

# Numerical Methods

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**Definition 1** (Numerical Methods). Numerical Methods are algorithmic approaches to numerically solve mathematical problems. We use them often when it is hard/difficult/impossible to solve a problem analytically.

## 1 Taylor series

Given a function  $f : \mathbb{R} \rightarrow \mathbb{R}$  (that is hard to evaluate for some  $x \in \mathbb{R}$ ), but  $f$  and  $f^{(n)}$  are known for a value  $c$ , which is close to  $x$ . Can we use this information to approximate  $f(x)$ ?

We know values for  $\cos^{(n)}(0)$ .

$$\begin{cases} f(0) = \cos(0) = 1 \\ f'(0) = -\sin(0) = 0 \\ f''(0) = -\cos(0) = -1 \end{cases} \quad \text{for } c = 0$$

Can we get  $\cos(0.1)$  from this?

**Definition 1** (Taylor series). Let  $f : \mathbb{R} \rightarrow \mathbb{R}$ , differentiable infinitely many times at  $c \in \mathbb{R}$ . So we have  $f^{(k)}(c)$ ,  $k = 1, 2, \dots$ . Then the Taylor series of  $f$  at  $c$  is:

$$f(x) \approx f(c) + \frac{f'(c)}{1!}(x-c)^1 + \frac{f''(c)}{2!}(x-c)^2 + \dots = \sum_{k=0}^{\infty} \frac{f^{(k)}(c)}{k!}(x-c)^k$$

**Remark.** Taylor series is a power series.

**Remark.** For  $c = 0$  also known as Maclaurin series

**Remark.** A power series has an interval/radius of convergence. You can only evaluate the series if  $x \in$  interval of convergence.

**Example 1.** What is the Taylor series for  $f(x) = e^x$  at  $c = 0$ ? We have  $f^{(k)}(x) = e^x$ , so  $f^{(k)}(0) = 1$ . Thus:

$$\sum_{k=0}^{\infty} \frac{1}{k!} x^k$$

and the radius of convergence is  $\infty$ .

I.e. for any  $x \in \mathbb{R}$ :

$$e^x = \sum_{k=0}^{\infty} \frac{x^k}{k!}$$

For an algorithm we need a finite amount of terms. For example,

$$e^x \approx \frac{1}{0!}x^0 + \frac{1}{1!}x^1 + \frac{1}{2!}x^2 = 1 + x + \frac{x^2}{2}$$

This is a polynomial!

**Example 2.** Let's calculate Taylor series of a polynomial.

$$f(x) = 4x^2 + 5x + 7, \quad c = 2$$

$$f(2) = 33, \quad f'(2) = 8x + 5 \Big|_{x=2} = 21, \quad f''(2) = 8$$

Taylor series:

$$33 + 21(x-2) + \frac{8}{2}(x-2)^2 = 4x^2 + 5x + 7 = f(x)$$

Taylor series of a polynomial is itself.

**Theorem 1** (Taylor theorem). Let  $f \in C^{n+1}([a, b])$  (i.e.  $f$  is  $(n + 1)$ -times continuously differentiable). Then for any  $x \in [a, b]$  we have that

$$f(x) = \sum_{k=0}^n \frac{f^{(k)}(c)}{k!} (x - c)^k + \frac{f^{(n+1)}(\xi_x)}{(n+1)!} (x - c)^{n+1}$$

where  $\xi_x$  is a point that depends on  $x$  and which is between  $c$  and  $x$ .

The first sum is called *truncated Taylor series*, the remainder is called *the error*.

**Example.** For  $n = 0$ :

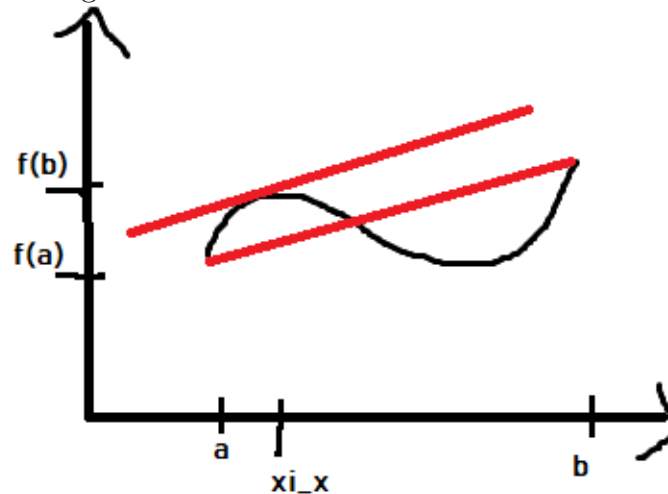
$$f(x) = f(c) + f'(\xi_x)(x - c)$$

Choose  $c = a$ ,  $x = b$ :

$$f(b) = f(a) + f'(\xi_x)(b - a) \iff f'(\xi_x) = \frac{f(b) - f(a)}{b - a}$$

This is the mean value theorem!

Figure 1: Mean value theorem illustration

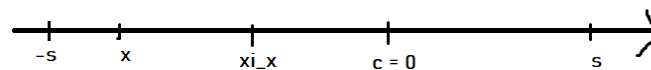


**Definition 2.** We say that the Taylor series *represents* the function  $f$  at  $x$  if the Taylor series converges at that point, i.e. the remainder tends to zero as  $n \rightarrow \infty$ .

**Example 1.** Back to  $e^x$ :  $f(x) = e^x$ ,  $c = 0$ ,  $\xi_x$  is between  $c$  and  $x$ .

$$e^x = \sum_{k=0}^n \frac{x^k}{k!} + \frac{e^{\xi_x}}{(n+1)!} x^{n+1}$$

For any  $x \in \mathbb{R}$  we find  $s \in \mathbb{R}_0^+$  ( $\mathbb{R}_0^+$  are all real, positive numbers including 0) so that  $|x| \leq s$ , and  $|\xi_x| \leq s$  because  $\xi_x$  is between  $c$  and  $x$ .



