

# Fast Auxiliary Space Preconditioning

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# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>How to obtain FASP</b>	<b>3</b>
<b>3</b>	<b>Building and Installation</b>	<b>5</b>
<b>4</b>	<b>Developers</b>	<b>7</b>
<b>5</b>	<b>Doxygen</b>	<b>9</b>
<b>6</b>	<b>Data Structure Index</b>	<b>11</b>
6.1	Data Structures . . . . .	11
<b>7</b>	<b>File Index</b>	<b>13</b>
7.1	File List . . . . .	13
<b>8</b>	<b>Data Structure Documentation</b>	<b>17</b>
8.1	AMG_data Struct Reference . . . . .	17
8.1.1	Detailed Description . . . . .	18
8.2	AMG_data_bsr Struct Reference . . . . .	18
8.2.1	Detailed Description . . . . .	20
8.3	AMG_param Struct Reference . . . . .	20
8.3.1	Detailed Description . . . . .	22
8.4	block_dvector Struct Reference . . . . .	23
8.4.1	Detailed Description . . . . .	23

8.5	<a href="#">block_ivector Struct Reference</a>	23
8.5.1	<a href="#">Detailed Description</a>	23
8.6	<a href="#">dBLCmat Struct Reference</a>	24
8.6.1	<a href="#">Detailed Description</a>	24
8.7	<a href="#">dBSRmat Struct Reference</a>	24
8.7.1	<a href="#">Detailed Description</a>	25
8.7.2	<a href="#">Field Documentation</a>	25
8.7.2.1	<a href="#">JA</a>	25
8.7.2.2	<a href="#">val</a>	25
8.8	<a href="#">dCOOmat Struct Reference</a>	25
8.8.1	<a href="#">Detailed Description</a>	26
8.9	<a href="#">dCSRLmat Struct Reference</a>	26
8.9.1	<a href="#">Detailed Description</a>	27
8.10	<a href="#">dCSRmat Struct Reference</a>	27
8.10.1	<a href="#">Detailed Description</a>	28
8.11	<a href="#">ddenmat Struct Reference</a>	28
8.11.1	<a href="#">Detailed Description</a>	28
8.12	<a href="#">dSTRmat Struct Reference</a>	29
8.12.1	<a href="#">Detailed Description</a>	29
8.13	<a href="#">dvector Struct Reference</a>	30
8.13.1	<a href="#">Detailed Description</a>	30
8.14	<a href="#">grid2d Struct Reference</a>	30
8.14.1	<a href="#">Detailed Description</a>	31
8.14.2	<a href="#">Field Documentation</a>	31
8.14.2.1	<a href="#">e</a>	31
8.14.2.2	<a href="#">edges</a>	31
8.14.2.3	<a href="#">ediri</a>	31
8.14.2.4	<a href="#">efather</a>	32

8.14.2.5	p	32
8.14.2.6	pdir	32
8.14.2.7	pfather	32
8.14.2.8	s	32
8.14.2.9	t	33
8.14.2.10	tfather	33
8.14.2.11	triangles	33
8.14.2.12	vertices	33
8.15	iBLCmat Struct Reference	33
8.15.1	Detailed Description	34
8.16	iCOOmat Struct Reference	34
8.16.1	Detailed Description	35
8.17	iCSRmat Struct Reference	35
8.17.1	Detailed Description	35
8.18	idenmat Struct Reference	36
8.18.1	Detailed Description	36
8.19	ILU_data Struct Reference	36
8.19.1	Detailed Description	38
8.20	ILU_param Struct Reference	38
8.20.1	Detailed Description	38
8.21	input_param Struct Reference	39
8.21.1	Detailed Description	40
8.21.2	Field Documentation	40
8.21.2.1	AMG_aggregation_type	40
8.21.2.2	AMG_aggressive_level	40
8.21.2.3	AMG_aggressive_path	41
8.21.2.4	AMG_amli_degree	41
8.21.2.5	AMG_coarse_dof	41

8.21.2.6	AMG_coarse_scaling	41
8.21.2.7	AMG_coarse_solver	41
8.21.2.8	AMG_coarsening_type	42
8.21.2.9	AMG_cycle_type	42
8.21.2.10	AMG_ILU_levels	42
8.21.2.11	AMG_interpolation_type	42
8.21.2.12	AMG_levels	42
8.21.2.13	AMG_max_aggregation	43
8.21.2.14	AMG_max_row_sum	43
8.21.2.15	AMG_maxit	43
8.21.2.16	AMG_nl_amli_krylov_type	43
8.21.2.17	AMG_pair_number	43
8.21.2.18	AMG_polynomial_degree	44
8.21.2.19	AMG_postsmooth_iter	44
8.21.2.20	AMG_presmooth_iter	44
8.21.2.21	AMG_quality_bound	44
8.21.2.22	AMG_relaxation	44
8.21.2.23	AMG_smooth_filter	45
8.21.2.24	AMG_smooth_order	45
8.21.2.25	AMG_smooth_restriction	45
8.21.2.26	AMG_smoother	45
8.21.2.27	AMG_strong_coupled	45
8.21.2.28	AMG_strong_threshold	46
8.21.2.29	AMG_SWZ_levels	46
8.21.2.30	AMG_tentative_smooth	46
8.21.2.31	AMG_tol	46
8.21.2.32	AMG_truncation_threshold	46
8.21.2.33	AMG_type	47

8.21.2.34 ILU_droptol . . . . .	47
8.21.2.35 ILU_lfil . . . . .	47
8.21.2.36 ILU_permtol . . . . .	47
8.21.2.37 ILU_relax . . . . .	47
8.21.2.38 ILU_type . . . . .	48
8.21.2.39 inifile . . . . .	48
8.21.2.40 itsolver_maxit . . . . .	48
8.21.2.41 itsolver_tol . . . . .	48
8.21.2.42 output_type . . . . .	48
8.21.2.43 precondition_type . . . . .	49
8.21.2.44 print_level . . . . .	49
8.21.2.45 problem_num . . . . .	49
8.21.2.46 restart . . . . .	49
8.21.2.47 solver_type . . . . .	49
8.21.2.48 stop_type . . . . .	50
8.21.2.49 SWZ_blksolver . . . . .	50
8.21.2.50 SWZ_maxlvl . . . . .	50
8.21.2.51 SWZ_mmsize . . . . .	50
8.21.2.52 SWZ_type . . . . .	50
8.21.2.53 workdir . . . . .	51
8.22 ITS_param Struct Reference . . . . .	51
8.22.1 Detailed Description . . . . .	51
8.22.2 Field Documentation . . . . .	51
8.22.2.1 itsolver_type . . . . .	51
8.22.2.2 maxit . . . . .	52
8.22.2.3 precondition_type . . . . .	52
8.22.2.4 print_level . . . . .	52
8.22.2.5 restart . . . . .	52

8.22.2.6	stop_type	52
8.22.2.7	tol	53
8.23	ivector Struct Reference	53
8.23.1	Detailed Description	53
8.24	Mumps_data Struct Reference	53
8.24.1	Detailed Description	54
8.25	mxv_matfree Struct Reference	54
8.25.1	Detailed Description	54
8.26	Pardiso_data Struct Reference	55
8.26.1	Detailed Description	55
8.27	precond Struct Reference	55
8.27.1	Detailed Description	55
8.28	precond_block_data Struct Reference	56
8.28.1	Detailed Description	56
8.28.2	Field Documentation	56
8.28.2.1	A_diag	56
8.28.2.2	Ablc	56
8.28.2.3	amgparam	57
8.28.2.4	LU_diag	57
8.28.2.5	mgl	57
8.28.2.6	r	57
8.29	precond_data Struct Reference	57
8.29.1	Detailed Description	59
8.30	precond_data_bsr Struct Reference	59
8.30.1	Detailed Description	60
8.31	precond_data_str Struct Reference	61
8.31.1	Detailed Description	62
8.32	precond_diag_bsr Struct Reference	62



8.32.1 Detailed Description . . . . .	63
8.33 preconditioning_struct Struct Reference . . . . .	63
8.33.1 Detailed Description . . . . .	63
8.34 preconditioning_data Struct Reference . . . . .	64
8.34.1 Detailed Description . . . . .	64
8.34.2 Field Documentation . . . . .	64
8.34.2.1 A . . . . .	64
8.34.2.2 A_i . . . . .	65
8.34.2.3 local_A . . . . .	65
8.34.2.4 local_index . . . . .	65
8.34.2.5 local_LU . . . . .	65
8.34.2.6 NumLayers . . . . .	65
8.34.2.7 r . . . . .	66
8.34.2.8 w . . . . .	66
8.35 SWZ_data Struct Reference . . . . .	66
8.35.1 Detailed Description . . . . .	67
8.36 SWZ_param Struct Reference . . . . .	67
8.36.1 Detailed Description . . . . .	68
<b>9 File Documentation</b>	<b>69</b>
9.1 AuxArray.c File Reference . . . . .	69
9.1.1 Detailed Description . . . . .	69
9.1.2 Function Documentation . . . . .	70
9.1.2.1 fasp_darray_cp() . . . . .	70
9.1.2.2 fasp_darray_set() . . . . .	70
9.1.2.3 fasp_iarray_cp() . . . . .	71
9.1.2.4 fasp_iarray_set() . . . . .	71
9.2 AuxConvert.c File Reference . . . . .	72

9.2.1	Detailed Description	72
9.2.2	Function Documentation	73
9.2.2.1	fasp_aux_bbyteToldouble()	73
9.2.2.2	fasp_aux_change_endian4()	73
9.2.2.3	fasp_aux_change_endian8()	74
9.3	AuxGivens.c File Reference	74
9.3.1	Detailed Description	75
9.3.2	Function Documentation	75
9.3.2.1	fasp_aux_givens()	75
9.4	AuxGraphics.c File Reference	76
9.4.1	Detailed Description	76
9.4.2	Function Documentation	76
9.4.2.1	fasp_dbsr_plot()	76
9.4.2.2	fasp_dbsr_subplot()	77
9.4.2.3	fasp_dcsr_plot()	78
9.4.2.4	fasp_dcsr_subplot()	79
9.4.2.5	fasp_grid2d_plot()	79
9.5	AuxInput.c File Reference	80
9.5.1	Detailed Description	80
9.5.2	Function Documentation	80
9.5.2.1	fasp_param_check()	80
9.5.2.2	fasp_param_input()	81
9.6	AuxMemory.c File Reference	82
9.6.1	Detailed Description	82
9.6.2	Function Documentation	82
9.6.2.1	fasp_mem_calloc()	82
9.6.2.2	fasp_mem_free()	83
9.6.2.3	fasp_mem_iludata_check()	84

9.6.2.4	<code>fasp_mem_realloc()</code>	84
9.6.2.5	<code>fasp_mem_usage()</code>	85
9.6.3	Variable Documentation	85
9.6.3.1	<code>total_alloc_count</code>	85
9.6.3.2	<code>total_alloc_mem</code>	86
9.7	AuxMessage.c File Reference	86
9.7.1	Detailed Description	86
9.7.2	Function Documentation	87
9.7.2.1	<code>fasp_amgcomplexity()</code>	87
9.7.2.2	<code>fasp_amgcomplexity_bsr()</code>	87
9.7.2.3	<code>fasp_chkerr()</code>	88
9.7.2.4	<code>fasp_cputime()</code>	88
9.7.2.5	<code>fasp_itinfo()</code>	89
9.7.2.6	<code>fasp_message()</code>	90
9.8	AuxParam.c File Reference	90
9.8.1	Detailed Description	91
9.8.2	Function Documentation	92
9.8.2.1	<code>fasp_param_amg_init()</code>	92
9.8.2.2	<code>fasp_param_amg_print()</code>	92
9.8.2.3	<code>fasp_param_amg_set()</code>	93
9.8.2.4	<code>fasp_param_amg_to_prec()</code>	93
9.8.2.5	<code>fasp_param_amg_to_precbsr()</code>	94
9.8.2.6	<code>fasp_param_ilu_init()</code>	94
9.8.2.7	<code>fasp_param_ilu_print()</code>	95
9.8.2.8	<code>fasp_param_ilu_set()</code>	95
9.8.2.9	<code>fasp_param_init()</code>	96
9.8.2.10	<code>fasp_param_input_init()</code>	97
9.8.2.11	<code>fasp_param_prec_to_amg()</code>	97

9.8.2.12	<a href="#">fasp_param_precbsr_to_amg()</a>	98
9.8.2.13	<a href="#">fasp_param_set()</a>	98
9.8.2.14	<a href="#">fasp_param_solver_init()</a>	99
9.8.2.15	<a href="#">fasp_param_solver_print()</a>	99
9.8.2.16	<a href="#">fasp_param_solver_set()</a>	100
9.8.2.17	<a href="#">fasp_param_swz_init()</a>	100
9.8.2.18	<a href="#">fasp_param_swz_print()</a>	101
9.8.2.19	<a href="#">fasp_param_swz_set()</a>	101
9.9	<a href="#">AuxSort.c File Reference</a>	102
9.9.1	<a href="#">Detailed Description</a>	103
9.9.2	<a href="#">Function Documentation</a>	103
9.9.2.1	<a href="#">fasp_aux_BiSearch()</a>	103
9.9.2.2	<a href="#">fasp_aux_dQuickSort()</a>	104
9.9.2.3	<a href="#">fasp_aux_dQuickSortIndex()</a>	104
9.9.2.4	<a href="#">fasp_aux_iQuickSort()</a>	105
9.9.2.5	<a href="#">fasp_aux_iQuickSortIndex()</a>	106
9.9.2.6	<a href="#">fasp_aux_merge()</a>	106
9.9.2.7	<a href="#">fasp_aux_msort()</a>	107
9.9.2.8	<a href="#">fasp_aux_unique()</a>	108
9.10	<a href="#">AuxThreads.c File Reference</a>	109
9.10.1	<a href="#">Detailed Description</a>	109
9.10.2	<a href="#">Function Documentation</a>	109
9.10.2.1	<a href="#">fasp_get_start_end()</a>	109
9.10.2.2	<a href="#">fasp_set_gs_threads()</a>	110
9.10.3	<a href="#">Variable Documentation</a>	110
9.10.3.1	<a href="#">THDs_AMG_GS</a>	111
9.10.3.2	<a href="#">THDs_CPR_gGS</a>	111
9.10.3.3	<a href="#">THDs_CPR_IGS</a>	111

9.11 AuxTiming.c File Reference . . . . .	111
9.11.1 Detailed Description . . . . .	112
9.11.2 Function Documentation . . . . .	112
9.11.2.1 fasp_gettime() . . . . .	112
9.12 AuxVector.c File Reference . . . . .	112
9.12.1 Detailed Description . . . . .	113
9.12.2 Function Documentation . . . . .	113
9.12.2.1 fasp_dvec_alloc() . . . . .	113
9.12.2.2 fasp_dvec_cp() . . . . .	114
9.12.2.3 fasp_dvec_create() . . . . .	114
9.12.2.4 fasp_dvec_free() . . . . .	115
9.12.2.5 fasp_dvec_isnan() . . . . .	115
9.12.2.6 fasp_dvec_maxdiff() . . . . .	116
9.12.2.7 fasp_dvec_rand() . . . . .	117
9.12.2.8 fasp_dvec_set() . . . . .	118
9.12.2.9 fasp_dvec_symdiagscale() . . . . .	118
9.12.2.10 fasp_ivec_alloc() . . . . .	119
9.12.2.11 fasp_ivec_create() . . . . .	119
9.12.2.12 fasp_ivec_free() . . . . .	120
9.12.2.13 fasp_ivec_set() . . . . .	120
9.13 BlaArray.c File Reference . . . . .	121
9.13.1 Detailed Description . . . . .	122
9.13.2 Function Documentation . . . . .	122
9.13.2.1 fasp_blas_darray_ax() . . . . .	122
9.13.2.2 fasp_blas_darray_axpby() . . . . .	123
9.13.2.3 fasp_blas_darray_axpy() . . . . .	124
9.13.2.4 fasp_blas_darray_axpy_nc2() . . . . .	124
9.13.2.5 fasp_blas_darray_axpy_nc3() . . . . .	125

9.13.2.6	<code>fasp_blas_darray_axpy_nc5()</code>	125
9.13.2.7	<code>fasp_blas_darray_axpy_nc7()</code>	126
9.13.2.8	<code>fasp_blas_darray_axpyz()</code>	127
9.13.2.9	<code>fasp_blas_darray_axpyz_nc2()</code>	127
9.13.2.10	<code>fasp_blas_darray_axpyz_nc3()</code>	128
9.13.2.11	<code>fasp_blas_darray_axpyz_nc5()</code>	128
9.13.2.12	<code>fasp_blas_darray_axpyz_nc7()</code>	129
9.13.2.13	<code>fasp_blas_darray_dotprod()</code>	130
9.13.2.14	<code>fasp_blas_darray_norm1()</code>	130
9.13.2.15	<code>fasp_blas_darray_norm2()</code>	131
9.13.2.16	<code>fasp_blas_darray_norminf()</code>	132
9.14	BlaEigen.c File Reference	132
9.14.1	Detailed Description	133
9.14.2	Function Documentation	133
9.14.2.1	<code>fasp_dcsr_maxeig()</code>	133
9.15	BlaFormat.c File Reference	134
9.15.1	Detailed Description	134
9.15.2	Function Documentation	134
9.15.2.1	<code>fasp_format_dblc_dcsr()</code>	134
9.15.2.2	<code>fasp_format_dbsr_dcoo()</code>	135
9.15.2.3	<code>fasp_format_dbsr_dcsr()</code>	136
9.15.2.4	<code>fasp_format_dcoo_dcsr()</code>	136
9.15.2.5	<code>fasp_format_dcsr_dbsr()</code>	137
9.15.2.6	<code>fasp_format_dcsr_dcoo()</code>	138
9.15.2.7	<code>fasp_format_dcsr_dcsr()</code>	138
9.15.2.8	<code>fasp_format_dstr_dbsr()</code>	139
9.15.2.9	<code>fasp_format_dstr_dcsr()</code>	139
9.16	BlaILU.c File Reference	140

9.16.1 Detailed Description . . . . .	141
9.16.2 Function Documentation . . . . .	141
9.16.2.1 fasp_iluk() . . . . .	141
9.16.2.2 fasp_ilut() . . . . .	142
9.16.2.3 fasp_ilutp() . . . . .	143
9.16.2.4 fasp_symbfactor() . . . . .	144
9.17 BlalLUSetupBSR.c File Reference . . . . .	147
9.17.1 Detailed Description . . . . .	148
9.17.2 Function Documentation . . . . .	148
9.17.2.1 fasp_ilu_dbsr_setup() . . . . .	148
9.17.2.2 fasp_ilu_dbsr_setup_levsch_omp() . . . . .	149
9.17.2.3 fasp_ilu_dbsr_setup_mc_omp() . . . . .	150
9.17.2.4 fasp_ilu_dbsr_setup_omp() . . . . .	150
9.18 BlalLUSetupCSR.c File Reference . . . . .	151
9.18.1 Detailed Description . . . . .	151
9.18.2 Function Documentation . . . . .	152
9.18.2.1 fasp_ilu_dcsr_setup() . . . . .	152
9.19 BlalLUSetupSTR.c File Reference . . . . .	152
9.19.1 Detailed Description . . . . .	153
9.19.2 Function Documentation . . . . .	153
9.19.2.1 fasp_ilu_dstr_setup0() . . . . .	153
9.19.2.2 fasp_ilu_dstr_setup1() . . . . .	154
9.20 BlalIO.c File Reference . . . . .	154
9.20.1 Detailed Description . . . . .	156
9.20.2 Function Documentation . . . . .	157
9.20.2.1 fasp_dbsr_print() . . . . .	157
9.20.2.2 fasp_dbsr_read() . . . . .	157
9.20.2.3 fasp_dbsr_write() . . . . .	158

9.20.2.4	<a href="#">fasp_dbsr_write_coo()</a>	159
9.20.2.5	<a href="#">fasp_dcoo_print()</a>	159
9.20.2.6	<a href="#">fasp_dcoo_read()</a>	160
9.20.2.7	<a href="#">fasp_dcoo_read1()</a>	161
9.20.2.8	<a href="#">fasp_dcoo_shift_read()</a>	161
9.20.2.9	<a href="#">fasp_dcoo_write()</a>	162
9.20.2.10	<a href="#">fasp_dcsr_print()</a>	163
9.20.2.11	<a href="#">fasp_dcsr_read()</a>	163
9.20.2.12	<a href="#">fasp_dcsr_write_coo()</a>	164
9.20.2.13	<a href="#">fasp_dcsrvec_read1()</a>	164
9.20.2.14	<a href="#">fasp_dcsrvec_read2()</a>	165
9.20.2.15	<a href="#">fasp_dcsrvec_write1()</a>	166
9.20.2.16	<a href="#">fasp_dcsrvec_write2()</a>	167
9.20.2.17	<a href="#">fasp_dmtx_read()</a>	168
9.20.2.18	<a href="#">fasp_dmtxsym_read()</a>	169
9.20.2.19	<a href="#">fasp_dstr_print()</a>	169
9.20.2.20	<a href="#">fasp_dstr_read()</a>	170
9.20.2.21	<a href="#">fasp_dstr_write()</a>	170
9.20.2.22	<a href="#">fasp_dvec_print()</a>	171
9.20.2.23	<a href="#">fasp_dvec_read()</a>	172
9.20.2.24	<a href="#">fasp_dvec_write()</a>	172
9.20.2.25	<a href="#">fasp_dvecind_read()</a>	173
9.20.2.26	<a href="#">fasp_dvecind_write()</a>	173
9.20.2.27	<a href="#">fasp_hb_read()</a>	174
9.20.2.28	<a href="#">fasp_ivec_print()</a>	175
9.20.2.29	<a href="#">fasp_ivec_read()</a>	175
9.20.2.30	<a href="#">fasp_ivec_write()</a>	176
9.20.2.31	<a href="#">fasp_ivecind_read()</a>	177



9.20.2.32 fasp_matrix_read()	177
9.20.2.33 fasp_matrix_read_bin()	178
9.20.2.34 fasp_matrix_write()	179
9.20.2.35 fasp_vector_read()	180
9.20.2.36 fasp_vector_write()	181
9.20.3 Variable Documentation	181
9.20.3.1 dlength	182
9.20.3.2 ilength	182
9.21 BlaOrderingCSR.c File Reference	182
9.21.1 Detailed Description	182
9.21.2 Function Documentation	182
9.21.2.1 fasp_dcsr_CMK_order()	182
9.21.2.2 fasp_dcsr_RCMK_order()	183
9.22 BlaSchwarzSetup.c File Reference	184
9.22.1 Detailed Description	184
9.22.2 Function Documentation	184
9.22.2.1 fasp_dcsr_swz_backward_smoother()	184
9.22.2.2 fasp_dcsr_swz_forward_smoother()	185
9.22.2.3 fasp_swz_dcsr_setup()	186
9.23 BlaSmallMat.c File Reference	186
9.23.1 Detailed Description	188
9.23.2 Function Documentation	188
9.23.2.1 fasp_blas_smat_aAxpby()	188
9.23.2.2 fasp_blas_smat_add()	189
9.23.2.3 fasp_blas_smat_axm()	189
9.23.2.4 fasp_blas_smat_mul()	190
9.23.2.5 fasp_blas_smat_mul_nc2()	191
9.23.2.6 fasp_blas_smat_mul_nc3()	191

9.23.2.7 fasp_blas_smat_mul_nc5()	192
9.23.2.8 fasp_blas_smat_mul_nc7()	192
9.23.2.9 fasp_blas_smat_m xv()	193
9.23.2.10 fasp_blas_smat_m xv_nc2()	193
9.23.2.11 fasp_blas_smat_m xv_nc3()	194
9.23.2.12 fasp_blas_smat_m xv_nc5()	195
9.23.2.13 fasp_blas_smat_m xv_nc7()	195
9.23.2.14 fasp_blas_smat_ymAx()	196
9.23.2.15 fasp_blas_smat_ymAx_nc2()	196
9.23.2.16 fasp_blas_smat_ymAx_nc3()	197
9.23.2.17 fasp_blas_smat_ymAx_nc5()	198
9.23.2.18 fasp_blas_smat_ymAx_nc7()	198
9.23.2.19 fasp_blas_smat_ypAx()	199
9.23.2.20 fasp_blas_smat_ypAx_nc2()	200
9.23.2.21 fasp_blas_smat_ypAx_nc3()	200
9.23.2.22 fasp_blas_smat_ypAx_nc5()	201
9.23.2.23 fasp_blas_smat_ypAx_nc7()	202
9.24 BlaSmallMatInv.c File Reference	202
9.24.1 Detailed Description	203
9.24.2 Macro Definition Documentation	203
9.24.2.1 SWAP	204
9.24.3 Function Documentation	204
9.24.3.1 fasp_smat_identity()	204
9.24.3.2 fasp_smat_identity_nc2()	204
9.24.3.3 fasp_smat_identity_nc3()	205
9.24.3.4 fasp_smat_identity_nc5()	205
9.24.3.5 fasp_smat_identity_nc7()	206
9.24.3.6 fasp_smat_inv()	206

9.24.3.7	<code>fasp_smat_inv_nc()</code>	207
9.24.3.8	<code>fasp_smat_inv_nc2()</code>	207
9.24.3.9	<code>fasp_smat_inv_nc3()</code>	208
9.24.3.10	<code>fasp_smat_inv_nc4()</code>	208
9.24.3.11	<code>fasp_smat_inv_nc5()</code>	209
9.24.3.12	<code>fasp_smat_inv_nc7()</code>	209
9.24.3.13	<code>fasp_smat_invp_nc()</code>	210
9.24.3.14	<code>fasp_smat_Linf()</code>	211
9.25	BlaSmallMatLU.c File Reference	211
9.25.1	Detailed Description	211
9.25.2	Function Documentation	212
9.25.2.1	<code>fasp_smat_lu_decomp()</code>	212
9.25.2.2	<code>fasp_smat_lu_solve()</code>	213
9.26	BlaSparseBLC.c File Reference	213
9.26.1	Detailed Description	214
9.26.2	Function Documentation	214
9.26.2.1	<code>fasp_dbkc_free()</code>	214
9.27	BlaSparseBSR.c File Reference	215
9.27.1	Detailed Description	216
9.27.2	Function Documentation	216
9.27.2.1	<code>fasp_dbsr_alloc()</code>	216
9.27.2.2	<code>fasp_dbsr_cp()</code>	217
9.27.2.3	<code>fasp_dbsr_create()</code>	217
9.27.2.4	<code>fasp_dbsr_diaginv()</code>	218
9.27.2.5	<code>fasp_dbsr_diaginv2()</code>	218
9.27.2.6	<code>fasp_dbsr_diaginv3()</code>	219
9.27.2.7	<code>fasp_dbsr_diaginv4()</code>	220
9.27.2.8	<code>fasp_dbsr_diagLU()</code>	221

9.27.2.9	<code>fasp_dbsr_diagLU2()</code>	221
9.27.2.10	<code>fasp_dbsr_diagpref()</code>	222
9.27.2.11	<code>fasp_dbsr_free()</code>	223
9.27.2.12	<code>fasp_dbsr_getblk()</code>	223
9.27.2.13	<code>fasp_dbsr_getdiag()</code>	224
9.27.2.14	<code>fasp_dbsr_getdiaginv()</code>	225
9.27.2.15	<code>fasp_dbsr_merge_col()</code>	226
9.27.2.16	<code>fasp_dbsr_perm()</code>	227
9.27.2.17	<code>fasp_dbsr_trans()</code>	227
9.28	BlaSparseCheck.c File Reference	228
9.28.1	Detailed Description	228
9.28.2	Function Documentation	229
9.28.2.1	<code>fasp_check_dCSRmat()</code>	229
9.28.2.2	<code>fasp_check_diagdom()</code>	229
9.28.2.3	<code>fasp_check_diagpos()</code>	230
9.28.2.4	<code>fasp_check_diagzero()</code>	231
9.28.2.5	<code>fasp_check_iCSRmat()</code>	231
9.28.2.6	<code>fasp_check_symm()</code>	232
9.29	BlaSparseCOO.c File Reference	232
9.29.1	Detailed Description	233
9.29.2	Function Documentation	233
9.29.2.1	<code>fasp_dcoo_alloc()</code>	233
9.29.2.2	<code>fasp_dcoo_create()</code>	234
9.29.2.3	<code>fasp_dcoo_free()</code>	234
9.29.2.4	<code>fasp_dcoo_shift()</code>	235
9.30	BlaSparseCSR.c File Reference	236
9.30.1	Detailed Description	237
9.30.2	Function Documentation	237

---

9.30.2.1	<a href="#">fasp_dcsr_alloc()</a>	237
9.30.2.2	<a href="#">fasp_dcsr_bandwidth()</a>	238
9.30.2.3	<a href="#">fasp_dcsr_compress()</a>	239
9.30.2.4	<a href="#">fasp_dcsr_compress_inplace()</a>	240
9.30.2.5	<a href="#">fasp_dcsr_cp()</a>	241
9.30.2.6	<a href="#">fasp_dcsr_create()</a>	241
9.30.2.7	<a href="#">fasp_dcsr_diagpref()</a>	242
9.30.2.8	<a href="#">fasp_dcsr_free()</a>	243
9.30.2.9	<a href="#">fasp_dcsr_getblk()</a>	244
9.30.2.10	<a href="#">fasp_dcsr_getcol()</a>	245
9.30.2.11	<a href="#">fasp_dcsr_getdiag()</a>	245
9.30.2.12	<a href="#">fasp_dcsr_multicoloring()</a>	246
9.30.2.13	<a href="#">fasp_dcsr_perm()</a>	247
9.30.2.14	<a href="#">fasp_dcsr_permz()</a>	247
9.30.2.15	<a href="#">fasp_dcsr_regdiag()</a>	248
9.30.2.16	<a href="#">fasp_dcsr_shift()</a>	249
9.30.2.17	<a href="#">fasp_dcsr_sort()</a>	249
9.30.2.18	<a href="#">fasp_dcsr_sortz()</a>	250
9.30.2.19	<a href="#">fasp_dcsr_symdiagscale()</a>	250
9.30.2.20	<a href="#">fasp_dcsr_sympart()</a>	251
9.30.2.21	<a href="#">fasp_dcsr_trans()</a>	251
9.30.2.22	<a href="#">fasp_dcsr_transpose()</a>	252
9.30.2.23	<a href="#">fasp_dcsr_transz()</a>	253
9.30.2.24	<a href="#">fasp_icsr_cp()</a>	254
9.30.2.25	<a href="#">fasp_icsr_create()</a>	254
9.30.2.26	<a href="#">fasp_icsr_free()</a>	255
9.30.2.27	<a href="#">fasp_icsr_trans()</a>	255
9.31	<a href="#">BlaSparseCSRL.c File Reference</a>	256

---

9.31.1 Detailed Description . . . . .	256
9.31.2 Function Documentation . . . . .	256
9.31.2.1 fasp_dcsr_create() . . . . .	256
9.31.2.2 fasp_dcsr_free() . . . . .	257
9.32 BlaSparseSTR.c File Reference . . . . .	257
9.32.1 Detailed Description . . . . .	258
9.32.2 Function Documentation . . . . .	258
9.32.2.1 fasp_dstr_alloc() . . . . .	258
9.32.2.2 fasp_dstr_cp() . . . . .	259
9.32.2.3 fasp_dstr_create() . . . . .	259
9.32.2.4 fasp_dstr_free() . . . . .	260
9.33 BlaSparseUtil.c File Reference . . . . .	261
9.33.1 Detailed Description . . . . .	262
9.33.2 Function Documentation . . . . .	262
9.33.2.1 fasp_sparse_aat_() . . . . .	262
9.33.2.2 fasp_sparse_abyb_() . . . . .	263
9.33.2.3 fasp_sparse_abybms_() . . . . .	263
9.33.2.4 fasp_sparse_aplbms_() . . . . .	264
9.33.2.5 fasp_sparse_aplusb_() . . . . .	265
9.33.2.6 fasp_sparse_iit_() . . . . .	265
9.33.2.7 fasp_sparse_MIS() . . . . .	266
9.33.2.8 fasp_sparse_rapcmp_() . . . . .	266
9.33.2.9 fasp_sparse_rapms_() . . . . .	267
9.33.2.10 fasp_sparse_wta_() . . . . .	268
9.33.2.11 fasp_sparse_wtams_() . . . . .	269
9.33.2.12 fasp_sparse_ytx_() . . . . .	270
9.33.2.13 fasp_sparse_ytxbig_() . . . . .	271
9.34 BlaSpmvBLC.c File Reference . . . . .	271

9.34.1 Detailed Description . . . . .	272
9.34.2 Function Documentation . . . . .	272
9.34.2.1 fasp_blas_dblc_aApy() . . . . .	272
9.34.2.2 fasp_blas_dblc_mxv() . . . . .	273
9.35 BlasSpmvBSR.c File Reference . . . . .	273
9.35.1 Detailed Description . . . . .	274
9.35.2 Function Documentation . . . . .	274
9.35.2.1 fasp_blas_dbsr_aApyby() . . . . .	274
9.35.2.2 fasp_blas_dbsr_aApy() . . . . .	275
9.35.2.3 fasp_blas_dbsr_aApy_agg() . . . . .	276
9.35.2.4 fasp_blas_dbsr_axm() . . . . .	276
9.35.2.5 fasp_blas_dbsr_mxm() . . . . .	277
9.35.2.6 fasp_blas_dbsr_mxv() . . . . .	277
9.35.2.7 fasp_blas_dbsr_mxv_agg() . . . . .	278
9.35.2.8 fasp_blas_dbsr_rap() . . . . .	279
9.35.2.9 fasp_blas_dbsr_rap1() . . . . .	279
9.35.2.10 fasp_blas_dbsr_rap_agg() . . . . .	280
9.36 BlasSpmvCSR.c File Reference . . . . .	281
9.36.1 Detailed Description . . . . .	282
9.36.2 Function Documentation . . . . .	282
9.36.2.1 fasp_blas_dcsr_aApy() . . . . .	282
9.36.2.2 fasp_blas_dcsr_aApy_agg() . . . . .	283
9.36.2.3 fasp_blas_dcsr_add() . . . . .	284
9.36.2.4 fasp_blas_dcsr_axm() . . . . .	284
9.36.2.5 fasp_blas_dcsr_mxm() . . . . .	285
9.36.2.6 fasp_blas_dcsr_mxv() . . . . .	286
9.36.2.7 fasp_blas_dcsr_mxv_agg() . . . . .	287
9.36.2.8 fasp_blas_dcsr_ptap() . . . . .	288

9.36.2.9	<code>fasp_blas_dcsr_rap()</code>	288
9.36.2.10	<code>fasp_blas_dcsr_rap2()</code>	289
9.36.2.11	<code>fasp_blas_dcsr_rap4()</code>	290
9.36.2.12	<code>fasp_blas_dcsr_rap_agg()</code>	291
9.36.2.13	<code>fasp_blas_dcsr_rap_agg1()</code>	291
9.36.2.14	<code>fasp_blas_dcsr_vmv()</code>	292
9.37	BlaSpmvCSRL.c File Reference	292
9.37.1	Detailed Description	293
9.37.2	Function Documentation	293
9.37.2.1	<code>fasp_blas_dcsrl_mvx()</code>	293
9.38	BlaSpmvSTR.c File Reference	294
9.38.1	Detailed Description	294
9.38.2	Function Documentation	294
9.38.2.1	<code>fasp_blas_dstr_aAxy()</code>	294
9.38.2.2	<code>fasp_blas_dstr_diagscale()</code>	295
9.38.2.3	<code>fasp_blas_dstr_mvx()</code>	296
9.39	BlaVector.c File Reference	296
9.39.1	Detailed Description	297
9.39.2	Function Documentation	297
9.39.2.1	<code>fasp_blas_dvec_axpy()</code>	297
9.39.2.2	<code>fasp_blas_dvec_axpyz()</code>	298
9.39.2.3	<code>fasp_blas_dvec_dotprod()</code>	298
9.39.2.4	<code>fasp_blas_dvec_norm1()</code>	299
9.39.2.5	<code>fasp_blas_dvec_norm2()</code>	300
9.39.2.6	<code>fasp_blas_dvec_norminf()</code>	301
9.39.2.7	<code>fasp_blas_dvec_relerr()</code>	302
9.40	doxygen.h File Reference	302
9.40.1	Detailed Description	302



9.41 fasp.h File Reference . . . . .	303
9.41.1 Detailed Description . . . . .	305
9.41.2 Macro Definition Documentation . . . . .	305
9.41.2.1 __FASP_HEADER__ . . . . .	305
9.41.2.2 ABS . . . . .	306
9.41.2.3 DIAGONAL_PREF . . . . .	306
9.41.2.4 DLMALLOC . . . . .	306
9.41.2.5 FASP_GSRB . . . . .	306
9.41.2.6 FASP_VERSION . . . . .	307
9.41.2.7 GE . . . . .	307
9.41.2.8 GT . . . . .	307
9.41.2.9 INT . . . . .	307
9.41.2.10 ISNAN . . . . .	308
9.41.2.11 LE . . . . .	308
9.41.2.12 LONG . . . . .	308
9.41.2.13 LONGLONG . . . . .	308
9.41.2.14 LS . . . . .	309
9.41.2.15 MAX . . . . .	309
9.41.2.16 MIN . . . . .	309
9.41.2.17 NEDMALLOC . . . . .	309
9.41.2.18 PUT_INT . . . . .	310
9.41.2.19 PUT_REAL . . . . .	310
9.41.2.20 REAL . . . . .	310
9.41.2.21 RS_C1 . . . . .	310
9.41.2.22 SHORT . . . . .	311
9.41.3 Typedef Documentation . . . . .	311
9.41.3.1 dCOOmat . . . . .	311
9.41.3.2 dCSRLmat . . . . .	311

9.41.3.3	dCSRmat	311
9.41.3.4	ddenmat	311
9.41.3.5	dSTRmat	311
9.41.3.6	dvector	312
9.41.3.7	iCOOmat	312
9.41.3.8	iCSRmat	312
9.41.3.9	idenmat	312
9.41.3.10	ivector	312
9.41.4	Variable Documentation	312
9.41.4.1	count	312
9.41.4.2	total_alloc_count	313
9.41.4.3	total_alloc_mem	313
9.42	fasp_block.h File Reference	313
9.42.1	Detailed Description	314
9.42.2	Macro Definition Documentation	314
9.42.2.1	__FASPBLOCK_HEADER__	314
9.42.3	Typedef Documentation	314
9.42.3.1	block_dvector	314
9.42.3.2	block_ivector	315
9.42.3.3	dBLCmat	315
9.42.3.4	dBSRmat	315
9.42.3.5	iBLCmat	315
9.43	fasp_const.h File Reference	315
9.43.1	Detailed Description	319
9.43.2	Macro Definition Documentation	319
9.43.2.1	AMLI_CYCLE	319
9.43.2.2	ASCEND	319
9.43.2.3	BIGREAL	319

9.43.2.4	CF_ORDER	320
9.43.2.5	CGPT	320
9.43.2.6	CLASSIC_AMG	320
9.43.2.7	COARSE_AC	320
9.43.2.8	COARSE_CR	320
9.43.2.9	COARSE_MIS	321
9.43.2.10	COARSE_RS	321
9.43.2.11	COARSE_RSP	321
9.43.2.12	CPFIRST	321
9.43.2.13	DESCEND	321
9.43.2.14	ERROR_ALLOC_MEM	322
9.43.2.15	ERROR_AMG_COARSE_TYPE	322
9.43.2.16	ERROR_AMG_COARSEING	322
9.43.2.17	ERROR_AMG_INTERP_TYPE	322
9.43.2.18	ERROR_AMG_SMOOTH_TYPE	322
9.43.2.19	ERROR_DATA_STRUCTURE	323
9.43.2.20	ERROR_DATA_ZERODIAG	323
9.43.2.21	ERROR_DUMMY_VAR	323
9.43.2.22	ERROR_INPUT_PAR	323
9.43.2.23	ERROR_LIC_TYPE	323
9.43.2.24	ERROR_MAT_SIZE	324
9.43.2.25	ERROR_MISC	324
9.43.2.26	ERROR_NUM_BLOCKS	324
9.43.2.27	ERROR_OPEN_FILE	324
9.43.2.28	ERROR_QUAD_DIM	324
9.43.2.29	ERROR_QUAD_TYPE	325
9.43.2.30	ERROR_REGRESS	325
9.43.2.31	ERROR_SOLVER_EXIT	325

9.43.2.32 ERROR_SOLVER_ILUSETUP . . . . .	325
9.43.2.33 ERROR_SOLVER_MAXIT . . . . .	325
9.43.2.34 ERROR_SOLVER_MISC . . . . .	326
9.43.2.35 ERROR_SOLVER_PRECTYPE . . . . .	326
9.43.2.36 ERROR_SOLVER_SOLSTAG . . . . .	326
9.43.2.37 ERROR_SOLVER_STAG . . . . .	326
9.43.2.38 ERROR_SOLVER_TOLSMALL . . . . .	326
9.43.2.39 ERROR_SOLVER_TYPE . . . . .	327
9.43.2.40 ERROR_UNKNOWN . . . . .	327
9.43.2.41 ERROR_WRONG_FILE . . . . .	327
9.43.2.42 FALSE . . . . .	327
9.43.2.43 FASP_SUCCESS . . . . .	327
9.43.2.44 FGPT . . . . .	328
9.43.2.45 FPFIRST . . . . .	328
9.43.2.46 G0PT . . . . .	328
9.43.2.47 ILU_MC_OMP . . . . .	328
9.43.2.48 ILUk . . . . .	329
9.43.2.49 ILUt . . . . .	329
9.43.2.50 ILUtp . . . . .	329
9.43.2.51 INTERP_DIR . . . . .	329
9.43.2.52 INTERP_ENG . . . . .	330
9.43.2.53 INTERP_EXT . . . . .	330
9.43.2.54 INTERP_STD . . . . .	330
9.43.2.55 ISPT . . . . .	330
9.43.2.56 MAT_bBSR . . . . .	330
9.43.2.57 MAT_bCSR . . . . .	331
9.43.2.58 MAT_BLC . . . . .	331
9.43.2.59 MAT_BSR . . . . .	331

9.43.2.60 MAT_bSTR . . . . .	331
9.43.2.61 MAT_CSR . . . . .	331
9.43.2.62 MAT_CSRL . . . . .	332
9.43.2.63 MAT_FREE . . . . .	332
9.43.2.64 MAT_STR . . . . .	332
9.43.2.65 MAT_SymCSR . . . . .	332
9.43.2.66 MAX_AMG_LVL . . . . .	332
9.43.2.67 MAX_CRATE . . . . .	333
9.43.2.68 MAX_REFINE_LVL . . . . .	333
9.43.2.69 MAX_RESTART . . . . .	333
9.43.2.70 MAX_STAG . . . . .	333
9.43.2.71 MIN_CDOF . . . . .	333
9.43.2.72 MIN_CRATE . . . . .	334
9.43.2.73 NL_AMLI_CYCLE . . . . .	334
9.43.2.74 NO_ORDER . . . . .	334
9.43.2.75 OFF . . . . .	334
9.43.2.76 ON . . . . .	335
9.43.2.77 OPENMP_HOLDS . . . . .	335
9.43.2.78 PAIRWISE . . . . .	335
9.43.2.79 PREC_AMG . . . . .	335
9.43.2.80 PREC_DIAG . . . . .	336
9.43.2.81 PREC_FMG . . . . .	336
9.43.2.82 PREC_ILU . . . . .	336
9.43.2.83 PREC_NULL . . . . .	336
9.43.2.84 PREC_SCHWARZ . . . . .	336
9.43.2.85 PRINT_ALL . . . . .	337
9.43.2.86 PRINT_MIN . . . . .	337
9.43.2.87 PRINT_MORE . . . . .	337

9.43.2.88 PRINT_MOST . . . . .	337
9.43.2.89 PRINT_NONE . . . . .	337
9.43.2.90 PRINT_SOME . . . . .	338
9.43.2.91 SA_AMG . . . . .	338
9.43.2.92 SCHWARZ_BACKWARD . . . . .	338
9.43.2.93 SCHWARZ_FORWARD . . . . .	338
9.43.2.94 SCHWARZ_SYMMETRIC . . . . .	338
9.43.2.95 SMALLREAL . . . . .	339
9.43.2.96 SMALLREAL2 . . . . .	339
9.43.2.97 SMOOTHER_BLKOIL . . . . .	339
9.43.2.98 SMOOTHER_CG . . . . .	339
9.43.2.99 SMOOTHER_GS . . . . .	339
9.43.2.100 SMOOTHER_GSOR . . . . .	340
9.43.2.101 SMOOTHER_JACOBI . . . . .	340
9.43.2.102 SMOOTHER_L1DIAG . . . . .	340
9.43.2.103 SMOOTHER_POLY . . . . .	340
9.43.2.104 SMOOTHER_SGS . . . . .	340
9.43.2.105 SMOOTHER_SGSOR . . . . .	341
9.43.2.106 SMOOTHER_SOR . . . . .	341
9.43.2.107 SMOOTHER_SPETEN . . . . .	341
9.43.2.108 SMOOTHER_SSOR . . . . .	341
9.43.2.109 SOLVER_AMG . . . . .	341
9.43.2.110 SOLVER_BiCGstab . . . . .	342
9.43.2.111 SOLVER_CG . . . . .	342
9.43.2.112 SOLVER_DEFAULT . . . . .	342
9.43.2.113 SOLVER_FMG . . . . .	342
9.43.2.114 SOLVER_GCG . . . . .	342
9.43.2.115 SOLVER_GCR . . . . .	343

9.43.2.116	SOLVER_GMRES	343
9.43.2.117	SOLVER_MinRes	343
9.43.2.118	SOLVER_MUMPS	343
9.43.2.119	SOLVER_PARDISO	343
9.43.2.120	SOLVER_SBiCGstab	344
9.43.2.121	SOLVER_SCG	344
9.43.2.122	SOLVER_SGCG	344
9.43.2.123	SOLVER_SGMRES	344
9.43.2.124	SOLVER_SMinRes	344
9.43.2.125	SOLVER_SUPERLU	345
9.43.2.126	SOLVER_SVFGMRES	345
9.43.2.127	SOLVER_SVGMRES	345
9.43.2.128	SOLVER_UMFPACK	345
9.43.2.129	SOLVER_VFGMRES	345
9.43.2.130	SOLVER_VGMRES	346
9.43.2.131	SPAIR	346
9.43.2.132	STAG_RATIO	346
9.43.2.133	STOP_MOD_REL_RES	346
9.43.2.134	STOP_REL_PRECRES	346
9.43.2.135	STOP_REL_RES	347
9.43.2.136	TRUE	347
9.43.2.137	UA_AMG	347
9.43.2.138	UNPT	347
9.43.2.139	USERDEFINED	348
9.43.2.140	USPAIR	348
9.43.2.141	V_CYCLE	348
9.43.2.142	VMB	348
9.43.2.143	W_CYCLE	349

9.44 fasp_grid.h File Reference . . . . .	349
9.44.1 Detailed Description . . . . .	349
9.44.2 Macro Definition Documentation . . . . .	349
9.44.2.1 __FASPGRID_HEADER__ . . . . .	350
9.44.3 Typedef Documentation . . . . .	350
9.44.3.1 grid2d . . . . .	350
9.44.3.2 pcgrid2d . . . . .	350
9.44.3.3 pgrid2d . . . . .	350
9.45 ltrSmootherBSR.c File Reference . . . . .	350
9.45.1 Detailed Description . . . . .	352
9.45.2 Function Documentation . . . . .	352
9.45.2.1 fasp_smoother_dbsr_gs() . . . . .	352
9.45.2.2 fasp_smoother_dbsr_gs1() . . . . .	353
9.45.2.3 fasp_smoother_dbsr_gs_ascend() . . . . .	353
9.45.2.4 fasp_smoother_dbsr_gs_ascend1() . . . . .	354
9.45.2.5 fasp_smoother_dbsr_gs_descend() . . . . .	355
9.45.2.6 fasp_smoother_dbsr_gs_descend1() . . . . .	355
9.45.2.7 fasp_smoother_dbsr_gs_order1() . . . . .	356
9.45.2.8 fasp_smoother_dbsr_gs_order2() . . . . .	357
9.45.2.9 fasp_smoother_dbsr_ilu() . . . . .	357
9.45.2.10 fasp_smoother_dbsr_jacobi() . . . . .	358
9.45.2.11 fasp_smoother_dbsr_jacobi1() . . . . .	359
9.45.2.12 fasp_smoother_dbsr_jacobi_setup() . . . . .	359
9.45.2.13 fasp_smoother_dbsr_sor() . . . . .	360
9.45.2.14 fasp_smoother_dbsr_sor1() . . . . .	361
9.45.2.15 fasp_smoother_dbsr_sor_ascend() . . . . .	362
9.45.2.16 fasp_smoother_dbsr_sor_descend() . . . . .	362
9.45.2.17 fasp_smoother_dbsr_sor_order() . . . . .	363



9.45.3	Variable Documentation	364
9.45.3.1	ilu_solve_omp	364
9.46	ItrSmootherCSR.c File Reference	364
9.46.1	Detailed Description	365
9.46.2	Function Documentation	365
9.46.2.1	fasp_smoother_dcsr_gs()	365
9.46.2.2	fasp_smoother_dcsr_gs_cf()	366
9.46.2.3	fasp_smoother_dcsr_ilu()	367
9.46.2.4	fasp_smoother_dcsr_jacobi()	367
9.46.2.5	fasp_smoother_dcsr_kaczmarz()	368
9.46.2.6	fasp_smoother_dcsr_L1diag()	369
9.46.2.7	fasp_smoother_dcsr_sgs()	370
9.46.2.8	fasp_smoother_dcsr_sor()	371
9.46.2.9	fasp_smoother_dcsr_sor_cf()	371
9.47	ItrSmootherCSRcr.c File Reference	373
9.47.1	Detailed Description	373
9.47.2	Function Documentation	374
9.47.2.1	fasp_smoother_dcsr_gscr()	374
9.48	ItrSmootherCSRpoly.c File Reference	375
9.48.1	Detailed Description	375
9.48.2	Function Documentation	375
9.48.2.1	fasp_smoother_dcsr_poly()	376
9.48.2.2	fasp_smoother_dcsr_poly_old()	376
9.49	ItrSmootherSTR.c File Reference	377
9.49.1	Detailed Description	378
9.49.2	Function Documentation	378
9.49.2.1	fasp_generate_diaginv_block()	378
9.49.2.2	fasp_smoother_dstr_gs()	379

9.49.2.3	<code>fasp_smoother_dstr_gs1()</code>	380
9.49.2.4	<code>fasp_smoother_dstr_gs_ascend()</code>	380
9.49.2.5	<code>fasp_smoother_dstr_gs_cf()</code>	381
9.49.2.6	<code>fasp_smoother_dstr_gs_descend()</code>	382
9.49.2.7	<code>fasp_smoother_dstr_gs_order()</code>	382
9.49.2.8	<code>fasp_smoother_dstr_jacobi()</code>	383
9.49.2.9	<code>fasp_smoother_dstr_jacobi1()</code>	383
9.49.2.10	<code>fasp_smoother_dstr_sor()</code>	384
9.49.2.11	<code>fasp_smoother_dstr_sor1()</code>	385
9.49.2.12	<code>fasp_smoother_dstr_sor_ascend()</code>	386
9.49.2.13	<code>fasp_smoother_dstr_sor_cf()</code>	386
9.49.2.14	<code>fasp_smoother_dstr_sor_descend()</code>	387
9.49.2.15	<code>fasp_smoother_dstr_sor_order()</code>	388
9.49.2.16	<code>fasp_smoother_dstr_swz()</code>	388
9.50	KryPbcgs.c File Reference	389
9.50.1	Detailed Description	390
9.50.2	Function Documentation	390
9.50.2.1	<code>fasp_solver_dblc_pbcgs()</code>	390
9.50.2.2	<code>fasp_solver_dbsr_pbcgs()</code>	391
9.50.2.3	<code>fasp_solver_dcsr_pbcgs()</code>	392
9.50.2.4	<code>fasp_solver_dstr_pbcgs()</code>	393
9.50.2.5	<code>fasp_solver_pbcgs()</code>	394
9.51	KryPcg.c File Reference	394
9.51.1	Detailed Description	395
9.51.2	Function Documentation	396
9.51.2.1	<code>fasp_solver_dblc_pcg()</code>	396
9.51.2.2	<code>fasp_solver_dbsr_pcg()</code>	397
9.51.2.3	<code>fasp_solver_dcsr_pcg()</code>	398

9.51.2.4	<a href="#">fasp_solver_dstr_pcg()</a>	399
9.51.2.5	<a href="#">fasp_solver_pcg()</a>	400
9.52	<a href="#">KryPgcg.c File Reference</a>	401
9.52.1	<a href="#">Detailed Description</a>	401
9.52.2	<a href="#">Function Documentation</a>	401
9.52.2.1	<a href="#">fasp_solver_dcsr_pgcg()</a>	402
9.52.2.2	<a href="#">fasp_solver_pgcg()</a>	403
9.53	<a href="#">KryPgcr.c File Reference</a>	404
9.53.1	<a href="#">Detailed Description</a>	404
9.53.2	<a href="#">Function Documentation</a>	405
9.53.2.1	<a href="#">fasp_solver_dblc_pgcr()</a>	405
9.53.2.2	<a href="#">fasp_solver_dcsr_pgcr()</a>	406
9.54	<a href="#">KryPgmres.c File Reference</a>	406
9.54.1	<a href="#">Detailed Description</a>	407
9.54.2	<a href="#">Function Documentation</a>	407
9.54.2.1	<a href="#">fasp_solver_dblc_pgmres()</a>	408
9.54.2.2	<a href="#">fasp_solver_dbsr_pgmres()</a>	409
9.54.2.3	<a href="#">fasp_solver_dcsr_pgmres()</a>	410
9.54.2.4	<a href="#">fasp_solver_dstr_pgmres()</a>	411
9.54.2.5	<a href="#">fasp_solver_pgmres()</a>	412
9.55	<a href="#">KryPminres.c File Reference</a>	412
9.55.1	<a href="#">Detailed Description</a>	413
9.55.2	<a href="#">Function Documentation</a>	413
9.55.2.1	<a href="#">fasp_solver_dblc_pminres()</a>	413
9.55.2.2	<a href="#">fasp_solver_dcsr_pminres()</a>	414
9.55.2.3	<a href="#">fasp_solver_dstr_pminres()</a>	415
9.55.2.4	<a href="#">fasp_solver_pminres()</a>	416
9.56	<a href="#">KryPvfgmres.c File Reference</a>	417

9.56.1 Detailed Description . . . . .	417
9.56.2 Function Documentation . . . . .	418
9.56.2.1 fasp_solver_dblc_pvfgmres() . . . . .	418
9.56.2.2 fasp_solver_dbsr_pvfgmres() . . . . .	419
9.56.2.3 fasp_solver_dcsr_pvfgmres() . . . . .	420
9.56.2.4 fasp_solver_pvfgmres() . . . . .	421
9.57 KryPvgmres.c File Reference . . . . .	422
9.57.1 Detailed Description . . . . .	423
9.57.2 Function Documentation . . . . .	423
9.57.2.1 fasp_solver_dblc_pvgmres() . . . . .	423
9.57.2.2 fasp_solver_dbsr_pvgmres() . . . . .	424
9.57.2.3 fasp_solver_dcsr_pvgmres() . . . . .	425
9.57.2.4 fasp_solver_dstr_pvgmres() . . . . .	426
9.57.2.5 fasp_solver_pvgmres() . . . . .	427
9.58 KrySPbcgs.c File Reference . . . . .	428
9.58.1 Detailed Description . . . . .	428
9.58.2 Function Documentation . . . . .	429
9.58.2.1 fasp_solver_dblc_spbcgs() . . . . .	429
9.58.2.2 fasp_solver_dbsr_spbcgs() . . . . .	430
9.58.2.3 fasp_solver_dcsr_spbcgs() . . . . .	430
9.58.2.4 fasp_solver_dstr_spbcgs() . . . . .	432
9.59 KrySPcg.c File Reference . . . . .	433
9.59.1 Detailed Description . . . . .	433
9.59.2 Function Documentation . . . . .	434
9.59.2.1 fasp_solver_dblc_spcg() . . . . .	434
9.59.2.2 fasp_solver_dcsr_spcg() . . . . .	435
9.59.2.3 fasp_solver_dstr_spcg() . . . . .	435
9.60 KrySPgmres.c File Reference . . . . .	437

9.60.1 Detailed Description . . . . .	438
9.60.2 Function Documentation . . . . .	438
9.60.2.1 fasp_solver_dblc_spgmres() . . . . .	438
9.60.2.2 fasp_solver_dbsr_spgmres() . . . . .	439
9.60.2.3 fasp_solver_dcsr_spgmres() . . . . .	440
9.60.2.4 fasp_solver_dstr_spgmres() . . . . .	441
9.61 KrySPminres.c File Reference . . . . .	442
9.61.1 Detailed Description . . . . .	442
9.61.2 Function Documentation . . . . .	442
9.61.2.1 fasp_solver_dblc_spmminres() . . . . .	443
9.61.2.2 fasp_solver_dcsr_spmminres() . . . . .	443
9.61.2.3 fasp_solver_dstr_spmminres() . . . . .	445
9.62 KrySPvgmres.c File Reference . . . . .	446
9.62.1 Detailed Description . . . . .	447
9.62.2 Function Documentation . . . . .	447
9.62.2.1 fasp_solver_dblc_spvgmres() . . . . .	447
9.62.2.2 fasp_solver_dbsr_spvgmres() . . . . .	448
9.62.2.3 fasp_solver_dcsr_spvgmres() . . . . .	449
9.62.2.4 fasp_solver_dstr_spvgmres() . . . . .	450
9.63 PreAMGCoarsenCR.c File Reference . . . . .	451
9.63.1 Detailed Description . . . . .	451
9.63.2 Function Documentation . . . . .	451
9.63.2.1 fasp_amg_coarsening_cr() . . . . .	451
9.64 PreAMGCoarsenRS.c File Reference . . . . .	452
9.64.1 Detailed Description . . . . .	452
9.64.2 Function Documentation . . . . .	453
9.64.2.1 fasp_amg_coarsening_rs() . . . . .	453
9.65 PreAMGInterp.c File Reference . . . . .	454

9.65.1 Detailed Description . . . . .	454
9.65.2 Function Documentation . . . . .	454
9.65.2.1 fasp_amg_interp() . . . . .	454
9.66 PreAMGInterpEM.c File Reference . . . . .	455
9.66.1 Detailed Description . . . . .	455
9.66.2 Function Documentation . . . . .	456
9.66.2.1 fasp_amg_interp_em() . . . . .	456
9.67 PreAMGSetupCR.c File Reference . . . . .	456
9.67.1 Detailed Description . . . . .	457
9.67.2 Function Documentation . . . . .	457
9.67.2.1 fasp_amg_setup_cr() . . . . .	457
9.68 PreAMGSetupRS.c File Reference . . . . .	458
9.68.1 Detailed Description . . . . .	458
9.68.2 Function Documentation . . . . .	458
9.68.2.1 fasp_amg_setup_rs() . . . . .	458
9.69 PreAMGSetupSA.c File Reference . . . . .	459
9.69.1 Detailed Description . . . . .	460
9.69.2 Function Documentation . . . . .	460
9.69.2.1 fasp_amg_setup_sa() . . . . .	460
9.70 PreAMGSetupSABSR.c File Reference . . . . .	461
9.70.1 Detailed Description . . . . .	461
9.70.2 Function Documentation . . . . .	461
9.70.2.1 fasp_amg_setup_sa_bsr() . . . . .	461
9.71 PreAMGSetupUA.c File Reference . . . . .	462
9.71.1 Detailed Description . . . . .	462
9.71.2 Function Documentation . . . . .	463
9.71.2.1 fasp_amg_setup_ua() . . . . .	463
9.72 PreAMGSetupUABSR.c File Reference . . . . .	463

9.72.1 Detailed Description . . . . .	464
9.72.2 Function Documentation . . . . .	464
9.72.2.1 fasp_amg_setup_ua_bsr() . . . . .	464
9.73 PreBLC.c File Reference . . . . .	465
9.73.1 Detailed Description . . . . .	466
9.73.2 Function Documentation . . . . .	466
9.73.2.1 fasp_precond_block_diag_3() . . . . .	466
9.73.2.2 fasp_precond_block_diag_3_amg() . . . . .	467
9.73.2.3 fasp_precond_block_diag_4() . . . . .	467
9.73.2.4 fasp_precond_block_lower_3() . . . . .	468
9.73.2.5 fasp_precond_block_lower_3_amg() . . . . .	468
9.73.2.6 fasp_precond_block_lower_4() . . . . .	469
9.73.2.7 fasp_precond_block_SGS_3() . . . . .	469
9.73.2.8 fasp_precond_block_SGS_3_amg() . . . . .	470
9.73.2.9 fasp_precond_block_upper_3() . . . . .	471
9.73.2.10 fasp_precond_block_upper_3_amg() . . . . .	471
9.73.2.11 fasp_precond_sweeping() . . . . .	472
9.74 PreBSR.c File Reference . . . . .	472
9.74.1 Detailed Description . . . . .	473
9.74.2 Function Documentation . . . . .	473
9.74.2.1 fasp_precond_dbsr_amg() . . . . .	473
9.74.2.2 fasp_precond_dbsr_amg_nk() . . . . .	474
9.74.2.3 fasp_precond_dbsr_diag() . . . . .	475
9.74.2.4 fasp_precond_dbsr_diag_nc2() . . . . .	475
9.74.2.5 fasp_precond_dbsr_diag_nc3() . . . . .	476
9.74.2.6 fasp_precond_dbsr_diag_nc5() . . . . .	477
9.74.2.7 fasp_precond_dbsr_diag_nc7() . . . . .	477
9.74.2.8 fasp_precond_dbsr_ilu() . . . . .	478

9.74.2.9	<code>fasp_precond_dbsr_ilu_ls_omp()</code>	479
9.74.2.10	<code>fasp_precond_dbsr_ilu_mc_omp()</code>	479
9.74.2.11	<code>fasp_precond_dbsr_namli()</code>	480
9.75	PreCSR.c File Reference	480
9.75.1	Detailed Description	481
9.75.2	Function Documentation	481
9.75.2.1	<code>fasp_precond_amg()</code>	482
9.75.2.2	<code>fasp_precond_amg_nk()</code>	482
9.75.2.3	<code>fasp_precond_amli()</code>	483
9.75.2.4	<code>fasp_precond_diag()</code>	483
9.75.2.5	<code>fasp_precond_famg()</code>	484
9.75.2.6	<code>fasp_precond_free()</code>	484
9.75.2.7	<code>fasp_precond_ilu()</code>	485
9.75.2.8	<code>fasp_precond_ilu_backward()</code>	486
9.75.2.9	<code>fasp_precond_ilu_forward()</code>	486
9.75.2.10	<code>fasp_precond_namli()</code>	487
9.75.2.11	<code>fasp_precond_setup()</code>	487
9.75.2.12	<code>fasp_precond_swz()</code>	488
9.76	PreDataInit.c File Reference	489
9.76.1	Detailed Description	489
9.76.2	Function Documentation	490
9.76.2.1	<code>fasp_amg_data_bsr_create()</code>	490
9.76.2.2	<code>fasp_amg_data_bsr_free()</code>	490
9.76.2.3	<code>fasp_amg_data_create()</code>	491
9.76.2.4	<code>fasp_amg_data_free()</code>	492
9.76.2.5	<code>fasp_ilu_data_create()</code>	492
9.76.2.6	<code>fasp_ilu_data_free()</code>	493
9.76.2.7	<code>fasp_precond_data_init()</code>	493



9.76.2.8	<code>fasp_swz_data_free()</code>	494
9.77	PreMGCycle.c File Reference	494
9.77.1	Detailed Description	495
9.77.2	Function Documentation	495
9.77.2.1	<code>fasp_solver_mgcycle()</code>	495
9.77.2.2	<code>fasp_solver_mgcycle_bsr()</code>	496
9.78	PreMGCycleFull.c File Reference	496
9.78.1	Detailed Description	497
9.78.2	Function Documentation	497
9.78.2.1	<code>fasp_solver_fmgcycle()</code>	497
9.79	PreMGRecur.c File Reference	498
9.79.1	Detailed Description	498
9.79.2	Function Documentation	498
9.79.2.1	<code>fasp_solver_mgrecur()</code>	498
9.80	PreMGRecurAMLI.c File Reference	499
9.80.1	Detailed Description	499
9.80.2	Function Documentation	500
9.80.2.1	<code>fasp_amg_amli_coef()</code>	500
9.80.2.2	<code>fasp_solver_amli()</code>	500
9.80.2.3	<code>fasp_solver_namli()</code>	501
9.80.2.4	<code>fasp_solver_namli_bsr()</code>	502
9.81	PreMGSolve.c File Reference	503
9.81.1	Detailed Description	503
9.81.2	Function Documentation	503
9.81.2.1	<code>fasp_amg_solve()</code>	504
9.81.2.2	<code>fasp_amg_solve_amli()</code>	504
9.81.2.3	<code>fasp_amg_solve_namli()</code>	505
9.81.2.4	<code>fasp_famg_solve()</code>	506

9.82 PreSTR.c File Reference	506
9.82.1 Detailed Description	507
9.82.2 Function Documentation	507
9.82.2.1 fasp_precond_dstr_blockgs()	507
9.82.2.2 fasp_precond_dstr_diag()	508
9.82.2.3 fasp_precond_dstr_ilu0()	509
9.82.2.4 fasp_precond_dstr_ilu0_backward()	509
9.82.2.5 fasp_precond_dstr_ilu0_forward()	510
9.82.2.6 fasp_precond_dstr_ilu1()	510
9.82.2.7 fasp_precond_dstr_ilu1_backward()	511
9.82.2.8 fasp_precond_dstr_ilu1_forward()	511
9.83 SolAMG.c File Reference	512
9.83.1 Detailed Description	512
9.83.2 Function Documentation	512
9.83.2.1 fasp_solver_amg()	513
9.84 SolBLC.c File Reference	513
9.84.1 Detailed Description	514
9.84.2 Function Documentation	514
9.84.2.1 fasp_solver_dbld_itsolver()	514
9.84.2.2 fasp_solver_dbld_krylov()	515
9.84.2.3 fasp_solver_dbld_krylov_block_3()	516
9.84.2.4 fasp_solver_dbld_krylov_block_4()	516
9.84.2.5 fasp_solver_dbld_krylov_sweeping()	517
9.85 SolBSR.c File Reference	518
9.85.1 Detailed Description	519
9.85.2 Function Documentation	519
9.85.2.1 fasp_solver_dbsr_itsolver()	519
9.85.2.2 fasp_solver_dbsr_krylov()	520

9.85.2.3	<a href="#">fasp_solver_dbsr_krylov_amg()</a>	521
9.85.2.4	<a href="#">fasp_solver_dbsr_krylov_amg_nk()</a>	522
9.85.2.5	<a href="#">fasp_solver_dbsr_krylov_diag()</a>	523
9.85.2.6	<a href="#">fasp_solver_dbsr_krylov_ilu()</a>	524
9.85.2.7	<a href="#">fasp_solver_dbsr_krylov_nk_amg()</a>	524
9.86	<a href="#">SolCSR.c File Reference</a>	525
9.86.1	<a href="#">Detailed Description</a>	526
9.86.2	<a href="#">Function Documentation</a>	526
9.86.2.1	<a href="#">fasp_solver_dcsr_itsolver()</a>	526
9.86.2.2	<a href="#">fasp_solver_dcsr_krylov()</a>	527
9.86.2.3	<a href="#">fasp_solver_dcsr_krylov_amg()</a>	528
9.86.2.4	<a href="#">fasp_solver_dcsr_krylov_amg_nk()</a>	529
9.86.2.5	<a href="#">fasp_solver_dcsr_krylov_diag()</a>	529
9.86.2.6	<a href="#">fasp_solver_dcsr_krylov_ilu()</a>	530
9.86.2.7	<a href="#">fasp_solver_dcsr_krylov_ilu_M()</a>	531
9.86.2.8	<a href="#">fasp_solver_dcsr_krylov_swz()</a>	532
9.87	<a href="#">SolFAMG.c File Reference</a>	532
9.87.1	<a href="#">Detailed Description</a>	533
9.87.2	<a href="#">Function Documentation</a>	533
9.87.2.1	<a href="#">fasp_solver_famg()</a>	533
9.88	<a href="#">SolGMGPoisson.c File Reference</a>	534
9.88.1	<a href="#">Detailed Description</a>	535
9.88.2	<a href="#">Function Documentation</a>	535
9.88.2.1	<a href="#">fasp_poisson_fgmg1d()</a>	535
9.88.2.2	<a href="#">fasp_poisson_fgmg2d()</a>	536
9.88.2.3	<a href="#">fasp_poisson_fgmg3d()</a>	536
9.88.2.4	<a href="#">fasp_poisson_gmg1d()</a>	537
9.88.2.5	<a href="#">fasp_poisson_gmg2d()</a>	538

9.88.2.6	<code>fasp_poisson_gmg3d()</code>	539
9.88.2.7	<code>fasp_poisson_gmgcg1d()</code>	540
9.88.2.8	<code>fasp_poisson_gmgcg2d()</code>	540
9.88.2.9	<code>fasp_poisson_gmgcg3d()</code>	541
9.89	SolMatFree.c File Reference	542
9.89.1	Detailed Description	542
9.89.2	Function Documentation	543
9.89.2.1	<code>fasp_solver_itsolver()</code>	543
9.89.2.2	<code>fasp_solver_krylov()</code>	544
9.89.2.3	<code>fasp_solver_matfree_init()</code>	544
9.90	SolSTR.c File Reference	545
9.90.1	Detailed Description	545
9.90.2	Function Documentation	546
9.90.2.1	<code>fasp_solver_dstr_itsolver()</code>	546
9.90.2.2	<code>fasp_solver_dstr_krylov()</code>	547
9.90.2.3	<code>fasp_solver_dstr_krylov_blockgs()</code>	548
9.90.2.4	<code>fasp_solver_dstr_krylov_diag()</code>	549
9.90.2.5	<code>fasp_solver_dstr_krylov_ilu()</code>	550
9.91	SolWrapper.c File Reference	550
9.91.1	Detailed Description	551
9.91.2	Function Documentation	551
9.91.2.1	<code>fasp_fwrapper_amg_()</code>	551
9.91.2.2	<code>fasp_fwrapper_krylov_amg_()</code>	552
9.91.2.3	<code>fasp_wrapper_dbsr_krylov_amg()</code>	553
9.91.2.4	<code>fasp_wrapper_dcoo_dbsr_krylov_amg()</code>	554
9.92	XtrMumps.c File Reference	555
9.92.1	Detailed Description	555
9.92.2	Macro Definition Documentation	555

9.92.2.1	ICNTL	556
9.92.3	Function Documentation	556
9.92.3.1	fasp_solver_mumps()	556
9.92.3.2	fasp_solver_mumps_steps()	557
9.93	XtrPardiso.c File Reference	557
9.93.1	Detailed Description	558
9.93.2	Function Documentation	558
9.93.2.1	fasp_solver_pardiso()	558
9.94	XtrSamg.c File Reference	559
9.94.1	Detailed Description	559
9.94.2	Function Documentation	559
9.94.2.1	dCSRmat2SAMGInput()	559
9.94.2.2	dvector2SAMGInput()	560
9.95	XtrSuperlu.c File Reference	560
9.95.1	Detailed Description	561
9.95.2	Function Documentation	561
9.95.2.1	fasp_solver_superlu()	561
9.96	XtrUmfpack.c File Reference	562
9.96.1	Detailed Description	562
9.96.2	Function Documentation	562
9.96.2.1	fasp_solver_umfpack()	562
<b>Index</b>		<b>565</b>



# Chapter 1

## Introduction

Over the last few decades, researchers have expended significant effort on developing efficient iterative methods for solving discretized partial differential equations (PDEs). Though these efforts have yielded many mathematically optimal solvers such as the multigrid method, the unfortunate reality is that multigrid methods have not been much used in practical applications. This marked gap between theory and practice is mainly due to the fragility of traditional multigrid (MG) methodology and the complexity of its implementation. We aim to develop techniques and the corresponding software that will narrow this gap, specifically by developing mathematically optimal solvers that are robust and easy to use in practice.

We believe that there is no one-size-for-all solution method for discrete linear systems from different applications. And, efficient iterative solvers can be constructed by taking the properties of PDEs and discretizations into account. In this project, we plan to construct a pool of discrete problems arising from partial differential equations (PDEs) or PDE systems and efficient linear solvers for these problems. We mainly utilize the methodology of Auxiliary Space Preconditioning (ASP) to construct efficient linear solvers. Due to this reason, this software package is called Fast Auxiliary Space Preconditioning or FASP for short.

The levels of abstraction are designed as follows:

- Level 0 (Aux\*.c): Auxiliary functions (timing, memory, threading, ...)
- Level 1 (Bla\*.c): Basic linear algebra subroutines (SpMV, RAP, ILU, SWZ, ...)
- Level 2 (ltr\*.c): Iterative methods and smoothers (Jacobi, GS, SOR, Poly, ...)
- Level 3 (Kry\*.c): Krylov iterative methods (CG, BiCGstab, MinRes, GMRES, ...)
- Level 4 (Pre\*.c): Preconditioners (GMG, AMG, FAMG, ...)
- Level 5 (Sol\*.c): User interface for FASP solvers (Solvers, wrappers, ...)
- Level x (Xtr\*.c): Interface to external packages (Mumps, Umfpack, ...)

