

Math 311

Numerical Methods

2.5: Accelerating Convergence
Solutions of Equations of One Variable

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1 Introduction

- It is rare to have quadratic convergence (but they do exist). Search online.
- We will illustrate two methods to speed convergence:
 - Aitkin's Δ^2 method
 - Steffensen's Method.

1.1 Aitken's Method

- Suppose we have a linearly converging sequence $p_n \rightarrow p$ as $n \rightarrow \infty$.
- It stands to reason that as n gets large,

$$\frac{|p_{n+1} - p|}{|p_n - p|} \approx \frac{|p_{n+2} - p|}{|p_{n+1} - p|} \quad (1)$$

- We can solve (1) for p ! To make the algebra easier, we will let $n = 0$ in the equation.

- Let's go:

$$\frac{|p_1 - p|}{|p_0 - p|} \approx \frac{|p_2 - p|}{|p_1 - p|} \quad (\text{Cross multiply})$$

$$(p_1 - p)^2 \approx (p_2 - p)(p_0 - p)$$

$$p_1^2 - 2p_1p + p^2 \approx p_2p_0 - p_2p - p_0p + p^2 \quad (\text{Now isolate } p)$$

$$p_2p + p_0p - 2p_1p \approx p_2p_0 - p_1^2$$

$$(p_2 - 2p_1 + p_0)p \approx p_2p_0 - p_1^2$$

$$p \approx \frac{p_2p_0 - p_1^2}{p_2 - 2p_1 + p_0}$$

- To make it easier to use, we're going to do an add zero trick:

$$p \approx \frac{p_2p_0 - p_1^2 - \overbrace{2p_0p_1 + 2p_0p_1 + p_0^2 - p_0^2}^{\text{zero}}}{p_2 - 2p_1 + p_0}$$

- Now rearrange

$$p \approx \frac{p_2 p_0 - 2p_0 p_1 + p_0^2 - (p_1^2 - 2p_0 p_1 + p_0^2)}{p_2 - 2p_1 + p_0}$$

$$p \approx \frac{(p_2 - 2p_1 + p_0)p_0 - (p_1 - p_0)^2}{p_2 - 2p_1 + p_0}$$

$$p \approx p_0 - \frac{(p_1 - p_0)^2}{p_2 - 2p_1 + p_0}$$

- You should be able to replicate this on an exam.
- So, let $\hat{p}_n = p$. Aitken's Method defined as

Aitken's Δ^2 Method

Definition.

$$\hat{p}_n = p_n - \frac{(p_{n+1} - p_n)^2}{p_{n+2} - 2p_{n+1} + p_n}$$

- The sequence defined above converges faster than the original p_n sequence in the following sense:

Convergence speed of \hat{p}_n

Theorem. Let $\{\mathbf{p}_n\}_{n=0}^{\infty}$ be a sequence that converges linearly to the limit p with asymptotic constant less than 1 and $p_n - p \neq 0$ for all $n \geq 0$. Then the sequence $\{\hat{p}_n\}$ converges to p faster than $\{\mathbf{p}_n\}_{n=0}^{\infty}$ in the sense that

$$\lim_{n \rightarrow \infty} \frac{\hat{p}_n - p}{p_n - p} = 0$$

Forward Difference Δp_n

Definition. Given the sequence $\{\mathbf{p}_n\}_{n=0}^{\infty}$, define the **forward difference** Δp_n by

$$\Delta p_n = p_{n+1} - p_n, \text{ for } n \geq 0$$

Higher powers $\Delta^k p_n$ are defined recursively as

$$\Delta^k p_n = \Delta(\Delta^{k-1} p_n), \text{ for } k \geq 2$$

- As a result of the definition, we have

$$\begin{aligned}\Delta^2 p_n &= \Delta(p_{n+1} - p_n) = \Delta p_{n+1} - \Delta p_n = (p_{n+2} - p_{n+1}) - (p_{n+1} - p_n) \\ &= p_{n+2} - 2p_{n+1} + p_n\end{aligned}$$

- We can redefine Aitken's $\Delta^2 p_n$ using this operator:

Aitken's Δ^2 Method

Definition.

$$\hat{p}_n = p_n - \frac{(\Delta p_n)^2}{\Delta^2 p_n}, \text{ for all } n \geq 0$$

- By applying Aitken's Δ^2 method, we can accelerate the original p_n .
- Note that the way Aitkens works is that it takes in a vector (a sequence of numbers) and outputs a new sequence of numbers (with length reduced by 2).
- For example, let's speed up the original fixed point function we tried ($f(x) = \cos x$)
- The R function for implementing Aitkens is

```

1 aitkens = function(p) {
2   ## Inputs:    p = sequence of numbers (a vector)
3   ## Outputs:   phat = sequence of numbers accelerated by Aitken's method
4   delta = function(p) { p[1]-(p[2]-p[1])^2/(p[3]-2*p[2]+p[1]) }
5   phat = 0
6   for (i in 1:(length(p)-2)) phat[i] = delta(p[i:(i+2)])
7   return(phat)
8 }
```

- $g = \text{function}(x) \{ \cos(x) \}$

- Start with initial guess of $x = 1$ and $n = 30$ for iterations.

```

1 iter = 30 #number of iterations
2 fixpt = 1 #fixpt=initial guess; values after will be added

