

# NUMERICAL METHODS WEEK 6

## RECAP

Learning outcomes:

- Practice using some of the methods we have covered so far.
- See how to easily and tidily reuse code.

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# REUSING CODE

You may dislike having lots of code / routines copied around everytime we reuse something

The solution is to **include** other files or, generally, libraries.

We can make our own library file by copying functions other than `main` into a file called `'my_library.h'`

HarmOsc - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug x86 Local Windows Debugger

stdafx.cpp nummethods.h HarmOsc.cpp\* (Global Scope) main()

```
1 #include "stdafx.h"
2 #include <iostream>
3 #include <fstream>
4 #include <math.h>
5 #include "nummethods.h"
6
7 int main() {
8     std::ofstream myout("HarmOsc.csv");
9     static double D[101][102];
10    int n = 101;
11    for (int i = 0; i < n; i++) {
12        for (int j = 0; j < n + 1; j++) {
13            D[i][j] = 0;
14        }
15    }
16    // stencil
17    D[0][0] = -2;
18    D[n - 1][n - 1] = -2;
19    for (int i = 1; i < n - 1; i++) {
20        D[i][i - 1] = 1;
21        D[i][i] = -2;
22        D[i][i + 1] = 1;
23    }
24    // source
25    for (int i = 1; i < n - 1; i++) {
26    }
27
28    gauss_jordan(myout, D);
29
30    for (int i = 0; i < n; i++) {
31        myout << i / (n / 2.0) - 1 << ", " << D[i][n] << "\n";
32    }
33 }
34
```

100 %

Output

Show output from: Build

```
1>----- Build started: Project: ConsoleApplication2, Configuration: Debug Win32 -----
1> HarmOsc.cpp
1> ConsoleApplication2.vcxproj -> C:\Users\mwatkins\Google Drive\teaching\Numerical_methods\cpp_code\visual_studio\ConsoleApplication2\Debug\ConsoleApplication2.exe
1> ConsoleApplication2.vcxproj -> C:\Users\mwatkins\Google Drive\teaching\Numerical_methods\cpp_code\visual_studio\ConsoleApplication2\Debug\ConsoleApplication2.pdb (Full PDB)
***** Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped *****
```

Error List Output

Ready Ln 20 Col 25 Ch 25 INS Publish

Quick Launch (Ctrl+Q)

Matthew Watkins

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'HarmOsc' (1 project)

- HarmOsc
  - References
  - External Dependencies
  - Header Files
    - stdafx.h
    - targetver.h
  - Resource Files
  - Source Files
    - HarmOsc.cpp
    - stdafx.cpp
    - ReadMe.txt

