

(1)

§ 4.4. Quasi - Newton Methods

We can avoid derivatives (even $f(x_k)$ can be difficult to evaluate, but $f'(x_k)$ may be way harder).

Idea: replace $f'(x_k)$ with some g_k :

$$\text{Iterations } x_{k+1} = x_k - \frac{f(x_k)}{g_k} \text{ w/ } g_k \approx f'(x_k)$$

are called quasi - Newton methods.

(§ 4.4.2) Constant Slope Method.

Idea: $g_k = g = f'(x_0)$, i.e. f' is evaluated once!

$$\Rightarrow \boxed{x_{k+1} = x_k - \frac{f(x_k)}{g}, k=0,1,2,\dots} \quad (1)$$

(if $f'(x)$ does not change much, (1) can be close to Newton's method)

(1) is called the constant slope method.

What about convergence? At the k th iteration,

$$(2) f(x_k) = \underbrace{f(x^*)}_{\text{O}} + \underbrace{f'(x^*)(x_k - x^*)}_{\text{Error } e_k} + O((x_k - x^*)^2)$$

Also: $\underbrace{x_{k+1} - x^*}_{e_{k+1}} = \underbrace{(x_k - x^*)}_{e_k} - \frac{f(x_k)}{g}$ from (1)
 (if we subtract x^* from (1))

$$\Rightarrow e_{k+1} = e_k - \frac{f(x_k)}{g} = e_k \left(1 - \frac{f'(x^*)}{g}\right) + O(e_k^2)$$

from (2) $\rightarrow \frac{f'(x^*)}{g} \cdot e_k + O(e_k^2)$

If $|1 - \frac{f'(x^*)}{g}| < 1$ then for x_0 suff. close to x^* , $e_{k+1} < e_k$ ($w/ O(e_k^2) \xrightarrow[k \rightarrow \infty]{} 0$)

\Rightarrow therefore, convergence is linear, i.e. w/ error reduced by a factor < 1 at each step.

Modification: we may update g occasionally.

Say, $g = f'(x_0)$ to start, and then, if the method slows down, change g to be $f'(x_k)$ at the k th step.

(§ 4.4.3) Secant Method.

$$x_{k+1} = x_k - \frac{f(x_k)}{g_k}, \text{ where } g_k = \frac{f(x_k) - f(x_{k-1})}{x_k - x_{k-1}}$$

$k = 1, 2, \dots$



for $x_{k-1} \xrightarrow[k \rightarrow \infty]{} x_k$,

$$g_k \rightarrow f'(x_k)$$

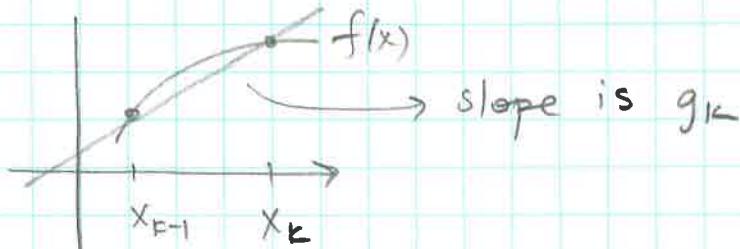
$\Rightarrow g_k$ is a reasonable approximation of $f'(x_k)$.

slope of the secant line through $(x_{k-1}, f(x_{k-1}))$ and $(x_k, f(x_k))$

So, altogether, the secant method is

$$(3) \quad \boxed{x_{k+1} = x_k - \frac{f(x_k)(x_k - x_{k-1})}{f(x_k) - f(x_{k-1})}, k=1, 2, \dots}$$

One need x_0 & x_1 to start the method!



Example: $f(x) = x^2 - 2$, $x^* = \sqrt{2}$ (one of 2 roots) (3)

Start w/ $x_0 = 1$, $x_1 = 2$ then

$$x_2 = x_1 - \frac{f(x_1)(x_1 - x_0)}{f(x_1) - f(x_0)} = 2 - \frac{2(2-1)}{2-(-1)} = \frac{4}{3} \approx 1.3333$$

$$e_2 = x_2 - x^* = \frac{4}{3} - \sqrt{2} = -0.0809$$

$$x_3 = 1.4 \quad w/ \quad e_3 = -0.0142, \text{ etc. (see p. 91)}$$

Interesting: The convergence rate is faster than linear ($\frac{|e_{k+1}|}{|e_k|}$ is decreasing w/ K) but slower than quadratic ($\frac{|e_{k+1}|}{e_k^2}$ is growing w/ K). The order, in fact, is $\frac{1+\sqrt{5}}{2} \approx 1.62$! How? There is

Lemma (4.4.1)

If $f \in C^2$, and if x_0 & x_1 are sufficiently close to a root x^* , and if $f'(x^*) \neq 0$, then the error e_k in the second method (3) satisfies

$$\lim_{k \rightarrow \infty} \frac{e_{k+1}}{e_k e_{k-1}} = C^* = \frac{f''(x^*)}{2f'(x^*)}$$

(That is, $e_{k+1} \approx C^* e_k e_{k-1}$ for large k)

(See proof on p. 92)

Note: $|e_{k+1}| \approx O(|e_k|^\alpha)$. Why?

$$w/ \quad \alpha = \frac{1+\sqrt{5}}{2}$$

(4)

If we assume that $|e_{k+1}| \approx a |e_k|^\alpha$

$$\Rightarrow |e_k| \approx a |e_{k-1}|^\alpha \Rightarrow$$

$$|e_{k-1}| \approx \left(\frac{|e_k|}{a}\right)^{1/\alpha}$$

From lemma, assuming $e_{k+1} \approx c^* e_k e_{k-1}$
gives:

$$\underbrace{a |e_k|^\alpha}_{e_{k+1}} \approx c^* |e_k| \underbrace{\left(\frac{|e_k|}{a}\right)^{1/\alpha}}_{|e_{k-1}|}$$

$$= c^* |e_k|^{1+1/\alpha} a^{-1/\alpha} \Rightarrow$$

$$\underbrace{|e_k|^{1+1/\alpha-\alpha}} \approx \underbrace{\frac{a^{1+1/\alpha}}{c^*}} \quad \text{as } k \rightarrow \infty, \text{ this is } O(1)$$

must be
indep. of k \Leftarrow independent of k !
too

$$\Rightarrow 1 + \frac{1}{\alpha} - \alpha = 0$$

$$\alpha + 1 - \alpha^2 = 0 \Rightarrow \alpha = \frac{1 \pm \sqrt{5}}{2}$$

For convergence, need $\alpha > 0 \Rightarrow \alpha = \frac{1 + \sqrt{5}}{2}$.

- Second method can be combined w/
bisection method if you can find
 x_{k-1}, x_k s.t. $f(x_{k-1}) f(x_k) < 0$ to guarantee
to be close to x^* . This "combo" has a name:

the regula falsi algorithm ("false position")

Converges linearly.