

SOME ASYNCHRONOUS ITERATIVE PROCEDURES FOR FIXED POINT SYSTEMS RESOLUTION

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Abstract. G. M. Baudet introduced asynchronous methods for multiprocessors in [1]. In this paper we present some simulated asynchronous parallel variants of classical iterative methods for fixed point systems resolution and some parallel procedures based of algorithm MIARF [5]. The programs presented in this paper for solving the fixed point system of nonlinear algebraic equations of [7] is based on the theoretical results obtained by the first author in [2], [3], [4], [5]

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1. Procedure MIARF for parallel virtual machine

In [5] the first author presents a parallel asynchronous method for systems of nonlinear algebraic equations resolutions.

In this paper in Tabel 1 and Tabel 2 we propose a variant for Parallel Virtual Machine (PVM), *master-slave* model.

Table 1. Parallel asynchronous algorithm MIARF: Procedure for slave proc[i]

```
Procedure proc[i]
// proc[i] := slave processor with number i
// xold := old vector of solution approximation
// xactual := actual vector of solution approximation
// xnew := new vector of the solution approximation
// master-P := master peecessors (supervisor of program)
begin
  receive xold from master-P; xactual := f;(xold)
  if (a[i] <= x[i] & xactual[i] <= b[i]) then xnew[i] := xactual[i]
  else xnew[i] := a[i] + (b[i] - a[i]) * rnd;
  endif;
  send xnew[i] to master-P; wait message from master-P;
end;
```

Table 2. Parallel asynchronous algorithm MIARF: Procedure for master-P

```

Procedure MIARF
// ε := approximation error
// xinit := initial vector of the solution approximation
begin
  select xinit; xold := xinit;
  for i = 1 to n do in parallel asynchronous
    send xnew to proc[i];
  parbegin proc[i];
  parend; {asynchronous}
  receive xnew[i] from proc[i]; xold[i] := xnew[i];
  if ||xnew - xold|| ≤ ε & ||xnew - f(xnew)|| ≤ ε
  then
    xsol := xnew; stop every proc[i];
  else
    xold := xnew;
    send xold to every freedim-task slave;
  endelse;
  endif;
endfor;
print xnew;
end MIARF.

```

2. Some programs in C++ for solving the fixed point system of [RCM75]

In Table 3 we present the fixed point system of nonlinear algebraic equations of [7] with matrix of contractions K presented in Table 4.

In Table 5 we present the numerical solution of system (1) by [7].

In Table 6 we present a program in C for sample successive approximation.

In Table 7 we present a program in C for chaotic Gauss-Seidel variant.

In Table 8 we present a Serial Program in C for MIARF simulation.

In Table 9 we present comparative results for P1, P2 and P3 programs.

Table 3. System (1) by [RCM75]

$$x_1 = f_1(x) = (x_1 + x_2)/4 + x_3/20 \quad (1)$$

$$x_2 = f_2(x) = (\cos(x_1 + x_2 + x_4) - x_5 - x_6 - x_9)/6.6 \quad (2)$$

$$x_3 = f_3(x) = 0.5 * \cos(x_1/2 + x_3/3 - 2 * x_5/3) + x_7/5 \quad (3)$$

$$x_4 = f_4(x) = 0.2 * \sin(2 + x_3) + 0.2 * \cos(x_1 + x_4) + x_5/6 \quad (4)$$

$$x_5 = f_5(x) = (\exp(-x_1^2) + \exp(-x_3^2))/2 \quad (5)$$

$$x_6 = f_6(x) = (x_1 - x_2 + x_3 + x_9 + 3 * x_{10}) / 7.2 \quad (6)$$

$$x_7 = f_7(x) = \exp(-x_1) + x_9 / 11 \quad (7)$$

$$x_8 = f_8(x) = (\cos(x_1 + x_3 + x_6 + x_9)) / 5 \quad (8)$$

$$x_9 = f_9(x) = (\sin(x_2 + x_4 + x_5 + x_8)) / 5 \quad (9)$$

$$x_{10} = f_{10}(x) = (\exp(-x_3^2) + \exp(-x_9^2)) / 2 - x_1 / 11 \quad (10)$$

Table 4. A contraction matrix K associated to the operator of the system (1) by [RCM75]

0.2500	0.2500	0.05000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000
0.1520	0.1520	0.00000	0.1520	0.1520	0.00000	0.00000	0.1520	0.1520	0.00000
0.2500	0.00000	0.1670	0.00000	0.3340	0.20000	0.20000	0.00000	0.00000	0.00000
0.20000	0.00000	0.40000	0.20000	0.1670	0.00000	0.00000	0.00000	0.00000	0.00000
0.4289	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.4289	0.00000	0.00000
0.1390	0.1390	0.00000	0.00000	0.00000	0.00000	0.00000	0.1390	0.1490	0.4170
0.8579	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.00000	0.0910	0.00000
0.20000	0.00000	0.20000	0.00000	0.00000	0.20000	0.00000	0.00000	0.20000	0.00000
0.00000	0.20000	0.00000	0.20000	0.20000	0.00000	0.00000	0.20000	0.00000	0.00000
0.00000	0.00000	0.4289	0.00000	0.00000	0.00000	0.00000	0.4289	0.00000	0.0910

Table 5. The solution of system (1) by [RCM75]

x[1] = 0.088446725	x[2] = 0.132741218
x[3] = 0.662994799	x[4] = 0.523507573
x[5] = 0.994592264	x[6] = 0.342456943
x[7] = 1.010223912	x[8] = 0.056024954
x[9] = 0.192178378	x[10] = 0.752260362

