

# Practice Exam 2

MATH 5600

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1. You are given the following nonlinear system:

$$\begin{aligned} 1 &= xy \\ 2 &= x^2 \end{aligned}$$

Which method would use use to solve the system numerically? State the equation to compute the approximation  $x^{n+1}$  and execute one step with  $x^0 = (1, 0)$ .

Solution:

only Newton works for higher dimensions.

- 1) set up function  $f$  where root is solution to nonlinear system (note different variables):

$$f(\vec{x}) = f\left(\begin{pmatrix} x_1 \\ x_2 \end{pmatrix}\right) = \begin{pmatrix} 1 - x_1 x_2 \\ 2 - x_1^2 \end{pmatrix}$$

- 2) Jacobian:

$$\nabla f(\vec{x}) = \begin{pmatrix} -x_2 & -x_1 \\ -2x_1 & 0 \end{pmatrix}$$

- 3) iteration:

$$x^{k+1} = x^k - (\nabla f(x^k))^{-1} f(x^k)$$

For one step we first need to compute:

$$f(x^0) = f\left(\begin{pmatrix} 1 \\ 0 \end{pmatrix}\right) = \begin{pmatrix} 1 \\ 1 \end{pmatrix}, \quad \nabla f(x^0) = \begin{pmatrix} 0 & -1 \\ -2 & 0 \end{pmatrix}$$

so:

$$x^1 = x^0 - \begin{pmatrix} 0 & -1 \\ -2 & 0 \end{pmatrix}^{-1} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

solve:

$$\begin{pmatrix} 0 & -1 \\ -2 & 0 \end{pmatrix} \begin{pmatrix} a_1 \\ a_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

gives  $a_1 = -1/2$ ,  $a_2 = -1$ . Finally:

$$x^1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix} - \begin{pmatrix} -1/2 \\ -1 \end{pmatrix} = \begin{pmatrix} 3/2 \\ 1 \end{pmatrix}$$

2. You are given the fixed point iteration  $g(x) = x^2$ . Find an interval  $I$  in which  $g$  has a unique fixed point and where the fixed point iteration converges for any starting value. Is the convergence linear or quadratic?

Solution:

For  $I = [0, 1/4]$  you have the  $g(I) = [0, 1/16] \subset I$  and

$$|g(x) - g(y)| = \|x^2 - y^2\| \leq \|x + y\| \cdot \|x - y\| \leq 1/2 \|x - y\|$$

We also have  $g'(x^*) = 0$ , so we can expect quadratic convergence.

3. State the pros/cons of Bisection, Newton, and Secant method.

Solution:

See overview table in lecture notes (need interval with sign change for Bisection, derivative for Newton. Convergence orders: 1, 2, 1.6, etc.).

4. a) Compute the eigenvalues and one eigenvector for each eigenvalue for the matrix

$$A = \begin{pmatrix} -1 & 1 \\ 2 & 0 \end{pmatrix}.$$

b) State a numerical algorithm to compute eigenvalue(s) for a matrix. Apply two iterations of the algorithm to the matrix  $A$  above. Use the infinity norm and start with  $x_0 = (1, 1)$ .

c) What value will the method in b) return for the eigenvalue of the matrix  $A$  in a)?

Solution:

a) eigenvalues are -2 and 1. example for vectors: (-1,1) for -2 and (-1,-2) for 1.

b) PowerMethod:

$$x_{n+1} = \frac{Ax_n}{\|Ax_n\|_\infty}$$

two iterations:

$$\begin{aligned} x_0 &= \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ x_1 &= \frac{Ax_0}{\|Ax_0\|_\infty} = \frac{1}{\|Ax_0\|_\infty} \begin{pmatrix} 0 \\ 2 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 0 \\ 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ x_2 &= \frac{Ax_1}{\|Ax_1\|_\infty} = \frac{1}{\|Ax_1\|_\infty} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \frac{1}{1} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$

c) will return -2.

