Chapter 3: Solving (Square) Systems of Equations

There are 2 kinds of systems: linear and nonlinear systems.

Non-Linear Systems

Non linear systems are systems of equations where there is an exponent to the variables. A solution to a system satisfies all the equations.

In general, a 2x2 system looks like

$$f_1(x, y) = 0$$

$$f_2(x,y) = 0$$

with exact solution

(p,q)

a 3x3 system looks like

$$f_1(x,y,z)=0$$

$$f_2(x,y,z) = 0$$

$$f_3(x,y,z)=0$$

with exact solution

(p,q,r)

There are three methods we are going to be using to solve nonlinear systems.

- 1. Newton's Method --> only for 2x2
- 2. Fixed Point Iteration --> 2x2 or 3x3
- 3. Gauss-Seidel Iteration --> 2x2 or 3x3

Newtons Method for Non-Linear Systems

We need p_0, q_0 and $f_1(x, y) = 0, f_2(x, y) = 0$

Note: The solution can be written as a vector

The iteration is given by:

$$\begin{pmatrix} p_1 \\ q_1 \end{pmatrix} = \begin{pmatrix} p_0 \\ q_0 \end{pmatrix} - J^{-1}|_{(p_0,q_0)} \begin{pmatrix} f_1(p_0,q_0) \\ f_2(p_0,1_0) \end{pmatrix}$$

where J is the ${f jacobian\ matrix}$ of the 2x2 system is given by

$$\begin{pmatrix} \frac{\delta f_1}{dx} & \frac{\delta f_1}{dy} \\ \frac{\delta f_2}{dx} & \frac{\delta f_2}{dy} \end{pmatrix}$$

This can be considered the derivative of the system. Therefore, the above iteration equation is equivalent to $p_{n+1}=p_n-rac{f(p_j)}{f'(p_n)}$

Fixed Point Iteration for Non-Linear Systems

(For 2x2 systems)We need p_0,q_0 and $g_1(x,y)=x,g_2(x,y)=y$

This means that $g_1(p,q) = p$ and $g_2(p,q) = q$

The iteration is given by:

$$p_{n+1}=g_1(p_n,q_n)$$

$$q_{n+1}\,=\,g_2(p_n,q_n)$$

Gauss-Seidel Iteration for Non-Linear Systems

It is almost identical to Fixed Point Iteration, with some improvment.

(For 2x2 systems)We need p_0,q_0 and $g_1(x,y)=x,g_2(x,y)=y$

$$p_1=g_1(p_0,q_0)$$

$$q_1 = g_2(p_1,q_0)$$

notice that we are substituting the found value of p_{n+1} to find q_{n+1} . Generally

$$p_{n+1}=g_1(p_n,q_n)$$

$$q_{n+1} = g_2(p_{n+1},q_n)$$

Linear Systems

Revision: Row Operations

Any square linear system is given by:

$$A_{nxn} X_{nx1} = b_{bx1}$$

We will only deal with linear systems that have a **unique solution**. That is to say, A is **non-singular** (A^{-1}) exists). For example, the system

$$2x_1 + x_2 - x_3 = 7$$

$$5x_1 + 5x_3 = 8$$

$$-3x_1 + x_2 - 2x_3 = -1$$

is expressed as

$$A = \begin{pmatrix} 2 & 1 & -1 \\ 5 & 0 & 5 \\ -3 & 1 & -2 \end{pmatrix}$$
$$X = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$
$$b = \begin{pmatrix} 7 \\ 8 \\ 1 \end{pmatrix}$$

There are 5 direct ways to solve a system

- 1. Cramers rule
- 2. Gaussian Elimination
- 3. Gaus-Jordan reduction
- 4. Inverse Method
- 5. Lu factorization

The numerical part of what we are learning, we are going to calculate the **cost** of these methods.