Because  $e^x$  is monotone increasing, we have  $e^{\xi_x} \leq e^s$ , thus

$$\lim_{n \rightarrow \infty} \left| \frac{e^{\xi_x}}{(n+1)!} x^{n+1} \right| \leq \lim_{n \rightarrow \infty} \left| \frac{e^s}{(n+1)!} \right| s^{n+1} = e^s \lim_{n \rightarrow \infty} \frac{s^{n+1}}{(n+1)!} = 0$$

Because  $(n+1)!$  will grow faster than any power of  $s \implies \lim_{n \rightarrow \infty} \left| \frac{e^{\xi_x}}{(n+1)!} x^{n+1} \right| = 0$ .

Thus  $e^x$  is *represented* by its Taylor series.

**Example 2.**

$$\begin{aligned} f(x) &= \log(1+x), \quad c=0 \\ f'(x) &= \frac{1}{1+x} = (1+x)^{-1} \\ f''(x) &= -(1+x)^{-2} \\ f'''(x) &= +2(1+x)^{-3} \\ f^{(k)}(x) &= (-1)^{k+1}(k-1)! \frac{1}{(1+x)^k} \end{aligned}$$

So  $f^{(k)}(0) = (-1)^{k-1}(k-1)!$  for  $k \geq 1$ ,  $f(0) = \log(1) = 0$ .

Taylor series:

$$\begin{aligned} f(x) &= \sum_{k=1}^n \frac{(-1)^{k-1}}{k} x^k + \frac{(-1)^k}{n+1} \frac{1}{(1+\xi_x)^{n+1}} \cdot x^{n+1} \quad \left( \frac{n!}{(n+1)!} = \frac{1}{n+1} \right) \\ E_n(x) &= \frac{(-1)^k}{n+1} \frac{1}{(1+\xi_x)^{n+1}} \cdot x^{n+1} \text{ --- the remainder} \end{aligned}$$

Question: for which  $x$  does  $\lim_{n \rightarrow \infty} E_n(x) = 0$ ?

$$\lim_{n \rightarrow \infty} E_n(x) = \lim_{n \rightarrow \infty} \frac{(-1)^n}{n+1} \left( \frac{x}{\xi_x + 1} \right)^{n+1} \text{ for } \xi_x \in (c, x) \quad (c=0)$$

Such a limit converges to 0, if the fraction is less than 1.

$$0 < \frac{x}{\xi_x + 1} < 1 \iff x < \xi_x + 1 \iff x - \xi_x < 1 \text{ with } \xi_x \in (0, x) \iff x \leq 1$$

**Consequence.**  $\lim_{n \rightarrow \infty} E_n(x) = 0$  if  $0 < x \leq 1$ . This means that the Taylor series represents  $\log(x+1)$  for  $x \in [0, 1]$ . We can extend this to show  $x \in (-1, 1]$ .

**Example 3.** Let's compute  $\cos(0.1)$ . Let's approximate it with Taylor series with  $c=0$  (around zero).

$$\cos(x) = 1 - \frac{x^2}{2} + \frac{x^4}{4!} - \frac{x^6}{6!} \pm \dots + \text{remainder}$$

**Consequence.**

$$\left| \cos(x) - \sum_{k=0}^n (-1)^k \frac{x^{2k}}{(2k)!} \right| = \left| (-1)^{n+1} \cos(\xi_x) \frac{x^{2(n+1)}}{(2(n+1))!} \right| \leq \frac{0.1^{2(n+1)}}{2(n+1)!} \xrightarrow{n \rightarrow \infty} 0$$

| $n$ | Taylor polynomial | $ error  \leq$               |
|-----|-------------------|------------------------------|
| 0   | 1                 | $\frac{(0.1)^2}{2} = 0.0005$ |
| 1   | 0.995             | $\frac{0.0001}{24}$          |
| 2   | 0.99500416        | $\frac{0.000001}{6!}$        |

Error depends on choice of  $|x - c|$  and  $n$ .

**Example 4.** Compute  $\log(2)$  using  $f(x) = \log(x + 1)$

$$\log(2) = 1 - \frac{1}{2} + \frac{1}{3} - \frac{1}{4} + \frac{1}{5} - \frac{1}{6} + \dots$$

Keeping 8 terms (until  $n = 8$ ) we get  $\log(2) \approx 0.63452$ , the actual solution is  $\log(2) = 0.693147$ . Not so accurate. Can we improve?

We can use Taylor series of  $\log\left(\frac{1+x}{1-x}\right)$  instead, since  $\log\left(\frac{1+x}{1-x}\right) = \log(1+x) - \log(1-x)$ . We choose  $x = \frac{1}{3}$  instead of  $x = 1$ . Since  $x$  is closer to zero, both of the logarithms converge quicker.

$$\left(\log\left(\frac{1+1/3}{1-1/3}\right) = \log(2)\right)$$

We then get

$$\log(2) = 2 \cdot \left(\frac{1}{3} + \frac{1}{3^3 \cdot 5} + \dots\right)$$

We only need 4 terms to get  $\log 2 \approx 0.69313$ .

**Theorem 2** (Reformulation of Taylor's theorem).  $f \in C^{n+1}([a, b])$ . We change  $c$  to  $x$  and the old  $x$  to  $x + h$  from previous version  $\implies$  get for  $x, x + h \in [a, b]$ :

$$f(x + h) = \sum_{k=0}^n \frac{f^{(k)}(x)}{k!} h^k + \frac{f^{(n+1)}(\xi_x)}{(n+1)!} h^{n+1} \text{ where } \xi_x \in (x, x + h), h > 0$$

We can write error term as

$$f(x + h) - \sum_{k=0}^n \frac{f^{(k)}(x)}{k!} h^k = \mathcal{O}(h^{n+1})$$

**Remark.** Let's recall what the  $\mathcal{O}$ -notation means.  $a(h) = \mathcal{O}(b(h))$  if  $\exists c > 0$  such that  $\frac{a(h)}{b(h)} \leq c$  as  $h \rightarrow 0$ . So, for  $n = 1$  the error decreases with  $h^2$  (quadratic convergence).  
 $n = 2$ : error decreases cubically, i.e.  $h^3$ , etc.

