$$\begin{aligned} & \textit{Seventh iteration} & x_1 = 0.9939, \, x_2 = 1.9975, \, x_3 = 2.9976, \, x_4 = -0.0025 \\ & \textit{Eighth iteration} & x_1 = 0.999, \, x_2 = 1.999, \, x_3 = 2.999, \, x_4 = -0.001 \\ & \textit{Ninth iteration} & x_1 = 0.9996, \, x_2 = 1.9996, \, x_3 = 2.9996, \, x_4 = -0.004 \\ & \textit{Tenth iteration} & x_1 = 0.9998, \, x_2 = 1.9998, \, x_3 = 2.9998, \, x_4 = -0.0001 \\ & \textit{Hence } x_1 = 1, \, x_2 = 2, \, x_3 = 3, \, x_4 = 0. \end{aligned}$$

Gauss-Seidal iteration method. This is a modification of Jacobi's method. As before the system of equations:

$$a_1x + b_1y + c_1z = d_1 a_2x + b_2y + c_2z = d_2 a_3x + b_3y + c_3z = d_3$$
(1)

is written as

$$x = \frac{1}{a_1}(d_1 - b_1 y - c_1 z)$$

$$y = \frac{1}{b_2}(d_2 - a_2 x - c_2 z)$$

$$z = \frac{1}{c_3}(d_3 - a_3 x - b_3 y)$$
(2)

Here also we start with the initial approximations x_0 , y_0 , z_0 for x, y, z, respectively which may each be taken as zero. Substituting $y = y_0$, $z = z_0$ in the first of the equations (2), we get

$$x_1 = \frac{1}{a_1}(d_1 - b_1 y_0 - c_1 z_0)$$

Then putting $x = x_1$, $z = z_0$ in the second of the equations (2), we have

$$y_1 = \frac{1}{b_2}(d_2 - a_2x_1 - c_2z_0)$$

Next substituting $x = x_1$, $y = y_1$ in the third of the equations (2), we obtain

$$z_1 = \frac{1}{c_3}(d_3 - a_3x_1 - b_3y_1)$$

and so on, i.e., as soon as a new approximation for an unknown is found, it is immediately used in the next step.

This process of iteration is repeated until the values of x, y, z are obtained to a desired degree of accuracy.

NOTE

Obs. 1. Since the most recent approximations of the unknowns are used while proceeding to the next step, the convergence in the Gauss-Seidal method is twice as fast as in Jacobi's method.

2. Jacobi and Gauss-Seidal methods converge for any choice of the initial approximations if in each equation of the system, the absolute value of the largest co-efficient is almost equal to or is at least one equation greater than the sum of the absolute values of all the remaining coefficients.

EXAMPLE 3.28

Apply the Gauss-Seidal iteration method to solve the equations 20x + y - 2z = 17; 3x + 20y - z = -18; 2x - 3y + 20z = 25. (cf. Example 3.25)

Solution:

We write the given equations in the form

Putting $x = x_0$, $y = y_0$ in (iii), we get

$$x = \frac{1}{20}(17 - y + 2z) \tag{i}$$

$$y = \frac{1}{20}(-18 - 3x + z) \tag{ii}$$

$$z = \frac{1}{20}(25 - 2x + 3y) \tag{iii}$$

 $z_2 = \frac{1}{20}(25 - 2x_2 + 3y_2) = 0.9998$

First iteration

Putting
$$y = y_0$$
, $z = z_0$ in (i) , we get $x_1 = \frac{1}{2}(17 - y_0 + 2z_0) = 0.8500$
Putting $x = x_1$, $z = z_0$ in (ii) , we have $y_1 = \frac{1}{20}(-18 - 3x_1 + z_0) = -1.0275$
Putting $x = x_1$, $y = y_1$ in (iii) , we obtain $z_1 = \frac{1}{20}(25 - 2x_1 + 3y_1) = 1.0109$
Second iteration
Putting $y = y_1$, $z = z_1$ in (i) , we get $x_2 = \frac{1}{20}(17 - y_1 + 2z_1) = 1.0025$
Putting $x = x_2$, $z = z_1$ in (ii) , we obtain $y_2 = \frac{1}{20}(-18 - 3x_2 + z_1) = -0.9998$

Third iteration, we get

$$\begin{split} x_3 &= \frac{1}{20}(17 - y_2 + 2z_2) = 1.0000 \\ y_3 &= \frac{1}{20}(-18 - 3x_3 + z_2) = -1.0000 \\ z_3 &= \frac{1}{20}(25 - 2x_3 + 3y_3) = 1.0000 \end{split}$$

The values in the second and third iterations being practically the same, we can stop.