The cost, or **complexity** of a method, is the number of operations $(+- \div x)$ in this method. For example, the cost of solving

$$\frac{5+2*4}{7-3}$$

is 4, because there are 4 operations. Now lets say that we have A_{2x2} . What is the cost of αA ?.

$$\alpha \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

There are 4 operations here, so the cost is 4. Actually, we can say that for any matrix A_{nxn} , the cost of $\alpha A_{nxn} = n^2$

But what about the cost of $A_{nxn} + B_{nxn}$? well, it looks like this :

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} + \begin{pmatrix} e & f \\ g & h \end{pmatrix} = \begin{pmatrix} a+e & b+f \\ c+g & d+h \end{pmatrix}$$

So the cost is 4, or n^2 .

And For $A_{nxn}B_{nxn}$, which looks like :

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} * \begin{pmatrix} e & f \\ g & h \end{pmatrix} = \begin{pmatrix} a*e+b*g & -- \\ -- & -- \end{pmatrix}$$

Each new member of the matrix costs us 3, multiplied by 4, then the cost is 12, or generally, if both matricies are the same size, then the cost is $2n^3 - n^2$.

However, if we are multiplying $A_{3x3}B_{3x1}$, the cost is 15=3(3+2) . generally, for $A_{nxn}B_{nx1}$, the cost is $2n^2-n$.

The cost of $det(A_{2x2})=3$. The cost of $det(A_{3x3})=14$, because we are calculating the determinant of three 3x3 matricies, doing 3 multiplications, 1 addition, and 1 subtraction. For a 4x4 matrix, the cost of $det(A_{4x4})=4*14+4+3=63$ in the same way.

Consider the following:

for
$$p = 1 : n$$

$$a = (p+s)/(2p+1)$$

The cost of this segment of code is 4*n

Cramers Rule

Let there be a 2x2 system given by :

$$2x_1 + x_2 = 5$$

$$x_1-x_2=1$$

Let us solve this system using cramers rule, and the cost of solving it.

$$A=\left(egin{array}{cc} 2 & 1 \ 1 & -1 \end{array}
ight), b=\left(egin{array}{cc} 5 \ 1 \end{array}
ight)$$

Cramers rule:

$$x_n = \frac{det(A_n)}{det(A)}$$

Where A_n is A with column n replaced with b, so

$$A_1 = egin{pmatrix} 5 & 1 \ 1 & -1 \end{pmatrix}, A_2 = egin{pmatrix} 2 & 5 \ 1 & 1 \end{pmatrix}, det(A_1) = -6, det(A_2) = -3, det(A) = -3$$

The cost so far is 3*3=9

$$x_1=rac{-6}{-3}=2$$

$$x_2 = \frac{-3}{-3} = 1$$

The total cost is 3*3+2=11

Generally speaking, the cost of solving using cramers rule is

$$(n+1)*(cost(det(A_{nxn}))+n$$

Special Case: Strictly Upper Triangular System of NxN

An Upper triangular matrix is a matrix where all members beneath the diagonal are 0 and none of the members of the diagonal are 0, for example:

$$A = \begin{pmatrix} 2 & 3 & -1 \\ 0 & 6 & 2 \\ 0 & 0 & 3 \end{pmatrix}, b = \begin{pmatrix} 3 \\ 8 \\ 3 \end{pmatrix}$$

The cost of solving such a system (by back substitution) is always n^2

The cost of converting a system to upper triangular is $\sum_1^{n-1} 2(n-1)^2 + (n-1)$

Row Operations

- 1. Row Operation I: Switch two rows.
- 2. Row Operation II: Multiply a row with a nonzero constante
- 3. Row Operation III : Replace a row by adding it to a multiple of another row, that is $R_k o R_k M_{kp} R_p$

Gaussian Elimination

To do gaussian elimination, we must

- 1. Convert [A|b] into an upper triangular system $[\mu|c]$.
- 2. Solve by back substitution.

So the cost of the gaussian elimination

$$\sum_{k=1}^n \left(2(k-1)(k) + (k-1)\right) + n^2$$