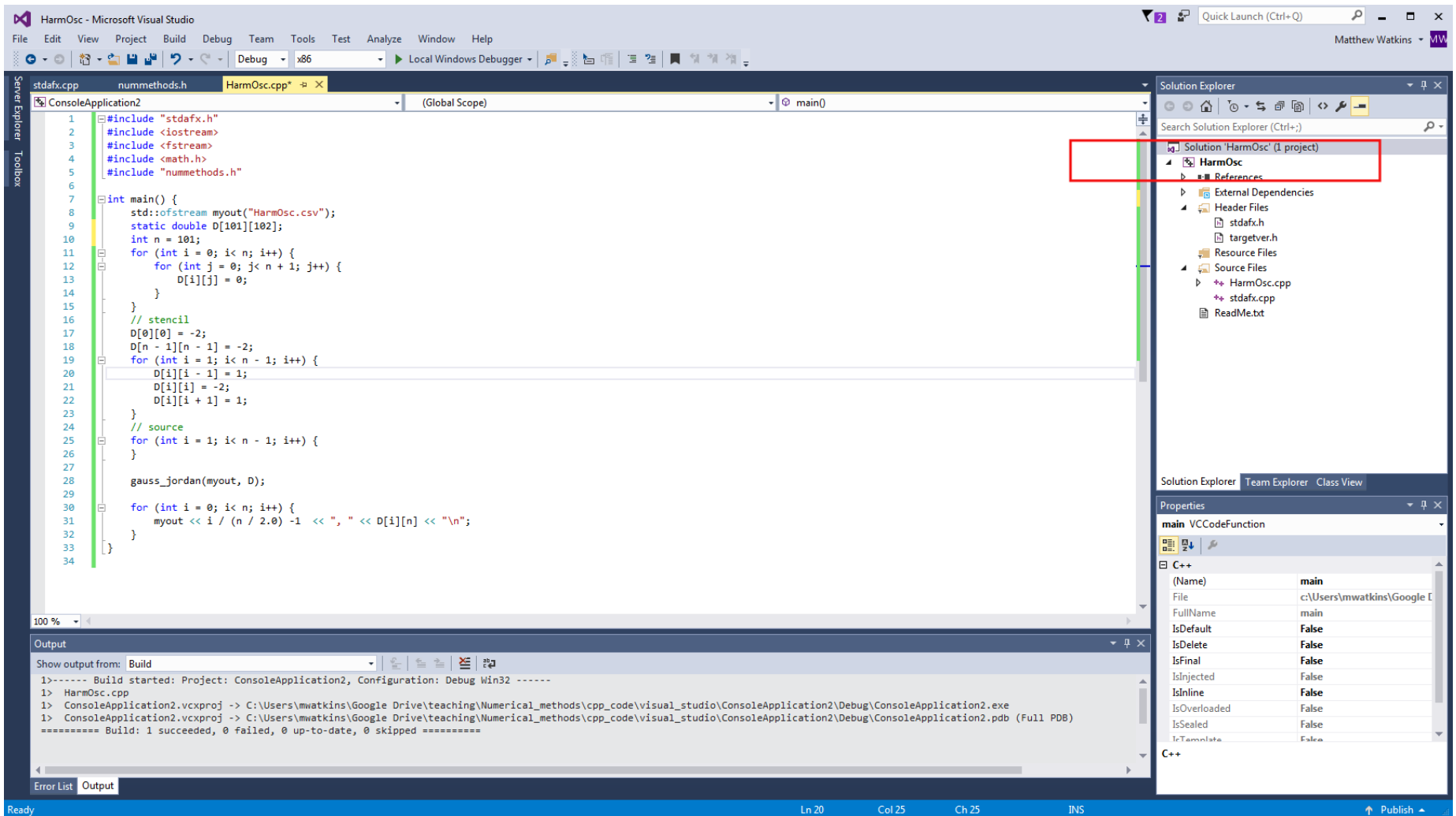
Solution Explorer Team Explorer Class View