Hence the solution is x = 1, y = -1, z = 1.

EXAMPLE 3.29

Solve the equations 27x + 6y - z = 85; x + y + 54z = 110; 6x + 15y + 2z = 72 by the Gauss-Jacobi method and the Gauss-Seidel method.

Solution:

Rewriting the given equations as

$$x = \frac{1}{27}(85 - 6y + z) \tag{i}$$

$$y = \frac{1}{15}(72 - 6x - 2z) \tag{ii}$$

$$z = \frac{1}{54}(110 - x - y) \tag{iii}$$

(a) Gauss-Jacobi's method

We start from an approximation $x_0 = y_0 = z_0 = 0$

First iteration

$$x_1 = \frac{85}{27} = 3.148, y_1 = \frac{72}{15} = 4.8, z_1 = \frac{110}{54} = 2.037$$

Second iteration

$$\begin{split} x_2 &= \frac{1}{27}(85 - 6y_1 + z_1) = 2.157 \\ y_2 &= \frac{1}{15}(72 - 6x_1 - 2z_1) = 3.269 \\ z_2 &= \frac{1}{54}(110 - x_1 - y_1) = 1.890 \end{split}$$

Third iteration

$$x_3 = \frac{1}{27}(85 - 6y_2 + 7z_2) = 2.492$$

$$y_3 = \frac{1}{15}(72 - 6x_2 - 2z_2) = 3.685$$

$$z_3 = \frac{1}{54}(110 - x_2 - y_2) = 1.937$$

Fourth iteration

$$\begin{aligned} x_4 &= \frac{1}{27}(85 - 6y_3 + z_3) = 2.401 \\ y_4 &= \frac{1}{15}(72 - 6x_3 - 2z_3) = 3.545 \\ z_4 &= \frac{1}{54}(110 - x_3 - y_3) = 1.923 \end{aligned}$$

Fifth iteration

$$\begin{aligned} x_5 &= \frac{1}{27}(85 - 6y_4 + z_4) = 2.432 \\ y_5 &= \frac{1}{15}(72 - 6x_4 - 2z_4) = 3.583 \\ z_4 &= \frac{1}{54}(110 - x_3 - y_3) = 1.927 \end{aligned}$$

Repeating this process, the successive iterations are:

$$\begin{aligned} &x_6 = 2.423, \, y_6 = 3.570, \, z_6 = 1.926 \\ &x_7 = 2.426, \, y_7 = 3.574, \, z_7 = 1.926 \\ &x_8 = 2.425, \, y_8 = 3.573, \, z_8 = 1.926 \\ &x_9 = 2.426, \, y_9 = 3.573, \, z_9 = 1.926 \end{aligned}$$

Hence x = 2.426, y = 3.573, z = 1.926

 $(b) \ Gauss\text{-}Seidal \ method$

First iteration

$$\begin{aligned} & \text{Putting } y = y_0 = 0, \, z = z_0 = 0 \text{ in } (i), \quad x_1 = \frac{1}{27} (85 - 6y_0 + z_0) = 3.14 \\ & \text{Putting } x = x_1, \, z = z_0 \text{ in } (ii), \qquad \qquad y1 = \frac{1}{15} (72 - 6x_1 - 2z_0) = 3.541 \\ & \text{Putting } x = x_1, \, y = y_1 \text{ in } (iii), \qquad \qquad z_1 = \frac{1}{54} (110 - x_1 - y_1) = 1.913 \end{aligned}$$

Second iteration

$$x_2 = \frac{1}{27}(85 - 6y_1 + z_1) = 2.432$$

$$y_2 = \frac{1}{15}(72 - 6x_2 - 2z_1) = 3.572$$

$$z_2 = \frac{1}{54}(110 - x_2 - y_2) = 1.926$$

Third iteration

$$x_3 = \frac{1}{27}(85 - 6y_2 + z_2) = 2.426$$

$$y_3 = \frac{1}{15}(72 - 6x_3 - 2z_2) = 3.573$$

$$z_3 = \frac{1}{54}(110 - x_3 - y_3) = 1.926$$

Fourth iteration

$$\begin{split} x_4 &= \frac{1}{27}(85 - 6y_3 + z_3) = 2.426 \\ y_4 &= \frac{1}{15}(72 - 6x_4 - 2z_3) = 3.573 \\ z_4 &= \frac{1}{54}(110 - x_4 - y_4) = 1.926. \end{split}$$

Hence x = 2.426, y = 3.573, z = 1.926.