FASP contains the kernel part and several applications (ranging from fluid dynamics to reservoir simulation). The kernel part is open-source and licensed under GNU Lesser General Public License or LGPL version 3.0 or later. Some of the applications contain contributions from and owned partially by other parties.

For the moment, FASP is under alpha testing. If you wish to obtain a current version of FASP or you have any questions, feel free to contact us at [faspdev@gmail.com](mailto:faspdev@gmail.com).

This software distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.





## Chapter 2

# How to obtain FASP

The most updated version of FASP can be downloaded from

<http://fasp.sourceforge.net/download/faspsolver.zip>

We use HG (Mercurial) as our main version control tool. HG is easy to use and it is available at all OS platforms. For people who is interested in the developer version, you can obtain the FASP package with hg:

```
$ hg clone https://faspusers@bitbucket.org/fasp/faspsolver
```

will give you the developer version of the FASP package.



## Chapter 3

# Building and Installation

This is a simple instruction on building and testing. For more details, please refer to the README files and the short [User's Guide](#) in "faspolver/doc/".

To compile, you need a Fortran and a C compiler. First, you can type in the "faspolver/" root directory:

```
$ make config
```

which will config the environment automatically. And, then, you can need to type:

```
$ make install
```

which will make the FASP shared static library and install to PREFIX/. By default, FASP libraries and executables will be installed in the FASP home directory "faspolver/".

There is a simple GUI tool for building and installing FASP included in the package. You need Tcl/Tk support in your computer. You may call this GUI by run in the root directory:

```
$ wish fasp_install.tcl
```

If you need to see the detailed usage of "make" or need any help, please type:

```
$ make help
```

After installation, tutorial examples can be found in "tutorial/".



## Chapter 4

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## Chapter 5

# Doxygen

We use Doxygen as our automatically documentation generator which will make our future maintainance minimized. You can obtain the software (Windows, Linux and OS X) as well as its manual on the official website

<http://www.doxygen.org>

For an ordinary user, Doxygen is completely trivial to use. We only need to use some special marker in the usual comment as we put in c-files.





## Chapter 6

# Data Structure Index

### 6.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">AMG_data</a>	Data for AMG methods . . . . .	17
<a href="#">AMG_data_bsr</a>	Data for multigrid levels in <a href="#">dBSRmat</a> format . . . . .	18
<a href="#">AMG_param</a>	Parameters for AMG methods . . . . .	20
<a href="#">block_dvector</a>	Block REAL vector structure . . . . .	23
<a href="#">block_ivector</a>	Block INT vector structure . . . . .	23
<a href="#">dBLCmat</a>	Block REAL CSR matrix format . . . . .	24
<a href="#">dBSRmat</a>	Block sparse row storage matrix of REAL type . . . . .	24
<a href="#">dCOOmat</a>	Sparse matrix of REAL type in COO (IJ) format . . . . .	25
<a href="#">dCSRLmat</a>	Sparse matrix of REAL type in CSRL format . . . . .	26
<a href="#">dCSRmat</a>	Sparse matrix of REAL type in CSR format . . . . .	27
<a href="#">ddenmat</a>	Dense matrix of REAL type . . . . .	28
<a href="#">dSTRmat</a>	Structure matrix of REAL type . . . . .	29
<a href="#">dvector</a>	Vector with n entries of REAL type . . . . .	30
<a href="#">grid2d</a>	Two dimensional grid data structure . . . . .	30
<a href="#">iBLCmat</a>	Block INT CSR matrix format . . . . .	33
<a href="#">iCOOmat</a>	Sparse matrix of INT type in COO (IJ) format . . . . .	34

<a href="#">iCSRmat</a>	Sparse matrix of INT type in CSR format . . . . .	35
<a href="#">idenmat</a>	Dense matrix of INT type . . . . .	36
<a href="#">ILU_data</a>	Data for ILU setup . . . . .	36
<a href="#">ILU_param</a>	Parameters for ILU . . . . .	38
<a href="#">input_param</a>	Input parameters . . . . .	39
<a href="#">ITS_param</a>	Parameters for iterative solvers . . . . .	51
<a href="#">ivector</a>	Vector with n entries of INT type . . . . .	53
<a href="#">Mumps_data</a>	Data for MUMPS interface . . . . .	53
<a href="#">mxv_matfree</a>	Matrix-vector multiplication, replace the actual matrix . . . . .	54
<a href="#">Pardiso_data</a>	Data for Intel MKL PARDISO interface . . . . .	55
<a href="#">precond</a>	Preconditioner data and action . . . . .	55
<a href="#">precond_block_data</a>	Data for block preconditioners in <a href="#">dBLCmat</a> format . . . . .	56
<a href="#">precond_data</a>	Data for preconditioners . . . . .	57
<a href="#">precond_data_bsr</a>	Data for preconditioners in <a href="#">dBSRmat</a> format . . . . .	59
<a href="#">precond_data_str</a>	Data for preconditioners in <a href="#">dSTRmat</a> format . . . . .	61
<a href="#">precond_diag_bsr</a>	Data for diagonal preconditioners in <a href="#">dBSRmat</a> format . . . . .	62
<a href="#">precond_diag_str</a>	Data for diagonal preconditioners in <a href="#">dSTRmat</a> format . . . . .	63
<a href="#">precond_sweeping_data</a>	Data for sweeping preconditioner . . . . .	64
<a href="#">SWZ_data</a>	Data for Schwarz methods . . . . .	66
<a href="#">SWZ_param</a>	Parameters for Schwarz method . . . . .	67

## Chapter 7

# File Index

### 7.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">AuxArray.c</a>	Simple array operations – init, set, copy, etc . . . . .	69
<a href="#">AuxConvert.c</a>	Utilities for encoding format conversion . . . . .	72
<a href="#">AuxGivens.c</a>	Givens transformation . . . . .	74
<a href="#">AuxGraphics.c</a>	Graphical output for CSR matrix . . . . .	76
<a href="#">AuxInput.c</a>	Read and check input parameters . . . . .	80
<a href="#">AuxMemory.c</a>	Memory allocation and deallocation subroutines . . . . .	82
<a href="#">AuxMessage.c</a>	Output some useful messages . . . . .	86
<a href="#">AuxParam.c</a>	Initialize, set, or print input data and parameters . . . . .	90
<a href="#">AuxSort.c</a>	Array sorting/merging and removing duplicated integers . . . . .	102
<a href="#">AuxThreads.c</a>	Get and set number of threads and assign work load for each thread . . . . .	109
<a href="#">AuxTiming.c</a>	Timing subroutines . . . . .	111
<a href="#">AuxVector.c</a>	Simple vector operations – init, set, copy, etc . . . . .	112
<a href="#">BlaArray.c</a>	BLAS1 operations for arrays . . . . .	121
<a href="#">BlaEigen.c</a>	Computing the extreme eigenvalues . . . . .	132
<a href="#">BlaFormat.c</a>	Subroutines for matrix format conversion . . . . .	134
<a href="#">BlaLU.c</a>	Incomplete LU decomposition: ILUk, ILUt, ILUtp . . . . .	140

<a href="#">BlaLUSetupBSR.c</a>	Setup incomplete LU decomposition for <a href="#">dBSRmat</a> matrices . . . . .	147
<a href="#">BlaLUSetupCSR.c</a>	Setup incomplete LU decomposition for <a href="#">dCSRmat</a> matrices . . . . .	151
<a href="#">BlaLUSetupSTR.c</a>	Setup incomplete LU decomposition for <a href="#">dSTRmat</a> matrices . . . . .	152
<a href="#">BlaIO.c</a>	Matrix/vector input/output subroutines . . . . .	154
<a href="#">BlaOrderingCSR.c</a>	Generating ordering using algebraic information . . . . .	182
<a href="#">BlaSchwarzSetup.c</a>	Setup phase for the Schwarz methods . . . . .	184
<a href="#">BlaSmallMat.c</a>	BLAS operations for <i>small</i> dense matrices . . . . .	186
<a href="#">BlaSmallMatInv.c</a>	Find inversion of <i>small</i> dense matrices in row-major format . . . . .	202
<a href="#">BlaSmallMatLU.c</a>	LU decomposition and direct solver for small dense matrices . . . . .	211
<a href="#">BlaSparseBLC.c</a>	Sparse matrix block operations . . . . .	213
<a href="#">BlaSparseBSR.c</a>	Sparse matrix operations for <a href="#">dBSRmat</a> matrices . . . . .	215
<a href="#">BlaSparseCheck.c</a>	Check properties of sparse matrices . . . . .	228
<a href="#">BlaSparseCOO.c</a>	Sparse matrix operations for <a href="#">dCOOmat</a> matrices . . . . .	232
<a href="#">BlaSparseCSR.c</a>	Sparse matrix operations for <a href="#">dCSRmat</a> matrices . . . . .	236
<a href="#">BlaSparseCSRL.c</a>	Sparse matrix operations for <a href="#">dCSRLmat</a> matrices . . . . .	256
<a href="#">BlaSparseSTR.c</a>	Sparse matrix operations for <a href="#">dSTRmat</a> matrices . . . . .	257
<a href="#">BlaSparseUtil.c</a>	Routines for sparse matrix operations . . . . .	261
<a href="#">BlaSpmvBLC.c</a>	Linear algebraic operations for <a href="#">dBLCmat</a> matrices . . . . .	271
<a href="#">BlaSpmvBSR.c</a>	Linear algebraic operations for <a href="#">dBSRmat</a> matrices . . . . .	273
<a href="#">BlaSpmvCSR.c</a>	Linear algebraic operations for <a href="#">dCSRmat</a> matrices . . . . .	281
<a href="#">BlaSpmvCSRL.c</a>	Linear algebraic operations for <a href="#">dCSRLmat</a> matrices . . . . .	292
<a href="#">BlaSpmvSTR.c</a>	Linear algebraic operations for <a href="#">dSTRmat</a> matrices . . . . .	294
<a href="#">BlaVector.c</a>	BLAS1 operations for vectors . . . . .	296
<a href="#">doxygen.h</a>	Main page for Doygen documentation . . . . .	302
<a href="#">fasp.h</a>	Main header file for the FASP project . . . . .	303
<a href="#">fasp_block.h</a>	Header file for FASP block matrices . . . . .	313
<a href="#">fasp_const.h</a>	Definition of FASP constants, including messages, solver types, etc . . . . .	315

<a href="#">fasp_grid.h</a>	Header file for FASP grid . . . . .	349
<a href="#">ltrSmootherBSR.c</a>	Smoothers for <a href="#">dBSRmat</a> matrices . . . . .	350
<a href="#">ltrSmootherCSR.c</a>	Smoothers for <a href="#">dCSRmat</a> matrices . . . . .	364
<a href="#">ltrSmootherCSRcr.c</a>	Smoothers for <a href="#">dCSRmat</a> matrices using compatible relaxation . . . . .	373
<a href="#">ltrSmootherCSRpoly.c</a>	Smoothers for <a href="#">dCSRmat</a> matrices using poly. approx. to $A^{-1}$ . . . . .	375
<a href="#">ltrSmootherSTR.c</a>	Smoothers for <a href="#">dSTRmat</a> matrices . . . . .	377
<a href="#">KryPbcgs.c</a>	Krylov subspace methods – Preconditioned BiCGstab . . . . .	389
<a href="#">KryPcg.c</a>	Krylov subspace methods – Preconditioned CG . . . . .	394
<a href="#">KryPgcg.c</a>	Krylov subspace methods – Preconditioned generalized CG . . . . .	401
<a href="#">KryPgcr.c</a>	Krylov subspace methods – Preconditioned GCR . . . . .	404
<a href="#">KryPgmres.c</a>	Krylov subspace methods – Right-preconditioned GMRes . . . . .	406
<a href="#">KryPminres.c</a>	Krylov subspace methods – Preconditioned minimal residual . . . . .	412
<a href="#">KryPvfgmres.c</a>	Krylov subspace methods – Preconditioned variable-restarting FGMRes . . . . .	417
<a href="#">KryPvgmres.c</a>	Krylov subspace methods – Preconditioned variable-restart GMRes . . . . .	422
<a href="#">KrySPbcgs.c</a>	Krylov subspace methods – Preconditioned BiCGstab with safety net . . . . .	428
<a href="#">KrySPcg.c</a>	Krylov subspace methods – Preconditioned CG with safety net . . . . .	433
<a href="#">KrySPgmres.c</a>	Krylov subspace methods – Preconditioned GMRes with safety net . . . . .	437
<a href="#">KrySPminres.c</a>	Krylov subspace methods – Preconditioned MINRES with safety net . . . . .	442
<a href="#">KrySPvgmres.c</a>	Krylov subspace methods – Preconditioned variable-restart GMRes with safety net . . . . .	446
<a href="#">PreAMGCoarsenCR.c</a>	Coarsening with Brannick-Falgout strategy . . . . .	451
<a href="#">PreAMGCoarsenRS.c</a>	Coarsening with a modified Ruge-Stuben strategy . . . . .	452
<a href="#">PreAMGInterp.c</a>	Direct and standard interpolations for classical AMG . . . . .	454
<a href="#">PreAMGInterpEM.c</a>	Interpolation operators for AMG based on energy-min . . . . .	455
<a href="#">PreAMGSetupCR.c</a>	Brannick-Falgout compatible relaxation based AMG: SETUP phase . . . . .	456
<a href="#">PreAMGSetupRS.c</a>	Ruge-Stuben AMG: SETUP phase . . . . .	458
<a href="#">PreAMGSetupSA.c</a>	Smoothed aggregation AMG: SETUP phase . . . . .	459
<a href="#">PreAMGSetupSABSR.c</a>	Smoothed aggregation AMG: SETUP phase (for BSR matrices) . . . . .	461

<a href="#">PreAMGSetupUA.c</a>	
Unsmoothed aggregation AMG: SETUP phase	462
<a href="#">PreAMGSetupUABSR.c</a>	
Unsmoothed aggregation AMG: SETUP phase (for BSR matrices)	463
<a href="#">PreBLC.c</a>	
Preconditioners for <a href="#">dBLMat</a> matrices	465
<a href="#">PreBSR.c</a>	
Preconditioners for <a href="#">dBSRmat</a> matrices	472
<a href="#">PreCSR.c</a>	
Preconditioners for <a href="#">dCSRmat</a> matrices	480
<a href="#">PreDataInit.c</a>	
Initialize important data structures	489
<a href="#">PreMGCycle.c</a>	
Abstract multigrid cycle – non-recursive version	494
<a href="#">PreMGCycleFull.c</a>	
Abstract non-recursive full multigrid cycle	496
<a href="#">PreMGRecur.c</a>	
Abstract multigrid cycle – recursive version	498
<a href="#">PreMGRecurAMLI.c</a>	
Abstract AMLI multilevel iteration – recursive version	499
<a href="#">PreMGsolve.c</a>	
Algebraic multigrid iterations: SOLVE phase	503
<a href="#">PreSTR.c</a>	
Preconditioners for <a href="#">dSTRmat</a> matrices	506
<a href="#">SolAMG.c</a>	
AMG method as an iterative solver	512
<a href="#">SolBLC.c</a>	
Iterative solvers for <a href="#">dBLMat</a> matrices	513
<a href="#">SolBSR.c</a>	
Iterative solvers for <a href="#">dBSRmat</a> matrices	518
<a href="#">SolCSR.c</a>	
Iterative solvers for <a href="#">dCSRmat</a> matrices	525
<a href="#">SolIFAMG.c</a>	
Full AMG method as an iterative solver	532
<a href="#">SolGMGPoisson.c</a>	
GMG method as an iterative solver for Poisson Problem	534
<a href="#">SolMatFree.c</a>	
Iterative solvers using MatFree spmv operations	542
<a href="#">SolISTR.c</a>	
Iterative solvers for <a href="#">dSTRmat</a> matrices	545
<a href="#">SolWrapper.c</a>	
Wrappers for accessing functions by advanced users	550
<a href="#">XtrMumps.c</a>	
Interface to MUMPS direct solvers	555
<a href="#">XtrPardiso.c</a>	
Interface to Intel MKL PARDISO direct solvers	557
<a href="#">XtrSamg.c</a>	
Interface to SAMG solvers	559
<a href="#">XtrSuperlu.c</a>	
Interface to SuperLU direct solvers	560
<a href="#">XtrUmfpack.c</a>	
Interface to UMFPACK direct solvers	562

## Chapter 8

# Data Structure Documentation

### 8.1 AMG\_data Struct Reference

Data for AMG methods.

```
#include <fasp.h>
```

#### Data Fields

- [SHORT max\\_levels](#)  
*max number of levels*
- [SHORT num\\_levels](#)  
*number of levels in use  $\leq$  max\_levels*
- [dCSRmat A](#)  
*pointer to the matrix at level level\_num*
- [dCSRmat R](#)  
*restriction operator at level level\_num*
- [dCSRmat P](#)  
*prolongation operator at level level\_num*
- [dvector b](#)  
*pointer to the right-hand side at level level\_num*
- [dvector x](#)  
*pointer to the iterative solution at level level\_num*
- `void *` [Numeric](#)  
*pointer to the numerical factorization from UMFPACK*
- [Pardiso\\_data pdata](#)  
*data for Intel MKL PARDISO*
- [ivector cfmark](#)  
*pointer to the CF marker at level level\_num*
- [INT ILU\\_levels](#)  
*number of levels use ILU smoother*

- [ILU\\_data LU](#)  
*ILU matrix for ILU smoother.*
- [INT near\\_kernel\\_dim](#)  
*dimension of the near kernel for SAMG*
- [REAL \\*\\* near\\_kernel\\_basis](#)  
*basis of near kernel space for SAMG*
- [INT SWZ\\_levels](#)  
*number of levels use Schwarz smoother*
- [SWZ\\_data Schwarz](#)  
*data of Schwarz smoother*
- [dvector w](#)  
*temporary work space*
- [Mumps\\_data mumps](#)  
*data for MUMPS*
- [INT cycle\\_type](#)  
*cycle type*
- [INT \\* ic](#)  
*indices for different colors*
- [INT \\* icmap](#)  
*mapping from vertex to color*
- [INT colors](#)  
*number of colors*
- [REAL weight](#)  
*weight for smoother*

### 8.1.1 Detailed Description

Data for AMG methods.

#### Note

This is needed for the AMG solver/preconditioner.

Definition at line 783 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.2 AMG\_data\_bsr Struct Reference

Data for multigrid levels in [dBSRmat](#) format.

```
#include <fasp_block.h>
```



## Data Fields

- [INT max\\_levels](#)  
*max number of levels*
- [INT num\\_levels](#)  
*number of levels in use  $\leq$  max\_levels*
- [dBSRmat A](#)  
*pointer to the matrix at level level\_num*
- [dBSRmat R](#)  
*restriction operator at level level\_num*
- [dBSRmat P](#)  
*prolongation operator at level level\_num*
- [dvector b](#)  
*pointer to the right-hand side at level level\_num*
- [dvector x](#)  
*pointer to the iterative solution at level level\_num*
- [dvector diaginv](#)  
*pointer to the diagonal inverse at level level\_num*
- [dCSRmat Ac](#)  
*pointer to the matrix at level level\_num (csr format)*
- `void *` [Numeric](#)  
*pointer to the numerical factorization from UMFPACK*
- [Pardiso\\_data pdata](#)  
*data for Intel MKL PARDISO*
- [dCSRmat PP](#)  
*pointer to the pressure block (only for reservoir simulation)*
- `REAL *` [pw](#)  
*pointer to the auxiliary vectors for pressure block*
- [dBSRmat SS](#)  
*pointer to the saturation block (only for reservoir simulation)*
- `REAL *` [sw](#)  
*pointer to the auxiliary vectors for saturation block*
- [dvector diaginv\\_SS](#)  
*pointer to the diagonal inverse of the saturation block at level level\_num*
- [ILU\\_data PP\\_LU](#)  
*ILU data for pressure block.*
- [ivector cfmark](#)  
*pointer to the CF marker at level level\_num*
- [INT ILU\\_levels](#)  
*number of levels use ILU smoother*
- [ILU\\_data LU](#)  
*ILU matrix for ILU smoother.*
- [INT near\\_kernel\\_dim](#)  
*dimension of the near kernel for SAMG*
- `REAL **` [near\\_kernel\\_basis](#)  
*basis of near kernel space for SAMG*
- `dCSRmat *` [A\\_nk](#)

- [dCSRmat \\* P\\_nk](#)  
*Matrix data for near kernel.*
- [dCSRmat \\* R\\_nk](#)  
*Prolongation for near kernel.*
- [dvector w](#)  
*Restriction for near kernel.*
- [Mumps\\_data mumps](#)  
*temporary work space*  
*data for MUMPS*

### 8.2.1 Detailed Description

Data for multigrid levels in [dBSRmat](#) format.

#### Note

This structure is needed for the AMG solver/preconditioner in BSR format

Definition at line 146 of file [fasp\\_block.h](#).

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.3 AMG\_param Struct Reference

Parameters for AMG methods.

```
#include <fasp.h>
```

### Data Fields

- [SHORT AMG\\_type](#)  
*type of AMG method*
- [SHORT print\\_level](#)  
*print level for AMG*
- [INT maxit](#)  
*max number of iterations of AMG*
- [REAL tol](#)  
*stopping tolerance for AMG solver*
- [SHORT max\\_levels](#)  
*max number of levels of AMG*
- [INT coarse\\_dof](#)  
*max number of coarsest level DOF*

- [SHORT cycle\\_type](#)  
*type of AMG cycle*
- [REAL quality\\_bound](#)  
*quality threshold for pairwise aggregation*
- [SHORT smoother](#)  
*smoother type*
- [SHORT smooth\\_order](#)  
*smoother order*
- [SHORT presmooth\\_iter](#)  
*number of presmoothers*
- [SHORT postsmooth\\_iter](#)  
*number of postsmoothers*
- [REAL relaxation](#)  
*relaxation parameter for SOR smoother*
- [SHORT polynomial\\_degree](#)  
*degree of the polynomial smoother*
- [SHORT coarse\\_solver](#)  
*coarse solver type*
- [SHORT coarse\\_scaling](#)  
*switch of scaling of the coarse grid correction*
- [SHORT aml\\_i\\_degree](#)  
*degree of the polynomial used by AMLI cycle*
- [REAL \\* aml\\_i\\_coef](#)  
*coefficients of the polynomial used by AMLI cycle*
- [SHORT nl\\_aml\\_i\\_krylov\\_type](#)  
*type of Krylov method used by Nonlinear AMLI cycle*
- [SHORT coarsening\\_type](#)  
*coarsening type*
- [SHORT aggregation\\_type](#)  
*aggregation type*
- [SHORT interpolation\\_type](#)  
*interpolation type*
- [REAL strong\\_threshold](#)  
*strong connection threshold for coarsening*
- [REAL max\\_row\\_sum](#)  
*maximal row sum parameter*
- [REAL truncation\\_threshold](#)  
*truncation threshold*
- [INT aggressive\\_level](#)  
*number of levels use aggressive coarsening*
- [INT aggressive\\_path](#)  
*number of paths use to determine strongly coupled C points*
- [INT pair\\_number](#)  
*number of pairwise matchings*
- [REAL strong\\_coupled](#)  
*strong coupled threshold for aggregate*
- [INT max\\_aggregation](#)

- max size of each aggregate*
- [REAL tentative\\_smooth](#)  
*relaxation parameter for smoothing the tentative prolongation*
- [SHORT smooth\\_filter](#)  
*switch for filtered matrix used for smoothing the tentative prolongation*
- [SHORT smooth\\_restriction](#)  
*smooth the restriction or not*
- [SHORT ILU\\_levels](#)  
*number of levels use ILU smoother*
- [SHORT ILU\\_type](#)  
*ILU type for smoothing.*
- [INT ILU\\_lfil](#)  
*level of fill-in for ILUs and ILUK*
- [REAL ILU\\_droptol](#)  
*drop tolerance for ILUt*
- [REAL ILU\\_relax](#)  
*relaxation for ILUs*
- [REAL ILU\\_permtol](#)  
*permuted if  $\text{permtol} * |a(i,j)| > |a(i,i)|$*
- [INT SWZ\\_levels](#)  
*number of levels use Schwarz smoother*
- [INT SWZ\\_mmsize](#)  
*maximal block size*
- [INT SWZ\\_maxlvl](#)  
*maximal levels*
- [INT SWZ\\_type](#)  
*type of Schwarz method*
- [INT SWZ\\_blksolver](#)  
*type of Schwarz block solver*

### 8.3.1 Detailed Description

Parameters for AMG methods.

#### Note

This is needed for the AMG solver/preconditioner.

Definition at line 440 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.4 block\_dvector Struct Reference

Block REAL vector structure.

```
#include <fasp_block.h>
```

### Data Fields

- [INT brow](#)  
*row number of blocks in A, m*
- [dvector \\*\\* blocks](#)  
*blocks of dvector, point to blocks[brow]*

#### 8.4.1 Detailed Description

Block REAL vector structure.

Definition at line 110 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.5 block\_ivector Struct Reference

Block INT vector structure.

```
#include <fasp_block.h>
```

### Data Fields

- [INT brow](#)  
*row number of blocks in A, m*
- [ivector \\*\\* blocks](#)  
*blocks of dvector, point to blocks[brow]*

#### 8.5.1 Detailed Description

Block INT vector structure.

##### Note

The starting index of A is 0.

Definition at line 126 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.6 dBLCmat Struct Reference

Block REAL CSR matrix format.

```
#include <fasp_block.h>
```

### Data Fields

- [INT brow](#)  
*row number of blocks in A, m*
- [INT bcol](#)  
*column number of blocks A, n*
- [dCSRmat \\*\\* blocks](#)  
*blocks of [dCSRmat](#), point to blocks[brow][bcol]*

### 8.6.1 Detailed Description

Block REAL CSR matrix format.

#### Note

The starting index of A is 0.

Definition at line 74 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.7 dBSRmat Struct Reference

Block sparse row storage matrix of REAL type.

```
#include <fasp_block.h>
```

### Data Fields

- [INT ROW](#)  
*number of rows of sub-blocks in matrix A, M*
- [INT COL](#)  
*number of cols of sub-blocks in matrix A, N*
- [INT NNZ](#)  
*number of nonzero sub-blocks in matrix A, NNZ*
- [INT nb](#)  
*dimension of each sub-block*
- [INT storage\\_manner](#)  
*storage manner for each sub-block*
- [REAL \\* val](#)
- [INT \\* IA](#)  
*integer array of row pointers, the size is ROW+1*
- [INT \\* JA](#)

### 8.7.1 Detailed Description

Block sparse row storage matrix of REAL type.

#### Note

This data structure is adapted from the Intel MKL library. Refer to: <http://software.intel.com/sites/products/documentation/hpc/mkl/lin/index.htm>  
Some of the following entries are capitalized to stress that they are for blocks!

Definition at line 34 of file fasp\_block.h.

### 8.7.2 Field Documentation

#### 8.7.2.1 JA

`INT* JA`

Element *i* of the integer array columns is the number of the column in the block matrix that contains the *i*-th non-zero block. The size is NNZ.

Definition at line 64 of file fasp\_block.h.

#### 8.7.2.2 val

`REAL* val`

A real array that contains the elements of the non-zero blocks of a sparse matrix. The elements are stored block-by-block in row major order. A non-zero block is the block that contains at least one non-zero element. All elements of non-zero blocks are stored, even if some of them is equal to zero. Within each nonzero block elements are stored in row-major order and the size is (NNZ\*nb\*nb).

Definition at line 57 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.8 dCOOmat Struct Reference

Sparse matrix of REAL type in COO (IJ) format.

```
#include <fasp.h>
```

## Data Fields

- [INT row](#)  
*row number of matrix A, m*
- [INT col](#)  
*column of matrix A, n*
- [INT nnz](#)  
*number of nonzero entries*
- [INT \\* rowind](#)  
*integer array of row indices, the size is nnz*
- [INT \\* colind](#)  
*integer array of column indices, the size is nnz*
- [REAL \\* val](#)  
*nonzero entries of A*

### 8.8.1 Detailed Description

Sparse matrix of REAL type in COO (IJ) format.

Coordinate Format (I,J,A)

#### Note

The starting index of A is 0.  
Change I to rowind, J to colind. To avoid with complex.h confliction on I.

Definition at line 208 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.9 dCSRmat Struct Reference

Sparse matrix of REAL type in CSR format.

```
#include <fasp.h>
```



### Data Fields

- [INT row](#)  
*number of rows*
- [INT col](#)  
*number of cols*
- [INT nnz](#)  
*number of nonzero entries*
- [INT dif](#)  
*number of different values in i-th row, i=0:nrows-1*
- [INT \\* nz\\_diff](#)  
*nz\_diff[i]: the i-th different value in 'nzrow'*
- [INT \\* index](#)  
*row index of the matrix (length-grouped): rows with same nnz are together*
- [INT \\* start](#)  
*j in {start[i],...,start[i+1]-1} means nz\_diff[i] nnz in index[j]-row*
- [INT \\* ja](#)  
*column indices of all the nonzeros*
- [REAL \\* val](#)  
*values of all the nonzero entries*

#### 8.9.1 Detailed Description

Sparse matrix of REAL type in CSRL format.

Definition at line 264 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.10 dCSRmat Struct Reference

Sparse matrix of REAL type in CSR format.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*row number of matrix A, m*
- [INT col](#)  
*column of matrix A, n*
- [INT nnz](#)  
*number of nonzero entries*
- [INT \\* IA](#)  
*integer array of row pointers, the size is m+1*
- [INT \\* JA](#)  
*integer array of column indexes, the size is nnz*
- [REAL \\* val](#)  
*nonzero entries of A*

### 8.10.1 Detailed Description

Sparse matrix of REAL type in CSR format.

CSR Format (IA,JA,A) in REAL

#### Note

The starting index of A is 0.

Definition at line 147 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.11 ddenmat Struct Reference

Dense matrix of REAL type.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*number of rows*
- [INT col](#)  
*number of columns*
- [REAL \\*\\* val](#)  
*actual matrix entries*

### 8.11.1 Detailed Description

Dense matrix of REAL type.

A dense REAL matrix

Definition at line 107 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.12 dSTRmat Struct Reference

Structure matrix of REAL type.

```
#include <fasp.h>
```

### Data Fields

- [INT nx](#)  
*number of grids in x direction*
- [INT ny](#)  
*number of grids in y direction*
- [INT nz](#)  
*number of grids in z direction*
- [INT nxy](#)  
*number of grids on x-y plane*
- [INT nc](#)  
*size of each block (number of components)*
- [INT ngrid](#)  
*number of grids*
- [REAL \\* diag](#)  
*diagonal entries (length is ngrid\*(nc^2))*
- [INT nband](#)  
*number of off-diag bands*
- [INT \\* offsets](#)  
*offsets of the off-diagonals (length is nband)*
- [REAL \\*\\* offdiag](#)  
*off-diagonal entries (dimension is nband \* [(ngrid-|offsets|) \* nc^2])*

### 8.12.1 Detailed Description

Structure matrix of REAL type.

#### Note

Every  $nc^2$  entries of the array `diag` and `off-diag[i]` store one block: For 2D matrix, the recommended offsets is `[-1,1,-nx,nx]`; For 3D matrix, the recommended offsets is `[-1,1,-nx,nx,-nxy,nxy]`.

Definition at line 303 of file `fasp.h`.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.13 dvector Struct Reference

Vector with n entries of REAL type.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*number of rows*
- [REAL \\* val](#)  
*actual vector entries*

### 8.13.1 Detailed Description

Vector with n entries of REAL type.

Definition at line 341 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.14 grid2d Struct Reference

Two dimensional grid data structure.

```
#include <fasp_grid.h>
```

### Data Fields

- [REAL\(\\* p\)\[2\]](#)
- [INT\(\\* e\)\[2\]](#)
- [INT\(\\* t\)\[3\]](#)
- [INT\(\\* s\)\[3\]](#)
- [INT \\* pdir](#)
- [INT \\* edir](#)
- [INT \\* pfather](#)
- [INT \\* efather](#)
- [INT \\* tfather](#)
- [INT vertices](#)
- [INT edges](#)
- [INT triangles](#)

### 8.14.1 Detailed Description

Two dimensional grid data structure.

#### Note

The `grid2d` structure is simply a list of triangles, edges and vertices. edge  $i$  has 2 vertices  $e[i]$ , triangle  $i$  has 3 edges  $s[i]$ , 3 vertices  $t[i]$  vertex  $i$  has two coordinates  $p[i]$

Definition at line 24 of file `fasp_grid.h`.

### 8.14.2 Field Documentation

#### 8.14.2.1 `e`

```
INT (* e) [2]
```

Vertices of edges

Definition at line 27 of file `fasp_grid.h`.

#### 8.14.2.2 `edges`

```
INT edges
```

Number of edges

Definition at line 38 of file `fasp_grid.h`.

#### 8.14.2.3 `ediri`

```
INT* ediri
```

Boundary flags (0 <=> interior edge)

Definition at line 31 of file `fasp_grid.h`.

#### 8.14.2.4 efather

`INT* efather`

Father edge or triangle

Definition at line 34 of file fasp\_grid.h.

#### 8.14.2.5 p

`REAL(* p) [2]`

Coordinates of vertices

Definition at line 26 of file fasp\_grid.h.

#### 8.14.2.6 pdiri

`INT* pdiri`

Boundary flags (0 <=> interior point)

Definition at line 30 of file fasp\_grid.h.

#### 8.14.2.7 pfather

`INT* pfather`

Father point or edge

Definition at line 33 of file fasp\_grid.h.

#### 8.14.2.8 s

`INT(* s) [3]`

Edges of triangles

Definition at line 29 of file fasp\_grid.h.

#### 8.14.2.9 t

`INT (* t) [3]`

Vertices of triangles

Definition at line 28 of file fasp\_grid.h.

#### 8.14.2.10 tfather

`INT* tfather`

Father triangle

Definition at line 35 of file fasp\_grid.h.

#### 8.14.2.11 triangles

`INT triangles`

Number of triangles

Definition at line 39 of file fasp\_grid.h.

#### 8.14.2.12 vertices

`INT vertices`

Number of grid points

Definition at line 37 of file fasp\_grid.h.

The documentation for this struct was generated from the following file:

- [fasp\\_grid.h](#)

## 8.15 iBLCmat Struct Reference

Block INT CSR matrix format.

```
#include <fasp_block.h>
```

## Data Fields

- [INT brow](#)  
*row number of blocks in A, m*
- [INT bcol](#)  
*column number of blocks A, n*
- [iCSRmat](#) \*\* [blocks](#)  
*blocks of [iCSRmat](#), point to blocks[brow][bcol]*

### 8.15.1 Detailed Description

Block INT CSR matrix format.

#### Note

The starting index of A is 0.

Definition at line 93 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.16 iCOOmat Struct Reference

Sparse matrix of INT type in COO (IJ) format.

```
#include <fasp.h>
```

## Data Fields

- [INT row](#)  
*row number of matrix A, m*
- [INT col](#)  
*column of matrix A, n*
- [INT nnz](#)  
*number of nonzero entries*
- [INT \\* I](#)  
*integer array of row indices, the size is nnz*
- [INT \\* J](#)  
*integer array of column indices, the size is nnz*
- [INT \\* val](#)  
*nonzero entries of A*



### 8.16.1 Detailed Description

Sparse matrix of INT type in COO (IJ) format.

Coordinate Format (I,J,A)

#### Note

The starting index of A is 0.

Definition at line 238 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.17 iCSRmat Struct Reference

Sparse matrix of INT type in CSR format.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*row number of matrix A, m*
- [INT col](#)  
*column of matrix A, n*
- [INT nnz](#)  
*number of nonzero entries*
- [INT \\* IA](#)  
*integer array of row pointers, the size is m+1*
- [INT \\* JA](#)  
*integer array of column indexes, the size is nnz*
- [INT \\* val](#)  
*nonzero entries of A*

### 8.17.1 Detailed Description

Sparse matrix of INT type in CSR format.

CSR Format (IA,JA,A) in integer

#### Note

The starting index of A is 0.

Definition at line 177 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.18 idenmat Struct Reference

Dense matrix of INT type.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*number of rows*
- [INT col](#)  
*number of columns*
- [INT \\*\\* val](#)  
*actual matrix entries*

### 8.18.1 Detailed Description

Dense matrix of INT type.

A dense INT matrix

Definition at line 126 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.19 ILU\_data Struct Reference

Data for ILU setup.

```
#include <fasp.h>
```

## Data Fields

- [dCSRmat](#) \* [A](#)  
*pointer to the original coefficient matrix*
- [INT](#) type  
*type of ILUdata*
- [INT](#) row  
*row number of matrix LU, m*
- [INT](#) col  
*column of matrix LU, n*
- [INT](#) nzlu  
*number of nonzero entries*
- [INT](#) \* [ijlu](#)  
*integer array of row pointers and column indexes, the size is nzlu*
- [REAL](#) \* [luval](#)  
*nonzero entries of LU*
- [INT](#) nb  
*block size for BSR type only*
- [INT](#) nwork  
*work space size*
- [REAL](#) \* [work](#)  
*work space*
- [INT](#) \* [iperm](#)  
*permutation arrays for ILUtp*
- [INT](#) ncolors  
*number of colors for multi-threading*
- [INT](#) \* [ic](#)  
*indices for different colors*
- [INT](#) \* [icmap](#)  
*mapping from vertex to color*
- [INT](#) \* [uptr](#)  
*temporary work space*
- [INT](#) nlevL  
*number of colors for lower triangle*
- [INT](#) nlevU  
*number of colors for upper triangle*
- [INT](#) \* [ilevL](#)  
*number of vertices in each color for lower triangle*
- [INT](#) \* [ilevU](#)  
*number of vertices in each color for upper triangle*
- [INT](#) \* [jlevL](#)  
*mapping from row to color for lower triangle*
- [INT](#) \* [jlevU](#)  
*mapping from row to color for upper triangle*

### 8.19.1 Detailed Description

Data for ILU setup.

Definition at line 630 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.20 ILU\_param Struct Reference

Parameters for ILU.

```
#include <fasp.h>
```

### Data Fields

- [SHORT print\\_level](#)  
*print level*
- [SHORT ILU\\_type](#)  
*ILU type for decomposition.*
- [INT ILU\\_lfil](#)  
*level of fill-in for ILU<sub>k</sub>*
- [REAL ILU\\_droptol](#)  
*drop tolerance for ILU<sub>t</sub>*
- [REAL ILU\\_relax](#)  
*add the sum of dropped elements to diagonal element in proportion relax*
- [REAL ILU\\_permtol](#)  
*permuted if  $\text{permtol} * |a(i,j)| > |a(i,i)|$*

### 8.20.1 Detailed Description

Parameters for ILU.

Definition at line 389 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.21 input\_param Struct Reference

Input parameters.

```
#include <fasp.h>
```

### Data Fields

- [SHORT print\\_level](#)
- [SHORT output\\_type](#)
- [char inifile \[256\]](#)
- [char workdir \[256\]](#)
- [INT problem\\_num](#)
- [SHORT solver\\_type](#)
- [SHORT precondition\\_type](#)
- [SHORT stop\\_type](#)
- [REAL itsolver\\_tol](#)
- [INT itsolver\\_maxit](#)
- [INT restart](#)
- [SHORT ILU\\_type](#)
- [INT ILU\\_lfil](#)
- [REAL ILU\\_droptol](#)
- [REAL ILU\\_relax](#)
- [REAL ILU\\_permtol](#)
- [INT SWZ\\_mmsize](#)
- [INT SWZ\\_maxlvl](#)
- [INT SWZ\\_type](#)
- [INT SWZ\\_blksolver](#)
- [SHORT AMG\\_type](#)
- [SHORT AMG\\_levels](#)
- [SHORT AMG\\_cycle\\_type](#)
- [SHORT AMG\\_smoother](#)
- [SHORT AMG\\_smooth\\_order](#)
- [REAL AMG\\_relaxation](#)
- [SHORT AMG\\_polynomial\\_degree](#)
- [SHORT AMG\\_presmooth\\_iter](#)
- [SHORT AMG\\_postsmooth\\_iter](#)
- [INT AMG\\_coarse\\_dof](#)
- [REAL AMG\\_tol](#)
- [INT AMG\\_maxit](#)
- [SHORT AMG\\_ILU\\_levels](#)
- [SHORT AMG\\_coarse\\_solver](#)
- [SHORT AMG\\_coarse\\_scaling](#)
- [SHORT AMG\\_amli\\_degree](#)
- [SHORT AMG\\_nl\\_amli\\_krylov\\_type](#)
- [INT AMG\\_SWZ\\_levels](#)
- [SHORT AMG\\_coarsening\\_type](#)
- [SHORT AMG\\_aggregation\\_type](#)
- [SHORT AMG\\_interpolation\\_type](#)

- REAL AMG\_strong\_threshold
- REAL AMG\_truncation\_threshold
- REAL AMG\_max\_row\_sum
- INT AMG\_aggressive\_level
- INT AMG\_aggressive\_path
- INT AMG\_pair\_number
- REAL AMG\_quality\_bound
- REAL AMG\_strong\_coupled
- INT AMG\_max\_aggregation
- REAL AMG\_tentative\_smooth
- SHORT AMG\_smooth\_filter
- SHORT AMG\_smooth\_restriction

### 8.21.1 Detailed Description

Input parameters.

Input parameters, reading from disk file

Definition at line 1099 of file fasp.h.

### 8.21.2 Field Documentation

#### 8.21.2.1 AMG\_aggregation\_type

SHORT AMG\_aggregation\_type

aggregation type

Definition at line 1153 of file fasp.h.

#### 8.21.2.2 AMG\_aggressive\_level

INT AMG\_aggressive\_level

number of levels use aggressive coarsening

Definition at line 1158 of file fasp.h.

### 8.21.2.3 AMG\_aggressive\_path

`INT AMG_aggressive_path`

number of paths to determine strongly coupled C-set

Definition at line 1159 of file fasp.h.

### 8.21.2.4 AMG\_amli\_degree

`SHORT AMG_amli_degree`

degree of the polynomial used by AMLI cycle

Definition at line 1147 of file fasp.h.

### 8.21.2.5 AMG\_coarse\_dof

`INT AMG_coarse_dof`

max number of coarsest level DOF

Definition at line 1141 of file fasp.h.

### 8.21.2.6 AMG\_coarse\_scaling

`SHORT AMG_coarse_scaling`

switch of scaling of the coarse grid correction

Definition at line 1146 of file fasp.h.

### 8.21.2.7 AMG\_coarse\_solver

`SHORT AMG_coarse_solver`

coarse solver type

Definition at line 1145 of file fasp.h.

#### 8.21.2.8 AMG\_coarsening\_type

`SHORT` AMG\_coarsening\_type

coarsening type

Definition at line 1152 of file fasp.h.

#### 8.21.2.9 AMG\_cycle\_type

`SHORT` AMG\_cycle\_type

type of cycle

Definition at line 1134 of file fasp.h.

#### 8.21.2.10 AMG\_ILU\_levels

`SHORT` AMG\_ILU\_levels

how many levels use ILU smoother

Definition at line 1144 of file fasp.h.

#### 8.21.2.11 AMG\_interpolation\_type

`SHORT` AMG\_interpolation\_type

interpolation type

Definition at line 1154 of file fasp.h.

#### 8.21.2.12 AMG\_levels

`SHORT` AMG\_levels

maximal number of levels

Definition at line 1133 of file fasp.h.



#### 8.21.2.13 AMG\_max\_aggregation

`INT` AMG\_max\_aggregation

max size of each aggregate

Definition at line 1165 of file fasp.h.

#### 8.21.2.14 AMG\_max\_row\_sum

`REAL` AMG\_max\_row\_sum

maximal row sum

Definition at line 1157 of file fasp.h.

#### 8.21.2.15 AMG\_maxit

`INT` AMG\_maxit

number of iterations for AMG used as preconditioner

Definition at line 1143 of file fasp.h.

#### 8.21.2.16 AMG\_nl\_amli\_krylov\_type

`SHORT` AMG\_nl\_amli\_krylov\_type

type of Krylov method used by nonlinear AMLI cycle

Definition at line 1148 of file fasp.h.

#### 8.21.2.17 AMG\_pair\_number

`INT` AMG\_pair\_number

number of pairs in matching algorithm

Definition at line 1160 of file fasp.h.

**8.21.2.18 AMG\_polynomial\_degree**

`SHORT AMG_polynomial_degree`

degree of the polynomial smoother

Definition at line 1138 of file fasp.h.

**8.21.2.19 AMG\_postsmooth\_iter**

`SHORT AMG_postsmooth_iter`

number of postsmoothing

Definition at line 1140 of file fasp.h.

**8.21.2.20 AMG\_presmooth\_iter**

`SHORT AMG_presmooth_iter`

number of presmoothing

Definition at line 1139 of file fasp.h.

**8.21.2.21 AMG\_quality\_bound**

`REAL AMG_quality_bound`

threshold for pair wise aggregation

Definition at line 1161 of file fasp.h.

**8.21.2.22 AMG\_relaxation**

`REAL AMG_relaxation`

over-relaxation parameter for SOR

Definition at line 1137 of file fasp.h.

#### 8.21.2.23 AMG\_smooth\_filter

`SHORT` AMG\_smooth\_filter

use filter for smoothing the tentative prolongation or not

Definition at line 1167 of file fasp.h.

#### 8.21.2.24 AMG\_smooth\_order

`SHORT` AMG\_smooth\_order

order for smoothers

Definition at line 1136 of file fasp.h.

#### 8.21.2.25 AMG\_smooth\_restriction

`SHORT` AMG\_smooth\_restriction

smoothing the restriction or not

Definition at line 1168 of file fasp.h.

#### 8.21.2.26 AMG\_smoother

`SHORT` AMG\_smoother

type of smoother

Definition at line 1135 of file fasp.h.

#### 8.21.2.27 AMG\_strong\_coupled

`REAL` AMG\_strong\_coupled

strong coupled threshold for aggregate

Definition at line 1164 of file fasp.h.

**8.21.2.28 AMG\_strong\_threshold**

`REAL` AMG\_strong\_threshold

strong threshold for coarsening

Definition at line 1155 of file fasp.h.

**8.21.2.29 AMG\_SWZ\_levels**

`INT` AMG\_SWZ\_levels

number of levels use Schwarz smoother

Definition at line 1149 of file fasp.h.

**8.21.2.30 AMG\_tentative\_smooth**

`REAL` AMG\_tentative\_smooth

relaxation factor for smoothing the tentative prolongation

Definition at line 1166 of file fasp.h.

**8.21.2.31 AMG\_tol**

`REAL` AMG\_tol

tolerance for AMG if used as preconditioner

Definition at line 1142 of file fasp.h.

**8.21.2.32 AMG\_truncation\_threshold**

`REAL` AMG\_truncation\_threshold

truncation factor for interpolation

Definition at line 1156 of file fasp.h.

### 8.21.2.33 AMG\_type

`SHORT` AMG\_type

Type of AMG

Definition at line 1132 of file fasp.h.

### 8.21.2.34 ILU\_droptol

`REAL` ILU\_droptol

drop tolerance

Definition at line 1121 of file fasp.h.

### 8.21.2.35 ILU\_lfil

`INT` ILU\_lfil

level of fill-in

Definition at line 1120 of file fasp.h.

### 8.21.2.36 ILU\_permtol

`REAL` ILU\_permtol

permutation tolerance

Definition at line 1123 of file fasp.h.

### 8.21.2.37 ILU\_relax

`REAL` ILU\_relax

scaling factor: add the sum of dropped entries to diagonal

Definition at line 1122 of file fasp.h.

**8.21.2.38 ILU\_type**

`SHORT ILU_type`

ILU type for decomposition

Definition at line 1119 of file fasp.h.

**8.21.2.39 inifile**

`char inifile[256]`

ini file name

Definition at line 1106 of file fasp.h.

**8.21.2.40 itsolver\_maxit**

`INT itsolver_maxit`

maximal number of iterations for iterative solvers

Definition at line 1115 of file fasp.h.

**8.21.2.41 itsolver\_tol**

`REAL itsolver_tol`

tolerance for iterative linear solver

Definition at line 1114 of file fasp.h.

**8.21.2.42 output\_type**

`SHORT output_type`

type of output stream

Definition at line 1103 of file fasp.h.

#### 8.21.2.43 precondition\_type

`SHORT precondition_type`

type of preconditioner for iterative solvers

Definition at line 1112 of file fasp.h.

#### 8.21.2.44 print\_level

`SHORT print_level`

print level

Definition at line 1102 of file fasp.h.

#### 8.21.2.45 problem\_num

`INT problem_num`

problem number to solve

Definition at line 1108 of file fasp.h.

#### 8.21.2.46 restart

`INT restart`

restart number used in GMRES

Definition at line 1116 of file fasp.h.

#### 8.21.2.47 solver\_type

`SHORT solver_type`

type of iterative solvers

Definition at line 1111 of file fasp.h.

**8.21.2.48 stop\_type**

`SHORT stop_type`

type of stopping criteria for iterative solvers

Definition at line 1113 of file fasp.h.

**8.21.2.49 SWZ\_blksolver**

`INT SWZ_blksolver`

type of Schwarz block solver

Definition at line 1129 of file fasp.h.

**8.21.2.50 SWZ\_maxlvl**

`INT SWZ_maxlvl`

maximal levels

Definition at line 1127 of file fasp.h.

**8.21.2.51 SWZ\_mmsize**

`INT SWZ_mmsize`

maximal block size

Definition at line 1126 of file fasp.h.

**8.21.2.52 SWZ\_type**

`INT SWZ_type`

type of Schwarz method

Definition at line 1128 of file fasp.h.



### 8.21.2.53 workdir

```
char workdir[256]
```

working directory for data files

Definition at line 1107 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.22 ITS\_param Struct Reference

Parameters for iterative solvers.

```
#include <fasp.h>
```

### Data Fields

- [SHORT print\\_level](#)
- [SHORT itsolver\\_type](#)
- [SHORT precondition\\_type](#)
- [SHORT stop\\_type](#)
- [INT restart](#)
- [INT maxit](#)
- [REAL tol](#)

### 8.22.1 Detailed Description

Parameters for iterative solvers.

Definition at line 373 of file fasp.h.

### 8.22.2 Field Documentation

#### 8.22.2.1 itsolver\_type

```
SHORT itsolver_type
```

solver type: see [fasp\\_const.h](#)

Definition at line 376 of file fasp.h.

#### 8.22.2.2 maxit

`INT maxit`

max number of iterations

Definition at line 380 of file fasp.h.

#### 8.22.2.3 precondition\_type

`SHORT precondition_type`

preconditioner type: see [fasp\\_const.h](#)

Definition at line 377 of file fasp.h.

#### 8.22.2.4 print\_level

`SHORT print_level`

print level: 0–10

Definition at line 375 of file fasp.h.

#### 8.22.2.5 restart

`INT restart`

number of steps for restarting: for GMRES etc

Definition at line 379 of file fasp.h.

#### 8.22.2.6 stop\_type

`SHORT stop_type`

stopping criteria type

Definition at line 378 of file fasp.h.

#### 8.22.2.7 tol

`REAL tol`

convergence tolerance

Definition at line 381 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.23 ivector Struct Reference

Vector with n entries of INT type.

```
#include <fasp.h>
```

### Data Fields

- [INT row](#)  
*number of rows*
- [INT \\* val](#)  
*actual vector entries*

### 8.23.1 Detailed Description

Vector with n entries of INT type.

Definition at line 355 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.24 Mumps\_data Struct Reference

Data for MUMPS interface.

```
#include <fasp.h>
```

## Data Fields

- [INT job](#)  
*work for MUMPS*

### 8.24.1 Detailed Description

Data for MUMPS interface.

Added on 10/10/2014

Definition at line 586 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.25 mxv\_matfree Struct Reference

Matrix-vector multiplication, replace the actual matrix.

```
#include <fasp.h>
```

## Data Fields

- void \* [data](#)  
*data for MxV, can be a Matrix or something else*
- void(\* [fct](#))(const void \*, const [REAL](#) \*, [REAL](#) \*)  
*action for MxV, void function pointer*

### 8.25.1 Detailed Description

Matrix-vector multiplication, replace the actual matrix.

Definition at line 1083 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.26 Pardiso\_data Struct Reference

Data for Intel MKL PARDISO interface.

```
#include <fasp.h>
```

### Data Fields

- void \* [pt](#) [64]  
*Internal solver memory pointer.*

#### 8.26.1 Detailed Description

Data for Intel MKL PARDISO interface.

Added on 11/28/2015

Definition at line 604 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.27 precondition Struct Reference

Preconditioner data and action.

```
#include <fasp.h>
```

### Data Fields

- void \* [data](#)  
*data for preconditioner, void pointer*
- void(\* [fct](#) )(REAL \*, REAL \*, void \*)  
*action for preconditioner, void function pointer*

#### 8.27.1 Detailed Description

Preconditioner data and action.

##### Note

This is the preconditioner structure for preconditioned iterative methods.

Definition at line 1069 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.28 precondition\_block\_data Struct Reference

Data for block preconditioners in [dBLMat](#) format.

```
#include <fasp_block.h>
```

### Data Fields

- [dBLMat](#) \* [Ablc](#)
- [dCSRmat](#) \* [A\\_diag](#)
- [dvector](#) [r](#)
- void \*\* [LU\\_diag](#)
- [AMG\\_data](#) \*\* [mgl](#)
- [AMG\\_param](#) \* [amgparam](#)

### 8.28.1 Detailed Description

Data for block preconditioners in [dBLMat](#) format.

This is needed for the block preconditioner.

Definition at line 349 of file [fasp\\_block.h](#).

### 8.28.2 Field Documentation

#### 8.28.2.1 [A\\_diag](#)

[dCSRmat](#)\* [A\\_diag](#)

data for each diagonal block

Definition at line 356 of file [fasp\\_block.h](#).

#### 8.28.2.2 [Ablc](#)

[dBLMat](#)\* [Ablc](#)

problem data, the blocks

Definition at line 354 of file [fasp\\_block.h](#).

### 8.28.2.3 amgparam

`AMG_param*` amgparam

parameters for AMG

Definition at line 370 of file fasp\_block.h.

### 8.28.2.4 LU\_diag

`void**` LU\_diag

LU decomposition for the diagonal blocks (for UMFpack)

Definition at line 365 of file fasp\_block.h.

### 8.28.2.5 mgl

`AMG_data**` mgl

AMG data for the diagonal blocks

Definition at line 368 of file fasp\_block.h.

### 8.28.2.6 r

`dvector` r

temp work space

Definition at line 358 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.29 precondition\_data Struct Reference

Data for preconditioners.

```
#include <fasp.h>
```

## Data Fields

- [SHORT AMG\\_type](#)  
*type of AMG method*
- [SHORT print\\_level](#)  
*print level in AMG preconditioner*
- [INT maxit](#)  
*max number of iterations of AMG preconditioner*
- [SHORT max\\_levels](#)  
*max number of AMG levels*
- [REAL tol](#)  
*tolerance for AMG preconditioner*
- [SHORT cycle\\_type](#)  
*AMG cycle type.*
- [SHORT smoother](#)  
*AMG smoother type.*
- [SHORT smooth\\_order](#)  
*AMG smoother ordering.*
- [SHORT presmooth\\_iter](#)  
*number of presmoothing*
- [SHORT postsmooth\\_iter](#)  
*number of postsmoothing*
- [REAL relaxation](#)  
*relaxation parameter for SOR smoother*
- [SHORT polynomial\\_degree](#)  
*degree of the polynomial smoother*
- [SHORT coarsening\\_type](#)  
*switch of scaling of the coarse grid correction*
- [SHORT coarse\\_solver](#)  
*coarse solver type for AMG*
- [SHORT coarse\\_scaling](#)  
*switch of scaling of the coarse grid correction*
- [SHORT amli\\_degree](#)  
*degree of the polynomial used by AMLI cycle*
- [SHORT nl\\_amli\\_krylov\\_type](#)  
*type of Krylov method used by Nonlinear AMLI cycle*
- [REAL tentative\\_smooth](#)  
*smooth factor for smoothing the tentative prolongation*
- [REAL \\* amli\\_coef](#)  
*coefficients of the polynomial used by AMLI cycle*
- [AMG\\_data \\* mgl\\_data](#)  
*AMG preconditioner data.*
- [ILU\\_data \\* LU](#)  
*ILU preconditioner data (needed for CPR type preconditioner)*
- [dCSRmat \\* A](#)  
*Matrix data.*
- [dCSRmat \\* A\\_nk](#)



- *Matrix data for near kernel.*  
• [dCSRmat](#) \* [P\\_nk](#)  
*Prolongation for near kernel.*
- [dCSRmat](#) \* [R\\_nk](#)  
*Restriction for near kernel.*
- [dvector](#) [r](#)  
*temporary dvector used to store and restore the residual*
- [REAL](#) \* [w](#)  
*temporary work space for other usage*

### 8.29.1 Detailed Description

Data for preconditioners.

Definition at line 868 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.30 precondition\_data\_bsr Struct Reference

Data for preconditioners in [dBSRmat](#) format.

```
#include <fasp_block.h>
```

### Data Fields

- [SHORT](#) [AMG\\_type](#)  
*type of AMG method*
- [SHORT](#) [print\\_level](#)  
*print level in AMG preconditioner*
- [INT](#) [maxit](#)  
*max number of iterations of AMG preconditioner*
- [INT](#) [max\\_levels](#)  
*max number of AMG levels*
- [REAL](#) [tol](#)  
*tolerance for AMG preconditioner*
- [SHORT](#) [cycle\\_type](#)  
*AMG cycle type.*
- [SHORT](#) [smoother](#)  
*AMG smoother type.*
- [SHORT](#) [smooth\\_order](#)  
*AMG smoother ordering.*

- [SHORT presmooth\\_iter](#)  
*number of presmoothing*
- [SHORT postsmooth\\_iter](#)  
*number of postsmoothing*
- [SHORT coarsening\\_type](#)  
*coarsening type*
- [REAL relaxation](#)  
*relaxation parameter for SOR smoother*
- [SHORT coarse\\_solver](#)  
*coarse solver type for AMG*
- [SHORT coarse\\_scaling](#)  
*switch of scaling of the coarse grid correction*
- [SHORT amli\\_degree](#)  
*degree of the polynomial used by AMLI cycle*
- [REAL \\* amli\\_coef](#)  
*coefficients of the polynomial used by AMLI cycle*
- [REAL tentative\\_smooth](#)  
*smooth factor for smoothing the tentative prolongation*
- [SHORT nl\\_amli\\_krylov\\_type](#)  
*type of krylov method used by Nonlinear AMLI cycle*
- [AMG\\_data\\_bsr \\* mgl\\_data](#)  
*AMG preconditioner data.*
- [AMG\\_data \\* pres\\_mgl\\_data](#)  
*AMG preconditioner data for pressure block.*
- [ILU\\_data \\* LU](#)  
*ILU preconditioner data (needed for CPR type preconditioner)*
- [dBSRmat \\* A](#)  
*Matrix data.*
- [dCSRmat \\* A\\_nk](#)  
*Matrix data for near kernal.*
- [dCSRmat \\* P\\_nk](#)  
*Prolongation for near kernal.*
- [dCSRmat \\* R\\_nk](#)  
*Resriction for near kernal.*
- [dvector r](#)  
*temporary dvector used to store and restore the residual*
- [REAL \\* w](#)  
*temporary work space for other usage*

### 8.30.1 Detailed Description

Data for preconditioners in [dBSRmat](#) format.

#### Note

This structure is needed for the AMG solver/preconditioner in BSR format

Definition at line 257 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.31 precondition\_data\_str Struct Reference

Data for preconditioners in dSTRmat format.

```
#include <fasp.h>
```

### Data Fields

- [SHORT AMG\\_type](#)  
*type of AMG method*
- [SHORT print\\_level](#)  
*print level in AMG preconditioner*
- [INT maxit](#)  
*max number of iterations of AMG preconditioner*
- [SHORT max\\_levels](#)  
*max number of AMG levels*
- [REAL tol](#)  
*tolerance for AMG preconditioner*
- [SHORT cycle\\_type](#)  
*AMG cycle type.*
- [SHORT smoother](#)  
*AMG smoother type.*
- [SHORT presmooth\\_iter](#)  
*number of presmoothing*
- [SHORT postsmooth\\_iter](#)  
*number of postsmoothing*
- [SHORT coarsening\\_type](#)  
*coarsening type*
- [REAL relaxation](#)  
*relaxation parameter for SOR smoother*
- [SHORT coarse\\_scaling](#)  
*switch of scaling of the coarse grid correction*
- [AMG\\_data \\* mgl\\_data](#)  
*AMG preconditioner data.*
- [ILU\\_data \\* LU](#)  
*ILU preconditioner data (needed for CPR type preconditioner)*
- [SHORT scaled](#)  
*whether the matrix are scaled or not*
- [dCSRmat \\* A](#)  
*the original CSR matrix*
- [dSTRmat \\* A\\_str](#)  
*store the whole reservoir block in STR format*
- [dSTRmat \\* SS\\_str](#)  
*store Saturation block in STR format*
- [dvector \\* diagin](#)  
*the inverse of the diagonals for GS/block GS smoother (whole reservoir matrix)*

- [ivector](#) \* [pivot](#)  
*the pivot for the GS/block GS smoother (whole reservoir matrix)*
- [dvector](#) \* [diaginvS](#)  
*the inverse of the diagonals for GS/block GS smoother (saturation block)*
- [ivector](#) \* [pivotS](#)  
*the pivot for the GS/block GS smoother (saturation block)*
- [ivector](#) \* [order](#)  
*order for smoothing*
- [ivector](#) \* [neigh](#)  
*array to store neighbor information*
- [dvector](#) [r](#)  
*temporary dvector used to store and restore the residual*
- [REAL](#) \* [w](#)  
*temporary work space for other usage*

### 8.31.1 Detailed Description

Data for preconditioners in [dSTRmat](#) format.

Definition at line 961 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.32 [precond\\_diag\\_bsr](#) Struct Reference

Data for diagonal preconditioners in [dBSRmat](#) format.

```
#include <fasp_block.h>
```

### Data Fields

- [INT](#) [nb](#)  
*dimension of each sub-block*
- [dvector](#) [diag](#)  
*diagonal elements*

### 8.32.1 Detailed Description

Data for diagonal preconditioners in [dBSRmat](#) format.

#### Note

This is needed for the diagonal preconditioner.

Definition at line 241 of file `fasp_block.h`.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.33 precondition\_diag\_str Struct Reference

Data for diagonal preconditioners in [dSTRmat](#) format.

```
#include <fasp.h>
```

### Data Fields

- [INT](#) `nc`  
*number of components*
- [dvector](#) `diag`  
*diagonal elements*

### 8.33.1 Detailed Description

Data for diagonal preconditioners in [dSTRmat](#) format.

#### Note

This is needed for the diagonal preconditioner.

Definition at line 1053 of file `fasp.h`.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.34 precondition\_sweeping\_data Struct Reference

Data for sweeping preconditioner.

```
#include <fasp_block.h>
```

### Data Fields

- [INT NumLayers](#)
- [dBLCmat \\* A](#)
- [dBLCmat \\* Ai](#)
- [dCSRmat \\* local\\_A](#)
- [void \\*\\* local\\_LU](#)
- [ivector \\* local\\_index](#)
- [dvector r](#)
- [REAL \\* w](#)

### 8.34.1 Detailed Description

Data for sweeping preconditioner.

#### Author

Xiaozhe Hu

#### Date

05/01/2014

#### Note

This is needed for the sweeping preconditioner.

Definition at line 383 of file fasp\_block.h.

### 8.34.2 Field Documentation

#### 8.34.2.1 A

[dBLCmat \\* A](#)

problem data, the sparse matrix

Definition at line 387 of file fasp\_block.h.

#### 8.34.2.2 Ai

`dBLMat*` Ai

preconditioner data, the sparse matrix

Definition at line 388 of file fasp\_block.h.

#### 8.34.2.3 local\_A

`dCSRmat*` local\_A

local stiffness matrix for each layer

Definition at line 390 of file fasp\_block.h.

#### 8.34.2.4 local\_index

`ivector*` local\_index

local index for each layer

Definition at line 393 of file fasp\_block.h.

#### 8.34.2.5 local\_LU

`void**` local\_LU

local LU decomposition (for UMFPack)

Definition at line 391 of file fasp\_block.h.

#### 8.34.2.6 NumLayers

`INT` NumLayers

number of layers

Definition at line 385 of file fasp\_block.h.

8.34.2.7 `r``dvector r`

temporary dvector used to store and restore the residual

Definition at line 396 of file fasp\_block.h.

8.34.2.8 `w``REAL* w`

temporary work space for other usage

Definition at line 397 of file fasp\_block.h.

The documentation for this struct was generated from the following file:

- [fasp\\_block.h](#)

## 8.35 SWZ\_data Struct Reference

Data for Schwarz methods.

```
#include <fasp.h>
```

### Data Fields

- [dCSRmat A](#)  
*pointer to the original coefficient matrix*
- [INT nblk](#)  
*number of blocks*
- [INT \\* iblock](#)  
*row index of blocks*
- [INT \\* jblock](#)  
*column index of blocks*
- [REAL \\* rhsloc](#)  
*temp work space ???*
- [dvector rhsloc1](#)  
*local right hand side*
- [dvector xloc1](#)  
*local solution*
- [REAL \\* au](#)



*LU decomposition: the U block.*

- [REAL \\* al](#)

*LU decomposition: the L block.*

- [INT SWZ\\_type](#)

*Schwarz method type.*

- [INT blk\\_solver](#)

*Schwarz block solver.*

- [INT memt](#)

*working space size*

- [INT \\* mask](#)

*mask*

- [INT maxbs](#)

*maximal block size*

- [INT \\* maxa](#)

*maxa*

- [dCSRmat \\* blk\\_data](#)

*matrix for each partition*

- [Mumps\\_data \\* mumps](#)

*param for MUMPS*

- [SWZ\\_param \\* swzparam](#)

*param for Schwarz*

### 8.35.1 Detailed Description

Data for Schwarz methods.

This is needed for the Schwarz solver/preconditioner/smoothier.

Definition at line 705 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## 8.36 SWZ\_param Struct Reference

Parameters for Schwarz method.

```
#include <fasp.h>
```

## Data Fields

- [SHORT print\\_level](#)  
*print level*
- [SHORT SWZ\\_type](#)  
*type for Schwarz method*
- [INT SWZ\\_maxlvl](#)  
*maximal level for constructing the blocks*
- [INT SWZ\\_mmsize](#)  
*maximal size of blocks*
- [INT SWZ\\_blksolver](#)  
*type of Schwarz block solver*

### 8.36.1 Detailed Description

Parameters for Schwarz method.

Definition at line 415 of file fasp.h.

The documentation for this struct was generated from the following file:

- [fasp.h](#)

## Chapter 9

# File Documentation

### 9.1 AuxArray.c File Reference

Simple array operations – init, set, copy, etc.

```
#include <math.h>
#include "fasp.h"
#include "fasp_funcs.h"
```

#### Functions

- void [fasp\\_darray\\_set](#) (const [INT](#) n, [REAL](#) \*x, const [REAL](#) val)  
*Set initial value for an array to be x=val.*
- void [fasp\\_iarray\\_set](#) (const [INT](#) n, [INT](#) \*x, const [INT](#) val)  
*Set initial value for an array to be x=val.*
- void [fasp\\_darray\\_cp](#) (const [INT](#) n, const [REAL](#) \*x, [REAL](#) \*y)  
*Copy an array to the other y=x.*
- void [fasp\\_iarray\\_cp](#) (const [INT](#) n, const [INT](#) \*x, [INT](#) \*y)  
*Copy an array to the other y=x.*

#### 9.1.1 Detailed Description

Simple array operations – init, set, copy, etc.

#### Note

This file contains Level-0 (Aux) functions. It requires: [AuxThreads.c](#)  
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## 9.1.2 Function Documentation

### 9.1.2.1 fasp\_darray\_cp()

```
void fasp_darray_cp (
    const INT n,
    const REAL * x,
    REAL * y )
```

Copy an array to the other y=x.

#### Parameters

<i>n</i>	Number of variables
<i>x</i>	Pointer to the original vector
<i>y</i>	Pointer to the destination vector

#### Author

Chensong Zhang

#### Date

2010/04/03

Definition at line 164 of file AuxArray.c.

### 9.1.2.2 fasp\_darray\_set()

```
void fasp_darray_set (
    const INT n,
    REAL * x,
    const REAL val )
```

Set initial value for an array to be x=val.

#### Parameters

<i>n</i>	Number of variables
<i>x</i>	Pointer to the vector
<i>val</i>	Initial value for the REAL array

**Author**

Chensong Zhang

**Date**

04/03/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 41 of file AuxArray.c.

**9.1.2.3 fasp\_iarray\_cp()**

```
void fasp_iarray_cp (
    const INT n,
    const INT * x,
    INT * y )
```

Copy an array to the other y=x.

**Parameters**

<i>n</i>	Number of variables
<i>x</i>	Pointer to the original vector
<i>y</i>	Pointer to the destination vector

**Author**

Chunsheng Feng, Xiaoqiang Yue

**Date**

05/23/2012

Definition at line 184 of file AuxArray.c.

**9.1.2.4 fasp\_iarray\_set()**

```
void fasp_iarray_set (
    const INT n,
    INT * x,
    const INT val )
```

Set initial value for an array to be x=val.

**Parameters**

<i>n</i>	Number of variables
<i>x</i>	Pointer to the vector
<i>val</i>	Initial value for the REAL array

**Author**

Chensong Zhang

**Date**

04/03/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/25/2012

Definition at line 103 of file AuxArray.c.

## 9.2 AuxConvert.c File Reference

Utilities for encoding format conversion.

```
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- unsigned long [fasp\\_aux\\_change\\_endian4](#) (const unsigned long x)  
*Swap order for different endian systems.*
- double [fasp\\_aux\\_change\\_endian8](#) (const double x)  
*Swap order for different endian systems.*
- double [fasp\\_aux\\_bbyteToldouble](#) (const unsigned char bytes[])  
*Swap order of double-precision float for different endian systems.*

### 9.2.1 Detailed Description

Utilities for encoding format conversion.

**Note**

This file contains Level-0 (Aux) functions.  
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## 9.2.2 Function Documentation

### 9.2.2.1 fasp\_aux\_bbyteToldouble()

```
double fasp_aux_bbyteToldouble (
    const unsigned char bytes[] )
```

Swap order of double-precision float for different endian systems.

#### Parameters

<i>bytes</i>	A unsigned char
--------------	-----------------

#### Returns

Unsigend long ineger after swapping

#### Author

Chensong Zhang

#### Date

11/16/2009

Definition at line 81 of file AuxConvert.c.

### 9.2.2.2 fasp\_aux\_change\_endian4()

```
unsigned long fasp_aux_change_endian4 (
    const unsigned long x )
```

Swap order for different endian systems.

#### Parameters

<i>x</i>	An unsigned long integer
----------	--------------------------

**Returns**

Unsigend long ineeger after swapping

**Author**

Chensong Zhang

**Date**

11/16/2009

Definition at line 32 of file AuxConvert.c.

**9.2.2.3 fasp\_aux\_change\_endian8()**

```
double fasp_aux_change_endian8 (  
    const double x )
```

Swap order for different endian systems.

**Parameters**

x	A unsigned long integer
---	-------------------------

**Returns**

Unsigend long ineeger after swapping

**Author**

Chensong Zhang

**Date**

11/16/2009

Definition at line 50 of file AuxConvert.c.

**9.3 AuxGivens.c File Reference**

Givens transformation.

```
#include <math.h>  
#include "fasp.h"
```



## Functions

- void `fasp_aux_givens` (const `REAL` `beta`, const `dCSRmat` \*`H`, `dvector` \*`y`, `REAL` \*`work`)  
Perform Givens rotations to compute  $y \mid \text{beta} * e_1 - H * y \mid$ .

### 9.3.1 Detailed Description

Givens transformation.

#### Note

This file contains Level-0 (Aux) functions.  
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### 9.3.2 Function Documentation

#### 9.3.2.1 `fasp_aux_givens()`

```
void fasp_aux_givens (
    const REAL beta,
    const dCSRmat * H,
    dvector * y,
    REAL * work )
```

Perform Givens rotations to compute  $y \mid \text{beta} * e_1 - H * y \mid$ .

#### Parameters

<i>beta</i>	Norm of residual <code>r_0</code>
<i>H</i>	Upper Hessenberg <code>dCSRmat</code> matrix: (m+1)*m
<i>y</i>	Minimizer of $\mid \text{beta} * e_1 - H * y \mid$
<i>work</i>	Temporary work array

#### Author

Xuehai Huang

#### Date

10/19/2008

Definition at line 35 of file AuxGivens.c.

## 9.4 AuxGraphics.c File Reference

Graphical output for CSR matrix.

