

<u>Newton's Method</u> : $x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$ - converges locally, can fail w/ bad guess	<u>Secant Method</u> : $x_{i+1} = x_i - f(x_i) \frac{(x_i - x_{i-1})}{f(x_i) - f(x_{i-1})}$ - needs 2 initial guesses $x_0, x_1$	<u>Approximating Derivatives</u> : $\frac{f(x+h) - f(x)}{h}$ : Forward Difference $\frac{f(x) - f(x-h)}{h}$ : Backward, $\frac{f(x+h) - f(x-h)}{2h}$ : Centered
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Truncation Error: Use Taylor expansion to calculate  
 - order of method corresponds to order of error

NC Error Analysis:  $|E| \leq \frac{M}{(n+1)!} (b-a)^{n+1}$  where  $M$  is a bound for  $|f^{(n+1)}|$ . FDM: bounding Error may outweigh truncation error. e.g.  $E(h) \approx Mh + \frac{2N E_{mach}}{h}$

Floating Point & Rounding Error  $E_{mach} = 2^{-52} = 10^{-16}$ , the gap between 1 and the next f.p. #, not the smallest # that can be represented

$\square 1. \dots \square = 2 \square \dots \square$   
 rounding error can occur when subtracting 2 numbers within  $\epsilon$  of each other: "catastrophic cancellation"  
 Precision scales with size of number:  $1 \pm \epsilon, 2 \pm 2\epsilon$ , etc.

Lagrange Interpolation:  $P_n(x) = \sum_{i=0}^n y_i \prod_{j \neq i} \frac{(x-x_j)}{(x_i-x_j)}$   
 Pts:  $(x_i, y_i = f(x_i))$   
 deg  $\leq n$  for  $n$  interpolating points  
 unique deg  $\leq n$  poly.

Newton-Cotes Quadrature: estimate  $\int_a^b f(x) dx$  by approximating  $f$  with  $P(x)$  and using  $\int_a^b P(x) dx$   
 Composite: use rule on each  $L_n$  (may lead to accumulation of error & more flog required)  
 Deg 2 NC:  $\int_a^b f(x) dx \approx \frac{b-a}{6} [f(a) + 4f(\frac{a+b}{2}) + f(b)]$  is Simpson's Method

Precision: highest degree  $d$  that can be approximated by  $\frac{2nd}{method}$   
 $\int_a^b x^d dx$  // trapezoid: 1, Simpson's: 3

Trap./Composite Trap:  $O(h^3)/O(h^2)$   
 Simp./Composite Simpson:  $O(h^4)/O(h^4)$

NC has rounding and truncation error.  $\rightarrow$  NC is stable wrt rounding error  
 Rounding Error  $\leq M E_{mach} (b-a)$

Solving IVP ODE's  $y_{i+1} = y_i + hf(t_i, y_i)$   
 $y' = f(t, y)$   $y_{i+1} = y_i + hf(t_{i+1}, y_{i+1})$   
 $y(t_0) = y_0$

Forward Euler (explicit method as  $y_{i+1}$  only depends on past  $y$ -values)  $O(h^2)$   
Backward Euler (implicit method as update rule depends on  $y_{i+1}$ ) LTE  $O(h^3)$   
Implicit Trapezoid:  $y_{i+1} = y_i + \frac{h}{2} (f(t_i, y_i) + f(t_{i+1}, y_{i+1}))$   $O(h^3)$   
Explicit Trapezoid:  $y_{i+1} = y_i + \frac{h}{2} [f(t_i, y_i) + f(t_{i+1}, y_i) + hf(t_i, y_i)]$   $O(h^3)$   
 (Heun's)   
 Forward Euler approx for  $y_{i+1}$

Local Truncation Error:  $\ell_{i+1} = y(t_{i+1}) - y_{i+1}$   
Global Error:  $g_n = y(t_n) - y_n$   
 Method with  $O(h^{p+1})$  LTE has  $O(h^p)$  global error