Properties

main VCodeFunction

C++

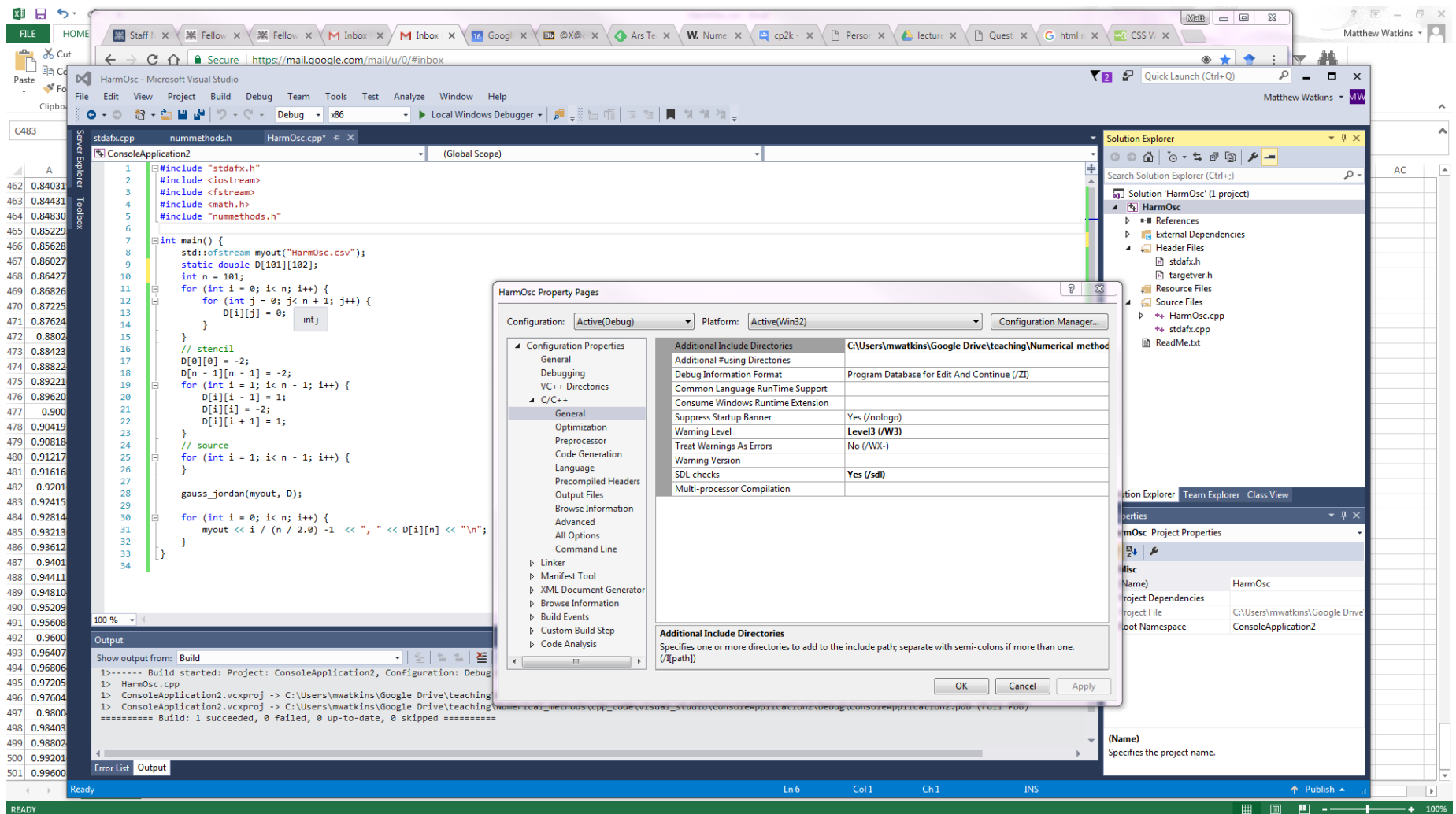
(Name)	main
File	c:\Users\mwatkins\Google Drive\teaching\Numerical_methods\cpp_code\visual_studio\ConsoleApplication2\Debug\ConsoleApplication2.exe
FullName	main
IsDefault	False
IsDelete	False
IsFinal	False
IsInjected	False
IsInline	False
IsOverloaded	False
IsSealed	False
Template	False



This is my example project. Right click on the **bolded** project name in the pane to right.