```
#include <math.h>
#include "fasp.h"
#include "fasp_grid.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_dcsr\\_subplot](#) (const [dCSRmat](#) \*A, const char \*filename, [INT](#) size)  
*Write sparse matrix pattern in BMP file format.*
- [INT](#) [fasp\\_dcsr\\_plot](#) (const [dCSRmat](#) \*A, const char \*fname)  
*Write dCSR sparse matrix pattern in BMP file format.*
- void [fasp\\_dbsr\\_subplot](#) (const [dBSRmat](#) \*A, const char \*filename, [INT](#) size)  
*Write sparse matrix pattern in BMP file format.*
- [INT](#) [fasp\\_dbsr\\_plot](#) (const [dBSRmat](#) \*A, const char \*fname)  
*Write dBSR sparse matrix pattern in BMP file format.*
- void [fasp\\_grid2d\\_plot](#) ([pgrid2d](#) pg, [INT](#) level)  
*Output grid to a EPS file.*

### 9.4.1 Detailed Description

Graphical output for CSR matrix.

#### Note

This file contains Level-0 (Aux) functions. It requires: [AuxMemory.c](#)  
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### 9.4.2 Function Documentation

#### 9.4.2.1 [fasp\\_dbsr\\_plot\(\)](#)

```
void fasp_dbsr_plot (
    const dBSRmat * A,
    const char * fname )
```

Write dBSR sparse matrix pattern in BMP file format.

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>fname</i>	File name

## Author

Chunsheng Feng

## Date

11/16/2013

## Note

The routine `fasp_dbsr_plot` writes pattern of the specified [dBSRmat](#) matrix in uncompressed BMP file format (Windows bitmap) to a binary file whose name is specified by the character string filename.

Each pixel corresponds to one matrix element. The pixel colors have the following meaning:

White structurally zero element Black zero element Blue positive element Red negative element Brown nearly zero element

Definition at line 346 of file AuxGraphics.c.

9.4.2.2 `fasp_dbsr_subplot()`

```
void fasp_dbsr_subplot (
    const dBSRmat * A,
    const char * filename,
    INT size )
```

Write sparse matrix pattern in BMP file format.

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>filename</i>	File name
<i>size</i>	size*size is the picture size for the picture

## Author

Chunsheng Feng

**Date**

11/16/2013

**Note**

The routine `fasp_dbsr_subplot` writes pattern of the specified `dBSRmat` matrix in uncompressed BMP file format (Windows bitmap) to a binary file whose name is specified by the character string `filename`.

Each pixel corresponds to one matrix element. The pixel colors have the following meaning:

White structurally zero element Black zero element Blue positive element Red negative element Brown nearly zero element

Definition at line 266 of file `AuxGraphics.c`.

**9.4.2.3 `fasp_dcsr_plot()`**

```
INT fasp_dcsr_plot (
    const dCSRmat * A,
    const char * fname )
```

Write dCSR sparse matrix pattern in BMP file format.

**Parameters**

<i>A</i>	Pointer to the <code>dBSRmat</code> matrix
<i>fname</i>	File name to plot to

**Author**

Chunsheng Feng

**Date**

11/16/2013

**Note**

The routine `fasp_dcsr_plot` writes pattern of the specified `dCSRmat` matrix in uncompressed BMP file format (Windows bitmap) to a binary file whose name is specified by the character string `filename`.

Each pixel corresponds to one matrix element. The pixel colors have the following meaning:

White structurally zero element Black zero element Blue positive element Red negative element Brown nearly zero element

Definition at line 117 of file `AuxGraphics.c`.

## 9.4.2.4 fasp\_dcsr\_subplot()

```
void fasp_dcsr_subplot (
    const dCSRmat * A,
    const char * filename,
    INT size )
```

Write sparse matrix pattern in BMP file format.

## Parameters

<i>A</i>	Pointer to the dCSRmat matrix
<i>filename</i>	File name
<i>size</i>	size*size is the picture size for the picture

## Author

Chensong Zhang

## Date

03/29/2009

## Note

The routine fasp\_dcsr\_subplot writes pattern of the specified dCSRmat matrix in uncompressed BMP file format (Windows bitmap) to a binary file whose name is specified by the character string filename.

Each pixel corresponds to one matrix element. The pixel colors have the following meaning:

White structurally zero element Blue positive element Red negative element Brown nearly zero element

Definition at line 57 of file AuxGraphics.c.

## 9.4.2.5 fasp\_grid2d\_plot()

```
void fasp_grid2d_plot (
    pgrid2d pg,
    INT level )
```

Output grid to a EPS file.

## Parameters

<i>pg</i>	Pointer to grid in 2d
<i>level</i>	Number of levels

**Author**

Chensong Zhang

**Date**

03/29/2009

Definition at line 493 of file AuxGraphics.c.

## 9.5 AuxInput.c File Reference

Read and check input parameters.

```
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [SHORT fasp\\_param\\_check](#) ([input\\_param](#) \*inparam)  
*Simple check on input parameters.*
- void [fasp\\_param\\_input](#) (const char \*fname, [input\\_param](#) \*inparam)  
*Read input parameters from disk file.*

### 9.5.1 Detailed Description

Read and check input parameters.

**Note**

This file contains Level-0 (Aux) functions. It requires: [AuxMemory.c](#) and [AuxMessage.c](#)  
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### 9.5.2 Function Documentation

#### 9.5.2.1 fasp\_param\_check()

```
SHORT fasp_param_check (
    input_param * inparam )
```

Simple check on input parameters.

## Parameters

<i>inparam</i>	Input parameters
----------------	------------------

## Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Author

Chensong Zhang

## Date

09/29/2013

Definition at line 33 of file AuxInput.c.

## 9.5.2.2 fasp\_param\_input()

```
void fasp_param_input (
    const char * fname,
    input_param * inparam )
```

Read input parameters from disk file.

## Parameters

<i>fname</i>	File name for input file
<i>inparam</i>	Input parameters

## Author

Chensong Zhang

## Date

03/20/2010

Modified by Xiaozhe Hu on 01/23/2011: add AMLI cycle; Modified by Chensong Zhang on 05/10/2013: add a new input; Modified by Chensong Zhang on 03/23/2015: skip unknown keyword; Modified by Chensong Zhang on 03/27/2017: check unexpected error; Modified by Chensong Zhang on 09/20/2017: new skip the line;

Definition at line 112 of file AuxInput.c.

## 9.6 AuxMemory.c File Reference

Memory allocation and deallocation subroutines.

```
#include "fasp.h"
```

### Functions

- void \* [fasp\\_mem\\_calloc](#) (const [LONGLONG](#) size, const [INT](#) type)  
*1M = 1024\*1024*
- void \* [fasp\\_mem\\_realloc](#) (void \*oldmem, const [LONGLONG](#) tsize)  
*Reallocate, initiate, and check memory.*
- void [fasp\\_mem\\_free](#) (void \*mem)  
*Free up previous allocated memory body and set pointer to NULL.*
- void [fasp\\_mem\\_usage](#) (void)  
*Show total allocated memory currently.*
- [SHORT](#) [fasp\\_mem\\_iludata\\_check](#) (const [ILU\\_data](#) \*iludata)  
*Check whether a [ILU\\_data](#) has enough work space.*

### Variables

- unsigned [INT](#) [total\\_alloc\\_mem](#) = 0
- unsigned [INT](#) [total\\_alloc\\_count](#) = 0  
*Total allocated memory amount.*
- const [INT](#) [Million](#) = 1048576  
*Total number of allocations.*

### 9.6.1 Detailed Description

Memory allocation and deallocation subroutines.

#### Note

This file contains Level-0 (Aux) functions.  
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### 9.6.2 Function Documentation

#### 9.6.2.1 [fasp\\_mem\\_calloc\(\)](#)

```
void * fasp_mem_calloc (
    const LONGLONG size,
    const INT type )
```

*1M = 1024\*1024*

Allocate, initiate, and check memory



**Parameters**

<i>size</i>	Number of memory blocks
<i>type</i>	Size of memory blocks

**Returns**

Void pointer to the allocated memory

**Author**

Chensong Zhang

**Date**

2010/08/12

Modified by Chensong Zhang on 07/30/2013: print error if failed

Definition at line 66 of file AuxMemory.c.

**9.6.2.2 fasp\_mem\_free()**

```
void fasp_mem_free (  
    void * mem )
```

Free up previous allocated memory body and set pointer to NULL.

**Parameters**

<i>mem</i>	Pointer to the memory body need to be freed
------------	---

**Author**

Chensong Zhang

**Date**

2010/12/24

Definition at line 153 of file AuxMemory.c.

### 9.6.2.3 fasp\_mem\_iludata\_check()

```
SHORT fasp_mem_iludata_check (
    const ILU_data * iludata )
```

Check wether a `ILU_data` has enough work space.

#### Parameters

<i>iludata</i>	Pointer to be cheked
----------------	----------------------

#### Returns

FASP\_SUCCESS if success, else ERROR (negative value)

#### Author

Xiaozhe Hu, Chensong Zhang

#### Date

11/27/09

Definition at line 200 of file AuxMemory.c.

### 9.6.2.4 fasp\_mem\_realloc()

```
void * fasp_mem_realloc (
    void * oldmem,
    const LONGLONG tsize )
```

Reallocate, initiate, and check memory.

#### Parameters

<i>oldmem</i>	Pointer to the existing mem block
<i>tsize</i>	Size of memory blocks

#### Returns

Void pointer to the reallocated memory

**Author**

Chensong Zhang

**Date**

2010/08/12

Modified by Chensong Zhang on 07/30/2013: print error if failed

Definition at line 115 of file AuxMemory.c.

**9.6.2.5 fasp\_mem\_usage()**

```
void fasp_mem_usage (
    void )
```

Show total allocated memory currently.

**Author**

Chensong Zhang

**Date**

2010/08/12

Definition at line 180 of file AuxMemory.c.

**9.6.3 Variable Documentation****9.6.3.1 total\_alloc\_count**

```
unsigned INT total_alloc_count = 0
```

Total allocated memory amount.

total allocation times

Definition at line 44 of file AuxMemory.c.

### 9.6.3.2 total\_alloc\_mem

```
unsigned INT total_alloc_mem = 0
```

total allocated memory

Definition at line 43 of file AuxMemory.c.

## 9.7 AuxMessage.c File Reference

Output some useful messages.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_itinfo](#) (const [INT](#) prtlvl, const [INT](#) stop\_type, const [INT](#) iter, const [REAL](#) relres, const [REAL](#) absres, const [REAL](#) factor)  
*Print out iteration information for iterative solvers.*
- void [fasp\\_amgcomplexity](#) (const [AMG\\_data](#) \*mgl, const [SHORT](#) prtlvl)  
*Print complexities of AMG method.*
- void [fasp\\_amgcomplexity\\_bsr](#) (const [AMG\\_data\\_bsr](#) \*mgl, const [SHORT](#) prtlvl)  
*Print complexities of AMG method for BSR matrices.*
- void [fasp\\_cputime](#) (const char \*message, const [REAL](#) cputime)  
*Print CPU walltime.*
- void [fasp\\_message](#) (const [INT](#) prtlvl, const char \*message)  
*Print output information if necessary.*
- void [fasp\\_chkerr](#) (const [SHORT](#) status, const char \*fctname)  
*Check error status and print out error messages before quit.*

### 9.7.1 Detailed Description

Output some useful messages.

#### Note

This file contains Level-0 (Aux) functions.  
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## 9.7.2 Function Documentation

### 9.7.2.1 fasp\_amgcomplexity()

```
void void fasp_amgcomplexity (
    const AMG_data * mgl,
    const SHORT prtlvl )
```

Print complexities of AMG method.

#### Parameters

<i>mgl</i>	Multilevel hierachy for AMG
<i>prtlvl</i>	How much information to print

#### Author

Chensong Zhang

#### Date

11/16/2009

Definition at line 84 of file AuxMessage.c.

### 9.7.2.2 fasp\_amgcomplexity\_bsr()

```
void void fasp_amgcomplexity_bsr (
    const AMG_data_bsr * mgl,
    const SHORT prtlvl )
```

Print complexities of AMG method for BSR matrices.

#### Parameters

<i>mgl</i>	Multilevel hierachy for AMG
<i>prtlvl</i>	How much information to print

**Author**

Chensong Zhang

**Date**

05/10/2013

Definition at line 128 of file AuxMessage.c.

**9.7.2.3 fasp\_chkerr()**

```
void fasp_chkerr (
    const SHORT status,
    const char * fctname )
```

Check error status and print out error messages before quit.

**Parameters**

<i>status</i>	Error status
<i>fctname</i>	Function name where this routine is called

**Author**

Chensong Zhang

**Date**

01/10/2012

Definition at line 205 of file AuxMessage.c.

**9.7.2.4 fasp\_cputime()**

```
void void fasp_cputime (
    const char * message,
    const REAL cputime )
```

Print CPU walltime.

## Parameters

<i>message</i>	Some string to print out
<i>cputime</i>	Walltime since start to end

## Author

Chensong Zhang

## Date

04/10/2012

Definition at line 171 of file AuxMessage.c.

## 9.7.2.5 fasp\_itinfo()

```
void fasp_itinfo (
    const INT ptrlvl,
    const INT stop_type,
    const INT iter,
    const REAL relres,
    const REAL absres,
    const REAL factor )
```

Print out iteration information for iterative solvers.

## Parameters

<i>ptrlvl</i>	Level for output
<i>stop_type</i>	Type of stopping criteria
<i>iter</i>	Number of iterations
<i>relres</i>	Relative residual of different kinds
<i>absres</i>	Absolute residual of different kinds
<i>factor</i>	Contraction factor

## Author

Chensong Zhang

## Date

11/16/2009

Modified by Chensong Zhang on 03/28/2013: Output initial guess Modified by Chensong Zhang on 04/05/2013: Fix a typo

Definition at line 41 of file AuxMessage.c.

#### 9.7.2.6 fasp\_message()

```
void fasp_message (
    const INT ptrlvl,
    const char * message )
```

Print output information if necessary.

##### Parameters

<i>ptrlvl</i>	Level for output
<i>message</i>	Error message to print

##### Author

Chensong Zhang

##### Date

11/16/2009

Definition at line 188 of file AuxMessage.c.

## 9.8 AuxParam.c File Reference

Initialize, set, or print input data and parameters.

```
#include <stdio.h>
#include "fasp.h"
#include "fasp_functs.h"
```



## Functions

- void [fasp\\_param\\_set](#) (const int argc, const char \*argv[], [input\\_param](#) \*iniparam)  
*Read input from command-line arguments.*
- void [fasp\\_param\\_init](#) (const [input\\_param](#) \*iniparam, [ITS\\_param](#) \*itsparam, [AMG\\_param](#) \*amgparam, [ILU\\_param](#) \*iluparam, [SWZ\\_param](#) \*swzparam)  
*Initialize parameters, global variables, etc.*
- void [fasp\\_param\\_input\\_init](#) ([input\\_param](#) \*iniparam)  
*Initialize input parameters.*
- void [fasp\\_param\\_amg\\_init](#) ([AMG\\_param](#) \*amgparam)  
*Initialize AMG parameters.*
- void [fasp\\_param\\_solver\\_init](#) ([ITS\\_param](#) \*itsparam)  
*Initialize ITS\_param.*
- void [fasp\\_param\\_ilu\\_init](#) ([ILU\\_param](#) \*iluparam)  
*Initialize ILU parameters.*
- void [fasp\\_param\\_swz\\_init](#) ([SWZ\\_param](#) \*swzparam)  
*Initialize Schwarz parameters.*
- void [fasp\\_param\\_amg\\_set](#) ([AMG\\_param](#) \*param, const [input\\_param](#) \*iniparam)  
*Set AMG\_param from INPUT.*
- void [fasp\\_param\\_ilu\\_set](#) ([ILU\\_param](#) \*iluparam, const [input\\_param](#) \*iniparam)  
*Set ILU\_param with INPUT.*
- void [fasp\\_param\\_swz\\_set](#) ([SWZ\\_param](#) \*swzparam, const [input\\_param](#) \*iniparam)  
*Set SWZ\_param with INPUT.*
- void [fasp\\_param\\_solver\\_set](#) ([ITS\\_param](#) \*itsparam, const [input\\_param](#) \*iniparam)  
*Set ITS\_param with INPUT.*
- void [fasp\\_param\\_amg\\_to\\_prec](#) ([precond\\_data](#) \*pcdata, const [AMG\\_param](#) \*amgparam)  
*Set precondition\_data with AMG\_param.*
- void [fasp\\_param\\_prec\\_to\\_amg](#) ([AMG\\_param](#) \*amgparam, const [precond\\_data](#) \*pcdata)  
*Set AMG\_param with precondition\_data.*
- void [fasp\\_param\\_amg\\_to\\_precbsr](#) ([precond\\_data\\_bsr](#) \*pcdata, const [AMG\\_param](#) \*amgparam)  
*Set precondition\_data\_bsr with AMG\_param.*
- void [fasp\\_param\\_precbsr\\_to\\_amg](#) ([AMG\\_param](#) \*amgparam, const [precond\\_data\\_bsr](#) \*pcdata)  
*Set AMG\_param with precondition\_data.*
- void [fasp\\_param\\_amg\\_print](#) (const [AMG\\_param](#) \*param)  
*Print out AMG parameters.*
- void [fasp\\_param\\_ilu\\_print](#) (const [ILU\\_param](#) \*param)  
*Print out ILU parameters.*
- void [fasp\\_param\\_swz\\_print](#) (const [SWZ\\_param](#) \*param)  
*Print out Schwarz parameters.*
- void [fasp\\_param\\_solver\\_print](#) (const [ITS\\_param](#) \*param)  
*Print out itsolver parameters.*

### 9.8.1 Detailed Description

Initialize, set, or print input data and parameters.

#### Note

This file contains Level-0 (Aux) functions. It requires: [AuxInput.c](#) and [AuxMessage.c](#)  
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## 9.8.2 Function Documentation

### 9.8.2.1 fasp\_param\_amg\_init()

```
void fasp_param_amg_init (
    AMG_param * amgparam )
```

Initialize AMG parameters.

#### Parameters

<i>amgparam</i>	Parameters for AMG
-----------------	--------------------

#### Author

Chensong Zhang

#### Date

2010/04/03

Definition at line 401 of file AuxParam.c.

### 9.8.2.2 fasp\_param\_amg\_print()

```
void fasp_param_amg_print (
    const AMG_param * param )
```

Print out AMG parameters.

#### Parameters

<i>param</i>	Parameters for AMG
--------------	--------------------

#### Author

Chensong Zhang

## Date

2010/03/22

Definition at line 812 of file AuxParam.c.

## 9.8.2.3 fasp\_param\_amg\_set()

```
void fasp_param_amg_set (
    AMG_param * param,
    const input_param * iniparam )
```

Set [AMG\\_param](#) from INPUT.

## Parameters

<i>param</i>	Parameters for AMG
<i>iniparam</i>	Input parameters

## Author

Chensong Zhang

## Date

2010/03/23

Definition at line 530 of file AuxParam.c.

## 9.8.2.4 fasp\_param\_amg\_to\_prec()

```
void fasp_param_amg_to_prec (
    precondition_data * pcddata,
    const AMG_param * amgparam )
```

Set [precond\\_data](#) with [AMG\\_param](#).

## Parameters

<i>pcdata</i>	Preconditioning data structure
<i>amgparam</i>	Parameters for AMG

**Author**

Chensong Zhang

**Date**

2011/01/10

Definition at line 679 of file AuxParam.c.

**9.8.2.5 fasp\_param\_amg\_to\_precbsr()**

```
void fasp_param_amg_to_precbsr (
    precondition_data_bsr * pcddata,
    const AMG_param * amgparam )
```

Set [precond\\_data\\_bsr](#) with [AMG\\_param](#).**Parameters**

<i>pcdata</i>	Preconditioning data structure
<i>amgparam</i>	Parameters for AMG

**Author**

Xiaozhe Hu

**Date**

02/06/2012

Definition at line 747 of file AuxParam.c.

**9.8.2.6 fasp\_param\_ilu\_init()**

```
void fasp_param_ilu_init (
    ILU_param * iluparam )
```

Initialize ILU parameters.

## Parameters

<i>iluparam</i>	Parameters for ILU
-----------------	--------------------

## Author

Chensong Zhang

## Date

2010/04/06

Definition at line 488 of file AuxParam.c.

## 9.8.2.7 fasp\_param\_ilu\_print()

```
void fasp_param_ilu_print (
    const ILU_param * param )
```

Print out ILU parameters.

## Parameters

<i>param</i>	Parameters for ILU
--------------	--------------------

## Author

Chensong Zhang

## Date

2011/12/20

Definition at line 935 of file AuxParam.c.

## 9.8.2.8 fasp\_param\_ilu\_set()

```
void fasp_param_ilu_set (
    ILU_param * iluparam,
    const input_param * iniparam )
```

Set *ILU\_param* with INPUT.

**Parameters**

<i>iluparam</i>	Parameters for ILU
<i>iniparam</i>	Input parameters

**Author**

Chensong Zhang

**Date**

2010/04/03

Definition at line 605 of file AuxParam.c.

**9.8.2.9 fasp\_param\_init()**

```
void fasp_param_init (
    const input_param * iniparam,
    ITS_param * itsparam,
    AMG_param * amgparam,
    ILU_param * iluparam,
    SWZ_param * swzparam )
```

Initialize parameters, global variables, etc.

**Parameters**

<i>iniparam</i>	Input parameters
<i>itsparam</i>	Iterative solver parameters
<i>amgparam</i>	AMG parameters
<i>iluparam</i>	ILU parameters
<i>swzparam</i>	Schwarz parameters

**Author**

Chensong Zhang

**Date**

2010/08/12

Modified by Chensong Zhang (12/29/2013): rewritten

Definition at line 278 of file AuxParam.c.

### 9.8.2.10 fasp\_param\_input\_init()

```
void fasp_param_input_init (
    input_param * iniparam )
```

Initialize input parameters.

#### Parameters

<i>iniparam</i>	Input parameters
-----------------	------------------

#### Author

Chensong Zhang

#### Date

2010/03/20

Definition at line 320 of file AuxParam.c.

### 9.8.2.11 fasp\_param\_prec\_to\_amg()

```
void fasp_param_prec_to_amg (
    AMG_param * amgparam,
    const precondition_data * pcddata )
```

Set [AMG\\_param](#) with [precond\\_data](#).

#### Parameters

<i>amgparam</i>	Parameters for AMG
<i>pcdata</i>	Preconditioning data structure

#### Author

Chensong Zhang

#### Date

2011/01/10

Definition at line 714 of file AuxParam.c.

### 9.8.2.12 fasp\_param\_precbsr\_to\_amg()

```
void fasp_param_precbsr_to_amg (
    AMG_param * amgparam,
    const precondition_data_bsr * pcddata )
```

Set `AMG_param` with `precond_data`.

#### Parameters

<i>amgparam</i>	Parameters for AMG
<i>pcdata</i>	Preconditioning data structure

#### Author

Xiaozhe Hu

#### Date

02/06/2012

Definition at line 782 of file AuxParam.c.

### 9.8.2.13 fasp\_param\_set()

```
void fasp_param_set (
    const int argc,
    const char * argv[],
    input_param * iniparam )
```

Read input from command-line arguments.

#### Parameters

<i>argc</i>	Number of arg input
<i>argv</i>	Input arguments
<i>iniparam</i>	Parameters to be set

#### Author

Chensong Zhang



## Date

12/29/2013

Definition at line 36 of file AuxParam.c.

## 9.8.2.14 fasp\_param\_solver\_init()

```
void fasp_param_solver_init (  
    ITS_param * itsparam )
```

Initialize [ITS\\_param](#).

## Parameters

<i>itsparam</i>	Parameters for iterative solvers
-----------------	----------------------------------

## Author

Chensong Zhang

## Date

2010/03/23

Definition at line 467 of file AuxParam.c.

## 9.8.2.15 fasp\_param\_solver\_print()

```
void fasp_param_solver_print (  
    const ITS_param * param )
```

Print out itsolver parameters.

## Parameters

<i>param</i>	Paramters for iterative solvers
--------------	---------------------------------

## Author

Chensong Zhang

**Date**

2011/12/20

Definition at line 994 of file AuxParam.c.

**9.8.2.16 fasp\_param\_solver\_set()**

```
void fasp_param_solver_set (
    ITS_param * itsparam,
    const input_param * iniparam )
```

Set ITS\_param with INPUT.

**Parameters**

<i>itsparam</i>	Parameters for iterative solvers
<i>iniparam</i>	Input parameters

**Author**

Chensong Zhang

**Date**

2010/03/23

Definition at line 649 of file AuxParam.c.

**9.8.2.17 fasp\_param\_swz\_init()**

```
void fasp_param_swz_init (
    SWZ_param * swzparam )
```

Initialize Schwarz parameters.

**Parameters**

<i>swzparam</i>	Parameters for Schwarz method
-----------------	-------------------------------

**Author**

Xiaozhe Hu

**Date**

05/22/2012

Modified by Chensong Zhang on 10/10/2014: Add block solver type

Definition at line 510 of file AuxParam.c.

**9.8.2.18 fasp\_param\_swz\_print()**

```
void fasp_param_swz_print (
    const SWZ_param * param )
```

Print out Schwarz parameters.

**Parameters**

<i>param</i>	Parameters for Schwarz
--------------	------------------------

**Author**

Xiaozhe Hu

**Date**

05/22/2012

Definition at line 965 of file AuxParam.c.

**9.8.2.19 fasp\_param\_swz\_set()**

```
void fasp_param_swz_set (
    SWZ_param * swzparam,
    const input_param * iniparam )
```

Set [SWZ\\_param](#) with INPUT.

**Parameters**

<i>swzparam</i>	Parameters for Schwarz method
<i>iniparam</i>	Input parameters

**Author**

Xiaozhe Hu

**Date**

05/22/2012

Definition at line 627 of file AuxParam.c.

## 9.9 AuxSort.c File Reference

Array sorting/merging and removing duplicated integers.

```
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- [INT fasp\\_aux\\_BiSearch](#) (const [INT](#) nlist, const [INT](#) \*list, const [INT](#) value)  
*Binary Search.*
- [INT fasp\\_aux\\_unique](#) ([INT](#) numbers[], const [INT](#) size)  
*Remove duplicates in an sorted (ascending order) array.*
- void [fasp\\_aux\\_merge](#) ([INT](#) numbers[], [INT](#) work[], [INT](#) left, [INT](#) mid, [INT](#) right)  
*Merge two sorted arrays.*
- void [fasp\\_aux\\_msort](#) ([INT](#) numbers[], [INT](#) work[], [INT](#) left, [INT](#) right)  
*Sort the INT array in ascending order with the merge sort algorithm.*
- void [fasp\\_aux\\_iQuickSort](#) ([INT](#) \*a, [INT](#) left, [INT](#) right)  
*Sort the array (INT type) in ascending order with the quick sorting algorithm.*
- void [fasp\\_aux\\_dQuickSort](#) ([REAL](#) \*a, [INT](#) left, [INT](#) right)  
*Sort the array (REAL type) in ascending order with the quick sorting algorithm.*
- void [fasp\\_aux\\_iQuickSortIndex](#) ([INT](#) \*a, [INT](#) left, [INT](#) right, [INT](#) \*index)  
*Reorder the index of (INT type) so that 'a' is in ascending order.*
- void [fasp\\_aux\\_dQuickSortIndex](#) ([REAL](#) \*a, [INT](#) left, [INT](#) right, [INT](#) \*index)  
*Reorder the index of (REAL type) so that 'a' is ascending in such order.*

### 9.9.1 Detailed Description

Array sorting/merging and removing duplicated integers.

#### Note

This file contains Level-0 (Aux) functions. It requires: [AuxMemory.c](#)  
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### 9.9.2 Function Documentation

#### 9.9.2.1 fasp\_aux\_BiSearch()

```
INT fasp_aux_BiSearch (
    const INT nlist,
    const INT * list,
    const INT value )
```

Binary Search.

#### Parameters

<i>nlist</i>	Length of the array list
<i>list</i>	Pointer to a set of values
<i>value</i>	The target

#### Returns

The location of value in array list if succeeded; otherwise, return -1.

#### Author

Chunsheng Feng

#### Date

03/01/2011

Definition at line 42 of file AuxSort.c.

### 9.9.2.2 fasp\_aux\_dQuickSort()

```
void fasp_aux_dQuickSort (
    REAL * a,
    INT left,
    INT right )
```

Sort the array (REAL type) in ascending order with the quick sorting algorithm.

#### Parameters

<i>a</i>	Pointer to the array needed to be sorted
<i>left</i>	Starting index
<i>right</i>	Ending index

#### Author

Zhiyang Zhou

#### Date

2009/11/28

#### Note

'left' and 'right' are usually set to be 0 and n-1, respectively where n is the length of 'a'.

Definition at line 251 of file AuxSort.c.

### 9.9.2.3 fasp\_aux\_dQuickSortIndex()

```
void fasp_aux_dQuickSortIndex (
    REAL * a,
    INT left,
    INT right,
    INT * index )
```

Reorder the index of (REAL type) so that 'a' is ascending in such order.

#### Parameters

<i>a</i>	Pointer to the array
<i>left</i>	Starting index
<i>right</i>	Ending index
<i>index</i>	Index of 'a' (out)

**Author**

Zhiyang Zhou

**Date**

2009/12/02

**Note**

'left' and 'right' are usually set to be 0 and n-1, respectively, where n is the length of 'a'. 'index' should be initialized in the nature order and it has the same length as 'a'.

Definition at line 332 of file AuxSort.c.

**9.9.2.4 fasp\_aux\_iQuickSort()**

```
void fasp_aux_iQuickSort (
    INT * a,
    INT left,
    INT right )
```

Sort the array (INT type) in ascending order with the quick sorting algorithm.

**Parameters**

<i>a</i>	Pointer to the array needed to be sorted
<i>left</i>	Starting index
<i>right</i>	Ending index

**Author**

Zhiyang Zhou

**Date**

11/28/2009

**Note**

'left' and 'right' are usually set to be 0 and n-1, respectively where n is the length of 'a'.

Definition at line 213 of file AuxSort.c.

### 9.9.2.5 fasp\_aux\_iQuickSortIndex()

```
void fasp_aux_iQuickSortIndex (
    INT * a,
    INT left,
    INT right,
    INT * index )
```

Reorder the index of (INT type) so that 'a' is in ascending order.

#### Parameters

<i>a</i>	Pointer to the array
<i>left</i>	Starting index
<i>right</i>	Ending index
<i>index</i>	Index of 'a' (out)

#### Author

Zhiyang Zhou

#### Date

2009/12/02

#### Note

'left' and 'right' are usually set to be 0 and n-1, respectively, where n is the length of 'a'. 'index' should be initialized in the nature order and it has the same length as 'a'.

Definition at line 291 of file AuxSort.c.

### 9.9.2.6 fasp\_aux\_merge()

```
void fasp_aux_merge (
    INT numbers[],
    INT work[],
    INT left,
    INT mid,
    INT right )
```

Merge two sorted arrays.



## Parameters

<i>numbers</i>	Pointer to the array needed to be sorted
<i>work</i>	Pointer to the work array with same size as numbers
<i>left</i>	Starting index of array 1
<i>mid</i>	Starting index of array 2
<i>right</i>	Ending index of array 1 and 2

## Author

Chensong Zhang

## Date

11/21/2010

## Note

Both arrays are stored in numbers! Arrays should be pre-sorted!

Definition at line 120 of file AuxSort.c.

## 9.9.2.7 fasp\_aux\_msort()

```
void fasp_aux_msort (
    INT numbers[],
    INT work[],
    INT left,
    INT right )
```

Sort the INT array in ascending order with the merge sort algorithm.

## Parameters

<i>numbers</i>	Pointer to the array needed to be sorted
<i>work</i>	Pointer to the work array with same size as numbers
<i>left</i>	Starting index
<i>right</i>	Ending index

## Author

Chensong Zhang

**Date**

11/21/2010

**Note**

'left' and 'right' are usually set to be 0 and n-1, respectively

Definition at line 182 of file AuxSort.c.

**9.9.2.8 fasp\_aux\_unique()**

```
INT fasp_aux_unique (
    INT numbers[],
    const INT size )
```

Remove duplicates in an sorted (ascending order) array.

**Parameters**

<i>numbers</i>	Pointer to the array needed to be sorted (in/out)
<i>size</i>	Length of the target array

**Returns**

New size after removing duplicates

**Author**

Chensong Zhang

**Date**

11/21/2010

**Note**

Operation is in place. Does not use any extra or temporary storage.

Definition at line 87 of file AuxSort.c.

## 9.10 AuxThreads.c File Reference

Get and set number of threads and assign work load for each thread.

```
#include <stdio.h>
#include <stdlib.h>
#include "fasp.h"
```

### Functions

- void `fasp_get_start_end` (const `INT` `procid`, const `INT` `nprocs`, const `INT` `n`, `INT` `*start`, `INT` `*end`)  
*Assign Load to each thread.*
- void `fasp_set_gs_threads` (const `INT` `mythreads`, const `INT` `its`)  
*Set threads for CPR. Please add it at the begin of Krylov OpenMP method function and after iter++.*

### Variables

- `INT` `THDs_AMG_GS` =0
- `INT` `THDs_CPR_IGS` =0
- `INT` `THDs_CPR_gGS` =0

### 9.10.1 Detailed Description

Get and set number of threads and assign work load for each thread.

#### Note

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### 9.10.2 Function Documentation

#### 9.10.2.1 `fasp_get_start_end()`

```
void fasp_get_start_end (
    const INT procid,
    const INT nprocs,
    const INT n,
    INT * start,
    INT * end )
```

Assign Load to each thread.

**Parameters**

<i>procid</i>	Index of thread
<i>nprocs</i>	Number of threads
<i>n</i>	Total workload
<i>start</i>	Pointer to the begin of each thread in total workload
<i>end</i>	Pointer to the end of each thread in total workload

**Author**

Chunsheng Feng, Xiaoqiang Yue and Zheng Li

**Date**

June/25/2012

Definition at line 91 of file AuxThreads.c.

**9.10.2.2 fasp\_set\_gs\_threads()**

```
void fasp_set_gs_threads (
    const INT mythreads,
    const INT its )
```

Set threads for CPR. Please add it at the begin of Krylov OpenMP method function and after iter++.

**Parameters**

<i>mythreads</i>	Total threads of solver
<i>its</i>	Current iteration number in the Krylov methods

**Author**

Feng Chunsheng, Yue Xiaoqiang

**Date**

03/20/2011

Definition at line 131 of file AuxThreads.c.

**9.10.3 Variable Documentation**

### 9.10.3.1 THDs\_AMG\_GS

```
INT THDs_AMG_GS =0
```

AMG GS smoothing threads

Definition at line 115 of file AuxThreads.c.

### 9.10.3.2 THDs\_CPR\_gGS

```
INT THDs_CPR_gGS =0
```

global matrix GS smoothing threads

Definition at line 117 of file AuxThreads.c.

### 9.10.3.3 THDs\_CPR\_IGS

```
INT THDs_CPR_lGS =0
```

reservoir GS smoothing threads

Definition at line 116 of file AuxThreads.c.

## 9.11 AuxTiming.c File Reference

Timing subroutines.

```
#include <time.h>
#include "fasp.h"
```

### Functions

- void `fasp_gettime` (REAL \*time)  
*Get system time.*

### 9.11.1 Detailed Description

Timing subroutines.

#### Note

This file contains Level-0 (Aux) functions.  
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### 9.11.2 Function Documentation

#### 9.11.2.1 fasp\_gettime()

```
fasp_gettime (
    REAL * time )
```

Get system time.

#### Author

Chunsheng Feng, Zheng LI

#### Date

11/10/2012

Modified by Chensong Zhang on 09/22/2014: Use CLOCKS\_PER\_SEC for cross-platform

Definition at line 35 of file AuxTiming.c.

## 9.12 AuxVector.c File Reference

Simple vector operations – init, set, copy, etc.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- [SHORT fasp\\_dvec\\_isnan](#) (const [dvector](#) \*u)  
*Check a dvector whether there is NAN.*
- [dvector fasp\\_dvec\\_create](#) (const [INT](#) m)  
*Create dvector data space of REAL type.*
- [ivector fasp\\_ivec\\_create](#) (const [INT](#) m)  
*Create vector data space of INT type.*
- void [fasp\\_dvec\\_alloc](#) (const [INT](#) m, [dvector](#) \*u)  
*Create dvector data space of REAL type.*
- void [fasp\\_ivec\\_alloc](#) (const [INT](#) m, [ivector](#) \*u)  
*Create vector data space of INT type.*
- void [fasp\\_dvec\\_free](#) ([dvector](#) \*u)  
*Free vector data space of REAL type.*
- void [fasp\\_ivec\\_free](#) ([ivector](#) \*u)  
*Free vector data space of INT type.*
- void [fasp\\_dvec\\_rand](#) (const [INT](#) n, [dvector](#) \*x)  
*Generate random REAL vector in the range from 0 to 1.*
- void [fasp\\_dvec\\_set](#) ([INT](#) n, [dvector](#) \*x, const [REAL](#) val)  
*Initialize dvector  $x[i]=val$  for  $i=0:n-1$ .*
- void [fasp\\_ivec\\_set](#) ([INT](#) n, [ivector](#) \*u, const [INT](#) m)  
*Set ivector value to be m.*
- void [fasp\\_dvec\\_cp](#) (const [dvector](#) \*x, [dvector](#) \*y)  
*Copy dvector x to dvector y.*
- [REAL fasp\\_dvec\\_maxdiff](#) (const [dvector](#) \*x, const [dvector](#) \*y)  
*Maximal difference of two dvector x and y.*
- void [fasp\\_dvec\\_symdiagscale](#) ([dvector](#) \*b, const [dvector](#) \*diag)  
*Symmetric diagonal scaling  $D^{-1/2}b$ .*

### 9.12.1 Detailed Description

Simple vector operations – init, set, copy, etc.

#### Note

This file contains Level-0 (Aux) functions. It requires: [AuxThreads.c](#)  
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### 9.12.2 Function Documentation

#### 9.12.2.1 fasp\_dvec\_alloc()

```
void fasp_dvec_alloc (
    const INT m,
    dvector * u )
```

Create dvector data space of REAL type.

**Parameters**

<i>m</i>	Number of rows
<i>u</i>	Pointer to dvector (OUTPUT)

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 105 of file AuxVector.c.

**9.12.2.2 fasp\_dvec\_cp()**

```
void fasp_dvec_cp (
    const dvector * x,
    dvector * y )
```

Copy dvector x to dvector y.

**Parameters**

<i>x</i>	Pointer to dvector
<i>y</i>	Pointer to dvector (MODIFIED)

**Author**

Chensong Zhang

**Date**

11/16/2009

Definition at line 334 of file AuxVector.c.

**9.12.2.3 fasp\_dvec\_create()**

```
dvector fasp_dvec_create (
    const INT m )
```

Create dvector data space of REAL type.



**Parameters**

<i>m</i>	Number of rows
----------	----------------

**Returns**

u The new dvector

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 62 of file AuxVector.c.

**9.12.2.4 fasp\_dvec\_free()**

```
void fasp_dvec_free (  
    dvector * u )
```

Free vector data space of REAL type.

**Parameters**

<i>u</i>	Pointer to dvector which needs to be deallocated
----------	--

**Author**

Chensong Zhang

**Date**

2010/04/03

Definition at line 145 of file AuxVector.c.

**9.12.2.5 fasp\_dvec\_isnan()**

```
SHORT fasp_dvec_isnan (  
    const dvector * u )
```

Check a dvector whether there is NAN.

**Parameters**

<i>u</i>	Pointer to dvector
----------	--------------------

**Returns**

Return TRUE if there is NAN

**Author**

Chensong Zhang

**Date**

2013/03/31

Definition at line 39 of file AuxVector.c.

**9.12.2.6 fasp\_dvec\_maxdiff()**

```
REAL fasp_dvec_maxdiff (  
    const dvector * x,  
    const dvector * y )
```

Maximal difference of two dvector x and y.

**Parameters**

<i>x</i>	Pointer to dvector
<i>y</i>	Pointer to dvector

**Returns**

Maximal norm of x-y

**Author**

Chensong Zhang

**Date**

11/16/2009

Modified by chunsheng Feng, Zheng Li

**Date**

06/30/2012

Definition at line 357 of file AuxVector.c.

**9.12.2.7 fasp\_dvec\_rand()**

```
void fasp_dvec_rand (
    const INT n,
    dvector * x )
```

Generate random REAL vector in the range from 0 to 1.

**Parameters**

$n$	Size of the vector
$x$	Pointer to dvector

**Note**

Sample usage:

```
dvector xapp;
```

```
fasp_dvec_create(100,&xapp);
```

```
fasp_dvec_rand(100,&xapp);
```

```
fasp_dvec_print(100,&xapp);
```

**Author**

Chensong Zhang

**Date**

11/16/2009

Definition at line 192 of file AuxVector.c.

### 9.12.2.8 fasp\_dvec\_set()

```
void fasp_dvec_set (
    INT n,
    dvector * x,
    const REAL val )
```

Initialize dvector  $x[i]=val$  for  $i=0:n-1$ .

#### Parameters

<i>n</i>	Number of variables
<i>x</i>	Pointer to dvector
<i>val</i>	Initial value for the vector

#### Author

Chensong Zhang

#### Date

11/16/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 222 of file AuxVector.c.

### 9.12.2.9 fasp\_dvec\_symdiagscale()

```
void fasp_dvec_symdiagscale (
    dvector * b,
    const dvector * diag )
```

Symmetric diagonal scaling  $D^{-1/2}b$ .

#### Parameters

<i>b</i>	Pointer to dvector
<i>diag</i>	Pointer to dvector: the diagonal entries

#### Author

Xiaozhe Hu

**Date**

01/31/2011

Definition at line 410 of file AuxVector.c.

**9.12.2.10 fasp\_ivec\_alloc()**

```
void fasp_ivec_alloc (  
    const INT m,  
    ivector * u )
```

Create vector data space of INT type.

**Parameters**

<i>m</i>	Number of rows
<i>u</i>	Pointer to ivector (OUTPUT)

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 125 of file AuxVector.c.

**9.12.2.11 fasp\_ivec\_create()**

```
ivector fasp_ivec_create (  
    const INT m )
```

Create vector data space of INT type.

**Parameters**

<i>m</i>	Number of rows
----------	----------------

**Returns**

u The new ivector

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 84 of file AuxVector.c.

**9.12.2.12 fasp\_ivec\_free()**

```
void fasp_ivec_free (
    ivector * u )
```

Free vector data space of INT type.

**Parameters**

<i>u</i>	Pointer to ivector which needs to be deallocated
----------	--

**Author**

Chensong Zhang

**Date**

2010/04/03

**Note**

This function is same as fasp\_dvec\_free except input type.

Definition at line 164 of file AuxVector.c.

**9.12.2.13 fasp\_ivec\_set()**

```
void fasp_ivec_set (
    INT n,
    ivector * u,
    const INT m )
```

Set ivector value to be m.

## Parameters

$n$	Number of variables
$m$	Integer value of ivector
$u$	Pointer to ivector (MODIFIED)

## Author

Chensong Zhang

## Date

04/03/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 291 of file AuxVector.c.

## 9.13 BlaArray.c File Reference

BLAS1 operations for arrays.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void `fasp_blas_darray_ax` (const `INT` `n`, const `REAL` `a`, `REAL` `*x`)  
 $x = a*x$
- void `fasp_blas_darray_axpy` (const `INT` `n`, const `REAL` `a`, const `REAL` `*x`, `REAL` `*y`)  
 $y = a*x + y$
- void `fasp_blas_darray_axpy_nc2` (const `REAL` `a`, const `REAL` `*x`, `REAL` `*y`)  
 $y = a*x + y$ , *length of x and y should be 2*
- void `fasp_blas_darray_axpy_nc3` (const `REAL` `a`, const `REAL` `*x`, `REAL` `*y`)  
 $y = a*x + y$ , *length of x and y should be 3*
- void `fasp_blas_darray_axpy_nc5` (const `REAL` `a`, const `REAL` `*x`, `REAL` `*y`)  
 $y = a*x + y$ , *length of x and y should be 5*
- void `fasp_blas_darray_axpy_nc7` (const `REAL` `a`, const `REAL` `*x`, `REAL` `*y`)  
 $y = a*x + y$ , *length of x and y should be 7*
- void `fasp_blas_darray_axpyz` (const `INT` `n`, const `REAL` `a`, const `REAL` `*x`, const `REAL` `*y`, `REAL` `*z`)  
 $z = a*x + y$
- void `fasp_blas_darray_axpyz_nc2` (const `REAL` `a`, const `REAL` `*x`, const `REAL` `*y`, `REAL` `*z`)  
 $z = a*x + y$ , *length of x, y and z should be 2*

- void `fasp_blas_darray_axpyz_nc3` (const `REAL` a, const `REAL` \*x, const `REAL` \*y, `REAL` \*z)  
 *$z = a*x + y$ , length of x, y and z should be 3*
- void `fasp_blas_darray_axpyz_nc5` (const `REAL` a, const `REAL` \*x, const `REAL` \*y, `REAL` \*z)  
 *$z = a*x + y$ , length of x, y and z should be 5*
- void `fasp_blas_darray_axpyz_nc7` (const `REAL` a, const `REAL` \*x, const `REAL` \*y, `REAL` \*z)  
 *$z = a*x + y$ , length of x, y and z should be 7*
- void `fasp_blas_darray_axpby` (const `INT` n, const `REAL` a, const `REAL` \*x, const `REAL` b, `REAL` \*y)  
 *$y = a*x + b*y$*
- `REAL fasp_blas_darray_norm1` (const `INT` n, const `REAL` \*x)  
*L1 norm of array x.*
- `REAL fasp_blas_darray_norm2` (const `INT` n, const `REAL` \*x)  
*L2 norm of array x.*
- `REAL fasp_blas_darray_norminf` (const `INT` n, const `REAL` \*x)  
*Linf norm of array x.*
- `REAL fasp_blas_darray_dotprod` (const `INT` n, const `REAL` \*x, const `REAL` \*y)  
*Inner product of two arrays x and y.*

### 9.13.1 Detailed Description

BLAS1 operations for arrays.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxThreads.c](#)  
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### 9.13.2 Function Documentation

#### 9.13.2.1 `fasp_blas_darray_ax()`

```
void fasp_blas_darray_ax (
    const INT n,
    const REAL a,
    REAL * x ) [inline]
```

$x = a*x$

#### Parameters

<i>n</i>	Number of variables
<i>a</i>	Factor a
<i>x</i>	Pointer to x



**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

**Warning**

x is reused to store the resulting array!

Definition at line 43 of file BlaArray.c.

**9.13.2.2 fasp\_blas\_darray\_axpby()**

```
void fasp_blas_darray_axpby (
    const INT n,
    const REAL a,
    const REAL * x,
    const REAL b,
    REAL * y )
```

$y = a*x + b*y$

**Parameters**

<i>n</i>	Number of variables
<i>a</i>	Factor a
<i>x</i>	Pointer to x
<i>b</i>	Factor b
<i>y</i>	Pointer to y, reused to store the resulting array

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 580 of file BlaArray.c.

### 9.13.2.3 fasp\_blas\_darray\_axpy()

```
void fasp_blas_darray_axpy (
    const INT n,
    const REAL a,
    const REAL * x,
    REAL * y )
```

$y = a*x + y$

#### Parameters

<i>n</i>	Number of variables
<i>a</i>	Factor a
<i>x</i>	Pointer to x
<i>y</i>	Pointer to y, reused to store the resulting array

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 93 of file BlaArray.c.

### 9.13.2.4 fasp\_blas\_darray\_axpy\_nc2()

```
void fasp_blas_darray_axpy_nc2 (
    const REAL a,
    const REAL * x,
    REAL * y )
```

$y = a*x + y$ , length of x and y should be 2

#### Parameters

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array
<i>y</i>	Pointer to the destination array

**Author**

Xiaozhe Hu

**Date**

18/11/2011

Definition at line 170 of file BlaArray.c.

**9.13.2.5 fasp\_blas\_darray\_axpy\_nc3()**

```
void fasp_blas_darray_axpy_nc3 (
    const REAL a,
    const REAL * x,
    REAL * y )
```

$y = a*x + y$ , length of  $x$  and  $y$  should be 3

**Parameters**

$a$	REAL factor $a$
$x$	Pointer to the original array
$y$	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 193 of file BlaArray.c.

**9.13.2.6 fasp\_blas\_darray\_axpy\_nc5()**

```
void fasp_blas_darray_axpy_nc5 (
    const REAL a,
    const REAL * x,
    REAL * y )
```

$y = a*x + y$ , length of  $x$  and  $y$  should be 5

**Parameters**

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array
<i>y</i>	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 222 of file BlaArray.c.

**9.13.2.7 fasp\_blas\_darray\_axpy\_nc7()**

```
void fasp_blas_darray_axpy_nc7 (
    const REAL a,
    const REAL * x,
    REAL * y )
```

$y = a*x + y$ , length of x and y should be 7

**Parameters**

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array
<i>y</i>	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 269 of file BlaArray.c.

## 9.13.2.8 fasp\_blas\_darray\_axpyz()

```
void fasp_blas_darray_axpyz (
    const INT n,
    const REAL a,
    const REAL * x,
    const REAL * y,
    REAL * z )
```

$$z = a*x + y$$

## Parameters

<i>n</i>	Number of variables
<i>a</i>	Factor a
<i>x</i>	Pointer to x
<i>y</i>	Pointer to y
<i>z</i>	Pointer to z

## Author

Chensong Zhang

## Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 347 of file BlaArray.c.

## 9.13.2.9 fasp\_blas\_darray\_axpyz\_nc2()

```
void fasp_blas_darray_axpyz_nc2 (
    const REAL a,
    const REAL * x,
    const REAL * y,
    REAL * z )
```

$$z = a*x + y$$
, length of x, y and z should be 2

## Parameters

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array 1
<i>y</i>	Pointer to the original array 2
<i>z</i>	Pointer to the destination array

**Author**

Xiaozhe Hu

**Date**

18/11/2011

Definition at line 393 of file BlaArray.c.

**9.13.2.10 fasp\_blas\_darray\_axpyz\_nc3()**

```
void fasp_blas_darray_axpyz_nc3 (
    const REAL a,
    const REAL * x,
    const REAL * y,
    REAL * z )
```

$z = a*x + y$ , length of  $x$ ,  $y$  and  $z$  should be 3

**Parameters**

$a$	REAL factor $a$
$x$	Pointer to the original array 1
$y$	Pointer to the original array 2
$z$	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 419 of file BlaArray.c.

**9.13.2.11 fasp\_blas\_darray\_axpyz\_nc5()**

```
void fasp_blas_darray_axpyz_nc5 (
    const REAL a,
    const REAL * x,
    const REAL * y,
    REAL * z )
```

$z = a*x + y$ , length of  $x$ ,  $y$  and  $z$  should be 5

**Parameters**

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array 1
<i>y</i>	Pointer to the original array 2
<i>z</i>	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 451 of file BlaArray.c.

**9.13.2.12 fasp\_blas\_darray\_axpyz\_nc7()**

```
void fasp_blas_darray_axpyz_nc7 (
    const REAL a,
    const REAL * x,
    const REAL * y,
    REAL * z )
```

$z = a*x + y$ , length of  $x$ ,  $y$  and  $z$  should be 7

**Parameters**

<i>a</i>	REAL factor a
<i>x</i>	Pointer to the original array 1
<i>y</i>	Pointer to the original array 2
<i>z</i>	Pointer to the destination array

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 501 of file BlaArray.c.

### 9.13.2.13 fasp\_blas\_darray\_dotprod()

```
REAL fasp_blas_darray_dotprod (
    const INT n,
    const REAL * x,
    const REAL * y )
```

Inner product of two arrays x and y.

#### Parameters

$n$	Number of variables
$x$	Pointer to x
$y$	Pointer to y

#### Returns

Inner product (x,y)

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 741 of file BlaArray.c.

### 9.13.2.14 fasp\_blas\_darray\_norm1()

```
REAL fasp_blas_darray_norm1 (
    const INT n,
    const REAL * x )
```

L1 norm of array x.

#### Parameters

$n$	Number of variables
$x$	Pointer to x



**Returns**

L1 norm of x

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 628 of file BlaArray.c.

**9.13.2.15 fasp\_blas\_darray\_norm2()**

```
REAL fasp_blas_darray_norm2 (  
    const INT n,  
    const REAL * x )
```

L2 norm of array x.

**Parameters**

$n$	Number of variables
$x$	Pointer to x

**Returns**

L2 norm of x

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 657 of file BlaArray.c.

### 9.13.2.16 fasp\_blas\_darray\_norminf()

```
REAL fasp_blas_darray_norminf (
    const INT n,
    const REAL * x )
```

Linf norm of array x.

#### Parameters

$n$	Number of variables
$x$	Pointer to x

#### Returns

L<sub>inf</sub> norm of x

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Zheng Li on 06/28/2012

Definition at line 686 of file BlaArray.c.

## 9.14 BlaEigen.c File Reference

Computing the extreme eigenvalues.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

#### Functions

- **REAL fasp\_dcsr\_maxeig** (const dCSRmat \*A, const REAL tol, const INT maxit)  
*Approximate the largest eigenvalue of A by the power method.*

### 9.14.1 Detailed Description

Computing the extreme eigenvalues.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvCSR.c](#), and [BlaVector.c](#)  
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### 9.14.2 Function Documentation

#### 9.14.2.1 fasp\_dcsr\_max eig()

```
REAL fasp_dcsr_max eig (
    const dCSRmat * A,
    const REAL tol,
    const INT maxit )
```

Approximate the largest eigenvalue of A by the power method.

#### Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>tol</i>	Tolerance for stopping the power method
<i>maxit</i>	Max number of iterations

#### Returns

Largest eigenvalue

#### Author

Xiaozhe Hu

#### Date

01/25/2011

Definition at line 37 of file BlaEigen.c.

## 9.15 BlaFormat.c File Reference

Subroutines for matrix format conversion.

```
#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"
```

### Functions

- [SHORT fasp\\_format\\_dcoo\\_dcsr](#) (const [dCOOmat](#) \*A, [dCSRmat](#) \*B)  
*Transform a REAL matrix from its IJ format to its CSR format.*
- [SHORT fasp\\_format\\_dcsr\\_dcoo](#) (const [dCSRmat](#) \*A, [dCOOmat](#) \*B)  
*Transform a REAL matrix from its CSR format to its IJ format.*
- [SHORT fasp\\_format\\_dstr\\_dcsr](#) (const [dSTRmat](#) \*A, [dCSRmat](#) \*B)  
*Transfer a 'dSTRmat' type matrix into a 'dCSRmat' type matrix.*
- [dCSRmat fasp\\_format\\_dblc\\_dcsr](#) (const [dBLCmat](#) \*Ab)  
*Form the whole dCSRmat A using blocks given in Ab.*
- [dCSRmat \\* fasp\\_format\\_dcsr\\_dcsr](#) (const [dCSRmat](#) \*A)  
*Convert a dCSRmat into a dCSRmat.*
- [dCSRmat fasp\\_format\\_dbsr\\_dcsr](#) (const [dBSRmat](#) \*B)  
*Transfer a 'dBSRmat' type matrix into a dCSRmat.*
- [dBSRmat fasp\\_format\\_dcsr\\_dbsr](#) (const [dCSRmat](#) \*A, const [INT](#) nb)  
*Transfer a dCSRmat type matrix into a dBSRmat.*
- [dBSRmat fasp\\_format\\_dstr\\_dbsr](#) (const [dSTRmat](#) \*B)  
*Transfer a 'dSTRmat' type matrix to a 'dBSRmat' type matrix.*
- [dCOOmat \\* fasp\\_format\\_dbsr\\_dcoo](#) (const [dBSRmat](#) \*B)  
*Transfer a 'dBSRmat' type matrix to a 'dCOOmat' type matrix.*

### 9.15.1 Detailed Description

Subroutines for matrix format conversion.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaSparseBSR.c](#), [BlaSparseCSR.c](#), and [BlaSparseCSRL.c](#)

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### 9.15.2 Function Documentation

#### 9.15.2.1 fasp\_format\_dblc\_dcsr()

```
dCSRmat fasp_format_dblc_dcsr (
    const dBLCmat * Ab )
```

Form the whole [dCSRmat](#) A using blocks given in Ab.

## Parameters

<i>Ab</i>	Pointer to <a href="#">dBLComat</a> matrix
-----------	--

## Returns

[dCSRmat](#) matrix if succeed, NULL if fail

## Author

Shiquan Zhang

## Date

08/10/2010

Definition at line 294 of file BlaFormat.c.

## 9.15.2.2 fasp\_format\_dbsr\_dcoo()

```
dCOOmat * fasp_format_dbsr_dcoo (
    const dBSRmat * B )
```

Transfer a '[dBSRmat](#)' type matrix to a '[dCOOmat](#)' type matrix.

## Parameters

<i>B</i>	Pointer to <a href="#">dBSRmat</a> matrix
----------	---

## Returns

Pointer to [dCOOmat](#) matrix

## Author

Zhiyang Zhou

## Date

2010/10/26

Definition at line 945 of file BlaFormat.c.

### 9.15.2.3 fasp\_format\_dbsr\_dcsr()

```
dCSRmat fasp_format_dbsr_dcsr (
    const dBSRmat * B )
```

Transfer a 'dBSRmat' type matrix into a dCSRmat.

#### Parameters

<i>B</i>	Pointer to dBSRmat matrix
----------	---------------------------

#### Returns

dCSRmat matrix

#### Author

Zhiyang Zhou

#### Date

10/23/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/24/2012

#### Note

Works for general nb (Xiaozhe)

Definition at line 497 of file BlaFormat.c.

### 9.15.2.4 fasp\_format\_dcoo\_dcsr()

```
SHORT fasp_format_dcoo_dcsr (
    const dCOOmat * A,
    dCSRmat * B )
```

Transform a REAL matrix from its IJ format to its CSR format.

#### Parameters

<i>A</i>	Pointer to dCOOmat matrix
<i>B</i>	Pointer to dCSRmat matrix

**Returns**

FASP\_SUCCESS if succeeded; otherwise, error information.

**Author**

Xuehai Huang

**Date**

08/10/2009

Definition at line 36 of file BlaFormat.c.

**9.15.2.5 fasp\_format\_dcsr\_dbsr()**

```
dBSRmat fasp_format_dcsr_dbsr (  
    const dCSRmat * A,  
    const INT nb )
```

Transfer a [dCSRmat](#) type matrix into a [dBSRmat](#).

**Parameters**

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> type matrix
<i>nb</i>	size of each block

**Returns**

[dBSRmat](#) matrix

**Author**

Zheng Li

**Date**

03/27/2014

**Note**

modified by Xiaozhe Hu to avoid potential memory leakage problem

Definition at line 723 of file BlaFormat.c.

### 9.15.2.6 fasp\_format\_dcsr\_dcoo()

```
SHORT fasp_format_dcsr_dcoo (
    const dCSRmat * A,
    dCOOmat * B )
```

Transform a REAL matrix from its CSR format to its IJ format.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>B</i>	Pointer to <a href="#">dCOOmat</a> matrix

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Xuehai Huang

#### Date

08/10/2009

Modified by Chunsheng Feng, Zheng Li on 10/12/2012

Definition at line 83 of file BlaFormat.c.

### 9.15.2.7 fasp\_format\_dcsrl\_dcsr()

```
dCSRLmat * fasp_format_dcsrl_dcsr (
    const dCSRmat * A )
```

Convert a [dCSRmat](#) into a [dCSRLmat](#).

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRLmat</a> matrix
----------	--

#### Returns

Pointer to [dCSRLmat](#) matrix



## Author

Zhiyang Zhou

## Date

2011/01/07

Definition at line 363 of file BlaFormat.c.

## 9.15.2.8 fasp\_format\_dstr\_dbsr()

```
dBSRmat fasp_format_dstr_dbsr (  
    const dSTRmat * B )
```

Transfer a 'dSTRmat' type matrix to a 'dBSRmat' type matrix.

## Parameters

<i>B</i>	Pointer to dSTRmat matrix
----------	---------------------------

## Returns

dBSRmat matrix

## Author

Zhiyang Zhou

## Date

2010/10/26

Definition at line 841 of file BlaFormat.c.

## 9.15.2.9 fasp\_format\_dstr\_dcsr()

```
SHORT fasp_format_dstr_dcsr (  
    const dSTRmat * A,  
    dCSRmat * B )
```

Transfer a 'dSTRmat' type matrix into a 'dCSRmat' type matrix.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> matrix
<i>B</i>	Pointer to <a href="#">dCSRmat</a> matrix

## Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Author

Zhiyang Zhou

## Date

2010/04/29

Definition at line 119 of file BlaFormat.c.

## 9.16 BlalLU.c File Reference

Incomplete LU decomposition: ILUK, ILUT, ILUtp.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void [fasp\\_iluk](#) (INT n, REAL \*a, INT \*ja, INT \*ia, INT lfil, REAL \*alu, INT \*jlu, INT iwk, INT \*ierr, INT \*nzlu)  
*Get ILU factorization with level of fill-in k (ilu(k)) for a CSR matrix A.*
- void [fasp\\_ilut](#) (INT n, REAL \*a, INT \*ja, INT \*ia, INT lfil, REAL droptol, REAL \*alu, INT \*jlu, INT iwk, INT \*ierr, INT \*nz)  
*Get incomplete LU factorization with dual truncations of a CSR matrix A.*
- void [fasp\\_ilutp](#) (INT n, REAL \*a, INT \*ja, INT \*ia, INT lfil, REAL droptol, REAL permtol, INT mbloc, REAL \*alu, INT \*jlu, INT \*iperm, INT iwk, INT \*ierr, INT \*nz)  
*Get incomplete LU factorization with pivoting dual truncations of a CSR matrix A.*
- void [fasp\\_symbfactor](#) (INT n, INT \*colind, INT \*rwptr, INT levfill, INT nzmax, INT \*nzlu, INT \*ijlu, INT \*uptr, INT \*ierr)  
*Symbolic factorization of a CSR matrix A in compressed sparse row format, with resulting factors stored in a single MSR data structure.*

### 9.16.1 Detailed Description

Incomplete LU decomposition: ILUk, ILUt, ILUtp.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#)

Translated from SparseKit (Fortran code) by Chunsheng Feng, 09/03/2016

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### 9.16.2 Function Documentation

#### 9.16.2.1 fasp\_iluk()

```
void fasp_iluk (
    INT n,
    REAL * a,
    INT * ja,
    INT * ia,
    INT lfil,
    REAL * alu,
    INT * jlu,
    INT iwk,
    INT * ierr,
    INT * nzlu )
```

Get ILU factorization with level of fill-in k (ilu(k)) for a CSR matrix A.

#### Parameters

<i>n</i>	row number of A
<i>a</i>	nonzero entries of A
<i>ja</i>	integer array of column for A
<i>ia</i>	integer array of row pointers for A
<i>lfil</i>	integer. The fill-in parameter. Each row of L and each row of U will have a maximum of lfil elements (excluding the diagonal element). lfil must be .ge. 0.
<i>alu</i>	matrix stored in Modified Sparse Row (MSR) format containing the L and U factors together. The diagonal (stored in alu(1:n) ) is inverted. Each i-th row of the alu,jlu matrix contains the i-th row of L (excluding the diagonal entry=1) followed by the i-th row of U.
<i>jlu</i>	integer array of length n containing the pointers to the beginning of each row of U in the matrix alu,jlu.
<i>iwk</i>	integer. The minimum length of arrays alu, jlu, and levs.
<i>ierr</i>	integer pointer. Return error message with the following meaning. 0 -> successful return. >0 -> zero pivot encountered at step number ierr. -1 -> Error. input matrix may be wrong. (The elimination process has generated a row in L or U whose length is .gt. n.) -2 -> The matrix L overflows the array al. -3 -> The matrix U overflows the array alu. -4 -> Illegal value for lfil. -5 -> zero row encountered.
<i>nzlu</i>	integer pointer. Return number of nonzero entries for alu and jlu

Note

: All the diagonal elements of the input matrix must be nonzero.

Author

Chunsheng Feng

Date

09/06/2016

Definition at line 72 of file BlalLU.c.

9.16.2.2 fasp\_ilut()

```
void fasp_ilut (
    INT n,
    REAL * a,
    INT * ja,
    INT * ia,
    INT lfil,
    REAL droptol,
    REAL * alu,
    INT * jlu,
    INT iwk,
    INT * ierr,
    INT * nz )
```

Get incomplete LU factorization with dual truncations of a CSR matrix A.

Parameters

<i>n</i>	row number of A
<i>a</i>	nonzero entries of A
<i>ja</i>	integer array of column for A
<i>ia</i>	integer array of row pointers for A
<i>lfil</i>	integer. The fill-in parameter. Each row of L and each row of U will have a maximum of lfil elements (excluding the diagonal element). lfil must be .ge. 0.
<i>droptol</i>	real*8. Sets the threshold for dropping small terms in the factorization. See below for details on dropping strategy.
<i>alu</i>	matrix stored in Modified Sparse Row (MSR) format containing the L and U factors together. The diagonal (stored in alu(1:n) ) is inverted. Each i-th row of the alu,jlu matrix contains the i-th row of L (excluding the diagonal entry=1) followed by the i-th row of U.
<i>jlu</i>	integer array of length n containing the pointers to the beginning of each row of U in the matrix alu,jlu.
<i>iwk</i>	integer. The lengths of arrays alu and jlu. If the arrays are not big enough to store the ILU factorizations, ilut will stop with an error message.
<i>ierr</i>	integer pointer. Return error message with the following meaning. 0 -> successful return. >0 -> zero pivot encountered at step number ierr. -1 -> Error. input matrix may be wrong. (The elimination process has generated a row in L or U whose length is .gt. n.) -2 -> The matrix L overflows the array al. -3 -> The matrix U overflows the array alu. -4 -> Illegal value for lfil. -5 -> zero row encountered.
<i>nz</i>	integer pointer. Return number of nonzero entries for alu and jlu

**Note**

All the diagonal elements of the input matrix must be nonzero.

**Author**

Chunsheng Feng

**Date**

09/06/2016

Definition at line 466 of file BlalLU.c.

**9.16.2.3 fasp\_ilutp()**

```
void fasp_ilutp (
    INT n,
    REAL * a,
    INT * ja,
    INT * ia,
    INT lfil,
    REAL droptol,
    REAL permtol,
    INT mbloc,
    REAL * alu,
    INT * jlu,
    INT * iperm,
    INT iwk,
    INT * ierr,
    INT * nz )
```

Get incomplete LU factorization with pivoting dual truncations of a CSR matrix A.

**Parameters**

<i>n</i>	row number of A
<i>a</i>	nonzero entries of A
<i>ja</i>	integer array of column for A
<i>ia</i>	integer array of row pointers for A
<i>lfil</i>	integer. The fill-in parameter. Each row of L and each row of U will have a maximum of lfil elements (excluding the diagonal element). lfil must be .ge. 0.
<i>droptol</i>	real*8. Sets the threshold for dropping small terms in the factorization. See below for details on dropping strategy.
<i>permtol</i>	tolerance ratio used to determine whether or not to permute two columns. At step i columns i and j are permuted when $\text{abs}(a(i,j)) \cdot \text{permtol} > \text{abs}(a(i,i))$ [0 → never permute; good values 0.1 to 0.01]
<i>mbloc</i>	integer. If desired, permuting can be done only within the diagonal blocks of size mbloc. Useful for PDE problems with several degrees of freedom.. If feature not wanted take mbloc=n.

## Parameters

<i>alu</i>	matrix stored in Modified Sparse Row (MSR) format containing the L and U factors together. The diagonal (stored in <code>alu(1:n)</code> ) is inverted. Each <i>i</i> -th row of the <code>alu,jlu</code> matrix contains the <i>i</i> -th row of L (excluding the diagonal entry=1) followed by the <i>i</i> -th row of U.
<i>jlu</i>	integer array of length <i>n</i> containing the pointers to the beginning of each row of U in the matrix <code>alu,jlu</code> .
<i>iperm</i>	permutation arrays
<i>iwk</i>	integer. The lengths of arrays <code>alu</code> and <code>jlu</code> . If the arrays are not big enough to store the ILU factorizations, <code>ilut</code> will stop with an error message.
<i>ierr</i>	integer pointer. Return error message with the following meaning. 0 → successful return. >0 → zero pivot encountered at step number <code>ierr</code> . -1 → Error. input matrix may be wrong. (The elimination process has generated a row in L or U whose length is .gt. <i>n</i> .) -2 → The matrix L overflows the array <code>al</code> . -3 → The matrix U overflows the array <code>alu</code> . -4 → Illegal value for <code>lfil</code> . -5 → zero row encountered.
<i>nz</i>	integer pointer. Return number of nonzero entries for <code>alu</code> and <code>jlu</code>

## Note

: All the diagonal elements of the input matrix must be nonzero.

## Author

Chunsheng Feng

## Date

09/06/2016

Definition at line 904 of file `BlalLU.c`.

9.16.2.4 `fasp_symbfactor()`

```
void fasp_symbfactor (
    INT n,
    INT * colind,
    INT * rwptr,
    INT levfill,
    INT nzmax,
    INT * nzlu,
    INT * ijlu,
    INT * uptr,
    INT * ierr )
```

Symbolic factorization of a CSR matrix *A* in compressed sparse row format, with resulting factors stored in a single MSR data structure.

<i>n</i>	row number of A
<i>colind</i>	integer array of column for A
<i>rwptr</i>	integer array of row pointers for A
<i>levfill</i>	integer. Level of fill-in allowed
<i>nzmax</i>	integer. The maximum number of nonzero entries in the approximate factorization of a. This is the amount of storage allocated for ijlu.
<i>nzlu</i>	integer pointer. Return number of nonzero entries for alu and jlu
<i>ijlu</i>	integer array of length nzlu containing pointers to delimit rows and specify column number for stored elements of the approximate factors of A. the L and U factors are stored as one matrix.
<i>uptr</i>	integer array of length n containing the pointers to upper trig matrix
<i>ierr</i>	integer pointer. Return error message with the following meaning. 0 -> successful return. 1 -> not enough storage; check mneed.

## Chunsheng Feng

## 09/06/2016

This routine uses the CSR data structure of A in two integer vectors \*colind, rwptr to set up the data structure for the ILU(levfill) \* factorization of A in the integer vectors ijlu and uptr. Both L \* and U are stored in the same structure, and uptr(i) is the pointer \* to the beginning of the i-th row of U in ijlu. \*

The implementation assumes that the diagonal entries are nonzero, and remain nonzero throughout the elimination process. The algorithm proceeds row by row. When computing the sparsity pattern of the  $i$ -th row, the effect of row operations from previous rows is considered. Only those preceding rows  $j$  for which  $(i,j)$  is nonzero need be considered, since otherwise we would not have formed a linear combination of rows  $i$  and  $j$ .

Furthermore, suppose that entry (i,j) resulted from an earlier \* fill-in and has level s1, and (j,k) resulted from an earlier \* fill-in and has level s2: \*

	*		*		*		*	level 0	level s2	*		*			←
	*		*		*		*	level s1	*		*				*

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1. However, \* other reasonable choices would have been  $\min(s1,s2)$  or  $\max(s1,s2)$ . \* Using the sum gives a more conservative strategy in terms of the \* growth of the number of nonzeros as  $s$  increases. \*

`levels(n+2:nzlu)` stores the levels from previous rows, \* that is, the  $s2$ 's above. `levels(1:n)` stores the fill-levels \* of the current row (row  $i$ ), which are the  $s1$ 's above. \* `levels(n+1)` is not used, so `levels` is conformant with MSR format. \*

Vectors used: \* ===== \*

`lastcol(n)`: \* The integer `lastcol(k)` is the row index of the last row \* to have a nonzero in column  $k$ , including the current \* row, and fill-in up to this point. So for the matrix \*

```
|-----| * | 11 12 15 | * | 21 22 26 | * | 32 33 34 | * | 41 43 44 | * | 52 54 55 56 | * | 62 66 | * -----
----- *
```

after step 1, `lastcol()` = [1 0 0 0 1 0] \* after step 2, `lastcol()` = [2 2 0 0 2 2] \* after step 3, `lastcol()` = [2 3 3 3 2 3] \* after step 4, `lastcol()` = [4 3 4 4 4 3] \* after step 5, `lastcol()` = [4 5 4 5 5 5] \* after step 6, `lastcol()` = [4 6 4 5 5 6] \*

Note that on step 2, `lastcol(5)` = 2 because there is a \* fillin position (2,5) in the matrix. `lastcol()` is used \* to determine if a nonzero occurs in column  $j$  because \* it is a nonzero in the original matrix, or was a fill. \*

`rowll(n)`: \* The integer vector `rowll` is used to keep a linked list of \* the nonzeros in the current row, allowing fill-in to be \* introduced sensibly. `rowll` is initialized with the \* original nonzeros of the current row, and then sorted \* using a shell sort. A pointer called `head` \* (what ingenuity) is initialized. Note that at any \* point `rowll` may contain garbage left over from previous \* rows, which the linked list structure skips over. \* For row 4 of the matrix above, first `rowll` is set to \* `rowll()` = [3 1 2 5 -], where - indicates any integer. \* Then the vector is sorted, which yields \* `rowll()` = [1 2 3 5 -]. The vector is then expanded \* to linked list form by setting `head` = 1 and \* `rowll()` = [2 3 5 - 7 -], where 7 indicates termination. \*

`ijlu(nzlu)`: \* The returned nonzero structure for the LU factors. \* This is built up row by row in MSR format, with both L \* and U stored in the data structure. Another vector, `uptr(n)`, \* is used to give pointers to the beginning of the upper \* triangular part of the LU factors in `ijlu`. \*

`levels(n+2:nzlu)`: \* This vector stores the fill level for each entry from \* all the previous rows, used to compute if the current entry \* will exceed the allowed levels of fill. The value in \* `levels(m)` is added to the level of fill for the element in \* the current row that is being reduced, to figure if \* a column entry is to be accepted as fill, or rejected. \* See the method explanation above. \*

`levels(1:n)`: \* This vector stores the fill level number for the current \* row's entries. If they were created as fill elements \* themselves, this number is added to the corresponding \* entry in `levels(n+2:nzlu)` to see if a particular column \* entry will \* be created as new fill or not. NOTE: in practice, the \* value in `levels(1:n)` is one larger than the "fill" level of \* the corresponding row entry, except for the diagonal \* entry. That is why the accept/reject test in the code \* is "if (levels(j) + levels(m) .le. levfill + 1)". \*

### on entry:

$n$  = The order of the matrix  $A$ .  $ija$  = Integer array. Matrix  $A$  stored in modified sparse row format.  $levfill$  = Integer. Level of fill-in allowed.  $nzmax$  = Integer. The maximum number of nonzero entries in the approximate factorization of  $a$ . This is the amount of storage allocated for `ijlu`.



