

CSE330: Numerical Methods

Topic: Secant Method,
Aitjen Acceleration

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Newton's method is,

$$x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)} \dots \textcircled{i}$$

$f'(x_k) = 0$ ~~2~~ arisen problem

avoid করতে

new method \Rightarrow secant method /

newton's
method to.

আরেকটা version

Quasi-Newton method

not important
for final

new method ନିମ୍ନ ସମୀକରଣ

$f'(x_k) \rightarrow$ replaced with backward difference

$$\text{backward difference} = \frac{f(x) - f(x-h)}{h}$$

\therefore ch 4 ∇ h ~~eq~~ concept not included,
we replace with x from previous
iteration,

\Rightarrow backward difference,

$$f'(x) = \frac{f(x_k) - f(x_{k-1})}{x_k - x_{k-1}}$$

eqn (i) $\hookrightarrow f'(x)$ ନିର୍ଦ୍ଧਾਰଣ

$$x_{k+1} = x_k - \frac{f(x_k)(x_k - x_{k-1})}{f(x_k) - f(x_{k-1})}$$

\hookrightarrow ୱାଟସନ method we need two nodes (x_k, x_{k-1}) instead of one:

$$x_0, x_1$$

difference with newton's method

Que $f(x) = \frac{1}{x} - 0.5$

$$f(x) = \frac{1}{x} - 0.5$$

$$x_0 = 0.25$$

$$x_1 = 0.5$$

task is to, new method \cup next iteration
 \cup x \cup 0 value 700 207

sol'n:

k	x_k	$ f(x_k) \leq \epsilon$
0	$x_0 = 0.25$	
1	$x_1 = 0.5$	
2	$x_2 = 0.6875$ $\hookrightarrow x_0, x_1$ use secant method x_2 use $\frac{1}{2}(x_0 + x_1)$	
3	$x_3 = 1.01652$	
	\vdots	
	stop when $f(x) = 0$ or ϵ_m reached	

new technique: Aitken Acceleration

(bisection
ଅଟେ) previous ଓ method ଏ \leftarrow
root ଖୁବ୍ ଘାଟୁ process ଏ
boost/accelerate କରେ

Aitken Acceleration

$$\hat{x}_{k+2} = x_k - \frac{(x_{k+1} - x_k)^2}{x_{k+2} - 2x_{k+1} + x_k}$$

ଅତି ଖୁବ୍

ଏକ accelerate କରେ ।

Que $f(x) = \frac{1}{x} - 0.5 \quad [x_* = 2]$

fixed point iteration apply कर. $f(x)$
ए. root कर. कर. (तबान additionally
 $g(x)$ रररर) while using Aitken
acceleration.

$$g(x) = x + \frac{1}{16} \left(\frac{1}{x} - 0.5 \right)$$

$$x_0 = 1.5$$

solⁿ:

lets see without using aikhun
acceleration

$$x_0 = 1.5$$

$$x_1 = g(x_0) = g(1.5) = 1.510417$$

$$x_2 = g(x_1) = g(1.510417) \\ = 1.520546$$

$$x_3 = g(1.520546) \\ = 1.530400$$

⋮

$$x_{818} = 2$$

ଅଷ୍ଟୁଳି iteration
avoid କରୁ ଅikhun
acceleration

now using aiken acceleration,

NB: at acceleration to node \hookrightarrow apply 2011,
there's a pattern for those nodes.

$$x_0 = 1.5$$

$$x_1 = g(x_0) = g(1.5) = 1.510417$$

$$x_2 = g(x_1) = 1.520546$$

pattern: 2nd node too, then using fixed
point iteration and then apply
aiken acceleration. 2011 2nd
node too, then aiken \rightarrow pattern

apply
aiken \rightarrow

$$\hat{x}_2 = x_0 - \frac{(x_1 - x_0)^2}{x_2 - 2x_1 + x_0}$$

$$\hat{x}_2 = 1.877604$$

notice, $x_2 = 1.52 \dots$ ~~2252~~ $\hat{x}_2 = 1.87 \dots$

actual root 247 ଭଲକ
କାହାକାହିଁ ଟଲେ ଗଲେ ।
that's the acceleration.

and now new x_2 will be \hat{x}_2

$$\therefore x_3 = g(\hat{x}_2) \\ = 1.87964$$

$$x_4 = g(x_3) \\ = 1.881642$$

2 ଥର
fixed
point
iteration.
then again
aikhen

$$\hat{x}_4 = \hat{x}_2 - \frac{(x_3 - \hat{x}_2)^2}{x_4 - 2x_3 + \hat{x}_2}$$

$$\hat{x}_4 = 1.092634$$

$$x_5 = g(\hat{x}_4)$$

$$x_6 = g(x_5)$$

$$\hat{x}_6 =$$

$$x_7 = g(\hat{x}_6)$$

$$x_8 = g(x_7)$$

$$\hat{x}_8 = 2$$

fixed point 2 aitken method 8th iteration.
aitken method 6th iteration

same math ଟି newton's method use
କରନ୍ତି ଥାନ୍ତି (instead of floating point
iteration), ତଥା 2ଟି node ଠାରୁ କରନ୍ତି
using newton's method and then
aitken and so on.

Ch-5: Solving Linear Eqns

2 methods we will use



e.g. of linear eqn,

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2$$

$$\vdots$$
$$\vdots$$
$$\vdots$$

$$a_{n1}x_1 + a_{n2}x_2 + \dots + a_{nn}x_n = b_n$$

task is to make matrix out of these equations,

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix}$$

$A \qquad \qquad x \qquad \qquad b$
 $n \times n \qquad \qquad n \times 1 \qquad \qquad n \times 1$

$$Ax = b$$

$$\Rightarrow x = A^{-1}b$$

remember A^{-1}
avoids matrix
inversion

Basic properties of A:

(i) A square matrix $n \times n$

(ii) A will be non-singular ($\det(A) \neq 0$)

↓

otherwise no unique solution. ∴ method 2 is use $\Delta \neq 0$

Lower triangular matrix: $\Delta \neq 0$
કરતાં $\Delta \neq 0$ અને zero

e.g:

$$\begin{pmatrix} l_{11} & 0 & 0 & 0 \\ l_{21} & l_{22} & 0 & 0 \\ l_{31} & l_{32} & l_{33} & 0 \\ l_{41} & l_{42} & l_{43} & l_{44} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{pmatrix}$$

primary diagonal

lower triangular matrix

matrix \rightarrow equation formation,

$$l_{11}x_1 = b_1$$

$$\therefore x_1 = \frac{b_1}{l_{11}}$$

1 div \leftarrow

again $l_{21}x_1 + l_{22}x_2 = b_2$

$$\therefore x_2 = \frac{b_2 - l_{21}x_1}{l_{22}}$$

1 div, 1 sub, 1 mult \leftarrow
3 operations

\therefore process \rightarrow forward
substitution

$$x_3 = \frac{b_3 - l_{31}x_1 - l_{32}x_2}{l_{33}}$$

5 operation

$$x_4 = \frac{b_4 - l_{41}x_1 - l_{42}x_2 - l_{43}x_3}{l_{44}}$$

7 operation

x_1, x_2, x_3, x_4 total 16 operation.

\therefore complexity $\Rightarrow n^2$

where n = number of variables
backward substitution \hookrightarrow complexity n^2

NB: calculator ନିମ୍ନ determinant
ପାଇଁ କଞ୍ଚି ପଢ଼ାଯାଏନା,