Linear Algebra to solve  $A\vec{x} = \vec{b}$  numerically // consider efficiency (# flops), error (rounding w/ floating points)

1) LU Decomposition: reduce  $A = LU$ , then solve  $L\vec{y} = \vec{b}$  then  $U\vec{x} = \vec{y}$ .  
 - reduce  $A$  to echelon form using row ops, store ops in  $L$   
 - if  $L_1 \dots L_i A = U \Rightarrow A = L_1^{-1} \dots L_i^{-1} U$   
 -  $L = L_1^{-1} \dots L_i^{-1}$ , which has 1's on diagonals and negative of scaling ops of  $L_i$ .  
 - solve  $L\vec{y} = \vec{b}$  then  $A\vec{x} = \vec{y}$ .

2) PA, LU Decomposition: may need to interchange rows  
 - pivot largest element in column to pivot position  
 - set up using same ideas, construct  $PA = LU$  ( $P$ : permutation matrix) & inverse of  $P_i$  is  $P_i$   
 $L_1, P_1, \dots, L_i, P_i, A = U \Rightarrow PA = LU$ , with  $P = P_1 \dots P_i$ ,  $L = L_1 \dots L_i$  where  $L_i$  lower triangular but with permuted entries from  $L_i$  (inverse, conjugation: swap columns)  
 - solve  $L\vec{y} = P\vec{b}$ , then  $U\vec{x} = \vec{y}$ .

don't compute  $A^{-1}$ : rounding & computationally expensive  
 - Solving  $A$  systems requires  $O(n^3)$  flops  
 Building  $L$  &  $U \sim O(n^3)$  flops  
 - Partial pivoting helps make Gaussian elimination resistant to rounding error/swamping  
 e.g.  $\begin{bmatrix} 10^{20} & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix}$  will yield  $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$  without partial pivoting

$A\vec{x} = \vec{b}$  error  
 - Forward error:  $\|x_{true} - x_{computed}\|$  not possible to guarantee ill-conditioned matrices to have small F.E.  
 - Backward/Residual error:  $\|A\vec{x}_{comp} - \vec{b}\|$  but backward stability is possible with partial/complete pivoting

Least Squares and Orthogonal Projection Cannot solve  $A\vec{x} = \vec{b}$  when  $A$  has many rows/few cols  $\Rightarrow$  we want the least squares solution that minimizes  $\|A\vec{x} - \vec{b}\|$   
 - occurs when  $A\vec{x} = \vec{b}$ , the orthogonal projection of  $\vec{b}$  onto the column space of  $A$ .

$A^T A \vec{x} = A^T \vec{b}$  is the normal equation for the least squares problem

To fit data, can set up matrix equation  $X\vec{c} = \vec{y}$   
 and find least squares solution  $\vec{c} = (X^T X)^{-1} X^T \vec{y}$

$\begin{bmatrix} 1 & x_1 \\ 1 & x_2 \\ \vdots & \vdots \\ 1 & x_n \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}$

To create an orthonormal basis for  $A$  (to solve  $A\vec{x} = \vec{b}$ , orthogonal proj of  $\vec{b}$ ), use Gram-Schmidt Procedure (for  $m \times n$  with  $m \geq n$ , rank  $n$  matrix  $A$ )

$\vec{b}_1 = a_1 / \|a_1\|$   
 $\vec{b}_2 = a_2 - \sum_{j=1}^{i-1} \langle a_2, \vec{b}_j \rangle \vec{b}_j$   
 $\vec{b}_i = a_i - \sum_{j=1}^{i-1} \langle a_i, \vec{b}_j \rangle \vec{b}_j$   
 $\vec{b}_i = \vec{b}_i / \|\vec{b}_i\|$

$A = Q \begin{bmatrix} \|a_1\| & a_2^T \vec{b}_1 & a_3^T \vec{b}_1 & \dots & a_n^T \vec{b}_1 \\ 0 & \|a_2\| & a_3^T \vec{b}_2 & \dots & a_n^T \vec{b}_2 \\ \vdots & \vdots & \|a_3\| & \dots & \vdots \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & \|a_n\| \end{bmatrix}$