**on return:**

`nzlu` = The actual number of entries in the approximate factors, plus one. `ijlu` = Integer array of length `nzlu` containing pointers to delimit rows and specify column number for stored elements of the approximate factors of `a`. the `l` and `u` factors are stored as one matrix. `uptr` = Integer array of length `n` containing the pointers to upper trig matrix

`ierr` is an error flag: `ierr = -i` -> near zero pivot in step `i` `ierr = 0` -> all's OK `ierr = 1` -> not enough storage; check `mneed`. `ierr = 2` -> illegal parameter

`mneed` = contains the actual number of elements in `ldu`, or the amount of additional storage needed for `ldu`

**work arrays:**

`lastcol` = integer array of length `n` containing last update of the corresponding column. `levels` = integer array of length `n` containing the level of fill-in in current row in its first `n` entries, and level of fill of previous rows of `U` in remaining part. `rowll` = integer array of length `n` containing pointers to implement a linked list for the fill-in elements.

**external functions:**

`ifix`, `float`, `min0`, `srr`

Definition at line 1369 of file `BlalLU.c`.

## 9.17 BlalLUSetupBSR.c File Reference

Setup incomplete LU decomposition for [dBSRmat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- [SHORT fasp\\_ilu\\_dbsr\\_setup](#) ([dBSRmat](#) \*A, [ILU\\_data](#) \*iludata, [ILU\\_param](#) \*iluparam)  
*Get ILU decoposition of a BSR matrix A.*
- [SHORT fasp\\_ilu\\_dbsr\\_setup\\_omp](#) ([dBSRmat](#) \*A, [ILU\\_data](#) \*iludata, [ILU\\_param](#) \*iluparam)  
*Multi-thread ILU decoposition of a BSR matrix A based on graph coloring.*
- [SHORT fasp\\_ilu\\_dbsr\\_setup\\_levsch\\_omp](#) ([dBSRmat](#) \*A, [ILU\\_data](#) \*iludata, [ILU\\_param](#) \*iluparam)  
*Get ILU decoposition of a BSR matrix A based on level schedule strategy.*
- [SHORT fasp\\_ilu\\_dbsr\\_setup\\_mc\\_omp](#) ([dBSRmat](#) \*A, [dCSRmat](#) \*Ap, [ILU\\_data](#) \*iludata, [ILU\\_param](#) \*iluparam)  
*Multi-thread ILU decoposition of a BSR matrix A based on graph coloring.*

### 9.17.1 Detailed Description

Setup incomplete LU decomposition for [dBSRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxTiming.c](#), [BlaSmallMatInv.c](#), [BlaILU.c](#), [BlaSmallMat.c](#), [BlaSmallMatInv.c](#), [BlaSparseBSR.c](#), [BlaSparseCSR.c](#), [BlaSpmvCSR.c](#), and [PreDataInit.c](#)

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### 9.17.2 Function Documentation

#### 9.17.2.1 `fasp_ilu_dbsr_setup()`

```
SHORT fasp_ilu_dbsr_setup (
    dBSRmat * A,
    ILU_data * iludata,
    ILU_param * iluparam )
```

Get ILU decomposition of a BSR matrix A.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> matrix
<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
<i>iluparam</i>	Pointer to <a href="#">ILU_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Shiquan Zhang, Xiaozhe Hu

#### Date

11/08/2010

**Note**

Works for general nb (Xiaozhe)  
Change the size of work space by Zheng Li 04/26/2015.  
Modified by Chunsheng Feng on 08/11/2017 for iludata->type not inited.

Definition at line 54 of file BlalLUSetupBSR.c.

**9.17.2.2 fasp\_ilu\_dbsr\_setup\_levsch\_omp()**

```
SHORT fasp_ilu_dbsr_setup_levsch_omp (
    dBSRmat * A,
    ILU_data * iludata,
    ILU_param * iluparam )
```

Get ILU decoposition of a BSR matrix A based on level schedule strategy.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> matrix
<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
<i>iluparam</i>	Pointer to <a href="#">ILU_param</a>

**Returns**

FASP\_SUCCESS if succeeded; otherwise, error information.

**Author**

Zheng Li

**Date**

12/04/2016

**Note**

Only works for 1, 2, 3 nb (Zheng)  
Modified by Chunsheng Feng on 09/06/2017 for iludata->type not inited.

Definition at line 299 of file BlalLUSetupBSR.c.

### 9.17.2.3 fasp\_ilu\_dbsr\_setup\_mc\_omp()

```
SHORT fasp_ilu_dbsr_setup_mc_omp (
    dBSRmat * A,
    dCSRmat * Ap,
    ILU_data * iludata,
    ILU_param * iluparam )
```

Multi-thread ILU decoposition of a BSR matrix A based on graph coloring.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> matrix
<i>Ap</i>	Pointer to <a href="#">dCSRmat</a> matrix which provides sparsity pattern
<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
<i>iluparam</i>	Pointer to <a href="#">ILU_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Zheng Li

#### Date

12/04/2016

#### Note

Only works for 1, 2, 3 nb (Zheng)

Modified by Chunsheng Feng on 09/06/2017 for iludata->type not initied.

Definition at line 435 of file BlalLUSetupBSR.c.

### 9.17.2.4 fasp\_ilu\_dbsr\_setup\_omp()

```
SHORT fasp_ilu_dbsr_setup_omp (
    dBSRmat * A,
    ILU_data * iludata,
    ILU_param * iluparam )
```

Multi-thread ILU decoposition of a BSR matrix A based on graph coloring.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> matrix
<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
<i>iluparam</i>	Pointer to <a href="#">ILU_param</a>

## Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Author

Zheng Li

## Date

12/04/2016

## Note

Only works for 1, 2, 3 nb (Zheng)  
Modified by Chunsheng Feng on 09/06/2017 for iludata->type not initied.

Definition at line 177 of file BlalLUSetupBSR.c.

## 9.18 BlalLUSetupCSR.c File Reference

Setup incomplete LU decomposition for [dCSRmat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- [SHORT fasp\\_ilu\\_dcsr\\_setup](#) ([dCSRmat](#) \*A, [ILU\\_data](#) \*iludata, [ILU\\_param](#) \*iluparam)  
*Get ILU decomposition of a CSR matrix A.*

### 9.18.1 Detailed Description

Setup incomplete LU decomposition for [dCSRmat](#) matrices.

## Note

This file contains Level-1 (Bla) functions. It requires: [AuxTiming.c](#), [BlalLU.c](#), [BlaSparseCSR.c](#), and [PreDataInit.c](#)  
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## 9.18.2 Function Documentation

### 9.18.2.1 fasp\_ilu\_dcsr\_setup()

```
SHORT fasp_ilu_dcsr_setup (
    dCSRmat * A,
    ILU_data * iludata,
    ILU_param * iluparam )
```

Get ILU decomposition of a CSR matrix A.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
<i>iluparam</i>	Pointer to <a href="#">ILU_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Shiquan Zhang Xiaozhe Hu

#### Date

12/27/2009

Modified by Chunsheng Feng on 02/12/2017: add iperm array for ILUTp

Definition at line 40 of file BlalLUSetupCSR.c.

## 9.19 BlalLUSetupSTR.c File Reference

Setup incomplete LU decomposition for [dSTRmat](#) matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void [fasp\\_ilu\\_dstr\\_setup0](#) ([dSTRmat](#) \*A, [dSTRmat](#) \*LU)  
*Get ILU(0) decomposition of a structured matrix A.*
- void [fasp\\_ilu\\_dstr\\_setup1](#) ([dSTRmat](#) \*A, [dSTRmat](#) \*LU)  
*Get ILU(1) decomposition of a structured matrix A.*

### 9.19.1 Detailed Description

Setup incomplete LU decomposition for [dSTRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#), [BlaSmallMat.c](#), [BlaSmallMatInv.c](#), [BlaSparseSTR.c](#), and [BlaArray.c](#)

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### 9.19.2 Function Documentation

#### 9.19.2.1 [fasp\\_ilu\\_dstr\\_setup0\(\)](#)

```
void fasp_ilu_dstr_setup0 (
    dSTRmat * A,
    dSTRmat * LU )
```

Get ILU(0) decomposition of a structured matrix A.

#### Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a>
<i>LU</i>	Pointer to ILU structured matrix of REAL type

#### Author

Shiquan Zhang, Xiaozhe Hu

#### Date

11/08/2010

**Note**

Only works for 5 bands 2D and 7 bands 3D matrix with default offsets (order can be arbitrary)!

Definition at line 38 of file BlaILUSetupSTR.c.

**9.19.2.2 fasp\_ilu\_dstr\_setup1()**

```
void fasp_ilu_dstr_setup1 (
    dSTRmat * A,
    dSTRmat * LU )
```

Get ILU(1) decoposition of a structured matrix A.

**Parameters**

<i>A</i>	Pointer to oringinal structured matrix of REAL type
<i>LU</i>	Pointer to ILU structured matrix of REAL type

**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

11/08/2010

**Note**

Put L and U in a STR matrix and it has the following structure: the diag is d, the offdiag of L are alpha1 to alpha6, the offdiag of U are beta1 to beta6

Only works for 5 bands 2D and 7 bands 3D matrix with default offsets

Definition at line 333 of file BlaILUSetupSTR.c.

**9.20 BlaIO.c File Reference**

Matrix/vector input/output subroutines.

```
#include "fasp.h"
#include "fasp_functs.h"
#include "hb_io.h"
#include "BlaIOUtil.inl"
```



## Functions

- void [fasp\\_dcsrvec\\_read1](#) (const char \*filename, [dCSRmat](#) \*A, [dvector](#) \*b)  
*Read A and b from a SINGLE disk file.*
- void [fasp\\_dcsrvec\\_read2](#) (const char \*filemat, const char \*filerhs, [dCSRmat](#) \*A, [dvector](#) \*b)  
*Read A and b from two separate disk files.*
- void [fasp\\_dcsr\\_read](#) (const char \*filename, [dCSRmat](#) \*A)  
*Read A from matrix disk file in IJ format.*
- void [fasp\\_dcoo\\_read](#) (const char \*filename, [dCSRmat](#) \*A)  
*Read A from matrix disk file in IJ format – indices starting from 0.*
- void [fasp\\_dcoo\\_read1](#) (const char \*filename, [dCOOmat](#) \*A)  
*Read A from matrix disk file in IJ format – indices starting from 1.*
- void [fasp\\_dcoo\\_shift\\_read](#) (const char \*filename, [dCSRmat](#) \*A)  
*Read A from matrix disk file in IJ format – indices starting from 0.*
- void [fasp\\_dmtx\\_read](#) (const char \*filename, [dCSRmat](#) \*A)  
*Read A from matrix disk file in MatrixMarket general format.*
- void [fasp\\_dmtxsym\\_read](#) (const char \*filename, [dCSRmat](#) \*A)  
*Read A from matrix disk file in MatrixMarket sym format.*
- void [fasp\\_dstr\\_read](#) (const char \*filename, [dSTRmat](#) \*A)  
*Read A from a disk file in dSTRmat format.*
- void [fasp\\_dbsr\\_read](#) (const char \*filename, [dBSRmat](#) \*A)  
*Read A from a disk file in dBSRmat format.*
- void [fasp\\_dvecind\\_read](#) (const char \*filename, [dvector](#) \*b)  
*Read b from matrix disk file.*
- void [fasp\\_dvec\\_read](#) (const char \*filename, [dvector](#) \*b)  
*Read b from a disk file in array format.*
- void [fasp\\_ivecind\\_read](#) (const char \*filename, [ivector](#) \*b)  
*Read b from matrix disk file.*
- void [fasp\\_ivec\\_read](#) (const char \*filename, [ivector](#) \*b)  
*Read b from a disk file in array format.*
- void [fasp\\_dcsrvec\\_write1](#) (const char \*filename, [dCSRmat](#) \*A, [dvector](#) \*b)  
*Write A and b to a SINGLE disk file.*
- void [fasp\\_dcsrvec\\_write2](#) (const char \*filemat, const char \*filerhs, [dCSRmat](#) \*A, [dvector](#) \*b)  
*Write A and b to two separate disk files.*
- void [fasp\\_dcoo\\_write](#) (const char \*filename, [dCSRmat](#) \*A)  
*Write a matrix to disk file in IJ format (coordinate format)*
- void [fasp\\_dstr\\_write](#) (const char \*filename, [dSTRmat](#) \*A)  
*Write a dSTRmat to a disk file.*
- void [fasp\\_dbsr\\_write](#) (const char \*filename, [dBSRmat](#) \*A)  
*Write a dBSRmat to a disk file.*
- void [fasp\\_dvec\\_write](#) (const char \*filename, [dvector](#) \*vec)  
*Write a dvector to disk file.*
- void [fasp\\_dvecind\\_write](#) (const char \*filename, [dvector](#) \*vec)  
*Write a dvector to disk file in coordinate format.*
- void [fasp\\_ivec\\_write](#) (const char \*filename, [ivector](#) \*vec)  
*Write a ivector to disk file in coordinate format.*
- void [fasp\\_dvec\\_print](#) (const INT n, [dvector](#) \*u)

*Print first n entries of a vector of REAL type.*

- void [fasp\\_ivec\\_print](#) (const INT n, [ivector](#) \*u)

*Print first n entries of a vector of INT type.*

- void [fasp\\_dcsr\\_print](#) (const [dCSRmat](#) \*A)

*Print out a dCSRmat matrix in coordinate format.*

- void [fasp\\_dcoo\\_print](#) (const [dCOOmat](#) \*A)

*Print out a dCOOmat matrix in coordinate format.*

- void [fasp\\_dbsr\\_print](#) (const [dBSRmat](#) \*A)

*Print out a dBSRmat matrix in coordinate format.*

- void [fasp\\_dbsr\\_write\\_coo](#) (const char \*filename, const [dBSRmat](#) \*A)

*Print out a dBSRmat matrix in coordinate format for matlab spy.*

- void [fasp\\_dcsr\\_write\\_coo](#) (const char \*filename, const [dCSRmat](#) \*A)

*Print out a dCSRmat matrix in coordinate format for matlab spy.*

- void [fasp\\_dstr\\_print](#) (const [dSTRmat](#) \*A)

*Print out a dSTRmat matrix in coordinate format.*

- void [fasp\\_matrix\\_read](#) (const char \*filename, void \*A)

*Read matrix from different kinds of formats from both ASCII and binary files.*

- void [fasp\\_matrix\\_read\\_bin](#) (const char \*filename, void \*A)

*Read matrix in binary format.*

- void [fasp\\_matrix\\_write](#) (const char \*filename, void \*A, const INT flag)

*write matrix from different kinds of formats from both ASCII and binary files*

- void [fasp\\_vector\\_read](#) (const char \*filerhs, void \*b)

*Read RHS vector from different kinds of formats from both ASCII and binary files.*

- void [fasp\\_vector\\_write](#) (const char \*filerhs, void \*b, const INT flag)

*write RHS vector from different kinds of formats in both ASCII and binary files*

- void [fasp\\_hb\\_read](#) (const char \*input\_file, [dCSRmat](#) \*A, [dvector](#) \*b)

*Read matrix and right-hans side from a HB format file.*

## Variables

- [INT ilength](#)
- [INT dlength](#)

### 9.20.1 Detailed Description

Matrix/vector input/output subroutines.

#### Note

Read, write or print a matrix or a vector in various formats

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxConvert.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaFormat.c](#), [BlaSparseBSR.c](#), [BlaSparseCOO.c](#), [BlaSparseCSR.c](#), and [BlaSpmvCSR.c](#)

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## 9.20.2 Function Documentation

### 9.20.2.1 fasp\_dbsr\_print()

```
void fasp_dbsr_print (
    const dBSRmat * A )
```

Print out a [dBSRmat](#) matrix in coordinate format.

#### Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix A
----------	---

#### Author

Ziteng Wang

#### Date

12/24/2012

Modified by Chunsheng Feng on 11/16/2013

Definition at line 1419 of file BlaiO.c.

### 9.20.2.2 fasp\_dbsr\_read()

```
void fasp_dbsr_read (
    const char * filename,
    dBSRmat * A )
```

Read A from a disk file in [dBSRmat](#) format.

#### Parameters

<i>filename</i>	File name for matrix A
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> A

**Note**

This routine reads a [dBSRmat](#) matrix from a disk file in the following format:

File format:

- ROW, COL, NNZ
- nb: size of each block
- storage\_manner: storage manner of each block
- ROW+1: length of IA
- IA(i), i=0:ROW
- NNZ: length of JA
- JA(i), i=0:NNZ-1
- NNZ\*nb\*nb: length of val
- val(i), i=0:NNZ\*nb\*nb-1

**Author**

Xiaozhe Hu

**Date**

10/29/2010

Definition at line 703 of file BlaiO.c.

**9.20.2.3 fasp\_dbsr\_write()**

```
void fasp_dbsr_write (
    const char * filename,
    dBSRmat * A )
```

Write a [dBSRmat](#) to a disk file.

**Parameters**

<i>filename</i>	File name for A
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix A

**Note**

The routine writes the specified REAL vector in BSR format. Refer to the reading subroutine [fasp\\_dbsr\\_read](#).

**Author**

Shiquan Zhang

**Date**

10/29/2010

Definition at line 1182 of file BlaiO.c.

**9.20.2.4 fasp\_dbsr\_write\_coo()**

```
void fasp_dbsr_write_coo (
    const char * filename,
    const dBSRmat * A )
```

Print out a [dBSRmat](#) matrix in coordinate format for matlab spy.**Parameters**

<i>filename</i>	Name of file to write to
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix A

**Author**

Chunsheng Feng

**Date**

11/14/2013

Modified by Chensong Zhang on 06/14/2014: Fix index problem.

Definition at line 1455 of file BlaiO.c.

**9.20.2.5 fasp\_dcoo\_print()**

```
void fasp_dcoo_print (
    const dCOOmat * A )
```

Print out a [dCOOmat](#) matrix in coordinate format.

## Parameters

<i>A</i>	Pointer to the <a href="#">dCOOmat</a> matrix A
----------	---

## Author

Ziteng Wang

## Date

12/24/2012

Definition at line 1397 of file BlalO.c.

## 9.20.2.6 fasp\_dcoo\_read()

```
void fasp_dcoo_read (
    const char * filename,
    dCSRmat * A )
```

Read A from matrix disk file in IJ format – indices starting from 0.

## Parameters

<i>filename</i>	File name for matrix
<i>A</i>	Pointer to the CSR matrix

## Note

File format:

- nrow ncol nnz % number of rows, number of columns, and nnz
- i j a\_ij % i, j a\_ij in each line

After reading, it converts the matrix to [dCSRmat](#) format.

## Author

Xuehai Huang, Chensong Zhang

## Date

03/29/2009

Definition at line 314 of file BlalO.c.

## 9.20.2.7 fasp\_dcoo\_read1()

```
void fasp_dcoo_read1 (
    const char * filename,
    dCOOmat * A )
```

Read A from matrix disk file in IJ format – indices starting from 1.

## Parameters

<i>filename</i>	File name for matrix
<i>A</i>	Pointer to the COO matrix

## Note

File format:

- nrow ncol nnz % number of rows, number of columns, and nnz
- i j a\_ij % i, j a\_ij in each line

Difference between fasp\_dcoo\_read and this function is this function do not change to CSR format

## Author

Xiaozhe Hu

## Date

03/24/2013

Definition at line 365 of file BlaiO.c.

## 9.20.2.8 fasp\_dcoo\_shift\_read()

```
void fasp_dcoo_shift_read (
    const char * filename,
    dCSRmat * A )
```

Read A from matrix disk file in IJ format – indices starting from 0.

## Parameters

<i>filename</i>	File name for matrix
<i>A</i>	Pointer to the CSR matrix

**Note**

File format:

- nrow ncol nnz % number of rows, number of columns, and nnz
- i j a\_ij % i, j a\_ij in each line

i and j suppose to start with index 1!!!

After read in, it shifts the index to C fashin and converts the matrix to [dCSRmat](#) format.

**Author**

Xiaozhe Hu

**Date**

04/01/2014

Definition at line 416 of file BlaIO.c.

**9.20.2.9 fasp\_dcoo\_write()**

```
void fasp_dcoo_write (
    const char * filename,
    dCSRmat * A )
```

Write a matrix to disk file in IJ format (coordinate format)

**Parameters**

<i>A</i>	pointer to the <a href="#">dCSRmat</a> matrix
<i>filename</i>	char for vector file name

**Note**

The routine writes the specified REAL vector in COO format. Refer to the reading subroutine [fasp\\_dcoo\\_read](#).  
File format:

- The first line of the file gives the number of rows, the number of columns, and the number of nonzeros.
- Then gives nonzero values in i j a(i,j) format.

**Author**

Chensong Zhang



## Date

03/29/2009

Definition at line 1092 of file BlalO.c.

## 9.20.2.10 fasp\_dcsr\_print()

```
void fasp_dcsr_print (  
    const dCSRmat * A )
```

Print out a [dCSRmat](#) matrix in coordinate format.

## Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A
----------	---

## Author

Xuehai Huang

## Date

03/29/2009

Definition at line 1375 of file BlalO.c.

## 9.20.2.11 fasp\_dcsr\_read()

```
void fasp_dcsr_read (  
    const char * filename,  
    dCSRmat * A )
```

Read A from matrix disk file in IJ format.

## Parameters

<i>filename</i>	Char for matrix file name
<i>A</i>	Pointer to the CSR matrix

**Author**

Ziteng Wang

**Date**

12/25/2012

Definition at line 247 of file BlalO.c.

**9.20.2.12 fasp\_dcsr\_write\_coo()**

```
void fasp_dcsr_write_coo (
    const char * filename,
    const dCSRmat * A )
```

Print out a [dCSRmat](#) matrix in coordinate format for matlab spy.**Parameters**

<i>filename</i>	Name of file to write to
<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A

**Author**

Chunsheng Feng

**Date**

11/14/2013

Definition at line 1506 of file BlalO.c.

**9.20.2.13 fasp\_dcsrvec\_read1()**

```
void fasp_dcsrvec_read1 (
    const char * filename,
    dCSRmat * A,
    dvector * b )
```

Read A and b from a SINGLE disk file.

## Parameters

<i>filename</i>	File name
<i>A</i>	Pointer to the CSR matrix
<i>b</i>	Pointer to the dvector

## Note

This routine reads a [dCSRmat](#) matrix and a dvector vector from a single disk file. The difference between this and `fasp_dcoovec_read` is that this routine support non-square matrices.

File format:

- `nrow ncol` % number of rows and number of columns
- `ia(j)`, `j=0:nrow` % row index
- `ja(j)`, `j=0:nnz-1` % column index
- `a(j)`, `j=0:nnz-1` % entry value
- `n` % number of entries
- `b(j)`, `j=0:n-1` % entry value

## Author

Xuehai Huang

## Date

03/29/2009

Modified by Chensong Zhang on 03/14/2012

Definition at line 63 of file BlaiO.c.

9.20.2.14 `fasp_dcsrvec_read2()`

```
void fasp_dcsrvec_read2 (
    const char * filemat,
    const char * filerhs,
    dCSRmat * A,
    dvector * b )
```

Read A and b from two separate disk files.

## Parameters

<i>filemat</i>	File name for matrix
<i>filerhs</i>	File name for right-hand side
<i>A</i>	Pointer to the dCSR matrix
<i>b</i>	Pointer to the dvector

**Note**

This routine reads a [dCSRmat](#) matrix and a dvector vector from a disk file.

CSR matrix file format:

- nrow % number of columns (rows)
- ia(j), j=0:nrow % row index
- ja(j), j=0:nnz-1 % column index
- a(j), j=0:nnz-1 % entry value

RHS file format:

- n % number of entries
- b(j), j=0:nrow-1 % entry value

Indices start from 1, NOT 0!!!

**Author**

Zhiyang Zhou

**Date**

2010/08/06

Modified by Chensong Zhang on 2012/01/05

Definition at line 160 of file BlaIO.c.

**9.20.2.15 fasp\_dcsrvec\_write1()**

```
void fasp_dcsrvec_write1 (
    const char * filename,
    dCSRmat * A,
    dvector * b )
```

Write A and b to a SINGLE disk file.

**Parameters**

<i>filename</i>	File name
<i>A</i>	Pointer to the CSR matrix
<i>b</i>	Pointer to the dvector

**Note**

This routine writes a [dCSRmat](#) matrix and a dvector vector to a single disk file.

File format:

- `nrow ncol` % number of rows and number of columns
- `ia(j)`, `j=0:nrow` % row index
- `ja(j)`, `j=0:nnz-1` % column index
- `a(j)`, `j=0:nnz-1` % entry value
- `n` % number of entries
- `b(j)`, `j=0:n-1` % entry value

**Author**

Feiteng Huang

**Date**

05/19/2012

Modified by Chensong on 12/26/2012

Definition at line 960 of file BlalO.c.

**9.20.2.16 fasp\_dcsrvec\_write2()**

```
void fasp_dcsrvec_write2 (
    const char * filemat,
    const char * filerhs,
    dCSRmat * A,
    dvector * b )
```

Write A and b to two separate disk files.

**Parameters**

<i>filemat</i>	File name for matrix
<i>filerhs</i>	File name for right-hand side
<i>A</i>	Pointer to the dCSR matrix
<i>b</i>	Pointer to the dvector

**Note**

This routine writes a [dCSRmat](#) matrix and a dvector vector to two disk files.  
CSR matrix file format:

- `nrow` % number of columns (rows)
- `ia(j)`, `j=0:nrow` % row index
- `ja(j)`, `j=0:nnz-1` % column index

- $a(j)$ ,  $j=0:nnz-1$  % entry value

RHS file format:

- $n$  % number of entries
- $b(j)$ ,  $j=0:nrow-1$  % entry value

Indices start from 1, NOT 0!!!

#### Author

Feiteng Huang

#### Date

05/19/2012

Definition at line 1028 of file BlaiO.c.

#### 9.20.2.17 fasp\_dmtx\_read()

```
void fasp_dmtx_read (
    const char * filename,
    dCSRmat * A )
```

Read A from matrix disk file in MatrixMarket general format.

#### Parameters

<i>filename</i>	File name for matrix
<i>A</i>	Pointer to the CSR matrix

#### Note

File format: This routine reads a MatrixMarket general matrix from a mtx file. And it converts the matrix to [dCSR↵Rmat](#) format. For details of mtx format, please refer to <http://math.nist.gov/MatrixMarket/>.  
Indices start from 1, NOT 0!!!

#### Author

Chensong Zhang

#### Date

09/05/2011

Definition at line 467 of file BlaiO.c.

## 9.20.2.18 fasp\_dmtxsym\_read()

```
void fasp_dmtxsym_read (
    const char * filename,
    dCSRmat * A )
```

Read A from matrix disk file in MatrixMarket sym format.

## Parameters

<i>filename</i>	File name for matrix
<i>A</i>	Pointer to the CSR matrix

## Note

File format: This routine reads a MatrixMarket symmetric matrix from a mtx file. And it converts the matrix to [dCSRmat](#) format. For details of mtx format, please refer to <http://math.nist.gov/MatrixMarket/>. Indices start from 1, NOT 0!!!

## Author

Chensong Zhang

## Date

09/02/2011

Definition at line 524 of file BlalO.c.

## 9.20.2.19 fasp\_dstr\_print()

```
void fasp_dstr_print (
    const dSTRmat * A )
```

Print out a [dSTRmat](#) matrix in coordinate format.

## Parameters

<i>A</i>	Pointer to the <a href="#">dSTRmat</a> matrix A
----------	---

## Author

Ziteng Wang

**Date**

12/24/2012

Definition at line 1545 of file BlalO.c.

**9.20.2.20 fasp\_dstr\_read()**

```
void fasp_dstr_read (
    const char * filename,
    dSTRmat * A )
```

Read A from a disk file in dSTRmat format.

**Parameters**

<i>filename</i>	File name for the matrix
<i>A</i>	Pointer to the dSTRmat

**Note**

This routine reads a dSTRmat matrix from a disk file. After done, it converts the matrix to dCSRmat format.

File format:

- nx, ny, nz
- nc: number of components
- nband: number of bands
- n: size of diagonal, you must have diagonal
- diag(j), j=0:n-1
- offset, length: offset and length of off-diag1
- offdiag(j), j=0:length-1

**Author**

Xuehai Huang

**Date**

03/29/2009

Definition at line 599 of file BlalO.c.

**9.20.2.21 fasp\_dstr\_write()**

```
void fasp_dstr_write (
    const char * filename,
    dSTRmat * A )
```

Write a dSTRmat to a disk file.



## Parameters

<i>filename</i>	File name for A
<i>A</i>	Pointer to the <a href="#">dSTRmat</a> matrix A

## Note

The routine writes the specified REAL vector in STR format. Refer to the reading subroutine [fasp\\_dstr\\_read](#).

## Author

Shiquan Zhang

## Date

03/29/2010

Definition at line 1127 of file BlalO.c.

## 9.20.2.22 fasp\_dvec\_print()

```
void fasp_dvec_print (
    const INT n,
    dvector * u )
```

Print first n entries of a vector of REAL type.

## Parameters

<i>n</i>	An interger (if n=0, then print all entries)
<i>u</i>	Pointer to a dvector

## Author

Chensong Zhang

## Date

03/29/2009

Definition at line 1332 of file BlalO.c.

### 9.20.2.23 fasp\_dvec\_read()

```
void fasp_dvec_read (
    const char * filename,
    dvector * b )
```

Read b from a disk file in array format.

#### Parameters

<i>filename</i>	File name for vector b
<i>b</i>	Pointer to the dvector b (output)

#### Note

File Format:

- nrow
- val\_j, j=0:nrow-1

#### Author

Chensong Zhang

#### Date

03/29/2009

Definition at line 822 of file BlaIO.c.

### 9.20.2.24 fasp\_dvec\_write()

```
void fasp_dvec_write (
    const char * filename,
    dvector * vec )
```

Write a dvector to disk file.

#### Parameters

<i>vec</i>	Pointer to the dvector
<i>filename</i>	File name

**Author**

Xuehai Huang

**Date**

03/29/2009

Definition at line 1235 of file BlalO.c.

**9.20.2.25 fasp\_dvecind\_read()**

```
void fasp_dvecind_read (
    const char * filename,
    dvector * b )
```

Read b from matrix disk file.

**Parameters**

<i>filename</i>	File name for vector b
<i>b</i>	Pointer to the dvector b (output)

**Note**

File Format:

- nrow
- ind\_j, val\_j, j=0:nrow-1

Because the index is given, order is not important!

**Author**

Chensong Zhang

**Date**

03/29/2009

Definition at line 772 of file BlalO.c.

**9.20.2.26 fasp\_dvecind\_write()**

```
void fasp_dvecind_write (
    const char * filename,
    dvector * vec )
```

Write a dvector to disk file in coordinate format.

**Parameters**

<i>vec</i>	Pointer to the dvector
<i>filename</i>	File name

**Note**

The routine writes the specified REAL vector in IJ format.

- The first line of the file is the length of the vector;
- After that, each line gives index and value of the entries.

**Author**

Xuehai Huang

**Date**

03/29/2009

Definition at line 1268 of file BlalO.c.

**9.20.2.27 fasp\_hb\_read()**

```
fasp_hb_read (
    const char * input_file,
    dCSRmat * A,
    dvector * b )
```

Read matrix and right-hans side from a HB format file.

**Parameters**

<i>input_file</i>	File name of vector file
<i>A</i>	Pointer to the matrix
<i>b</i>	Pointer to the vector

**Note**

Modified from the C code hb\_io\_prb.c by John Burkardt, which is NOT part of the FASP project!

**Author**

Xiaohe Hu

## Date

05/30/2014

Definition at line 2037 of file BlalO.c.

## 9.20.2.28 fasp\_ivec\_print()

```
void fasp_ivec_print (
    const INT n,
    ivector * u )
```

Print first n entries of a vector of INT type.

## Parameters

<i>n</i>	An interger (if n=0, then print all entries)
<i>u</i>	Pointer to an ivector

## Author

Chensong Zhang

## Date

03/29/2009

Definition at line 1354 of file BlalO.c.

## 9.20.2.29 fasp\_ivec\_read()

```
void fasp_ivec_read (
    const char * filename,
    ivector * b )
```

Read b from a disk file in array format.

## Parameters

<i>filename</i>	File name for vector b
<i>b</i>	Pointer to the dvector b (output)

**Note**

File Format:

- nrow
- val<sub>j</sub>, j=0:nrow-1

**Author**

Xuehai Huang

**Date**

03/29/2009

Definition at line 911 of file BlaiO.c.

**9.20.2.30 fasp\_ivec\_write()**

```
void fasp_ivec_write (
    const char * filename,
    ivector * vec )
```

Write a *ivector* to disk file in coordinate format.

**Parameters**

<i>vec</i>	Pointer to the <i>dvector</i>
<i>filename</i>	File name

**Note**

The routine writes the specified INT vector in IJ format.

- The first line of the file is the length of the vector;
- After that, each line gives index and value of the entries.

**Author**

Xuehai Huang

**Date**

03/29/2009

Definition at line 1301 of file BlaiO.c.

### 9.20.2.31 fasp\_ivecind\_read()

```
void fasp_ivecind_read (
    const char * filename,
    ivector * b )
```

Read b from matrix disk file.

#### Parameters

<i>filename</i>	File name for vector b
<i>b</i>	Pointer to the dvector b (output)

#### Note

File Format:

- nrow
- ind\_j, val\_j ... j=0:nrow-1

#### Author

Chensong Zhang

#### Date

03/29/2009

Definition at line 872 of file BlaiO.c.

### 9.20.2.32 fasp\_matrix\_read()

```
fasp_matrix_read (
    const char * filename,
    void * A )
```

Read matrix from different kinds of formats from both ASCII and binary files.

#### Parameters

<i>filename</i>	File name of matrix file
<i>A</i>	Pointer to the matrix

**Note**

Flags for matrix file format:

- fileflag % fileflag = 1: binary, fileflag = 0000: ASCII
- formatflag % a 3-digit number for internal use, see below
- matrix % different types of matrix

Meaning of formatflag:

- matrixflag % first digit of formatflag
  - matrixflag = 1: CSR format
  - matrixflag = 2: BSR format
  - matrixflag = 3: STR format
  - matrixflag = 4: COO format
  - matrixflag = 5: MTX format
  - matrixflag = 6: MTX symmetrical format
- ilength % third digit of formatflag, length of INT
- dlength % fourth digit of formatflag, length of REAL

**Author**

Ziteng Wang

**Date**

12/24/2012

Modified by Chensong Zhang on 05/01/2013

Definition at line 1579 of file BlaiO.c.

**9.20.2.33 fasp\_matrix\_read\_bin()**

```
void fasp_matrix_read_bin (
    const char * filename,
    void * A )
```

Read matrix in binary format.

**Parameters**

<i>filename</i>	File name of matrix file
<i>A</i>	Pointer to the matrix



**Author**

Xiaozhe Hu

**Date**

04/14/2013

Modified by Chensong Zhang on 05/01/2013: Use it to read binary files!!!

Definition at line 1683 of file BlaiO.c.

**9.20.2.34 fasp\_matrix\_write()**

```
fasp_matrix_write (
    const char * filename,
    void * A,
    const INT flag )
```

write matrix from different kinds of formats from both ASCII and binary files

**Parameters**

<i>filename</i>	File name of matrix file
<i>A</i>	Pointer to the matrix
<i>flag</i>	Type of file and matrix, a 3-digit number

**Note**

Meaning of flag:

- fileflag % fileflag = 1: binary, fileflag = 0: ASCII
- matrixflag
  - matrixflag = 1: CSR format
  - matrixflag = 2: BSR format
  - matrixflag = 3: STR format

Matrix file format:

- fileflag % fileflag = 1: binary, fileflag = 0000: ASCII
- formatflag % a 3-digit number
- matrixflag % different kinds of matrix judged by formatflag

**Author**

Ziteng Wang

## Date

12/24/2012

Definition at line 1756 of file BlalO.c.

## 9.20.2.35 fasp\_vector\_read()

```
fasp_vector_read (
    const char * filerhs,
    void * b )
```

Read RHS vector from different kinds of formats from both ASCII and binary files.

## Parameters

<i>filerhs</i>	File name of vector file
<i>b</i>	Pointer to the vector

## Note

Matrix file format:

- fileflag % fileflag = 1: binary, fileflag = 0000: ASCII
- formatflag % a 3-digit number
- vector % different kinds of vector judged by formatflag

Meaning of formatflag:

- vectorflag % first digit of formatflag
  - vectorflag = 1: dvec format
  - vectorflag = 2: ivec format
  - vectorflag = 3: dvecind format
  - vectorflag = 4: ivecind format
- ilength % second digit of formatflag, length of INT
- dlength % third digit of formatflag, length of REAL

## Author

Ziteng Wang

## Date

12/24/2012

Definition at line 1848 of file BlalO.c.

## 9.20.2.36 fasp\_vector\_write()

```
fasp_vector_write (
    const char * filerhs,
    void * b,
    const INT flag )
```

write RHS vector from different kinds of formats in both ASCII and binary files

## Parameters

<i>filerhs</i>	File name of vector file
<i>b</i>	Pointer to the vector
<i>flag</i>	Type of file and vector, a 2-digit number

## Note

## Meaning of the flags

- fileflag % fileflag = 1: binary, fileflag = 0: ASCII
- vectorflag
  - vectorflag = 1: dvec format
  - vectorflag = 2: ivec format
  - vectorflag = 3: dvecind format
  - vectorflag = 4: ivecind format

## Matrix file format:

- fileflag % fileflag = 1: binary, fileflag = 0000: ASCII
- formatflag % a 2-digit number
- vectorflag % different kinds of vector judged by formatflag

## Author

Ziteng Wang

## Date

12/24/2012

Modified by Chensong Zhang on 05/02/2013: fix a bug when writing in binary format

Definition at line 1948 of file BlaiO.c.

## 9.20.3 Variable Documentation

### 9.20.3.1 dlength

`INT dlength`

Length of REAL in byte

Definition at line 24 of file BlaIO.c.

### 9.20.3.2 ilength

`INT ilength`

Length of INT in byte

Definition at line 23 of file BlaIO.c.

## 9.21 BlaOrderingCSR.c File Reference

Generating ordering using algebraic information.

```
#include "fasp.h"
```

### Functions

- void `fasp_dcsr_CMK_order` (const `dCSRmat` \*A, `INT` \*order, `INT` \*oindex)  
*Ordering vertices of matrix graph corresponding to A.*
- void `fasp_dcsr_RCMK_order` (const `dCSRmat` \*A, `INT` \*order, `INT` \*oindex, `INT` \*rorder)  
*Reverse CMK ordering.*

### 9.21.1 Detailed Description

Generating ordering using algebraic information.

#### Note

This file contains Level-1 (Bla) functions.

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### 9.21.2 Function Documentation

#### 9.21.2.1 `fasp_dcsr_CMK_order()`

```
void fasp_dcsr_CMK_order (
    const dCSRmat * A,
    INT * order,
    INT * oindex )
```

Ordering vertices of matrix graph corresponding to A.

## Parameters

<i>A</i>	Pointer to matrix
<i>oindex</i>	Pointer to index of vertices in order
<i>order</i>	Pointer to vertices with increasing degree

## Author

Zheng Li, Chensong Zhang

## Date

05/28/2014

Definition at line 37 of file BlaOrderingCSR.c.

## 9.21.2.2 fasp\_dcsr\_RCMK\_order()

```
void fasp_dcsr_RCMK_order (
    const dCSRmat * A,
    INT * order,
    INT * oindex,
    INT * rorder )
```

Reverse CMK ordering.

## Parameters

<i>A</i>	Pointer to matrix
<i>order</i>	Pointer to vertices with increasing degree
<i>oindex</i>	Pointer to index of vertices in order
<i>rorder</i>	Pointer to reverse order

## Author

Zheng Li, Chensong Zhang

## Date

10/10/2014

Definition at line 87 of file BlaOrderingCSR.c.

## 9.22 BlaSchwarzSetup.c File Reference

Setup phase for the Schwarz methods.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [INT fasp\\_swz\\_dcsr\\_setup](#) ([SWZ\\_data](#) \*swzdata, [SWZ\\_param](#) \*swzparam)  
*Setup phase for the Schwarz methods.*
- void [fasp\\_dcsr\\_swz\\_forward\\_smoother](#) ([SWZ\\_data](#) \*swzdata, [SWZ\\_param](#) \*swzparam, [dvector](#) \*x, [dvector](#) \*b)  
*Schwarz smoother: forward sweep.*
- void [fasp\\_dcsr\\_swz\\_backward\\_smoother](#) ([SWZ\\_data](#) \*swzdata, [SWZ\\_param](#) \*swzparam, [dvector](#) \*x, [dvector](#) \*b)  
*Schwarz smoother: backward sweep.*

### 9.22.1 Detailed Description

Setup phase for the Schwarz methods.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#), [AuxVector.c](#), [BlaSparseCSR.c](#), [BlaSparseUtil.c](#), and [KryPvgmres.c](#)

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### 9.22.2 Function Documentation

#### 9.22.2.1 fasp\_dcsr\_swz\_backward\_smoother()

```
void fasp_dcsr_swz_backward_smoother (
    SWZ\_data * swzdata,
    SWZ\_param * swzparam,
    dvector * x,
    dvector * b )
```

Schwarz smoother: backward sweep.

## Parameters

<i>swzdata</i>	Pointer to the Schwarz data
<i>swzparam</i>	Pointer to the Schwarz parameter
<i>x</i>	Pointer to solution vector
<i>b</i>	Pointer to right hand

## Author

Zheng Li, Chensong Zhang

## Date

2014/10/5

Definition at line 325 of file BlaSchwarzSetup.c.

## 9.22.2.2 fasp\_dcsr\_swz\_forward\_smoother()

```
void fasp_dcsr_swz_forward_smoother (
    SWZ_data * swzdata,
    SWZ_param * swzparam,
    dvector * x,
    dvector * b )
```

Schwarz smoother: forward sweep.

## Parameters

<i>swzdata</i>	Pointer to the Schwarz data
<i>swzparam</i>	Pointer to the Schwarz parameter
<i>x</i>	Pointer to solution vector
<i>b</i>	Pointer to right hand

## Author

Zheng Li, Chensong Zhang

## Date

2014/10/5

Definition at line 215 of file BlaSchwarzSetup.c.

### 9.22.2.3 fasp\_swz\_dcsr\_setup()

```
INT fasp_swz_dcsr_setup (
    SWZ_data * swzdata,
    SWZ_param * swzparam )
```

Setup phase for the Schwarz methods.

#### Parameters

<i>swzdata</i>	Pointer to the Schwarz data
<i>swzparam</i>	Type of the Schwarz method

#### Returns

FASP\_SUCCESS if succeed

#### Author

Ludmil, Xiaozhe Hu

#### Date

03/22/2011

Modified by Zheng Li on 10/09/2014

Definition at line 47 of file BlaSchwarzSetup.c.

## 9.23 BlaSmallMat.c File Reference

BLAS operations for *small* dense matrices.

```
#include "fasp.h"
#include "fasp_functs.h"
```



## Functions

- void `fasp_blas_smat_axm` (`REAL *a`, const `INT n`, const `REAL alpha`)  
*Compute  $a = \alpha * a$  (in place)*
- void `fasp_blas_smat_add` (const `REAL *a`, const `REAL *b`, const `INT n`, const `REAL alpha`, const `REAL beta`, `REAL *c`)  
*Compute  $c = \alpha * a + \beta * b$ .*
- void `fasp_blas_smat_m xv_nc2` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the product of a 2\*2 matrix a and a array b, stored in c.*
- void `fasp_blas_smat_m xv_nc3` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the product of a 3\*3 matrix a and a array b, stored in c.*
- void `fasp_blas_smat_m xv_nc5` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the product of a 5\*5 matrix a and a array b, stored in c.*
- void `fasp_blas_smat_m xv_nc7` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the product of a 7\*7 matrix a and a array b, stored in c.*
- void `fasp_blas_smat_m xv` (const `REAL *a`, const `REAL *b`, `REAL *c`, const `INT n`)  
*Compute the product of a small full matrix a and a array b, stored in c.*
- void `fasp_blas_smat_m ul_nc2` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the matrix product of two 2\* matrices a and b, stored in c.*
- void `fasp_blas_smat_m ul_nc3` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the matrix product of two 3\*3 matrices a and b, stored in c.*
- void `fasp_blas_smat_m ul_nc5` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the matrix product of two 5\*5 matrices a and b, stored in c.*
- void `fasp_blas_smat_m ul_nc7` (const `REAL *a`, const `REAL *b`, `REAL *c`)  
*Compute the matrix product of two 7\*7 matrices a and b, stored in c.*
- void `fasp_blas_smat_m ul` (const `REAL *a`, const `REAL *b`, `REAL *c`, const `INT n`)  
*Compute the matrix product of two small full matrices a and b, stored in c.*
- void `fasp_blas_smat_y pAx_nc2` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y + Ax$ , where 'A' is a 2\*2 dense matrix.*
- void `fasp_blas_smat_y pAx_nc3` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y + Ax$ , where 'A' is a 3\*3 dense matrix.*
- void `fasp_blas_smat_y pAx_nc5` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y + Ax$ , where 'A' is a 5\*5 dense matrix.*
- void `fasp_blas_smat_y pAx_nc7` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y + Ax$ , where 'A' is a 7\*7 dense matrix.*
- void `fasp_blas_smat_y pAx` (const `REAL *A`, const `REAL *x`, `REAL *y`, const `INT n`)  
*Compute  $y := y + Ax$ , where 'A' is a n\*n dense matrix.*
- void `fasp_blas_smat_y mA x_nc2` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y - Ax$ , where 'A' is a 2\*2 dense matrix.*
- void `fasp_blas_smat_y mA x_nc3` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y - Ax$ , where 'A' is a 3\*3 dense matrix.*
- void `fasp_blas_smat_y mA x_nc5` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y - Ax$ , where 'A' is a 5\*5 dense matrix.*
- void `fasp_blas_smat_y mA x_nc7` (const `REAL *A`, const `REAL *x`, `REAL *y`)  
*Compute  $y := y - Ax$ , where 'A' is a 7\*7 dense matrix.*
- void `fasp_blas_smat_y mA x` (const `REAL *A`, const `REAL *x`, `REAL *y`, const `INT n`)  
*Compute  $y := y - Ax$ , where 'A' is a n\*n dense matrix.*
- void `fasp_blas_smat_a Axpby` (const `REAL alpha`, const `REAL *A`, const `REAL *x`, const `REAL beta`, `REAL *y`, const `INT n`)  
*Compute  $y := \alpha * A * x + \beta * y$ .*

### 9.23.1 Detailed Description

BLAS operations for *small* dense matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [BlaSparseBSR.c](#), [BlaSparseCSR.c](#), [BlaSpmvCSR.c](#), and [PreDataInit.c](#)

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#### Warning

These routines are designed for full matrices only!  
This file contains very long lines. Not print friendly!

### 9.23.2 Function Documentation

#### 9.23.2.1 fasp\_blas\_smat\_aAxpby()

```
void fasp_blas_smat_aAxpby (
    const REAL alpha,
    const REAL * A,
    const REAL * x,
    const REAL beta,
    REAL * y,
    const INT n )
```

Compute  $y := \alpha A * x + \beta y$ .

#### Parameters

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to the REAL array which stands for a $n \times n$ full matrix
<i>x</i>	Pointer to the REAL array with length $n$
<i>beta</i>	REAL factor beta
<i>y</i>	Pointer to the REAL array with length $n$
<i>n</i>	Length of array $x$ and $y$

#### Author

Zhiyang Zhou, Chensong Zhang

## Date

2010/10/25

Definition at line 930 of file BlasSmallMat.c.

## 9.23.2.2 fasp\_blas\_smat\_add()

```
void fasp_blas_smat_add (
    const REAL * a,
    const REAL * b,
    const INT n,
    const REAL alpha,
    const REAL beta,
    REAL * c )
```

Compute  $c = \alpha * a + \beta * b$ .

## Parameters

<i>a</i>	Pointer to the REAL array which stands a $n \times n$ matrix
<i>b</i>	Pointer to the REAL array which stands a $n \times n$ matrix
<i>n</i>	Dimension of the matrix
<i>alpha</i>	Scalar
<i>beta</i>	Scalar
<i>c</i>	Pointer to the REAL array which stands a $n \times n$ matrix

## Author

Xiaozhe Hu, Chensong Zhang

## Date

05/26/2014

Definition at line 65 of file BlasSmallMat.c.

## 9.23.2.3 fasp\_blas\_smat\_axm()

```
void fasp_blas_smat_axm (
    REAL * a,
    const INT n,
    const REAL alpha )
```

Compute  $a = \alpha * a$  (in place)

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>n</i>	Dimension of the matrix
<i>alpha</i>	Scalar

**Author**

Xiaozhe Hu, Chensong Zhang

**Date**

05/26/2014

Definition at line 37 of file BlaSmallMat.c.

**9.23.2.4 fasp\_blas\_smat\_mul()**

```
void fasp_blas_smat_mul (
    const REAL * a,
    const REAL * b,
    REAL * c,
    const INT n )
```

Compute the matrix product of two small full matrices a and b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>b</i>	Pointer to the REAL array which stands a n*n matrix
<i>c</i>	Pointer to the REAL array which stands a n*n matrix
<i>n</i>	Dimension of the matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

04/21/2010

Definition at line 458 of file BlaSmallMat.c.

## 9.23.2.5 fasp\_blas\_smat\_mul\_nc2()

```
void fasp_blas_smat_mul_nc2 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the matrix product of two 2\* matrices a and b, stored in c.

## Parameters

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>b</i>	Pointer to the REAL array which stands a n*n matrix
<i>c</i>	Pointer to the REAL array which stands a n*n matrix

## Author

Xiaozhe Hu

## Date

18/11/2011

Definition at line 243 of file BlasSmallMat.c.

## 9.23.2.6 fasp\_blas\_smat\_mul\_nc3()

```
void fasp_blas_smat_mul_nc3 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the matrix product of two 3\*3 matrices a and b, stored in c.

## Parameters

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>b</i>	Pointer to the REAL array which stands a n*n matrix
<i>c</i>	Pointer to the REAL array which stands a n*n matrix

## Author

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 272 of file BlaSmallMat.c.

**9.23.2.7 fasp\_blas\_smat\_mul\_nc5()**

```
void fasp_blas_smat_mul_nc5 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the matrix product of two 5\*5 matrices a and b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 5*5 matrix
<i>b</i>	Pointer to the REAL array which stands a 5*5 matrix
<i>c</i>	Pointer to the REAL array which stands a 5*5 matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 309 of file BlaSmallMat.c.

**9.23.2.8 fasp\_blas\_smat\_mul\_nc7()**

```
void fasp_blas_smat_mul_nc7 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the matrix product of two 7\*7 matrices a and b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 7*7 matrix
<i>b</i>	Pointer to the REAL array which stands a 7*7 matrix
<i>c</i>	Pointer to the REAL array which stands a 7*7 matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 368 of file BlaSmallMat.c.

**9.23.2.9 fasp\_blas\_smat\_m xv()**

```
void fasp_blas_smat_m xv (
    const REAL * a,
    const REAL * b,
    REAL * c,
    const INT n )
```

Compute the product of a small full matrix a and a array b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>b</i>	Pointer to the REAL array with length n
<i>c</i>	Pointer to the REAL array with length n
<i>n</i>	Dimension of the matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

04/21/2010

Definition at line 193 of file BlaSmallMat.c.

**9.23.2.10 fasp\_blas\_smat\_m xv\_nc2()**

```
void fasp_blas_smat_m xv_nc2 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the product of a 2\*2 matrix a and a array b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 2*2 matrix
<i>b</i>	Pointer to the REAL array with length 2
<i>c</i>	Pointer to the REAL array with length 2

**Author**

Xiaozhe Hu

**Date**

18/11/2010

Definition at line 93 of file BlaSmallMat.c.

**9.23.2.11 fasp\_blas\_smat\_mxv\_nc3()**

```
void fasp_blas_smat_mxv_nc3 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the product of a 3\*3 matrix a and a array b, stored in c.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 3*3 matrix
<i>b</i>	Pointer to the REAL array with length 3
<i>c</i>	Pointer to the REAL array with length 3

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 115 of file BlaSmallMat.c.



## 9.23.2.12 fasp\_blas\_smat\_m xv\_nc5()

```
void fasp_blas_smat_m xv_nc5 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the product of a 5\*5 matrix a and a array b, stored in c.

## Parameters

<i>a</i>	Pointer to the REAL array which stands a 5*5 matrix
<i>b</i>	Pointer to the REAL array with length 5
<i>c</i>	Pointer to the REAL array with length 5

## Author

Xiaozhe Hu, Shiquan Zhang

## Date

05/01/2010

Definition at line 138 of file BlasSmallMat.c.

## 9.23.2.13 fasp\_blas\_smat\_m xv\_nc7()

```
void fasp_blas_smat_m xv_nc7 (
    const REAL * a,
    const REAL * b,
    REAL * c )
```

Compute the product of a 7\*7 matrix a and a array b, stored in c.

## Parameters

<i>a</i>	Pointer to the REAL array which stands a 7*7 matrix
<i>b</i>	Pointer to the REAL array with length 7
<i>c</i>	Pointer to the REAL array with length 7

## Author

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 164 of file BlaSmallMat.c.

**9.23.2.14 fasp\_blas\_smat\_ymAx()**

```
void fasp_blas_smat_ymAx (
    const REAL * A,
    const REAL * x,
    REAL * y,
    const INT n )
```

Compute  $y := y - Ax$ , where 'A' is a  $n \times n$  dense matrix.

**Parameters**

<i>A</i>	Pointer to the $n \times n$ dense matrix
<i>x</i>	Pointer to the REAL array with length $n$
<i>y</i>	Pointer to the REAL array with length $n$
<i>n</i>	the dimension of the dense matrix

**Author**

Zhiyang Zhou, Xiaozhe Hu, Chensong Zhang

**Date**

2010/10/25

Modified by Chensong Zhang on 01/25/2017

Definition at line 828 of file BlaSmallMat.c.

**9.23.2.15 fasp\_blas\_smat\_ymAx\_nc2()**

```
void fasp_blas_smat_ymAx_nc2 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y - Ax$ , where 'A' is a  $2 \times 2$  dense matrix.

## Parameters

<i>A</i>	Pointer to the 2*2 dense matrix
<i>x</i>	Pointer to the REAL array with length 3
<i>y</i>	Pointer to the REAL array with length 3

## Author

Xiaozhe Hu

## Date

18/11/2011

## Note

Works for 2-component

Definition at line 713 of file BlasSmallMat.c.

## 9.23.2.16 fasp\_blas\_smat\_ymAx\_nc3()

```
void fasp_blas_smat_ymAx_nc3 (  
    const REAL * A,  
    const REAL * x,  
    REAL * y )
```

Compute  $y := y - Ax$ , where 'A' is a 3\*3 dense matrix.

## Parameters

<i>A</i>	Pointer to the 3*3 dense matrix
<i>x</i>	Pointer to the REAL array with length 3
<i>y</i>	Pointer to the REAL array with length 3

## Author

Xiaozhe Hu, Zhiyang Zhou

## Date

01/06/2011

**Note**

Works for 3-component

Definition at line 739 of file BlaSmallMat.c.

**9.23.2.17 fasp\_blas\_smat\_ymAx\_nc5()**

```
void fasp_blas_smat_ymAx_nc5 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y - Ax$ , where 'A' is a 5\*5 dense matrix.

**Parameters**

<i>A</i>	Pointer to the 5*5 dense matrix
<i>x</i>	Pointer to the REAL array with length 5
<i>y</i>	Pointer to the REAL array with length 5

**Author**

Xiaozhe Hu, Zhiyang Zhou

**Date**

01/06/2011

**Note**

Works for 5-component

Definition at line 766 of file BlaSmallMat.c.

**9.23.2.18 fasp\_blas\_smat\_ymAx\_nc7()**

```
void fasp_blas_smat_ymAx_nc7 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y - Ax$ , where 'A' is a 7\*7 dense matrix.

**Parameters**

<i>A</i>	Pointer to the 7*7 dense matrix
<i>x</i>	Pointer to the REAL array with length 7
<i>y</i>	Pointer to the REAL array with length 7

**Author**

Xiaozhe Hu, Zhiyang Zhou

**Date**

01/06/2011

**Note**

Works for 7-component

Definition at line 795 of file BlasSmallMat.c.

**9.23.2.19 fasp\_blas\_smat\_ypAx()**

```
void fasp_blas_smat_ypAx (
    const REAL * A,
    const REAL * x,
    REAL * y,
    const INT n )
```

Compute  $y := y + Ax$ , where 'A' is a  $n \times n$  dense matrix.

**Parameters**

<i>A</i>	Pointer to the $n \times n$ dense matrix
<i>x</i>	Pointer to the REAL array with length $n$
<i>y</i>	Pointer to the REAL array with length $n$
<i>n</i>	Dimension of the dense matrix

**Author**

Zhiyang Zhou, Chensong Zhang

**Date**

2010/10/25

Modified by Chensong Zhang on 01/25/2017

Definition at line 613 of file BlaSmallMat.c.

**9.23.2.20 fasp\_blas\_smat\_ypAx\_nc2()**

```
void fasp_blas_smat_ypAx_nc2 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y + Ax$ , where 'A' is a 2\*2 dense matrix.**Parameters**

A	Pointer to the 3*3 dense matrix
x	Pointer to the REAL array with length 3
y	Pointer to the REAL array with length 3

**Author**

Xiaozhe Hu

**Date**

2011/11/18

Definition at line 507 of file BlaSmallMat.c.

**9.23.2.21 fasp\_blas\_smat\_ypAx\_nc3()**

```
void fasp_blas_smat_ypAx_nc3 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y + Ax$ , where 'A' is a 3\*3 dense matrix.

## Parameters

<i>A</i>	Pointer to the 3*3 dense matrix
<i>x</i>	Pointer to the REAL array with length 3
<i>y</i>	Pointer to the REAL array with length 3

## Author

Zhiyang Zhou, Xiaozhe Hu

## Date

2010/10/25

Definition at line 531 of file BlaSmallMat.c.

## 9.23.2.22 fasp\_blas\_smat\_ypAx\_nc5()

```
void fasp_blas_smat_ypAx_nc5 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y + Ax$ , where 'A' is a 5\*5 dense matrix.

## Parameters

<i>A</i>	Pointer to the 5*5 dense matrix
<i>x</i>	Pointer to the REAL array with length 5
<i>y</i>	Pointer to the REAL array with length 5

## Author

Zhiyang Zhou, Xiaozhe Hu, Chensong Zhang

## Date

2010/10/25

Definition at line 555 of file BlaSmallMat.c.

### 9.23.2.23 fasp\_blas\_smat\_ypAx\_nc7()

```
void fasp_blas_smat_ypAx_nc7 (
    const REAL * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := y + Ax$ , where 'A' is a 7\*7 dense matrix.

#### Parameters

<i>A</i>	Pointer to the 7*7 dense matrix
<i>x</i>	Pointer to the REAL array with length 7
<i>y</i>	Pointer to the REAL array with length 7

#### Author

Zhiyang Zhou, Xiaozhe Hu, Chensong Zhang

#### Date

2010/10/25

Definition at line 581 of file BlaSmallMat.c.

## 9.24 BlaSmallMatInv.c File Reference

Find inversion of *small* dense matrices in row-major format.

```
#include "fasp.h"
#include "fasp_functs.h"
```

#### Macros

- #define **SWAP**(a, b) {temp=(a);(a)=(b);(b)=temp;}



## Functions

- void [fasp\\_smat\\_inv\\_nc2](#) ([REAL](#) \*a)  
*Compute the inverse matrix of a 2\*2 full matrix A (in place)*
- void [fasp\\_smat\\_inv\\_nc3](#) ([REAL](#) \*a)  
*Compute the inverse matrix of a 3\*3 full matrix A (in place)*
- void [fasp\\_smat\\_inv\\_nc4](#) ([REAL](#) \*a)  
*Compute the inverse matrix of a 4\*4 full matrix A (in place)*
- void [fasp\\_smat\\_inv\\_nc5](#) ([REAL](#) \*a)  
*Compute the inverse matrix of a 5\*5 full matrix A (in place)*
- void [fasp\\_smat\\_inv\\_nc7](#) ([REAL](#) \*a)  
*Compute the inverse matrix of a 7\*7 matrix a.*
- void [fasp\\_smat\\_inv\\_nc](#) ([REAL](#) \*a, const [INT](#) n)  
*Compute the inverse of a matrix using Gauss Elimination.*
- void [fasp\\_smat\\_invp\\_nc](#) ([REAL](#) \*a, const [INT](#) n)  
*Compute the inverse of a matrix using Gauss Elimination with Pivoting.*
- [INT](#) [fasp\\_smat\\_inv](#) ([REAL](#) \*a, const [INT](#) n)  
*Compute the inverse matrix of a small full matrix a.*
- [REAL](#) [fasp\\_smat\\_Linf](#) (const [REAL](#) \*A, const [INT](#) n)  
*Compute the L infinity norm of A.*
- void [fasp\\_smat\\_identity\\_nc2](#) ([REAL](#) \*a)  
*Set a 2\*2 full matrix to be a identity.*
- void [fasp\\_smat\\_identity\\_nc3](#) ([REAL](#) \*a)  
*Set a 3\*3 full matrix to be a identity.*
- void [fasp\\_smat\\_identity\\_nc5](#) ([REAL](#) \*a)  
*Set a 5\*5 full matrix to be a identity.*
- void [fasp\\_smat\\_identity\\_nc7](#) ([REAL](#) \*a)  
*Set a 7\*7 full matrix to be a identity.*
- void [fasp\\_smat\\_identity](#) ([REAL](#) \*a, const [INT](#) n, const [INT](#) n2)  
*Set a n\*n full matrix to be a identity.*

### 9.24.1 Detailed Description

Find inversion of *small* dense matrices in row-major format.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#)  
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### 9.24.2 Macro Definition Documentation

### 9.24.2.1 SWAP

```
#define SWAP(
    a,
    b ) {temp=(a); (a)=(b); (b)=temp; }
```

swap two numbers

Definition at line 17 of file BlaSmallMatInv.c.

## 9.24.3 Function Documentation

### 9.24.3.1 fasp\_smat\_identity()

```
void fasp_smat_identity (
    REAL * a,
    const INT n,
    const INT n2 )
```

Set a n\*n full matrix to be a identity.

#### Parameters

<i>a</i>	Pointer to the REAL vector which stands for a n*n full matrix
<i>n</i>	Size of full matrix
<i>n2</i>	Length of the REAL vector which stores the n*n full matrix

#### Author

Xiaozhe Hu

#### Date

2010/12/25

Definition at line 713 of file BlaSmallMatInv.c.

### 9.24.3.2 fasp\_smat\_identity\_nc2()

```
void fasp_smat_identity_nc2 (
    REAL * a )
```

Set a 2\*2 full matrix to be a identity.

## Parameters

<i>a</i>	Pointer to the REAL vector which stands for a 2*2 full matrix
----------	---

## Author

Xiaozhe Hu

## Date

2011/11/18

Definition at line 633 of file BlaSmallMatInv.c.

### 9.24.3.3 fasp\_smat\_identity\_nc3()

```
void fasp_smat_identity_nc3 (  
    REAL * a )
```

Set a 3\*3 full matrix to be a identity.

## Parameters

<i>a</i>	Pointer to the REAL vector which stands for a 3*3 full matrix
----------	---

## Author

Xiaozhe Hu

## Date

2010/12/25

Definition at line 650 of file BlaSmallMatInv.c.

### 9.24.3.4 fasp\_smat\_identity\_nc5()

```
void fasp_smat_identity_nc5 (  
    REAL * a )
```

Set a 5\*5 full matrix to be a identity.

**Parameters**

<i>a</i>	Pointer to the REAL vector which stands for a 5*5 full matrix
----------	---

**Author**

Xiaozhe Hu

**Date**

2010/12/25

Definition at line 667 of file BlaSmallMatInv.c.

**9.24.3.5 fasp\_smat\_identity\_nc7()**

```
void fasp_smat_identity_nc7 (
    REAL * a )
```

Set a 7\*7 full matrix to be a identity.

**Parameters**

<i>a</i>	Pointer to the REAL vector which stands for a 7*7 full matrix
----------	---

**Author**

Xiaozhe Hu

**Date**

2010/12/25

Definition at line 688 of file BlaSmallMatInv.c.

**9.24.3.6 fasp\_smat\_inv()**

```
INT fasp_smat_inv (
    REAL * a,
    const INT n )
```

Compute the inverse matrix of a small full matrix a.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>n</i>	Dimension of the matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

04/21/2010

Definition at line 564 of file BlaSmallMatInv.c.

**9.24.3.7 fasp\_smat\_inv\_nc()**

```
void fasp_smat_inv_nc (  
    REAL * a,  
    const INT n )
```

Compute the inverse of a matrix using Gauss Elimination.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>n</i>	Dimension of the matrix

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 415 of file BlaSmallMatInv.c.

**9.24.3.8 fasp\_smat\_inv\_nc2()**

```
void fasp_smat_inv_nc2 (  
    REAL * a )
```

Compute the inverse matrix of a 2\*2 full matrix A (in place)

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 2*2 matrix
----------	---

**Author**

Xiaozhe Hu

**Date**

18/11/2011

Definition at line 33 of file BlaSmallMatInv.c.

**9.24.3.9 fasp\_smat\_inv\_nc3()**

```
void fasp_smat_inv_nc3 (  
    REAL * a )
```

Compute the inverse matrix of a 3\*3 full matrix A (in place)

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 3*3 matrix
----------	---

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 69 of file BlaSmallMatInv.c.

**9.24.3.10 fasp\_smat\_inv\_nc4()**

```
void fasp_smat_inv_nc4 (  
    REAL * a )
```

Compute the inverse matrix of a 4\*4 full matrix A (in place)

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 4*4 matrix
----------	---

**Author**

Xiaozhe Hu

**Date**

01/12/2013

Modified by Hongxuan Zhang on 06/13/2014: Fix a bug in M23.

Definition at line 124 of file BlaSmallMatInv.c.

**9.24.3.11 fasp\_smat\_inv\_nc5()**

```
void fasp_smat_inv_nc5 (  
    REAL * a )
```

Compute the inverse matrix of a 5\*5 full matrix A (in place)

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 5*5 matrix
----------	---

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 183 of file BlaSmallMatInv.c.

**9.24.3.12 fasp\_smat\_inv\_nc7()**

```
void fasp_smat_inv_nc7 (  
    REAL * a )
```

Compute the inverse matrix of a 7\*7 matrix a.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a 7*7 matrix
----------	---

**Note**

This is NOT implemented yet!

**Author**

Xiaozhe Hu, Shiquan Zhang

**Date**

05/01/2010

Definition at line 399 of file BlaSmallMatInv.c.

**9.24.3.13 fasp\_smat\_invp\_nc()**

```
void fasp_smat_invp_nc (  
    REAL * a,  
    const INT n )
```

Compute the inverse of a matrix using Gauss Elimination with Pivoting.

**Parameters**

<i>a</i>	Pointer to the REAL array which stands a n*n matrix
<i>n</i>	Dimension of the matrix

**Author**

Chensong Zhang

**Date**

04/03/2015

**Note**

This routine is based on gaussj() from "Numerical Recipies in C"!

Definition at line 482 of file BlaSmallMatInv.c.



## 9.24.3.14 fasp\_smat\_Linf()

```
REAL fasp_smat_Linf (
    const REAL * A,
    const INT n )
```

Compute the L infinity norm of A.

## Parameters

<i>A</i>	Pointer to the n*n dense matrix
<i>n</i>	the dimension of the dense matrix

## Author

Xiaozhe Hu

## Date

05/26/2014

Definition at line 605 of file BlasSmallMatInv.c.

## 9.25 BlasSmallMatLU.c File Reference

LU decomposition and direct solver for small dense matrices.

```
#include <math.h>
#include "fasp.h"
```

## Functions

- **SHORT fasp\_smat\_lu\_decomp** (REAL \*A, INT pivot[], const INT n)  
*LU decomposition of A using Doolittle's method.*
- **SHORT fasp\_smat\_lu\_solve** (const REAL \*A, REAL b[], const INT pivot[], REAL x[], const INT n)  
*Solving  $Ax=b$  using LU decomposition.*

### 9.25.1 Detailed Description

LU decomposition and direct solver for small dense matrices.

## Note

This file contains Level-1 (Bla) functions.  
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## 9.25.2 Function Documentation

### 9.25.2.1 fasp\_smat\_lu\_decomp()

```
SHORT fasp_smat_lu_decomp (
    REAL * A,
    INT pivot[],
    const INT n )
```

LU decomposition of A using Doolittle's method.

#### Parameters

<i>A</i>	Pointer to the full matrix
<i>pivot</i>	Pivoting positions
<i>n</i>	Size of matrix A

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Note

Use Doolittle's method to decompose the  $n \times n$  matrix A into a unit lower triangular matrix L and an upper triangular matrix U such that  $A = LU$ . The matrices L and U replace the matrix A. The diagonal elements of L are 1 and are not stored.

The Doolittle method with partial pivoting is: Determine the pivot row and interchange the current row with the pivot row, then assuming that row k is the current row,  $k = 0, \dots, n - 1$  evaluate in order the following pair of expressions  $U[k][j] = A[k][j] - (L[k][0]*U[0][j] + \dots + L[k][k-1]*U[k-1][j])$  for  $j = k, k+1, \dots, n-1$   $L[i][k] = (A[i][k] - (L[i][0]*U[0][k] + \dots + L[i][k-1]*U[k-1][k])) / U[k][k]$  for  $i = k+1, \dots, n-1$ .

#### Author

Xuehai Huang

#### Date

04/02/2009

Definition at line 52 of file BlaSmallMatLU.c.

## 9.25.2.2 fasp\_smat\_lu\_solve()

```

SHORT fasp_smat_lu_solve (
    const REAL * A,
    REAL b[],
    const INT pivot[],
    REAL x[],
    const INT n )

```

Solving  $Ax=b$  using LU decomposition.

## Parameters

<i>A</i>	Pointer to the full matrix
<i>b</i>	Right hand side array (b is used as the working array!!!)
<i>pivot</i>	Pivoting positions
<i>x</i>	Pointer to the solution array
<i>n</i>	Size of matrix A

## Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Note

This routine uses Doolittle's method to solve the linear equation  $Ax = b$ . This routine is called after the matrix A has been decomposed into a product of a unit lower triangular matrix L and an upper triangular matrix U with pivoting. The solution proceeds by solving the linear equation  $Ly = b$  for y and subsequently solving the linear equation  $Ux = y$  for x.

## Author

Xuehai Huang

## Date

04/02/2009

Definition at line 124 of file BlasSmallMatLU.c.

## 9.26 BlasparseBLC.c File Reference

Sparse matrix block operations.

```

#include <time.h>
#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"

```

## Functions

- void [fasp\\_dblc\\_free](#) ([dBLCmat](#) \*A)  
*Free block CSR sparse matrix data memory space.*

### 9.26.1 Detailed Description

Sparse matrix block operations.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#) and [BlaSparseCSR.c](#)  
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### 9.26.2 Function Documentation

#### 9.26.2.1 [fasp\\_dblc\\_free](#)()

```
void fasp_dblc_free (  
    dBLCmat * A )
```

Free block CSR sparse matrix data memory space.

#### Parameters

<i>A</i>	Pointer to the <a href="#">dBLCmat</a> matrix
----------	---

#### Author

Xiaozhe Hu

#### Date

04/18/2014

Definition at line 38 of file [BlaSparseBLC.c](#).

