

# Advanced Numerical Methods

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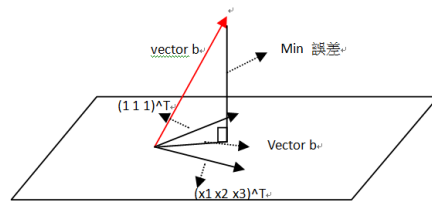
- Review: Interpolation v.s Approximation

- Interpolation

$$ex : ax^2 + bx + c = y$$

$$\begin{bmatrix} x_1^2 & x_1 & 1 \\ x_2^2 & x_2 & 1 \\ x_3^2 & x_3 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix}$$

- Approximation



$$ax_1 + b \approx y_1$$

$$ax_2 + b \approx y_2$$

$$ax_3 + b \approx y_3$$

$$\begin{bmatrix} A = QR \\ \vec{b}' = QQ^T \vec{b} \end{bmatrix} \Rightarrow A\vec{x} = \vec{b}'$$

$$QR\vec{x} = QQ^T \vec{b}$$

$$Q^T QR\vec{x} = Q^T QQ^T \vec{b}$$

$$\vec{x} = R^{-1}(Q^T \vec{b})$$

- Given a linear equation:

$$A\vec{x} = \vec{b}$$

Def:

$$A^{-1} = f(A)$$

$$\begin{aligned} \Rightarrow \vec{x} &= A^{-1}\vec{b} \\ &= f(A)\vec{b} \\ &\approx p(A)\vec{b} \end{aligned}$$

$$\begin{aligned} P(A)\vec{b} &= (\alpha_{m-1}A^{m-1} + \alpha_{m-2}A^{m-2} + \dots + \alpha_1A + \alpha_0I) \\ &\in K_m\left(A, \frac{\vec{b}}{\|\vec{b}\|}\right) \end{aligned}$$

and because

$$K_m\left(A, \frac{\vec{b}}{\|\vec{b}\|}\right) = \text{span}\{\vec{b}, A\vec{b}, \dots, A^{m-1}\vec{b}\}$$

So the goal becomes finding:

$$\begin{aligned} \vec{y} = \begin{bmatrix} \alpha_0 \\ \alpha_1 \\ \vdots \\ \alpha_{m-1} \end{bmatrix} &\Rightarrow Q_m\vec{y} \approx A^{-1}\vec{b} \\ &\Rightarrow \text{Solving } \vec{y} \text{ then we can obtain } \vec{x} = A^{-1}\vec{b} \end{aligned}$$

- FOM(Full orthogonal method):

$$\begin{aligned} X_m &= Q_m\vec{y}_n, \\ \text{residual } \vec{r} &= AX_m - \vec{b} \\ &\Rightarrow \text{Minimum Error when } \vec{r} \perp Q_m \\ &\Rightarrow \text{Galerkin condition} \end{aligned}$$

Let  $\vec{r} \perp Q_m, Q_m = [q_1, q_2, \dots, q_m]$

$$\begin{cases} q_1^T \vec{r} = 0 \\ q_2^T \vec{r} = 0 \\ \vdots \\ q_m^T \vec{r} = 0 \end{cases} \Rightarrow 0 = Q_m^T \vec{r}$$

$$= Q_m^T (AQ_m \vec{y}_m - \vec{b})$$

$$= Q_m^T A Q_m^T \vec{y}_m - Q_m^T \vec{b}$$

$$\Rightarrow y_m = \underbrace{(Q_m^T A Q_m^T)^{-1}}_{\text{Rayleigh quotient}} Q_m^T \vec{b}$$

By Arnoldi relation, we know

$$\begin{aligned} A Q_m &= Q_m H_m + \beta q_{m+1} \vec{e}_m^T \\ Q_m^T A Q_m &= \underbrace{Q_m^T Q_m H_m}_I + \beta \underbrace{Q_m^T q_{m+1}}_0 \vec{e}_m^T \\ &= H_m \end{aligned}$$

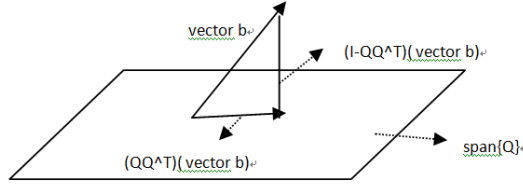
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**Algorithm 1** Full orthogonal method Algorithm
 

