Assignment 2

Zou Yuan Student No. 21960216

October 7, 2019

1 Jacobi Method

The problems to be solved in this section are below:

Use the Jacobi Method to solve the sparse system within three correct decimal places (forward error in the infinity norm) for n=100. The correct solution is $[1,-1,1,-1,\ldots,1,-1]$. Report the number of steps needed and the backward error. The system is

$$\begin{bmatrix} 2 & 1 & & & & \\ 1 & 2 & 1 & & & \\ & \ddots & \ddots & \ddots & \\ & & 1 & 2 & 1 \\ & & & 1 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \\ -1 \end{bmatrix}$$

The Matlab code is as follows:

```
n=100;
[a,b]=sparsesetup(n);
[x,cout]=jacobi(a,b)
function [a,b] = sparsesetup(n)
e = ones(n,1);
n2=n/2;
a = spdiags([e 2*e e],-1:1,n,n);
b=zeros(n,1);
```

```
b(1)=1;b(n)=-1;
     end
     function [x2, cout]=jacobi(B, c)
     D=diag(diag(B));
     U=D-triu(B);
     L=D-(triu(B));
     x1 = (rand(1, size(B,1)));
      cout = 0;
      while 1
      cout = cout + 1;
     x2=inv(D)*(U+L)*x1+inv(D)*c;
      t=ones(1, size(B,1));
      t(2:2:size(B,1))=-1;
      t=t;
      t1=x2-x1;
      {t}2{=}x2{-}t\;;
      if (\mathbf{norm}(t1, inf) < 10e - 3) & (\mathbf{norm}(t2, inf) < 10e - 3)
     break
     \mathbf{end}
     x1=x2;
     end
     end
The output is:
```

As shown above, the number of iterations is 10896 which varies slightly with the initial value, and the backward error is 0.0137.

 $back_error = 0.0137$

cout = 10896

2 Gauss-Seidel Method

This chapter uses the Gauss - Seidel method method and the SOR method to solve the problems in the previous chapter.

The Matlab code are below:

```
(a)
            n = 100;
             [a,b] = sparsesetup(n);
            x1 = (rand(1,n));
             [x, cout] = seidel(a, b)
             back_error=norm(b-a*x, inf)
             function [a,b] = sparsesetup(n)
             e = ones(n,1);
            n2=n/2;
             a = spdiags([e \ 2*e \ e], -1:1,n,n);
            b=zeros(n,1);
                                                           r.h
                .s. b
            b(1) = 1; b(n) = -1;
            \mathbf{end}
            function [x2, cout] = seidel(A, b)
            D=diag(diag(A));
            L = -\mathbf{tril}(A, -1); \%求A的下三角矩阵
            U = -\mathbf{triu}(A,1); %求A的上三角矩阵
            G = (D-L) \setminus U;
             f = (D-L) \setminus b;
            x0 = (rand(1, size(A, 1)));
            x = G*x0+f;
             cout=0; %选代次数
             t=ones(1, size(A,1));
             t(2:2:size(A,1))=-1;
             t=t;
```

```
while 1
x0 = x;
x = G*x0+f;
cout = cout + 1;
if (\mathbf{norm}(x-x0, inf) < 10e - 3) \&\&(\mathbf{norm}(x-t, inf))
    < 10e - 3)
break
\mathbf{end}
x2=x;
\quad \mathbf{end} \quad
\quad \text{end} \quad
n = 100;
[a,b]=sparsesetup(n);
x1 = (rand(1,n));
[x, cout] = seidel(a, b)
back_error=norm(b-a*x, inf)
function [a,b] = sparsesetup(n)
e = ones(n,1);
n2=n/2;
a = spdiags([e \ 2*e \ e], -1:1,n,n);
b=zeros(n,1);
b(1)=1;b(n)=-1;
\quad \text{end} \quad
function [x2, cout] = seidel(A, b)
D=diag(diag(A));
L = -\mathbf{tril}(A, -1); %求A的下三角矩阵
U = -triu(A,1);%求A的上三角矩阵
w = 1.5;
G = (D-w*L) \setminus ((1-w)*D+w*U);
f = (D-w*L) \setminus (w*b);
```

```
x0 = (\mathbf{rand}(1, \mathbf{size}(A, 1)));
x = G*x0+f;
cout = 0; % 迭 代 次 数
t=ones(1, size(A,1));
t(2:2:size(A,1))=-1;
t=t;
while 1
x0 = x;
x = G*x0+f;
cout = cout + 1;
if (norm(x-x0, inf)<10e-3)&&(norm(x-t, inf)
    < 10e - 3)
break
\quad \text{end} \quad
x2=x;
\quad \mathbf{end} \quad
\mathbf{end}
```

The Seidel method output is:

$$cout = 5031$$
$$back_error = 9.6863e - 06$$

The SOR output is:

$$cout = 1659$$

$$back_error = 9.7578e - 06$$

As shown above, These methods can converge faster and get Higher precision than Jacobi method.