## 9.27 BlaSparseBSR.c File Reference

Sparse matrix operations for `dBSRmat` matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- `dBSRmat fasp_dbsr_create` (const `INT` ROW, const `INT` COL, const `INT` NNZ, const `INT` nb, const `INT` storage\_manner)
 

Create BSR sparse matrix data memory space.
- void `fasp_dbsr_alloc` (const `INT` ROW, const `INT` COL, const `INT` NNZ, const `INT` nb, const `INT` storage\_manner, `dBSRmat` \*A)
 

Allocate memory space for BSR format sparse matrix.
- void `fasp_dbsr_free` (`dBSRmat` \*A)
 

Free memory space for BSR format sparse matrix.
- void `fasp_dbsr_cp` (const `dBSRmat` \*A, `dBSRmat` \*B)
 

copy a `dCSRmat` to a new one  $B=A$
- `INT fasp_dbsr_trans` (const `dBSRmat` \*A, `dBSRmat` \*AT)
 

Find  $A^T$  from given `dBSRmat` matrix A.
- `SHORT fasp_dbsr_getblk` (const `dBSRmat` \*A, const `INT` \*Is, const `INT` \*Js, const `INT` m, const `INT` n, `dBSRmat` \*B)
 

Get a sub BSR matrix of A with specified rows and columns.
- `SHORT fasp_dbsr_diagpref` (`dBSRmat` \*A)
 

Reorder the column and data arrays of a square BSR matrix, so that the first entry in each row is the diagonal one.
- `dvector fasp_dbsr_getdiaginv` (const `dBSRmat` \*A)
 

Get  $D^{-1}$  of matrix A.
- `dBSRmat fasp_dbsr_diaginv` (const `dBSRmat` \*A)
 

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.
- `dBSRmat fasp_dbsr_diaginv2` (const `dBSRmat` \*A, `REAL` \*diaginv)
 

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.
- `dBSRmat fasp_dbsr_diaginv3` (const `dBSRmat` \*A, `REAL` \*diaginv)
 

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.
- `dBSRmat fasp_dbsr_diaginv4` (const `dBSRmat` \*A, `REAL` \*diaginv)
 

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.
- void `fasp_dbsr_getdiag` (`INT` n, const `dBSRmat` \*A, `REAL` \*diag)
 

Abstract the diagonal blocks of a BSR matrix.
- `dBSRmat fasp_dbsr_diagLU` (const `dBSRmat` \*A, `REAL` \*DL, `REAL` \*DU)
 

Compute  $B := DL * A * DU$ . We decompose each diagonal block of A into LDU form and  $DL = \text{diag}(L^{-1})$  and  $DU = \text{diag}(U^{-1})$ .
- `dBSRmat fasp_dbsr_diagLU2` (`dBSRmat` \*A, `REAL` \*DL, `REAL` \*DU)
 

Compute  $B := DL * A * DU$ . We decompose each diagonal block of A into LDU form and  $DL = \text{diag}(L^{-1})$  and  $DU = \text{diag}(U^{-1})$ .
- `dBSRmat fasp_dbsr_perm` (const `dBSRmat` \*A, const `INT` \*P)
 

Apply permutation of A, i.e.  $A_{\text{perm}} = PAP'$  by the orders given in P.
- `INT fasp_dbsr_merge_col` (`dBSRmat` \*A)
 

Check and merge some same col index in one row.

### 9.27.1 Detailed Description

Sparse matrix operations for [dBSRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaSmallMat.c](#), and [BlaSmallMatInv.c](#)

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### 9.27.2 Function Documentation

#### 9.27.2.1 `fasp_dbsr_alloc()`

```
void fasp_dbsr_alloc (
    const INT ROW,
    const INT COL,
    const INT NNZ,
    const INT nb,
    const INT storage_manner,
    dBSRmat * A )
```

Allocate memory space for BSR format sparse matrix.

#### Parameters

<i>ROW</i>	Number of rows of block
<i>COL</i>	Number of columns of block
<i>NNZ</i>	Number of nonzero blocks
<i>nb</i>	Dimension of each block
<i>storage_manner</i>	Storage manner for each sub-block
<i>A</i>	Pointer to new <a href="#">dBSRmat</a> matrix

#### Author

Xiaozhe Hu

#### Date

10/26/2010

Definition at line 99 of file `BlaSparseBSR.c`.

## 9.27.2.2 fasp\_dbsr\_cp()

```
void fasp_dbsr_cp (
    const dBSRmat * A,
    dBSRmat * B )
```

copy a dCSRmat to a new one B=A

## Parameters

<i>A</i>	Pointer to the dBSRmat matrix
<i>B</i>	Pointer to the dBSRmat matrix

## Author

Xiaozhe Hu

## Date

08/07/2011

Definition at line 173 of file BlaSparseBSR.c.

## 9.27.2.3 fasp\_dbsr\_create()

```
dBSRmat fasp_dbsr_create (
    const INT ROW,
    const INT COL,
    const INT NNZ,
    const INT nb,
    const INT storage_manner )
```

Create BSR sparse matrix data memory space.

## Parameters

<i>ROW</i>	Number of rows of block
<i>COL</i>	Number of columns of block
<i>NNZ</i>	Number of nonzero blocks
<i>nb</i>	Dimension of each block
<i>storage_manner</i>	Storage manner for each sub-block

**Returns**

A The new `dBSRmat` matrix

**Author**

Xiaozhe Hu

**Date**

10/26/2010

Definition at line 45 of file `BlaSparseBSR.c`.

**9.27.2.4 fasp\_dbsr\_diaginv()**

```
dBSRmat fasp_dbsr_diaginv (
    const dBSRmat * A )
```

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.

**Parameters**

<i>A</i>	Pointer to the <code>dBSRmat</code> matrix
----------	--

**Author**

Zhiyang Zhou

**Date**

2010/10/26

**Note**

Works for general nb (Xiaozhe)

Modified by Chunsheng Feng, Zheng Li on 08/25/2012

Definition at line 594 of file `BlaSparseBSR.c`.

**9.27.2.5 fasp\_dbsr\_diaginv2()**

```
dBSRmat fasp_dbsr_diaginv2 (
    const dBSRmat * A,
    REAL * diaginv )
```

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.



## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>diaginv</i>	Pointer to the inverses of all the diagonal blocks

## Author

Zhiyang Zhou

## Date

2010/11/07

## Note

Works for general nb (Xiaozhe)

Modified by Chunsheng Feng, Zheng Li on 08/25/2012

Definition at line 758 of file BlaSparseBSR.c.

## 9.27.2.6 fasp\_dbsr\_diaginv3()

```
dBSRmat fasp_dbsr_diaginv3 (  
    const dBSRmat * A,  
    REAL * diaginv )
```

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>diaginv</i>	Pointer to the inverses of all the diagonal blocks

## Returns

BSR matrix after diagonal scaling

## Author

Xiaozhe Hu

**Date**

12/25/2010

**Note**

Works for general nb (Xiaozhe)

Modified by Xiaozhe Hu on 05/26/2012

Definition at line 860 of file BlaSparseBSR.c.

**9.27.2.7 fasp\_dbsr\_diaginv4()**

```
dBSRmat fasp_dbsr_diaginv4 (  
    const dBSRmat * A,  
    REAL * diaginv )
```

Compute  $B := D^{-1} * A$ , where 'D' is the block diagonal part of A.**Parameters**

<i>A</i>	Pointer to the dBSRmat matrix
<i>diaginv</i>	Pointer to the inverses of all the diagonal blocks

**Returns**

BSR matrix after diagonal scaling

**Note**

Works for general nb (Xiaozhe)

A is pre-ordered that the first block of each row is the diagonal block!

**Author**

Xiaozhe Hu

**Date**

03/12/2011

Modified by Chunsheng Feng, Zheng Li on 08/26/2012

Definition at line 1218 of file BlaSparseBSR.c.

## 9.27.2.8 fasp\_dbsr\_diagLU()

```
dBSRmat fasp_dbsr_diagLU (
    const dBSRmat * A,
    REAL * DL,
    REAL * DU )
```

Compute  $B := DL * A * DU$ . We decompose each diagonal block of  $A$  into LDU form and  $DL = \text{diag}(L^{-1})$  and  $DU = \text{diag}(U^{-1})$ .

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>DL</i>	Pointer to the $\text{diag}(L^{-1})$
<i>DU</i>	Pointer to the $\text{diag}(U^{-1})$

## Returns

BSR matrix after scaling

## Author

Xiaozhe Hu

## Date

04/02/2014

Definition at line 1547 of file BlaSparseBSR.c.

## 9.27.2.9 fasp\_dbsr\_diagLU2()

```
dBSRmat fasp_dbsr_diagLU2 (
    dBSRmat * A,
    REAL * DL,
    REAL * DU )
```

Compute  $B := DL * A * DU$ . We decompose each diagonal block of  $A$  into LDU form and  $DL = \text{diag}(L^{-1})$  and  $DU = \text{diag}(U^{-1})$ .

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>DL</i>	Pointer to the $\text{diag}(L^{-1})$
<i>DU</i>	Pointer to the $\text{diag}(U^{-1})$

**Returns**

BSR matrix after scaling

**Author**

Zheng Li, Xiaozhe Hu

**Date**

06/17/2014

Definition at line 1776 of file BlaSparseBSR.c.

**9.27.2.10 fasp\_dbsr\_diagpref()**

```
SHORT fasp_dbsr_diagpref (
    dBSRmat * A )
```

Reorder the column and data arrays of a square BSR matrix, so that the first entry in each row is the diagonal one.

**Parameters**

A	Pointer to the BSR matrix
---	---------------------------

**Author**

Xiaozhe Hu

**Date**

03/10/2011

**Author**

Chunsheng Feng, Zheng Li

**Date**

09/02/2012

**Note**

Reordering is done in place.

Definition at line 387 of file BlaSparseBSR.c.

## 9.27.2.11 fasp\_dbsr\_free()

```
void fasp_dbsr_free (
    dBSRmat * A )
```

Free memory space for BSR format sparse matrix.

## Parameters

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
----------	---

## Author

Xiaozhe Hu

## Date

10/26/2010

Definition at line 147 of file BlaSparseBSR.c.

## 9.27.2.12 fasp\_dbsr\_getblk()

```
SHORT fasp_dbsr_getblk (
    const dBSRmat * A,
    const INT * Is,
    const INT * Js,
    const INT m,
    const INT n,
    dBSRmat * B )
```

Get a sub BSR matrix of A with specified rows and columns.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> BSR matrix
<i>B</i>	Pointer to <a href="#">dBSRmat</a> BSR matrix
<i>Is</i>	Pointer to selected rows
<i>Js</i>	Pointer to selected columns
<i>m</i>	Number of selected rows
<i>n</i>	Number of selected columns

## Returns

FASP\_SUCCESS if succeeded, otherwise return error information.

**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

12/25/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 288 of file BlaSparseBSR.c.

**9.27.2.13 fasp\_dbsr\_getdiag()**

```
void fasp_dbsr_getdiag (
    INT n,
    const dBSRmat * A,
    REAL * diag )
```

Abstract the diagonal blocks of a BSR matrix.

**Parameters**

<i>n</i>	Number of blocks to get
<i>A</i>	Pointer to the 'dBSRmat' type matrix
<i>diag</i>	Pointer to array which stores the diagonal blocks in row by row manner

**Author**

Zhiyang Zhou

**Date**

2010/10/26

**Note**

Works for general nb (Xiaozhe)

Modified by Chunsheng Feng, Zheng Li on 08/25/2012

Definition at line 1509 of file BlaSparseBSR.c.

## 9.27.2.14 fasp\_dbsr\_getdiaginv()

```
dvector fasp_dbsr_getdiaginv (
    const dBSRmat * A )
```

Get  $D^{-1}$  of matrix A.

**Parameters**

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
----------	---

**Author**

Xiaozhe Hu

**Date**

02/19/2013

**Note**

Works for general nb (Xiaozhe)

Definition at line 488 of file BlaSparseBSR.c.

**9.27.2.15 fasp\_dbsr\_merge\_col()**

```
INT fasp_dbsr_merge_col (  
    dBSRmat * A )
```

Check and merge some same col index in one row.

**Parameters**

<i>A</i>	Pointer to the original <a href="#">dBSRmat</a> matrix
----------	--

**Returns**

The new merged [dCSRmat](#) matrix

**Author**

Chunsheng Feng

**Date**

30/07/2017

Definition at line 2095 of file BlaSparseBSR.c.



## 9.27.2.16 fasp\_dbsr\_perm()

```
dBSRmat fasp_dbsr_perm (
    const dBSRmat * A,
    const INT * P )
```

Apply permutation of A, i.e.  $A_{perm}=PAP'$  by the orders given in P.

## Parameters

<i>A</i>	Pointer to the original dBSRmat matrix
<i>P</i>	Pointer to the given ordering

## Returns

The new ordered dBSRmat matrix if succeed, NULL if fail

## Author

Zheng Li

## Date

24/9/2015

## Note

$P[i] = k$  means k-th row and column become i-th row and column!

Definition at line 1977 of file BlaSparseBSR.c.

## 9.27.2.17 fasp\_dbsr\_trans()

```
INT fasp_dbsr_trans (
    const dBSRmat * A,
    dBSRmat * AT )
```

Find  $A^T$  from given dBSRmat matrix A.

## Parameters

<i>A</i>	Pointer to the dBSRmat matrix
<i>AT</i>	Pointer to the transpose of dBSRmat matrix A

**Author**

Chunsheng FENG

**Date**

2011/06/08

Modified by Xiaozhe Hu (08/06/2011)

Definition at line 200 of file BlaSparseBSR.c.

## 9.28 BlaSparseCheck.c File Reference

Check properties of sparse matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [INT fasp\\_check\\_diagpos](#) (const [dCSRmat](#) \*A)  
*Check positivity of diagonal entries of a CSR sparse matrix.*
- [SHORT fasp\\_check\\_diagzero](#) (const [dCSRmat](#) \*A)  
*Check whether a CSR sparse matrix has diagonal entries that are very close to zero.*
- [INT fasp\\_check\\_diagdom](#) (const [dCSRmat](#) \*A)  
*Check whether a matrix is diagonal dominant.*
- [INT fasp\\_check\\_symm](#) (const [dCSRmat](#) \*A)  
*Check symmetry of a sparse matrix of CSR format.*
- void [fasp\\_check\\_dCSRmat](#) (const [dCSRmat](#) \*A)  
*Check whether an [dCSRmat](#) matrix is supported or not.*
- [SHORT fasp\\_check\\_iCSRmat](#) (const [iCSRmat](#) \*A)  
*Check whether an [iCSRmat](#) matrix is valid or not.*

### 9.28.1 Detailed Description

Check properties of sparse matrices.

**Note**

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), and [BlaSparseCSR.c](#)

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## 9.28.2 Function Documentation

### 9.28.2.1 fasp\_check\_dCSRmat()

```
void fasp_check_dCSRmat (
    const dCSRmat * A )
```

Check whether an [dCSRmat](#) matrix is supported or not.

#### Parameters

<i>A</i>	Pointer to the matrix in <a href="#">dCSRmat</a> format
----------	---

#### Author

Chensong Zhang

#### Date

03/29/2009

Definition at line 283 of file BlasSparseCheck.c.

### 9.28.2.2 fasp\_check\_diagdom()

```
INT fasp_check_diagdom (
    const dCSRmat * A )
```

Check whether a matrix is diagonal dominant.

INT fasp\_check\_diagdom (const [dCSRmat](#) \*A)

#### Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
----------	---

**Returns**

Number of the rows which are diagonal dominant

**Note**

The routine checks whether the sparse matrix is diagonal dominant on every row. It will print out the percentage of the rows which are diagonal dominant and which are not; the routine will return the number of the rows which are diagonal dominant.

**Author**

Shuo Zhang

**Date**

03/29/2009

Definition at line 116 of file BlaSparseCheck.c.

**9.28.2.3 fasp\_check\_diagpos()**

```
INT fasp_check_diagpos (
    const dCSRmat * A )
```

Check positivity of diagonal entries of a CSR sparse matrix.

**Parameters**

<b>A</b>	Pointer to <a href="#">dCSRmat</a> matrix
----------	---

**Returns**

Number of negative diagonal entries

**Author**

Shuo Zhang

**Date**

03/29/2009

Definition at line 35 of file BlaSparseCheck.c.

#### 9.28.2.4 fasp\_check\_diagzero()

```
SHORT fasp_check_diagzero (
    const dCSRmat * A )
```

Check whether a CSR sparse matrix has diagonal entries that are very close to zero.

##### Parameters

A	pointer to the dCSRmat matrix
---	-------------------------------

##### Returns

FASP\_SUCCESS if no diagonal entry is close to zero, else ERROR

##### Author

Shuo Zhang

##### Date

03/29/2009

Definition at line 72 of file BlasSparseCheck.c.

#### 9.28.2.5 fasp\_check\_iCSRmat()

```
SHORT fasp_check_iCSRmat (
    const iCSRmat * A )
```

Check whether an iCSRmat matrix is valid or not.

##### Parameters

A	Pointer to the matrix in iCSRmat format
---	---

##### Author

Shuo Zhang

**Date**

03/29/2009

Definition at line 320 of file `BlaSparseCheck.c`.

**9.28.2.6 fasp\_check\_symm()**

```
INT fasp_check_symm (
    const dCSRmat * A )
```

Check symmetry of a sparse matrix of CSR format.

**Parameters**

<code>A</code>	Pointer to the <code>dCSRmat</code> matrix
----------------	--

**Returns**

1 and 2 if the structure of the matrix is not symmetric; 0 if the structure of the matrix is symmetric,

**Note**

Print the maximal relative difference between matrix and its transpose.

**Author**

Shuo Zhang

**Date**

03/29/2009

Definition at line 161 of file `BlaSparseCheck.c`.

**9.29 BlaSparseCOO.c File Reference**

Sparse matrix operations for `dCOOmat` matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- `dCOOmat fasp_dcoo_create` (const `INT` `m`, const `INT` `n`, const `INT` `nnz`)  
*Create IJ sparse matrix data memory space.*
- void `fasp_dcoo_alloc` (const `INT` `m`, const `INT` `n`, const `INT` `nnz`, `dCOOmat` \*`A`)  
*Allocate COO sparse matrix memory space.*
- void `fasp_dcoo_free` (`dCOOmat` \*`A`)  
*Free IJ sparse matrix data memory space.*
- void `fasp_dcoo_shift` (`dCOOmat` \*`A`, const `INT` `offset`)  
*Re-index a REAL matrix in IJ format to make the index starting from 0 or 1.*

### 9.29.1 Detailed Description

Sparse matrix operations for `dCOOmat` matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#) and [AuxThreads.c](#)  
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### 9.29.2 Function Documentation

#### 9.29.2.1 `fasp_dcoo_alloc()`

```
void fasp_dcoo_alloc (
    const INT m,
    const INT n,
    const INT nnz,
    dCOOmat * A )
```

Allocate COO sparse matrix memory space.

#### Parameters

<code>m</code>	Number of rows
<code>n</code>	Number of columns
<code>nnz</code>	Number of nonzeros
<code>A</code>	Pointer to the <code>dCSRmat</code> matrix

**Author**

Xiaozhe Hu

**Date**

03/25/2013

Definition at line 70 of file BlasparseCOO.c.

**9.29.2.2 fasp\_dcoo\_create()**

```
dCOOmat fasp_dcoo_create (
    const INT m,
    const INT n,
    const INT nnz )
```

Create IJ sparse matrix data memory space.

**Parameters**

<i>m</i>	Number of rows
<i>n</i>	Number of columns
<i>nnz</i>	Number of nonzeros

**Returns**

A The new dCOOmat matrix

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 42 of file BlasparseCOO.c.

**9.29.2.3 fasp\_dcoo\_free()**

```
void fasp_dcoo_free (
    dCOOmat * A )
```

Free IJ sparse matrix data memory space.



## Parameters

<i>A</i>	Pointer to the <a href="#">dCOOmat</a> matrix
----------	---

## Author

Chensong Zhang

## Date

2010/04/03

Definition at line 102 of file BlaSparseCOO.c.

## 9.29.2.4 fasp\_dcoo\_shift()

```
void fasp_dcoo_shift (
    dCOOmat * A,
    const INT offset )
```

Re-index a REAL matrix in IJ format to make the index starting from 0 or 1.

## Parameters

<i>A</i>	Pointer to IJ matrix
<i>offset</i>	Size of offset (1 or -1)

## Author

Chensong Zhang

## Date

2010/04/06

Modified by Chunsheng Feng, Zheng Li on 08/25/2012

Definition at line 124 of file BlaSparseCOO.c.

## 9.30 BlasSparseCSR.c File Reference

Sparse matrix operations for [dCSRmat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [dCSRmat fasp\\_dcsr\\_create](#) (const [INT](#) m, const [INT](#) n, const [INT](#) nnz)  
*Create CSR sparse matrix data memory space.*
- [iCSRmat fasp\\_icsr\\_create](#) (const [INT](#) m, const [INT](#) n, const [INT](#) nnz)  
*Create CSR sparse matrix data memory space.*
- void [fasp\\_dcsr\\_alloc](#) (const [INT](#) m, const [INT](#) n, const [INT](#) nnz, [dCSRmat](#) \*A)  
*Allocate CSR sparse matrix memory space.*
- void [fasp\\_dcsr\\_free](#) ([dCSRmat](#) \*A)  
*Free CSR sparse matrix data memory space.*
- void [fasp\\_icsr\\_free](#) ([iCSRmat](#) \*A)  
*Free CSR sparse matrix data memory space.*
- [INT fasp\\_dcsr\\_bandwidth](#) (const [dCSRmat](#) \*A)  
*Get bandwidth of matrix.*
- [dCSRmat fasp\\_dcsr\\_perm](#) ([dCSRmat](#) \*A, [INT](#) \*P)  
*Apply permutation of A, i.e. Aperm=PAP' by the orders given in P.*
- void [fasp\\_dcsr\\_sort](#) ([dCSRmat](#) \*A)  
*Sort each row of A in ascending order w.r.t. column indices.*
- [SHORT fasp\\_dcsr\\_getblk](#) (const [dCSRmat](#) \*A, const [INT](#) \*Is, const [INT](#) \*Js, const [INT](#) m, const [INT](#) n, [dCSRmat](#) \*B)  
*Get a sub CSR matrix of A with specified rows and columns.*
- void [fasp\\_dcsr\\_getdiag](#) ([INT](#) n, const [dCSRmat](#) \*A, [dvector](#) \*diag)  
*Get first n diagonal entries of a CSR matrix A.*
- void [fasp\\_dcsr\\_getcol](#) (const [INT](#) n, const [dCSRmat](#) \*A, [REAL](#) \*col)  
*Get the n-th column of a CSR matrix A.*
- void [fasp\\_dcsr\\_diagpref](#) ([dCSRmat](#) \*A)  
*Re-order the column and data arrays of a CSR matrix, so that the first entry in each row is the diagonal.*
- [SHORT fasp\\_dcsr\\_regdiag](#) ([dCSRmat](#) \*A, const [REAL](#) value)  
*Regularize diagonal entries of a CSR sparse matrix.*
- void [fasp\\_icsr\\_cp](#) (const [iCSRmat](#) \*A, [iCSRmat](#) \*B)  
*Copy a iCSRmat to a new one B=A.*
- void [fasp\\_dcsr\\_cp](#) (const [dCSRmat](#) \*A, [dCSRmat](#) \*B)  
*copy a dCSRmat to a new one B=A*
- void [fasp\\_icsr\\_trans](#) (const [iCSRmat](#) \*A, [iCSRmat](#) \*AT)  
*Find transpose of iCSRmat matrix A.*
- [INT fasp\\_dcsr\\_trans](#) (const [dCSRmat](#) \*A, [dCSRmat](#) \*AT)  
*Find transpose of dCSRmat matrix A.*

- void [fasp\\_dcsr\\_transpose](#) (INT \*row[2], INT \*col[2], REAL \*val[2], INT \*nn, INT \*tniz)  
*Transpose of a [dCSRmat](#) matrix.*
- void [fasp\\_dcsr\\_compress](#) (const [dCSRmat](#) \*A, [dCSRmat](#) \*B, const REAL dtol)  
*Compress a CSR matrix A and store in CSR matrix B by dropping small entries  $abs(a_{ij}) \leq dtol$ .*
- [SHORT fasp\\_dcsr\\_compress\\_inplace](#) ([dCSRmat](#) \*A, const REAL dtol)  
*Compress a CSR matrix A IN PLACE by dropping small entries  $abs(a_{ij}) \leq dtol$ .*
- void [fasp\\_dcsr\\_shift](#) ([dCSRmat](#) \*A, const INT offset)  
*Re-index a REAL matrix in CSR format to make the index starting from 0 or 1.*
- void [fasp\\_dcsr\\_symdiagscale](#) ([dCSRmat](#) \*A, const [dvector](#) \*diag)  
*Symmetric diagonal scaling  $D^{-1/2}AD^{-1/2}$ .*
- [dCSRmat fasp\\_dcsr\\_sympart](#) ([dCSRmat](#) \*A)  
*Get symmetric part of a [dCSRmat](#) matrix.*
- void [fasp\\_dcsr\\_multicoloring](#) ([dCSRmat](#) \*A, INT \*flags, INT \*groups)  
*Use the greedy multi-coloring to get color groups of the adjacency graph of A.*
- void [fasp\\_dcsr\\_transz](#) ([dCSRmat](#) \*A, INT \*p, [dCSRmat](#) \*AT)  
*Generalized transpose of A: (n x m) matrix given in [dCSRmat](#) format.*
- [dCSRmat fasp\\_dcsr\\_permz](#) ([dCSRmat](#) \*A, INT \*p)  
*Permute rows and cols of A, i.e.  $A=PAP'$  by the ordering in p.*
- void [fasp\\_dcsr\\_sortz](#) ([dCSRmat](#) \*A, const [SHORT](#) isym)  
*Sort each row of A in ascending order w.r.t. column indices.*

### 9.30.1 Detailed Description

Sparse matrix operations for [dCSRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxSort.c](#), [AuxThreads.c](#), [AuxVector.c](#), and [BlaSpmvCSR.c](#)  
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### 9.30.2 Function Documentation

#### 9.30.2.1 [fasp\\_dcsr\\_alloc\(\)](#)

```
void fasp_dcsr_alloc (
    const INT m,
    const INT n,
    const INT nnz,
    dCSRmat * A )
```

Allocate CSR sparse matrix memory space.

**Parameters**

<i>m</i>	Number of rows
<i>n</i>	Number of columns
<i>nnz</i>	Number of nonzeros
<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 134 of file BlaSparseCSR.c.

**9.30.2.2 fasp\_dcsr\_bandwidth()**

```
INT fasp_dcsr_bandwidth (
    const dCSRmat * A )
```

Get bandwith of matrix.

**Parameters**

<i>A</i>	pointer to the <a href="#">dCSRmat</a> matrix
----------	---

**Author**

Zheng Li

**Date**

03/22/2015

Definition at line 223 of file BlaSparseCSR.c.

### 9.30.2.3 fasp\_dcsr\_compress()

```
void fasp_dcsr_compress (
    const dCSRmat * A,
    dCSRmat * B,
    const REAL dtol )
```

Compress a CSR matrix A and store in CSR matrix B by dropping small entries  $\text{abs}(a_{ij}) \leq \text{dtol}$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> CSR matrix
<i>B</i>	Pointer to <a href="#">dCSRmat</a> CSR matrix
<i>dtol</i>	Drop tolerance

## Author

Shiquan Zhang

## Date

03/10/2010

Modified by Chunsheng Feng, Zheng Li on 08/25/2012

Definition at line 1053 of file `BlaSparseCSR.c`.

9.30.2.4 `fasp_dcsr_compress_inplace()`

```
SHORT fasp_dcsr_compress_inplace (
    dCSRmat * A,
    const REAL dtol )
```

Compress a CSR matrix A IN PLACE by dropping small entries  $\text{abs}(a_{ij}) \leq \text{dtol}$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> CSR matrix
<i>dtol</i>	Drop tolerance

## Author

Xiaozhe Hu

## Date

12/25/2010

Modified by Chensong Zhang on 02/21/2013

## Note

This routine can be modified for filtering.

Definition at line 1133 of file `BlaSparseCSR.c`.

### 9.30.2.5 fasp\_dcsr\_cp()

```
void fasp_dcsr_cp (
    const dCSRmat * A,
    dCSRmat * B )
```

copy a [dCSRmat](#) to a new one B=A

#### Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>B</i>	Pointer to the <a href="#">dCSRmat</a> matrix

#### Author

Chensong Zhang

#### Date

04/06/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 821 of file BlasSparseCSR.c.

### 9.30.2.6 fasp\_dcsr\_create()

```
dCSRmat fasp_dcsr_create (
    const INT m,
    const INT n,
    const INT nnz )
```

Create CSR sparse matrix data memory space.

#### Parameters

<i>m</i>	Number of rows
<i>n</i>	Number of columns
<i>nnz</i>	Number of nonzeros

#### Returns

A the new [dCSRmat](#) matrix

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 43 of file BlaSparseCSR.c.

**9.30.2.7 fasp\_dcsr\_diagpref()**

```
void fasp_dcsr_diagpref (  
    dCSRmat * A )
```

Re-order the column and data arrays of a CSR matrix, so that the first entry in each row is the diagonal.

**Parameters**

<b>A</b>	Pointer to the matrix to be re-ordered
----------	--

**Author**

Zhiyang Zhou

**Date**

09/09/2010

**Author**

Chunsheng Feng, Zheng Li

**Date**

09/02/2012

**Note**

Reordering is done in place.

Modified by Chensong Zhang on Dec/21/2012

Definition at line 651 of file BlaSparseCSR.c.



#### 9.30.2.8 fasp\_dcsr\_free()

```
void fasp_dcsr_free (
    dCSRmat * A )
```

Free CSR sparse matrix data memory space.

## Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
----------	---

## Author

Chensong Zhang

## Date

2010/04/06 Modified by Chunsheng Feng on 08/11/2017: init A to NULL

Definition at line 176 of file BlaSparseCSR.c.

## 9.30.2.9 fasp\_dcsr\_getblk()

```

SHORT fasp_dcsr_getblk (
    const dCSRmat * A,
    const INT * Is,
    const INT * Js,
    const INT m,
    const INT n,
    dCSRmat * B )

```

Get a sub CSR matrix of A with specified rows and columns.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>B</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>Is</i>	Pointer to selected rows
<i>Js</i>	Pointer to selected columns
<i>m</i>	Number of selected rows
<i>n</i>	Number of selected columns

## Returns

FASP\_SUCCESS if succeeded, otherwise return error information.

## Author

Shiquan Zhang, Xiaozhe Hu

**Date**

12/25/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 422 of file BlaSparseCSR.c.

**9.30.2.10 fasp\_dcsr\_getcol()**

```
void fasp_dcsr_getcol (
    const INT n,
    const dCSRmat * A,
    REAL * col )
```

Get the n-th column of a CSR matrix A.

**Parameters**

<i>n</i>	Index of a column of A ( $0 \leq n \leq A.col-1$ )
<i>A</i>	Pointer to <a href="#">dCSRmat</a> CSR matrix
<i>col</i>	Pointer to the column

**Author**

Xiaozhe Hu

**Date**

11/07/2009

Modified by Chunsheng Feng, Zheng Li on 07/08/2012

Definition at line 572 of file BlaSparseCSR.c.

**9.30.2.11 fasp\_dcsr\_getdiag()**

```
void fasp_dcsr_getdiag (
    INT n,
    const dCSRmat * A,
    dvector * diag )
```

Get first n diagonal entries of a CSR matrix A.

**Parameters**

<i>n</i>	Number of diagonal entries to get (if $n=0$ , then get all diagonal entries)
<i>A</i>	Pointer to <a href="#">dCSRmat</a> CSR matrix
<i>diag</i>	Pointer to the diagonal as a dvector

**Author**

Chensong Zhang

**Date**

05/20/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 508 of file BlaSparseCSR.c.

**9.30.2.12 fasp\_dcsr\_multicoloring()**

```
void fasp_dcsr_multicoloring (
    dCSRmat * A,
    INT * flags,
    INT * groups )
```

Use the greedy multi-coloring to get color groups of the adjacency graph of A.

**Parameters**

<i>A</i>	Input <a href="#">dCSRmat</a>
<i>flags</i>	flags for the independent group
<i>groups</i>	Return group numbers

**Author**

Chunsheng Feng

**Date**

09/15/2012

Definition at line 1361 of file BlaSparseCSR.c.

## 9.30.2.13 fasp\_dcsr\_perm()

```
dCSRmat fasp_dcsr_perm (
    dCSRmat * A,
    INT * P )
```

Apply permutation of A, i.e.  $A_{perm}=PAP'$  by the orders given in P.

## Parameters

<i>A</i>	Pointer to the original <a href="#">dCSRmat</a> matrix
<i>P</i>	Pointer to orders

## Returns

The new ordered [dCSRmat](#) matrix if succeed, NULL if fail

## Author

Shiquan Zhang

## Date

03/10/2010

## Note

$P[i] = k$  means k-th row and column become i-th row and column!  
 Deprecated! Will be replaced by `fasp_dcsr_permz` later. –Chensong

Modified by Chunsheng Feng, Zheng Li on 07/12/2012

Definition at line 253 of file BlaSparseCSR.c.

## 9.30.2.14 fasp\_dcsr\_permz()

```
dCSRmat fasp_dcsr_permz (
    dCSRmat * A,
    INT * p )
```

Permute rows and cols of A, i.e.  $A=PAP'$  by the ordering in p.

## Parameters

<i>A</i>	Pointer to the original <a href="#">dCSRmat</a> matrix
<i>p</i>	Pointer to ordering

**Note**

This is just applying twice `fasp_dcsr_transz(&A,p,At)`.  
In matlab notation: `Aperm=A(p,p);`

**Returns**

The new ordered `dCSRmat` matrix if succeed, NULL if fail

**Author**

Ludmil Zikatanov

**Date**

19951219 (Fortran), 20150912 (C)

Definition at line 1582 of file `BlaSparseCSR.c`.

**9.30.2.15 fasp\_dcsr\_regdiag()**

```
SHORT fasp_dcsr_regdiag (  
    dCSRmat * A,  
    const REAL value )
```

Regularize diagonal entries of a CSR sparse matrix.

**Parameters**

<i>A</i>	Pointer to the <code>dCSRmat</code> matrix
<i>value</i>	Set a value on <code>diag(A)</code> which is too close to zero to "value"

**Returns**

FASP\_SUCCESS if no diagonal entry is close to zero, else ERROR

**Author**

Shiquan Zhang

**Date**

11/07/2009

Definition at line 757 of file `BlaSparseCSR.c`.

## 9.30.2.16 fasp\_dcsr\_shift()

```
void fasp_dcsr_shift (
    dCSRmat * A,
    const INT offset )
```

Re-index a REAL matrix in CSR format to make the index starting from 0 or 1.

## Parameters

<i>A</i>	Pointer to CSR matrix
<i>offset</i>	Size of offset (1 or -1)

## Author

Chensong Zhang

## Date

04/06/2010

Modified by Chunsheng Feng, Zheng Li on 07/11/2012

Definition at line 1181 of file BlaSparseCSR.c.

## 9.30.2.17 fasp\_dcsr\_sort()

```
void fasp_dcsr_sort (
    dCSRmat * A )
```

Sort each row of A in ascending order w.r.t. column indices.

## Parameters

<i>A</i>	Pointer to the dCSRmat matrix
----------	-------------------------------

## Author

Shiquan Zhang

## Date

06/10/2010

Definition at line 364 of file BlaSparseCSR.c.

## 9.30.2.18 fasp\_dcsr\_sortz()

```
void fasp_dcsr_sortz (
    dCSRmat * A,
    const SHORT isym )
```

Sort each row of A in ascending order w.r.t. column indices.

## Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>isym</i>	Flag for symmetry, =[0/nonzero]=[general/symmetric] matrix

## Note

Applying twice [fasp\\_dcsr\\_transz\(\)](#), if A is symmetric, then the transpose is applied only once and then AT copied on A.

## Author

Ludmil Zikatanov

## Date

19951219 (Fortran), 20150912 (C)

Definition at line 1614 of file BlaSparseCSR.c.

## 9.30.2.19 fasp\_dcsr\_symdiagscale()

```
void fasp_dcsr_symdiagscale (
    dCSRmat * A,
    const dvector * diag )
```

Symmetric diagonal scaling  $D^{-1/2}AD^{-1/2}$ .

## Parameters

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>diag</i>	Pointer to the diagonal entries

## Author

Xiaozhe Hu



## Date

01/31/2011

Modified by Chunsheng Feng, Zheng Li on 07/11/2012

Definition at line 1242 of file BlaSparseCSR.c.

## 9.30.2.20 fasp\_dcsr\_sympart()

```
dCSRmat fasp_dcsr_sympart (  
    dCSRmat * A )
```

Get symmetric part of a [dCSRmat](#) matrix.

## Parameters

<a href="#">A</a>	Pointer to the <a href="#">dCSRmat</a> matrix
-------------------	---

## Returns

Symmetrized the [dCSRmat](#) matrix

## Author

Xiaozhe Hu

## Date

03/21/2011

Definition at line 1328 of file BlaSparseCSR.c.

## 9.30.2.21 fasp\_dcsr\_trans()

```
void fasp_dcsr_trans (  
    const dCSRmat * A,  
    dCSRmat * AT )
```

Find transpose of [dCSRmat](#) matrix A.

**Parameters**

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>AT</i>	Pointer to the transpose of <a href="#">dCSRmat</a> matrix A (output)

**Author**

Chensong Zhang

**Date**

04/06/2010

Modified by Chunsheng Feng, Zheng Li on 06/20/2012

Definition at line 922 of file `BlaSparseCSR.c`.**9.30.2.22 fasp\_dcsr\_transpose()**

```
void fasp_dcsr_transpose (
    INT * row[2],
    INT * col[2],
    REAL * val[2],
    INT * nn,
    INT * tniz )
```

Transpose of a [dCSRmat](#) matrix.**Note**

This subroutine transpose in CSR format IN ORDER

**Parameters**

<i>row</i>	Pointers of the rows of the matrix and its transpose
<i>col</i>	Pointers of the columns of the matrix and its transpose
<i>val</i>	Pointers to the values of the matrix and its transpose
<i>nn</i>	Pointer to the number of rows/columns of A and A'
<i>tniz</i>	Pointer to the number of nonzeros A and A'

**Author**

Shuo Zhang

## Date

07/06/2009

Definition at line 1002 of file BlaSparseCSR.c.

## 9.30.2.23 fasp\_dcsr\_transz()

```
void fasp_dcsr_transz (
    dCSRmat * A,
    INT * P,
    dCSRmat * AT )
```

Generalized transpose of A: (n x m) matrix given in dCSRmat format.

## Parameters

<i>A</i>	Pointer to matrix in dCSRmat for transpose, INPUT
<i>p</i>	Permutation, INPUT
<i>AT</i>	Pointer to matrix AT = transpose(A) if p = NULL, OR AT = transpose(A)p if p is not NULL

## Note

The storage for all pointers in AT should already be allocated, i.e. AT->IA, AT->JA and AT->val should be allocated before calling this function. If A.val=NULL, then AT->val[] is not changed.

performs  $AT = \text{transpose}(A)p$ , where p is a permutation. If p=NULL then p=I is assumed. Applying twice this procedure one gets  $At = \text{transpose}(\text{transpose}(A)p)p = \text{transpose}(p)Ap$ , which is the same A with rows and columns permuted according to p.

If A=NULL, then only transposes/permutes the structure of A.

For p=NULL, applying this two times  $A \rightarrow AT \rightarrow A$  orders all the row indices in A in increasing order.

Reference: Fred G. Gustavson. Two fast algorithms for sparse matrices: multiplication and permuted transposition. ACM Trans. Math. Software, 4(3):250–269, 1978.

## Author

Ludmil Zikatanov

## Date

19951219 (Fortran), 20150912 (C)

Definition at line 1462 of file BlaSparseCSR.c.

#### 9.30.2.24 fasp\_icsr\_cp()

```
void fasp_icsr_cp (
    const iCSRmat * A,
    iCSRmat * B )
```

Copy a [iCSRmat](#) to a new one B=A.

##### Parameters

<i>A</i>	Pointer to the <a href="#">iCSRmat</a> matrix
<i>B</i>	Pointer to the <a href="#">iCSRmat</a> matrix

##### Author

Chensong Zhang

##### Date

05/16/2013

Definition at line 796 of file BlasparseCSR.c.

#### 9.30.2.25 fasp\_icsr\_create()

```
iCSRmat fasp_icsr_create (
    const INT m,
    const INT n,
    const INT nnz )
```

Create CSR sparse matrix data memory space.

##### Parameters

<i>m</i>	Number of rows
<i>n</i>	Number of columns
<i>nnz</i>	Number of nonzeros

##### Returns

A the new [iCSRmat](#) matrix

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 89 of file BlaSparseCSR.c.

**9.30.2.26 fasp\_icsr\_free()**

```
void fasp_icsr_free (
    iCSRmat * A )
```

Free CSR sparse matrix data memory space.

**Parameters**

<i>A</i>	Pointer to the <i>iCSRmat</i> matrix
----------	--------------------------------------

**Author**

Chensong Zhang

**Date**

2010/04/06 Modified by Chunsheng Feng on 08/11/2017: init A to NULL

Definition at line 200 of file BlaSparseCSR.c.

**9.30.2.27 fasp\_icsr\_trans()**

```
void fasp_icsr_trans (
    const iCSRmat * A,
    iCSRmat * AT )
```

Find transpose of *iCSRmat* matrix A.**Parameters**

<i>A</i>	Pointer to the <i>iCSRmat</i> matrix A
<i>AT</i>	Pointer to the <i>iCSRmat</i> matrix A'

**Author**

Chensong Zhang

**Date**

04/06/2010

Modified by Chunsheng Feng, Zheng Li on 06/20/2012

Definition at line 846 of file BlaSparseCSR.c.

## 9.31 BlaSparseCSRL.c File Reference

Sparse matrix operations for [dCSRLmat](#) matrices.

```
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [dCSRLmat](#) \* [fasp\\_dcsrl\\_create](#) (const [INT](#) num\_rows, const [INT](#) num\_cols, const [INT](#) num\_nonzeros)  
*Create a [dCSRLmat](#) object.*
- void [fasp\\_dcsrl\\_free](#) ([dCSRLmat](#) \*A)  
*Destroy a [dCSRLmat](#) object.*

### 9.31.1 Detailed Description

Sparse matrix operations for [dCSRLmat](#) matrices.

**Note**

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#)

Reference: John Mellor-Crummey and John Garvin Optimizaing sparse matrix vector product computations using unroll and jam, Tech Report Rice Univ, Aug 2002.

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### 9.31.2 Function Documentation

#### 9.31.2.1 [fasp\\_dcsrl\\_create\(\)](#)

```
dCSRLmat * fasp\_dcsrl\_create (  
    const INT num_rows,  
    const INT num_cols,  
    const INT num_nonzeros )
```

Create a [dCSRLmat](#) object.

## Parameters

<i>num_rows</i>	Number of rows
<i>num_cols</i>	Number of cols
<i>num_nonzeros</i>	Number of nonzero entries

## Author

Zhiyang Zhou

## Date

01/07/2011

Definition at line 39 of file BlaSparseCSR.c.

## 9.31.2.2 fasp\_dcsrl\_free()

```
void fasp_dcsrl_free (
    dCSRmat * A )
```

Destroy a dCSRmat object.

## Parameters

<i>A</i>	Pointer to the dCSRmat type matrix
----------	------------------------------------

## Author

Zhiyang Zhou

## Date

01/07/2011

Definition at line 67 of file BlaSparseCSR.c.

## 9.32 BlaSparseSTR.c File Reference

Sparse matrix operations for dSTRmat matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- `dSTRmat fasp_dstr_create` (const `INT` nx, const `INT` ny, const `INT` nz, const `INT` nc, const `INT` nband, `INT` \*offsets)  
*Create STR sparse matrix data memory space.*
- void `fasp_dstr_alloc` (const `INT` nx, const `INT` ny, const `INT` nz, const `INT` nxy, const `INT` ngrid, const `INT` nband, const `INT` nc, `INT` \*offsets, `dSTRmat` \*A)  
*Allocate STR sparse matrix memory space.*
- void `fasp_dstr_free` (`dSTRmat` \*A)  
*Free STR sparse matrix data memeory space.*
- void `fasp_dstr_cp` (const `dSTRmat` \*A, `dSTRmat` \*B)  
*Copy a `dSTRmat` to a new one B=A.*

### 9.32.1 Detailed Description

Sparse matrix operations for `dSTRmat` matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#)  
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### 9.32.2 Function Documentation

#### 9.32.2.1 `fasp_dstr_alloc()`

```
void fasp_dstr_alloc (
    const INT nx,
    const INT ny,
    const INT nz,
    const INT nxy,
    const INT ngrid,
    const INT nband,
    const INT nc,
    INT * offsets,
    dSTRmat * A )
```

Allocate STR sparse matrix memory space.

#### Parameters

<code>nx</code>	Number of grids in x direction
<code>ny</code>	Number of grids in y direction
<code>nz</code>	Number of grids in z direction
<code>nxy</code>	Number of grids in x-y plane
<code>ngrid</code>	Number of grids
<code>nband</code>	Number of off-diagonal bands
<code>nc</code>	Number of components
<code>offsets</code>	Shift from diagonal



**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

05/17/2010

Definition at line 93 of file BlaSparseSTR.c.

**9.32.2.2 fasp\_dstr\_cp()**

```
void fasp_dstr_cp (
    const dSTRmat * A,
    dSTRmat * B )
```

Copy a [dSTRmat](#) to a new one B=A.

**Parameters**

<i>A</i>	Pointer to the <a href="#">dSTRmat</a> matrix
<i>B</i>	Pointer to the <a href="#">dSTRmat</a> matrix

**Author**

Zhiyang Zhou

**Date**

04/21/2010

Definition at line 160 of file BlaSparseSTR.c.

**9.32.2.3 fasp\_dstr\_create()**

```
dSTRmat fasp_dstr_create (
    const INT nx,
    const INT ny,
    const INT nz,
    const INT nc,
    const INT nband,
    INT * offsets )
```

Create STR sparse matrix data memory space.

**Parameters**

<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in y direction
<i>nz</i>	Number of grids in z direction
<i>nc</i>	Number of components
<i>nband</i>	Number of off-diagonal bands
<i>offsets</i>	Shift from diagonal

**Returns**

The [dSTRmat](#) matrix

**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

05/17/2010

Definition at line 41 of file BlaSparseSTR.c.

**9.32.2.4 fasp\_dstr\_free()**

```
void fasp_dstr_free (
    dSTRmat * A )
```

Free STR sparse matrix data memeory space.

**Parameters**

<i>A</i>	Pointer to the <a href="#">dSTRmat</a> matrix
----------	---

**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

05/17/2010

Definition at line 136 of file BlaSparseSTR.c.

## 9.33 BlasSparseUtil.c File Reference

Routines for sparse matrix operations.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void `fasp_sparse_abybms_` (INT \*ia, INT \*ja, INT \*ib, INT \*jb, INT \*nap, INT \*map, INT \*mbp, INT \*ic, INT \*jc)
 

*Multiplication of two sparse matrices: calculating the nonzero structure of the result if jc is not null. If jc is null only finds num of nonzeros.*
- void `fasp_sparse_abyb_` (INT \*ia, INT \*ja, REAL \*a, INT \*ib, INT \*jb, REAL \*b, INT \*nap, INT \*map, INT \*mbp, INT \*ic, INT \*jc, REAL \*c)
 

*Multiplication of two sparse matrices: calculating the numerical values in the result.*
- void `fasp_sparse_iit_` (INT \*ia, INT \*ja, INT \*na, INT \*ma, INT \*iat, INT \*jat)
 

*Transpose a boolean matrix (only given by ia, ja)*
- void `fasp_sparse_aat_` (INT \*ia, INT \*ja, REAL \*a, INT \*na, INT \*ma, INT \*iat, INT \*jat, REAL \*at)
 

*transpose a boolean matrix (only given by ia, ja)*
- void `fasp_sparse_aplbms_` (INT \*ia, INT \*ja, INT \*ib, INT \*jb, INT \*nab, INT \*mab, INT \*ic, INT \*jc)
 

*Addition of two sparse matrices: calculating the nonzero structure of the result if jc is not null. if jc is null only finds num of nonzeros.*
- void `fasp_sparse_aplusb_` (INT \*ia, INT \*ja, REAL \*a, INT \*ib, INT \*jb, REAL \*b, INT \*nab, INT \*mab, INT \*ic, INT \*jc, REAL \*c)
 

*Addition of two sparse matrices: calculating the numerical values in the result.*
- void `fasp_sparse_rapms_` (INT \*ir, INT \*jr, INT \*ia, INT \*ja, INT \*ip, INT \*jp, INT \*nin, INT \*ncin, INT \*iac, INT \*jac, INT \*maxrout)
 

*Calculates the nonzero structure of  $R \cdot A \cdot P$ , if jac is not null. If jac is null only finds num of nonzeros.*
- void `fasp_sparse_wtams_` (INT \*jw, INT \*ia, INT \*ja, INT \*nwp, INT \*map, INT \*jv, INT \*nvp, INT \*icp)
 

*Finds the nonzeros in the result of  $v^t = w^t A$ , where w is a sparse vector and A is sparse matrix. jv is an integer array containing the indices of the nonzero elements in the result.*
- void `fasp_sparse_wta_` (INT \*jw, REAL \*w, INT \*ia, INT \*ja, REAL \*a, INT \*nwp, INT \*map, INT \*jv, REAL \*v, INT \*nvp)
 

*Calculate  $v^t = w^t A$ , where w is a sparse vector and A is sparse matrix. v is an array of dimension = number of columns in A.*
- void `fasp_sparse_ytxbig_` (INT \*jy, REAL \*y, INT \*nyp, REAL \*x, REAL \*s)
 

*Calculates  $s = y^t x$ . y-sparse, x - no.*
- void `fasp_sparse_ytx_` (INT \*jy, REAL \*y, INT \*jx, REAL \*x, INT \*nyp, INT \*npx, INT \*icp, REAL \*s)
 

*Calculates  $s = y^t x$ . y is sparse, x is sparse.*
- void `fasp_sparse_rapcmp_` (INT \*ir, INT \*jr, REAL \*r, INT \*ia, INT \*ja, REAL \*a, INT \*ipt, INT \*jpt, REAL \*pt, INT \*nin, INT \*ncin, INT \*iac, INT \*jac, REAL \*ac, INT \*idummy)
 

*Calculates  $R \cdot A \cdot P$  after the nonzero structure of the result is known. iac,jac,ac have to be allocated before call to this function.*
- ivector `fasp_sparse_MIS` (dCSRmat \*A)
 

*get the maximal independet set of a CSR matrix*

### 9.33.1 Detailed Description

Routines for sparse matrix operations.

#### Note

Most algorithms work as follows: (a) Boolean operations (to determine the nonzero structure); (b) Numerical part, where the result is calculated.

Parameter notation :I: is input; :O: is output; :IO: is both

This file contains Level-1 (Bla) functions. It requires: [AuxMemory.c](#)

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### 9.33.2 Function Documentation

#### 9.33.2.1 fasp\_sparse\_aat\_()

```
void fasp_sparse_aat_ (
    INT * ia,
    INT * ja,
    REAL * a,
    INT * na,
    INT * ma,
    INT * iat,
    INT * jat,
    REAL * at )
```

transpose a boolean matrix (only given by ia, ja)

#### Parameters

<i>ia</i>	array of row pointers (as usual in CSR)
<i>ja</i>	array of column indices
<i>a</i>	array of entries of the input
<i>na</i>	number of rows of A
<i>ma</i>	number of cols of A
<i>iat</i>	array of row pointers in the result
<i>jat</i>	array of column indices
<i>at</i>	array of entries of the result

Definition at line 273 of file BlaSparseUtil.c.

## 9.33.2.2 fasp\_sparse\_abyb\_()

```

void fasp_sparse_abyb_ (
    INT * ia,
    INT * ja,
    REAL * a,
    INT * ib,
    INT * jb,
    REAL * b,
    INT * nap,
    INT * map,
    INT * mbp,
    INT * ic,
    INT * jc,
    REAL * c )

```

Multiplication of two sparse matrices: calculating the numerical values in the result.

## Parameters

<i>ia</i>	array of row pointers 1st multiplicand
<i>ja</i>	array of column indices 1st multiplicand
<i>a</i>	entries of the 1st multiplicand
<i>ib</i>	array of row pointers 2nd multiplicand
<i>jb</i>	array of column indices 2nd multiplicand
<i>b</i>	entries of the 2nd multiplicand
<i>ic</i>	array of row pointers in c=a*b
<i>jc</i>	array of column indices in c=a*b
<i>c</i>	entries of the result: c= a*b
<i>nap</i>	number of rows in the 1st multiplicand
<i>map</i>	number of columns in the 1st multiplicand
<i>mbp</i>	number of columns in the 2nd multiplicand

Modified by Chensong Zhang on 09/11/2012

Definition at line 125 of file BlasparseUtil.c.

## 9.33.2.3 fasp\_sparse\_abybms\_()

```

void fasp_sparse_abybms_ (
    INT * ia,
    INT * ja,
    INT * ib,
    INT * jb,
    INT * nap,
    INT * map,

```

```

    INT * mbp,
    INT * ic,
    INT * jc )

```

Multiplication of two sparse matrices: calculating the nonzero structure of the result if jc is not null. If jc is null only finds num of nonzeros.

#### Parameters

<i>ia</i>	array of row pointers 1st multiplicand
<i>ja</i>	array of column indices 1st multiplicand
<i>ib</i>	array of row pointers 2nd multiplicand
<i>jb</i>	array of column indices 2nd multiplicand
<i>nap</i>	number of rows of A
<i>map</i>	number of cols of A
<i>mbp</i>	number of cols of b
<i>ic</i>	array of row pointers in the result (this is also computed here again, so that we can have a stand alone call of this routine, if for some reason the number of nonzeros in the result is known)
<i>jc</i>	array of column indices in the result c=a*b

Modified by Chensong Zhang on 09/11/2012

Definition at line 54 of file BlaSparseUtil.c.

#### 9.33.2.4 fasp\_sparse\_aplbms\_()

```

void void fasp_sparse_aplbms_ (
    INT * ia,
    INT * ja,
    INT * ib,
    INT * jb,
    INT * nab,
    INT * mab,
    INT * ic,
    INT * jc )

```

Addition of two sparse matrices: calculating the nonzero structure of the result if jc is not null. if jc is null only finds num of nonzeros.

#### Parameters

<i>ia</i>	array of row pointers 1st summand
<i>ja</i>	array of column indices 1st summand
<i>ib</i>	array of row pointers 2nd summand
<i>jb</i>	array of column indices 2nd summand
<i>nab</i>	number of rows
<i>mab</i>	number of cols
<i>ic</i>	array of row pointers in the result (this is also computed here again, so that we can have a stand alone call of this routine, if for some reason the number of nonzeros in the result is known)
<i>jc</i>	array of column indices in the result c=a+b

Definition at line 359 of file BLASparseUtil.c.

### 9.33.2.5 fasp\_sparse\_aplusb\_()

```
void fasp_sparse_aplusb_ (
    INT * ia,
    INT * ja,
    REAL * a,
    INT * ib,
    INT * jb,
    REAL * b,
    INT * nab,
    INT * mab,
    INT * ic,
    INT * jc,
    REAL * c )
```

Addition of two sparse matrices: calculating the numerical values in the result.

#### Parameters

<i>ia</i>	array of row pointers 1st summand
<i>ja</i>	array of column indices 1st summand
<i>a</i>	entries of the 1st summand
<i>ib</i>	array of row pointers 2nd summand
<i>jb</i>	array of column indices 2nd summand
<i>b</i>	entries of the 2nd summand
<i>nab</i>	number of rows
<i>mab</i>	number of cols
<i>ic</i>	array of row pointers in c=a+b
<i>jc</i>	array of column indices in c=a+b
<i>c</i>	entries of the result: c=a+b

Definition at line 431 of file BLASparseUtil.c.

### 9.33.2.6 fasp\_sparse\_iit\_()

```
void fasp_sparse_iit_ (
    INT * ia,
    INT * ja,
    INT * na,
    INT * ma,
    INT * iat,
    INT * jat )
```

Transpose a boolean matrix (only given by ia, ja)

**Parameters**

<i>ia</i>	array of row pointers (as usual in CSR)
<i>ja</i>	array of column indices
<i>na</i>	number of rows
<i>ma</i>	number of cols
<i>iat</i>	array of row pointers in the result
<i>jat</i>	array of column indices

**Note**

For the concrete algorithm, see:

Definition at line 198 of file BlaSparseUtil.c.

**9.33.2.7 fasp\_sparse\_MIS()**

```
ivector fasp_sparse_MIS (
    dCSRmat * A )
```

get the maximal independet set of a CSR matrix

**Parameters**

<i>A</i>	pointer to the matrix
----------	-----------------------

**Note**

: only use the sparsity of A, index starts from 1 (fortran)!!

Definition at line 908 of file BlaSparseUtil.c.

**9.33.2.8 fasp\_sparse\_rapcmp\_()**

```
void fasp_sparse_rapcmp_ (
    INT * ir,
    INT * jr,
    REAL * r,
    INT * ia,
    INT * ja,
    REAL * a,
```



```

    INT * ipt,
    INT * jpt,
    REAL * pt,
    INT * nin,
    INT * ncin,
    INT * iac,
    INT * jac,
    REAL * ac,
    INT * idummy )

```

Calculates  $R \cdot A \cdot P$  after the nonzero structure of the result is known. iac,jac,ac have to be allocated before call to this function.

#### Note

:I: is input :O: is output :IO: is both

#### Parameters

<i>ir</i>	:I: array of row pointers for R
<i>jr</i>	:I: array of column indices for R
<i>r</i>	:I: entries of R
<i>ia</i>	:I: array of row pointers for A
<i>ja</i>	:I: array of column indices for A
<i>a</i>	:I: entries of A
<i>ipt</i>	:I: array of row pointers for P
<i>jpt</i>	:I: array of column indices for P
<i>pt</i>	:I: entries of P
<i>nin</i>	:I: number of rows in R
<i>ncin</i>	:I: number of rows in
<i>iac</i>	:O: array of row pointers for P
<i>jac</i>	:O: array of column indices for P
<i>ac</i>	:O: entries of P
<i>idummy</i>	not changed

#### Note

compute  $R \cdot A \cdot P$  for known nonzero structure of the result the result is stored in iac,jac,ac!

Definition at line 788 of file BlaSparseUtil.c.

#### 9.33.2.9 fasp\_sparse\_rapms\_()

```

void fasp_sparse_rapms_ (
    INT * ir,

```

```

INT * jr,
INT * ia,
INT * ja,
INT * ip,
INT * jp,
INT * nin,
INT * ncin,
INT * iac,
INT * jac,
INT * maxrout )

```

Calculates the nonzero structure of  $R*A*P$ , if *jac* is not null. If *jac* is null only finds num of nonzeros.

#### Note

:I: is input :O: is output :IO: is both

#### Parameters

<i>ir</i>	:I: array of row pointers for R
<i>jr</i>	:I: array of column indices for R
<i>ia</i>	:I: array of row pointers for A
<i>ja</i>	:I: array of column indices for A
<i>ip</i>	:I: array of row pointers for P
<i>jp</i>	:I: array of column indices for P
<i>nin</i>	:I: number of rows in R
<i>ncin</i>	:I: number of columns in R
<i>iac</i>	:O: array of row pointers for Ac
<i>jac</i>	:O: array of column indices for Ac
<i>maxrout</i>	:O: the maximum nonzeros per row for R

#### Note

Computes the sparsity pattern of  $R*A*P$ . *maxrout* is output and is the maximum nonzeros per row for *r*. On output we also have *iac* (if *jac* is null) and *jac* (if *jac* entry is not null). *R* is (nc,n) *A* is (n,n) and *P* is (n,nc)!

Modified by Chensong Zhang on 09/11/2012

Definition at line 514 of file *BlaSparseUtil.c*.

#### 9.33.2.10 fasp\_sparse\_wta\_()

```

void fasp_sparse_wta_ (
    INT * jw,
    REAL * w,

```

```

    INT * ia,
    INT * ja,
    REAL * a,
    INT * nwp,
    INT * map,
    INT * jv,
    REAL * v,
    INT * nvp )

```

Calculate  $v^t = w^t A$ , where  $w$  is a sparse vector and  $A$  is sparse matrix.  $v$  is an array of dimension = number of columns in  $A$ .

#### Note

:I: is input :O: is output :IO: is both

#### Parameters

<i>jw</i>	:I: indices such that $w[jw]$ is nonzero
<i>w</i>	:I: the values of $w$
<i>ia</i>	:I: array of row pointers for $A$
<i>ja</i>	:I: array of column indices for $A$
<i>a</i>	:I: entries of $A$
<i>nwp</i>	:I: number of nonzeros in $w$ (the length of $w$ )
<i>map</i>	:I: number of columns in $A$
<i>jv</i>	:O: indices such that $v[jv]$ is nonzero
<i>v</i>	:O: the result $v^t = w^t A$
<i>nvp</i>	:I: number of nonzeros in $v$

Definition at line 648 of file BlasSparseUtil.c.

#### 9.33.2.11 fasp\_sparse\_wtams\_()

```

void fasp_sparse_wtams_ (
    INT * jw,
    INT * ia,
    INT * ja,
    INT * nwp,
    INT * map,
    INT * jv,
    INT * nvp,
    INT * icp )

```

Finds the nonzeros in the result of  $v^t = w^t A$ , where  $w$  is a sparse vector and  $A$  is sparse matrix.  $jv$  is an integer array containing the indices of the nonzero elements in the result.

:I: is input :O: is output :IO: is both

## Parameters

<i>jw</i>	:I: indices such that $w[jw]$ is nonzero
<i>ia</i>	:I: array of row pointers for A
<i>ja</i>	:I: array of column indices for A
<i>nwp</i>	:I: number of nonzeros in w (the length of w)
<i>map</i>	:I: number of columns in A
<i>jv</i>	:O: indices such that $v[jv]$ is nonzero
<i>nvp</i>	:I: number of nonzeros in v
<i>icp</i>	:IO: is a working array of length (*map) which on output satisfies $icp[jv[k]-1]=k$ ; Values of $icp[]$ at positions * other than $(jv[k]-1)$ remain unchanged.

Modified by Chensong Zhang on 09/11/2012

Definition at line 595 of file BlaSparseUtil.c.

## 9.33.2.12 fasp\_sparse\_ytx\_()

```
void fasp_sparse_ytx_ (
    INT * jy,
    REAL * y,
    INT * jx,
    REAL * x,
    INT * nyp,
    INT * nxp,
    INT * icp,
    REAL * s )
```

Calculates  $s = y^t x$ . y is sparse, x is sparse.

note :I: is input :O: is output :IO: is both

## Parameters

<i>jy</i>	:I: indices such that $y[jy]$ is nonzero
<i>y</i>	:I: is a sparse vector.
<i>nyp</i>	:I: number of nonzeros in y
<i>jx</i>	:I: indices such that $x[jx]$ is nonzero
<i>x</i>	:I: is a sparse vector.
<i>nxp</i>	:I: number of nonzeros in x
<i>icp</i>	???
<i>s</i>	:O: $s = y^t x$ .

Definition at line 733 of file BlaSparseUtil.c.

## 9.33.2.13 fasp\_sparse\_ytxbig\_()

```
void fasp_sparse_ytxbig_ (
    INT * jy,
    REAL * y,
    INT * nyp,
    REAL * x,
    REAL * s )
```

Calculates  $s = y^t x$ .  $y$ -sparse,  $x$  - no.

## Note

:I: is input :O: is output :IO: is both

## Parameters

<i>jy</i>	:I: indices such that $y[jy]$ is nonzero
<i>y</i>	:I: is a sparse vector.
<i>nyp</i>	:I: number of nonzeros in $v$
<i>x</i>	:I: also a vector assumed to have entry for any $j=jy[i]-1$ ; for $i=1:nyp$ . This means that $x$ here does not have to be sparse.
<i>s</i>	:O: $s = y^t x$ .

Definition at line 699 of file BlasSparseUtil.c.

## 9.34 BlaspmvBLC.c File Reference

Linear algebraic operations for [dBLCmat](#) matrices.

```
#include <time.h>
#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"
```

## Functions

- void [fasp\\_blas\\_dblc\\_aAxy](#) (const [REAL](#) alpha, const [dBLCmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = \text{alpha} * A * x + y$ .*
- void [fasp\\_blas\\_dblc\\_mxv](#) (const [dBLCmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = A * x$ .*

### 9.34.1 Detailed Description

Linear algebraic operations for [dBLCmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [BlaSpmvCSR.c](#)  
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### 9.34.2 Function Documentation

#### 9.34.2.1 fasp\_blas\_dblc\_aApy()

```
void fasp_blas_dblc_aApy (
    const REAL alpha,
    const dBLCmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = \text{alpha} * A * x + y$ .

#### Parameters

<i>alpha</i>	REAL factor a
<i>A</i>	Pointer to <a href="#">dBLCmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

#### Author

Xiaozhe Hu

#### Date

06/04/2010

Definition at line 38 of file [BlaSpmvBLC.c](#).

## 9.34.2.2 fasp\_blas\_dblc\_mxv()

```
void fasp_blas_dblc_mxv (
    const dBLCmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = A*x$ .

## Parameters

<i>A</i>	Pointer to dBLCmat matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

## Author

Chensong Zhang

## Date

04/27/2013

Definition at line 162 of file BlasSpmvBLC.c.

## 9.35 BlasSpmvBSR.c File Reference

Linear algebraic operations for dBSRmat matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_funcs.h"
```

## Functions

- void `fasp_blas_dbsr_axm` (dBSRmat \*A, const REAL alpha)  
*Multiply a sparse matrix A in BSR format by a scalar alpha.*
- void `fasp_blas_dbsr_aAxpby` (const REAL alpha, dBSRmat \*A, REAL \*x, const REAL beta, REAL \*y)  
*Compute  $y := \alpha * A * x + \beta * y$ .*
- void `fasp_blas_dbsr_aAxy` (const REAL alpha, const dBSRmat \*A, const REAL \*x, REAL \*y)  
*Compute  $y := \alpha * A * x + y$ .*
- void `fasp_blas_dbsr_aAxy_agg` (const REAL alpha, const dBSRmat \*A, const REAL \*x, REAL \*y)  
*Compute  $y := \alpha * A * x + y$  where each small block matrix is an identity matrix.*
- void `fasp_blas_dbsr_mxv` (const dBSRmat \*A, const REAL \*x, REAL \*y)

Compute  $y := A*x$ .

- void `fasp_blas_dbsr_mxv_agg` (const `dBSRmat` \*A, const `REAL` \*x, `REAL` \*y)

Compute  $y := A*x$ , where each small block matrices of A is an identity.

- void `fasp_blas_dbsr_mxm` (const `dBSRmat` \*A, const `dBSRmat` \*B, `dBSRmat` \*C)

Sparse matrix multiplication  $C=A*B$ .

- void `fasp_blas_dbsr_rap1` (const `dBSRmat` \*R, const `dBSRmat` \*A, const `dBSRmat` \*P, `dBSRmat` \*B)

`dBSRmat` sparse matrix multiplication  $B=R*A*P$

- void `fasp_blas_dbsr_rap` (const `dBSRmat` \*R, const `dBSRmat` \*A, const `dBSRmat` \*P, `dBSRmat` \*B)

`dBSRmat` sparse matrix multiplication  $B=R*A*P$

- void `fasp_blas_dbsr_rap_agg` (const `dBSRmat` \*R, const `dBSRmat` \*A, const `dBSRmat` \*P, `dBSRmat` \*B)

`dBSRmat` sparse matrix multiplication  $B=R*A*P$ , where small block matrices in P and R are identity matrices!

### 9.35.1 Detailed Description

Linear algebraic operations for `dBSRmat` matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaSmallMat.c](#), and [BlaArray.c](#)

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### 9.35.2 Function Documentation

#### 9.35.2.1 `fasp_blas_dbsr_aAxpby()`

```
void fasp_blas_dbsr_aAxpby (
    const REAL alpha,
    dBSRmat * A,
    REAL * x,
    const REAL beta,
    REAL * y )
```

Compute  $y := \alpha*A*x + \beta*y$ .

#### Parameters

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to the <code>dBSRmat</code> matrix
<i>x</i>	Pointer to the array x
<i>beta</i>	REAL factor beta
<i>y</i>	Pointer to the array y



**Author**

Zhiyang Zhou

**Date**

10/25/2010

Modified by Chunsheng Feng, Zheng Li on 06/29/2012

**Note**

Works for general nb (Xiaozhe)

Definition at line 67 of file BlasPmvBSR.c.

**9.35.2.2 fasp\_blas\_dbsr\_aApy()**

```
void fasp_blas_dbsr_aApy (
    const REAL alpha,
    const dBSRmat * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := \alpha * A * x + y$ .**Parameters**

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to the dBSRmat matrix
<i>x</i>	Pointer to the array x
<i>y</i>	Pointer to the array y

**Author**

Zhiyang Zhou

**Date**

10/25/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

**Note**

Works for general nb (Xiaozhe)

Definition at line 348 of file BlasPmvBSR.c.

### 9.35.2.3 fasp\_blas\_dbsr\_aApy\_agg()

```
void fasp_blas_dbsr_aApy_agg (
    const REAL alpha,
    const dBSRmat * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := \alpha A x + y$  where each small block matrix is an identity matrix.

#### Parameters

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>x</i>	Pointer to the array x
<i>y</i>	Pointer to the array y

#### Author

Xiaozhe Hu

#### Date

01/02/2014

#### Note

Works for general nb (Xiaozhe)

Definition at line 624 of file `BlaSpmvBSR.c`.

### 9.35.2.4 fasp\_blas\_dbsr\_axm()

```
void fasp_blas_dbsr_axm (
    dBSRmat * A,
    const REAL alpha )
```

Multiply a sparse matrix A in BSR format by a scalar alpha.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> matrix A
<i>alpha</i>	REAL factor alpha

**Author**

Xiaozhe Hu

**Date**

05/26/2014

Definition at line 38 of file BlasSpmvBSR.c.

**9.35.2.5 fasp\_blas\_dbsr\_mxm()**

```
void fasp_blas_dbsr_mxm (
    const dBSRmat * A,
    const dBSRmat * B,
    dBSRmat * C )
```

Sparse matrix multiplication  $C=A*B$ .**Parameters**

<i>A</i>	Pointer to the dBSRmat matrix A
<i>B</i>	Pointer to the dBSRmat matrix B
<i>C</i>	Pointer to dBSRmat matrix equal to $A*B$

**Author**

Xiaozhe Hu

**Date**

05/26/2014

**Note**

This fct will be replaced! – Xiaozhe

Definition at line 4646 of file BlasSpmvBSR.c.