Once an orthonormal basis  $Q$  is found, we want to use  $A = QR$  coefficient of columns of  $A$  in  $Q$ -basis to solve  $A\vec{x} = \vec{b}$  or  $Q^T A \vec{x} = Q^T \vec{b}$   
 $(Q^T A) \vec{x} = Q^T \vec{b}$   
 $R \vec{x} = Q^T \vec{b}$   
 Since  $R$  is upper  $\Delta$ , we can solve this using backwards substitution.  
residual vector:  $A\hat{\vec{x}} - \vec{b}$  where  $\hat{\vec{x}}$  = least squares solution

# Stochastic Processes

(a quantity that evolves over time, where there is randomness at each time value)  
(can have discrete/continuous time and state space (values it takes))

Basic probability:  $Cov(X, Y) = E[XY] - E[X]E[Y]$

$$P(A|B) = \frac{P(A|B)P(A)}{P(B)} = \frac{P(A \cap B)}{P(B)}$$

Bernoulli process  $\{X_i\}_{i=1}^N$  is a stochastic process  
 $\begin{cases} P(X=0) = 1-p \\ P(X=1) = p \end{cases}$   $N_n = \# \text{ of successes after } n \text{ trials}$   
 $E[N_n] = np$ ,  $Var[N_n] = npq$

$T_k$ : timing of success,  $T_1 \sim \text{Geom}(p)$

$$E[T_1] = \frac{1}{p}, \quad Var[T_1] = \frac{2}{p^2}$$

$$P(T_k \leq n) = P(N_n \geq k) = \sum_{j=k}^n \binom{n}{j} p^j q^{n-j}$$

$$P(N_n = k) = \binom{n}{k} p^k q^{n-k}, \quad P(T_k = n) = \binom{n-1}{k-1} p^k q^{n-k}$$

Increment: for discrete time  
stochastic process,  $X_n - X_m$

Increments are independent if  $X_t - X_s, X_{t'} - X_{s'}$  are independent RVs for  $s < t < s' < t'$   
stationary if  $P(X_t - X_s = x) = P(X_{t-s} = a)$  for any  $0 < s \leq t$ .

$N_1, T$  are both independent & stationary

$$P(N_3 = 1, N_5 = 5) = P(N_3 = 1, N_3 - N_2 = 4)$$

$$= P(N_3 = 1) P(N_3 - N_2 = 4)$$

$$= P(N_3 = 1) P(N_4 = 4)$$

Random walk:  $\begin{cases} +1 : p \\ -1 : q = 1-p \end{cases}$   $E(Y_i) = p - q$ ,  $Var(Y_i) = 1 - (p - q)^2$  // Gambler's Ruin has absorbing states at 0 and N

Markov Chain: stochastic model describing sequence of events where probability depends only on previous event

Markov Property

Transition matrix:  $P = [P_{ij}]$  where  $P_{ij} = P(X_2 = j | X_1 = i)$

$$P(X_{n+1} = j | X_n = i, X_{n-1} = i_1, \dots, X_0 = i_n) = P(X_{n+1} = j | X_n = i)$$

conditioned on  $X_{n-1} = i$ :  $P(X_n = j, X_{n-1} = i_{n-1}, \dots, X_1 = i_1 | X_0 = i_0) = P_{i_0 i_1} \dots P_{i_{n-1} i_n}$

joint on  $X_0 = i$ :  $P(X_0 = i_n, \dots, X_0 = i_0) = P_{i_0 i_1} P_{i_1 i_2} \dots P_{i_{n-1} i_n}$

No info about  $X_0$ :  $P(X_n = i_n, \dots, X_1 = i_1) = (P^n)_{i_1 i_n}$

$$P(X_{n+1} = j | X_0 = i) = (P^n)_{ij}$$

where  $P^n$  is a n-step transition matrix.

