

Newton for non-linear systems has 2 big difficulties

- 1- You compute an inverse at each step.
if $J \in \mathbb{R}^{m \times m}$ (cost of inverse is $O(m^3)$)
- 2- You may not be able to create J_n .
You may have to approximate it.

We will focus on problem 1.

Traditional Newton:

$$\begin{pmatrix} x_{n+1} \\ y_{n+1} \end{pmatrix} = \begin{pmatrix} x_n \\ y_n \end{pmatrix} - J_n^{-1} \begin{pmatrix} f(x_n, y_n) \\ g(x_n, y_n) \end{pmatrix}$$

Lazy Newton: compute $(J_0)^{-1}$ and use for all iterations

This avoids computing repeated inverses.

If Lazy Newton converges, the convergence is super linear. (at best)

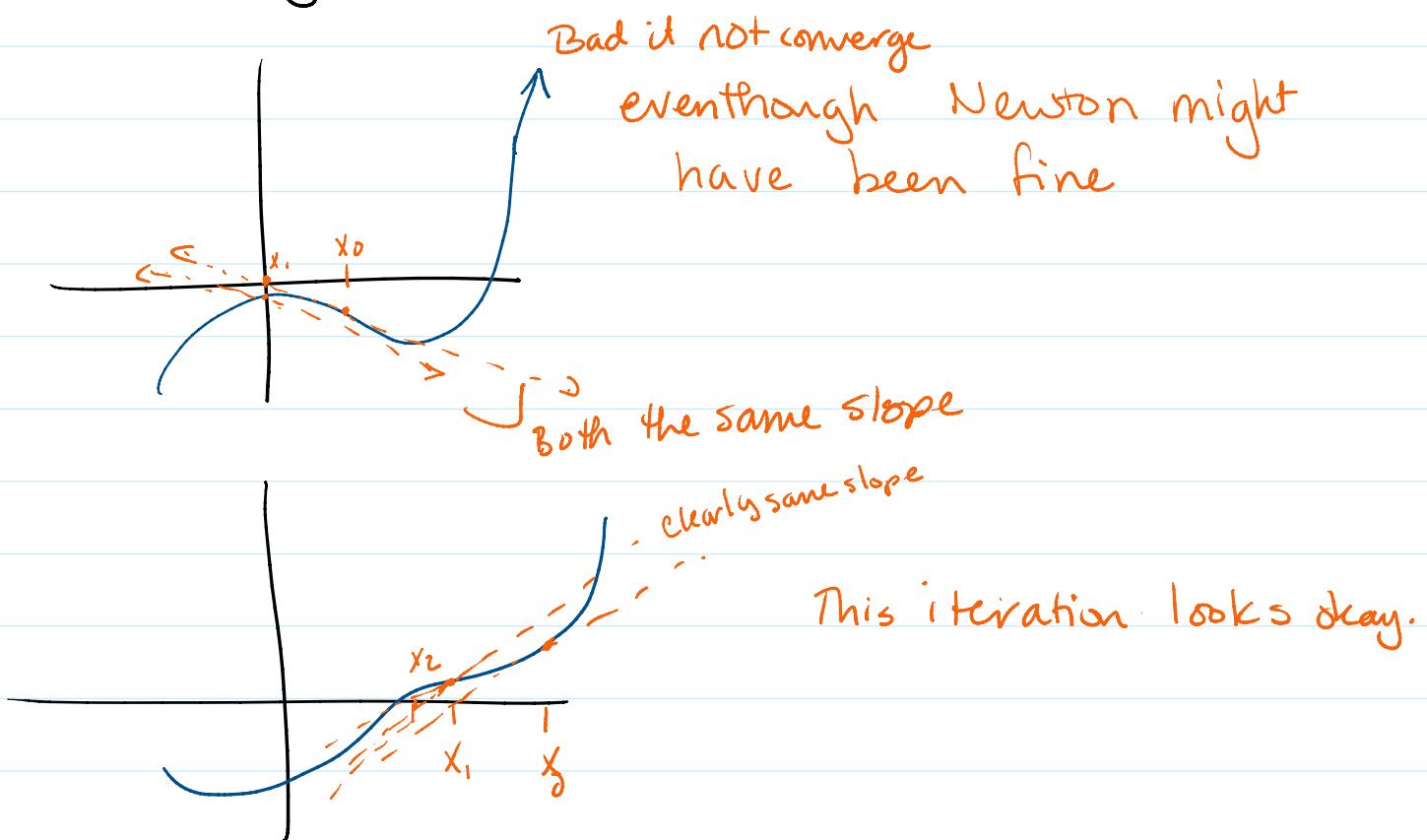
Option 1: Lazy Newton

$$\text{let } \hat{J} = J(\bar{x}_0) \rightarrow (\hat{J})^{-1} = (J(x_0))^{-1}$$

so the iteration is

$$x_{n+1} = x_n - (\hat{J})^{-1} F(x_n)$$

Graphically (1D)