**9.35.2.6 fasp\_blas\_dbsr\_m xv()**

```
void fasp_blas_dbsr_m xv (
    const dBSRmat * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := A*x$ .

**Parameters**

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>x</i>	Pointer to the array x
<i>y</i>	Pointer to the array y

**Author**

Zhiyang Zhou

**Date**

10/25/2010

**Note**

Works for general nb (Xiaozhe)

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 910 of file BlaspmvBSR.c.

**9.35.2.7 fasp\_blas\_dbsr\_mxv\_agg()**

```
void fasp_blas_dbsr_mxv_agg (
    const dBSRmat * A,
    const REAL * x,
    REAL * y )
```

Compute  $y := A*x$ , where each small block matrices of A is an identity.**Parameters**

<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>x</i>	Pointer to the array x
<i>y</i>	Pointer to the array y

**Author**

Xiaozhe Hu

**Date**

01/02/2014

**Note**

Works for general nb (Xiaozhe)

Definition at line 2697 of file BlasSpmvBSR.c.

**9.35.2.8 fasp\_blas\_dbsr\_rap()**

```
void fasp_blas_dbsr_rap (
    const dBSRmat * R,
    const dBSRmat * A,
    const dBSRmat * P,
    dBSRmat * B )
```

**dBSRmat** sparse matrix multiplication  $B=R*A*P$

**Parameters**

<i>R</i>	Pointer to the <b>dBSRmat</b> matrix
<i>A</i>	Pointer to the <b>dBSRmat</b> matrix
<i>P</i>	Pointer to the <b>dBSRmat</b> matrix
<i>B</i>	Pointer to <b>dBSRmat</b> matrix equal to $R*A*P$ (output)

**Author**

Xiaozhe Hu, Chunsheng Feng, Zheng Li

**Date**

10/24/2012

**Note**

Ref. R.E. Bank and C.C. Douglas. SMMP: Sparse Matrix Multiplication Package. Advances in Computational Mathematics, 1 (1993), pp. 127-137.

Definition at line 4956 of file BlasSpmvBSR.c.

**9.35.2.9 fasp\_blas\_dbsr\_rap1()**

```
void fasp_blas_dbsr_rap1 (
    const dBSRmat * R,
    const dBSRmat * A,
    const dBSRmat * P,
    dBSRmat * B )
```

**dBSRmat** sparse matrix multiplication  $B=R*A*P$

## Parameters

<i>R</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>P</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>B</i>	Pointer to <a href="#">dBSRmat</a> matrix equal to $R*A*P$ (output)

## Author

Chunsheng Feng, Xiaoqiang Yue and Xiaozhe Hu

## Date

08/08/2011

## Note

Ref. R.E. Bank and C.C. Douglas. SMMP: Sparse Matrix Multiplication Package. Advances in Computational Mathematics, 1 (1993), pp. 127-137.

Definition at line 4767 of file `BlaSpmvBSR.c`.

9.35.2.10 `fasp_blas_dbsr_rap_agg()`

```
void fasp_blas_dbsr_rap_agg (
    const dBSRmat * R,
    const dBSRmat * A,
    const dBSRmat * P,
    dBSRmat * B )
```

[dBSRmat](#) sparse matrix multiplication  $B=R*A*P$ , where small block matrices in  $P$  and  $R$  are identity matrices!

## Parameters

<i>R</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>A</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>P</i>	Pointer to the <a href="#">dBSRmat</a> matrix
<i>B</i>	Pointer to <a href="#">dBSRmat</a> matrix equal to $R*A*P$ (output)

## Author

Xiaozhe Hu

Date

10/24/2012

Definition at line 5221 of file BlaspmvBSR.c.

## 9.36 BlaspmvCSR.c File Reference

Linear algebraic operations for [dCSRmat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- [SHORT fasp\\_blas\\_dcsr\\_add](#) (const [dCSRmat](#) \*A, const [REAL](#) alpha, const [dCSRmat](#) \*B, const [REAL](#) beta, [dCSRmat](#) \*C)  
*compute  $C = \alpha * A + \beta * B$  in CSR format*
- void [fasp\\_blas\\_dcsr\\_axm](#) ([dCSRmat](#) \*A, const [REAL](#) alpha)  
*Multiply a sparse matrix A in CSR format by a scalar alpha.*
- void [fasp\\_blas\\_dcsr\\_mxv](#) (const [dCSRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = A * x$ .*
- void [fasp\\_blas\\_dcsr\\_mxv\\_agg](#) (const [dCSRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = A * x$  (nonzeros of A = 1)*
- void [fasp\\_blas\\_dcsr\\_aAxy](#) (const [REAL](#) alpha, const [dCSRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = \alpha * A * x + y$ .*
- void [fasp\\_blas\\_dcsr\\_aAxy\\_agg](#) (const [REAL](#) alpha, const [dCSRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = \alpha * A * x + y$  (nonzeros of A = 1)*
- [REAL fasp\\_blas\\_dcsr\\_vmv](#) (const [dCSRmat](#) \*A, const [REAL](#) \*x, const [REAL](#) \*y)  
*vector-Matrix-vector multiplication  $\alpha = y' * A * x$*
- void [fasp\\_blas\\_dcsr\\_mxm](#) (const [dCSRmat](#) \*A, const [dCSRmat](#) \*B, [dCSRmat](#) \*C)  
*Sparse matrix multiplication  $C = A * B$ .*
- void [fasp\\_blas\\_dcsr\\_rap](#) (const [dCSRmat](#) \*R, const [dCSRmat](#) \*A, const [dCSRmat](#) \*P, [dCSRmat](#) \*RAP)  
*Triple sparse matrix multiplication  $B = R * A * P$ .*
- void [fasp\\_blas\\_dcsr\\_rap\\_agg](#) (const [dCSRmat](#) \*R, const [dCSRmat](#) \*A, const [dCSRmat](#) \*P, [dCSRmat](#) \*RAP)  
*Triple sparse matrix multiplication  $B = R * A * P$  (nonzeros of R, P = 1)*
- void [fasp\\_blas\\_dcsr\\_rap\\_agg1](#) (const [dCSRmat](#) \*R, const [dCSRmat](#) \*A, const [dCSRmat](#) \*P, [dCSRmat](#) \*B)  
*Triple sparse matrix multiplication  $B = R * A * P$  (nonzeros of R, P = 1)*
- void [fasp\\_blas\\_dcsr\\_ptap](#) (const [dCSRmat](#) \*Pt, const [dCSRmat](#) \*A, const [dCSRmat](#) \*P, [dCSRmat](#) \*Ac)  
*Triple sparse matrix multiplication  $B = P' * A * P$ .*
- [dCSRmat fasp\\_blas\\_dcsr\\_rap2](#) (INT \*ir, INT \*jr, [REAL](#) \*r, INT \*ia, INT \*ja, [REAL](#) \*a, INT \*ipt, INT \*jpt, [REAL](#) \*pt, INT n, INT nc, INT \*maxrpout, INT \*ipin, INT \*jpin)  
*Compute  $R * A * P$ .*
- void [fasp\\_blas\\_dcsr\\_rap4](#) ([dCSRmat](#) \*R, [dCSRmat](#) \*A, [dCSRmat](#) \*P, [dCSRmat](#) \*B, INT \*icor\_ysk)  
*Triple sparse matrix multiplication  $B = R * A * P$ .*

### 9.36.1 Detailed Description

Linear algebraic operations for [dCSRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaSparseCSR.c](#), [BlaSparseUtil.c](#), and [BlaArray.c](#)

Sparse functions usually contain three runs. The three runs are all the same but they serve different purposes.

Example: If you do  $c=a+b$ :

- first do a dry run to find the number of non-zeroes and form  $ic$ ;
- allocate space (memory) for  $jc$  and form this one;
- if you only care about a "boolean" result of the addition, you stop here;
- you call another routine, which uses  $ic$  and  $jc$  to perform the addition.

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### 9.36.2 Function Documentation

#### 9.36.2.1 `fasp_blas_dcsr_aAxy()`

```
void fasp_blas_dcsr_aAxy (
    const REAL alpha,
    const dCSRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = \alpha * A * x + y$ .

#### Parameters

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y



**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/26/2012

Definition at line 486 of file BlasSpmvCSR.c.

**9.36.2.2 fasp\_blas\_dcsr\_aApy\_agg()**

```
void fasp_blas_dcsr_aApy_agg (
    const REAL alpha,
    const dCSRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = \alpha A x + y$  (nonzeros of  $A = 1$ )**Parameters**

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

**Author**

Xiaozhe Hu

**Date**

02/22/2011

Modified by Chunsheng Feng, Zheng Li on 08/29/2012

Definition at line 601 of file BlasSpmvCSR.c.

### 9.36.2.3 fasp\_blas\_dcsr\_add()

```
SHORT fasp_blas_dcsr_add (
    const dCSRmat * A,
    const REAL alpha,
    const dCSRmat * B,
    const REAL beta,
    dCSRmat * C )
```

compute  $C = \alpha A + \beta B$  in CSR format

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>alpha</i>	REAL factor alpha
<i>B</i>	Pointer to <a href="#">dCSRmat</a> matrix
<i>beta</i>	REAL factor beta
<i>C</i>	Pointer to <a href="#">dCSRmat</a> matrix

#### Returns

FASP\_SUCCESS if succeed, ERROR if not

#### Author

Xiaozhe Hu

#### Date

11/07/2009

Modified by Chunsheng Feng, Zheng Li on 06/29/2012

Definition at line 57 of file `BlaSpmvCSR.c`.

### 9.36.2.4 fasp\_blas\_dcsr\_axm()

```
void fasp_blas_dcsr_axm (
    dCSRmat * A,
    const REAL alpha )
```

Multiply a sparse matrix *A* in CSR format by a scalar *alpha*.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix <i>A</i>
<i>alpha</i>	REAL factor alpha

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Zheng Li on 06/29/2012

Definition at line 209 of file BlasSpmvCSR.c.

**9.36.2.5 fasp\_blas\_dcsr\_mxm()**

```
void fasp_blas_dcsr_mxm (
    const dCSRmat * A,
    const dCSRmat * B,
    dCSRmat * C )
```

Sparse matrix multiplication  $C=A*B$ .

**Parameters**

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A
<i>B</i>	Pointer to the <a href="#">dCSRmat</a> matrix B
<i>C</i>	Pointer to <a href="#">dCSRmat</a> matrix equal to $A*B$

**Author**

Xiaozhe Hu

**Date**

11/07/2009

**Warning**

This fct will be replaced! –Chensong

Definition at line 767 of file BlasSpmvCSR.c.

### 9.36.2.6 fasp\_blas\_dcsr\_mxv()

```
void fasp_blas_dcsr_mxv (
    const dCSRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = A*x$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

## Author

Chensong Zhang

## Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/26/2012

Definition at line 232 of file BlasSpmvCSR.c.

## 9.36.2.7 fasp\_blas\_dcsr\_mxv\_agg()

```
void fasp_blas_dcsr_mxv_agg (
    const dCSRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = A*x$  (nonzeros of  $A = 1$ )

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

## Author

Xiaozhe Hu

## Date

02/22/2011

Modified by Chunsheng Feng, Zheng Li on 08/29/2012

Definition at line 429 of file BlasSpmvCSR.c.

### 9.36.2.8 fasp\_blas\_dcsr\_ptap()

```
void fasp_blas_dcsr_ptap (
    const dCSRmat * Pt,
    const dCSRmat * A,
    const dCSRmat * P,
    dCSRmat * Ac )
```

Triple sparse matrix multiplication  $B=P'*A*P$ .

#### Parameters

<i>Pt</i>	Pointer to the restriction matrix
<i>A</i>	Pointer to the fine coefficient matrix
<i>P</i>	Pointer to the prolongation matrix
<i>Ac</i>	Pointer to the coarse coefficient matrix (output)

#### Author

Ludmil Zikatanov, Chensong Zhang

#### Date

05/10/2010

Modified by Chunsheng Feng, Zheng Li on 10/19/2012

#### Note

Driver to compute triple matrix product  $P'*A*P$  using Itz CSR format. In Itz format:  $ia[0]=1$ ,  $ja[0]$  and  $a[0]$  are used as usual. When called from Fortran,  $ia[0]$ ,  $ja[0]$  and  $a[0]$  will be just  $ia(1),ja(1),a(1)$ . For the indices,  $ia\_ltz[k] = ia\_usual[k]+1$ ,  $ja\_ltz[k] = ja\_usual[k]+1$ ,  $a\_ltz[k] = a\_usual[k]$ .

Definition at line 1607 of file BlaspmvCSR.c.

### 9.36.2.9 fasp\_blas\_dcsr\_rap()

```
void fasp_blas_dcsr_rap (
    const dCSRmat * R,
    const dCSRmat * A,
    const dCSRmat * P,
    dCSRmat * RAP )
```

Triple sparse matrix multiplication  $B=R*A*P$ .

## Parameters

<i>R</i>	Pointer to the <a href="#">dCSRmat</a> matrix R
<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A
<i>P</i>	Pointer to the <a href="#">dCSRmat</a> matrix P
<i>RAP</i>	Pointer to <a href="#">dCSRmat</a> matrix equal to $R \cdot A \cdot P$

## Author

Xuehai Huang, Chensong Zhang

## Date

05/10/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/26/2012

## Note

Ref. R.E. Bank and C.C. Douglas. SMMP: Sparse Matrix Multiplication Package. Advances in Computational Mathematics, 1 (1993), pp. 127-137.

Definition at line 875 of file BlasSpmvCSR.c.

## 9.36.2.10 fasp\_blas\_dcsr\_rap2()

```
dCSRmat fasp_blas_dcsr_rap2 (
    INT * ir,
    INT * jr,
    REAL * r,
    INT * ia,
    INT * ja,
    REAL * a,
    INT * ipt,
    INT * jpt,
    REAL * pt,
    INT n,
    INT nc,
    INT * maxrpout,
    INT * ipin,
    INT * jpin )
```

Compute  $R \cdot A \cdot P$ .

## Author

Ludmil Zikatanov

## Date

04/08/2010

## Note

It uses [dCSRmat](#) only. The functions called from here are in sparse\_util.c. Not used for the moment!

Definition at line 1707 of file BlaspmvCSR.c.

## 9.36.2.11 fasp\_blas\_dcsr\_rap4()

```
void fasp_blas_dcsr_rap4 (
    dCSRmat * R,
    dCSRmat * A,
    dCSRmat * P,
    dCSRmat * B,
    INT * icor_ysk )
```

Triple sparse matrix multiplication  $B=R*A*P$ .

## Parameters

<i>R</i>	pointer to the <a href="#">dCSRmat</a> matrix
<i>A</i>	pointer to the <a href="#">dCSRmat</a> matrix
<i>P</i>	pointer to the <a href="#">dCSRmat</a> matrix
<i>B</i>	pointer to <a href="#">dCSRmat</a> matrix equal to $R*A*P$
<i>icor_ysk</i>	pointer to the array

## Author

Feng Chunsheng, Yue Xiaoqiang

## Date

08/02/2011

## Note

Ref. R.E. Bank and C.C. Douglas. SMMP: Sparse Matrix Multiplication Package. Advances in Computational Mathematics, 1 (1993), pp. 127-137.

Definition at line 1805 of file BlaspmvCSR.c.



## 9.36.2.12 fasp\_blas\_dcsr\_rap\_agg()

```
void fasp_blas_dcsr_rap_agg (
    const dCSRmat * R,
    const dCSRmat * A,
    const dCSRmat * P,
    dCSRmat * RAP )
```

Triple sparse matrix multiplication  $B=R*A*P$  (nonzeros of R, P = 1)

## Parameters

<i>R</i>	Pointer to the <a href="#">dCSRmat</a> matrix R
<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A
<i>P</i>	Pointer to the <a href="#">dCSRmat</a> matrix P
<i>RAP</i>	Pointer to <a href="#">dCSRmat</a> matrix equal to $R*A*P$

## Author

Xiaozhe Hu

## Date

05/10/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/26/2012

Definition at line 1155 of file BlasSpmvCSR.c.

## 9.36.2.13 fasp\_blas\_dcsr\_rap\_agg1()

```
void fasp_blas_dcsr_rap_agg1 (
    const dCSRmat * R,
    const dCSRmat * A,
    const dCSRmat * P,
    dCSRmat * B )
```

Triple sparse matrix multiplication  $B=R*A*P$  (nonzeros of R, P = 1)

## Parameters

<i>R</i>	Pointer to the <a href="#">dCSRmat</a> matrix R
<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix A
<i>P</i>	Pointer to the <a href="#">dCSRmat</a> matrix P
<i>B</i>	Pointer to <a href="#">dCSRmat</a> matrix equal to $R*A*P$

**Author**

Xiaozhe Hu

**Date**

02/21/2011

**Note**

Ref. R.E. Bank and C.C. Douglas. SMMP: Sparse Matrix Multiplication Package. Advances in Computational Mathematics, 1 (1993), pp. 127-137.

Definition at line 1421 of file BlaspmvCSR.c.

**9.36.2.14 fasp\_blas\_dcsr\_vmv()**

```
REAL fasp_blas_dcsr_vmv (
    const dCSRmat * A,
    const REAL * x,
    const REAL * y )
```

vector-Matrix-vector multiplication  $\alpha = y'A*x$

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> matrix A
<i>x</i>	Pointer to array x
<i>y</i>	Pointer to array y

**Author**

Chensong Zhang

**Date**

07/01/2009

Definition at line 712 of file BlaspmvCSR.c.

**9.37 BlaspmvCSRL.c File Reference**

Linear algebraic operations for [dCSRLmat](#) matrices.

```
#include "fasp.h"
```

## Functions

- void `fasp_blas_dcsrl_mnv` (const `dCSRLmat` \*A, const `REAL` \*x, `REAL` \*y)  
*Compute  $y = A*x$  for a sparse matrix in CSRL format.*

### 9.37.1 Detailed Description

Linear algebraic operations for `dCSRLmat` matrices.

#### Note

This file contains Level-1 (Bla) functions.

Reference: John Mellor-Crummey and John Garvin Optimizaing sparse matrix vector product computations using unroll and jam, Tech Report Rice Univ, Aug 2002.

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### 9.37.2 Function Documentation

#### 9.37.2.1 `fasp_blas_dcsrl_mnv()`

```
void fasp_blas_dcsrl_mnv (
    const dCSRLmat * A,
    const REAL * x,
    REAL * y )
```

Compute  $y = A*x$  for a sparse matrix in CSRL format.

#### Parameters

<i>A</i>	Pointer to <code>dCSRLmat</code> matrix A
<i>x</i>	Pointer to REAL array of vector x
<i>y</i>	Pointer to REAL array of vector y

#### Author

Zhiyang Zhou, Chensong Zhang

## Date

2011/01/07

Definition at line 36 of file BlaSpmvCSR.c.

## 9.38 BlaSpmvSTR.c File Reference

Linear algebraic operations for [dSTRmat](#) matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_blas\\_dstr\\_aAxy](#) (const [REAL](#) alpha, const [dSTRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = \alpha * A * x + y$ .*
- void [fasp\\_blas\\_dstr\\_mxv](#) (const [dSTRmat](#) \*A, const [REAL](#) \*x, [REAL](#) \*y)  
*Matrix-vector multiplication  $y = A * x$ .*
- [INT fasp\\_blas\\_dstr\\_diagscale](#) (const [dSTRmat](#) \*A, [dSTRmat](#) \*B)  
 *$B = D^{-1} * A$ .*

### 9.38.1 Detailed Description

Linear algebraic operations for [dSTRmat](#) matrices.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaSmallMatInv.c](#), [BlaSmallMat.c](#), and [BlaSparseSTR.c](#)

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### 9.38.2 Function Documentation

#### 9.38.2.1 fasp\_blas\_dstr\_aAxy()

```
void fasp_blas_dstr_aAxy (
    const REAL alpha,
    const dSTRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = \alpha * A * x + y$ .

## Parameters

<i>alpha</i>	REAL factor alpha
<i>A</i>	Pointer to <a href="#">dSTRmat</a> matrix
<i>x</i>	Pointer to REAL array
<i>y</i>	Pointer to REAL array

## Author

Zhiyang Zhou, Xiaozhe Hu, Shiquan Zhang

## Date

2010/10/15

Definition at line 61 of file BlasSpmvSTR.c.

## 9.38.2.2 fasp\_blas\_dstr\_diagscale()

```
INT fasp_blas_dstr_diagscale (  
    const dSTRmat * A,  
    dSTRmat * B )
```

$B = D^{-1}A$ .

## Parameters

<i>A</i>	Pointer to a ' <a href="#">dSTRmat</a> ' type matrix A
<i>B</i>	Pointer to a ' <a href="#">dSTRmat</a> ' type matrix B

## Author

Shiquan Zhang

## Date

2010/10/15

Modified by Chunsheng Feng, Zheng Li on 08/30/2012

Definition at line 155 of file BlasSpmvSTR.c.

### 9.38.2.3 fasp\_blas\_dstr\_mvx()

```
void fasp_blas_dstr_mvx (
    const dSTRmat * A,
    const REAL * x,
    REAL * y )
```

Matrix-vector multiplication  $y = A*x$ .

#### Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> matrix
<i>x</i>	Pointer to REAL array
<i>y</i>	Pointer to REAL array

#### Author

Chensong Zhang

#### Date

04/27/2013

Definition at line 131 of file BlaSpmvSTR.c.

## 9.39 BlaVector.c File Reference

BLAS1 operations for vectors.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_blas\\_dvec\\_axpy](#) (const [REAL](#) a, const [dvector](#) \*x, [dvector](#) \*y)  
 $y = a*x + y$
- void [fasp\\_blas\\_dvec\\_axpyz](#) (const [REAL](#) a, const [dvector](#) \*x, const [dvector](#) \*y, [dvector](#) \*z)  
 $z = a*x + y$ , *z is a third vector (z is cleared)*
- [REAL fasp\\_blas\\_dvec\\_norm1](#) (const [dvector](#) \*x)  
*L1 norm of dvector x.*
- [REAL fasp\\_blas\\_dvec\\_norm2](#) (const [dvector](#) \*x)  
*L2 norm of dvector x.*
- [REAL fasp\\_blas\\_dvec\\_norminf](#) (const [dvector](#) \*x)  
*Linf norm of dvector x.*
- [REAL fasp\\_blas\\_dvec\\_dotprod](#) (const [dvector](#) \*x, const [dvector](#) \*y)  
*Inner product of two vectors (x,y)*
- [REAL fasp\\_blas\\_dvec\\_relerr](#) (const [dvector](#) \*x, const [dvector](#) \*y)  
*Relative difference between two dvector x and y.*

### 9.39.1 Detailed Description

BLAS1 operations for vectors.

#### Note

This file contains Level-1 (Bla) functions. It requires: [AuxMessage.c](#), [AuxThreads.c](#), and [BlaArray.c](#)  
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### 9.39.2 Function Documentation

#### 9.39.2.1 fasp\_blas\_dvec\_axpy()

```
void fasp_blas_dvec_axpy (
    const REAL a,
    const dvector * x,
    dvector * y )
```

$y = a*x + y$

#### Parameters

<i>a</i>	REAL factor a
<i>x</i>	Pointer to dvector x
<i>y</i>	Pointer to dvector y

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 41 of file BlaVector.c.

### 9.39.2.2 fasp\_blas\_dvec\_axpyz()

```
void fasp_blas_dvec_axpyz (
    const REAL a,
    const dvector * x,
    const dvector * y,
    dvector * z )
```

$z = a \cdot x + y$ ,  $z$  is a third vector ( $z$  is cleared)

#### Parameters

$a$	REAL factor $a$
$x$	Pointer to dvector $x$
$y$	Pointer to dvector $y$
$z$	Pointer to dvector $z$

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 96 of file BlaVector.c.

### 9.39.2.3 fasp\_blas\_dvec\_dotprod()

```
REAL fasp_blas_dvec_dotprod (
    const dvector * x,
    const dvector * y )
```

Inner product of two vectors ( $x, y$ )

#### Parameters

$x$	Pointer to dvector $x$
$y$	Pointer to dvector $y$



**Returns**

Inner product

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 236 of file BlaVector.c.

**9.39.2.4 fasp\_blas\_dvec\_norm1()**

```
REAL fasp_blas_dvec_norm1 (  
    const dvector * x )
```

L1 norm of dvector x.

**Parameters**

x	Pointer to dvector x
---	----------------------

**Returns**

L1 norm of x

**Author**

Chensong Zhang

**Date**

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 130 of file BlaVector.c.

### 9.39.2.5 fasp\_blas\_dvec\_norm2()

```
REAL fasp_blas_dvec_norm2 (  
    const dvector * x )
```

L2 norm of dvector x.

**Parameters**

$x$	Pointer to dvector $x$
-----	------------------------

**Returns**

L2 norm of  $x$

**Author**

Chensong Zhang

**Date**

07/01/2009

Definition at line 170 of file BlaVector.c.

**9.39.2.6 fasp\_blas\_dvec\_norminf()**

```
REAL fasp_blas_dvec_norminf (
    const dvector * x )
```

Linf norm of dvector  $x$ .

**Parameters**

$x$	Pointer to dvector $x$
-----	------------------------

**Returns**

L<sub>inf</sub> norm of  $x$

**Author**

Chensong Zhang

**Date**

07/01/2009

Definition at line 208 of file BlaVector.c.

### 9.39.2.7 fasp\_blas\_dvec\_relerr()

```
REAL fasp_blas_dvec_relerr (
    const dvector * x,
    const dvector * y )
```

Relative difference between two dvector x and y.

#### Parameters

<i>x</i>	Pointer to dvector x
<i>y</i>	Pointer to dvector y

#### Returns

Relative difference  $\|x-y\|/\|x\|$

#### Author

Chensong Zhang

#### Date

07/01/2009

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/23/2012

Definition at line 278 of file BlaVector.c.

## 9.40 doxygen.h File Reference

Main page for Doygen documentation.

### 9.40.1 Detailed Description

Main page for Doygen documentation.

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## 9.41 fasp.h File Reference

Main header file for the FASP project.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "fasp_const.h"
```

### Data Structures

- struct [ddenmat](#)  
*Dense matrix of REAL type.*
- struct [idenmat](#)  
*Dense matrix of INT type.*
- struct [dCSRmat](#)  
*Sparse matrix of REAL type in CSR format.*
- struct [iCSRmat](#)  
*Sparse matrix of INT type in CSR format.*
- struct [dCOOmat](#)  
*Sparse matrix of REAL type in COO (IJ) format.*
- struct [iCOOmat](#)  
*Sparse matrix of INT type in COO (IJ) format.*
- struct [dCSRLmat](#)  
*Sparse matrix of REAL type in CSRL format.*
- struct [dSTRmat](#)  
*Structure matrix of REAL type.*
- struct [dvector](#)  
*Vector with  $n$  entries of REAL type.*
- struct [ivector](#)  
*Vector with  $n$  entries of INT type.*
- struct [ITS\\_param](#)  
*Parameters for iterative solvers.*
- struct [ILU\\_param](#)  
*Parameters for ILU.*
- struct [SWZ\\_param](#)  
*Parameters for Schwarz method.*
- struct [AMG\\_param](#)  
*Parameters for AMG methods.*
- struct [Mumps\\_data](#)  
*Data for MUMPS interface.*
- struct [Pardiso\\_data](#)  
*Data for Intel MKL PARDISO interface.*

- struct [ILU\\_data](#)  
*Data for ILU setup.*
- struct [SWZ\\_data](#)  
*Data for Schwarz methods.*
- struct [AMG\\_data](#)  
*Data for AMG methods.*
- struct [precond\\_data](#)  
*Data for preconditioners.*
- struct [precond\\_data\\_str](#)  
*Data for preconditioners in [dSTRmat](#) format.*
- struct [precond\\_diag\\_str](#)  
*Data for diagonal preconditioners in [dSTRmat](#) format.*
- struct [precond](#)  
*Preconditioner data and action.*
- struct [mxv\\_matfree](#)  
*Matrix-vector multiplication, replace the actual matrix.*
- struct [input\\_param](#)  
*Input parameters.*

## Macros

- `#define __FASP_HEADER__`
- `#define FASP_VERSION 1.9`  
*FASP base version information.*
- `#define DLMALLOC OFF`  
*For external software package support.*
- `#define NEDMALLOC OFF`
- `#define RS_C1 ON`  
*Flags for internal uses.*
- `#define DIAGONAL_PREF OFF`
- `#define SHORT short`  
*FASP integer and floating point numbers.*
- `#define INT int`
- `#define LONG long`
- `#define LONGLONG long long`
- `#define REAL double`
- `#define MAX(a, b) (((a)>(b))?(a):(b))`  
*Definition of max, min, abs.*
- `#define MIN(a, b) (((a)<(b))?(a):(b))`
- `#define ABS(a) (((a)>=0.0)?(a):-(a))`
- `#define GT(a, b) (((a)>(b))?(TRUE):(FALSE))`  
*Definition of >, >=, <, <=, and isnan.*
- `#define GE(a, b) (((a)>=(b))?(TRUE):(FALSE))`
- `#define LS(a, b) (((a)<(b))?(TRUE):(FALSE))`
- `#define LE(a, b) (((a)<=(b))?(TRUE):(FALSE))`
- `#define ISNAN(a) (((a)!=a)?(TRUE):(FALSE))`
- `#define PUT_INT(A) printf("### DEBUG: %s = %d\n", #A, (A))`  
*Definition of print command in DEBUG mode.*
- `#define PUT_REAL(A) printf("### DEBUG: %s = %e\n", #A, (A))`
- `#define FASP_GSRB 0`

## Typedefs

- typedef struct [ddenmat](#) [ddenmat](#)
- typedef struct [idenmat](#) [idenmat](#)
- typedef struct [dCSRmat](#) [dCSRmat](#)
- typedef struct [iCSRmat](#) [iCSRmat](#)
- typedef struct [dCOOmat](#) [dCOOmat](#)
- typedef struct [iCOOmat](#) [iCOOmat](#)
- typedef struct [dCSRLmat](#) [dCSRLmat](#)
- typedef struct [dSTRmat](#) [dSTRmat](#)
- typedef struct [dvector](#) [dvector](#)
- typedef struct [ivector](#) [ivector](#)

## Variables

- unsigned [INT](#) [total\\_alloc\\_mem](#)
- unsigned [INT](#) [total\\_alloc\\_count](#)  
*Total allocated memory amount.*
- [INT](#) [count](#)

### 9.41.1 Detailed Description

Main header file for the FASP project.

#### Note

This header file contains general constants and data structures of FASP. It contains macros and data structure definitions; should not include function declarations here.

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### 9.41.2 Macro Definition Documentation

#### 9.41.2.1 `__FASP_HEADER__`

```
#define __FASP_HEADER__
```

indicate [fasp.h](#) has been included before

Definition at line 32 of file [fasp.h](#).

#### 9.41.2.2 ABS

```
#define ABS(  
    a )  ((a)>=0.0)?(a):- (a))
```

absolute value of a

Definition at line 73 of file fasp.h.

#### 9.41.2.3 DIAGONAL\_PREF

```
#define DIAGONAL_PREF OFF
```

order each row such that diagonal appears first

Definition at line 57 of file fasp.h.

#### 9.41.2.4 DLMALLOC

```
#define DLMALLOC OFF
```

For external software package support.

use dlmalloc instead of standard malloc

Definition at line 46 of file fasp.h.

#### 9.41.2.5 FASP\_GSRB

```
#define FASP_GSRB 0
```

Use Red-Black Gauss Seidel Smoother on level 0

Definition at line 1175 of file fasp.h.



#### 9.41.2.6 FASP\_VERSION

```
#define FASP_VERSION 1.9
```

FASP base version information.

faspsolver version

Definition at line 41 of file fasp.h.

#### 9.41.2.7 GE

```
#define GE(  
    a,  
    b )  ((a) >= (b)) ? (TRUE) : (FALSE)
```

is  $a \geq b$ ?

Definition at line 79 of file fasp.h.

#### 9.41.2.8 GT

```
#define GT(  
    a,  
    b )  ((a) > (b)) ? (TRUE) : (FALSE)
```

Definition of  $>$ ,  $\geq$ ,  $<$ ,  $\leq$ , and `isnan`.

is  $a > b$ ?

Definition at line 78 of file fasp.h.

#### 9.41.2.9 INT

```
#define INT int
```

regular integer type: int or long

Definition at line 63 of file fasp.h.

#### 9.41.2.10 ISNAN

```
#define ISNAN(  
    a )  ( ( (a) != (a) ) ? (TRUE) : (FALSE) )
```

is a == NAN?

Definition at line 82 of file fasp.h.

#### 9.41.2.11 LE

```
#define LE(  
    a,  
    b )  ( ( (a) <= (b) ) ? (TRUE) : (FALSE) )
```

is a <= b?

Definition at line 81 of file fasp.h.

#### 9.41.2.12 LONG

```
#define LONG long
```

long integer type

Definition at line 64 of file fasp.h.

#### 9.41.2.13 LONGLONG

```
#define LONGLONG long long
```

long integer type

Definition at line 65 of file fasp.h.

#### 9.41.2.14 LS

```
#define LS(  
    a,  
    b )  ( (a) < (b) ) ? (TRUE) : (FALSE) )
```

is  $a < b$ ?

Definition at line 80 of file fasp.h.

#### 9.41.2.15 MAX

```
#define MAX(  
    a,  
    b )  ( (a) > (b) ) ? (a) : (b) )
```

Definition of max, min, abs.

bigger one in a and b

Definition at line 71 of file fasp.h.

#### 9.41.2.16 MIN

```
#define MIN(  
    a,  
    b )  ( (a) < (b) ) ? (a) : (b) )
```

smaller one in a and b

Definition at line 72 of file fasp.h.

#### 9.41.2.17 NEDMALLOC

```
#define NEDMALLOC OFF
```

use nedmalloc instead of standard malloc

Definition at line 47 of file fasp.h.

#### 9.41.2.18 PUT\_INT

```
#define PUT_INT(  
    A ) printf("### DEBUG: %s = %d\n", #A, (A))
```

Definition of print command in DEBUG mode.

print integer

Definition at line 87 of file fasp.h.

#### 9.41.2.19 PUT\_REAL

```
#define PUT_REAL(  
    A ) printf("### DEBUG: %s = %e\n", #A, (A))
```

print real num

Definition at line 88 of file fasp.h.

#### 9.41.2.20 REAL

```
#define REAL double
```

float type

Definition at line 66 of file fasp.h.

#### 9.41.2.21 RS\_C1

```
#define RS_C1 ON
```

Flags for internal uses.

#### Warning

Change the following marcos with caution!CF splitting of RS: check C1 Criterion

Definition at line 55 of file fasp.h.

#### 9.41.2.22 SHORT

```
#define SHORT short
```

FASP integer and floating point numbers.

short integer type

Definition at line 62 of file fasp.h.

### 9.41.3 Typedef Documentation

#### 9.41.3.1 dCOOmat

```
typedef struct dCOOmat dCOOmat
```

Sparse matrix of REAL type in COO format

#### 9.41.3.2 dCSRLmat

```
typedef struct dCSRLmat dCSRLmat
```

Sparse matrix of REAL type in CSRL format

#### 9.41.3.3 dCSRmat

```
typedef struct dCSRmat dCSRmat
```

Sparse matrix of REAL type in CSR format

#### 9.41.3.4 ddenmat

```
typedef struct ddenmat ddenmat
```

Dense matrix of REAL type

#### 9.41.3.5 dSTRmat

```
typedef struct dSTRmat dSTRmat
```

Structured matrix of REAL type

#### 9.41.3.6 dvector

```
typedef struct dvector dvector
```

Vector of REAL type

#### 9.41.3.7 iCOOmat

```
typedef struct iCOOmat iCOOmat
```

Sparse matrix of INT type in COO format

#### 9.41.3.8 iCSRmat

```
typedef struct iCSRmat iCSRmat
```

Sparse matrix of INT type in CSR format

#### 9.41.3.9 idenmat

```
typedef struct idenmat idenmat
```

Dense matrix of INT type

#### 9.41.3.10 ivector

```
typedef struct ivector ivector
```

Vector of INT type

### 9.41.4 Variable Documentation

#### 9.41.4.1 count

```
INT count
```

Counter for multiple calls

#### 9.41.4.2 total\_alloc\_count

unsigned [INT](#) total\_alloc\_count

Total allocated memory amount.

total allocation times

Definition at line 44 of file AuxMemory.c.

#### 9.41.4.3 total\_alloc\_mem

unsigned [INT](#) total\_alloc\_mem

total allocated memory

Definition at line 43 of file AuxMemory.c.

## 9.42 fasp\_block.h File Reference

Header file for FASP block matrices.

```
#include "fasp.h"
```

### Data Structures

- struct [dBSRmat](#)  
*Block sparse row storage matrix of REAL type.*
- struct [dBLCmat](#)  
*Block REAL CSR matrix format.*
- struct [iBLCmat](#)  
*Block INT CSR matrix format.*
- struct [block\\_dvector](#)  
*Block REAL vector structure.*
- struct [block\\_ivec](#)  
*Block INT vector structure.*
- struct [AMG\\_data\\_bsr](#)  
*Data for multigrid levels in [dBSRmat](#) format.*
- struct [precond\\_diag\\_bsr](#)  
*Data for diagonal preconditioners in [dBSRmat](#) format.*
- struct [precond\\_data\\_bsr](#)  
*Data for preconditioners in [dBSRmat](#) format.*
- struct [precond\\_block\\_data](#)  
*Data for block preconditioners in [dBLCmat](#) format.*
- struct [precond\\_sweeping\\_data](#)  
*Data for sweeping preconditioner.*

## Macros

- `#define __FASPBLOCK_HEADER__`

## Typedefs

- `typedef struct dBSRmat dBSRmat`
- `typedef struct dBLCmat dBLCmat`
- `typedef struct iBLCmat iBLCmat`
- `typedef struct block_dvector block_dvector`
- `typedef struct block_ivector block_ivector`

### 9.42.1 Detailed Description

Header file for FASP block matrices.

#### Note

This header file contains definitions of block matrices, including grid-major type and variable-major type. In this header, we only define macros and data structures, not function declarations.  
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### 9.42.2 Macro Definition Documentation

#### 9.42.2.1 `__FASPBLOCK_HEADER__`

```
#define __FASPBLOCK_HEADER__
```

indicate [fasp\\_block.h](#) has been included before

Definition at line 18 of file `fasp_block.h`.

### 9.42.3 Typedef Documentation

#### 9.42.3.1 `block_dvector`

```
typedef struct block_dvector block_dvector
```

Vector of REAL type in Block format



#### 9.42.3.2 block\_ivec

```
typedef struct block_ivec block_ivec
```

Vector of INT type in Block format

#### 9.42.3.3 dBLCmat

```
typedef struct dBLCmat dBLCmat
```

Matrix of REAL type in Block CSR format

#### 9.42.3.4 dBSRmat

```
typedef struct dBSRmat dBSRmat
```

Matrix of REAL type in BSR format

#### 9.42.3.5 iBLCmat

```
typedef struct iBLCmat iBLCmat
```

Matrix of INT type in Block CSR format

## 9.43 fasp\_const.h File Reference

Definition of FASP constants, including messages, solver types, etc.

### Macros

- #define `FASP_SUCCESS` 0  
*Definition of return status and error messages.*
- #define `ERROR_OPEN_FILE` -10
- #define `ERROR_WRONG_FILE` -11
- #define `ERROR_INPUT_PAR` -13
- #define `ERROR_REGRESS` -14
- #define `ERROR_MAT_SIZE` -15
- #define `ERROR_NUM_BLOCKS` -18
- #define `ERROR_MISC` -19
- #define `ERROR_ALLOC_MEM` -20
- #define `ERROR_DATA_STRUCTURE` -21
- #define `ERROR_DATA_ZERODIAG` -22
- #define `ERROR_DUMMY_VAR` -23

- #define [ERROR\\_AMG\\_INTERP\\_TYPE](#) -30
- #define [ERROR\\_AMG\\_SMOOTH\\_TYPE](#) -31
- #define [ERROR\\_AMG\\_COARSE\\_TYPE](#) -32
- #define [ERROR\\_AMG\\_COARSEING](#) -33
- #define [ERROR\\_SOLVER\\_TYPE](#) -40
- #define [ERROR\\_SOLVER\\_PRECTYPE](#) -41
- #define [ERROR\\_SOLVER\\_STAG](#) -42
- #define [ERROR\\_SOLVER\\_SOLSTAG](#) -43
- #define [ERROR\\_SOLVER\\_TOLSMALL](#) -44
- #define [ERROR\\_SOLVER\\_ILUSETUP](#) -45
- #define [ERROR\\_SOLVER\\_MISC](#) -46
- #define [ERROR\\_SOLVER\\_MAXIT](#) -48
- #define [ERROR\\_SOLVER\\_EXIT](#) -49
- #define [ERROR\\_QUAD\\_TYPE](#) -60
- #define [ERROR\\_QUAD\\_DIM](#) -61
- #define [ERROR\\_LIC\\_TYPE](#) -80
- #define [ERROR\\_UNKNOWN](#) -99
- #define [TRUE](#) 1

*Definition of logic type.*

- #define [FALSE](#) 0
- #define [ON](#) 1

*Definition of switch.*

- #define [OFF](#) 0
- #define [PRINT\\_NONE](#) 0

*Print level for all subroutines – not including DEBUG output.*

- #define [PRINT\\_MIN](#) 1
- #define [PRINT\\_SOME](#) 2
- #define [PRINT\\_MORE](#) 4
- #define [PRINT\\_MOST](#) 8
- #define [PRINT\\_ALL](#) 10
- #define [MAT\\_FREE](#) 0

*Definition of matrix format.*

- #define [MAT\\_CSR](#) 1
- #define [MAT\\_BSR](#) 2
- #define [MAT\\_STR](#) 3
- #define [MAT\\_CSRL](#) 6
- #define [MAT\\_SymCSR](#) 7
- #define [MAT\\_BLC](#) 8
- #define [MAT\\_bCSR](#) 11
- #define [MAT\\_bBSR](#) 12
- #define [MAT\\_bSTR](#) 13
- #define [SOLVER\\_DEFAULT](#) 0

*Definition of solver types for iterative methods.*

- #define [SOLVER\\_CG](#) 1
- #define [SOLVER\\_BiCGstab](#) 2
- #define [SOLVER\\_MinRes](#) 3
- #define [SOLVER\\_GMRES](#) 4
- #define [SOLVER\\_VGMRES](#) 5
- #define [SOLVER\\_VFGMRES](#) 6
- #define [SOLVER\\_GCG](#) 7

- #define SOLVER\_GCR 8
- #define SOLVER\_SCG 11
- #define SOLVER\_SBiCGstab 12
- #define SOLVER\_SMinRes 13
- #define SOLVER\_SGMRES 14
- #define SOLVER\_SVGMRES 15
- #define SOLVER\_SVFGMRES 16
- #define SOLVER\_SGCG 17
- #define SOLVER\_AMG 21
- #define SOLVER\_FMG 22
- #define SOLVER\_SUPERLU 31
- #define SOLVER\_UMFPACK 32
- #define SOLVER\_MUMPS 33
- #define SOLVER\_PARDISO 34
- #define STOP\_REL\_RES 1

*Definition of iterative solver stopping criteria types.*

- #define STOP\_REL\_PRECRES 2
- #define STOP\_MOD\_REL\_RES 3
- #define PREC\_NULL 0

*Definition of preconditioner type for iterative methods.*

- #define PREC\_DIAG 1
- #define PREC\_AMG 2
- #define PREC\_FMG 3
- #define PREC\_ILU 4
- #define PREC\_SCHWARZ 5
- #define ILUK 1

*Type of ILU methods.*

- #define ILUt 2
- #define ILUtp 3
- #define SCHWARZ\_FORWARD 1

*Type of Schwarz smoother.*

- #define SCHWARZ\_BACKWARD 2
- #define SCHWARZ\_SYMMETRIC 3
- #define CLASSIC\_AMG 1

*Definition of AMG types.*

- #define SA\_AMG 2
- #define UA\_AMG 3
- #define PAIRWISE 1

*Definition of aggregation types.*

- #define VMB 2
- #define USPAIR 3
- #define SPAIR 4
- #define V\_CYCLE 1

*Definition of cycle types.*

- #define W\_CYCLE 2
- #define AMLI\_CYCLE 3
- #define NL\_AMLI\_CYCLE 4
- #define SMOOTHER\_JACOBI 1

*Definition of standard smoother types.*

- #define SMOOTHER\_GS 2
- #define SMOOTHER\_SGS 3
- #define SMOOTHER\_CG 4
- #define SMOOTHER\_SOR 5
- #define SMOOTHER\_SSOR 6
- #define SMOOTHER\_GSOR 7
- #define SMOOTHER\_SGSOR 8
- #define SMOOTHER\_POLY 9
- #define SMOOTHER\_L1DIAG 10
- #define SMOOTHER\_BLKOil 11

*Definition of specialized smoother types.*

- #define SMOOTHER\_SPETEN 19
- #define COARSE\_RS 1

*Definition of coarsening types.*

- #define COARSE\_RSP 2
- #define COARSE\_CR 3
- #define COARSE\_AC 4
- #define COARSE\_MIS 5
- #define INTERP\_DIR 1

*Definition of interpolation types.*

- #define INTERP\_STD 2
- #define INTERP\_ENG 3
- #define INTERP\_EXT 6
- #define GOPT -5

*Type of vertices (DOFs) for coarsening.*

- #define UNPT -1
- #define FGPT 0
- #define CGPT 1
- #define ISPT 2
- #define NO\_ORDER 0

*Definition of smoothing order.*

- #define CF\_ORDER 1
- #define ILU\_MC\_OMP 1
- #define USERDEFINED 0

*Type of ordering for smoothers.*

- #define CPFIRST 1
- #define FPFIRST -1
- #define ASCEND 12
- #define DESCEND 21
- #define BIGREAL 1e+20

*Some global constants.*

- #define SMALLREAL 1e-20
- #define SMALLREAL2 1e-40
- #define MAX\_REFINE\_LVL 20
- #define MAX\_AMG\_LVL 20
- #define MIN\_CDOF 20
- #define MIN\_CRATE 0.9
- #define MAX\_CRATE 20.0
- #define MAX\_RESTART 20
- #define MAX\_STAG 20
- #define STAG\_RATIO 1e-4
- #define OPENMP\_HOLDS 2000

### 9.43.1 Detailed Description

Definition of FASP constants, including messages, solver types, etc.

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#### Warning

This is for internal use only. Do NOT change!

### 9.43.2 Macro Definition Documentation

#### 9.43.2.1 AMLI\_CYCLE

```
#define AMLI_CYCLE 3
```

AMLI-cycle

Definition at line 177 of file fasp\_const.h.

#### 9.43.2.2 ASCEND

```
#define ASCEND 12
```

Ascending order

Definition at line 239 of file fasp\_const.h.

#### 9.43.2.3 BIGREAL

```
#define BIGREAL 1e+20
```

Some global constants.

A large real number

Definition at line 245 of file fasp\_const.h.

#### 9.43.2.4 CF\_ORDER

```
#define CF_ORDER 1
```

C/F order smoothing

Definition at line 230 of file fasp\_const.h.

#### 9.43.2.5 CGPT

```
#define CGPT 1
```

Coarse grid points

Definition at line 223 of file fasp\_const.h.

#### 9.43.2.6 CLASSIC\_AMG

```
#define CLASSIC_AMG 1
```

Definition of AMG types.

classic AMG

Definition at line 160 of file fasp\_const.h.

#### 9.43.2.7 COARSE\_AC

```
#define COARSE_AC 4
```

Aggressive coarsening

Definition at line 206 of file fasp\_const.h.

#### 9.43.2.8 COARSE\_CR

```
#define COARSE_CR 3
```

Compatible relaxation

Definition at line 205 of file fasp\_const.h.

#### 9.43.2.9 COARSE\_MIS

```
#define COARSE_MIS 5
```

Aggressive coarsening based on MIS

Definition at line 207 of file fasp\_const.h.

#### 9.43.2.10 COARSE\_RS

```
#define COARSE_RS 1
```

Definition of coarsening types.

Classical

Definition at line 203 of file fasp\_const.h.

#### 9.43.2.11 COARSE\_RSP

```
#define COARSE_RSP 2
```

Classical, with positive offdiags

Definition at line 204 of file fasp\_const.h.

#### 9.43.2.12 CPFIRST

```
#define CPFIRST 1
```

C-points first order

Definition at line 237 of file fasp\_const.h.

#### 9.43.2.13 DESCEND

```
#define DESCEND 21
```

Descending order

Definition at line 240 of file fasp\_const.h.

**9.43.2.14 ERROR\_ALLOC\_MEM**

```
#define ERROR_ALLOC_MEM -20
```

fail to allocate memory

Definition at line 29 of file fasp\_const.h.

**9.43.2.15 ERROR\_AMG\_COARSE\_TYPE**

```
#define ERROR_AMG_COARSE_TYPE -32
```

unknown coarsening type

Definition at line 36 of file fasp\_const.h.

**9.43.2.16 ERROR\_AMG\_COARSEING**

```
#define ERROR_AMG_COARSEING -33
```

coarsening step failed to complete

Definition at line 37 of file fasp\_const.h.

**9.43.2.17 ERROR\_AMG\_INTERP\_TYPE**

```
#define ERROR_AMG_INTERP_TYPE -30
```

unknown interpolation type

Definition at line 34 of file fasp\_const.h.

**9.43.2.18 ERROR\_AMG\_SMOOTH\_TYPE**

```
#define ERROR_AMG_SMOOTH_TYPE -31
```

unknown smoother type

Definition at line 35 of file fasp\_const.h.



#### 9.43.2.19 ERROR\_DATA\_STRUCTURE

```
#define ERROR_DATA_STRUCTURE -21
```

problem with data structures

Definition at line 30 of file fasp\_const.h.

#### 9.43.2.20 ERROR\_DATA\_ZERODIAG

```
#define ERROR_DATA_ZERODIAG -22
```

matrix has zero diagonal entries

Definition at line 31 of file fasp\_const.h.

#### 9.43.2.21 ERROR\_DUMMY\_VAR

```
#define ERROR_DUMMY_VAR -23
```

unexpected input data

Definition at line 32 of file fasp\_const.h.

#### 9.43.2.22 ERROR\_INPUT\_PAR

```
#define ERROR_INPUT_PAR -13
```

wrong input argument

Definition at line 23 of file fasp\_const.h.

#### 9.43.2.23 ERROR\_LIC\_TYPE

```
#define ERROR_LIC_TYPE -80
```

wrong license type

Definition at line 52 of file fasp\_const.h.

**9.43.2.24 ERROR\_MAT\_SIZE**

```
#define ERROR_MAT_SIZE -15
```

wrong problem size

Definition at line 25 of file fasp\_const.h.

**9.43.2.25 ERROR\_MISC**

```
#define ERROR_MISC -19
```

other error

Definition at line 27 of file fasp\_const.h.

**9.43.2.26 ERROR\_NUM\_BLOCKS**

```
#define ERROR_NUM_BLOCKS -18
```

wrong number of blocks

Definition at line 26 of file fasp\_const.h.

**9.43.2.27 ERROR\_OPEN\_FILE**

```
#define ERROR_OPEN_FILE -10
```

fail to open a file

Definition at line 21 of file fasp\_const.h.

**9.43.2.28 ERROR\_QUAD\_DIM**

```
#define ERROR_QUAD_DIM -61
```

unsupported quadrature dim

Definition at line 50 of file fasp\_const.h.

#### 9.43.2.29 ERROR\_QUAD\_TYPE

```
#define ERROR_QUAD_TYPE -60
```

unknown quadrature type

Definition at line 49 of file fasp\_const.h.

#### 9.43.2.30 ERROR\_REGRESS

```
#define ERROR_REGRESS -14
```

regression test fail

Definition at line 24 of file fasp\_const.h.

#### 9.43.2.31 ERROR\_SOLVER\_EXIT

```
#define ERROR_SOLVER_EXIT -49
```

solver does not quit successfully

Definition at line 47 of file fasp\_const.h.

#### 9.43.2.32 ERROR\_SOLVER\_ILUSETUP

```
#define ERROR_SOLVER_ILUSETUP -45
```

ILU setup error

Definition at line 44 of file fasp\_const.h.

#### 9.43.2.33 ERROR\_SOLVER\_MAXIT

```
#define ERROR_SOLVER_MAXIT -48
```

maximal iteration number exceeded

Definition at line 46 of file fasp\_const.h.

**9.43.2.34 ERROR\_SOLVER\_MISC**

```
#define ERROR_SOLVER_MISC -46
```

misc solver error during run time

Definition at line 45 of file fasp\_const.h.

**9.43.2.35 ERROR\_SOLVER\_PRECTYPE**

```
#define ERROR_SOLVER_PRECTYPE -41
```

unknown precondition type

Definition at line 40 of file fasp\_const.h.

**9.43.2.36 ERROR\_SOLVER\_SOLSTAG**

```
#define ERROR_SOLVER_SOLSTAG -43
```

solver's solution is too small

Definition at line 42 of file fasp\_const.h.

**9.43.2.37 ERROR\_SOLVER\_STAG**

```
#define ERROR_SOLVER_STAG -42
```

solver stagnates

Definition at line 41 of file fasp\_const.h.

**9.43.2.38 ERROR\_SOLVER\_TOLSMALL**

```
#define ERROR_SOLVER_TOLSMALL -44
```

solver's tolerance is too small

Definition at line 43 of file fasp\_const.h.

#### 9.43.2.39 ERROR\_SOLVER\_TYPE

```
#define ERROR_SOLVER_TYPE -40
```

unknown solver type

Definition at line 39 of file fasp\_const.h.

#### 9.43.2.40 ERROR\_UNKNOWN

```
#define ERROR_UNKNOWN -99
```

an unknown error type

Definition at line 54 of file fasp\_const.h.

#### 9.43.2.41 ERROR\_WRONG\_FILE

```
#define ERROR_WRONG_FILE -11
```

input contains wrong format

Definition at line 22 of file fasp\_const.h.

#### 9.43.2.42 FALSE

```
#define FALSE 0
```

logic FALSE

Definition at line 60 of file fasp\_const.h.

#### 9.43.2.43 FASP\_SUCCESS

```
#define FASP_SUCCESS 0
```

Definition of return status and error messages.

return from function successfully

Definition at line 19 of file fasp\_const.h.

**9.43.2.44 FGPT**

```
#define FGPT 0
```

Fine grid points

Definition at line 222 of file fasp\_const.h.

**9.43.2.45 FPFIRST**

```
#define FPFIRST -1
```

F-points first order

Definition at line 238 of file fasp\_const.h.

**9.43.2.46 G0PT**

```
#define G0PT -5
```

Type of vertices (DOFs) for coarsening.

Cannot fit in aggregates

Definition at line 220 of file fasp\_const.h.

**9.43.2.47 ILU\_MC\_OMP**

```
#define ILU_MC_OMP 1
```

Multi-colors Parallel smoothing

Definition at line 231 of file fasp\_const.h.

#### 9.43.2.48 ILUk

```
#define ILUk 1
```

Type of ILU methods.

ILUk

Definition at line 146 of file fasp\_const.h.

#### 9.43.2.49 ILUt

```
#define ILUt 2
```

ILUt

Definition at line 147 of file fasp\_const.h.

#### 9.43.2.50 ILUtp

```
#define ILUtp 3
```

ILUtp

Definition at line 148 of file fasp\_const.h.

#### 9.43.2.51 INTERP\_DIR

```
#define INTERP_DIR 1
```

Definition of interpolation types.

Direct interpolation

Definition at line 212 of file fasp\_const.h.

**9.43.2.52 INTERP\_ENG**

```
#define INTERP_ENG 3
```

Energy minimization interpolation

Definition at line 214 of file fasp\_const.h.

**9.43.2.53 INTERP\_EXT**

```
#define INTERP_EXT 6
```

Extended interpolation

Definition at line 215 of file fasp\_const.h.

**9.43.2.54 INTERP\_STD**

```
#define INTERP_STD 2
```

Standard interpolation

Definition at line 213 of file fasp\_const.h.

**9.43.2.55 ISPT**

```
#define ISPT 2
```

Isolated points

Definition at line 224 of file fasp\_const.h.

**9.43.2.56 MAT\_bBSR**

```
#define MAT_bBSR 12
```

block BSR/CSR matrix

Definition at line 93 of file fasp\_const.h.



#### 9.43.2.57 MAT\_bCSR

```
#define MAT_bCSR 11
```

block CSR/CSR matrix == 2\*2 BLC matrix

Definition at line 92 of file fasp\_const.h.

#### 9.43.2.58 MAT\_BLC

```
#define MAT_BLC 8
```

block CSR matrix

Definition at line 88 of file fasp\_const.h.

#### 9.43.2.59 MAT\_BSR

```
#define MAT_BSR 2
```

block-wise compressed sparse row

Definition at line 84 of file fasp\_const.h.

#### 9.43.2.60 MAT\_bSTR

```
#define MAT_bSTR 13
```

block STR/CSR matrix

Definition at line 94 of file fasp\_const.h.

#### 9.43.2.61 MAT\_CSR

```
#define MAT_CSR 1
```

compressed sparse row

Definition at line 83 of file fasp\_const.h.

**9.43.2.62 MAT\_CSRL**

```
#define MAT_CSRL 6
```

modified CSR to reduce cache missing

Definition at line 86 of file fasp\_const.h.

**9.43.2.63 MAT\_FREE**

```
#define MAT_FREE 0
```

Definition of matrix format.

matrix-free format: only mxv action

Definition at line 81 of file fasp\_const.h.

**9.43.2.64 MAT\_STR**

```
#define MAT_STR 3
```

structured sparse matrix

Definition at line 85 of file fasp\_const.h.

**9.43.2.65 MAT\_SymCSR**

```
#define MAT_SymCSR 7
```

symmetric CSR format

Definition at line 87 of file fasp\_const.h.

**9.43.2.66 MAX\_AMG\_LVL**

```
#define MAX_AMG_LVL 20
```

Maximal AMG coarsening level

Definition at line 249 of file fasp\_const.h.

**9.43.2.67 MAX\_CRATE**

```
#define MAX_CRATE 20.0
```

Maximal coarsening ratio

Definition at line 252 of file fasp\_const.h.

**9.43.2.68 MAX\_REFINE\_LVL**

```
#define MAX_REFINE_LVL 20
```

Maximal refinement level

Definition at line 248 of file fasp\_const.h.

**9.43.2.69 MAX\_RESTART**

```
#define MAX_RESTART 20
```

Maximal restarting number

Definition at line 253 of file fasp\_const.h.

**9.43.2.70 MAX\_STAG**

```
#define MAX_STAG 20
```

Maximal number of stagnation times

Definition at line 254 of file fasp\_const.h.

**9.43.2.71 MIN\_CDOF**

```
#define MIN_CDOF 20
```

Minimal number of coarsest variables

Definition at line 250 of file fasp\_const.h.

**9.43.2.72 MIN\_CRATE**

```
#define MIN_CRATE 0.9
```

Minimal coarsening ratio

Definition at line 251 of file fasp\_const.h.

**9.43.2.73 NL\_AMLI\_CYCLE**

```
#define NL_AMLI_CYCLE 4
```

Nonlinear AMLI-cycle

Definition at line 178 of file fasp\_const.h.

**9.43.2.74 NO\_ORDER**

```
#define NO_ORDER 0
```

Definition of smoothing order.

Natural order smoothing

Definition at line 229 of file fasp\_const.h.

**9.43.2.75 OFF**

```
#define OFF 0
```

turn off certain parameter

Definition at line 66 of file fasp\_const.h.

#### 9.43.2.76 ON

```
#define ON 1
```

Definition of switch.

turn on certain parameter

Definition at line 65 of file fasp\_const.h.

#### 9.43.2.77 OPENMP\_HOLDS

```
#define OPENMP_HOLDS 2000
```

Smallest size for OpenMP version

Definition at line 256 of file fasp\_const.h.

#### 9.43.2.78 PAIRWISE

```
#define PAIRWISE 1
```

Definition of aggregation types.

pairwise aggregation, default is SPAIR

Definition at line 167 of file fasp\_const.h.

#### 9.43.2.79 PREC\_AMG

```
#define PREC_AMG 2
```

with AMG precondition

Definition at line 138 of file fasp\_const.h.

**9.43.2.80 PREC\_DIAG**

```
#define PREC_DIAG 1
```

with diagonal precondition

Definition at line 137 of file fasp\_const.h.

**9.43.2.81 PREC\_FMG**

```
#define PREC_FMG 3
```

with full AMG precondition

Definition at line 139 of file fasp\_const.h.

**9.43.2.82 PREC\_ILU**

```
#define PREC_ILU 4
```

with ILU precondition

Definition at line 140 of file fasp\_const.h.

**9.43.2.83 PREC\_NULL**

```
#define PREC_NULL 0
```

Definition of preconditioner type for iterative methods.

with no precondition

Definition at line 136 of file fasp\_const.h.

**9.43.2.84 PREC\_SCHWARZ**

```
#define PREC_SCHWARZ 5
```

with Schwarz preconditioner

Definition at line 141 of file fasp\_const.h.

**9.43.2.85 PRINT\_ALL**

```
#define PRINT_ALL 10
```

all: all printouts, including files

Definition at line 76 of file fasp\_const.h.

**9.43.2.86 PRINT\_MIN**

```
#define PRINT_MIN 1
```

quiet: print error, important warnings

Definition at line 72 of file fasp\_const.h.

**9.43.2.87 PRINT\_MORE**

```
#define PRINT_MORE 4
```

more: print some useful debug info

Definition at line 74 of file fasp\_const.h.

**9.43.2.88 PRINT\_MOST**

```
#define PRINT_MOST 8
```

most: maximal printouts, no files

Definition at line 75 of file fasp\_const.h.

**9.43.2.89 PRINT\_NONE**

```
#define PRINT_NONE 0
```

Print level for all subroutines – not including DEBUG output.

silent: no printout at all

Definition at line 71 of file fasp\_const.h.

**9.43.2.90 PRINT\_SOME**

```
#define PRINT_SOME 2
```

some: print less important warnings

Definition at line 73 of file fasp\_const.h.

**9.43.2.91 SA\_AMG**

```
#define SA_AMG 2
```

smoothed aggregation AMG

Definition at line 161 of file fasp\_const.h.

**9.43.2.92 SCHWARZ\_BACKWARD**

```
#define SCHWARZ_BACKWARD 2
```

Backward ordering

Definition at line 154 of file fasp\_const.h.

**9.43.2.93 SCHWARZ\_FORWARD**

```
#define SCHWARZ_FORWARD 1
```

Type of Schwarz smoother.

Forward ordering

Definition at line 153 of file fasp\_const.h.

**9.43.2.94 SCHWARZ\_SYMMETRIC**

```
#define SCHWARZ_SYMMETRIC 3
```

Symmetric smoother

Definition at line 155 of file fasp\_const.h.



**9.43.2.95 SMALLREAL**

```
#define SMALLREAL 1e-20
```

A small real number

Definition at line 246 of file fasp\_const.h.

**9.43.2.96 SMALLREAL2**

```
#define SMALLREAL2 1e-40
```

An extremely small real number

Definition at line 247 of file fasp\_const.h.

**9.43.2.97 SMOOTHER\_BLKOil**

```
#define SMOOTHER_BLKOil 11
```

Definition of specialized smoother types.

Used in monolithic AMG for black-oil

Definition at line 197 of file fasp\_const.h.

**9.43.2.98 SMOOTHER\_CG**

```
#define SMOOTHER_CG 4
```

CG as a smoother

Definition at line 186 of file fasp\_const.h.

**9.43.2.99 SMOOTHER\_GS**

```
#define SMOOTHER_GS 2
```

Gauss-Seidel smoother

Definition at line 184 of file fasp\_const.h.

**9.43.2.100 SMOOTHER\_GSOR**

```
#define SMOOTHER_GSOR 7
```

GS + SOR smoother

Definition at line 189 of file fasp\_const.h.

**9.43.2.101 SMOOTHER\_JACOBI**

```
#define SMOOTHER_JACOBI 1
```

Definition of standard smoother types.

Jacobi smoother

Definition at line 183 of file fasp\_const.h.

**9.43.2.102 SMOOTHER\_L1DIAG**

```
#define SMOOTHER_L1DIAG 10
```

L1 norm diagonal scaling smoother

Definition at line 192 of file fasp\_const.h.

**9.43.2.103 SMOOTHER\_POLY**

```
#define SMOOTHER_POLY 9
```

Polynomial smoother

Definition at line 191 of file fasp\_const.h.

**9.43.2.104 SMOOTHER\_SGS**

```
#define SMOOTHER_SGS 3
```

Symmetric Gauss-Seidel smoother

Definition at line 185 of file fasp\_const.h.

**9.43.2.105 SMOOTHER\_SGSOR**

```
#define SMOOTHER_SGSOR 8
```

SGS + SSOR smoother

Definition at line 190 of file fasp\_const.h.

**9.43.2.106 SMOOTHER\_SOR**

```
#define SMOOTHER_SOR 5
```

SOR smoother

Definition at line 187 of file fasp\_const.h.

**9.43.2.107 SMOOTHER\_SPETEN**

```
#define SMOOTHER_SPETEN 19
```

Used in monolithic AMG for black-oil

Definition at line 198 of file fasp\_const.h.

**9.43.2.108 SMOOTHER\_SSOR**

```
#define SMOOTHER_SSOR 6
```

SSOR smoother

Definition at line 188 of file fasp\_const.h.

**9.43.2.109 SOLVER\_AMG**

```
#define SOLVER_AMG 21
```

AMG as an iterative solver

Definition at line 118 of file fasp\_const.h.

**9.43.2.110 SOLVER\_BiCGstab**

```
#define SOLVER_BiCGstab 2
```

Bi-Conjugate Gradient Stabilized

Definition at line 102 of file fasp\_const.h.

**9.43.2.111 SOLVER\_CG**

```
#define SOLVER_CG 1
```

Conjugate Gradient

Definition at line 101 of file fasp\_const.h.

**9.43.2.112 SOLVER\_DEFAULT**

```
#define SOLVER_DEFAULT 0
```

Definition of solver types for iterative methods.

Use default solver in FASP

Definition at line 99 of file fasp\_const.h.

**9.43.2.113 SOLVER\_FMG**

```
#define SOLVER_FMG 22
```

Full AMG as an solver

Definition at line 119 of file fasp\_const.h.

**9.43.2.114 SOLVER\_GCG**

```
#define SOLVER_GCG 7
```

Generalized Conjugate Gradient

Definition at line 107 of file fasp\_const.h.

**9.43.2.115 SOLVER\_GCR**

```
#define SOLVER_GCR 8
```

Generalized Conjugate Residual

Definition at line 108 of file fasp\_const.h.

**9.43.2.116 SOLVER\_GMRES**

```
#define SOLVER_GMRES 4
```

Generalized Minimal Residual

Definition at line 104 of file fasp\_const.h.

**9.43.2.117 SOLVER\_MinRes**

```
#define SOLVER_MinRes 3
```

Minimal Residual

Definition at line 103 of file fasp\_const.h.

**9.43.2.118 SOLVER\_MUMPS**

```
#define SOLVER_MUMPS 33
```

Direct Solver: MUMPS

Definition at line 123 of file fasp\_const.h.

**9.43.2.119 SOLVER\_PARDISO**

```
#define SOLVER_PARDISO 34
```

Direct Solver: PARDISO

Definition at line 124 of file fasp\_const.h.

**9.43.2.120 SOLVER\_SBiCGstab**

```
#define SOLVER_SBiCGstab 12
```

BiCGstab with safety net

Definition at line 111 of file fasp\_const.h.

**9.43.2.121 SOLVER\_SCG**

```
#define SOLVER_SCG 11
```

Conjugate Gradient with safety net

Definition at line 110 of file fasp\_const.h.

**9.43.2.122 SOLVER\_SGCG**

```
#define SOLVER_SGCG 17
```

GCG with safety net

Definition at line 116 of file fasp\_const.h.

**9.43.2.123 SOLVER\_SGMRES**

```
#define SOLVER_SGMRES 14
```

GMRes with safety net

Definition at line 113 of file fasp\_const.h.

**9.43.2.124 SOLVER\_SMinRes**

```
#define SOLVER_SMinRes 13
```

MinRes with safety net

Definition at line 112 of file fasp\_const.h.

**9.43.2.125 SOLVER\_SUPERLU**

```
#define SOLVER_SUPERLU 31
```

Direct Solver: SuperLU

Definition at line 121 of file fasp\_const.h.

**9.43.2.126 SOLVER\_SVFGMRES**

```
#define SOLVER_SVFGMRES 16
```

Variable-restart FGMRES with safety net

Definition at line 115 of file fasp\_const.h.

**9.43.2.127 SOLVER\_SVGMRES**

```
#define SOLVER_SVGMRES 15
```

Variable-restart GMRES with safety net

Definition at line 114 of file fasp\_const.h.

**9.43.2.128 SOLVER\_UMFPACK**

```
#define SOLVER_UMFPACK 32
```

Direct Solver: UMFPack

Definition at line 122 of file fasp\_const.h.

**9.43.2.129 SOLVER\_VFGMRES**

```
#define SOLVER_VFGMRES 6
```

Variable Restarting Flexible GMRES

Definition at line 106 of file fasp\_const.h.

**9.43.2.130 SOLVER\_VGMRES**

```
#define SOLVER_VGMRES 5
```

Variable Restarting GMRES

Definition at line 105 of file fasp\_const.h.

**9.43.2.131 SPAIR**

```
#define SPAIR 4
```

symmetric pairwise aggregation

Definition at line 170 of file fasp\_const.h.

**9.43.2.132 STAG\_RATIO**

```
#define STAG_RATIO 1e-4
```

Stagnation tolerance = tol\*STAGRATIO

Definition at line 255 of file fasp\_const.h.

**9.43.2.133 STOP\_MOD\_REL\_RES**

```
#define STOP_MOD_REL_RES 3
```

modified relative residual  $||r||/||x||$

Definition at line 131 of file fasp\_const.h.

**9.43.2.134 STOP\_REL\_PRECRES**

```
#define STOP_REL_PRECRES 2
```

relative B-residual  $||r||_B/||b||_B$

Definition at line 130 of file fasp\_const.h.



**9.43.2.135 STOP\_REL\_RES**

```
#define STOP_REL_RES 1
```

Definition of iterative solver stopping criteria types.

relative residual  $\|r\|/\|b\|$

Definition at line 129 of file fasp\_const.h.

**9.43.2.136 TRUE**

```
#define TRUE 1
```

Definition of logic type.

logic TRUE

Definition at line 59 of file fasp\_const.h.

**9.43.2.137 UA\_AMG**

```
#define UA_AMG 3
```

unsmoothed aggregation AMG

Definition at line 162 of file fasp\_const.h.

**9.43.2.138 UNPT**

```
#define UNPT -1
```

Undetermined points

Definition at line 221 of file fasp\_const.h.

**9.43.2.139 USERDEFINED**

```
#define USERDEFINED 0
```

Type of ordering for smoothers.

User defined order

Definition at line 236 of file fasp\_const.h.

**9.43.2.140 USPAIR**

```
#define USPAIR 3
```

unsymmetric pairwise aggregation

Definition at line 169 of file fasp\_const.h.

**9.43.2.141 V\_CYCLE**

```
#define V_CYCLE 1
```

Definition of cycle types.

V-cycle

Definition at line 175 of file fasp\_const.h.

**9.43.2.142 VMB**

```
#define VMB 2
```

VMB aggregation

Definition at line 168 of file fasp\_const.h.

## 9.43.2.143 W\_CYCLE

```
#define W_CYCLE 2
```

W-cycle

Definition at line 176 of file fasp\_const.h.

## 9.44 fasp\_grid.h File Reference

Header file for FASP grid.

### Data Structures

- struct [grid2d](#)  
*Two dimensional grid data structure.*

### Macros

- #define [\\_\\_FASPGRID\\_HEADER\\_\\_](#)

### Typedefs

- typedef struct [grid2d](#) [grid2d](#)
- typedef [grid2d](#) \* [pgrid2d](#)
- typedef const [grid2d](#) \* [pcgrid2d](#)

#### 9.44.1 Detailed Description

Header file for FASP grid.

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#### 9.44.2 Macro Definition Documentation

#### 9.44.2.1 \_\_FASPGRID\_HEADER\_\_

```
#define __FASPGRID_HEADER__
```

indicate [fasp\\_grid.h](#) has been included before

Definition at line 12 of file [fasp\\_grid.h](#).

### 9.44.3 Typedef Documentation

#### 9.44.3.1 grid2d

```
typedef struct grid2d grid2d
```

2D grid type for plotting

#### 9.44.3.2 pcgrid2d

```
typedef const grid2d* pcgrid2d
```

Grid in 2d

Definition at line 45 of file [fasp\\_grid.h](#).

#### 9.44.3.3 pgrid2d

```
typedef grid2d* pgrid2d
```

Grid in 2d

Definition at line 43 of file [fasp\\_grid.h](#).

## 9.45 ltrSmootherBSR.c File Reference

Smoothers for [dBSRmat](#) matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void `fasp_smoother_dbsr_jacobi` (`dBSRmat *A`, `dvector *b`, `dvector *u`)  
*Jacobi relaxation.*
- void `fasp_smoother_dbsr_jacobi_setup` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`)  
*Setup for jacobi relaxation, fetch the diagonal sub-block matrixes and make them inverse first.*
- void `fasp_smoother_dbsr_jacobi1` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`)  
*Jacobi relaxation.*
- void `fasp_smoother_dbsr_gs` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `INT order`, `INT *mark`)  
*Gauss-Seidel relaxation.*
- void `fasp_smoother_dbsr_gs1` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `INT order`, `INT *mark`, `REAL *diaginv`)  
*Gauss-Seidel relaxation.*
- void `fasp_smoother_dbsr_gs_ascend` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`)  
*Gauss-Seidel relaxation in the ascending order.*
- void `fasp_smoother_dbsr_gs_ascend1` (`dBSRmat *A`, `dvector *b`, `dvector *u`)  
*Gauss-Seidel relaxation in the ascending order.*
- void `fasp_smoother_dbsr_gs_descend` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`)  
*Gauss-Seidel relaxation in the descending order.*
- void `fasp_smoother_dbsr_gs_descend1` (`dBSRmat *A`, `dvector *b`, `dvector *u`)  
*Gauss-Seidel relaxation in the descending order.*
- void `fasp_smoother_dbsr_gs_order1` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`, `INT *mark`)  
*Gauss-Seidel relaxation in the user-defined order.*
- void `fasp_smoother_dbsr_gs_order2` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `INT *mark`, `REAL *work`)  
*Gauss-Seidel relaxation in the user-defined order.*
- void `fasp_smoother_dbsr_sor` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `INT order`, `INT *mark`, `REAL weight`)  
*SOR relaxation.*
- void `fasp_smoother_dbsr_sor1` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `INT order`, `INT *mark`, `REAL *diaginv`, `REAL weight`)  
*SOR relaxation.*
- void `fasp_smoother_dbsr_sor_ascend` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`, `REAL weight`)  
*SOR relaxation in the ascending order.*
- void `fasp_smoother_dbsr_sor_descend` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`, `REAL weight`)  
*SOR relaxation in the descending order.*
- void `fasp_smoother_dbsr_sor_order` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `REAL *diaginv`, `INT *mark`, `REAL weight`)  
*SOR relaxation in the user-defined order.*
- void `fasp_smoother_dbsr_ilu` (`dBSRmat *A`, `dvector *b`, `dvector *x`, void `*data`)  
*ILU method as the smoother in solving  $Au=b$  with multigrid method.*

## Variables

- `REAL ilu_solve_omp` = 0.0

### 9.45.1 Detailed Description

Smoothers for [dBSRmat](#) matrices.

#### Note

This file contains Level-2 (ltr) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), [AuxTiming.c](#), [BlaSmallMatInv.c](#), [BlaSmallMat.c](#), [BlaArray.c](#), [BlaSpmvBSR.c](#), and [PreBSR.c](#)  
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// TODO: Need to optimize routines here! –Chensong

### 9.45.2 Function Documentation

#### 9.45.2.1 fasp\_smoother\_dbsr\_gs()

```
void fasp_smoother_dbsr_gs (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    INT order,
    INT * mark )
```

Gauss-Seidel relaxation.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending order DESCEND 21: in descending order If mark != NULL: in the user-defined order
<i>mark</i>	Pointer to NULL or to the user-defined ordering

#### Author

Zhiyang Zhou

#### Date

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 08/03/2012

Definition at line 426 of file ltrSmootherBSR.c.

## 9.45.2.2 fasp\_smoother\_dbsr\_gs1()