### Summary of Taylor series:

- Problem: Evaluate  $f(x)$  with a given error bound.
- Required:  $f \in C^{n+1}$ , values of derivatives  $f^{(k)}(a)$ .
- Check interval of convergence: does Taylor series expansion work?
- Estimate the maximum error for  $n$  terms of the Taylor polynomial.
- Choose  $n$ , such that the error bound is low enough.
- Evaluate the Taylor polynomial.

## 2 Number representation

### 2.1 Errors

There are different error types:

1. An error in data (partly due to roundoff).
2. Roundoff errors (during computation). For example, multiplication increases the amount of needed significant digits, and we can't store them all on a computer.
3. Truncation error, that is inherent to numeric methods. For example, if we take a finite number of terms in our Taylor series.

**Definition 1.** Let  $\tilde{a}$  be an approximation of  $a$ . Then  $|\tilde{a} - a|$  is the *absolute error*, and  $|\frac{\tilde{a}-a}{a}|$  is the *relative error*. The *error bound* is the magnitude of admissible error.

**Example.** 0.00123 with error  $0.000004 = 0.4 \cdot 10^{-5}$ . The error is below  $\frac{1}{2} \cdot 10^{-t}$  with  $t = 5$ , so there's 5 correct digits and 3 significant digits (the number of non-leading zeros).

**Example.** 0.00123 with error  $0.000006 = 0.06 \cdot 10^{-4} > \frac{1}{2} \cdot 10^{-5}$ . Only has 2 significant digits, because we have to round the error up.

**Theorem 1.** In addition/subtraction the bounds for absolute errors are added, in multiplication/division the relative errors are added.

**Example.** Solve  $x^2 - 56x + 1 = 0$ :

$$x = 28 - \sqrt{783} \approx 28 - 27.982 \text{ (5 significant digits)} = 0.018 \pm \frac{1}{2} \cdot 10^{-3}$$

We end up with 2 significant digits in the answer, despite that we used to have 5. That's why computers use floating point numbers, as leading zeros are bad.

**Definition 2** (Error propagation). If  $y(x)$  is smooth, than the derivative  $|y(x)'|$  can be interpreted as the sensitivity of  $y(x)$  to errors in  $x$ . We can generalize this to functions of multiple variables:

$$|\Delta y| \leq \sum \left| \frac{\partial y}{\partial x_i} \right| \cdot |\Delta x_i|, \text{ where } \Delta y = \tilde{y} - y, \Delta x_i = \tilde{x}_i - x_i$$

This is an empirical inequality that is only valid for small  $\Delta x_i$ . It is used a lot in physics.

### 2.2 Base representation

**Definition 3** (Base representation). Every number  $x \in \mathbb{N}$  can be written in the following form as a unique expansion with respect to the base  $b$ , where  $b \in \mathbb{N} \setminus \{1\}$ :

$$x = a_0 b^0 + a_1 b^1 + a_2 b^2 + \dots + a_n b^n = \sum_{i=0}^n a_i b^i$$

$$a \in \mathbb{N}_0, a_i < b, a_i \in \{0, \dots, b-1\}$$

Here  $b$  is called the *base*,  $a_i$  are called the *digits*. Humans usually use base 10. But, for example, computers can use base 2.

For a real number  $x \in \mathbb{R}$  we can write:

$$x = \sum_{i=0}^n a_i b^i + \sum_{i=1}^{\infty} a_{-i} b^{-i}$$

**Example.**  $b = 2$  :  $1011 = 1 \cdot 2^0 + 1 \cdot 2^1 + 0 \cdot 2^2 + 1 \cdot 2^3 = (11)_{10}$

There are different algorithms that convert number systems.

## 2.3 Euclid's algorithm

Euclid's algorithm converts  $(x)_{10}$  to  $(y)_b$ .

1. Input  $(x)_{10}$ .
2. Determine the smallest  $n$ , such that  $x < b^{n+1}$ .
3. For  $i = n$  to 0 do:

$$\begin{aligned} a_i &:= x \operatorname{div} b^i \text{ (integer division)} \\ x &:= x \operatorname{mod} b^i \text{ (the remainder)} \end{aligned}$$

4. Output result  $a_n a_{n-1} a_{n-2} \dots a_0 = (y)_b$ .

**Example.** 1.  $(x)_{10} = (13)_{10} \rightarrow (y)_2$

2.  $n = 3$  since  $13 < 2^4$ .
- 3.

$$\begin{aligned} i = 3 : a_3 &= 13 \operatorname{div} 2^3 = 1, \quad x = 13 \operatorname{mod} 2^3 = 5 \\ i = 2 : a_2 &= 5 \operatorname{div} 2^2 = 1, \quad x = 5 \operatorname{mod} 2^2 = 1 \\ i = 1 : a_1 &= 1 \operatorname{div} 2^1 = 0, \quad x = 1 \operatorname{mod} 2^1 = 1 \\ i = 0 : a_0 &= 1 \operatorname{div} 2^0 = 1, \quad x = 1 \operatorname{mod} 2^0 = 0 \end{aligned}$$

4. Output:  $(1101)_2 = (13)_{10}$ .

Two problems of the Euclid's algorithm:

1. Step 2 is inefficient
2. Division by large numbers can be problematic.

## 2.4 Horner's scheme

Horner's scheme is a more efficient algorithm. The idea is to represent the number as follows:

$$(a_n a_{n-1} \dots a_0)_b = a_0 + b(a_1 + b(a_2 + b(a_3 + \dots + b(a_n)))) \dots$$

The algorithm is the following:

1. Input  $(x)_{10}$ .
2.  $i := 0$ .

3. While  $x > 0$  do:

$$\begin{aligned} a_i &:= x \bmod b \\ x &:= x \operatorname{div} b \\ i &:= i + 1 \end{aligned}$$

4. Output result  $a_n a_{n-1} a_{n-2} \dots a_0 = (y)_b$ .

**Remark.** The algorithm is very similar to the Euclid's algorithm — the difference is that we execute it in reverse. We no longer have divisions by large numbers, and thus it runs faster.

