

Solving Nonlinear Equations

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- NUMERICALLY solving nonlinear equation

$$f(x) = 0$$

- Four methods
 - Bisection
 - Function iteration
 - Newton's
 - Quasi-Newton

Motivation

Linear equation can be solved analytically

- $Ax = b \quad \Rightarrow \quad x = A^{-1}b$
- Methods such as L-U factorization, Gaussian elimination, etc

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Linear equation can be solved analytically

- $Ax = b \quad \Rightarrow \quad x = A^{-1}b$
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However, nonlinear equation might not be explicitly solved

- e.g. $f(x) = x^{-0.8} + 2x^{0.5} - 3 = 0$
- Numerical methods

Numerical methods

- "Continuous" means 1, 1.001, ..., 1.999, 2
- "Equality" means $1 = 1.0003$

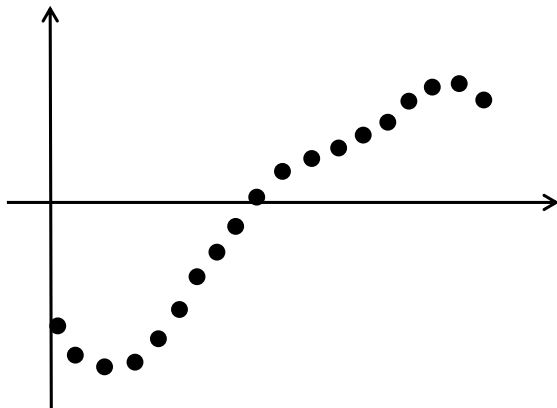


Figure 1 : A "continuous" function in computer

Bisection Method

- Based on Intermediate Value Theorem
- Start with a bounded interval $[a, b]$ such that $f(a)f(b) < 0$

- Sample code

```
while (b-a)>tol;  
    if sign(f((a+b)/2)) == sign(f(a))  
        a= (a+b)/2;  
    else  
        b= (a+b)/2;  
end  
x=a;
```

Bisection Method

- Advantage

- Reliable: always finds the root
- LEAST requirements on functional properties

- Disadvantage

- Univariate $f : \mathbb{R} \mapsto \mathbb{R}$
- Slow $\log(n)$

Function Iteration

- Solve for fixed point $x = g(x)$
 - $f(x) = 0 \Leftrightarrow x = g(x) = x - f(x)$
- Start with an initial guess $x^{(0)}$ s.t. $\|g'(x^{(0)})\| < 1$

- Sample code

```
x=x0;  
y=g(x);  
while norm(y-x)>tol;  
    x=y;  
    y=g(x);  
end
```


Function Iteration

■ Advantage

- Could be multivariate $f : \mathbb{R}^n \mapsto \mathbb{R}^n$
- Easy-coding

■ Disadvantage

- Not reliable: require differentiability, and
- Initial $x^{(0)}$ should be sufficiently close to a fixed point x^*
- Only applicable to downward-crossing fixed point
 $\|g'(x^*)\| < 1$
- Worth trying even if one or more condition fails

Function Iteration: Extension

- Value Function Iteration (VFI)

$$V(k) = \max_{k'} \{u(c) + \beta V(k')\}$$

$$k' = f(k) - c + (1 - \delta)k$$

- Rewrite as

$$V(k) = \max_{k'} \{u(f(k) + (1 - \delta)k - k') + \beta V(k')\}$$

Function Iteration: Extension

- Make a grid of k
- Make an initial guess $V^0(k)$ for each k
- Updating: for every k , update

$$V^{i+1}(k) = \max_{k'} \{u(f(k) + (1 - \delta)k - k') + \beta V^i(k')\}$$

by trying each possible k'

- Repeat updating
- Until $V^{i+1}(k)$ is close enough to $V^i(k)$

Newton's Method

- First-order Taylor approximation

$$f(x) \approx f(x^{(k)}) + f'(x^{(k)})(x - x^{(k)}) = 0$$

- Solve for the iteration rule

$$x^{(k+1)} \leftarrow x^{(k)} - [f'(x^{(k)})]^{-1}f(x^{(k)})$$

- Start with an initial guess $x^{(0)}$

Newton's Method

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$$x^{(k+1)} \leftarrow x^{(k)} - [f'(x^{(k)})]^{-1}f(x^{(k)})$$

- Start with an initial guess $x^{(0)}$
- Pseudo-code

```
for iter=1:maxiter
    [ fval fjac ]=f(x);
    x = x - fjac \ fval;
    if norm(fval) < tol, break, end
end
```

Newton's Method: Calculate the Jacobian Matrix

- How to calculate the Jacobian Matrix

$$f'(x) = \begin{bmatrix} \partial f_1 / \partial x_1 & \partial f_1 / \partial x_2 & \dots & \partial f_1 / \partial x_n \\ \partial f_2 / \partial x_1 & \partial f_2 / \partial x_2 & \dots & \partial f_2 / \partial x_n \\ \vdots & \vdots & \ddots & \vdots \\ \partial f_n / \partial x_1 & \partial f_n / \partial x_2 & \dots & \partial f_n / \partial x_n \end{bmatrix}$$

- Analytical derivatives
- Numerical derivatives

Newton's Method: Calculate the Jacobian Matrix

- Analytical derivatives example: Cournot duopoly model

$$P(q) = q^{-1/\eta}$$

$$C_i(q_i) = \frac{1}{2}c_i q_i^2$$

$$\max_{q_i} \pi_i(q_1, q_2) = P(q_1 + q_2)q_i - C_i(q_i)$$

F.O.C.

$$\frac{\partial \pi_i}{\partial q_i} = P(q_1 + q_2) + P'(q_1 + q_2)q_i - C'_i(q_i) = 0$$