NOTE Obs. We have seen that the convergence is quite fast in the Gauss-Seidal method as compared to the Gauss-Jacobi method.

EXAMPLE 3.30

Apply the Gauss-Seidal iteration method to solve the equations: $10x_1 - 2x_2 - x_3 - x_4 = 3; -2x_1 + 10x_2 - x_3 - x_4 = 15; -x_1 - x_2 + 10x_3 + 2x_4 = 27; -x_1 - x_2 - 2x_3 + 10x_4 = -9.$ (cf. Example 3.27)

Solution:

Rewriting the given equations as

$$x_1 = 0.3 + 0.2x_2 + 0.1x_3 + 0.1x_4 \tag{i}$$

$$x_2 = 1.5 + 0.2x_1 + 0.1x_2 + 0.1x_4 \tag{ii}$$

$$x_2 = 2.7 + 0.1x_1 + 0.1x_2 + 0.2x_4$$
 (iii)

$$x_4 = -0.9 + 0.1x_1 + 0.1x_2 + 0.2x_3$$
 (iv)

First iteration

Putting $x_2 = 0$, $x_3 = 0$, $x_4 = 0$ in (i), we get $x_1 = 0.3$

Putting $x_1 = 0.3$, $x_2 = 0$, $x_4 = 0$ in (ii), we obtain $x_2 = 1.56$

Putting $x_1 = 0.3$, $x_2 = 1.56$, $x_4 = 0$ in (*iii*), we obtain $x_3 = 2.886$

Putting $x_1 = 0.3$, $x_2 = 1.56$, $x_3 = 2.886$ in (*iv*), we get $x_4 = -0.1368$.

Second iteration

Putting $x_2 = 1.56$, $x_3 = 2.886$, $x_4 = -0.1368$ in (i), we obtain $x_1 = 0.8869$

Putting $x_1 = 0.8869$, $x_2 = 2.886$, $x_4 = -0.1368$ in (ii), we obtain $x_2 = 1.9523$

Putting $x_1 = 0.8869$, $x_2 = 1.9523$, $x_4 = -0.1368$ in (iii), we have $x_3 = 2.9566$

Putting $x_1 = 0.8869$, $x_2 = 1.9523$, $x_3 = 2.9566$ in (*iv*), we get $x_4 = -0.0248$.

Third iteration

Putting $x_2 = 1.9523$, $x_3 = 2.9566$, $x_4 = -0.0248$ in (i), we obtain $x_1 = 0.9836$

Putting $x_1 = 0.9836$, $x_2 = 2.9566$, $x_4 = -0.0248$ in (ii), we obtain $x_2 = 1.9899$

Putting $x_1 = 0.9836$, $x_2 = 1.9899$, $x_4 = -0.0248$ in (iii), we get $x_3 = 2.9924$

Putting $x_1 = 0.9836$, $x_2 = 1.9899$, $x_3 = 2.9924$ in (*iv*), we get $x_4 = -0.0042$.

Fourth iteration. Proceeding as above

$$x_1 = 0.9968, x_2 = 1.9982, x_3 = 2.9987, x_4 = -0.0008.$$

Fifth iteration is $x_1 = 0.9994$, $x_2 = 1.9997$, $x_3 = 2.9997$, $x_4 = -0.0001$.

Sixth iteration is $x_1 = 0.9999$, $x_2 = 1.9999$, $x_3 = 2.9999$, $x_4 = -0.0001$

Hence the solution is $x_1 = 1$, $x_2 = 2$, $x_3 = 3$, $x_4 = 0$.

(3) Relaxation method3. Consider the equations

$$a_1x + b_1y + c_1z = d_1$$

 $a_2x + b_2y + c_2z = d_2$
 $a_3x + b_3y + c_3z = d_3$

 $^{^{3}}$. This method was originally developed by R.V. Southwell in 1935, for application to structural engineering Exercises