### General remarks:

- A number with simple representation in one base may be complicated to represent in another base. For example,  $(0.1)_{10} = (0.0001100110011\dots)_2$ .
- Base 2 is called *binary*, base 8 is *octal*, base 16 is *hexadecimal*.
- To convert from a base  $b$  to base 10 we can just perform the following computation:

$$(42)_8 = 4 \cdot 8^1 + 2 \cdot 8^0 = (34)_{10}$$

- Conversion 2 and 8.  $8 = 2^3$ : three consecutive bits represent one octal digit, e.g.

$$(551.624)_8 = (101101001.110010100)_2$$

- Conversion 2 and  $16 = 2^4$ : just four bits to one hexadecimal digit.
- Horner's scheme algorithm does not need estimate of  $n$  and does not divide by large numbers.
- It is applicable to real numbers, but one needs a criterion to stop if the representation with the new base is infinite.
- On computers we only have finite precision (the number of digits/bits).

## 2.5 Floating point representation

**Definition 4.** Normalized floating point representation with respect to a base  $b$  stores any number  $x$  as follows:

$$x = 0.a_1 a_2 \dots a_k \cdot b^n \text{ where } a_i \in \{0, 1, \dots, b-1\}$$

$a_i$  are called *digits*,  $k$  is called *precision*,  $n$  is called *exponent*,  $a_1 \dots a_k$  is called *mantissa*,  $a_1 \neq 0$  is called *normalization*, which makes the representation unique.

**Remark.** Leading zeros are essentially a waste of space. That's why floating points are useful when you add/subtract/divide numbers — as you're able to move the decimal point.

**Example 1.** Base 10:  $32.213 = 0.32213 \cdot 10^2$ .

Base 2:  $x = \pm 0.b_1 b_2 \dots b_k \cdot 2^n$  We need another bit to define the sign of the number.

**Example 2.** For *single precision* floating-point numbers: 4 bytes = 32 bits.

- 1 bit sign mantissa.



- 1 bit sign exponent.
- 7 bits for exponent (integer).
- 23 bits for mantissa (24 effectively, since the first digit is always 1).

7 bits allow for the largest exponent of 127, i.e.  $2^{127} \approx 10^{38}$ . Anything above that is infinity. So, we have the range of  $10^{-38} < |x| < 10^{38}$ .

Since  $2^{-24} \approx 10^{-7}$ , we can represent 7 significant digits.

We can have a better representation, e.g. with *double precision* (8 bytes).

Issues with floating-point numbers:

- Adding numbers is not commutative, i.e.  $x + y$  does not necessarily equal to  $y + x$ .
- It's not associative, i.e.  $(x + y) + z$  does not necessarily equal to  $x + (y + z)$ . You usually try to add small numbers together first, in hopes that they will become big enough to become significant.

**Example 1.** Take  $x = y = 0.00000033$ ,  $z = 0.00000034$ ,  $w = 1.00000000$ . We compute  $x + y + z + w$ , and in that order we get 1.000001. Reversed order gets 1.000000 with base 10. Why is that? That's because we only have 7 significant digits.

**Example 2.**

$$\sum_1^{10^7} 1 + 10^7 = 1 + \dots + 1 + 10^7$$

The order of summation will make a difference. You will either get  $10^7$  or  $2 \cdot 10^7$ , because  $1 + 1 = 2$ , but  $1 + 10^7 = 10^7$  due to roundoff.

**Consequence.** Avoid adding numbers of different order of magnitude. Add numbers in increasing order of their size.

**Example 3.** Compute  $x - \sin x$  for  $x$  close to 0, e.g.  $x = 1/15$ . Assume  $k = 10$  precision.

$$\begin{aligned} x &= 0.6666666667 \cdot 10^{-1} \\ \sin x &= 0.6661729492 \cdot 10^{-1} \\ x - \sin x &= 0.0004937175 \cdot 10^{-1} = 0.4937175000 \cdot 10^{-4} \end{aligned}$$

Notice the three zeros at the end — that is a sign of a precision loss (unless the number actually ends with zeros).

**Consequence.** Avoid subtracting numbers of similar size, because it leads to a loss of precision.

A potential solution in this case would be to use Taylor series expansion:

$$\begin{aligned} \sin x &= x - \frac{x^3}{3!} + \frac{x^5}{5!} - \dots \\ x - \sin x &= +\frac{x^3}{3!} - \frac{x^5}{5!} + \dots \end{aligned}$$

Using 3 terms we get:  $0.4937174328 \cdot 10^{-4}$ . The error of the Taylor series with 3 terms will be  $\leq 10^{-13}$  (which is needed for “full” precision for  $0 \dots \cdot 10^{-4}$ ).

**Theorem 2.** Let  $x, y$  be two normalized floating point numbers with  $x > y > 0$  and base  $b = 2$ . If there exist  $p, q \in \mathbb{N}_0$  such that

$$2^{-p} \leq 1 - \frac{y}{x} \leq 2^{-q}$$

Then at most  $p$  and at least  $q$  significant bits (digits base 2) are lost during subtraction.

### 3 Linear Systems of Equations

**Definition 1.** A linear system of equations is given by

$$Ax = b, \quad A \in \mathbb{R}^{m \times n}, \quad x \in \mathbb{R}^n, \quad b \in \mathbb{R}^m$$

I.e. the matrix  $A$  has  $m$  rows and  $n$  columns,  $x$  is a vector with  $n$  unknowns,  $b$  has  $m$  entries, thus the system has  $m$  equations.

**Remark.** The system of equations is called *linear*, because the degree of all  $x_i$  is equal to one.

**Remark.** If  $n = m$ , the system is called *square*. (As the matrix is square).

**Remark.** We can also write the system as a sum:

$$\sum_{j=1}^n a_{ij}x_j = b_i, \quad i = 1, \dots, m$$

**Example.**

$$\begin{cases} a_{11}x_1 + a_{12}x_2 = b_1 \\ a_{21}x_1 + a_{22}x_2 = b_2 \end{cases} \quad n = 2, \quad m = 2$$

Linear systems of equations arise in a lot of problems:

- Geometrical problems (coordinate transforms, 3D matrices).
- Electrical circuits, Kirchhoff's laws/Ohm's laws.
- Solving differential equations.
- GPS.