```
void fasp_smoother_dbsr_gs1 (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    INT order,
    INT * mark,
    REAL * diaginvs )
```

Gauss-Seidel relaxation.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending order DESCEND 21: in descending order If mark != NULL: in the user-defined order
<i>mark</i>	Pointer to NULL or to the user-defined ordering
<i>diaginv</i>	Inverses for all the diagonal blocks of A

## Author

Zhiyang Zhou

## Date

2010/10/25

Definition at line 542 of file ltrSmootherBSR.c.

## 9.45.2.3 fasp\_smoother\_dbsr\_gs\_ascend()

```
void fasp_smoother_dbsr_gs_ascend (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginvs )
```

Gauss-Seidel relaxation in the ascending order.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A

**Author**

Zhiyang Zhou

**Date**

2010/10/25

Definition at line 579 of file ltrSmootherBSR.c.

**9.45.2.4 fasp\_smoother\_dbsr\_gs\_ascend1()**

```
void fasp_smoother_dbsr_gs_ascend1 (
    dBSRmat * A,
    dvector * b,
    dvector * u )
```

Gauss-Seidel relaxation in the ascending order.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)

**Author**

Xiaozhe Hu

**Date**

01/01/2014

**Note**

The only difference between the functions 'fasp\_smoother\_dbsr\_gs\_ascend1' and 'fasp\_smoother\_dbsr\_gs\_↔ascend' is that we don't have to multiply by the inverses of the diagonal blocks in each ROW since matrix A has been such scaled that all the diagonal blocks become identity matrices.

Definition at line 652 of file ltrSmootherBSR.c.



## 9.45.2.5 fasp\_smoother\_dbsr\_gs\_descend()

```
void fasp_smoother_dbsr_gs_descend (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginvs )
```

Gauss-Seidel relaxation in the descending order.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A

## Author

Zhiyang Zhou

## Date

2010/10/25

Definition at line 721 of file ltrSmootherBSR.c.

## 9.45.2.6 fasp\_smoother\_dbsr\_gs\_descend1()

```
void fasp_smoother_dbsr_gs_descend1 (
    dBSRmat * A,
    dvector * b,
    dvector * u )
```

Gauss-Seidel relaxation in the descending order.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)

**Author**

Xiaozhe Hu

**Date**

01/01/2014

**Note**

The only difference between the functions 'fasp\_smoother\_dbsr\_gs\_ascend1' and 'fasp\_smoother\_dbsr\_gs\_↔ascend' is that we don't have to multiply by the inverses of the diagonal blocks in each ROW since matrix A has been such scaled that all the diagonal blocks become identity matrices.

Definition at line 795 of file ltrSmootherBSR.c.

**9.45.2.7 fasp\_smoother\_dbsr\_gs\_order1()**

```
void fasp_smoother_dbsr_gs_order1 (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginvs,
    INT * mark )
```

Gauss-Seidel relaxation in the user-defined order.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A
<i>mark</i>	Pointer to the user-defined ordering

**Author**

Zhiyang Zhou

**Date**

2010/10/25

Definition at line 865 of file ltrSmootherBSR.c.

#### 9.45.2.8 fasp\_smoother\_dbsr\_gs\_order2()

```
void fasp_smoother_dbsr_gs_order2 (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    INT * mark,
    REAL * work )
```

Gauss-Seidel relaxation in the user-defined order.

##### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>mark</i>	Pointer to the user-defined ordering
<i>work</i>	Work temp array

##### Author

Zhiyang Zhou

##### Date

2010/11/08

##### Note

The only difference between the functions 'fasp\_smoother\_dbsr\_gs\_order2' and 'fasp\_smoother\_dbsr\_gs\_order1' lies in that we don't have to multiply by the inverses of the diagonal blocks in each ROW since matrix A has been such scaled that all the diagonal blocks become identity matrices.

Definition at line 943 of file ltrSmootherBSR.c.

#### 9.45.2.9 fasp\_smoother\_dbsr\_ilu()

```
void fasp_smoother_dbsr_ilu (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    void * data )
```

ILU method as the smoother in solving  $Au=b$  with multigrid method.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>x</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>data</i>	Pointer to user defined data

## Author

Zhiyang Zhou, Zheng Li

## Date

2010/10/25

NOTE: Add multi-threads parallel ILU block by Zheng Li 12/04/2016. form residual  $zr = b - A x$

solve LU  $z=zr$

$x=x+z$

Definition at line 1558 of file ltrSmootherBSR.c.

#### 9.45.2.10 fasp\_smoother\_dbsr\_jacobi()

```
void fasp_smoother_dbsr_jacobi (
    dBSRmat * A,
    dvector * b,
    dvector * u )
```

Jacobi relaxation.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)

## Author

Zhiyang Zhou

## Date

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 08/02/2012

Definition at line 53 of file ltrSmootherBSR.c.

## 9.45.2.11 fasp\_smoother\_dbsr\_jacobi1()

```
void fasp_smoother_dbsr_jacobi1 (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv )
```

Jacobi relaxation.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A

## Author

Zhiyang Zhou

## Date

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 08/03/2012

Definition at line 272 of file ltrSmootherBSR.c.

## 9.45.2.12 fasp\_smoother\_dbsr\_jacobi\_setup()

```
void fasp_smoother_dbsr_jacobi_setup (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv )
```

Setup for jacobi relaxation, fetch the diagonal sub-block matrixes and make them inverse first.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>diaginv</i>	Inverse of the diagonal entries

## Author

Zhiyang Zhou

## Date

10/25/2010

Modified by Chunsheng Feng, Zheng Li on 08/02/2012

Definition at line 164 of file ltrSmootherBSR.c.

## 9.45.2.13 fasp\_smoother\_dbsr\_sor()

```
void fasp_smoother_dbsr_sor (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    INT order,
    INT * mark,
    REAL weight )
```

SOR relaxation.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending order DESCEND 21: in descending order If mark != NULL: in the user-defined order
<i>mark</i>	Pointer to NULL or to the user-defined ordering
<i>weight</i>	Over-relaxation weight

## Author

Zhiyang Zhou

## Date

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 08/03/2012

Definition at line 1020 of file ltrSmootherBSR.c.

## 9.45.2.14 fasp\_smoother\_dbsr\_sor1()

```
void fasp_smoother_dbsr_sor1 (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    INT order,
    INT * mark,
    REAL * diaginv,
    REAL weight )
```

SOR relaxation.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending order DESCEND 21: in descending order If mark != NULL: in the user-defined order
<i>mark</i>	Pointer to NULL or to the user-defined ordering
<i>diaginv</i>	Inverses for all the diagonal blocks of A
<i>weight</i>	Over-relaxation weight

## Author

Zhiyang Zhou

## Date

2010/10/25

Definition at line 1142 of file ltrSmootherBSR.c.

## 9.45.2.15 fasp\_smoother\_dbsr\_sor\_ascend()

```
void fasp_smoother_dbsr_sor_ascend (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    REAL weight )
```

SOR relaxation in the ascending order.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A
<i>weight</i>	Over-relaxation weight

## Author

Zhiyang Zhou

## Date

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 2012/09/04

Definition at line 1183 of file ltrSmootherBSR.c.

## 9.45.2.16 fasp\_smoother\_dbsr\_sor\_descend()

```
void fasp_smoother_dbsr_sor_descend (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    REAL weight )
```

SOR relaxation in the descending order.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial guess, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A
<i>weight</i>	Over-relaxation weight



**Author**

Zhiyang Zhou

**Date**

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 2012/09/04

Definition at line 1306 of file ltrSmootherBSR.c.

**9.45.2.17 fasp\_smoother\_dbsr\_sor\_order()**

```
void fasp_smoother_dbsr_sor_order (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginvs,
    INT * mark,
    REAL weight )
```

SOR relaxation in the user-defined order.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>diaginv</i>	Inverses for all the diagonal blocks of A
<i>mark</i>	Pointer to the user-defined ordering
<i>weight</i>	Over-relaxation weight

**Author**

Zhiyang Zhou

**Date**

2010/10/25

Modified by Chunsheng Feng, Zheng Li on 2012/09/04

Definition at line 1432 of file ltrSmootherBSR.c.

### 9.45.3 Variable Documentation

#### 9.45.3.1 ilu\_solve\_omp

```
REAL ilu_solve_omp = 0.0
```

ILU time for the SOLVE phase

Definition at line 33 of file ltrSmootherBSR.c.

## 9.46 ltrSmootherCSR.c File Reference

Smoothers for `dCSRmat` matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void `fasp_smoother_dcsr_jacobi` (`dvector` \*u, const `INT` i\_1, const `INT` i\_n, const `INT` s, `dCSRmat` \*A, `dvector` \*b, `INT` L, const `REAL` w)  
*Weighted Jacobi method as a smoother.*
- void `fasp_smoother_dcsr_gs` (`dvector` \*u, const `INT` i\_1, const `INT` i\_n, const `INT` s, `dCSRmat` \*A, `dvector` \*b, `INT` L)  
*Gauss-Seidel method as a smoother.*
- void `fasp_smoother_dcsr_gs_cf` (`dvector` \*u, `dCSRmat` \*A, `dvector` \*b, `INT` L, `INT` \*mark, const `INT` order)  
*Gauss-Seidel smoother with C/F ordering for Au=b.*
- void `fasp_smoother_dcsr_sgs` (`dvector` \*u, `dCSRmat` \*A, `dvector` \*b, `INT` L)  
*Symmetric Gauss-Seidel method as a smoother.*
- void `fasp_smoother_dcsr_sor` (`dvector` \*u, const `INT` i\_1, const `INT` i\_n, const `INT` s, `dCSRmat` \*A, `dvector` \*b, `INT` L, const `REAL` w)  
*SOR method as a smoother.*
- void `fasp_smoother_dcsr_sor_cf` (`dvector` \*u, `dCSRmat` \*A, `dvector` \*b, `INT` L, const `REAL` w, `INT` \*mark, const `INT` order)  
*SOR smoother with C/F ordering for Au=b.*
- void `fasp_smoother_dcsr_ilu` (`dCSRmat` \*A, `dvector` \*b, `dvector` \*x, void \*data)  
*ILU method as a smoother.*
- void `fasp_smoother_dcsr_kaczmarz` (`dvector` \*u, const `INT` i\_1, const `INT` i\_n, const `INT` s, `dCSRmat` \*A, `dvector` \*b, `INT` L, const `REAL` w)  
*Kaczmarz method as a smoother.*
- void `fasp_smoother_dcsr_L1diag` (`dvector` \*u, const `INT` i\_1, const `INT` i\_n, const `INT` s, `dCSRmat` \*A, `dvector` \*b, `INT` L)  
*Diagonal scaling (using L1 norm) as a smoother.*

### 9.46.1 Detailed Description

Smoothers for [dCSRmat](#) matrices.

#### Note

This file contains Level-2 (ltr) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), [BlaArray.c](#), and [BlaSpmvCSR.c](#)  
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### 9.46.2 Function Documentation

#### 9.46.2.1 fasp\_smoother\_dcsr\_gs()

```
void fasp_smoother_dcsr_gs (
    dvector * u,
    const INT i_l,
    const INT i_n,
    const INT s,
    dCSRmat * A,
    dvector * b,
    INT L )
```

Gauss-Seidel method as a smoother.

#### Parameters

$u$	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
$i_{\leftarrow}$ $\_{\leftarrow}$ $1$	Starting index
$i_{\leftarrow}$ $\_{\leftarrow}$ $n$	Ending index
$s$	Increasing step
$A$	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
$b$	Pointer to dvector: the right hand side
$L$	Number of iterations

#### Author

Xuehai Huang, Chensong Zhang

## Date

09/26/2009

Modified by Chunsheng Feng, Zheng Li on 09/01/2012

Definition at line 190 of file ltrSmootherCSR.c.

## 9.46.2.2 fasp\_smoother\_dcsr\_gs\_cf()

```
void fasp_smoother_dcsr_gs_cf (
    dvector * u,
    dCSRmat * A,
    dvector * b,
    INT L,
    INT * mark,
    const INT order )
```

Gauss-Seidel smoother with C/F ordering for  $Au=b$ .

## Parameters

<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>L</i>	Number of iterations
<i>mark</i>	C/F marker array
<i>order</i>	C/F ordering: -1: F-first; 1: C-first

## Author

Zhiyang Zhou

## Date

11/12/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/24/2012

Definition at line 363 of file ltrSmootherCSR.c.

## 9.46.2.3 fasp\_smoother\_dcsr\_ilu()

```
void fasp_smoother_dcsr_ilu (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    void * data )
```

ILU method as a smoother.

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>x</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>data</i>	Pointer to user defined data

## Author

Shiquan Zhang, Xiaozhe Hu

## Date

2010/11/12

form residual  $zr = b - A x$

Definition at line 1065 of file ltrSmootherCSR.c.

## 9.46.2.4 fasp\_smoother\_dcsr\_jacobi()

```
void fasp_smoother_dcsr_jacobi (
    dvector * u,
    const INT i_l,
    const INT i_n,
    const INT s,
    dCSRmat * A,
    dvector * b,
    INT L,
    const REAL w )
```

Weighted Jacobi method as a smoother.

## Parameters

<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
----------	--

## Parameters

$i_{\leftarrow}$ $\_ \leftarrow$ 1	Starting index
$i_{\leftarrow}$ $\_ \leftarrow$ n	Ending index
s	Increasing step
A	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
b	Pointer to dvector: the right hand side
L	Number of iterations
w	Over-relaxation weight

## Author

Xuehai Huang, Chensong Zhang

## Date

09/26/2009

Modified by Chunsheng Feng, Zheng Li on 08/29/2012 Modified by Chensong Zhang on 08/24/2017: Pass weight w as a parameter

Definition at line 50 of file ltrSmootherCSR.c.

## 9.46.2.5 fasp\_smoother\_dcsr\_kaczmarz()

```
void fasp_smoother_dcsr_kaczmarz (
    dvector * u,
    const INT i_1,
    const INT i_n,
    const INT s,
    dCSRmat * A,
    dvector * b,
    INT L,
    const REAL w )
```

Kaczmarz method as a smoother.

## Parameters

u	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
$i_{\leftarrow}$ $\_ \leftarrow$ 1	Starting index

## Parameters

$i_{\leftarrow}$ $_{\leftarrow}$ $n$	Ending index
$s$	Increasing step
$A$	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
$b$	Pointer to dvector: the right hand side
$L$	Number of iterations
$w$	Over-relaxation weight

## Author

Xiaozhe Hu

## Date

2010/11/12

Modified by Chunsheng Feng, Zheng Li on 2012/09/01

Definition at line 1144 of file ltrSmootherCSR.c.

## 9.46.2.6 fasp\_smoother\_dcsr\_L1diag()

```
void fasp_smoother_dcsr_L1diag (
    dvector * u,
    const INT i_l,
    const INT i_n,
    const INT s,
    dCSRmat * A,
    dvector * b,
    INT L )
```

Diagonal scaling (using L1 norm) as a smoother.

## Parameters

$u$	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
$i_{\leftarrow}$ $_{\leftarrow}$ $1$	Starting index
$i_{\leftarrow}$ $_{\leftarrow}$ $n$	Ending index
$s$	Increasing step
$A$	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
$b$	Pointer to dvector: the right hand side
$L$	Number of iterations

**Author**

Xiaozhe Hu, James Brannick

**Date**

01/26/2011

Modified by Chunsheng Feng, Zheng Li on 09/01/2012

Definition at line 1284 of file ltrSmootherCSR.c.

**9.46.2.7 fasp\_smoother\_dcsr\_sgs()**

```
void fasp_smoother_dcsr_sgs (
    dvector * u,
    dCSRmat * A,
    dvector * b,
    INT L )
```

Symmetric Gauss-Seidel method as a smoother.

**Parameters**

<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>L</i>	Number of iterations

**Author**

Xiaozhe Hu

**Date**

10/26/2010

Modified by Chunsheng Feng, Zheng Li on 09/01/2012

Definition at line 628 of file ltrSmootherCSR.c.



## 9.46.2.8 fasp\_smoother\_dcsr\_sor()

```

void fasp_smoother_dcsr_sor (
    dvector * u,
    const INT i_1,
    const INT i_n,
    const INT s,
    dCSRmat * A,
    dvector * b,
    INT L,
    const REAL w )

```

SOR method as a smoother.

## Parameters

$u$	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
$i_{\leftarrow 1}$	Starting index
$i_{\leftarrow n}$	Ending index
$s$	Increasing step
$A$	Pointer to dBSRmat: the coefficient matrix
$b$	Pointer to dvector: the right hand side
$L$	Number of iterations
$w$	Over-relaxation weight

## Author

Xiaozhe Hu

## Date

10/26/2010

Modified by Chunsheng Feng, Zheng Li on 09/01/2012

Definition at line 744 of file ltrSmootherCSR.c.

## 9.46.2.9 fasp\_smoother\_dcsr\_sor\_cf()

```

void fasp_smoother_dcsr_sor_cf (
    dvector * u,
    dCSRmat * A,

```

```
dvector * b,  
INT L,  
const REAL w,  
INT * mark,  
const INT order )
```

SOR smoother with C/F ordering for  $Au=b$ .

## Parameters

<i>u</i>	Pointer to dvector: the unknowns (IN: initial, OUT: approximation)
<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>L</i>	Number of iterations
<i>w</i>	Over-relaxation weight
<i>mark</i>	C/F marker array
<i>order</i>	C/F ordering: -1: F-first; 1: C-first

## Author

Zhiyang Zhou

## Date

2010/11/12

Modified by Chunsheng Feng, Zheng Li on 08/29/2012

Definition at line 871 of file ltrSmootherCSR.c.

## 9.47 ltrSmootherCSRcr.c File Reference

Smoothers for [dCSRmat](#) matrices using compatible relaxation.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_smoother\\_dcsr\\_gscr](#) (INT pt, INT n, REAL \*u, INT \*ia, INT \*ja, REAL \*a, REAL \*b, INT L, INT \*CF)  
*Gauss Seidel method restriced to a block.*

### 9.47.1 Detailed Description

Smoothers for [dCSRmat](#) matrices using compatible relaxation.

#### Note

Restricted smoothers for compatible relaxation, C/F smoothing, etc.  
This file contains Level-2 (ltr) functions. It requires: [AuxMessage.c](#)  
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// TODO: Need to optimize routines here! –Chensong

## 9.47.2 Function Documentation

### 9.47.2.1 fasp\_smoother\_dcsr\_gscr()

```
void fasp_smoother_dcsr_gscr (
    INT pt,
    INT n,
    REAL * u,
    INT * ia,
    INT * ja,
    REAL * a,
    REAL * b,
    INT L,
    INT * CF )
```

Gauss Seidel method restriced to a block.

#### Parameters

<i>pt</i>	Relax type, e.g., cpt, fpt, etc..
<i>n</i>	Number of variables
<i>u</i>	Iterated solution
<i>ia</i>	Row pointer
<i>ja</i>	Column index
<i>a</i>	Pointers to sparse matrix values in CSR format
<i>b</i>	Pointer to right hand side
<i>L</i>	Number of iterations
<i>CF</i>	Marker for C, F points

#### Author

James Brannick

#### Date

09/07/2010

#### Note

Gauss Seidel CR smoother (Smoother\_Type = 99)

Definition at line 48 of file ltrSmootherCSRcr.c.

## 9.48 ltrSmootherCSRpoly.c File Reference

Smoothers for [dCSRmat](#) matrices using poly. approx. to  $A^{-1}$ .

```
#include <math.h>
#include <time.h>
#include <float.h>
#include <limits.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_smoother\\_dcsr\\_poly](#) ([dCSRmat](#) \*Amat, [dvector](#) \*brhs, [dvector](#) \*usol, [INT](#) n, [INT](#) ndeg, [INT](#) L)  
*poly approx to  $A^{-1}$  as MG smoother*
- void [fasp\\_smoother\\_dcsr\\_poly\\_old](#) ([dCSRmat](#) \*Amat, [dvector](#) \*brhs, [dvector](#) \*usol, [INT](#) n, [INT](#) ndeg, [INT](#) L)  
*poly approx to  $A^{-1}$  as MG smoother: JK&LTZ2010*

### 9.48.1 Detailed Description

Smoothers for [dCSRmat](#) matrices using poly. approx. to  $A^{-1}$ .

#### Note

This file contains Level-2 (ltr) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [BlaArray.c](#), and [BlaSpmvCSR.c](#)

Reference: Johannes K. Kraus, Panayot S. Vassilevski, Ludmil T. Zikatanov Polynomial of best uniform approximation to  $x^{-1}$  and smoothing in two-level methods, 2013.

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#### Warning

Do NOT use auto-indentation in this file!

```
// TODO: Need to optimize routines here! –Chensong
```

### 9.48.2 Function Documentation

### 9.48.2.1 fasp\_smoother\_dcsr\_poly()

```
void fasp_smoother_dcsr_poly (
    dCSRmat * Amat,
    dvector * brhs,
    dvector * usol,
    INT n,
    INT ndeg,
    INT L )
```

poly approx to  $A^{-1}$  as MG smoother

#### Parameters

<i>Amat</i>	Pointer to stiffness matrix, consider square matrix.
<i>brhs</i>	Pointer to right hand side
<i>usol</i>	Pointer to solution
<i>n</i>	Problem size
<i>ndeg</i>	Degree of poly
<i>L</i>	Number of iterations

#### Author

Fei Cao, Xiaozhe Hu

#### Date

05/24/2012

Definition at line 67 of file ltrSmootherCSRpoly.c.

### 9.48.2.2 fasp\_smoother\_dcsr\_poly\_old()

```
void fasp_smoother_dcsr_poly_old (
    dCSRmat * Amat,
    dvector * brhs,
    dvector * usol,
    INT n,
    INT ndeg,
    INT L )
```

poly approx to  $A^{-1}$  as MG smoother: JK&LTZ2010

#### Parameters

<i>Amat</i>	Pointer to stiffness matrix
<i>brhs</i>	Pointer to right hand side
<i>usol</i>	Pointer to solution
<i>n</i>	Problem size
<i>ndeg</i>	Degree of poly
<i>L</i>	Number of iterations

**Author**

James Brannick and Ludmil T Zikatanov

**Date**

06/28/2010

Modified by Chunsheng Feng, Zheng Li on 10/18/2012

Definition at line 166 of file ltrSmootherCSRpoly.c.

## 9.49 ltrSmootherSTR.c File Reference

Smoothers for [dSTRmat](#) matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- void [fasp\\_smoother\\_dstr\\_jacobi](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u)  
*Jacobi method as the smoother.*
- void [fasp\\_smoother\\_dstr\\_jacobi1](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv)  
*Jacobi method as the smoother with diag\_inv given.*
- void [fasp\\_smoother\\_dstr\\_gs](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, const [INT](#) order, [INT](#) \*mark)  
*Gauss-Seidel method as the smoother.*
- void [fasp\\_smoother\\_dstr\\_gs1](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, const [INT](#) order, [INT](#) \*mark, [REAL](#) \*diaginv)  
*Gauss-Seidel method as the smoother with diag\_inv given.*
- void [fasp\\_smoother\\_dstr\\_gs\\_ascend](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv)  
*Gauss-Seidel method as the smoother in the ascending manner.*
- void [fasp\\_smoother\\_dstr\\_gs\\_descend](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv)  
*Gauss-Seidel method as the smoother in the descending manner.*
- void [fasp\\_smoother\\_dstr\\_gs\\_order](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [INT](#) \*mark)  
*Gauss method as the smoother in the user-defined order.*
- void [fasp\\_smoother\\_dstr\\_gs\\_cf](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [INT](#) \*mark, const [INT](#) order)  
*Gauss method as the smoother in the C-F manner.*
- void [fasp\\_smoother\\_dstr\\_sor](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, const [INT](#) order, [INT](#) \*mark, const [REAL](#) weight)  
*SOR method as the smoother.*
- void [fasp\\_smoother\\_dstr\\_sor1](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, const [INT](#) order, [INT](#) \*mark, [REAL](#) \*diaginv, const [REAL](#) weight)  
*SOR method as the smoother.*
- void [fasp\\_smoother\\_dstr\\_sor\\_ascend](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [REAL](#) weight)

*SOR method as the smoother in the ascending manner.*

- void [fasp\\_smoother\\_dstr\\_sor\\_descend](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [REAL](#) weight)

*SOR method as the smoother in the descending manner.*

- void [fasp\\_smoother\\_dstr\\_sor\\_order](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [INT](#) \*mark, [REAL](#) weight)

*SOR method as the smoother in the user-defined order.*

- void [fasp\\_smoother\\_dstr\\_sor\\_cf](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [REAL](#) \*diaginv, [INT](#) \*mark, const [INT](#) order, const [REAL](#) weight)

*SOR method as the smoother in the C-F manner.*

- void [fasp\\_generate\\_diaginv\\_block](#) ([dSTRmat](#) \*A, [ivector](#) \*neigh, [dvector](#) \*diaginv, [ivector](#) \*pivot)

*Generate inverse of diagonal block for block smoothers.*

- void [fasp\\_smoother\\_dstr\\_swz](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [dvector](#) \*diaginv, [ivector](#) \*pivot, [ivector](#) \*neigh, [ivector](#) \*order)

*Schwarz method as the smoother.*

### 9.49.1 Detailed Description

Smoothers for [dSTRmat](#) matrices.

#### Note

This file contains Level-2 (ltr) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaSmallMat.c](#), [BlaSmallMatInv.c](#), [BlaSmallMatLU.c](#), and [BlaSpmvSTR.c](#)

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### 9.49.2 Function Documentation

#### 9.49.2.1 [fasp\\_generate\\_diaginv\\_block\(\)](#)

```
void fasp_generate_diaginv_block (
    dSTRmat * A,
    ivector * neigh,
    dvector * diaginv,
    ivector * pivot )
```

Generate inverse of diagonal block for block smoothers.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>neigh</i>	Pointer to <a href="#">ivector</a> : neighborhoods
<i>diaginv</i>	Pointer to <a href="#">dvector</a> : the inverse of the diagonals
<i>pivot</i>	Pointer to <a href="#">ivector</a> : the pivot of diagonal blocks



**Author**

Xiaozhe Hu

**Date**

10/01/2011

Definition at line 1535 of file ltrSmootherSTR.c.

**9.49.2.2 fasp\_smoother\_dstr\_gs()**

```
void fasp_smoother_dstr_gs (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    const INT order,
    INT * mark )
```

Gauss-Seidel method as the smoother.

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending manner DESCEND 21: in descending manner If mark != NULL USERDEFINED 0 : in the user-defined manner CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points
<i>mark</i>	Pointer to the user-defined ordering(when order=0) or CF_marker array(when order!=0)

**Author**

Shiquan Zhang, Zhiyang Zhou

**Date**

10/10/2010

Definition at line 216 of file ltrSmootherSTR.c.

### 9.49.2.3 fasp\_smoother\_dstr\_gs1()

```
void fasp_smoother_dstr_gs1 (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    const INT order,
    INT * mark,
    REAL * diaginv )
```

Gauss-Seidel method as the smoother with diag\_inv given.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending manner DESCEND 21: in descending manner If mark != NULL USERDEFINED 0 : in the user-defined manner CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points
<i>mark</i>	Pointer to the user-defined ordering(when order=0) or CF_marker array(when order!=0)
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1

#### Author

Shiquan Zhang, Zhiyang Zhou

#### Date

10/10/2010

Definition at line 276 of file ltrSmootherSTR.c.

### 9.49.2.4 fasp\_smoother\_dstr\_gs\_ascend()

```
void fasp_smoother_dstr_gs_ascend (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv )
```

Gauss-Seidel method as the smoother in the ascending manner.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1

**Author**

Shiquan Zhang, Zhiyang Zhou

**Date**

10/10/2010

Definition at line 321 of file ltrSmootherSTR.c.

**9.49.2.5 fasp\_smoother\_dstr\_gs\_cf()**

```
void fasp_smoother_dstr_gs_cf (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    INT * mark,
    const INT order )
```

Gauss method as the smoother in the C-F manner.

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>mark</i>	Pointer to the user-defined order array
<i>order</i>	Flag to indicate the order for smoothing CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points

**Author**

Shiquan Zhang, Zhiyang Zhou

**Date**

10/10/2010

Definition at line 676 of file ltrSmootherSTR.c.

#### 9.49.2.6 fasp\_smoother\_dstr\_gs\_descend()

```
void fasp_smoother_dstr_gs_descend (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv )
```

Gauss-Seidel method as the smoother in the descending manner.

##### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1

##### Author

Shiquan Zhang, Zhiyang Zhou

##### Date

10/10/2010

Definition at line 436 of file ltrSmootherSTR.c.

#### 9.49.2.7 fasp\_smoother\_dstr\_gs\_order()

```
void fasp_smoother_dstr_gs_order (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    INT * mark )
```

Gauss method as the smoother in the user-defined order.

##### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>mark</i>	Pointer to the user-defined order array

**Author**

Shiquan Zhang, Zhiyang Zhou

**Date**

10/10/2010

Definition at line 553 of file ltrSmootherSTR.c.

**9.49.2.8 fasp\_smoother\_dstr\_jacobi()**

```
void fasp_smoother_dstr_jacobi (
    dSTRmat * A,
    dvector * b,
    dvector * u )
```

Jacobi method as the smoother.

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns

**Author**

Shiquan Zhang, Zhiyang Zhou

**Date**

10/10/2010

Definition at line 43 of file ltrSmootherSTR.c.

**9.49.2.9 fasp\_smoother\_dstr\_jacobi1()**

```
void fasp_smoother_dstr_jacobi1 (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv )
```

Jacobi method as the smoother with diag\_inv given.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1

## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 92 of file ltrSmootherSTR.c.

## 9.49.2.10 fasp\_smoother\_dstr\_sor()

```
void fasp_smoother_dstr_sor (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    const INT order,
    INT * mark,
    const REAL weight )
```

SOR method as the smoother.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending manner DESCEND 21: in descending manner If mark != NULL USERDEFINED 0 : in the user-defined manner CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points
<i>mark</i>	Pointer to the user-defined ordering(when order=0) or CF_marker array(when order!=0)
<i>weight</i>	Over-relaxation weight

## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 868 of file ltrSmootherSTR.c.

## 9.49.2.11 fasp\_smoother\_dstr\_sor1()

```

void fasp_smoother_dstr_sor1 (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    const INT order,
    INT * mark,
    REAL * diaginv,
    const REAL weight )

```

SOR method as the smoother.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>order</i>	Flag to indicate the order for smoothing If mark = NULL ASCEND 12: in ascending manner DESCEND 21: in descending manner If mark != NULL USERDEFINED 0 : in the user-defined manner CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points
<i>mark</i>	Pointer to the user-defined ordering(when order=0) or CF_marker array(when order!=0)
<i>diaginv</i>	Inverse of the diagonal entries
<i>weight</i>	Over-relaxation weight

## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 930 of file ltrSmootherSTR.c.

#### 9.49.2.12 fasp\_smoother\_dstr\_sor\_ascend()

```
void fasp_smoother_dstr_sor_ascend (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    REAL weight )
```

SOR method as the smoother in the ascending manner.

##### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>weight</i>	Over-relaxation weight

##### Author

Shiquan Zhang, Zhiyang Zhou

##### Date

10/10/2010

Definition at line 976 of file ltrSmootherSTR.c.

#### 9.49.2.13 fasp\_smoother\_dstr\_sor\_cf()

```
void fasp_smoother_dstr_sor_cf (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    INT * mark,
    const INT order,
    const REAL weight )
```

SOR method as the smoother in the C-F manner.

##### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>mark</i>	Pointer to the user-defined order array
<i>order</i>	Flag to indicate the order for smoothing CPFIRST 1 : C-points first and then F-points FPFIRST -1 : F-points first and then C-points



## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 1348 of file ltrSmootherSTR.c.

## 9.49.2.14 fasp\_smoother\_dstr\_sor\_descend()

```
void fasp_smoother_dstr_sor_descend (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    REAL weight )
```

SOR method as the smoother in the descending manner.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>weight</i>	Over-relaxation weight

## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 1096 of file ltrSmootherSTR.c.

## 9.49.2.15 fasp\_smoother\_dstr\_sor\_order()

```
void fasp_smoother_dstr_sor_order (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    REAL * diaginv,
    INT * mark,
    REAL weight )
```

SOR method as the smoother in the user-defined order.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	All the inverse matrices for all the diagonal block of A when (A->nc)>1, and NULL when (A->nc)=1
<i>mark</i>	Pointer to the user-defined order array
<i>weight</i>	Over-relaxation weight

## Author

Shiquan Zhang, Zhiyang Zhou

## Date

10/10/2010

Definition at line 1217 of file ltrSmootherSTR.c.

## 9.49.2.16 fasp\_smoother\_dstr\_swz()

```
void fasp_smoother_dstr_swz (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    dvector * diaginv,
    ivector * pivot,
    ivector * neigh,
    ivector * order )
```

Schwarz method as the smoother.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>diaginv</i>	Pointer to dvector: the inverse of the diagonals
<i>pivot</i>	Pointer to ivector: the pivot of diagonal blocks
<i>neigh</i>	Pointer to ivector: neighborhoods
<i>order</i>	Pointer to ivector: the smoothing order

## Author

Xiaozhe Hu

## Date

10/01/2011

Definition at line 1657 of file ltrSmootherSTR.c.

## 9.50 KryPbcgs.c File Reference

Krylov subspace methods – Preconditioned BiCGstab.

```
#include <math.h>
#include <float.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

## Functions

- [INT fasp\\_solver\\_dcsr\\_pbcgs](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  for CSR matrix.*
- [INT fasp\\_solver\\_dbsr\\_pbcgs](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  for BSR matrix.*
- [INT fasp\\_solver\\_dblc\\_pbcgs](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  for BLC matrix.*
- [INT fasp\\_solver\\_dstr\\_pbcgs](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  for STR matrix.*
- [INT fasp\\_solver\\_pbcgs](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$ .*

### 9.50.1 Detailed Description

Krylov subspace methods – Preconditioned BiCGstab.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#).  
 This version is based on Matlab 2011a – Chunsheng Feng  
 See [KrySPbcgs.c](#) for a safer version

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

### 9.50.2 Function Documentation

#### 9.50.2.1 fasp\_solver\_dblc\_pbcgs()

```
INT fasp_solver_dblc_pbcgs (
    dBLCMat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned BiCGstab method for solving  $Au=b$  for BLC matrix.

#### Parameters

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>u</i>	Pointer to dvector of DOFs
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chunsheng Feng

**Date**

03/04/2016

Definition at line 714 of file KryPbcgs.c.

**9.50.2.2 fasp\_solver\_dbsr\_pbcgs()**

```

INT fasp_solver_dbsr_pbcgs (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned BiCGstab method for solving  $Au=b$  for BSR matrix.

**Parameters**

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>u</i>	Pointer to dvector of DOFs
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chunsheng Feng

**Date**

03/04/2016

Definition at line 388 of file KryPbcgs.c.

**9.50.2.3 fasp\_solver\_dcsr\_pbcgs()**

```

INT fasp_solver_dcsr_pbcgs (
    dCSRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned BiCGstab method for solving  $Au=b$  for CSR matrix.**Parameters**

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>u</i>	Pointer to dvector of DOFs
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chunsheng Feng

## Date

03/04/2016

Definition at line 62 of file KryPbcgs.c.

## 9.50.2.4 fasp\_solver\_dstr\_pbcgs()

```
INT fasp_solver_dstr_pbcgs (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned BiCGstab method for solving  $Au=b$  for STR matrix.

## Parameters

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>u</i>	Pointer to dvector of DOFs
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chunsheng Feng

## Date

03/04/2016

Definition at line 1040 of file KryPbcgs.c.

### 9.50.2.5 fasp\_solver\_pbcgs()

```

INT fasp_solver_pbcgs (
    mxv_matfree * mf,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned BiCGstab method for solving  $Au=b$ .

#### Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector of right hand side
<i>u</i>	Pointer to dvector of DOFs
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chunsheng Feng

#### Date

03/04/2016

Definition at line 1366 of file KryPbcgs.c.

## 9.51 KryPcg.c File Reference

Krylov subspace methods – Preconditioned CG.

```

#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"

```



## Functions

- `INT fasp_solver_dcsr_pcg` (`dCSRmat *A`, `dvector *b`, `dvector *u`, `precond *pc`, const `REAL` tol, const `INT` MaxIt, const `SHORT` StopType, const `SHORT` PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$ .*
- `INT fasp_solver_dbsr_pcg` (`dBSRmat *A`, `dvector *b`, `dvector *u`, `precond *pc`, const `REAL` tol, const `INT` MaxIt, const `SHORT` StopType, const `SHORT` PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$ .*
- `INT fasp_solver_dblc_pcg` (`dBLCmat *A`, `dvector *b`, `dvector *u`, `precond *pc`, const `REAL` tol, const `INT` MaxIt, const `SHORT` StopType, const `SHORT` PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$ .*
- `INT fasp_solver_dstr_pcg` (`dSTRmat *A`, `dvector *b`, `dvector *u`, `precond *pc`, const `REAL` tol, const `INT` MaxIt, const `SHORT` StopType, const `SHORT` PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$ .*
- `INT fasp_solver_pcg` (`mxv_matfree *mf`, `dvector *b`, `dvector *u`, `precond *pc`, const `REAL` tol, const `INT` MaxIt, const `SHORT` StopType, const `SHORT` PrtLvl)  
*Preconditioned conjugate gradient (CG) method for solving  $Au=b$ .*

### 9.51.1 Detailed Description

Krylov subspace methods – Preconditioned CG.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#)  
 See [KrySPcg.c](#) for a safer version

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

Abstract algorithm

PCG method to solve  $A*x=b$  is to generate  $\{x_k\}$  to approximate  $x$

Step 0. Given  $A$ ,  $b$ ,  $x_0$ ,  $M$

Step 1. Compute residual  $r_0 = b - A*x_0$  and convergence check;

Step 2. Initialization  $z_0 = M^{-1}*r_0$ ,  $p_0 = z_0$ ;

Step 3. Main loop ...

FOR  $k = 0:MaxIt$

- get step size  $\alpha = f(r_k, z_k, p_k)$ ;
- update solution:  $x_{k+1} = x_k + \alpha * p_k$ ;
- perform stagnation check;
- update residual:  $r_{k+1} = r_k - \alpha * (A * p_k)$ ;
- perform residual check;
- obtain  $p_{k+1}$  using  $\{p_0, p_1, \dots, p_k\}$ ;
- prepare for next iteration;
- print the result of k-th iteration; END FOR

Convergence check:  $\text{norm}(r)/\text{norm}(b) < \text{tol}$

Stagnation check:

- IF  $\text{norm}(\alpha * p_k) / \text{norm}(x_{k+1}) < \text{tol\_stag}$ 
  1. compute  $r = b - A * x_{k+1}$ ;
  2. convergence check;
  3. IF ( not converged & restart\_number < Max\_Stag\_Check ) restart;
- END IF

Residual check:

- IF  $\text{norm}(r_{k+1}) / \text{norm}(b) < \text{tol}$ 
  1. compute the real residual  $r = b - A * x_{k+1}$ ;
  2. convergence check;
  3. IF ( not converged & restart\_number < Max\_Res\_Check ) restart;
- END IF

## 9.51.2 Function Documentation

### 9.51.2.1 fasp\_solver\_dbic\_pcg()

```

INT fasp_solver_dbic_pcg (
    dBLMat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dBLMat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

05/24/2010

Modified by Chensong Zhang on 03/28/2013

Definition at line 684 of file KryPcg.c.

## 9.51.2.2 fasp\_solver\_dbsr\_pcg()

```

INT fasp_solver_dbsr_pcg (
    dBSRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

05/26/2014

Definition at line 390 of file KryPcg.c.

**9.51.2.3 fasp\_solver\_dcsr\_pcg()**

```

INT fasp_solver_dcsr_pcg (
    dCSRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient method for solving  $Au=b$ .

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang, Xiaozhe Hu, Shiquan Zhang

## Date

05/06/2010

Definition at line 98 of file KryPcg.c.

## 9.51.2.4 fasp\_solver\_dstr\_pcg()

```
INT fasp_solver_dstr_pcg (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned conjugate gradient method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <b>dSTRmat</b> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

04/25/2010

Modified by Chensong Zhang on 03/28/2013

Definition at line 978 of file KryPcg.c.

## 9.51.2.5 fasp\_solver\_pcg()

```

INT fasp_solver_pcg (
    mxv_matfree * mf,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient (CG) method for solving  $Au=b$ .

## Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang, Xiaozhe Hu, Shiquan Zhang

## Date

05/06/2010

Modified by Feiteng Huang on 09/19/2012: matrix free

Definition at line 1272 of file KryPcg.c.

## 9.52 KryPgcg.c File Reference

Krylov subspace methods – Preconditioned generalized CG.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dcsr\\_pgcg](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned generalized conjugate gradient (GCG) method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_pgcg](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned generalized conjugate gradient (GCG) method for solving  $Au=b$ .*

### 9.52.1 Detailed Description

Krylov subspace methods – Preconditioned generalized CG.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), and [BlaSpmvCSR.c](#)

Reference: Concus, P. and Golub, G.H. and O'Leary, D.P. A Generalized Conjugate Gradient Method for the Numerical: Solution of Elliptic Partial Differential Equations, Computer Science Department, Stanford University, 1976

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TODO: Use one single function for all! –Chensong

### 9.52.2 Function Documentation

### 9.52.2.1 fasp\_solver\_dcsr\_pgcg()

```
INT fasp_solver_dcsr_pgcg (  
    dCSRmat * A,  
    dvector * b,  
    dvector * u,  
    precondition * pc,  
    const REAL tol,  
    const INT MaxIt,  
    const SHORT StopType,  
    const SHORT PrtLvl )
```

Preconditioned generalized conjugate gradient (GCG) method for solving  $Au=b$ .



## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

01/01/2012

Modified by Chensong Zhang on 05/01/2012

Definition at line 60 of file KryPgcg.c.

## 9.52.2.2 fasp\_solver\_pgcg()

```

INT fasp_solver_pgcg (
    mxv_matfree * mf,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned generalized conjugate gradient (GCG) method for solving  $Au=b$ .

## Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type – DOES not support this parameter

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

01/01/2012

**Note**

Not completely implemented yet! —Chensong

Modified by Feiteng Huang on 09/26/2012: matrix free

Definition at line 213 of file KryPgcr.c.

## 9.53 KryPgcr.c File Reference

Krylov subspace methods – Preconditioned GCR.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

**Functions**

- [INT fasp\\_solver\\_dcsr\\_pgcr](#) (dCSRmat \*A, dvector \*b, dvector \*x, precondition \*pc, const REAL tol, const INT MaxIt, const SHORT restart, const SHORT StopType, const SHORT PrtLvl)  
*A preconditioned GCR method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_dblc\\_pgcr](#) (dBLCmat \*A, dvector \*b, dvector \*x, precondition \*pc, const REAL tol, const INT MaxIt, const SHORT restart, const SHORT StopType, const SHORT PrtLvl)  
*A preconditioned GCR method for solving  $Au=b$ .*

### 9.53.1 Detailed Description

Krylov subspace methods – Preconditioned GCR.

**Note**

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [Bla←SpmvCSR.c](#), and [BlaVector.c](#)

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TODO: Use one single function for all! –Chensong

## 9.53.2 Function Documentation

### 9.53.2.1 fasp\_solver\_dblc\_pgcr()

```
INT fasp_solver_dblc_pgcr (
    dBLMat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

A preconditioned GCR method for solving  $Au=b$ .

#### Parameters

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>x</i>	Pointer to dvector of dofs
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopage
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restart number for GCR
<i>StopType</i>	Stopping type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

Reference: YVAN NOTAY "AN AGGREGATION-BASED ALGEBRAIC MULTIGRID METHOD"

#### Author

Zheng Li

#### Date

12/23/2014

Definition at line 247 of file KryPgcr.c.

### 9.53.2.2 fasp\_solver\_dcsr\_pgcr()

```

INT fasp_solver_dcsr_pgcr (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

A preconditioned GCR method for solving  $Au=b$ .

#### Parameters

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to dvector of right hand side
<i>x</i>	Pointer to dvector of dofs
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopage
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restart number for GCR
<i>StopType</i>	Stopping type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

Reference: YVAN NOTAY "AN AGGREGATION-BASED ALGEBRAIC MULTIGRID METHOD"

#### Author

Zheng Li

#### Date

12/23/2014

Definition at line 55 of file KryPgcr.c.

## 9.54 KryPgmres.c File Reference

Krylov subspace methods – Right-preconditioned GMRes.

```

#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"

```

## Functions

- [INT fasp\\_solver\\_dcsr\\_pgmres](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Right preconditioned GMRES method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_dbsr\\_pgmres](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_dblc\\_pgmres](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_dstr\\_pgmres](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$ .*
- [INT fasp\\_solver\\_pgmres](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve " $Ax=b$ " using PGMRES (right preconditioned) iterative method.*

### 9.54.1 Detailed Description

Krylov subspace methods – Right-preconditioned GMRes.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#).  
See also [KryPvgmres.c](#) for a variable restarting version.  
See [KrySPgmres.c](#) for a safer version

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

### 9.54.2 Function Documentation

## 9.54.2.1 fasp\_solver\_dblc\_pgmres()

```

INT fasp_solver_dblc_pgmres (
    dBLCMat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned GMRES method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <b>dBLCMat</b> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

05/24/2010

Modified by Chensong Zhang on 04/05/2013: add StopType and safe check

Definition at line 678 of file KryPgmres.c.

## 9.54.2.2 fasp\_solver\_dbsr\_pgmres()

```

INT fasp_solver_dbsr_pgmres (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned GMRES method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

2010/12/21

Modified by Chensong Zhang on 04/05/2013: add StopType and safe check

Definition at line 372 of file KryPgmres.c.

### 9.54.2.3 fasp\_solver\_dcsr\_pgmres()

```

INT fasp_solver_dcsr_pgmres (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Right preconditioned GMRES method for solving  $Au=b$ .

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Zhiyang Zhou

#### Date

2010/11/28

Modified by Chensong Zhang on 04/05/2013: Add StopType and safe check  
 Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate  
 Modified by Chensong Zhang on 09/21/2014: Add comments and reorganize code

Definition at line 67 of file KryPgmres.c.



## 9.54.2.4 fasp\_solver\_dstr\_pgmres()

```
INT fasp_solver_dstr_pgmres (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned GMRES method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <b>dSTRmat</b> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

2010/11/28

Modified by Chensong Zhang on 04/05/2013: add StopType and safe check

Definition at line 983 of file KryPgmres.c.

### 9.54.2.5 fasp\_solver\_pgmres()

```

INT fasp_solver_pgmres (
    mxv_matfree * mf,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PGMRES (right preconditioned) iterative method.

#### Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type – DOES not support this parameter
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Zhiyang Zhou

#### Date

2010/11/28

Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 1288 of file KryPgmres.c.

## 9.55 KryPminres.c File Reference

Krylov subspace methods – Preconditioned minimal residual.

```

#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"

```

## Functions

- `INT fasp_solver_dcsr_pminres (dCSRmat *A, dvector *b, dvector *u, precondition *pc, const REAL tol, const INT MaxIt, const SHORT StopType, const SHORT PrtLvl)`  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$ .*
- `INT fasp_solver_dblc_pminres (dBLCmat *A, dvector *b, dvector *u, precondition *pc, const REAL tol, const INT MaxIt, const SHORT StopType, const SHORT PrtLvl)`  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$ .*
- `INT fasp_solver_dstr_pminres (dSTRmat *A, dvector *b, dvector *u, precondition *pc, const REAL tol, const INT MaxIt, const SHORT StopType, const SHORT PrtLvl)`  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$ .*
- `INT fasp_solver_pminres (mxv_matfree *mf, dvector *b, dvector *u, precondition *pc, const REAL tol, const INT MaxIt, const SHORT StopType, const SHORT PrtLvl)`  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$ .*

### 9.55.1 Detailed Description

Krylov subspace methods – Preconditioned minimal residual.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c.o](#)  
 See [KrySPminres.c](#) for a safer version

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

### 9.55.2 Function Documentation

#### 9.55.2.1 fasp\_solver\_dblc\_pminres()

```
INT fasp_solver_dblc_pminres (
    dBLCmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

A preconditioned minimal residual (Minres) method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dBLMat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

05/01/2012

Rewritten based on the original version by Xiaozhe Hu 05/24/2010 Modified by Chensong Zhang on 04/09/2013

Definition at line 471 of file KryPminres.c.

## 9.55.2.2 fasp\_solver\_dcsr\_pminres()

```

INT fasp_solver_dcsr_pminres (
    dCSRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

A preconditioned minimal residual (Minres) method for solving  $Au=b$ .

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

05/01/2012

Rewritten based on the original version by Shiquan Zhang 05/10/2010 Modified by Chensong Zhang on 04/09/2013

Definition at line 62 of file KryPminres.c.

**9.55.2.3 fasp\_solver\_dstr\_pminres()**

```
INT fasp_solver_dstr_pminres (
    dSTRmat * A,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

A preconditioned minimal residual (Minres) method for solving  $Au=b$ .

**Parameters**

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/09/2013

Definition at line 877 of file KryPminres.c.

**9.55.2.4 fasp\_solver\_pminres()**

```

INT fasp_solver_pminres (
    mxv_matfree * mf,
    dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

A preconditioned minimal residual (Minres) method for solving  $Au=b$ .

**Parameters**

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Shiquan Zhang

## Date

10/24/2010

Rewritten by Chensong Zhang on 05/01/2012

Definition at line 1285 of file KryPminres.c.

## 9.56 KryPvfgmres.c File Reference

Krylov subspace methods – Preconditioned variable-restarting FGMRes.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dcsr\\_pvfgmres](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.*
- [INT fasp\\_solver\\_dbsr\\_pvfgmres](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.*
- [INT fasp\\_solver\\_dblc\\_pvfgmres](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PFGMRES (right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.*
- [INT fasp\\_solver\\_pvfgmres](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.*

### 9.56.1 Detailed Description

Krylov subspace methods – Preconditioned variable-restarting FGMRes.

## Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), and [BlaSpmvCSR.c](#)  
This file is modified from [KryPvfgmres.c](#)

Reference: A.H. Baker, E.R. Jessup, and Tz.V. Kolev A Simple Strategy for Varying the Restart Parameter in GMRES(m) Journal of Computational and Applied Mathematics, 230 (2009) pp. 751-761. UCRL-JRNL-235266.

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TODO: Use one single function for all! –Chensong

## 9.56.2 Function Documentation

### 9.56.2.1 fasp\_solver\_dblc\_pvfgmres()

```

INT fasp_solver_dblc_pvfgmres (
    dBLMat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PFGMRES (right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.

#### Parameters

<i>A</i>	Pointer to coefficient matrix
<i>b</i>	Pointer to right hand side vector
<i>x</i>	Pointer to solution vector
<i>MaxIt</i>	Maximal iteration number allowed
<i>tol</i>	Tolerance
<i>pc</i>	Pointer to preconditioner data
<i>PrtLvl</i>	How much information to print out
<i>StopType</i>	Stopping criterion, i.e. $\ r_k\ /\ r_0\  < tol$
<i>restart</i>	Number of restart for GMRES

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Xiaozhe Hu



## Date

01/04/2012

## Note

Based on Zhiyang Zhou's pvgmres.c

Modified by Chunsheng Feng on 07/22/2013: Add adaptive memory allocate  
 Modified by Chensong Zhang on 05/09/2015: Clean up for stopping types

Definition at line 730 of file KryPvfgmres.c.

## 9.56.2.2 fasp\_solver\_dbsr\_pvfgmres()

```

INT fasp_solver_dbsr_pvfgmres (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve " $Ax=b$ " using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type – DOES not support this parameter
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

02/05/2012

Modified by Chunsheng Feng on 07/22/2013: Add adaptive memory allocate Modified by Chensong Zhang on 05/09/2015: Clean up for stopping types

Definition at line 397 of file KryPvfgmres.c.

**9.56.2.3 fasp\_solver\_dcsr\_pvfgmres()**

```

INT fasp_solver_dcsr_pvfgmres (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type – DOES not support this parameter
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

01/04/2012

Modified by Chunsheng Feng on 07/22/2013: Add adaptive memory allocate  
 Modified by Chensong Zhang on 05/09/2015: Clean up for stopping types

Definition at line 67 of file KryPvfgmres.c.

## 9.56.2.4 fasp\_solver\_pvfgmres()

```

INT fasp_solver_pvfgmres (
    mxv_matfree * mf,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PFGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration and flexible preconditioner can be used.

## Parameters

<i>mf</i>	Pointer to <code>mxv_matfree</code> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type – DOES not support this parameter
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

01/04/2012

Modified by Feiteng Huang on 09/26/2012: matrix free Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 1060 of file KryPvfgmres.c.

## 9.57 KryPvfgmres.c File Reference

Krylov subspace methods – Preconditioned variable-restart GMRes.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dcsr\\_pvgmres](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)

*Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.*

- [INT fasp\\_solver\\_dbsr\\_pvgmres](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)

*Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.*

- [INT fasp\\_solver\\_dblc\\_pvgmres](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)

*Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.*

- [INT fasp\\_solver\\_dstr\\_pvgmres](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)

*Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.*

- [INT fasp\\_solver\\_pvgmres](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)

*Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.*

### 9.57.1 Detailed Description

Krylov subspace methods – Preconditioned variable-restart GMRes.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#).  
See [KrySPvgmres.c](#) for a safer version

Reference: A.H. Baker, E.R. Jessup, and Tz.V. Kolev A Simple Strategy for Varying the Restart Parameter in GMRES(m) Journal of Computational and Applied Mathematics, 230 (2009) pp. 751-761. UCRL-JRNL-235266.

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TODO: Use one single function for all! –Chensong

### 9.57.2 Function Documentation

#### 9.57.2.1 fasp\_solver\_dblc\_pvgmres()

```
INT fasp_solver_dblc_pvgmres (
    dBLCMat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/05/2013

Definition at line 759 of file KryPvgmres.c.

**9.57.2.2 fasp\_solver\_dbsr\_pvgmres()**

```

INT fasp_solver_dbsr_pvgmres (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.

**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

12/21/2011

Modified by Chensong Zhang on 04/06/2013: Add stop type support

Definition at line 414 of file KryPvgmres.c.

## 9.57.2.3 fasp\_solver\_dcsr\_pvgmres()

```

INT fasp_solver_dcsr_pvgmres (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

2010/12/14

Modified by Chensong Zhang on 04/06/2013: Add stop type support Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 66 of file KryPvgrmres.c.

## 9.57.2.4 fasp\_solver\_dstr\_pvgmres()

```

INT fasp_solver_dstr_pvgmres (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Right preconditioned GMRES method in which the restart parameter can be adaptively modified during iteration.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou



## Date

2010/12/14

Modified by Chensong Zhang on 04/06/2013: Add stop type support

Definition at line 1107 of file KryPvgmres.c.

## 9.57.2.5 fasp\_solver\_pvgmres()

```

INT fasp_solver_pvgmres (
    mxv_matfree * mf,
    dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.

## Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> : spmv operation
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to precondition: structure of precondition
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type – DOES not support this parameter
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Zhiyang Zhou

## Date

2010/12/14

Modified by Feiteng Huang on 09/26/2012: matrix free Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 1455 of file KryPvbmres.c.

## 9.58 KrySPbcgs.c File Reference

Krylov subspace methods – Preconditioned BiCGstab with safety net.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dcsr\\_spbcs](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dbsr\\_spbcs](#) (const [dBSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dblc\\_spbcs](#) (const [dBLCmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dstr\\_spbcs](#) (const [dSTRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned BiCGstab method for solving  $Au=b$  with safety net.*

### 9.58.1 Detailed Description

Krylov subspace methods – Preconditioned BiCGstab with safety net.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#)  
See [KryPbcgs.c](#) for a version without safety net

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Update this version with the new BiCGstab implementation! –Chensong  
 TODO: Use one single function for all!  
 –Chensong

## 9.58.2 Function Documentation

### 9.58.2.1 fasp\_solver\_dblc\_spgbcs()

```
INT fasp_solver_dblc_spgbcs (
    const dBLCmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned BiCGstab method for solving  $Au=b$  with safety net.

#### Parameters

<i>A</i>	Pointer to dBLCmat: the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chensong Zhang

#### Date

03/31/2013

Definition at line 842 of file KrySPbcgs.c.

### 9.58.2.2 fasp\_solver\_dbsr\_spgbcs()

```

INT fasp_solver_dbsr_spgbcs (
    const dBSRmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned BiCGstab method for solving  $Au=b$  with safety net.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to <a href="#">dvector</a> : the right hand side
<i>u</i>	Pointer to <a href="#">dvector</a> : the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chensong Zhang

#### Date

03/31/2013

Definition at line 451 of file KrySPbcs.c.

### 9.58.2.3 fasp\_solver\_dcsr\_spgbcs()

```

INT fasp_solver_dcsr_spgbcs (
    const dCSRmat * A,
    const dvector * b,
    dvector * u,

```

```
precond * pc,  
const REAL tol,  
const INT MaxIt,  
const SHORT StopType,  
const SHORT PrtLvl )
```

Preconditioned BiCGstab method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

03/31/2013

Definition at line 60 of file KrySPbcgs.c.

## 9.58.2.4 fasp\_solver\_dstr\_spbcs()

```

INT fasp_solver_dstr_spbcs (
    const dSTRmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned BiCGstab method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

03/31/2013

Definition at line 1233 of file KrySPbcgs.c.

## 9.59 KrySPcg.c File Reference

Krylov subspace methods – Preconditioned CG with safety net.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

**Functions**

- [INT fasp\\_solver\\_dcsr\\_spcg](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dblc\\_spcg](#) (const [dBLCmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dstr\\_spcg](#) (const [dSTRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.*

### 9.59.1 Detailed Description

Krylov subspace methods – Preconditioned CG with safety net.

**Note**

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvCSR.c](#), [BlaSpmvSTR.c](#), and [BlaVector.c](#)  
See [KryPcg.c](#) for a version without safety net

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

## 9.59.2 Function Documentation

### 9.59.2.1 fasp\_solver\_dblc\_spcg()

```

INT fasp_solver_dblc_spcg (
    const dBLCmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBLCmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chensong Zhang

#### Date

03/28/2013

Definition at line 392 of file KrySPcg.c.



## 9.59.2.2 fasp\_solver\_dcsr\_spcg()

```

INT fasp_solver_dcsr_spcg (
    const dCSRmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

03/28/2013

Definition at line 59 of file KrySPcg.c.

## 9.59.2.3 fasp\_solver\_dstr\_spcg()

```

INT fasp_solver_dstr_spcg (
    const dSTRmat * A,
    const dvector * b,
    dvector * u,

```

```
precond * pc,  
const REAL tol,  
const INT MaxIt,  
const SHORT StopType,  
const SHORT PrtLvl )
```

Preconditioned conjugate gradient method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>u</i>	Pointer to dvector: the unknowns
<i>MaxIt</i>	Maximal number of iterations
<i>tol</i>	Tolerance for stopping
<i>pc</i>	Pointer to the structure of precondition (precond)
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

03/28/2013

Definition at line 725 of file KrySPcg.c.

## 9.60 KrySPgmres.c File Reference

Krylov subspace methods – Preconditioned GMRes with safety net.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

## Functions

- [INT fasp\\_solver\\_dcsr\\_spgmres](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$  with safe-guard.*
- [INT fasp\\_solver\\_dbsr\\_spgmres](#) (const [dBSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$  with safe-guard.*
- [INT fasp\\_solver\\_dblc\\_spgmres](#) (const [dBLCmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$  with safe-guard.*
- [INT fasp\\_solver\\_dstr\\_spgmres](#) (const [dSTRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving  $Au=b$  with safe-guard.*

### 9.60.1 Detailed Description

Krylov subspace methods – Preconditioned GMRes with safety net.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#).  
See also [pgmres.c](#) for a variable restarting version.  
See [KryPgmres.c](#) for a version without safety net

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

### 9.60.2 Function Documentation

#### 9.60.2.1 fasp\_solver\_dblc\_spgmres()

```
INT fasp_solver_dblc_spgmres (
    const dBLCmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned GMRES method for solving  $Au=b$  with safe-guard.

#### Parameters

<i>A</i>	Pointer to <a href="#">dBLCmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/05/2013

Definition at line 753 of file KrySPgmres.c.

**9.60.2.2 fasp\_solver\_dbsr\_spgmres()**

```
INT fasp_solver_dbsr_spgmres (
    const dBSRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned GMRES method for solving  $Au=b$  with safe-guard.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/05/2013

Definition at line 409 of file KrySPgmres.c.

**9.60.2.3 fasp\_solver\_dcsr\_spgmres()**

```

INT fasp_solver_dcsr_spgmres (
    const dCSRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Preconditioned GMRES method for solving  $Au=b$  with safe-guard.**Parameters**

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

## Date

04/05/2013

Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 65 of file KrySPgmres.c.

## 9.60.2.4 fasp\_solver\_dstr\_spgmres()

```
INT fasp_solver_dstr_spgmres (
    const dSTRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned GMRES method for solving  $Au=b$  with safe-guard.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/05/2013

Definition at line 1097 of file KrySPgmres.c.

## 9.61 KrySPminres.c File Reference

Krylov subspace methods – Preconditioned MINRES with safety net.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dcsr\\_spmminres](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dblc\\_spmminres](#) (const [dBLCmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.*
- [INT fasp\\_solver\\_dstr\\_spmminres](#) (const [dSTRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*u, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.*

### 9.61.1 Detailed Description

Krylov subspace methods – Preconditioned MINRES with safety net.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#)  
 See [KryPminres.c](#) for a version without safety net

Reference: Y. Saad 2003 Iterative methods for sparse linear systems (2nd Edition), SIAM

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TODO: Use one single function for all! –Chensong

### 9.61.2 Function Documentation



## 9.61.2.1 fasp\_solver\_dblc\_spminres()

```

INT fasp_solver_dblc_spminres (
    const dBLCmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <b>dBLCmat</b> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/09/2013

Definition at line 510 of file KrySPminres.c.

## 9.61.2.2 fasp\_solver\_dcsr\_spminres()

```

INT fasp_solver_dcsr_spminres (
    const dCSRmat * A,
    const dvector * b,
    dvector * u,

```

```
precond * pc,  
const REAL tol,  
const INT MaxIt,  
const SHORT StopType,  
const SHORT PrtLvl )
```

A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/09/2013

Definition at line 59 of file KrySPminres.c.

## 9.61.2.3 fasp\_solver\_dstr\_spminres()

```

INT fasp_solver_dstr_spminres (
    const dSTRmat * A,
    const dvector * b,
    dvector * u,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    const SHORT StopType,
    const SHORT PrtLvl )

```

A preconditioned minimal residual (Minres) method for solving  $Au=b$  with safety net.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>u</i>	Pointer to dvector: unknowns
<i>MaxIt</i>	Maximal number of iterations
<i>tol</i>	Tolerance for stopping
<i>pc</i>	Pointer to structure of precondition (precond)
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/09/2013

Definition at line 961 of file KrySPminres.c.

## 9.62 KrySPvgmres.c File Reference

Krylov subspace methods – Preconditioned variable-restart GMRes with safety net.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

**Functions**

- [INT fasp\\_solver\\_dcsr\\_spvgmres](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.*
- [INT fasp\\_solver\\_dbsr\\_spvgmres](#) (const [dBSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.*
- [INT fasp\\_solver\\_dblc\\_spvgmres](#) (const [dBLCmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Preconditioned GMRES method for solving Au=b.*
- [INT fasp\\_solver\\_dstr\\_spvgmres](#) (const [dSTRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, const [REAL](#) tol, const [INT](#) MaxIt, [SHORT](#) restart, const [SHORT](#) StopType, const [SHORT](#) PrtLvl)  
*Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.*

### 9.62.1 Detailed Description

Krylov subspace methods – Preconditioned variable-restart GMRes with safety net.

#### Note

This file contains Level-3 (Kry) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSpmvBLC.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [BlaSpmvSTR.c](#).  
See [KryPvgmres.c](#) a version without safety net

Reference: A.H. Baker, E.R. Jessup, and Tz.V. Kolev A Simple Strategy for Varying the Restart Parameter in GMRES(m) Journal of Computational and Applied Mathematics, 230 (2009) pp. 751-761. UCRL-JRNL-235266.

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TODO: Use one single function for all! –Chensong

### 9.62.2 Function Documentation

#### 9.62.2.1 fasp\_solver\_dblc\_spvgmres()

```
INT fasp_solver_dblc_spvgmres (
    const dBLMat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Preconditioned GMRES method for solving  $Au=b$ .

#### Parameters

<i>A</i>	Pointer to <a href="#">dBLMat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

04/06/2013

Definition at line 830 of file KrySPvgmres.c.

**9.62.2.2 fasp\_solver\_dbsr\_spvgmres()**

```

INT fasp_solver_dbsr_spvgmres (
    const dBSRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.

**Parameters**

<i>A</i>	Pointer to <a href="#">dBSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

**Returns**

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/06/2013

Definition at line 449 of file KrySPvgmres.c.

## 9.62.2.3 fasp\_solver\_dcsr\_spvgmres()

```
INT fasp_solver_dcsr_spvgmres (
    const dCSRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )
```

Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/06/2013

Modified by Chunsheng Feng on 07/22/2013: Add adapt memory allocate

Definition at line 67 of file KrySPvgmres.c.

## 9.62.2.4 fasp\_solver\_dstr\_spvgmres()

```

INT fasp_solver_dstr_spvgmres (
    const dSTRmat * A,
    const dvector * b,
    dvector * x,
    precondition * pc,
    const REAL tol,
    const INT MaxIt,
    SHORT restart,
    const SHORT StopType,
    const SHORT PrtLvl )

```

Solve "Ax=b" using PGMRES(right preconditioned) iterative method in which the restart parameter can be adaptively modified during iteration.

## Parameters

<i>A</i>	Pointer to <a href="#">dSTRmat</a> : coefficient matrix
<i>b</i>	Pointer to dvector: right hand side
<i>x</i>	Pointer to dvector: unknowns
<i>pc</i>	Pointer to structure of precondition (precond)
<i>tol</i>	Tolerance for stopping
<i>MaxIt</i>	Maximal number of iterations
<i>restart</i>	Restarting steps
<i>StopType</i>	Stopping criteria type
<i>PrtLvl</i>	How much information to print out

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

04/06/2013

Definition at line 1212 of file KrySPvgmres.c.



## 9.63 PreAMGCoarsenCR.c File Reference

Coarsening with Brannick-Falgout strategy.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGUtil.inl"
```

### Functions

- [INT fasp\\_amg\\_coarsening\\_cr](#) (const [INT](#) [i\\_0](#), const [INT](#) [i\\_n](#), [dCSRmat](#) \*[A](#), [ivector](#) \*[vertices](#), [AMG\\_param](#) \*[param](#))  
*CR coarsening.*

### 9.63.1 Detailed Description

Coarsening with Brannick-Falgout strategy.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxMemory.c](#), [AuxThreads.c](#), and [ltrSmootherCSRcr.c](#)  
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// TODO: Not completed! –Chensong // TODO: Fix Doxygen issues in this file! –Chensong

### 9.63.2 Function Documentation

#### 9.63.2.1 fasp\_amg\_coarsening\_cr()

```
INT fasp_amg_coarsening_cr (
    const INT i_0,
    const INT i_n,
    dCSRmat * A,
    ivector * vertices,
    AMG_param * param )
```

CR coarsening.

#### Parameters

<i>i_0</i>	Starting index
<i>i_n</i>	Ending index
<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix (index starts from 0)
<i>vertices</i>	Pointer to CF, 0: Fpt (current level) or 1: Cpt
<i>param</i>	Pointer to <a href="#">AMG_param</a> : AMG parameters

**Returns**

Number of coarse level points

**Author**

James Brannick

**Date**

04/21/2010

**Note**

vertices = 0: fine; 1: coarse; 2: isolated or special

Modified by Chunsheng Feng, Zheng Li on 10/14/2012 CR STAGES

Definition at line 63 of file PreAMGCoarsenCR.c.

## 9.64 PreAMGCoarsenRS.c File Reference

Coarsening with a modified Ruge-Stuben strategy.

```
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGUtil.inl"
```

**Functions**

- [SHORT fasp\\_amg\\_coarsening\\_rs](#) (dCSRmat \*A, ivector \*vertices, dCSRmat \*P, iCSRmat \*S, AMG\_param \*param)

*Standard and aggressive coarsening schemes.*

### 9.64.1 Detailed Description

Coarsening with a modified Ruge-Stuben strategy.

**Note**

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), [AuxVector.c](#), [BlaSparseCSR.c](#), and [PreAMGCoarsenCR.c](#)

Reference: Multigrid by U. Trottenberg, C. W. Oosterlee and A. Schuller Appendix P475 A.7 (by A. Brandt, P. Oswald and K. Stuben) Academic Press Inc., San Diego, CA, 2001.

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## 9.64.2 Function Documentation

### 9.64.2.1 fasp\_amg\_coarsening\_rs()

```
SHORT fasp_amg_coarsening_rs (  
    dCSRmat * A,  
    ivector * vertices,  
    dCSRmat * P,  
    iCSRmat * S,  
    AMG_param * param )
```

Standard and aggressive coarsening schemes.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : Coefficient matrix (index starts from 0)
<i>vertices</i>	Indicator vector for the C/F splitting of the variables
<i>P</i>	Interpolation matrix (nonzero pattern only)
<i>S</i>	Strong connection matrix
<i>param</i>	Pointer to <a href="#">AMG_param</a> : AMG parameters

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Xuehai Huang, Chensong Zhang, Xiaozhe Hu, Ludmil Zikatanov

#### Date

09/06/2010

#### Note

vertices = 0: fine; 1: coarse; 2: isolated or special

Modified by Xiaozhe Hu on 05/23/2011: add strength matrix as an argument Modified by Xiaozhe Hu on 04/24/2013: modify aggressive coarsening Modified by Chensong Zhang on 04/28/2013: remove linked list Modified by Chensong Zhang on 05/11/2013: restructure the code

Definition at line 73 of file PreAMGCoarsenRS.c.

## 9.65 PreAMGInterp.c File Reference

Direct and standard interpolations for classical AMG.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_amg\\_interp](#) ([dCSRmat](#) \*A, [ivector](#) \*vertices, [dCSRmat](#) \*P, [iCSRmat](#) \*S, [AMG\\_param](#) \*param)  
*Generate interpolation operator P.*

### 9.65.1 Detailed Description

Direct and standard interpolations for classical AMG.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), and [PreAMGInterpEM.c](#)

Reference: U. Trottenberg, C. W. Oosterlee, and A. Schuller Multigrid (Appendix A: An Intro to Algebraic Multigrid) Academic Press Inc., San Diego, CA, 2001 With contributions by A. Brandt, P. Oswald and K. Stuben.

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### 9.65.2 Function Documentation

#### 9.65.2.1 [fasp\\_amg\\_interp\(\)](#)

```
void fasp_amg_interp (
    dCSRmat * A,
    ivector * vertices,
    dCSRmat * P,
    iCSRmat * S,
    AMG\_param * param )
```

Generate interpolation operator P.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> coefficient matrix (index starts from 0)
<i>vertices</i>	Indicator vector for the C/F splitting of the variables
<i>P</i>	Prolongation (input: nonzero pattern, output: prolongation)
<i>S</i>	Strong connection matrix
<i>param</i>	AMG parameters

## Author

Xuehai Huang, Chensong Zhang

## Date

04/04/2010

Modified by Xiaozhe Hu on 05/23/2012: add S as input Modified by Chensong Zhang on 09/12/2012: clean up and debug interp\_RS Modified by Chensong Zhang on 05/14/2013: reconstruct the code

Definition at line 63 of file PreAMGInterp.c.

## 9.66 PreAMGInterpEM.c File Reference

Interpolation operators for AMG based on energy-min.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void [fasp\\_amg\\_interp\\_em](#) ([dCSRmat](#) \*A, [ivector](#) \*vertices, [dCSRmat](#) \*P, [AMG\\_param](#) \*param)  
*Energy-min interpolation.*

### 9.66.1 Detailed Description

Interpolation operators for AMG based on energy-min.

## Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxThreads.c](#), [AuxVector.c](#), [BlasSmallMatLU.c](#), [BlasSparseCSR.c](#), [KryPcg.c](#), and [PreCSR.c](#)

Reference: J. Xu and L. Zikatanov On An Energy Minimizing Basis in Algebraic Multigrid Methods, Computing and visualization in sciences, 2003

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## 9.66.2 Function Documentation

### 9.66.2.1 fasp\_amg\_interp\_em()

```
void fasp_amg_interp_em (
    dCSRmat * A,
    ivector * vertices,
    dCSRmat * P,
    AMG_param * param )
```

Energy-min interpolation.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix (index starts from 0)
<i>vertices</i>	Pointer to the indicator of CF splitting on fine or coarse grid
<i>P</i>	Pointer to the <a href="#">dCSRmat</a> matrix of resulted interpolation
<i>param</i>	Pointer to <a href="#">AMG_param</a> : AMG parameters

#### Author

Shuo Zhang, Xuehai Huang

#### Date

04/04/2010

Modified by Chunsheng Feng, Zheng Li on 10/17/2012: add OMP support Modified by Chensong Zhang on 05/14/2013: reconstruct the code

Definition at line 63 of file PreAMGInterpEM.c.

## 9.67 PreAMGSetupCR.c File Reference

Brannick-Falgout compatible relaxation based AMG: SETUP phase.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- [SHORT fasp\\_amg\\_setup\\_cr](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Set up phase of Brannick Falgout CR coarsening for classic AMG.*

### 9.67.1 Detailed Description

Brannick-Falgout compatible relaxation based AMG: SETUP phase.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), and [PreAMG↵CoarsenCR.c](#)  
Setup A, P, R and levels using the Compatible Relaxation coarsening for classic AMG interpolation

Reference: J. Brannick and R. Falgout Compatible relaxation and coarsening in AMG

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TODO: Not working. Need to be fixed. –Chensong

### 9.67.2 Function Documentation

#### 9.67.2.1 fasp\_amg\_setup\_cr()

```
SHORT fasp_amg_setup_cr (  
    AMG\_data * mgl,  
    AMG\_param * param )
```

Set up phase of Brannick Falgout CR coarsening for classic AMG.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

**Author**

James Brannick

**Date**

04/21/2010

Modified by Chensong Zhang on 05/10/2013: adjust the structure.

Definition at line 48 of file PreAMGSetupCR.c.

## 9.68 PreAMGSetupRS.c File Reference

Ruge-Stuben AMG: SETUP phase.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- [SHORT fasp\\_amg\\_setup\\_rs](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Setup phase of Ruge and Stuben's classic AMG.*

### 9.68.1 Detailed Description

Ruge-Stuben AMG: SETUP phase.

**Note**

This file contains Level-4 (Pre) functions. It requires: [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlalLUSetupCSR.c](#), [BlaSchwarzSetup.c](#), [BlaSparseCSR.c](#), [BlaSpmvCSR.c](#), [PreAMGCoarsenRS.c](#), [PreAMGInterp.c](#), and [PreMGRecurAMLI.c](#)

Reference: Multigrid by U. Trottenberg, C. W. Oosterlee and A. Schuller Appendix P475 A.7 (by A. Brandt, P. Oswald and K. Stuben) Academic Press Inc., San Diego, CA, 2001.

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### 9.68.2 Function Documentation

#### 9.68.2.1 fasp\_amg\_setup\_rs()

```
SHORT fasp_amg_setup_rs (
    AMG_data * mgl,
    AMG_param * param )
```

Setup phase of Ruge and Stuben's classic AMG.



## Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

## Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Author

Chensong Zhang

## Date

05/09/2010

Modified by Xiaozhe Hu on 01/23/2011: add AMLI cycle. Modified by Xiaozhe Hu on 04/24/2013: aggressive coarsening. Modified by Chensong Zhang on 09/23/2014: check coarse spaces.

Definition at line 51 of file PreAMGSetupRS.c.

## 9.69 PreAMGSetupSA.c File Reference

Smoothed aggregation AMG: SETUP phase.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGAggregation.inl"
#include "PreAMGAggregationCSR.inl"
```

## Functions

- [SHORT fasp\\_amg\\_setup\\_sa](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Set up phase of smoothed aggregation AMG.*

### 9.69.1 Detailed Description

Smoothed aggregation AMG: SETUP phase.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlalLUSetupCSR.c](#), [BlaSchwarzSetup.c](#), [BlaSparseCSR.c](#), [BlaSpmvCSR.c](#), and [Pre↵MGRrecurAMLI.c](#)  
Setup A, P, PT and levels using the unsmoothed aggregation algorithm

Reference: P. Vanek, J. Madel and M. Brezina Algebraic Multigrid on Unstructured Meshes, 1994

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### 9.69.2 Function Documentation

#### 9.69.2.1 fasp\_amg\_setup\_sa()

```
SHORT fasp_amg_setup_sa (
    AMG_data * mgl,
    AMG_param * param )
```

Set up phase of smoothed aggregation AMG.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Xiaozhe Hu

## Date

09/29/2009

Modified by Xiaozhe Hu on 01/23/2011: add AMLI cycle. Modified by Chensong Zhang on 05/10/2013: adjust the structure.