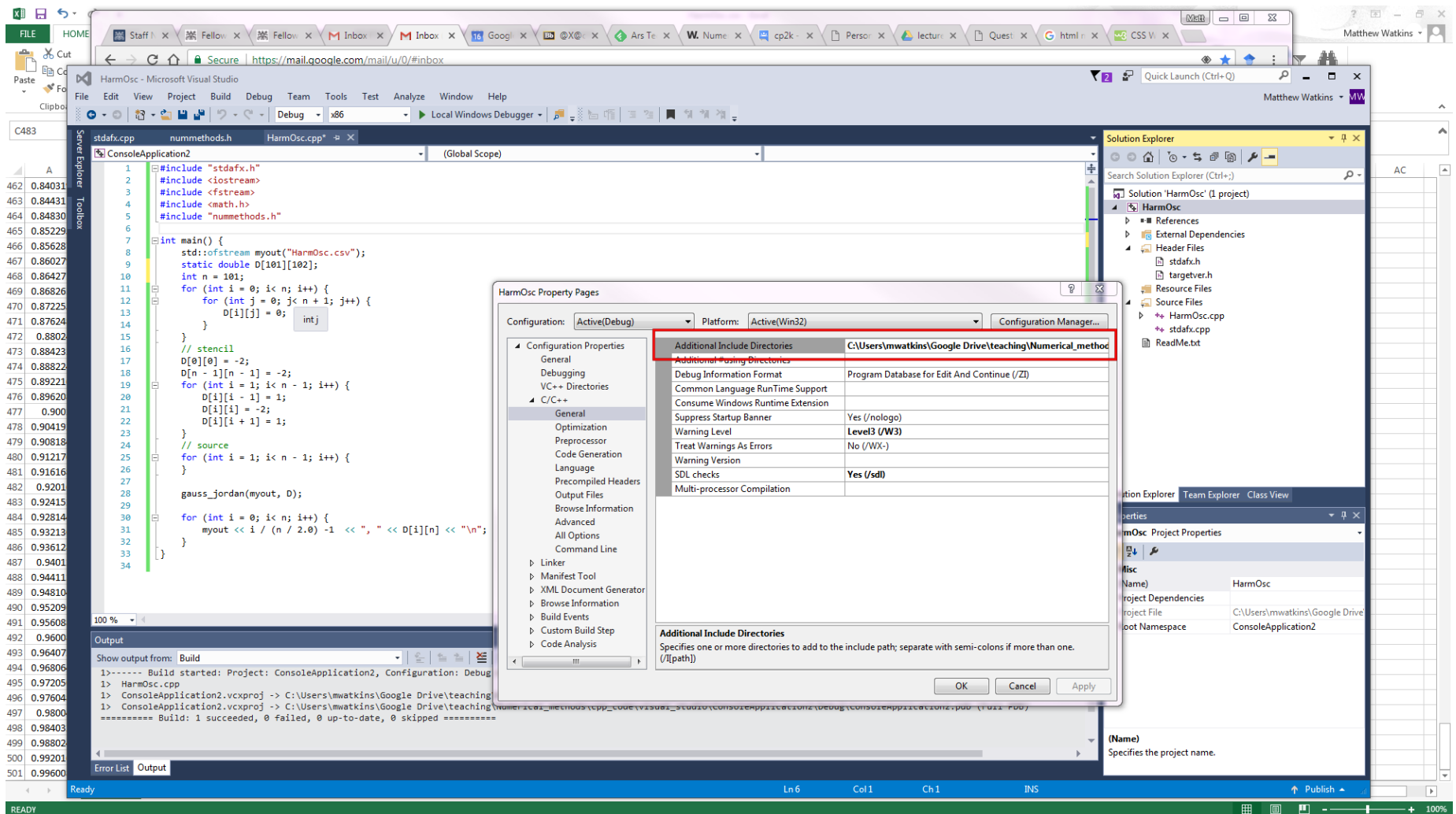
Then select properties.

A new window should have appeared, like this:

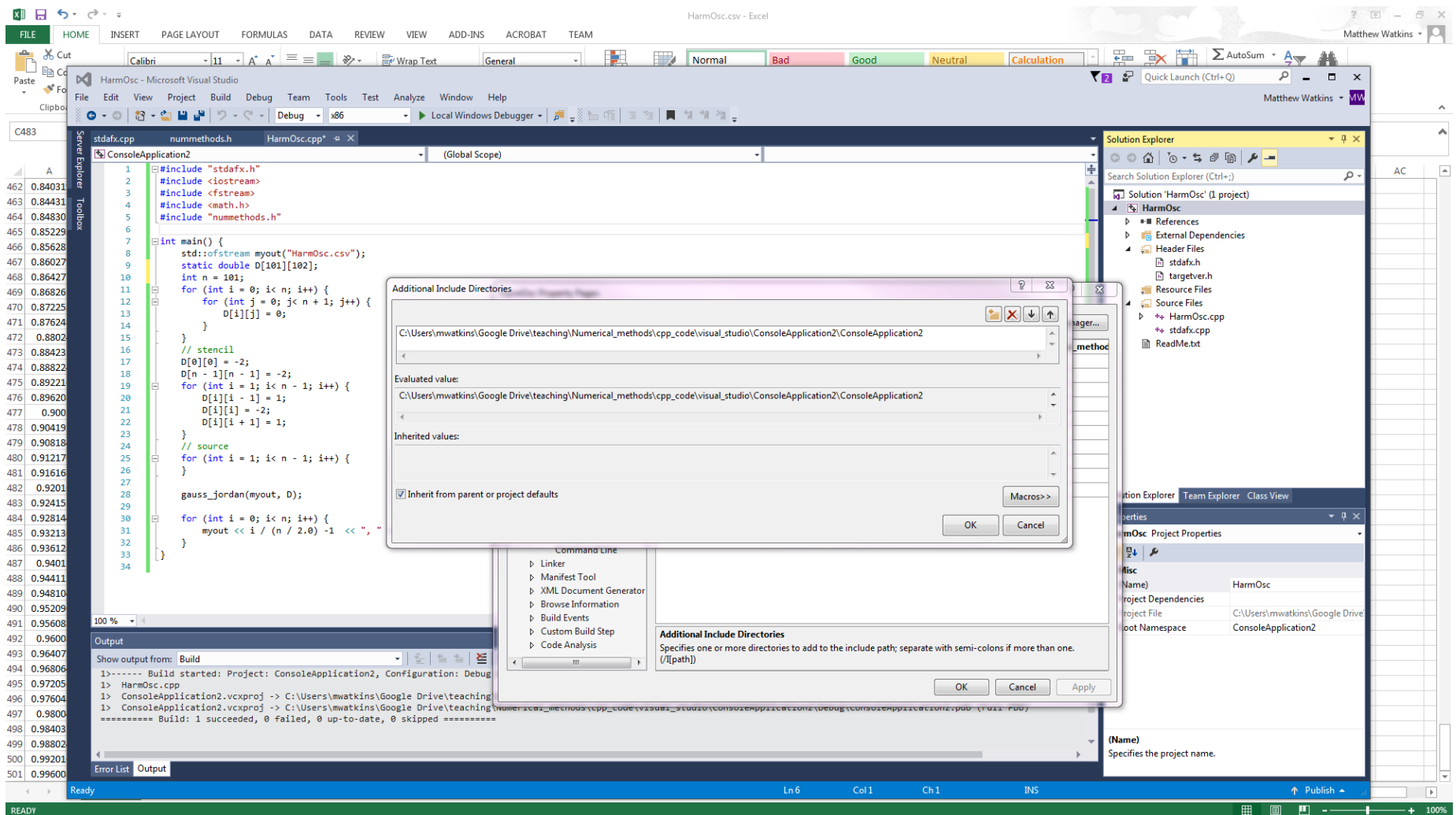


Open the C/C++ then the General tab

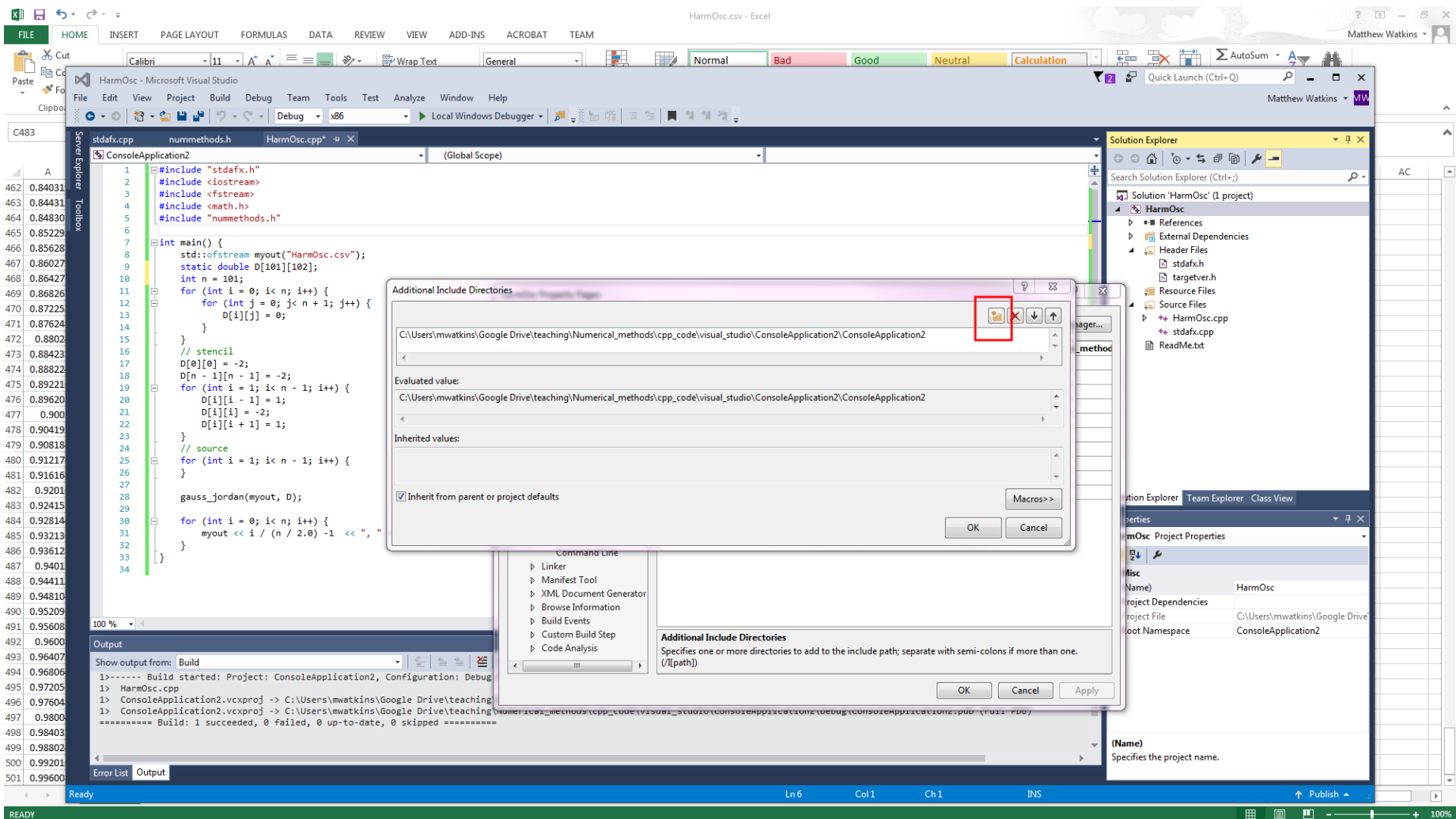
Then click on drop down button in the second column of the the 'Additional Include Directories' row and select edit