#### 3.1 Gaussian Elimination (GE)

Assume that  $m = n$  (square system). The idea of Gaussian Elimination: do row operations to produce an upper triangular matrix (echelon form). Then do backward substitution to solve the system.

Allowed row operations:

1. Swap rows.
2. Scale rows, i.e. multiply a row by a scalar.
3. Add multiples of one row to another.

**Example.**

$$A = \begin{bmatrix} 6 & -2 & 2 & 4 \\ 12 & -8 & 6 & 10 \\ 3 & -13 & 9 & 3 \\ -6 & 4 & 1 & -18 \end{bmatrix}, \quad b = \begin{bmatrix} 16 \\ 26 \\ -19 \\ -34 \end{bmatrix}$$

**Step 1.** Do GE in a systematic way:

$$\text{Augmented matrix} = \left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ 12 & -8 & 6 & 10 & 26 \\ 3 & -13 & 9 & 3 & -19 \\ -6 & 4 & 1 & -18 & -34 \end{array} \right]$$

The 6 here is the pivot element, and the first row is the pivot row.

$$\begin{aligned} & \left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ 12 & -8 & 6 & 10 & 26 \\ 3 & -13 & 9 & 3 & -19 \\ -6 & 4 & 1 & -18 & -34 \end{array} \right] \begin{array}{l} \leftarrow \text{pivot row} \\ \leftarrow (-2) \cdot R_1 + R_2 \\ \leftarrow (-1/2) \cdot R_1 + R_3 \\ \leftarrow 1 \cdot R_1 + R_4 \end{array} \\ \hookrightarrow & \left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ 0 & -4 & 2 & 2 & -6 \\ 0 & -12 & 8 & 1 & -27 \\ 0 & 2 & 3 & -14 & -18 \end{array} \right] \begin{array}{l} \leftarrow \text{pivot row} \\ \leftarrow (-3) \cdot R_2 + R_3 \\ \leftarrow (1/2) \cdot R_2 + R_4 \end{array} \end{aligned}$$

Always consider the factor, e.g.

$$\begin{aligned} -3 &= -\left(\frac{-12}{-4}\right) \\ \frac{1}{2} &= -\left(\frac{2}{-4}\right) \end{aligned}$$

Eventually, we end up with a triangular form (using diagonal elements as pivots).

$$\left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ 0 & -4 & 2 & 2 & -6 \\ 0 & 0 & 2 & -5 & -9 \\ 0 & 0 & 0 & -3 & -3 \end{array} \right]$$

**Step 2.** Backward substitution:

- Last row:  $-3x_4 = -3 \iff x_4 = 1$ .
- Second last row:

$$\begin{aligned} 2x_3 - 5x_4 &= -9 \\ 2x_3 - 5 &= -9 \iff x_3 = -2 \end{aligned}$$

- ... finally:  $x_1 = 3, x_2 = 1, x_3 = -2, x_4 = 1$ .

The algorithm again:

1. Input  $A \in \mathbb{R}^{n \times n}$ ,  $b \in \mathbb{R}^n$ .

**Forward substitution:**

2. For  $k = 1, \dots, n-1$  (for all pivot rows, except the last one):
3. For  $i = k+1, \dots, n$  (for all rows below the pivot row):
4. For  $j = k, \dots, n$  (for all columns from the pivot one):
 
$$a_{ij} := a_{ij} - \frac{a_{ik}}{a_{kk}} a_{kj}$$
 End for.
 
$$b_i := b_i - \frac{a_{ik}}{a_{kk}} b_k$$

3. End for.

2. End for.

**Backward substitution:**

5.  $x_n = \frac{b_n}{a_{nn}}$  (last unknown)
6. For  $i = n - 1, \dots, 1$  (return back row by row)  
 $\text{rhs} := b_i$
7. For  $j = n, \dots, i + 1$  (for all columns up to the pivot element)  
 $\text{rhs} := \text{rhs} - a_{ij}x_j$  (all  $x_j$  are already known)
- $\bar{7}$ . End for.  $x_i := \frac{\text{rhs}}{a_{ii}}$
- $\bar{6}$ . End for.

GE can be used whenever the pivots don't vanish.

**Example.**

$$\begin{cases} x_1 + x_2 + x_3 = 1 \\ x_1 + x_2 + 2x_3 = 2 \\ x_1 + 2x_2 + 2x_3 = 1 \end{cases} \implies \begin{cases} x_1 = 1 \\ x_2 = -1 \\ x_3 = 1 \end{cases}$$

But addition of rows will give us:

$$\begin{cases} x_3 = 1 - \text{here we have a missing pivot} \\ x_2 + x_3 = 0 \end{cases} \quad \left( \begin{array}{ccc|c} 0 & 0 & 1 & 1 \\ 0 & 1 & 1 & 0 \\ 1 & 2 & 2 & 1 \end{array} \right)$$

We already get into trouble with very small pivot elements.

**Example.** Let  $\varepsilon > 0$  and consider

$$\begin{cases} \varepsilon x_1 + x_2 = 1 \\ x_1 + x_2 = 2 \end{cases} \iff \begin{pmatrix} 2 & 1 \\ 1 & 1 \end{pmatrix} \vec{x} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

For  $\varepsilon \ll 1$ , the actual solution is  $x_1 \approx x_2 \approx 1$ . However, GE yields

$$x_2 = \frac{2 - \frac{1}{\varepsilon}}{1 - \frac{1}{\varepsilon}} \stackrel{\varepsilon \ll 1}{\approx} \frac{-\frac{1}{\varepsilon}}{-\frac{1}{\varepsilon}} = 1$$

With finite precision we will get through backward substitution:  $x_2 = 1$  and  $x_1 = \frac{1-x_2}{\varepsilon} = 0$  which is wrong. The pivot is too small. But change order of equations.

$$\begin{cases} x_1 + x_2 = 2 \\ \varepsilon x_1 + x_2 = 1 \end{cases} \xrightarrow{\text{GE}} \begin{cases} x_2 = \frac{1-2\varepsilon}{1-\varepsilon} \\ x_1 = 2 - x_2 \end{cases}$$

Now the answer is correct. The reason why the first one was incorrect is error amplification of  $x_2$  by multiplication.  $\frac{1}{\varepsilon}$  leads in the first case to a wrong result.