Let

$$\vec{f}(\vec{q}) = \begin{bmatrix} \frac{\partial \pi_1}{\partial q_1}(q_1, q_2) \\ \frac{\partial \pi_2}{\partial q_2}(q_1, q_2) \end{bmatrix}$$

Solve

$$\vec{f}(\vec{q}) = \vec{0}$$

Newton's Method: Calculate the Jacobian Matrix

Note that

$$\frac{\partial f_i}{\partial x_j} \equiv \frac{\partial^2 \pi_i}{\partial q_j \partial q_i}$$

Newton's Method: Calculate the Jacobian Matrix

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```
function [fval,fjac]=f(q)
    c=[0.6,0.8]; eta=1.6; e=-1/eta;
    fval=sum(q)^e + e*sum(q)^(e-1)*q-diag(c)*q;
    fjac=e*sum(q)^(e-1)*ones(2,2)+e*sum(q)^(e-1)*eye(2)
        + (e-1)*e*sum(q)^(e-2)*q*[1 1]-diag(c);
end
```

Newton's Method: Calculate the Jacobian Matrix

- Numerical derivatives

$$f'(x) \approx \frac{f(x + \varepsilon) - f(x)}{(x + \varepsilon) - x} = \frac{f(x + \varepsilon) - f(x)}{\varepsilon}$$

Newton's Method: Calculate the Jacobian Matrix

- Numerical derivatives

$$f'(x) \approx \frac{f(x + \varepsilon) - f(x)}{(x + \varepsilon) - x} = \frac{f(x + \varepsilon) - f(x)}{\varepsilon}$$

- Centered finite difference approximation

$$f'(x) \approx \frac{f(x + \varepsilon) - f(x - \varepsilon)}{(x + \varepsilon) - (x - \varepsilon)} = \frac{f(x + \varepsilon) - f(x - \varepsilon)}{2\varepsilon}$$

Newton's Method: Calculate the Jacobian Matrix

- For multivariate case, let

$$\varepsilon = \begin{bmatrix} 0 \\ \vdots \\ 0 \\ \varepsilon \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

Quasi-Newton Methods

Calculating $f'(x)$ and taking inverse is

- Slow
- Inefficient

Goal

- Find a proper approximation of $f'(x)$ or $(f'(x))^{-1}$
- Update this approximation in a more efficient way

Methods

- Secant method
- Broyden's method

Secant Methods

- Univariate
- Approximate derivatives (tangent) by secant

$$f'(x^{(k)}) \approx \frac{f(x^{(k)}) - f(x^{(k-1)})}{x^{(k)} - x^{(k-1)}}$$

thus

$$[f'(x^{(k)})]^{-1} \approx \frac{x^{(k)} - x^{(k-1)}}{f(x^{(k)}) - f(x^{(k-1)})}$$

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- Approximate derivatives (tangent) by secant

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thus

$$[f'(x^{(k)})]^{-1} \approx \frac{x^{(k)} - x^{(k-1)}}{f(x^{(k)}) - f(x^{(k-1)})}$$

- Iteration rule

$$x^{(k+1)} \leftarrow x^{(k)} - \frac{x^{(k)} - x^{(k-1)}}{f(x^{(k)}) - f(x^{(k-1)})} f(x^{(k)})$$

- Need two initial value

Broyden's Methods

Generalized secant method for multivariate

- Denote $A^{(k)}$ as the Jacobian approximant of f at $x = x^{(k)}$
- Newton iteration

$$x^{(k+1)} \leftarrow x^{(k)} - (A^{(k)})^{-1}f(x^{(k)})$$

- Secant condition must hold at $x^{(k+1)}$

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

Broyden's Methods

- Choose $A^{(k+1)}$ that minimizes Frobenius norm

$$\min_{A^{(k+1)}} \|A^{(k+1)} - A^{(k)}\| = \sqrt{\text{trace}((A^{(k+1)} - A^{(k)})^\top (A^{(k+1)} - A^{(k)}))}$$

subject to

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

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subject to

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

- Solve for $A^{(k+1)}$

$$A^{(k+1)} \leftarrow A^{(k)} + [f(x^{(k+1)}) - f(x^{(k)}) - A^{(k)}d^{(k)}] \frac{d^{(k)\top}}{d^{(k)\top}d^{(k)}}$$

where

$$d^{(k)} = x^{(k+1)} - x^{(k)}$$

Broyden's Methods

- Improvement: directly update $B^{(k)} \equiv (A^{(k)})^{-1}$
- Sherman-Morrison formula

$$(A + uv^T)^{-1} = A^{-1} + \frac{1}{1 + u^T A^{-1} v} A^{-1} u v^T A^{-1}$$

Broyden's Methods

- Improvement: directly update $B^{(k)} \equiv (A^{(k)})^{-1}$
- Sherman-Morrison formula

$$(A + uv^T)^{-1} = A^{-1} + \frac{1}{1 + u^T A^{-1} v} A^{-1} u v^T A^{-1}$$

- Iteration rule

$$B^{(k+1)} \leftarrow B^{(k)} + \frac{(d^{(k)} - u^{(k)})d^{(k)T} B^{(k)}}{d^{(k)T} u^{(k)}}$$

where

$$d^{(k)} = x^{(k+1)} - x^{(k)} \quad u^{(k)} = B^{(k)}[f(x^{(k+1)}) - f(x^{(k)})]$$

Broyden's Methods

■ Pseudo-code

Choose initial x

Calculate initial B (usually $B = f'^{-1}(x)$)

loop

 update x

 if $f(x)$ is close enough to 0 then break

 update B

end

Summary

- Four methods to solve nonlinear equations
 - Bisection: robust but relatively slow
 - Function iteration: easy-coding
 - Newton & Quasi-Newton: quick, most popular but not always work
- May not work for the multi-root case