## Lecture 3 Jacobi's Method (JM) Jinn-Liang Liu 2017/4/18

Jacobi's method is the easiest iterative method for solving a system of linear equations

$$
A_{NxN}\vec{x} = \vec{b} \tag{3.1}
$$

For any equation, the  $i^{th}$  equation

$$
\sum_{j=1}^{N} a_{ij} x_j = b_i
$$
 (3.2)

we solve for the value  $x_i$  while assuming that the other entries of  $\vec{x}$  =  $(x_1, x_2, x_3, \dots, x_N)^T$  remain fixed and hence we obtain

$$
x_i = (b_i - \sum_{\substack{j=1 \ j \neq i}}^N a_{ij} x_j) / a_{ii}
$$
 (3.3)

This suggests an iterative method by

$$
x_i^{(k)} = (b_i - \sum_{\substack{j=1 \ j \neq i}}^N a_{ij} x_j^{(k-1)}) / a_{ii}
$$
 (3.4)

where  $x_i^{(k)}$  means the value of  $k^{th}$  iteration for unknown  $x_i$  with  $k =$  $1, 2, 3, \dots$ , and  $\vec{x}^{(0)}$  is an initial guess vector, e.g., we can guess that

$$
\vec{x}^{(0)} = (0, 0, 0, \cdots, 0)^T
$$
\n(3.5)

This is so called Jacobi's method. Note that the order in which the equations are examined is irrelevant.

Example 3.1. Consider the system

$$
\left[\begin{array}{cc} 3 & 2 \\ 1 & 5 \end{array}\right] \left[\begin{array}{c} x_1 \\ x_2 \end{array}\right] = \left[\begin{array}{c} 5 \\ 6 \end{array}\right] \tag{3.6}
$$

The solution is  $\vec{x} = (x_1, x_2)^T = (1, 1)^T$ . Jacobi's Iteration: Let the initial guess be  $x_1^{(0)} = x_2^{(0)} = 0$ .

$$
k = 1, \quad 3x_1 + 2x_2 = 5
$$
  
\n
$$
x_1^{(1)} = (5 - 2x_2^{(0)})/3 = (5 - 2 \cdot 0)/3 = \frac{5}{3}
$$
  
\n
$$
x_1 + 5x_2 = 6
$$
  
\n
$$
x_2^{(1)} = (6 - x_1^{(0)})/5 = (6 - 0)/5 = \frac{6}{5}
$$
  
\n
$$
k = 2, \quad x_1^{(2)} = (5 - 2x_2^{(1)})/3 = (5 - 2 \cdot \frac{6}{5})/3 = \frac{13}{15}
$$
  
\n
$$
x_2^{(2)} = (6 - x_1^{(1)})/5 = (6 - \frac{5}{3})/5 = \frac{13}{15}
$$
  
\n
$$
k = 3, \quad x_1^{(3)} = (5 - 2x_2^{(2)})/3 = (5 - 2 \cdot \frac{13}{15})/3 = \frac{49}{45}
$$
  
\n
$$
x_2^{(3)} = (6 - x_1^{(2)})/5 = (6 - \frac{13}{15})/5 = \frac{77}{75}
$$



 $\left(x_1^{(3)}\right)$  $\binom{3}{1}, x_2^{(3)}$ 2  $=\left(\frac{49}{45}, \frac{77}{75}\right)$  is an approximation of the exact solution  $(x_1, x_2)$  =  $(1, 1).$ 

Jacobi's method is highly parallel.

In matrix form, Jacobi's method can be expressed as

$$
\vec{x}^{(k)} = -D^{-1}(L+U)\vec{x}^{(k-1)} + D^{-1}\vec{b}, \qquad k = 1, 2, 3, \cdots \tag{3.7}
$$

where  $A = D + L + U$ . Here D, L, and U are the diagonal, the strictly lower-triangular, and the strictly upper-triangular parts of A, respectively.