### 3.2 Scaled partial pivoting

**Definition 2.** *Pivoting* means that the pivot element is chosen appropriately, and not just row by row.

**Definition 3.** *Partial pivoting* means we will reorder rows (not columns, otherwise it would be full pivoting).

**Definition 4.** *Scaled* means we look for best *relative* pivot, i.e. best ratio between pivot element and maximal entry of row (all in absolute values).

**Remark.** This will lead to minimal error propagation.

The algorithm:

1. Input  $A \in \mathbb{R}^{n \times n}$ ,  $b \in \mathbb{R}^n$ .
2. Find maximal absolute values of entries in rows  $s \in \mathbb{R}^n$ , such that  $s_i = \max_{j=1}^n |a_{ij}|$ .

Forward elimination:

3. For  $k = 1, \dots, n-1$  (for all pivot rows).
  4. For  $i = k, \dots, n$  (for all rows below pivot row)
    - compute  $\left| \frac{a_{ik}}{s_i} \right|$ .
  4. End for.
  5. Find row with the largest relative pivot element, name it row  $j$ .
  6. Swap  $k$  with  $j$ .
  7. Swap entries  $k$  and  $j$  in vector  $s$ .
  8. Do skip of forward elimination in row  $k$ .
3. End for.

Backward substitution is done as before, but with updated order.

**Example.**

$$\left[ \begin{array}{cccc|c} 3 & -13 & 9 & 3 & -19 \\ -6 & 4 & 1 & -18 & -32 \\ 6 & -2 & 2 & 4 & 16 \\ -12 & -8 & 6 & 10 & 26 \end{array} \right]$$

Initial  $s = (13, 18, 6, 12)$ . Iterations:

1. • Relative pivots:

$$\left( \frac{3}{13}, \frac{6}{18}, \frac{6}{6}, \frac{12}{12} \right) = \left( \left| \frac{a_{ik}}{s_i} \right| \right)$$

- Rows 3 and 4 have pivot 1 greater than all others. Select for swapping rows 1 and 3.

$$\left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ -6 & 4 & 1 & -18 & -32 \\ 3 & -13 & 9 & 3 & -19 \\ 12 & -8 & 6 & 10 & 26 \end{array} \right]$$

- Swap entries  $3 \leftrightarrow 1$  in  $s$ :  $(6, 18, 13, 12)$ .
- Forward elimination step (like in GE):

$$\left[ \begin{array}{cccc|c} 6 & -2 & 2 & 4 & 16 \\ 0 & 2 & 3 & -14 & -18 \\ 0 & -12 & 8 & 1 & -27 \\ 0 & -4 & 2 & 2 & -6 \end{array} \right]$$

2. On the second iterations,  $k = 2$ .

- Relative pivots (we don't care about the first row anymore, so just three rows left):

$$\left( \left| \frac{2}{18} \right|, \left| \frac{12}{13} \right|, \left| \frac{4}{12} \right| \right)$$

The second ratio is the largest, and it corresponds to the third row.

- So, we swap row 3 with row  $k = 2$ .
- Swap entries in  $s$ .
- Forward elimination. Then backward substitution on updated matrix as before.

Remarks:

- In efficient implementations, the step of row swapping can be omitted, just a permutation vector  $l$  needs to be stored to keep track of matrix rearrangements. This will result in "echelon form" that will look like e.g.

$$\begin{array}{l} 2 \rightarrow \\ 4 \rightarrow \\ 1 \rightarrow \\ 3 \rightarrow \end{array} \left[ \begin{array}{cccc|c} 0 & * & * & * & * \\ 0 & 0 & 0 & * & * \\ * & * & * & * & * \\ 0 & 0 & * & * & * \end{array} \right]$$

- GE with scaled partial pivoting always works when matrix is invertible, i.e. there exists a  $A^{-1}$ , such that  $AA^{-1} = I$ .

It will fail for a singular (i.e. not invertible) matrix, because eventually a division by 0 will occur.

- Doing Gaussian elimination has computational complexity of  $\mathcal{O}(n^3)$ , because we have three nested for-loops. Cubic behaviour  $n^3$  is problematic for large  $n$ !
- Traditionally, only the multiplication/division operations were counted in the number of operations  $C$ . (Since addition is very cheap). On present-day hardware, however, the costs are nearly as "cheap" as addition or subtraction.
- We are missing costs due to exchange with memory. Therefore, estimates of time complexity and reality may diverge substantially.
- Backward substitution has order  $n^2$ , which does not affect the general estimate of  $n^3$ .
- Scaled partial pivoting leads to an increase in cost, but order stays  $n^3$ .

### 3.3 Banded systems

**Definition 5.** An equation system is called *banded* if  $a_{ij} \neq 0, |i - j| \leq k < n$ , i.e. non-zero entries are arranged around the diagonal.

**Example.**

$$\begin{pmatrix} * & * & 0 & 0 & 0 & 0 \\ * & * & * & 0 & 0 & 0 \\ 0 & * & * & * & 0 & 0 \\ 0 & 0 & * & * & * & 0 \\ 0 & 0 & 0 & * & * & * \\ 0 & 0 & 0 & 0 & * & * \end{pmatrix}$$

Is a 3-banded system with  $k = 1$ .

**Remark.** Banded systems can occur in image filtering and many other problems.

**Remark.** Solving Gaussian Elimination is  $\mathcal{O}(n^3)$ , banded systems:  $\mathcal{O}(n)$ .

**Remark.** The case of  $k = 1$  is called triagonal or three diagonal.

### General remarks:

- A nonsingular matrix is called *regular*, it has full rank and has an inverse.
- A square matrix is nonsingular if the determinant  $\neq 0$ .
- If the matrix is singular, GE (both versions) will lead to division by zero (zero pivots) at some stage, or a floating point exception. You don't have to check for this explicitly: once you get an exception, you know the matrix is singular.
- Errors. If we're trying to solve  $Ax = b$  and we found the solution  $x = \tilde{x}$ , then the error is  $r = A\tilde{x} - b$ .