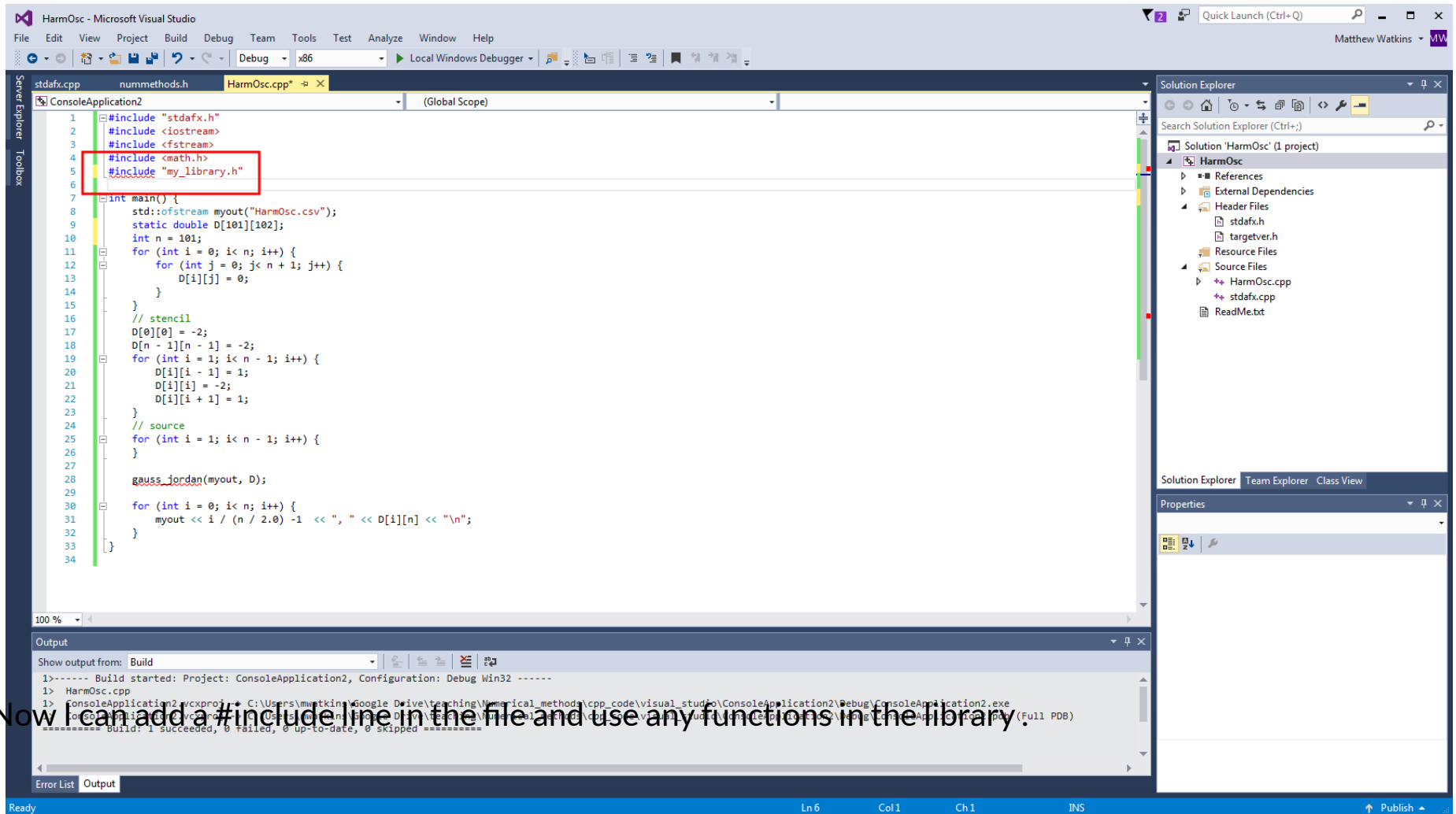
You should see something like this:



Click on the folder icon, and select the directory where you saved your 'my\_library.h' file in







Now I can add a `#include` line in the file and use any functions in the library.

## POWER METHOD

This is a way of finding the eigenvector with the largest eigenvector

- Start with a guess  $\mathbf{x}_0$  at the eigenvector (it must not be orthogonal to the true eigenvector).
- Update the eigenvector  $\mathbf{x}_i = \frac{\mathbf{A}\mathbf{x}_{i-1}}{\|\mathbf{A}\mathbf{x}_{i-1}\|}$

Find the largest eigenvector of

$$\mathbf{A} = \begin{pmatrix} 1 & -1 & -1 & -1 \\ -1 & 2 & 0 & 0 \\ -1 & 0 & 3 & 1 \\ -1 & 0 & 1 & 4 \end{pmatrix}.$$

using the power method.

We basically used this when studying Markov Chains in year 1.

## GENERAL LINEAR LEAST SQUARES

Simple linear, polynomial and multiple linear regression can be generalised to the following linear least-squares model

$$y_i(a_0, a_1, a_2, a_3 \dots a_n; x_0, x_1, x_2, x_3 \dots x_n) = a_0 z_0 + a_1 z_1 + a_2 z_2 + \dots + a_m z_m + e$$

are now not just coordinates  $x_i$  but some *predefined* functions of those positions

$z_0(x_0, x_1, x_2, x_3 \dots x_n), z_1(x_0, x_1, x_2, x_3 \dots x_n), \dots, z_m(x_0, x_1, x_2, x_3 \dots x_n)$  are  $m + 1$  **basis functions**.

The linear refers to the parameters  $a_0, a_1, \dots, a_m$ , the  $z$ s can be highly non-linear

For instance.

$$y(a_0, a_1, a_2; x_0) = a_0 + a_1 \cos(\omega x_0) + a_2 \sin(\omega x_0)$$

fits this model with  $z_0 = 1, z_1 = \cos(\omega x_0)$  and  $z_2 = \sin(\omega x_0)$ . Where  $\omega$  is a single independent variable and  $\omega$  is a predefined constant.

I'll suppress the functional dependence notation as it gets too much. Remember the  $z$ s are predefined - only the  $a$ s are optimized.

## GENERAL LINEAR LEAST SQUARES EXAMPLE

Let's redo the quadratic fit example using the general linear least squares formalism. The general expression

$$y_i(a_0, a_1, a_2, a_3 \dots a_n; x_0, x_1, x_2, x_3 \dots x_n) = a_0 z_0(x_i) + a_1 z_1(x_i) + a_2 z_2(x_i) + \dots + a_m z_m(x_i) +$$

becomes

$$y_i(a_0, a_1, a_2; x_0, x_1, x_2, x_3 \dots x_n) = a_0 z_0(x_i) + a_1 z_1(x_i) + a_2 z_2(x_i) + e$$

as we only have three parameters.