Example 3.2.

$$
A = \begin{bmatrix} 3 & 2 \\ 1 & 5 \end{bmatrix}
$$
  
=  $\begin{bmatrix} 3 & 0 \\ 0 & 5 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 1 & 0 \end{bmatrix} + \begin{bmatrix} 0 & 2 \\ 0 & 0 \end{bmatrix}$   
=  $D + L + U$  (3.8)  

$$
D_x^{-(1)} = -(L + U)x^{(0)} + \vec{b}
$$
  

$$
\begin{bmatrix} 3 & 0 \\ 0 & 5 \end{bmatrix} \begin{bmatrix} x_1^{(1)} \\ x_2^{(1)} \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} x_1^{(0)} \\ x_2^{(0)} \end{bmatrix} + \begin{bmatrix} 0 & -2 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_1^{(0)} \\ x_2^{(0)} \end{bmatrix}
$$
 (3.9)

$$
\begin{array}{ccc} 0 & 5 \end{array} \begin{bmatrix} x_2^{(1)} \end{bmatrix} = \begin{bmatrix} -1 & 0 \end{bmatrix} \begin{bmatrix} x_2^{(0)} \end{bmatrix}^+ \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} x_2^{(0)} \end{bmatrix} + \begin{bmatrix} 5 \\ 6 \end{bmatrix}
$$
 (3.10)

In general, any iterative method can be expressed as

$$
\vec{x}^{(k)} = B\vec{x}^{(k-1)} + \vec{c}, \qquad k = 1, 2, 3, \cdots \tag{3.11}
$$

Hence, for JM, we have

$$
B = -D^{-1}(L+U), \vec{c} = D^{-1}\vec{b}
$$
 (3.12)

Algorithm JM: Jacobi's Method Solve  $A\vec{x} = \vec{b}$ .

**Input:** N: Number of unknowns and equations;  $a_{ij}$ : Entries of A,  $i, j =$  $1 \cdots N$ ;  $b_i$ : Entries of  $\rightarrow$  $b, i = 1 \cdots N$ ; TOL: Error Tolerance.

Output:  $x_i^{(k)}$  $\hat{i}^{(k)}$ : Entries of  $\hat{\vec{x}}^{(k)}$  (approximate solution) or Error Message.

**Step 1.** Choose an arbitrary initial guess  $\hat{x}^{(0)} = (x_1^{(0)})$  $x_1^{(0)}, \cdots, x_N^{(0)}$ N  $\int_0^T$  to the solution  $\vec{x}$ .

**Step 2.** For  $k = 1, 2, 3 \cdots, k_{\text{max}}$ 

**Step 3.** For  $i = 1, 2, \cdots, N$ 

**Step 4.** sum = 0 (sum represents a summation  $\sum$ )

**Step 5.** For  $j = 1, 2, \dots, i - 1, i + 1, \dots, N$ 

- Step 6.  $\text{sum} = \text{sum} + a_{ij}x_j^{(k-1)}$ j
- Step 7. End j loop
- Step 8.  $\binom{k}{i} = (b_i - \text{sum})/a_{ii}$
- Step 9. End i loop
- $\textbf{Step 10.} \quad \overset{\rightharpoonup (k)}{x} = (x_1^{(k)})$  $\binom{k}{1}, \cdots, x_N^{(k)})^T$
- Step 11.  $\|\vec{r}^{(k)}\|_{\infty} < \text{TOL} = 10^{-6}$  then Stop otherwise Set  $\vec{x}^{(k-1)} =$  $\vec{x}^{(k)}$  and Go To Step 2.
- **Step 12.** End  $k$  loop
- **Step 13.** Error: Not convergent with the max number of iterations  $k_{\text{max}}$  and TOL.

 $\vec{x}^{(k)} \approx \vec{x}$ : An approximate solution.  $\vec{r}^{(k)} = A \vec{x}^{(k)}_n - \vec{b}$ : Residual vector.  $E^{\overrightarrow{x}} = ||\overrightarrow{r}^{(k)}||_{\infty} := \max_{1 \leq i \leq N} |r_i^{(k)}|$  $\binom{k}{i}$ : Residual error in maximum norm.

Project 3.1. Consider Example 3.1 and implement the JM.

**Input:**  $N = 2, A, \overrightarrow{b}, k_{\text{max}}$ , TOL (write the input in the program).



**Project 3.2.** Consider the 1D Poisson Problem (1.1) (with  $f(x) = 2$ ,  $g_D =$ 0, and  $g_N = 0$ ) and implement the methods FDM and JM.

**Input:** N, A,  $\overrightarrow{b}$ ,  $k_{\text{max}}$ , TOL (write the input in the program).



**Summary:** Methods for  $A\vec{x} = \vec{b}$ 

- 1. Direct Methods: GE etc.
- 2. Iterative Methods:
- (A) Stationary Iterative Methods

Neither B nor  $\vec{c}$  depend upon the iteration count k in (3.11).

Eg: JM, Gauss-Seidel Method (GS),

Successive Overrelaxation (SOR) Method,

Symmetric SOR (SSOR) Method

(B) Nonstationary Iterative Method

Eg: Conjugate Gradient (CG) Method