If  $\|r\|$  is large due to rounding, we call the matrix *ill-conditioned*.

## 3.4 LU Decomposition

- In many applications the same linear system has to be solved for different right hand sides.
- If you know the inverse, you can simply apply it to the right hand side:

$$\begin{aligned} x_1, x_2, x_3 &\in \mathbb{R}^n, A \in \mathbb{R}^{n \times n} \\ Ax_1 &= b_1, Ax_2 = b_2, Ax_3 = b_3 \\ x_1 &= A^{-1}b_1, x_2 = A^{-1}b_2, x_3 = A^{-1}b_3 \end{aligned}$$

- We want to store the operations of GE and backward substitution in a convenient way, so we can easily solve for different  $b$ .
- The key operation is: all the row operations of GE can be formulated as linear operators (which can be represented as matrices).

In forward *elimination*, i.e. adding a multiple of an upper row to a lower row, the matrices are lower-triangular.

### Example.

$$M_1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -2 & 1 & 0 & 0 \\ -\frac{1}{2} & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 \end{bmatrix}$$

$M_1 A$  does the following:

- Leave the first row as is.
- Subtract 2 row 1 from row 2.
- Subtract  $\frac{1}{2}$  row 1 from row 3.
- Adds row 1 to row 4.



Reducing echelon form in 3 steps by  $M_3M_2M_1A$  and we get new system

$$Ax = b \iff M_3M_2M_1A = M_3M_2M_1b, \text{ where } M_3M_2M_1 \text{ is an upper-triangular matrix}$$

Previous example gives us (GE without partial pivot):

$$M_1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -2 & 1 & 0 & 0 \\ -1/2 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 \end{bmatrix}, \quad M_2 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & -3 & 1 & 0 \\ 0 & 1/2 & 0 & 1 \end{bmatrix}, \quad M_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & -2 & 1 \end{bmatrix}$$

**Remark.**

- Product of lower triangular matrices is a lower triangular matrix.
- Inverse of a lower triangular matrix is a lower triangular matrix.

**Summary:** If  $M_3M_2M_1A = U$ , where  $U$  — upper-triangular matrix, then

$$A = (M_3M_2M_1)^{-1}U = M_1^{-1}M_2^{-1}M_3^{-1}U = LU$$

Let's formulate a theorem to somewhat formalize things.

**Theorem 1.** Let  $A \in \mathbb{R}^{n \times n}$  be *invertible*. Then there exists a decomposition  $LU = A$  with  $L$  — a lower triangular matrix, and  $U$  — upper triangular,  $L, U \in \mathbb{R}^{n \times n}$  and  $L = M_1^{-1}M_2^{-1} \dots M_{n-1}^{-1}$ , where  $M_i$  is the matrix describing step  $i$  of forward elimination of GE.  $U$  is upper-triangular-matrix (echelon form).

$$U = M_{n-1}M_{n-2} \dots M_1A$$

**Remark.** LU can be done with pivoting, called LUP decomposition. There will be other matrices involved which swap rows.

**Example.**

$$A = \begin{bmatrix} 6 & -2 & 2 & 4 \\ -12 & -8 & 6 & 10 \\ 3 & -13 & 9 & 3 \\ -6 & 4 & 1 & -18 \end{bmatrix}$$

$$U = \begin{bmatrix} 6 & -2 & 2 & 4 \\ 0 & -4 & 2 & 2 \\ 0 & 0 & 2 & -5 \\ 0 & 0 & 0 & 3 \end{bmatrix}$$

$$M_1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -2 & 1 & 0 & 0 \\ -\frac{1}{2} & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 \end{bmatrix}$$

$$M_1^{-1} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 \\ \frac{1}{2} & 0 & 1 & 0 \\ -1 & 0 & 0 & 1 \end{bmatrix} \quad (\text{notice the sign change})$$

I.e.  $M_1^{-1}$  is an opposite operation to  $M_1$ : subtraction  $\rightarrow$  addition, addition  $\rightarrow$  subtraction.

$$\implies L = M_1^{-1}M_2^{-1}M_3^{-1} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 \\ 1/2 & 3 & 1 & 0 \\ -1 & -1/2 & 2 & 1 \end{bmatrix}$$

Finally, for solving  $Ax = b$  we see  $Ax = b \iff LUX = b$ . We do a substitution  $y := UX$ . We solve for  $y$  first, which is easy, since  $L$  is triangular. Once we have  $y$ , we can solve  $Ux = y$  for  $x$  via backward substitution.

Remarks:

- LU has same complexity as GE ( $\mathcal{O}(n^3)$ ).
- Any of the two substitution steps are  $\mathcal{O}(n^2)$ .

### 3.5 Cholesky decomposition

**Definition 6.**  $B \in \mathbb{R}^{n \times n}$  is positive definite if and only if:

1. All eigenvalues are greater than 0.
2.  $v \cdot Bv > 0$  when  $v \neq 0$ .  
 $v \cdot Bv = 0 \iff v = 0$ .

**Statement 1.** When  $B$  is symmetric and real, then all of the eigenvalues of it are real numbers.

**Definition 7** (Cholesky decomposition). When  $A \in \mathbb{R}^{n \times n}$  is symmetric and positive definite, then  $A$  can be decomposed in the following form:

$$A = LDL^T$$

where:

- $L$  is lower triangular,  $a_{ii} = 1, i = 1, \dots, n$ .
- $D$  is diagonal matrix with positive entries
- Because  $D$  has only positive entries, we can take the "square root" of it, i.e. find  $\tilde{D}$ , such that  $D = \tilde{D}\tilde{D}$ . So,

$$A = LDL^T = (L\tilde{D})(\tilde{D}L^T) = \tilde{L}\tilde{L}^T$$

Here  $\tilde{D} = D$  as  $D$  is diagonal.

With such a decomposition, we can solve  $Ax = b$  as  $Ax = \tilde{L}\tilde{L}^T x = b$ , where  $\tilde{L}$  is lower-triangular and  $\tilde{L}^T$  is upper-triangular.