Broyden: Rough extension of the Secant method.

IDEA: Given $J_0 = J(x_0)$. Try to write $J(x_1) = J_1$, as a rank 1 update to J_0

Note: A rank one matrix can be expressed as an outer product of two vectors

$$x, y \in \mathbb{R}^{m \times 1}$$

inner product $x \cdot y = y^T x = \mathbb{R}$
outer product $x y^T = \mathbb{R}_{m \times m}$
 $m \times 1 \quad 1 \times m$

Our goal in Linear algebra:

$$\text{write } J_1 = J_0 + xy^T \quad \text{for some } x, y \in \mathbb{R}^m$$

Two question

- 1- Why is this a viable idea?
- 2- How do we find (create) x, y ?

Answer Question 1:

Thm 10.8 (Sherman-Morrison Formula)

$$\text{let } A \in \mathbb{R}^{m \times m}, \exists x, y \in \mathbb{R}^m$$

Given A, A^{-1} & a rank 1 update xy^T

The inverse of $A + xy^T$ is given by the following

$$(A + xy^T)^{-1} = A^{-1} - \frac{A^{-1}x y^T A^{-1}}{1 + y^T A^{-1} x}$$

Why is this powerful?

- No new inverses are needed
- Cost of applying the "inverse" of $A + xy^T$ is $O(m^2)$

$$(A + xy^T)^{-1} \bar{w} = A^{-1}w - \frac{A^{-1}x y^T A^{-1}w}{1 + y^T A^{-1} x}$$

Compute circle items once. Then only do matrix vector multiplies

Proof: (one direction here. You can do the other direction at home)

$$\left(A^{-1} - \frac{A^{-1}x y^T A^{-1}}{1 + y^T A^{-1} x} \right) (A + xy^T)$$

$$= \underbrace{A^{-1}A}_{I} - \frac{A^{-1}x y^T \cancel{A^{-1}A}}{1 + y^T A^{-1} x} + A^{-1}x y^T$$

$$- \frac{A^{-1}x y^T A^{-1}x y^T}{1 + y^T A^{-1} x}$$

$$= I + A^{-1}x y^T - \left(A^{-1}x y^T + A^{-1}x y^T A^{-1}x y^T \right)$$

= constant

$$= I + A^{-1}xy^T - \frac{\left(A^{-1}xy^T + A^{-1}xy^TA^{-1}x^Ty \right)}{1 + y^TA^{-1}x}$$

$$= I + A^{-1}xy^T - A^{-1}xy^T \left(\frac{1 + y^TA^{-1}x}{1 + y^TA^{-1}x} \right)$$

≈ 0

$$= I$$



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So the Sherman-Morrison Formula works but what are the update vectors?

We have a vector function $\tilde{F}(\bar{x})$

Define our approximate Jacobian at step $n+1$

$$\hat{G}_{n+1} = \hat{G}_n + \left[F(x_{n+1}) - F(x_n) - \hat{G}_n(x_{n+1} - x_n) \right] \frac{(x_{n+1} - x_n)^T}{\|x_{n+1} - x_n\|_2^2}$$

X
 Approx of "slope"
Y^T
 Direction

Numerical Example

Consider the task of approximating the root of the follow nonlinear system of equations

$$\left\{ \begin{array}{l} 3x - \cos(yz) - \frac{1}{2} = 0 \\ x - 81(y + 0.1)^2 + \sin(z) + 1.06 = 0 \\ e^{-xy} + 20z + \frac{10\pi - 3}{3} = 0 \end{array} \right.$$

Initial guess $x_0 = \begin{pmatrix} 0.1 \\ 0.1 \\ -0.1 \end{pmatrix}$

Code posted on canvas.