

The fixed point iteration behind the Lax-Milgram proof

Recall that for suitable τ and for arbitrary initial values $u_0 \in V$, the fixed point iteration

$$(13) \quad u_{k+1} = \psi_\tau(u_k) = u_k - \tau \mathcal{R}(G - B u_k)$$

converges to the solution $u \in W$ of

$$(11) \quad b(u, v) = \langle G, v \rangle \quad \forall v \in W.$$

We decode one iteration step of (13):

1. Form the *residual* $R_k := G - B u_k \in W^*$
2. Form the *correction* $w_k := \mathcal{R} R_k \in W$
3. Form the next approximant $u_{k+1} := u_k + \tau w_k$

In Step 2, we need Riesz' isomorphism $\mathcal{R} : W^* \rightarrow W$. Recall, however, that Riesz' proof is *non-constructive*.

We rewrite Step 2 using the definitions of \mathcal{R} and \mathcal{I} :

$$\begin{aligned} w_k &= \mathcal{R}(G - B u_k) \\ \begin{array}{c} \mathcal{R}^{-1} = \mathcal{I} \\ \left\langle \begin{array}{c} \leftarrow \\ \rightarrow \end{array} \right. \end{array} & \quad \mathcal{I} w_k = G - B u_k \\ \left\langle \begin{array}{c} \leftarrow \\ \rightarrow \end{array} \right. & \quad \langle \mathcal{I} w_k, v \rangle = \langle G, v \rangle - \langle B u_k, v \rangle \quad \forall v \in W \\ \begin{array}{c} \text{Def. } \mathcal{I} \\ \left\langle \begin{array}{c} \leftarrow \\ \rightarrow \end{array} \right. \end{array} & \quad (w_k, v)_W = \langle G, v \rangle - b(u_k, v) \quad \forall v \in W \end{aligned}$$

Hence, Step 2 is equivalent to the variational problem:

$$(14) \quad \text{Find } w_k \in W: \quad (w_k, v)_W = \underbrace{\langle G, v \rangle - b(u_k, v)}_{= \langle R_k, v \rangle} \quad \forall v \in W.$$

“Unfortunately”, for our concrete setting with the PDE background ($b \mapsto a$, $G \mapsto \widehat{F}$, $W \mapsto V_0$), Problem (14) corresponds to a boundary value problem of a PDE (*exercise/Tutorial*: find out which one). Therefore, carrying out step 2 is (almost) as difficult as solving the original problem (6).

Conclusion: So far, the fixed point iteration (13) is only of theoretical interest; it cannot be turned into a numerical scheme *directly*. However, we will be able to reuse the ideas from above in later sections.