The advantage from LU decomp is that we only need to save one matrix, and forward substitution of the same kind will be carried out twice (so the matrix will already be in cache).

The complexity is  $\mathcal{O}(n^3)$ , but compared to LU approximately half the operations are needed.

How to compute  $\tilde{L}$ ? Let's suppose

$$\tilde{L} = \begin{bmatrix} l_{11} & 0 & \dots & 0 \\ l_{21} & l_{22} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ l_{n1} & \dots & \dots & l_{nn} \end{bmatrix}$$

Then

$$\begin{bmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{n1} & \dots & a_{nn} \end{bmatrix} = \begin{bmatrix} l_{11} & \dots & 0 \\ \vdots & \ddots & \vdots \\ l_{n1} & \dots & l_{nn} \end{bmatrix} \cdot \begin{bmatrix} l_{11} & \dots & l_{n1} \\ \vdots & \ddots & \vdots \\ 0 & \dots & l_{nn} \end{bmatrix}$$

Then it follows by the formula of matrix multiplications:

$$a_{ij} = \sum_{k=1}^n l_{ik} l_{kj}$$

Since a lot of entries in  $\tilde{L}$  are zeros, actually

$$a_{ij} = \sum_{k=1}^j l_{ik} l_{jk}, \quad i \geq j$$

We only write such equations for  $i \geq j$ , as we have a symmetrical matrix on the left hand side.

Now, for  $i = j$ :

$$a_{ii} = \sum_{k=1}^i l_{ik} l_{ik} = \sum_{k=1}^i (l_{ik})^2 \iff l_{ii} = \sqrt{a_{ii} - \sum_{k=1}^{i-1} (l_{ik})^2}$$

Here  $l_{ii}$  has to be non-negative, as in  $L$  the diagonal elements are 1, and in we're taking the square root of  $D$  so it has to be positive.

For  $i > j$ :

$$a_{ij} = \sum_{k=0}^j l_{ik} l_{jk}$$

and so:

$$l_{ij} = \frac{1}{l_{jj}} \left( a_{ij} - \sum_{k=1}^{j-1} l_{ik} l_{jk} \right)$$

Finally  $i < j : l_{ij} = 0$  as we have an lower triangular matrix.

This means we can compute entries of  $\tilde{L}$  columnwise.

When does the algorithm fail? If we take the square root of a negative number at some point, that means that the matrix was non-positive-definite.

### Algorithm:

For  $i = 1 \dots n$ :

For  $j = 1 \dots i - 1$  (here  $i > j$ )

$y = a(i, j)$

For  $k = 1 \dots j - 1$ :

$y = y - l(i, k) \cdot l(j, k)$

end for

$l(i, j) = \frac{y}{l(j, j)}$

end for

$y = a(i, j)$  (here  $i = j$ )

For  $k = 1 \dots i - 1$ :

$y = y - l(i, k) \cdot l(i, k)$

end for

if  $(y \leq 0)$  exit (no solution)

else  $l(i, j) = \sqrt{y}$

end for

The time complexity is  $\mathcal{O}(n^3)$ .

### Example.

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 3 \\ 1 & 3 & 6 \end{bmatrix}$$

Compute  $\tilde{L}\tilde{L}^\top = A$ . Columnwise:

$$\begin{aligned}l_{11} &= \sqrt{a_{11}} = 1 \\l_{21} &= \frac{1}{l_{11}}(a_{21} - 0) = \frac{1}{1} = 1 \\l_{31} &= \frac{1}{l_{11}}(a_{31} - 0) = \frac{1}{1} = 1\end{aligned}$$

Second column:

$$\begin{aligned}l_{22} &= \sqrt{a_{22} - \sum_{k=1}^n l_{2k}^2} = \sqrt{a_{22} - l_{21}^2} = \sqrt{2 - 1} = 1 \\l_{32} &= \frac{1}{l_{22}}(a_{32} - l_{31}l_{21}) = \frac{1}{1}(3 - 1) = 2\end{aligned}$$

Third column:

$$l_{33} = \sqrt{a_{33} - \sum_{k=1}^2 (l_{3k})^2} = \sqrt{a_{33} - (l_{31})^2 - (l_{32})^2} = \sqrt{6 - 5} = 1$$

So,

$$\begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

**Remark.** For the exam: if you have the time, then check! Multiply the matrix by itself transposed, and see whether you got the original matrix back.

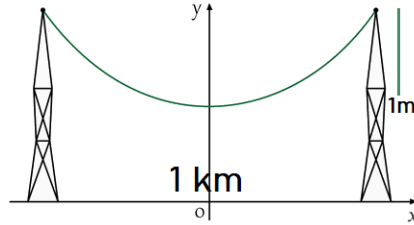
We can again solve the same equation for multiple right hand sides:

- $Ax = b$  becomes  $\tilde{L}\tilde{L}^\top x = b$ .
- Solve  $\tilde{L}y = b$ .
- Solve  $\tilde{L}^\top x = y$ .

## 4 Nonlinear equations

Linear equations can be represented by a matrix, nonlinear cannot. Nonlinear equations are about finding roots. Appears in many application problems.

**Example.** Suppose we want to find out what should be the length of the cable between two pillars, provided we have some slack.



Solution is given by the equation

$$\lambda \cdot \cosh\left(\frac{500}{\lambda}\right) - \lambda - 1 = 0$$

Solve for  $\lambda$ , which can be used to compute the length of the cable ( $\lambda$  here is the radius of curvature at apex). So, we want to find the root of this equation. This is difficult to solve analytically, so we can find an approximation of  $\lambda$ .

### 4.1 Bisection method

For cases like

$$\begin{aligned} f(x) &= 12x^2 - 5x - 2 = 0 \\ &= (4x + 1)(3x - 2) \end{aligned}$$

we can solve using the formula, and get  $x_1 = -\frac{1}{4}$ ,  $x_2 = \frac{2}{3}$ . But this does not work for a more complex problem, e.g.  $f(x) = \log(3 + x^4) + 3 \sin(x) = 0$ .

- We need to find an algorithm that gives a *robust* root localization (has to work for any nonlinear function).
- We don't know how many roots there are. The algorithm should find at least one root per search.