5. You are given the quadrature rule

$$\int_a^b f(x)dx \approx Q(f) = \frac{b-a}{3} \left( f(a) + f\left(\frac{a+b}{2}\right) + f(b) \right).$$

(a) Determine the order  $m$  of this quadrature rule. For this, prove that  $Q(f)$  integrates polynomials up to degree  $m$  exactly and show that it is not exact for all polynomials of degree  $m+1$  (find a counterexample).

(b) Would you use this quadrature over the Simpson rule? Why/why not?

Solution:

a)

1.  $m \geq 0$ ?

check  $f(x) = 1$ :

$$Q(f, a, b) = \frac{b-a}{3}(1+1+1) = b-a$$

is equal to

$$\int_a^b f(x)dx = x \Big|_a^b = b-a$$

so  $Q$  is exact for all constant functions.

2.  $m \geq 1$ ?

check  $f(x) = x$ :

$$Q(f, a, b) = \frac{b-a}{3} \left( a + \frac{a+b}{2} + b \right) = \frac{b-a}{3} \frac{3(a+b)}{2} = \frac{(b-a)(a+b)}{2}$$

is equal to

$$\int_a^b f(x) dx = \frac{1}{2} x^2 \Big|_a^b = \frac{b^2 - a^2}{2}$$

so  $Q$  is exact for all linear functions.

3.  $m \geq 2$ ?

check  $f(x) = x^2$ :

$$Q(f, a, b) = \frac{b-a}{3} \left( a^2 + \frac{(a+b)^2}{4} + b^2 \right) = \frac{b-a}{3} \frac{4a^2 + 4b^2 + 2ab}{4}$$

is not equal to

$$\int_a^b f(x) dx = \frac{1}{3} x^3 \Big|_a^b = \frac{b^3 - a^3}{3}$$

so  $Q$  is not exact for all quadratic functions.

4. So  $m = 1$ .

b) no, because Simpson is more accurate with the same number of evaluations.

6. a) State the formula for a composite quadrature rule  $Q^c(f, a, b)$  to approximate the integral  $\int_a^b f(x) dx$  given a quadrature  $Q(f, a, b)$  that approximates  $f$  on  $[a, b]$ . Draw a picture. Make sure you define  $x_i$  and specify the correct loop bounds.
- b) Derive a bound for the error in a)
- c) What is the reason for using composite quadrature rules?

Solution:

a)

$$Q^c(f, a, b) = \sum_{i=1}^N Q(f, x_i, x_{i+1})$$

with  $N$  points  $x_1, \dots, x_N$  and  $a = x_1$  and  $b = x_N$ .

b) See lecture notes.

c) You want a more accurate answer than a simple quadrature formula gives, higher order quadratures are hard to set up and need  $f$  to be  $m + 1$  times differentiable to give optimal convergence rates.

7. a) Given a set of points  $(x_i, y_i)$ , what is the definition of an interpolating function?
- b) You are given the following data points:  $(1, -1), (2, 3), (3, 0), (4, 1)$ . Construct (don't solve) a linear system that determines the coefficients of the interpolating polynomial of degree three.
- c) You are given a large number of points (say  $n > 10$ ) that contain noisy data. What kind of interpolating function from lecture would you use/not use and why?

Solution:

a) a function  $f(x)$  with  $f(x_i) = y_i$  (goes through all points)

b) you get  $Ac = y$  with:

$$\begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & 4 & 8 \\ 1 & 3 & 9 & 27 \\ 1 & 4 & 16 & 64 \end{pmatrix} \begin{pmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{pmatrix} = \begin{pmatrix} -1 \\ 3 \\ 0 \\ 1 \end{pmatrix}$$

to get the polynomial  $p(x) = c_1 + c_2x + c_3x^2 + c_4x^3$  (see lecture notes for how the matrix is set up).

c) Not a single polynomial, so piece-wise polynomials (either linears or cubic splines).