```

- Now a simple fixed pt loop (Look to code `root_fixedpt.r` for prettier code.)
- To perform fixed point on g do:

```

1 for (i in 2:iter) fixpt[i] = g(fixpt[i-1]) #fast-no check-fixed point method

```

- The variable `fixedpt` contains the sequence p_n . Let's accelerate it using `aitkens`.

```

1 phat = aitkens(fixpt)

```

- Compare the `fixpt` method with Aitkens (NA is added to end of `phat` so they have the same size)

```

1 p=1; for (i in 2:300) p=g(p) # find the fixed pt to analyze the absolute error
2 compare = cbind(fixpt,abs(fixpt-p),c(phat,NA,NA),abs(c(phat,NA,NA)-p))
3 colnames(compare)=c("fixed pt", "abs err", "Aitkens", "abs error")
4 options(width=100)
5 noquote(formatC(compare,digits=15,format="f"))

```

- Here is the result: (Note that Aitkens has 5 correct digits when fixed pt has only 2!)

	fixed pt	abs err	Aitkens	abs error
2 [1,]	1.000000000000000	0.260914866784839	0.728010361467617	0.011074771747544

3	[2,]	0.540302305868140	0.198782827347021	0.733665164585231	0.005419968629929
4	[3,]	0.857553215846393	0.118468082631233	0.736906294340474	0.002178838874687
5	[4,]	0.654289790497779	0.084795342717382	0.738050421371664	0.001034711843497
6	[5,]	0.793480358742566	0.054395225527405	0.738636096881655	0.000449036333505
7	[6,]	0.701368773622757	0.037716359592404	0.738876582817136	0.000208550398025
8	[7,]	0.763959682900654	0.024874549685494	0.738992243027034	0.000092890188127
9	[8,]	0.722102425026708	0.016982708188453	0.739042511328159	0.000042621887002
10	[9,]	0.750417761763761	0.011332628548600	0.739065949599941	0.000019183615220
11	[10,]	0.731404042422510	0.007681090792651	0.739076383318956	0.000008749896205
12	[11,]	0.744237354900557	0.005152221685396	NA	NA
13	[12,]	0.735604740436347	0.003480392778813	NA	NA

2 Steffensen's Method

- Steffensen's Method is a modification of the fixed point method.
- It combined Fixed Point and Aitken's, but in a different order than above.
- Note that Aitken's requires three points to generate a new value.
- In a nutshell, Steffensen's has two steps:
 1. Start with initial guess p_0 , then run fixed point twice: $p_1 = g(p_0)$ and $p_2 = g(p_1)$.
 2. Then take the points (p_0, p_1, p_2) and run Aitken's method once to get a new p_0 .
- However, each round has 3 numbers (0,1,2). We need to keep track of the round number, so we will add a “current round” number k (starts at 0).

Steffensen's Method Algorithm

Definition. Starting with round $k = 0$ and initial guess $p_0^{(0)}$, then do repeatedly the following two steps for $k = 1$ to end:

1. Let $p_1^{(k)} = g(p_0^{(k)})$ and Let $p_2^{(k)} = g(p_1^{(k)})$,
2. $p_0^{(k+1)} = \Delta^2(p_0^{(k)}, p_1^{(k)}, p_2^{(k)})$. Increment k , goto 1.

- Think “Fixed Point – Fixed Point – Aitken’s” is “Steffensen’s”.
- Usually $p_0^{(k)}$ is the sequence that we say Steffensen’s generates.
- But the more complete Steffensen’s also keeps track of $p_1^{(k)}$ and $p_2^{(k)}$.

Convergence rate of Steffensen's

Theorem. Suppose that $x = g(x)$ has the solution p with $g'(p) \neq 1$. If there exists a $\delta > 0$ such that $g \in C^3[p - \delta, p + \delta]$, then Steffensen's method gives **quadratic** convergence for any $p_0 \in [p - \delta, p + \delta]$.

- Let's check out Steffensen's on $f(x) = \cos x$

```
1 > g = function(x) { cos(x) }
2 > bb=steff(1,g)
```

```

3 > bb           ##this shows iterations and zero
4 $iterations
5   p_n          g(p)          abs(g(p)-p)
6   0 1.000000000000000 0.540302305868140 4.59697694131860e-01
7   1 0.728010361467617 0.746499756045220 1.84893945776032e-02
8   2 0.73906966908674 0.739097370135781 3.04032271070120e-05
9   3 0.739085133166075 0.739085133248225 8.21495094172064e-11
10
11 $zero
12 [1] 0.739085133166075

```

- It only took 3 iterations!
- The **steff** procedure has the option to show a complete record of all the iterations, including the fixed point ones.
- Here is a complete record of the iterations including the fixed point.

```

1 > steff(1,g,1e-15,100,complete=TRUE)
2   p_0^(n)          p_1^(n)          p_2^(n)
3   0 1.000000000000000 0.540302305868140 0.857553215846393
4   1 0.728010361467617 0.746499756045220 0.734070283736530
5   2 0.73906966908674 0.739097370135781 0.739076890222895
6   3 0.739085133166075 0.739085133248225 0.739085133192888
7   4 0.739085133215161          NA          NA

```