges to  $\vec{x}$  and the following error bound holds:

$$||\vec{x} - \vec{x}_k|| \le ||T||^k ||\vec{x}_0 - \vec{x}||$$

A rule of thumb is that

$$||\vec{x} - \vec{x}_k|| \approx \rho(T)^k ||\vec{x}_0 - \vec{x}||$$

#### Question

This means in general that iterative schemes converge at what kind of rate? linear, superlinear or quadratic?

### Mo' Theorems

We can denote the matrices used by each particular iterative method below: SOR iteration uses  $T_{\omega} = (D - \omega L)^{-1} [\omega U + (1 - \omega)D]$ Jacobi Iteration uses  $T_J = D^{-1}(L + U)$ Gauss-Seidel uses  $T_G = (D - L)^{-1}U$ 

#### Kahan Theorem

If  $a_{ii} \neq 0$  for each i = 1, 2, ..., n then  $\rho(T_{\omega}) \geq |\omega - 1|$ . Therefor SOR will only converge if  $|\rho(T_{\omega})| < 1$ , or in other words, when  $0 < \omega < 2$ .

#### Ostrowski-Reich Theorem

If A is a positive definite, tridiagonal matrix then  $\rho(T_G) = \rho(T_J)^2 < 1$  and the optimal choice of  $\omega$  is

$$\omega = \frac{2}{1 + \sqrt{1 - [\rho(T_J)]^2}}$$

#### **Positive Definite Matrix**

A *n* by *n* matrix *A* is said to be **positive definite** if *A* is symmetric and if  $x^T A x > 0$  for every *n*-dimensional column vector  $x \neq 0$ . A matrix is positive definite if and only if all of its eigenvalues are positive.

GroupWork

Consider the system of equations

Let's try and solve this using Jacobi Iteration, Gauss-Seidel and optimal SOR. Use an initial guess of  $(1, 1, 1)^T$ . The exact solution is  $(3, 4, -5)^T$ . Use MATLAB as a tool to assist you. You will want to use sor.m in the linalg directory of the NMM toolbox (found in S:\Math Courses\Math370\Spring2009).

You will need to find the spectral radius of the system, and determine whether the matrix is positive definite.