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1.  $\vec{q}_1 = \frac{\vec{b}_1}{\|\vec{b}_1\|}$ ,  $Q_1 = [\vec{q}_1]$ ,  $H_1 = \vec{q}_1^T A \vec{q}_1$
  2. For  $i = 0, 1, 2, \dots$ , until converge
  3.  $\vec{y}_i = H_i^{-1}(Q_i \vec{b})$
  4. if  $\|r_m\| = \|AQ_i(\vec{y})_i - \vec{b}\|$  is small enough
  5. return  $\vec{x}_i = Q_i \vec{y}_i$
  6. expand  $Q_{i+1} = [Q_i \vec{q}_{i+1}]$ ,  $H_{i+1} = \begin{bmatrix} H_i \vec{h} \\ - \end{bmatrix}$  by Arnoldi relation
- End for
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Note: For reducing the time complexity:



$$\begin{aligned} \vec{r}_i &= AQ_i \vec{y}_i - \vec{b} \\ &= (Q_i H_i + \beta_i \vec{q}_{i+1} e^T) \vec{y}_i - \vec{b} \end{aligned}$$

$$\begin{aligned} &= Q_i H_i \vec{y}_i + \beta_i \vec{q}_{i+1} e^T \vec{y}_i - \vec{b} \\ &= Q_i H_i (H_i^{-1} Q_i^T \vec{b}) + (\beta_i y_i) \vec{q}_{i+1} - \vec{b} \\ &= \underbrace{(Q_i Q_i^T - I)}_{\text{Note below}} \vec{b} + (\beta_i y_i) \vec{q}_{i+1} \\ &= (\beta_i y_i) \vec{q}_{i+1} \end{aligned}$$

For

$$\underbrace{Q_i Q_i^T \vec{b} - I \vec{b}}_{\|\vec{b}\| \vec{e}_1} = \underbrace{\|\vec{b}\| \vec{q}_1 - \vec{b}}_{=0}$$

More attention:from the above result,we can find

$$\arg \min_{\vec{y}_i} \|\vec{r}_i\| = \arg \min_{\vec{y}_i} \|AQ_i\vec{y}_i - \vec{b}\| = \|\beta_i\vec{y}_i\|$$

$\Rightarrow$  But  $\vec{y}_i$  appear in argument and result  $\Rightarrow$  Can't be solve!

We need GMERS method.

- GMERS method

Refer to the original matrix structure:

$$\begin{aligned} r_i &= AQ_i\vec{y}_i - \vec{b} \\ &= (Q_iH_i + \beta_iq_{i+1}\vec{e}_i^T)\vec{y}_i - Q_i\vec{e}_i\|\vec{b}\| \\ &= Q_{i+1} \begin{bmatrix} H_i \\ \beta_i\vec{e}_1^T \end{bmatrix} \vec{y}_i - Q_{i+1}\vec{e}_1\|\vec{b}\| \\ &= Q_{i+1}[\hat{H}\vec{y}_i - \|\vec{b}\|\vec{e}_1] \end{aligned}$$

The problem becomes:

$$\Rightarrow \arg \min_{\vec{y}_i} \|\hat{H}\vec{y}_i - \|\vec{b}\|\vec{e}_1\| \Rightarrow \text{least square error problem}$$

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**Algorithm 2** GMERS(alteration from Full orthogonal method)Algorithm

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1.  $\vec{q}_1 = \frac{\vec{b}_1}{\|\vec{b}_1\|}$ ,  $Q_1 = [\vec{q}_1]$ ,  $H_1 = \vec{q}_1^T A \vec{q}_1$
  2. For  $i = 0, 1, 2, \dots$ , until converge
  3.  $\arg \min_{\vec{y}_i} \|\hat{H}\vec{y}_i - \|\vec{b}\|\vec{e}_1\|$
  4. if  $\|r_i\| = \|AQ_i(\vec{y})_i - \vec{b}\|$  is small enough
  5. return  $\vec{x}_i = Q_i\vec{y}_i - \vec{b}$
  6. expand  $Q_{i+1} = [Q_i\vec{q}_{i+1}]$ ,  $H_{i+1} = \begin{bmatrix} H_i\vec{h} \\ - \end{bmatrix}$  by Arnoldi relation
- End for
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