Table 6. Program P1

```

//Program in C++ for sample successive approximation
// include iostream.h, ioomanip.h, math.h
long double eps = 1.0e-9;
long double f1(long double x[])
{return ((x[0] + x[1]) / 4 + x[2] / 20);}
//function f3, f4, ..., f10 are defined similarly
bool finish(long double x1[], long double x2[], int nr)
{ bool ret = true; int i;
for(i = 0; i < nr; i++){
if (fabs(x1[i] - x2[i]) > eps) {
ret = false; break; }
} return ret;
}
void main()
{ long double x1[10] = {0}, x2[10] = {0}; unsigned i, contor = 0;

```

```

19) long double (*pf[])(long double []) = {f1, f2, f3, f4, f5, f6, f7, f8, f9, f10};
20) {f1, f2, f3, f4, f5, f6, f7, f8, f9, f10};
21) do{ contor++;
22) for(i = 0; i < 10; i++) x1[i] = x2[i];
23) for(i = 0; i < 10; i++) x2[i] = pf[i](x1);
24) } while(!finish(x1, x2, 10));
25) // print the values in tabel x2 and contor
26) }

```

Table 7. Program P2

```

000 // Program in C++ for simulation asynchronous variant of P1
001 // P2 is equivalent of chaotic Gauss-Seidel variant
002 long double eps = 1.0e-9;
003 // definitions of f1, f2, ..., f10, finish and tipar are the same as in P1
004 void shuffle(unsigned tab[], int n)
005 {
006 // shuffle the elements of tab */
007 }
008 void main()
009 { long double x1[10] = {0}, x2[10] = {0}, x3[10] = {0};
010 unsigned i, contor = 0;
011 long double (*pf[])(long double []) =
012 {f1, f2, f3, f4, f5, f6, f7, f8, f9, f10};
013 unsigned tab[] = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
014 do{ contor++;
015 shuffle(tab, 10);
016 for(i=0; i < 10; i++) x1[i]=x2[i];
017 for(i=0; i < 10; i++){
018 x2[tab[i]] = pf[tab[i]](x3);
019 x3[tab[i]] = x2[tab[i]]; }
020 } while(!finish(x1, x2, 10));
021 // print the values in tabel x2
022 and contor
023 }

```

Table 8. Program P3

```

// Serial program in C++ for simulation MIARF}
long double eps = 1.0e-9;
long double intervale[10][2] = {{eps, 1.2}, {eps, 1.2}, {eps, 1.2}, {eps, 1.2},
{eps, 1.2}, {eps, 1.2}, {eps, 1.2}, {eps, 0.2}, {eps, 0.2}, {eps, 1.2}};
long double f1(long double x[], int i)
{long double ret = ((x[0] + x[1]) / 4 + x[2] / 20);
if (ret > intervale[i][0] && ret < intervale[i][1])

```

```

return ret;
else return interval[i][0] +
(intervale[i][1] - interval[i][0])*(long double)rand()/RAND_MAX;
}
// functions f2, f3, f10 are defined analogously
void main()
{ long double x1[10] = {0}, x2[10] = {0}, x3[10] = {0};
unsigned nr_comp = sizeof(x1) / sizeof(x1[0]), i, contor = 0;
long double (*p[])(long double [], int) =
{f1, f2, f3, f4, f5, f6, f7, f8, f9, f10};
unsigned tab[] = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
do{ contor++;
shuffle(tab, nr_comp);
for(i=0; i<nr_comp; i++){
x1[i]=x2[i];
for(i=0; i<nr_comp; i++){
x2[tab[i]] = p[tab[i]](x3, i);
x3[tab[i]] = x2[tab[i]];
}
} while(!finish(x1, x2, nr_comp));
//print the values in tabel x2 and contor }

```

Table 9. The numerical results obtained by P1, P2 and P3

Vectorial steps	Program P1, 19	program P2, 12-14	Program P3, 14-19
x[1]	0.0872168780	0.0872168781	0.872168781
x[2]	0.1323158804	0.1323158805	0.1323158805
x[3]	0.6466737695	0.6466737693	0.6466737692
x[4]	0.5221144436	0.5221144435	0.5221144435
x[5]	0.9945407606	0.9945407605	0.9945407605
x[6]	0.3453312686	0.3453312687	0.3453312688
x[7]	0.9344921911	0.9344921909	0.9344921907
x[8]	0.0478458776	0.0578458776	0.0578458776
x[9]	0.1981526895	0.1981526895	0.1981526895
x[10]	0.7584951902	0.7584951902	0.7584951902

Conclusion:

The results in Table 9 confirm the theoretical anticipations: **The asynchronous iterative procedures increased the speed of he iterative processes and reduced the time of execution.**

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Iteration	Time (s)	Time (s)	Time (s)
1	0.000000	0.000000	0.000000
2	0.000000	0.000000	0.000000
3	0.000000	0.000000	0.000000
4	0.000000	0.000000	0.000000
5	0.000000	0.000000	0.000000
6	0.000000	0.000000	0.000000
7	0.000000	0.000000	0.000000
8	0.000000	0.000000	0.000000
9	0.000000	0.000000	0.000000
10	0.000000	0.000000	0.000000

The results in Table 2 show that the asynchronous iterative method is more efficient than the synchronous iterative method. The asynchronous iterative method achieved the speed of its results by using the parallel processing and reduced the time of execution.