# Iterative Methods for Ax = b

**Question 1.** We have a direct method in the PA = LU factorization. Why would we want an iterative method?

We'll be looking at three methods (which are all related):

- 1. Jacobi Method
- 2. Gauss-Seidel Method
- 3. SOR Method (Successive Over-Relaxation)

While that sounds like a lot, all three are variations on a theme.

#### Jacobi Method

The Jacobi Method is a spin on Fixed-Point Iteration. We generate a sequence of vectors  $\mathbf{x}_i$ ,  $i = 0, 1, 2, \ldots$  where  $\mathbf{x}_0$  is the initial guess for the solution. To describe the process, we

$$\mathbf{x}_i, i = 0, 1, 2, \dots$$
 where  $\mathbf{x}_0$  is the initial guess for the solution. To describe the process, we need notation for the elements of the vector  $\mathbf{x}_i$ , which we will denote as  $\mathbf{x}_i = \begin{bmatrix} x_{i1} \\ x_{i2} \\ \vdots \\ x_{in} \end{bmatrix}$ . For

instance, the second guess of the sequence when solving a  $3 \times 3$  system is:

$$\begin{bmatrix} x_{21} \\ x_{22} \\ x_{23} \end{bmatrix}.$$

The idea is to solve for each element in terms of the others. So solve for  $x_{i1}$  in the first row. Solve for  $x_{i2}$  in the second row. And so on - you can find a formula for all of them as long as the diagonal elements aren't zero; if they are, try rearranging the rows before applying the process. We use these generated formulas to get new values for each from the current guess.

**Example 1.** Apply three steps of the Jacobi method to estimate the solution to  $\begin{bmatrix} 3 & 1 \\ 1 & -2 \end{bmatrix} \mathbf{x} = \begin{bmatrix} 10 \\ 1 \end{bmatrix}$  with an initial guess of  $\mathbf{x}_0 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ .

**Example 2.** Apply three steps of the Jacobi method to estimate the solution to  $\begin{bmatrix} 1 & -2 \\ 3 & 1 \end{bmatrix} \mathbf{x} = \begin{bmatrix} 1 \\ 10 \end{bmatrix}$  with an initial guess of  $\mathbf{x}_0 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ .

Note that this system is the same as the first, with the rows swapped in order. Yet this is not nearly as close to the real answer of  $\begin{bmatrix} 1 \\ 3 \end{bmatrix}$ . More to come on convergence...

The Jacobi Method is a rewriting of the original system of equations, and is still a system of equations. So, we describe the method in matrix form for convenient programming. Start with the matrix A and break it into three parts: L, for the sub-diagonal elements, D for the diagonal elements, and U for the super-diagonal elements so that A = L + D + U. In particular,

$$A = \begin{bmatrix} 3 & 1 \\ 1 & -2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} + \begin{bmatrix} 3 & 0 \\ 0 & -2 \end{bmatrix} + \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}.$$

Then because we are solving for the diagonal elements, we are writing the system as:

$$D\mathbf{x}_{i+1} = \mathbf{b} - U\mathbf{x}_i - L\mathbf{x}_i.$$

As long as D has no zeros on the diagonal (which would be a real problem for the method, as we couldn't solve for that element of  $\mathbf{x}$  in that row), we have that  $D^{-1}$  is also a diagonal matrix, and its diagonal elements are the reciprocals of the diagonal elements of D:

$$\mathbf{x}_{i+1} = D^{-1}(\mathbf{b} - (L+U)\mathbf{x}_i).$$

We can now see how the method is related to fixed point iteration.

**Example 3.** Use the matrix form of the Jacobi method to find the first two estimates with initial guess of the zero vector for the system given by  $A = \begin{bmatrix} 4 & -1 & 1 \\ -1 & 8 & 4 \\ 2 & 1 & 16 \end{bmatrix}$ ,  $\mathbf{b} = \begin{bmatrix} 16 \\ 16 \\ 16 \end{bmatrix}$ .

### Gauss-Seidel

Essentially, the Gauss-Seidel Method is the Jacobi Method with the following realization. Wait, I've already computed better values for some of these! The hope is that this will lead to better accuracy sooner (faster convergence).

**Example 4.** Using the same matrices from Example 3, the Jacobi method was solving:

$$x_1 = \frac{16 + x_2 - x_3}{4}$$

$$x_2 = \frac{16 + x_1 - 4x_3}{8}$$

$$x_3 = \frac{16 - 2x_1 - x_2}{16}$$

The Gauss-Seidel method says: when solving for  $x_2$ , use the newer value for  $x_1$ . When solving for  $x_3$ , use the new values for both  $x_1$  and  $x_2$ . Find the first two steps using Gauss-Seidel.

**Example 5.** For the system given by  $A = \begin{bmatrix} 4 & 0 & 4 \\ 8 & 8 & 0 \\ 0 & 1 & 8 \end{bmatrix}$ ,  $\mathbf{b} = \begin{bmatrix} 16 \\ 16 \\ 16 \end{bmatrix}$ , apply two steps of Gauss-Seidel with an initial guess of zeros.

Gauss-Seidel also has a matrix form. Expressed in the same way as Jacobi, it is:

$$\mathbf{x}_{i+1} = D^{-1}(\mathbf{b} - U\mathbf{x}_i - L\mathbf{x}_{i+1}).$$

This is not so great for thinking of it as fixed point iteration, though, because the vector we're solving for is on both sides of the equation. Isolating  $\mathbf{x}_{i+1}$  gives instead

$$\mathbf{x}_{i+1} = (L+D)^{-1}(\mathbf{b} - U\mathbf{x}_i)$$

which now has the disadvantage that L + D isn't nearly as nice to invert as just D was. However, in practice, we don't fully invert them anyway - we use back substitution, and L + D IS still triangular.

# Successive Over-Relaxation (SOR)

The final iterative method starts with Gauss-Seidel and adds the idea that the new computation is a good direction to move to get closer to the real solution - so let's move further that way. The hope is that this will converge faster still.

We introduce a weight  $\omega$  (omega) to balance the current solution with the next one. If  $\omega = \frac{1}{2}$ , SOR averages together the current solution and the next one.

**Example 6.** Write the SOR equations for the system of Example 3.

We are interested in what happens for  $\omega > 1$ . The parameter  $\omega$  is called the *relaxation* parameter and when it is more than 1, we then have over-relaxation.

Computing the first step for  $\omega = 1.5$  with the initial guess of zeros:

# Convergence

None of the iterative methods presented are guaranteed to converge for all matrices A and all initial guesses. However, there is a property of the matrix A that will guarantee convergence for all initial guesses.

**Definition 2.** A  $n \times n$  matrix A is strictly diagonally dominant if, for each row,  $1 \le i \le n$ , the absolute value of the diagonal element,  $|a_{ii}|$ , is larger than the total of the absolute values of all other elements in the row,  $\sum_{i \ne i} |a_{ij}|$ .

**Example 7.** Determine if each of the matrices in the previous examples are strictly diagonally dominant.

**Theorem 3.** If the  $n \times n$  matrix A is strictly diagonally dominant, then A is invertible and for every vector  $\mathbf{b}$  and every starting guess, the Jacobi Method applied to  $A\mathbf{x} = \mathbf{b}$  converges to the unique solution. Also, the Gauss-Seidel Method applied to  $A\mathbf{x} = \mathbf{b}$  converges to the unique solution.