$$P(X_{n+m} = j | X_0 = i) = \sum_{\text{states } k} (P^n)_{ik} (P^m)_{kj} = (P^n P^m)_{(i,j)}$$

(i,j) entry of  $P^n P^m$

$f_i = P(X_n = i \text{ for any } n > 0 | X_0 = i)$  "return probability"  
 $N_{ii} = \# \text{ of visits to state } i$  assuming chain "runs forever"

$T_i = \text{time if first return visit to state } i$  |  $X_0 = i$  "return time"

Chapman-Kolmogorov Equations

Recurrent state:  $P(X_n = i \text{ for any } n > 0 | X_0 = i) = 1$ ,  $f_i = 1$ ,  $P(N_{ii} < \infty) = 1$ ,  $P(T_i < \infty) = 1$ ,  $\sum_{k=0}^{\infty} (P^k)_{ii} = \infty$

Transient state:  $f_i < 1$ ,  $P(N_{ii} < \infty) = 1$ ,  $P(T_i < \infty) < 1$ ,  $\sum_{k=0}^{\infty} (P^k)_{ii} < \infty$

$$E[N_{ij}] = \begin{cases} 0 & \text{if } i \rightarrow j \\ \infty & \text{if } i \rightarrow j \text{ and either } i, j \text{ are recurrent} \\ \text{finite value} & \text{if } i \rightarrow j \text{ but both are transient} \end{cases}$$

Consequence: if  $i \leftrightarrow j$  then either  $i, j$  are both recurrent or both transient

The fundamental matrix  $F$  stores  $F_{ij} = E[N_{ij}]$  for  $i, j$  both transient

$$F = (I - Q)^{-1}, \quad \begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

FR: absorption probabilities (also time until absorption)

$j$  accessible from  $i$  if  $\exists k$  s.t.  $P^k_{ij} > 0$   
 $i \rightarrow j, j \rightarrow i \Leftrightarrow i, j$  communicate and  $i \leftrightarrow j$

$$P = \begin{pmatrix} Q & R \\ 0 & I \end{pmatrix}$$

Q: 1-step prob. between transient states  
 I: 1-step prob. from transient to absorbing states

$$f_i = 1 - \frac{1}{F_{ii}}$$

$$f_{ij} = \text{Prob}(\text{ever visit } j | X_0 = i) = \frac{F_{ij}}{F_{ii}}$$

$\lim_{n \rightarrow \infty} P^n$  if it exists:  $\begin{bmatrix} \lambda & & \\ & \ddots & \\ & & \lambda \end{bmatrix}$ , where  $\lambda$ : limiting distribution with  $\lambda_i$  = proportion of time spent in state  $i$

stationary distribution  $\pi$  solves  $\pi^T P = \pi^T$ . To solve, want  $P^T \pi = \pi$ ,  $(I - P^T) \pi = 0$ , with  $\sum \pi_i = 1$ .

Miscellaneous Info:

Rounding Rule: if 53<sup>rd</sup> bit is 0, round down  
 if 53<sup>rd</sup> bit is 1, round up unless all 0's to the right  
 then +1 to bit 52 iff bit 52 is 1

Multivariate Taylor Expansion:

$$f(x, y) = f(a, b) + f_x(a, b)(x-a) + f_y(a, b)(y-b)$$

$$\text{if } y = f(t), y'(t) = f_t + f_y f$$

For quadrature trapezoidal, LTE = quadrature error (true - computed values of integrals)  
 $y_{i+1} = y_i + h \Phi$

irreducible Markov chain: every state reachable from every other state, Error =  $\left( \begin{matrix} \text{approx error} \\ \text{for given } h \end{matrix} \right) \left( \frac{h}{\text{specific bin width}} \right)$  order of method

Truncation error: find true solution  $y(t_{i+1}) = y(t_i + h)$   
 computed sol.: using given equations and linear ODE  
 compare, assuming  $y(t_i) = y_i$