Comparing to the formula for a quadratic fit

$$y_i(a_0, a_1, a_2; x_0, x_1, x_2, x_3 \dots x_n) = a_0 + a_1 x_i + a_2 x_i^2 + e$$

we see that  $z_0(x_i) = 1$ ,  $z_1(x_i) = x_i$  and  $z_2(x_i) = x_i^2$

We write the set of equations for the all the  $n + 1$  data points in matrix form

$$\begin{bmatrix} y_0 \\ y_1 \\ \vdots \\ y_n \end{bmatrix} = \begin{bmatrix} z_0(x_0) & z_1(x_0) & \cdots & z_m(x_0) \\ z_0(x_1) & z_1(x_1) & \cdots & z_m(x_1) \\ \vdots & \vdots & \ddots & \vdots \\ z_0(x_n) & z_1(x_n) & \cdots & z_m(x_n) \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_m \end{bmatrix} + \begin{bmatrix} e(x_0) \\ e(x_1) \\ \vdots \\ e(x_n) \end{bmatrix}$$

we'll define

$$\{Y\} = \begin{bmatrix} y(x_0) \\ y(x_1) \\ \vdots \\ y(x_n) \end{bmatrix}, [Z] = \begin{bmatrix} z_0(x_0) & z_1(x_0) & \cdots & z_m(x_0) \\ z_0(x_1) & z_1(x_1) & \cdots & z_m(x_1) \\ \vdots & \vdots & \ddots & \vdots \\ z_0(x_n) & z_1(x_n) & \cdots & z_m(x_n) \end{bmatrix}, \{e\} = \begin{bmatrix} e(x_0) \\ e(x_1) \\ \vdots \\ e(x_n) \end{bmatrix}$$

which contain the values of the basis functions and the errors at each point, and

$$\{A\} = \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_m \end{bmatrix}$$

which contains the  $m + 1$  parameters we optimize.

We can also express error in our model as a sum of the squares much like before:

$$S_r = \sum_{i=0}^n \left( y_i - \sum_{j=0}^m a_j z_j(x_i) \right)^2$$

You can show by taking partial derivatives that  $S_r$  is minimised when

$$[[Z]^T [Z]]\{A\} = \{[Z^T]\{Y\}\}$$

More details can of the derivation can be found here

(<http://fourier.eng.hmc.edu/e176/lectures/NM/node35.html>), though the notation is a little different.

## POWER METHOD, WHY DOES IT WORK?

If our matrix is diagonalizable it has a set of orthogonal eigenvectors  $\nu_1, \nu_2, \dots, \nu_n$  with eigenvalues  $\lambda_1, \lambda_2, \dots, \lambda_n$  with  $|\lambda_1| > |\lambda_j|$  for  $j > 1$ .

Any vector can be expanded as a linear combination the  $\nu_i$ :

$$b_0 = c_1 \nu_1 + c_2 \nu_2 + \dots + c_m \nu_m.$$

If we apply our matrix  $\mathbf{A}$  to  $b_0$   $k$  times we get

$$\begin{aligned} A^k b_0 &= c_1 A^k v_1 + c_2 A^k v_2 + \cdots + c_m A^k v_m \\ &= c_1 \lambda_1^k v_1 + c_2 \lambda_2^k v_2 + \cdots + c_m \lambda_m^k v_m \\ &= c_1 \lambda_1^k \left( v_1 + \frac{c_2}{c_1} \left( \frac{\lambda_2}{\lambda_1} \right)^k v_2 + \cdots + \frac{c_m}{c_1} \left( \frac{\lambda_m}{\lambda_1} \right)^k v_m \right). \end{aligned}$$

using the fact that for the eigenvectors  $\mathbf{A}v_i = \lambda_i v_i$ .

Because  $\lambda_1$  is larger than any other  $\lambda$ , all the terms except the first in the bracket tend to zero as  $k$  gets larger.

## SUMMARY AND FURTHER READING

Ensure that you can do the material tested today - make and multiply matrices, solve linear equations - we will be using these repeatedly in the coming weeks.

You should be reading additional material to provide a solid background to what we do in class

I suggest starting with Chapra and Canale, but there are many other text books in the library - find the one that works for you.

# SNAKE

Use the arrow keys

start game



