1 Problem

In this assignment we will being utilizing the Gauss-Seidel method to approximate the solution of a linear system within 10^{-5} in the l_{∞} norm. The system in question is

$$2x_1 -x_2 +x_3 = -1
2x_1 +2x_2 +2x_3 = 4
-x_1 -x_2 +2x_3 = -5.$$
(1)

To obtain the iterative method we intend to use, we isolate the diagonal and lower triangular terms on one side of the equality signs, which yields

Converting the system into matrix form, we have

$$\begin{bmatrix} 2 & 0 & 0 \\ 2 & 2 & 0 \\ -1 & -1 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 & 1 & -1 \\ 0 & 0 & -2 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} -1 \\ 4 \\ -5 \end{bmatrix}$$
 (2)

Let the coefficient matrices on the L.H.S. and R.H.S. be denoted by D+L and U, respectively, and let C be the constant vector $(-1,4,-5)^t$. Furthermore, let the vector $(x_1,x_2,x_3)^t$ on the R.H.S. be the kth term of the sequence $\{\mathbf{x}^{(n)}\}$, and let the same vector on the L.H.S. be the (k-1)th term of the sequence. Then, we can express (2) as

$$(D+L)\mathbf{x}^k = U\mathbf{x}^{k-1} + C.$$

Then, assuming that D + L is non-singular, we can isolate \mathbf{x}^k and obtain

$$\mathbf{x}^{k} = (D+L)^{-1}U\mathbf{x}^{k-1} + (D+L)^{-1}C$$

$$= \begin{bmatrix} 0 & 1/2 & -1/2 \\ 0 & -1/2 & -1/2 \\ 0 & 0 & -1/2 \end{bmatrix}\mathbf{x}^{k-1} + \begin{bmatrix} -1/2 \\ 5/2 \\ -3/2 \end{bmatrix}$$

which is exactly the Gauss-Seidel iterative method.

The matrix $(D+L)^{-1}U$ is called the Gauss-Seidel matrix, and if its Spectral Radius lies within the unit disk (|z| < 1), the sequence $\{\mathbf{x}^{(n)}\}$ is guaranteed to converge to the solution of (1). For this particular problem, it is easily verifiable that $|\rho((D+L)^{-1}U)| = 1/2$, hence we may proceed without any problems.

2 Source Code

```
% File Name: GS hw4.m
% Assignment: Project 4
% Student: Joseph Free
% Course: MATH3261
% Purpose: This function takes an nxn coefficient matrix and constant
% n-dimensional constant vector corresponding to a linear system and
\$ attempts to find an approximate solution x within a user specified
% tolerance through the use of the Gauss-Seidel iterative method.
% Required input:
옿
   A
             -- A square coefficent matrix.
             -- An n-dimensional constant vector.
             -- Dimension of the matrix A.
             -- Initial guess vector.
   \mathbf{x}0
   TOL
             -- User specified tolerance.
용
   N
             -- Maximum number of iterations to attempt.
function [ x, iter ] = GS_hw4( A, C, n, x0, TOL, N )
U = zeros(n);
for i = 1:n
    for j = i:n-1
        U(i,j+1) = A(i,j+1);
    end
end
```

```
% Initialize variables.
DL = A - U;
invDL = DL^-1;
MG = invDL*-U;
MC = invDL*C;
% If the Gauss-Seidel matrix is convergent, continue with the method.
if (max(eig(MG)) < 1)
    iter = 0;
    x = x0;
    while ( abs ( max ( abs(x) ) - max ( abs(MG*x + MC) ) ) > TOL )
        iter = iter + 1;
        x = vpa(MG*x + MC);
        if ( iter > N )
            clear x
            fprintf('Max iterations exceeded!\n')
            break
        end
    end
% If the Gauss-Seidel matrix is not convergent, get the hell out of Dodge.
    fprintf('Non-convergent matrix.\n');
end
end
```

```
% File Name: main_hw4.m
% Assignment: Project 4
% Student: Joseph Free
% Course: MATH3261
%
% Purpose: This script is the driver for thee GS_hw4 function.
% All results for this assignment are derived from these instructions.
%
A = [ 2 -1 1; 2 2 2; -1 -1 2; ] %#ok<*NOPTS>
C = [-1; 4; -5;]
x0 = [0;0;0;];
[x, iter] = GS_hw4( A, C, size(A,1), x0, 10^-5, 100)
```

3 Results

As seen in the Source Code section above, in the main_hw4 script we supply the function GS_hw4 with the coefficient matrix and constant vector from (1), the dimension of the matrix, an initial guess vector of $(0,0,0)^t$, tolerance of 10^-5 , and a maximum number of iterations. Using this data the GS_hw4 function constructs the Gauss-Seidel matrix, checks the criterion for convergence, and then proceeds to iterate through the sequence. Upon completion, it will yield the approximate solution \mathbf{x} in addition to the number of iterations required to reach within 10^-5 of the actual solution. The results proper can be seen below:

```
Command Window
  >> main hw4
  A =
       2
             -1
                     1
       2
              2
                     2
       -1
       4
       -5
     0.999995708465576171875
      2.00000476837158203125
   -0.9999997615814208984375
  iter =
      22
```

Thus, we see that after 22 iterations, we have a sufficiently accurate approximation to the solution of (1).