Definition at line 63 of file PreAMGSetupSA.c.

## 9.70 PreAMGSetupSABSR.c File Reference

Smoothed aggregation AMG: SETUP phase (for BSR matrices)

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGAggregation.inl"
#include "PreAMGAggregationBSR.inl"
```

### Functions

- [SHORT fasp\\_amg\\_setup\\_sa\\_bsr](#) ([AMG\\_data\\_bsr](#) \*mgl, [AMG\\_param](#) \*param)  
*Set up phase of smoothed aggregation AMG (BSR format)*

#### 9.70.1 Detailed Description

Smoothed aggregation AMG: SETUP phase (for BSR matrices)

##### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaFormat.c](#), [BlalLUSetupBSR.c](#), [BlaSmallMat.c](#), [BlaSparseBLC.c](#), [BlaSparseBSR.c](#), [BlaSparseC↔SR.c](#), [BlaSpmvBSR.c](#), and [BlaSpmvCSR.c](#)

Setup A, P, PT and levels using the unsmoothed aggregation algorithm

Reference: P. Vanek, J. Madel and M. Brezina Algebraic Multigrid on Unstructured Meshes, 1994

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#### 9.70.2 Function Documentation

##### 9.70.2.1 fasp\_amg\_setup\_sa\_bsr()

```
INT fasp_amg_setup_sa_bsr (
    AMG\_data\_bsr * mgl,
    AMG\_param * param )
```

Set up phase of smoothed aggregation AMG (BSR format)

**Parameters**

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data_bsr</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

**Returns**

FASP\_SUCCESS if succeeded; otherwise, error information.

**Author**

Xiaozhe Hu

**Date**

05/26/2014

Definition at line 60 of file PreAMGSetupSABSR.c.

## 9.71 PreAMGSetupUA.c File Reference

Unsmoothed aggregation AMG: SETUP phase.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGAggregation.inl"
#include "PreAMGAggregationCSR.inl"
#include "PreAMGAggregationUA.inl"
```

**Functions**

- [SHORT fasp\\_amg\\_setup\\_ua](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Set up phase of unsmoothed aggregation AMG.*

### 9.71.1 Detailed Description

Unsmoothed aggregation AMG: SETUP phase.

**Note**

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlalLUSetupCSR.c](#), [BlaSchwarzSetup.c](#), [BlaSparseCSR.c](#), [BlaSpmvCSR.c](#), and [PreMGRecurAMLI.c](#)

Setup A, P, PT and levels using the unsmoothed aggregation algorithm

Reference: P. Vanek, J. Madel and M. Brezina Algebraic Multigrid on Unstructured Meshes, 1994

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## 9.71.2 Function Documentation

### 9.71.2.1 fasp\_amg\_setup\_ua()

```
SHORT fasp_amg_setup_ua (
    AMG_data * mgl,
    AMG_param * param )
```

Set up phase of unsmoothed aggregation AMG.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

#### Author

Xiaozhe Hu

#### Date

12/28/2011

Definition at line 55 of file PreAMGSetupUA.c.

## 9.72 PreAMGSetupUABSR.c File Reference

Unsmoothed aggregation AMG: SETUP phase (for BSR matrices)

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreAMGAggregation.inl"
#include "PreAMGAggregationBSR.inl"
#include "PreAMGAggregationUA.inl"
```

## Functions

- [SHORT fasp\\_amg\\_setup\\_ua\\_bsr](#) ([AMG\\_data\\_bsr](#) \*mgl, [AMG\\_param](#) \*param)  
*Set up phase of unsmoothed aggregation AMG (BSR format)*

### 9.72.1 Detailed Description

Unsmoothed aggregation AMG: SETUP phase (for BSR matrices)

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaFormat.c](#), [BlalLUSetupBSR.c](#), [BlaSparseBLC.c](#), [BlaSparseBSR.c](#), [BlaSparseCSR.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), and [PreDataInit.c](#)

Setup A, P, PT and levels using the unsmoothed aggregation algorithm

Reference: P. Vanek, J. Madel and M. Brezina Algebraic Multigrid on Unstructured Meshes, 1994

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### 9.72.2 Function Documentation

#### 9.72.2.1 fasp\_amg\_setup\_ua\_bsr()

```
INT fasp_amg_setup_ua_bsr (
    AMG\_data\_bsr * mgl,
    AMG\_param * param )
```

Set up phase of unsmoothed aggregation AMG (BSR format)

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data_bsr</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Returns

FASP\_SUCCESS if succeeded; otherwise, error information.

## Author

Xiaozhe Hu

## Date

03/16/2012

Definition at line 55 of file PreAMGSetupUABSR.c.

## 9.73 PreBLC.c File Reference

Preconditioners for [dBLMat](#) matrices.

```
#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_precond\\_block\\_diag\\_3](#) (REAL \*r, REAL \*z, void \*data)  
*block diagonal preconditioning (3x3 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_diag\\_3\\_amg](#) (REAL \*r, REAL \*z, void \*data)  
*block diagonal preconditioning (3x3 block matrix, each diagonal block is solved by AMG)*
- void [fasp\\_precond\\_block\\_diag\\_4](#) (REAL \*r, REAL \*z, void \*data)  
*block diagonal preconditioning (4x4 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_lower\\_3](#) (REAL \*r, REAL \*z, void \*data)  
*block lower triangular preconditioning (3x3 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_lower\\_3\\_amg](#) (REAL \*r, REAL \*z, void \*data)  
*block lower triangular preconditioning (3x3 block matrix, each diagonal block is solved by AMG)*
- void [fasp\\_precond\\_block\\_lower\\_4](#) (REAL \*r, REAL \*z, void \*data)  
*block lower triangular preconditioning (4x4 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_upper\\_3](#) (REAL \*r, REAL \*z, void \*data)  
*block upper triangular preconditioning (3x3 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_upper\\_3\\_amg](#) (REAL \*r, REAL \*z, void \*data)  
*block upper triangular preconditioning (3x3 block matrix, each diagonal block is solved AMG)*
- void [fasp\\_precond\\_block\\_SGS\\_3](#) (REAL \*r, REAL \*z, void \*data)  
*block symmetric GS preconditioning (3x3 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_block\\_SGS\\_3\\_amg](#) (REAL \*r, REAL \*z, void \*data)  
*block symmetric GS preconditioning (3x3 block matrix, each diagonal block is solved exactly)*
- void [fasp\\_precond\\_sweeping](#) (REAL \*r, REAL \*z, void \*data)  
*sweeping preconditioner for Maxwell equations*

### 9.73.1 Detailed Description

Preconditioners for [dBLCmat](#) matrices.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxVector.c](#), [BlaSpmvCSR.c](#), and [PreMGCycle.c](#)

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TODO: Need to be cleaned up. –Chensong

### 9.73.2 Function Documentation

#### 9.73.2.1 fasp\_precond\_block\_diag\_3()

```
void fasp_precond_block_diag_3 (
    REAL * r,
    REAL * z,
    void * data )
```

block diagonal preconditioning (3x3 block matrix, each diagonal block is solved exactly)

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu

#### Date

07/10/2014

Definition at line 36 of file PreBLC.c.



### 9.73.2.2 fasp\_precond\_block\_diag\_3\_amg()

```
void fasp_precond_block_diag_3_amg (
    REAL * r,
    REAL * z,
    void * data )
```

block diagonal preconditioning (3x3 block matrix, each diagonal block is solved by AMG)

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu

#### Date

07/10/2014

Definition at line 120 of file PreBLC.c.

### 9.73.2.3 fasp\_precond\_block\_diag\_4()

```
void fasp_precond_block_diag_4 (
    REAL * r,
    REAL * z,
    void * data )
```

block diagonal preconditioning (4x4 block matrix, each diagonal block is solved exactly)

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu

## Date

07/10/2014

Definition at line 185 of file PreBLC.c.

## 9.73.2.4 fasp\_precond\_block\_lower\_3()

```
void fasp_precond_block_lower_3 (  
    REAL * r,  
    REAL * z,  
    void * data )
```

block lower triangular preconditioning (3x3 block matrix, each diagonal block is solved exactly)

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Xiaozhe Hu

## Date

07/10/2014

Definition at line 281 of file PreBLC.c.

## 9.73.2.5 fasp\_precond\_block\_lower\_3\_amg()

```
void fasp_precond_block_lower_3_amg (  
    REAL * r,  
    REAL * z,  
    void * data )
```

block lower triangular preconditioning (3x3 block matrix, each diagonal block is solved by AMG)

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

07/10/2014

Definition at line 367 of file PreBLC.c.

**9.73.2.6 fasp\_precond\_block\_lower\_4()**

```
void fasp_precond_block_lower_4 (  
    REAL * r,  
    REAL * z,  
    void * data )
```

block lower triangular preconditioning (4x4 block matrix, each diagonal block is solved exactly)

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

07/10/2014

Definition at line 441 of file PreBLC.c.

**9.73.2.7 fasp\_precond\_block\_SGS\_3()**

```
void fasp_precond_block_SGS_3 (  
    REAL * r,  
    REAL * z,  
    void * data )
```

block symmetric GS preconditioning (3x3 block matrix, each diagonal block is solved exactly)

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

02/19/2015

Definition at line 709 of file PreBLC.c.

**9.73.2.8 fasp\_precond\_block\_SGS\_3\_amg()**

```
void fasp_precond_block_SGS_3_amg (
    REAL * r,
    REAL * z,
    void * data )
```

block symmetric GS preconditioning (3x3 block matrix, each diagonal block is solved exactly)

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

02/19/2015

Definition at line 818 of file PreBLC.c.

## 9.73.2.9 fasp\_precond\_block\_upper\_3()

```
void fasp_precond_block_upper_3 (
    REAL * r,
    REAL * z,
    void * data )
```

block upper triangular preconditioning (3x3 block matrix, each diagonal block is solved exactly)

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Xiaozhe Hu

## Date

02/18/2015

Definition at line 543 of file PreBLC.c.

## 9.73.2.10 fasp\_precond\_block\_upper\_3\_amg()

```
void fasp_precond_block_upper_3_amg (
    REAL * r,
    REAL * z,
    void * data )
```

block upper triangular preconditioning (3x3 block matrix, each diagonal block is solved AMG)

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Xiaozhe Hu

**Date**

02/19/2015

Definition at line 629 of file PreBLC.c.

**9.73.2.11 fasp\_precond\_sweeping()**

```
void fasp_precond_sweeping (
    REAL * r,
    REAL * z,
    void * data )
```

sweeping preconditioner for Maxwell equations

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

05/01/2014

Definition at line 927 of file PreBLC.c.

**9.74 PreBSR.c File Reference**Preconditioners for [dBSRmat](#) matrices.

```
#include "fasp.h"
#include "fasp_functs.h"
#include "PreMGUtil.inl"
```

## Functions

- void [fasp\\_precond\\_dbsr\\_diag](#) (REAL \*r, REAL \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dbsr\\_diag\\_nc2](#) (REAL \*r, REAL \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dbsr\\_diag\\_nc3](#) (REAL \*r, REAL \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dbsr\\_diag\\_nc5](#) (REAL \*r, REAL \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dbsr\\_diag\\_nc7](#) (REAL \*r, REAL \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dbsr\\_ilu](#) (REAL \*r, REAL \*z, void \*data)  
*ILU preconditioner.*
- void [fasp\\_precond\\_dbsr\\_ilu\\_mc\\_omp](#) (REAL \*r, REAL \*z, void \*data)  
*Multi-thread Parallel ILU preconditioner based on graph coloring.*
- void [fasp\\_precond\\_dbsr\\_ilu\\_ls\\_omp](#) (REAL \*r, REAL \*z, void \*data)  
*Multi-thread Parallel ILU preconditioner based on level schedule strategy.*
- void [fasp\\_precond\\_dbsr\\_amg](#) (REAL \*r, REAL \*z, void \*data)  
*AMG preconditioner.*
- void [fasp\\_precond\\_dbsr\\_namli](#) (REAL \*r, REAL \*z, void \*data)  
*Nonlinear AMLI-cycle AMG preconditioner.*
- void [fasp\\_precond\\_dbsr\\_amg\\_nk](#) (REAL \*r, REAL \*z, void \*data)  
*AMG with extra near kernel solve preconditioner.*

### 9.74.1 Detailed Description

Preconditioners for [dBSRmat](#) matrices.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxParam.c](#), [AuxThreads.c](#), [AuxVector.c](#), [BlaSmallMat.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), [KrySPcg.c](#), [KrySPvgmres.c](#), [PreMGCycle.c](#), and [PreMGRecurA](#)←  
[MLI.c](#)

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### 9.74.2 Function Documentation

#### 9.74.2.1 [fasp\\_precond\\_dbsr\\_amg\(\)](#)

```
void fasp_precond_dbsr_amg (
    REAL * r,
    REAL * z,
    void * data )
```

AMG preconditioner.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

08/07/2011

Definition at line 974 of file PreBSR.c.

**9.74.2.2 fasp\_precond\_dbsr\_amg\_nk()**

```
void fasp_precond_dbsr_amg_nk (  
    REAL * r,  
    REAL * z,  
    void * data )
```

AMG with extra near kernel solve preconditioner.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

05/26/2014

Definition at line 1054 of file PreBSR.c.



### 9.74.2.3 fasp\_precond\_dbsr\_diag()

```
void fasp_precond_dbsr_diag (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Zhou Zhiyang, Xiaozhe Hu

#### Date

10/26/2010

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/24/2012

#### Note

Works for general nb (Xiaozhe)

Definition at line 49 of file PreBSR.c.

### 9.74.2.4 fasp\_precond\_dbsr\_diag\_nc2()

```
void fasp_precond_dbsr_diag_nc2 (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Zhou Zhiyang, Xiaozhe Hu

**Date**

11/18/2011

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/24/2012

**Note**

Works for 2-component (Xiaozhe)

Definition at line 121 of file PreBSR.c.

**9.74.2.5 fasp\_precond\_dbsr\_diag\_nc3()**

```
void fasp_precond_dbsr_diag_nc3 (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Zhou Zhiyang, Xiaozhe Hu

**Date**

01/06/2011

Modified by Chunsheng Feng Xiaoqiang Yue on 05/24/2012

**Note**

Works for 3-component (Xiaozhe)

Definition at line 169 of file PreBSR.c.

### 9.74.2.6 fasp\_precond\_dbsr\_diag\_nc5()

```
void fasp_precond_dbsr_diag_nc5 (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Zhou Zhiyang, Xiaozhe Hu

#### Date

01/06/2011

Modified by Chunsheng Feng, Xiaoqiang Yue on 05/24/2012

#### Note

Works for 5-component (Xiaozhe)

Definition at line 217 of file PreBSR.c.

### 9.74.2.7 fasp\_precond\_dbsr\_diag\_nc7()

```
void fasp_precond_dbsr_diag_nc7 (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Zhou Zhiyang, Xiaozhe Hu

**Date**

01/06/2011

Modified by Chunsheng Feng Xiaoqiang Yue on 05/24/2012

**Note**

Works for 7-component (Xiaozhe)

Definition at line 265 of file PreBSR.c.

**9.74.2.8 fasp\_precond\_dbsr\_ilu()**

```
void fasp_precond_dbsr_ilu (  
    REAL * r,  
    REAL * z,  
    void * data )
```

ILU preconditioner.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang, Xiaozhe Hu

**Date**

11/09/2010

**Note**

Works for general nb (Xiaozhe)

Definition at line 311 of file PreBSR.c.

#### 9.74.2.9 fasp\_precond\_dbsr\_ilu\_ls\_omp()

```
void fasp_precond_dbsr_ilu_ls_omp (
    REAL * r,
    REAL * z,
    void * data )
```

Multi-thread Parallel ILU preconditioner based on level schedule strategy.

##### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

##### Author

ZhengLi

##### Date

12/04/2016

##### Note

Only works for nb 1, 2, and 3 (Zheng)

Definition at line 767 of file PreBSR.c.

#### 9.74.2.10 fasp\_precond\_dbsr\_ilu\_mc\_omp()

```
void fasp_precond_dbsr_ilu_mc_omp (
    REAL * r,
    REAL * z,
    void * data )
```

Multi-thread Parallel ILU preconditioner based on graph coloring.

##### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

ZhengLi

**Date**

12/04/2016

**Note**

Only works for nb 1, 2, and 3 (Zheng)

Definition at line 569 of file PreBSR.c.

**9.74.2.11 fasp\_precond\_dbsr\_namli()**

```
void fasp_precond_dbsr_namli (
    REAL * r,
    REAL * z,
    void * data )
```

Nonlinear AMLI-cycle AMG preconditioner.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

02/06/2012

Definition at line 1017 of file PreBSR.c.

**9.75 PreCSR.c File Reference**Preconditioners for [dCSRmat](#) matrices.

```
#include "fasp.h"
#include "fasp_functs.h"
#include "PreMGUtil.inl"
```

## Functions

- `precond * fasp_precond_setup` (const `SHORT` `precond_type`, `AMG_param` \*`amgparam`, `ILU_param` \*`iluparam`, `dCSRmat` \*`A`)  
*Setup preconditioner interface for iterative methods.*
- void `fasp_precond_diag` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*Diagonal preconditioner  $z = \text{inv}(D) * r$ .*
- void `fasp_precond_ilu` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*ILU preconditioner.*
- void `fasp_precond_ilu_forward` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*ILU preconditioner: only forward sweep.*
- void `fasp_precond_ilu_backward` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*ILU preconditioner: only backward sweep.*
- void `fasp_precond_swz` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*get z from r by Schwarz*
- void `fasp_precond_amg` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*AMG preconditioner.*
- void `fasp_precond_famg` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*Full AMG preconditioner.*
- void `fasp_precond_amli` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*AMLI AMG preconditioner.*
- void `fasp_precond_namli` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*Nonlinear AMLI AMG preconditioner.*
- void `fasp_precond_amg_nk` (`REAL` \*`r`, `REAL` \*`z`, void \*`data`)  
*AMG with extra near kernel solve as preconditioner.*
- void `fasp_precond_free` (const `SHORT` `precond_type`, `precond` \*`pc`)  
*free preconditioner*

### 9.75.1 Detailed Description

Preconditioners for `dCSRmat` matrices.

#### Note

This file contains Level-4 (Pre) functions. It requires: `AuxArray.c`, `AuxMemory.c`, `AuxParam.c`, `AuxVector.c`, `BlaILUSetupCSR.c`, `BlaSchwarzSetup.c`, `BlaSparseCSR.c`, `BlaSpmvCSR.c`, `KrySPcg.c`, `KrySPvgmres.c`, `PreAMGSetupRS.c`, `PreAMGSetupSA.c`, `PreAMGSetupUA.c`, `PreDataInit.c`, `PreMGCycle.c`, `PreMGCycleFull.c`, and `PreMGRecurAMLI.c`

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### 9.75.2 Function Documentation

### 9.75.2.1 fasp\_precond\_amg()

```
void fasp_precond_amg (
    REAL * r,
    REAL * z,
    void * data )
```

AMG preconditioner.

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Chensong Zhang

#### Date

04/06/2010

Definition at line 413 of file PreCSR.c.

### 9.75.2.2 fasp\_precond\_amg\_nk()

```
void fasp_precond_amg_nk (
    REAL * r,
    REAL * z,
    void * data )
```

AMG with extra near kernel solve as preconditioner.

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu



## Date

05/26/2014

Definition at line 545 of file PreCSR.c.

## 9.75.2.3 fasp\_precond\_amli()

```
void fasp_precond_amli (
    REAL * r,
    REAL * z,
    void * data )
```

AMLI AMG preconditioner.

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Xiaozhe Hu

## Date

01/23/2011

Definition at line 479 of file PreCSR.c.

## 9.75.2.4 fasp\_precond\_diag()

```
void fasp_precond_diag (
    REAL * r,
    REAL * z,
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Chensong Zhang

**Date**

04/06/2010

Definition at line 172 of file PreCSR.c.

**9.75.2.5 fasp\_precond\_famg()**

```
void fasp_precond_famg (
    REAL * r,
    REAL * z,
    void * data )
```

Full AMG preconditioner.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

02/27/2011

Definition at line 446 of file PreCSR.c.

**9.75.2.6 fasp\_precond\_free()**

```
void fasp_precond_free (
    const SHORT precondition_type,
    precondition * pc )
```

free preconditioner

## Parameters

<i>precond_type</i>	Preconditioner type
<i>pc</i>	Preconditioner data & fct

## Author

Feiteng Huang

## Date

12/24/2012

Definition at line 627 of file PreCSR.c.

## 9.75.2.7 fasp\_precond\_ilu()

```
void fasp_precond_ilu (  
    REAL * r,  
    REAL * z,  
    void * data )
```

ILU preconditioner.

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Shiquan Zhang

## Date

04/06/2010

Definition at line 198 of file PreCSR.c.

### 9.75.2.8 fasp\_precond\_ilu\_backward()

```
void fasp_precond_ilu_backward (
    REAL * r,
    REAL * z,
    void * data )
```

ILU preconditioner: only backward sweep.

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu, Shiquan Zhang

#### Date

04/06/2010

Definition at line 315 of file PreCSR.c.

### 9.75.2.9 fasp\_precond\_ilu\_forward()

```
void fasp_precond_ilu_forward (
    REAL * r,
    REAL * z,
    void * data )
```

ILU preconditioner: only forward sweep.

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Xiaozhe Hu, Shiquang Zhang

## Date

04/06/2010

Definition at line 262 of file PreCSR.c.

## 9.75.2.10 fasp\_precond\_namli()

```
void fasp_precond_namli (
    REAL * r,
    REAL * z,
    void * data )
```

Nonlinear AMLI AMG preconditioner.

## Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

## Author

Xiaozhe Hu

## Date

04/25/2011

Definition at line 512 of file PreCSR.c.

## 9.75.2.11 fasp\_precond\_setup()

```
precond * fasp_precond_setup (
    const SHORT precondition_type,
    AMG_param * amgparam,
    ILU_param * iluparam,
    dCSRmat * A )
```

Setup preconditioner interface for iterative methods.

**Parameters**

<i>precond_type</i>	Preconditioner type
<i>amgparam</i>	Pointer to AMG parameters
<i>iluparam</i>	Pointer to ILU parameters
<i>A</i>	Pointer to the coefficient matrix

**Returns**

Pointer to preconditioner

**Author**

Feiteng Huang

**Date**

05/18/2009

Definition at line 46 of file PreCSR.c.

**9.75.2.12 fasp\_precond\_swz()**

```
void fasp_precond_swz (
    REAL * r,
    REAL * z,
    void * data )
```

get z from r by Schwarz

**Parameters**

<i>r</i>	Pointer to residual
<i>z</i>	Pointer to preconditioned residual
<i>data</i>	Pointer to precondition data

**Author**

Xiaozhe Hu

**Date**

03/22/2010

## Note

Change Schwarz interface by Zheng Li on 11/18/2014

Definition at line 368 of file PreCSR.c.

## 9.76 PreDataInit.c File Reference

Initialize important data structures.

```
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [fasp\\_precond\\_data\\_init](#) ([precond\\_data](#) \*pcdata)  
*Initialize [precond\\_data](#).*
- [AMG\\_data](#) \* [fasp\\_amg\\_data\\_create](#) ([SHORT](#) max\_levels)  
*Create and initialize [AMG\\_data](#) for classical and SA AMG.*
- void [fasp\\_amg\\_data\\_free](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Free [AMG\\_data](#) data memeory space.*
- [AMG\\_data\\_bsr](#) \* [fasp\\_amg\\_data\\_bsr\\_create](#) ([SHORT](#) max\_levels)  
*Create and initialize [AMG\\_data](#) data sturcture for AMG/SAMG (BSR format)*
- void [fasp\\_amg\\_data\\_bsr\\_free](#) ([AMG\\_data\\_bsr](#) \*mgl)  
*Free [AMG\\_data\\_bsr](#) data memeory space.*
- void [fasp\\_ilu\\_data\\_create](#) (const [INT](#) iwk, const [INT](#) nwork, [ILU\\_data](#) \*iludata)  
*Allocate workspace for ILU factorization.*
- void [fasp\\_ilu\\_data\\_free](#) ([ILU\\_data](#) \*iludata)  
*Create [ILU\\_data](#) sturcture.*
- void [fasp\\_swz\\_data\\_free](#) ([SWZ\\_data](#) \*swzdata)  
*Free [SWZ\\_data](#) data memeory space.*

### 9.76.1 Detailed Description

Initialize important data structures.

## Note

This file contains Level-4 (Pre) functions. It requires: [AuxMemory.c](#), [AuxVector.c](#), [BlaSparseBSR.c](#), and [BlaSparseCSR.c](#)

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#### Warning

Every structures should be initialized before usage.

### 9.76.2 Function Documentation

#### 9.76.2.1 fasp\_amg\_data\_bsr\_create()

```
AMG_data_bsr * fasp_amg_data_bsr_create (
    SHORT max_levels )
```

Create and initialize [AMG\\_data](#) data sturcture for AMG/SAMG (BSR format)

##### Parameters

<i>max_levels</i>	Max number of levels allowed
-------------------	------------------------------

##### Returns

Pointer to the [AMG\\_data](#) data structure

##### Author

Xiaozhe Hu

##### Date

08/07/2011

Definition at line 172 of file PreDataInit.c.

#### 9.76.2.2 fasp\_amg\_data\_bsr\_free()

```
void fasp_amg_data_bsr_free (
    AMG_data_bsr * mgl )
```

Free [AMG\\_data\\_bsr](#) data memeory space.



**Parameters**

<i>mgl</i>	Pointer to the <a href="#">AMG_data_bsr</a>
------------	---

**Author**

Xiaozhe Hu, Chensong Zhang

**Date**

2013/02/13

Modified by Chensong Zhang on 08/14/2017: Check for max\_levels == 1

Definition at line 204 of file PreDataInit.c.

**9.76.2.3 fasp\_amg\_data\_create()**

```
AMG_data * fasp_amg_data_create (
    SHORT max_levels )
```

Create and initialize [AMG\\_data](#) for classical and SA AMG.

**Parameters**

<i>max_levels</i>	Max number of levels allowed
-------------------	------------------------------

**Returns**

Pointer to the [AMG\\_data](#) data structure

**Author**

Chensong Zhang

**Date**

2010/04/06

Definition at line 64 of file PreDataInit.c.

#### 9.76.2.4 fasp\_amg\_data\_free()

```
void fasp_amg_data_free (
    AMG_data * mgl,
    AMG_param * param )
```

Free [AMG\\_data](#) data memeory space.

##### Parameters

<i>mgl</i>	Pointer to the <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters

##### Author

Chensong Zhang

##### Date

2010/04/06

Modified by Chensong Zhang on 05/05/2013: Clean up param as well! Modified by Hongxuan Zhang on 12/15/2015: Free memory for Intel MKL PARDISO Modified by Chunsheng Feng on 02/12/2017: Permute A back to its origin for ILUtp Modified by Chunsheng Feng on 08/11/2017: Check for max\_levels == 1

Definition at line 98 of file PreDataInit.c.

#### 9.76.2.5 fasp\_ilu\_data\_create()

```
void fasp_ilu_data_create (
    const INT iwk,
    const INT nwork,
    ILU_data * iludata )
```

Allocate workspace for ILU factorization.

##### Parameters

<i>iwk</i>	Size of the index array
<i>nwork</i>	Size of the work array
<i>iludata</i>	Pointer to the <a href="#">ILU_data</a>

**Author**

Chensong Zhang

**Date**

2010/04/06

Modified by Chunsheng Feng on 02/12/2017: add iperm array for ILUtp

Definition at line 255 of file PreDataInit.c.

**9.76.2.6 fasp\_ilu\_data\_free()**

```
void fasp_ilu_data_free (
    ILU_data * iludata )
```

Create [ILU\\_data](#) sturcture.

**Parameters**

<i>iludata</i>	Pointer to <a href="#">ILU_data</a>
----------------	-------------------------------------

**Author**

Chensong Zhang

**Date**

2010/04/03

Modified by Chunsheng Feng on 02/12/2017: add iperm array for ILUtp

Definition at line 290 of file PreDataInit.c.

**9.76.2.7 fasp\_precond\_data\_init()**

```
void fasp_precond_data_init (
    precondition_data * pcddata )
```

Initialize [precond\\_data](#).

**Parameters**

<i>pcdata</i>	Preconditioning data structure
---------------	--------------------------------

**Author**

Chensong Zhang

**Date**

2010/03/23

Definition at line 33 of file PreDataInit.c.

**9.76.2.8 fasp\_swz\_data\_free()**

```
void fasp_swz_data_free (  
    SWZ_data * swzdata )
```

Free [SWZ\\_data](#) data memeory space.

**Parameters**

<i>swzdata</i>	Pointer to the <a href="#">SWZ_data</a> for Schwarz methods
----------------	---

**Author**

Xiaozhe Hu

**Date**

2010/04/06

Definition at line 331 of file PreDataInit.c.

## 9.77 PreMGCycle.c File Reference

Abstract multigrid cycle – non-recursive version.

```
#include <math.h>  
#include <time.h>  
#include "fasp.h"  
#include "fasp_functs.h"  
#include "PreMGUtil.inl"  
#include "PreMGSmother.inl"
```

## Functions

- void [fasp\\_solver\\_mgcycle](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Solve  $Ax=b$  with non-recursive multigrid cycle.*
- void [fasp\\_solver\\_mgcycle\\_bsr](#) ([AMG\\_data\\_bsr](#) \*mgl, [AMG\\_param](#) \*param)  
*Solve  $Ax=b$  with non-recursive multigrid cycle.*

### 9.77.1 Detailed Description

Abstract multigrid cycle – non-recursive version.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaArray.c](#), [BlaSchwarzSetup.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), [ItrSmootherBSR.c](#), [ItrSmootherCSR.c](#), [ItrSmootherCSRpoly.c](#), [KryPcg.c](#), [KryPvgmres.c](#), [KrySPcg.c](#), and [KrySPvgmres.c](#)

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### 9.77.2 Function Documentation

#### 9.77.2.1 [fasp\\_solver\\_mgcycle\(\)](#)

```
void fasp_solver_mgcycle (
    AMG\_data * mgl,
    AMG\_param * param )
```

Solve  $Ax=b$  with non-recursive multigrid cycle.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Author

Chensong Zhang

#### Date

10/06/2010

Modified by Chensong Zhang on 02/27/2013: update direct solvers. Modified by Chensong Zhang on 12/30/2014: update Schwarz smoothers.

Definition at line 56 of file PreMGCycle.c.

#### 9.77.2.2 fasp\_solver\_mgcycle\_bsr()

```
void fasp_solver_mgcycle_bsr (
    AMG_data_bsr * mgl,
    AMG_param * param )
```

Solve  $Ax=b$  with non-recursive multigrid cycle.

##### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data_bsr</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

##### Author

Xiaozhe Hu

##### Date

08/07/2011

Definition at line 280 of file PreMGCycle.c.

## 9.78 PreMGCycleFull.c File Reference

Abstract non-recursive full multigrid cycle.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreMGUtil.inl"
#include "PreMGSmoothing.inl"
```

### Functions

- void [fasp\\_solver\\_fmecycle](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
Solve  $Ax=b$  with non-recursive full multigrid  $K$ -cycle.

### 9.78.1 Detailed Description

Abstract non-recursive full multigrid cycle.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaSchwarzSetup.c](#), [BlaArray.c](#), [BlaSpmvCSR.c](#), [BlaVector.c](#), [ItrSmootherCSR.c](#), [ItrSmootherCSRpoly.c](#), [KryPcg.c](#), [KrySPvgmres.c](#), and [KrySPvgmres.c](#)

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### 9.78.2 Function Documentation

#### 9.78.2.1 fasp\_solver\_fmecycle()

```
void fasp_solver_fmecycle (
    AMG_data * mgl,
    AMG_param * param )
```

Solve  $Ax=b$  with non-recursive full multigrid K-cycle.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Author

Chensong Zhang

#### Date

02/27/2011

Modified by Chensong Zhang on 06/01/2012: fix a bug when there is only one level. Modified by Hongxuan Zhang on 12/15/2015: update direct solvers.

Definition at line 47 of file PreMGCycleFull.c.

## 9.79 PreMGRecur.c File Reference

Abstract multigrid cycle – recursive version.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreMGUtil.inl"
#include "PreMGSmoother.inl"
```

### Functions

- void [fasp\\_solver\\_mgrecur](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param, INT level)  
*Solve  $Ax=b$  with recursive multigrid K-cycle.*

### 9.79.1 Detailed Description

Abstract multigrid cycle – recursive version.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMessage.c](#), [AuxVector.c](#), [BlaSpmvCSR.c](#), [ItrSmootherCSR.c](#), [ItrSmootherCSRpoly.c](#), [KryPcg.c](#), [KrySPcg.c](#), and [KrySPvgmres.c](#)  
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TODO: Not used any more. Will be removed! –Chensong

### 9.79.2 Function Documentation

#### 9.79.2.1 fasp\_solver\_mgrecur()

```
void fasp_solver_mgrecur (
    AMG\_data * mgl,
    AMG\_param * param,
    INT level )
```

Solve  $Ax=b$  with recursive multigrid K-cycle.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>
<i>level</i>	Index of the current level



**Author**

Xuehai Huang, Chensong Zhang

**Date**

04/06/2010

Modified by Chensong Zhang on 02/27/2013: update direct solvers.

Definition at line 47 of file PreMGRecur.c.

## 9.80 PreMGRecurAMLI.c File Reference

Abstract AMLI multilevel iteration – recursive version.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreMGUtil.inl"
#include "PreMGSmoother.inl"
#include "PreMGRecurAMLI.inl"
```

### Functions

- void [fasp\\_solver\\_amli](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param, [INT](#) level)  
*Solve  $Ax=b$  with recursive AMLI-cycle.*
- void [fasp\\_solver\\_namli](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param, [INT](#) level, [INT](#) num\_levels)  
*Solve  $Ax=b$  with recursive nonlinear AMLI-cycle.*
- void [fasp\\_solver\\_namli\\_bsr](#) ([AMG\\_data\\_bsr](#) \*mgl, [AMG\\_param](#) \*param, [INT](#) level, [INT](#) num\_levels)  
*Solve  $Ax=b$  with recursive nonlinear AMLI-cycle.*
- void [fasp\\_amg\\_amli\\_coef](#) (const [REAL](#) lambda\_max, const [REAL](#) lambda\_min, const [INT](#) degree, [REAL](#) \*coef)  
*Compute the coefficients of the polynomial used by AMLI-cycle.*

### 9.80.1 Detailed Description

Abstract AMLI multilevel iteration – recursive version.

**Note**

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxParam.c](#), [AuxVector.c](#), [BlaSchwarzSetup.c](#), [BlaArray.c](#), [BlaSpmvBSR.c](#), [BlaSpmvCSR.c](#), [ItrSmootherBSR.c](#), [ItrSmootherCSR.c](#), [ItrSmootherCSRpoly.c](#), [KryPcg.c](#), [KryPvfgmres.c](#), [KrySPcg.c](#), [KrySPvgmres.c](#), [PreBSR.c](#), and [PreCSR.c](#). This file includes both AMLI and non-linear AMLI cycles.  
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## 9.80.2 Function Documentation

### 9.80.2.1 fasp\_amg\_amli\_coef()

```
void fasp_amg_amli_coef (
    const REAL lambda_max,
    const REAL lambda_min,
    const INT degree,
    REAL * coef )
```

Compute the coefficients of the polynomial used by AMLI-cycle.

#### Parameters

<i>lambda_max</i>	Maximal lambda
<i>lambda_min</i>	Minimal lambda
<i>degree</i>	Degree of polynomial approximation
<i>coef</i>	Coefficient of AMLI (output)

#### Author

Xiaozhe Hu

#### Date

01/23/2011

Definition at line 719 of file PreMGRecurAMLI.c.

### 9.80.2.2 fasp\_solver\_amli()

```
void fasp_solver_amli (
    AMG_data * mgl,
    AMG_param * param,
    INT level )
```

Solve  $Ax=b$  with recursive AMLI-cycle.

## Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>
<i>level</i>	Current level

## Author

Xiaozhe Hu

## Date

01/23/2011

## Note

AMLI polynomial computed by the best approximation of  $1/x$ . Refer to Johannes K. Kraus, Panayot S. Vassilevski, Ludmil T. Zikatanov, "Polynomial of best uniform approximation to  $x^{-1}$  and smoothing in two-level methods", 2013.

Modified by Chensong Zhang on 02/27/2013: update direct solvers. Modified by Zheng Li on 11/10/2014: update direct solvers. Modified by Hongxuan Zhang on 12/15/2015: update direct solvers.

Definition at line 58 of file PreMGRecurAMLI.c.

## 9.80.2.3 fasp\_solver\_namli()

```
void fasp_solver_namli (
    AMG\_data * mgl,
    AMG\_param * param,
    INT level,
    INT num_levels )
```

Solve  $Ax=b$  with recursive nonlinear AMLI-cycle.

## Parameters

<i>mgl</i>	Pointer to <a href="#">AMG_data</a> data
<i>param</i>	Pointer to AMG parameters
<i>level</i>	Current level
<i>num_levels</i>	Total number of levels

**Author**

Xiaozhe Hu

**Date**

04/06/2010

**Note**

Refer to Xiaozhe Hu, Panayot S. Vassilevski, Jinchao Xu "Comparative Convergence Analysis of Nonlinear AMLI-cycle Multigrid", 2013.

Modified by Chensong Zhang on 02/27/2013: update direct solvers. Modified by Zheng Li on 11/10/2014: update direct solvers. Modified by Hongxuan Zhang on 12/15/2015: update direct solvers.

Definition at line 282 of file PreMGRecurAMLI.c.

**9.80.2.4 fasp\_solver\_namli\_bsr()**

```
void fasp_solver_namli_bsr (
    AMG_data_bsr * mgl,
    AMG_param * param,
    INT level,
    INT num_levels )
```

Solve  $Ax=b$  with recursive nonlinear AMLI-cycle.

**Parameters**

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>
<i>level</i>	Current level
<i>num_levels</i>	Total number of levels

**Author**

Xiaozhe Hu

**Date**

04/06/2010

**Note**

Nonlinear AMLI-cycle. Refer to Xiazhe Hu, Panayot S. Vassilevski, Jinchao Xu "Comparative Convergence Analysis of Nonlinear AMLI-cycle Multigrid", 2013.

Modified by Chensong Zhang on 02/27/2013: update direct solvers. Modified by Hongxuan Zhang on 12/15/2015: update direct solvers.

Definition at line 521 of file PreMGRecurAMLI.c.

## 9.81 PreMGSolve.c File Reference

Algebraic multigrid iterations: SOLVE phase.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_amg\\_solve](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*AMG – SOLVE phase.*
- [INT fasp\\_amg\\_solve\\_amli](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*AMLI – SOLVE phase.*
- [INT fasp\\_amg\\_solve\\_namli](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*Nonlinear AMLI – SOLVE phase.*
- [void fasp\\_famg\\_solve](#) ([AMG\\_data](#) \*mgl, [AMG\\_param](#) \*param)  
*FMG – SOLVE phase.*

### 9.81.1 Detailed Description

Algebraic multigrid iterations: SOLVE phase.

**Note**

Solve  $Ax=b$  using multigrid method. This is SOLVE phase only and is independent of SETUP method used! Should be called after multigrid hierarchy has been generated!

This file contains Level-4 (Pre) functions. It requires: [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSpmvCSR.c](#), [BlaVector.c](#), [PreMGCycle.c](#), [PreMGCycleFull.c](#), and [PreMGRecurAMLI.c](#)

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### 9.81.2 Function Documentation

### 9.81.2.1 fasp\_amg\_solve()

```
INT fasp_amg_solve (
    AMG_data * mgl,
    AMG_param * param )
```

AMG – SOLVE phase.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Xuehai Huang, Chensong Zhang

#### Date

04/02/2010

Modified by Chensong 04/21/2013: Fix an output typo

Definition at line 49 of file PreMGSolve.c.

### 9.81.2.2 fasp\_amg\_solve\_amli()

```
INT fasp_amg_solve_amli (
    AMG_data * mgl,
    AMG_param * param )
```

AMLI – SOLVE phase.

#### Parameters

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

01/23/2011

Modified by Chensong 04/21/2013: Fix an output typo

**Note**

AMLI polynomial computed by the best approximation of  $1/x$ . Refer to Johannes K. Kraus, Panayot S. Vassilevski, Ludmil T. Zikatanov, "Polynomial of best uniform approximation to  $x^{-1}$  and smoothing in two-level methods", 2013.

Definition at line 137 of file PreMGSolve.c.

**9.81.2.3 fasp\_amg\_solve\_namli()**

```
INT fasp_amg_solve_namli (
    AMG_data * mgl,
    AMG_param * param )
```

Nonlinear AMLI – SOLVE phase.

**Parameters**

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

04/30/2011

Modified by Chensong 04/21/2013: Fix an output typo

**Note**

Nonlinear AMLI-cycle. Refer to Xiazhe Hu, Panayot S. Vassilevski, Jinchao Xu "Comparative Convergence Analysis of Nonlinear AMLI-cycle Multigrid", 2013.

Definition at line 220 of file PreMGSolve.c.

**9.81.2.4 fasp\_famg\_solve()**

```
void fasp_famg_solve (
    AMG_data * mgl,
    AMG_param * param )
```

FMG – SOLVE phase.

**Parameters**

<i>mgl</i>	Pointer to AMG data: <a href="#">AMG_data</a>
<i>param</i>	Pointer to AMG parameters: <a href="#">AMG_param</a>

**Author**

Chensong Zhang

**Date**

01/10/2012

Definition at line 292 of file PreMGSolve.c.

**9.82 PreSTR.c File Reference**

Preconditioners for [dSTRmat](#) matrices.

```
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
```



## Functions

- void [fasp\\_precond\\_dstr\\_diag](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Diagonal preconditioner  $z=inv(D)*r$ .*
- void [fasp\\_precond\\_dstr\\_ilu0](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(0) decomposition.*
- void [fasp\\_precond\\_dstr\\_ilu1](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(1) decomposition.*
- void [fasp\\_precond\\_dstr\\_ilu0\\_forward](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(0) decomposition:  $Lz = r$ .*
- void [fasp\\_precond\\_dstr\\_ilu0\\_backward](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(0) decomposition:  $Uz = r$ .*
- void [fasp\\_precond\\_dstr\\_ilu1\\_forward](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(1) decomposition:  $Lz = r$ .*
- void [fasp\\_precond\\_dstr\\_ilu1\\_backward](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*Preconditioning using STR\_ILU(1) decomposition:  $Uz = r$ .*
- void [fasp\\_precond\\_dstr\\_blockgs](#) ([REAL](#) \*r, [REAL](#) \*z, void \*data)  
*CPR-type preconditioner (STR format)*

### 9.82.1 Detailed Description

Preconditioners for [dSTRmat](#) matrices.

#### Note

This file contains Level-4 (Pre) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxVector.c](#), [BlaSmallMat.c](#), [BlaArray.c](#), and [ltrSmootherSTR.c](#)

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### 9.82.2 Function Documentation

#### 9.82.2.1 [fasp\\_precond\\_dstr\\_blockgs\(\)](#)

```
void fasp_precond_dstr_blockgs (
    REAL * r,
    REAL * z,
    void * data )
```

CPR-type preconditioner (STR format)

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

10/17/2010

Definition at line 1723 of file PreSTR.c.

**9.82.2.2 fasp\_precond\_dstr\_diag()**

```
void fasp_precond_dstr_diag (  
    REAL * r,  
    REAL * z,  
    void * data )
```

Diagonal preconditioner  $z = \text{inv}(D) * r$ .**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

04/06/2010

Definition at line 44 of file PreSTR.c.

### 9.82.2.3 fasp\_precond\_dstr\_ilu0()

```
void fasp_precond_dstr_ilu0 (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(0) decomposition.

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Shiquan Zhang

#### Date

04/21/2010

Definition at line 71 of file PreSTR.c.

### 9.82.2.4 fasp\_precond\_dstr\_ilu0\_backward()

```
void fasp_precond_dstr_ilu0_backward (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(0) decomposition:  $Uz = r$ .

#### Parameters

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

#### Author

Shiquan Zhang

**Date**

06/07/2010

Definition at line 995 of file PreSTR.c.

**9.82.2.5 fasp\_precond\_dstr\_ilu0\_forward()**

```
void fasp_precond_dstr_ilu0_forward (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(0) decomposition:  $Lz = r$ .**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

06/07/2010

Definition at line 832 of file PreSTR.c.

**9.82.2.6 fasp\_precond\_dstr\_ilu1()**

```
void fasp_precond_dstr_ilu1 (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(1) decomposition.

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

04/21/2010

Definition at line 353 of file PreSTR.c.

**9.82.2.7 fasp\_precond\_dstr\_ilu1\_backward()**

```
void fasp_precond_dstr_ilu1_backward (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(1) decomposition:  $Uz = r$ .**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

04/21/2010

Definition at line 1442 of file PreSTR.c.

**9.82.2.8 fasp\_precond\_dstr\_ilu1\_forward()**

```
void fasp_precond_dstr_ilu1_forward (
    REAL * r,
    REAL * z,
    void * data )
```

Preconditioning using STR\_ILU(1) decomposition:  $Lz = r$ .

**Parameters**

<i>r</i>	Pointer to the vector needs preconditioning
<i>z</i>	Pointer to preconditioned vector
<i>data</i>	Pointer to precondition data

**Author**

Shiquan Zhang

**Date**

04/21/2010

Definition at line 1176 of file PreSTR.c.

## 9.83 SolAMG.c File Reference

AMG method as an iterative solver.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- void [fasp\\_solver\\_amg](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [AMG\\_param](#) \*param)  
*Solve  $Ax = b$  by algebraic multigrid methods.*

### 9.83.1 Detailed Description

AMG method as an iterative solver.

**Note**

This file contains Level-5 (Sol) functions. It requires: [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSparseCheck.c](#), [BlaSparseCSR.c](#), [KrySPgmres.c](#), [PreAMGSetupRS.c](#), [PreAMGSetupSA.c](#), [PreAMGSetupUA.c](#), [PreDataInit.c](#), and [PreMGsSolve.c](#)

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### 9.83.2 Function Documentation

## 9.83.2.1 fasp\_solver\_amg()

```
void fasp_solver_amg (
    const dCSRmat * A,
    const dvector * b,
    dvector * x,
    AMG_param * param )
```

Solve  $Ax = b$  by algebraic multigrid methods.

## Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to dvector: the right hand side
<i>x</i>	Pointer to dvector: the unknowns
<i>param</i>	Pointer to <a href="#">AMG_param</a> : AMG parameters

## Author

Chensong Zhang

## Date

04/06/2010

## Note

Refer to "Multigrid" by U. Trottenberg, C. W. Oosterlee and A. Schuller Appendix A.7 (by A. Brandt, P. Oswald and K. Stuben) Academic Press Inc., San Diego, CA, 2001.

Modified by Chensong Zhang on 07/26/2014: Add error handling for AMG setup

Definition at line 46 of file SolAMG.c.

## 9.84 SolBLC.c File Reference

Iterative solvers for [dBLMat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

## Functions

- [INT fasp\\_solver\\_dblc\\_itsolver](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, [ITS\\_param](#) \*itparam)  
*Solve  $Ax = b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dblc\\_krylov](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax = b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dblc\\_krylov\\_block\\_3](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [AMG\\_param](#) \*amgparam, [dCSRmat](#) \*A\_diag)  
*Solve  $Ax = b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dblc\\_krylov\\_block\\_4](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [AMG\\_param](#) \*amgparam, [dCSRmat](#) \*A\_diag)  
*Solve  $Ax = b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dblc\\_krylov\\_sweeping](#) ([dBLCmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [INT](#) Num←Layers, [dBLCmat](#) \*Ai, [dCSRmat](#) \*local\_A, [ivector](#) \*local\_index)  
*Solve  $Ax = b$  by standard Krylov methods.*

### 9.84.1 Detailed Description

Iterative solvers for [dBLCmat](#) matrices.

#### Note

This file contains Level-5 (Sol) functions. It requires: [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSparseCSR.c](#), [KryPbcgs.c](#), [KryPgmres.c](#), [KryPminres.c](#), [KryPvfgmres.c](#), [KryPvgmres.c](#), [PreAMGSetupRS.c](#), [PreAMGSetupSA.c](#), [PreAMGSetupUA.c](#), [PreBLC.c](#), and [PreDataInit.c](#)  
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### 9.84.2 Function Documentation

#### 9.84.2.1 fasp\_solver\_dblc\_itsolver()

```
INT fasp_solver_dblc_itsolver (
    dBLCmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    ITS_param * itparam )
```

Solve  $Ax = b$  by standard Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBLCmat</a> format
<i>b</i>	Pointer to the right hand side in <a href="#">dvector</a> format
<i>x</i>	Pointer to the approx solution in <a href="#">dvector</a> format
<i>pc</i>	Pointer to the preconditioning action
<i>itparam</i>	Pointer to parameters for iterative solvers



**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

11/25/2010

Modified by Chunsheng Feng on 03/04/2016: add VBiCGstab solver

Definition at line 54 of file SolBLC.c.

**9.84.2.2 fasp\_solver\_dblc\_krylov()**

```
INT fasp_solver_dblc_krylov (
    dBLCMat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax = b$  by standard Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBLCMat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

07/18/2010

Definition at line 136 of file SolBLC.c.

### 9.84.2.3 fasp\_solver\_dblc\_krylov\_block\_3()

```

INT fasp_solver_dblc_krylov_block_3 (
    dBLCmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam,
    dCSRmat * A_diag )

```

Solve  $Ax = b$  by standard Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBLCmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters for AMG solvers
<i>A_diag</i>	Digonal blocks of A

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Xiaozhe Hu

#### Date

07/10/2014

#### Warning

Only works for 3by3 block [dCSRmat](#) problems!! – Xiaozhe Hu

Definition at line 190 of file SolBLC.c.

### 9.84.2.4 fasp\_solver\_dblc\_krylov\_block\_4()

```

INT fasp_solver_dblc_krylov_block_4 (
    dBLCmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam,
    dCSRmat * A_diag )

```

Solve  $Ax = b$  by standard Krylov methods.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBLCMat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters for AMG solvers
<i>A_diag</i>	Digonal blocks of A

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

07/06/2014

## Warning

Only works for 4 by 4 block [dCSRmat](#) problems!! – Xiaozhe Hu

Definition at line 387 of file SolBLC.c.

## 9.84.2.5 fasp\_solver\_dblc\_krylov\_sweeping()

```

INT fasp_solver_dblc_krylov_sweeping (
    dBLCMat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    INT NumLayers,
    dBLCMat * Ai,
    dCSRmat * local_A,
    ivector * local_index )

```

Solve  $Ax = b$  by standard Krylov methods.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBLCMat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>NumLayers</i>	Number of layers used for sweeping preconditioner
<i>Ai</i>	Pointer to the coeff matrix for the preconditioner in <a href="#">dBLCMat</a> format

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

05/01/2014

Definition at line 513 of file SolBLC.c.

## 9.85 SolBSR.c File Reference

Iterative solvers for [dBSRmat](#) matrices.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

**Functions**

- [INT fasp\\_solver\\_dbsr\\_itsolver](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by preconditioned Krylov methods for BSR matrices.*
- [INT fasp\\_solver\\_dbsr\\_krylov](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by standard Krylov methods for BSR matrices.*
- [INT fasp\\_solver\\_dbsr\\_krylov\\_diag](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by diagonal preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dbsr\\_krylov\\_ilu](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [ILU\\_param](#) \*iluparam)  
*Solve  $Ax=b$  by ILUs preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dbsr\\_krylov\\_amg](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [AMG\\_param](#) \*amgparam)  
*Solve  $Ax=b$  by AMG preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dbsr\\_krylov\\_amg\\_nk](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [AMG\\_param](#) \*amgparam, [dCSRmat](#) \*A\_nk, [dCSRmat](#) \*P\_nk, [dCSRmat](#) \*R\_nk)  
*Solve  $Ax=b$  by AMG with extra near kernel solve preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dbsr\\_krylov\\_nk\\_amg](#) ([dBSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [AMG\\_param](#) \*amgparam, const [INT](#) nk\_dim, [dvector](#) \*nk)  
*Solve  $Ax=b$  by AMG preconditioned Krylov methods with extra kernal space.*

### 9.85.1 Detailed Description

Iterative solvers for [dBSRmat](#) matrices.

#### Note

This file contains Level-5 (Sol) functions. It requires: [AuxMemory.c](#), [AuxMessage.c](#), [AuxThreads.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSmallMatInv.c](#), [BlalLUSetupBSR.c](#), [BlaSparseBSR.c](#), [BlaSparseCheck.c](#), [KryPbcgs.c](#), [KryPcg.c](#), [KryPgmres.c](#), [KryPvfgmres.c](#), [KryPvgmres.c](#), [PreAMGSetupSA.c](#), [PreAMGSetupUA.c](#), [PreBSR.c](#), and [PreDataInit.c](#)

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### 9.85.2 Function Documentation

#### 9.85.2.1 fasp\_solver\_dbsr\_itsolver()

```
INT fasp_solver_dbsr_itsolver (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    ITS_param * itparam )
```

Solve  $Ax=b$  by preconditioned Krylov methods for BSR matrices.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>pc</i>	Pointer to the preconditioning action
<i>itparam</i>	Pointer to parameters for iterative solvers

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Zhiyang Zhou, Xiaozhe Hu

**Date**

10/26/2010

Modified by Chunsheng Feng on 03/04/2016: add VBiCGstab solver

Definition at line 55 of file SolBSR.c.

**9.85.2.2 fasp\_solver\_dbsr\_krylov()**

```
INT fasp_solver_dbsr_krylov (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax=b$  by standard Krylov methods for BSR matrices.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Zhiyang Zhou, Xiaozhe Hu

**Date**

10/26/2010

Definition at line 138 of file SolBSR.c.

### 9.85.2.3 fasp\_solver\_dbsr\_krylov\_amg()

```
INT fasp_solver_dbsr_krylov_amg (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam )
```

Solve  $Ax=b$  by AMG preconditioned Krylov methods.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters of AMG

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

03/16/2012

parameters of iterative method

Definition at line 359 of file SolBSR.c.

## 9.85.2.4 fasp\_solver\_dbsr\_krylov\_amg\_nk()

```

INT fasp_solver_dbsr_krylov_amg_nk (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam,
    dCSRmat * A_nk,
    dCSRmat * P_nk,
    dCSRmat * R_nk )

```

Solve  $Ax=b$  by AMG with extra near kernel solve preconditioned Krylov methods.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters of AMG
<i>A_nk</i>	Pointer to the coeff matrix for near kernel space in <a href="#">dBSRmat</a> format
<i>P_nk</i>	Pointer to the prolongation for near kernel space in <a href="#">dBSRmat</a> format
<i>R_nk</i>	Pointer to the restriction for near kernel space in <a href="#">dBSRmat</a> format



**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

05/26/2012

Definition at line 501 of file SolBSR.c.

**9.85.2.5 fasp\_solver\_dbsr\_krylov\_diag()**

```
INT fasp_solver_dbsr_krylov_diag (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax=b$  by diagonal preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Zhiyang Zhou, Xiaozhe Hu

**Date**

10/26/2010

Modified by Chunsheng Feng, Zheng Li on 10/15/2012

Definition at line 188 of file SolBSR.c.

### 9.85.2.6 fasp\_solver\_dbsr\_krylov\_ilu()

```

INT fasp_solver_dbsr_krylov_ilu (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    ILU_param * iluparam )

```

Solve  $Ax=b$  by ILUs preconditioned Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>iluparam</i>	Pointer to parameters of ILU

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Shiquang Zhang, Xiaozhe Hu

#### Date

10/26/2010

Definition at line 292 of file SolBSR.c.

### 9.85.2.7 fasp\_solver\_dbsr\_krylov\_nk\_amg()

```

INT fasp_solver_dbsr_krylov_nk_amg (
    dBSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam,
    const INT nk_dim,
    dvector * nk )

```

Solve  $Ax=b$  by AMG preconditioned Krylov methods with extra kernal space.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dBSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters of AMG
<i>nk_dim</i>	Dimension of the near kernel spaces
<i>nk</i>	Pointer to the near kernal spaces

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

05/27/2012

parameters of iterative method

Definition at line 660 of file SolBSR.c.

## 9.86 SolCSR.c File Reference

Iterative solvers for [dCSRmat](#) matrices.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

## Functions

- [INT fasp\\_solver\\_dcsr\\_itsolver](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by preconditioned Krylov methods for CSR matrices.*
- [INT fasp\\_solver\\_dcsr\\_krylov](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by standard Krylov methods for CSR matrices.*
- [INT fasp\\_solver\\_dcsr\\_krylov\\_diag](#) ([dCSRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by diagonal preconditioned Krylov methods.*

- `INT fasp_solver_dcsr_krylov_swz` (`dCSRmat *A`, `dvector *b`, `dvector *x`, `ITS_param *itparam`, `SWZ_param *schparam`)  
*Solve  $Ax=b$  by overlapping Schwarz Krylov methods.*
- `INT fasp_solver_dcsr_krylov_amg` (`dCSRmat *A`, `dvector *b`, `dvector *x`, `ITS_param *itparam`, `AMG_param *amgparam`)  
*Solve  $Ax=b$  by AMG preconditioned Krylov methods.*
- `INT fasp_solver_dcsr_krylov_ilu` (`dCSRmat *A`, `dvector *b`, `dvector *x`, `ITS_param *itparam`, `ILU_param *iluparam`)  
*Solve  $Ax=b$  by ILUs preconditioned Krylov methods.*
- `INT fasp_solver_dcsr_krylov_ilu_M` (`dCSRmat *A`, `dvector *b`, `dvector *x`, `ITS_param *itparam`, `ILU_param *iluparam`, `dCSRmat *M`)  
*Solve  $Ax=b$  by ILUs preconditioned Krylov methods: ILU of M as preconditioner.*
- `INT fasp_solver_dcsr_krylov_amg_nk` (`dCSRmat *A`, `dvector *b`, `dvector *x`, `ITS_param *itparam`, `AMG_param *amgparam`, `dCSRmat *A_nk`, `dCSRmat *P_nk`, `dCSRmat *R_nk`)  
*Solve  $Ax=b$  by AMG preconditioned Krylov methods with an extra near kernel solve.*

### 9.86.1 Detailed Description

Iterative solvers for `dCSRmat` matrices.

#### Note

This file contains Level-5 (Sol) functions. It requires: `AuxMemory.c`, `AuxMessage.c`, `AuxParam.c`, `AuxTiming.c`, `AuxVector.c`, `BlaILUSetupCSR.c`, `BlaSchwarzSetup.c`, `BlaSparseCheck.c`, `BlaSparseCSR.c`, `KryPbcgs.c`, `KryPcg.c`, `KryPgcr.c`, `KryPgcr.c`, `KryPgmres.c`, `KryPminres.c`, `KryPvfgmres.c`, `KryPvgmres.c`, `PreAMGSetupRS.c`, `PreAMGSetupSA.c`, `PreAMGSetupUA.c`, `PreCSR.c`, and `PreDataInit.c`  
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### 9.86.2 Function Documentation

#### 9.86.2.1 `fasp_solver_dcsr_itsolver()`

```
INT fasp_solver_dcsr_itsolver (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    ITS_param * itparam )
```

Solve  $Ax=b$  by preconditioned Krylov methods for CSR matrices.

#### Note

This is an abstract interface for iterative methods.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>pc</i>	Pointer to the preconditioning action
<i>itparam</i>	Pointer to parameters for iterative solvers

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Chensong Zhang

## Date

09/25/2009

Modified by Chunsheng Feng on 03/04/2016: add VBiCGstab solver

Definition at line 58 of file SolCSR.c.

## 9.86.2.2 fasp\_solver\_dcsr\_krylov()

```
INT fasp_solver_dcsr_krylov (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax=b$  by standard Krylov methods for CSR matrices.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang, Shiquan Zhang

**Date**

09/25/2009

Definition at line 157 of file SolCSR.c.

**9.86.2.3 fasp\_solver\_dcsr\_krylov\_amg()**

```
INT fasp_solver_dcsr_krylov_amg (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam )
```

Solve  $Ax=b$  by AMG preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters for AMG methods

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang

**Date**

09/25/2009

Definition at line 351 of file SolCSR.c.

## 9.86.2.4 fasp\_solver\_dcsr\_krylov\_amg\_nk()

```

INT fasp_solver_dcsr_krylov_amg_nk (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    AMG_param * amgparam,
    dCSRmat * A_nk,
    dCSRmat * P_nk,
    dCSRmat * R_nk )

```

Solve  $Ax=b$  by AMG preconditioned Krylov methods with an extra near kernel solve.

## Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>amgparam</i>	Pointer to parameters for AMG methods
<i>A_nk</i>	Pointer to the coeff matrix of near kernel space in <a href="#">dCSRmat</a> format
<i>P_nk</i>	Pointer to the prolongation of near kernel space in <a href="#">dCSRmat</a> format
<i>R_nk</i>	Pointer to the restriction of near kernel space in <a href="#">dCSRmat</a> format

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Xiaozhe Hu

## Date

05/26/2014

Definition at line 622 of file SolCSR.c.

## 9.86.2.5 fasp\_solver\_dcsr\_krylov\_diag()

```

INT fasp_solver_dcsr_krylov_diag (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )

```

Solve  $Ax=b$  by diagonal preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Chensong Zhang, Shiquan Zhang

**Date**

09/25/2009

Definition at line 207 of file SolCSR.c.

**9.86.2.6 fasp\_solver\_dcsr\_krylov\_ilu()**

```

INT fasp_solver_dcsr_krylov_ilu (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    ILU_param * iluparam )

```

Solve  $Ax=b$  by ILUs preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>iluparam</i>	Pointer to parameters for ILU

**Returns**

Iteration number if converges; ERROR otherwise.



**Author**

Chensong Zhang, Shiquan Zhang

**Date**

09/25/2009

Definition at line 456 of file SolCSR.c.

**9.86.2.7 fasp\_solver\_dcsr\_krylov\_ilu\_M()**

```
INT fasp_solver_dcsr_krylov_ilu_M (  
    dCSRmat * A,  
    dvector * b,  
    dvector * x,  
    ITS_param * itparam,  
    ILU_param * iluparam,  
    dCSRmat * M )
```

Solve  $Ax=b$  by ILUs preconditioned Krylov methods: ILU of M as preconditioner.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>iluparam</i>	Pointer to parameters for ILU
<i>M</i>	Pointer to the preconditioning matrix in <a href="#">dCSRmat</a> format

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

09/25/2009

**Note**

This function is specially designed for reservoir simulation. Have not been tested in any other places.

Definition at line 539 of file SolCSR.c.

### 9.86.2.8 fasp\_solver\_dcsr\_krylov\_swz()

```
INT fasp_solver_dcsr_krylov_swz (
    dCSRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    SWZ_param * schparam )
```

Solve  $Ax=b$  by overlapping Schwarz Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dCSRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>schparam</i>	Pointer to parameters for Schwarz methods

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Xiaozhe Hu

#### Date

03/21/2011

Modified by Chensong on 07/02/2012: change interface

Definition at line 270 of file SolCSR.c.

## 9.87 SolFAMG.c File Reference

Full AMG method as an iterative solver.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- void [fasp\\_solver\\_famg](#) (const [dCSRmat](#) \*A, const [dvector](#) \*b, [dvector](#) \*x, [AMG\\_param](#) \*param)  
*Solve  $Ax=b$  by full AMG.*

### 9.87.1 Detailed Description

Full AMG method as an iterative solver.

#### Note

This file contains Level-5 (Sol) functions. It requires: [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSparseCheck.c](#), [BlaSparseCSR.c](#), [PreAMGSetupRS.c](#), [PreAMGSetupSA.c](#), [PreAMGSetupUA.c](#), [PreDataInit.c](#), and [PreMGSolve.c](#)

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### 9.87.2 Function Documentation

#### 9.87.2.1 [fasp\\_solver\\_famg\(\)](#)

```
void fasp_solver_famg (
    const dCSRmat * A,
    const dvector * b,
    dvector * x,
    AMG\_param * param )
```

Solve  $Ax=b$  by full AMG.

#### Parameters

<i>A</i>	Pointer to <a href="#">dCSRmat</a> : the coefficient matrix
<i>b</i>	Pointer to <a href="#">dvector</a> : the right hand side
<i>x</i>	Pointer to <a href="#">dvector</a> : the unknowns
<i>param</i>	Pointer to <a href="#">AMG_param</a> : AMG parameters

#### Author

Xiaozhe Hu

Date

02/27/2011

Modified by Chensong Zhang on 05/05/2013: Remove error handling for AMG setup

Definition at line 41 of file SolFAMG.c.

## 9.88 SolGMGPoisson.c File Reference

GMG method as an iterative solver for Poisson Problem.

```
#include <time.h>
#include <math.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "PreGMG.inl"
```

### Functions

- **INT fasp\_poisson\_gmg1d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method.*
- **INT fasp\_poisson\_gmg2d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method.*
- **INT fasp\_poisson\_gmg3d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** nz, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method.*
- void **fasp\_poisson\_fgmg1d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method (FMG)*
- void **fasp\_poisson\_fgmg2d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method (FMG)*
- void **fasp\_poisson\_fgmg3d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** nz, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method (FMG)*
- **INT fasp\_poisson\_gmgcg1d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)*
- **INT fasp\_poisson\_gmgcg2d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)*
- **INT fasp\_poisson\_gmgcg3d** (**REAL** \*u, **REAL** \*b, const **INT** nx, const **INT** ny, const **INT** nz, const **INT** maxlevel, const **REAL** rtol, const **SHORT** prtlvl)
 

*Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)*

### 9.88.1 Detailed Description

GMG method as an iterative solver for Poisson Problem.

#### Note

This file contains Level-5 (Sol) functions. It requires: [AuxArray.c](#), [AuxMessage.c](#), and [AuxTiming.c](#)  
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### 9.88.2 Function Documentation

#### 9.88.2.1 fasp\_poisson\_fgm1d()

```
void fasp_poisson_fgm1d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )
```

Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method (FMG)

#### Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

#### Author

Ziteng Wang, Chensong Zhang

#### Date

06/07/2013

Definition at line 442 of file SolGMGPoisson.c.

### 9.88.2.2 fasp\_poisson\_fgmg2d()

```
void fasp_poisson_fgmg2d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )
```

Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method (FMG)

#### Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in Y direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

#### Author

Ziteng Wang, Chensong Zhang

#### Date

06/07/2013

Definition at line 535 of file SolGMGPoisson.c.

### 9.88.2.3 fasp\_poisson\_fgmg3d()

```
void fasp_poisson_fgmg3d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT nz,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )
```

Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method (FMG)

## Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	NUmber of grids in y direction
<i>nz</i>	NUmber of grids in z direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

## Author

Ziteng Wang, Chensong Zhang

## Date

06/07/2013

Definition at line 642 of file SolGMGPoisson.c.

## 9.88.2.4 fasp\_poisson\_gmg1d()

```

INT fasp_poisson_gmg1d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )

```

Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method.

## Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Ziteng Wang, Chensong Zhang

**Date**

06/07/2013

Definition at line 48 of file SolGMGPoisson.c.

**9.88.2.5 fasp\_poisson\_gmg2d()**

```

INT fasp_poisson_gmg2d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )

```

Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method.

**Parameters**

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in y direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Ziteng Wang, Chensong Zhang



## Date

06/07/2013

Definition at line 172 of file SolGMGPoisson.c.

## 9.88.2.6 fasp\_poisson\_gmg3d()

```
INT fasp_poisson_gmg3d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT nz,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )
```

Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method.

## Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in y direction
<i>nz</i>	Number of grids in z direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Ziteng Wang, Chensong Zhang

## Date

06/07/2013

Definition at line 308 of file SolGMGPoisson.c.

### 9.88.2.7 fasp\_poisson\_gmgcg1d()

```

INT fasp_poisson_gmgcg1d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )

```

Solve  $Ax=b$  of Poisson 1D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)

#### Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Ziteng Wang, Chensong Zhang

#### Date

06/07/2013

Definition at line 751 of file SolGMGPoisson.c.

### 9.88.2.8 fasp\_poisson\_gmgcg2d()

```

INT fasp_poisson_gmgcg2d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )

```

Solve  $Ax=b$  of Poisson 2D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)

## Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in y direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

## Returns

Iteration number if converges; ERROR otherwise.

## Author

Ziteng Wang, Chensong Zhang

## Date

06/07/2013

Definition at line 845 of file SolGMGPoisson.c.

## 9.88.2.9 fasp\_poisson\_gmgcg3d()

```

INT fasp_poisson_gmgcg3d (
    REAL * u,
    REAL * b,
    const INT nx,
    const INT ny,
    const INT nz,
    const INT maxlevel,
    const REAL rtol,
    const SHORT prtlvl )

```

Solve  $Ax=b$  of Poisson 3D equation by Geometric Multigrid Method (GMG preconditioned Conjugate Gradient method)

## Parameters

<i>u</i>	Pointer to the vector of dofs
<i>b</i>	Pointer to the vector of right hand side
<i>nx</i>	Number of grids in x direction
<i>ny</i>	Number of grids in y direction
<i>nz</i>	Number of grids in z direction
<i>maxlevel</i>	Maximum levels of the multigrid
<i>rtol</i>	Relative tolerance to judge convergence
<i>prtlvl</i>	Print level for output

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Ziteng Wang, Chensong Zhang

**Date**

06/07/2013

Definition at line 954 of file SolGMGPoisson.c.

## 9.89 SolMatFree.c File Reference

Iterative solvers using MatFree spmv operations.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "fasp_block.h"
#include "KryUtil.inl"
#include "BlaSpmvMatFree.inl"
```

**Functions**

- [INT fasp\\_solver\\_itsolver](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by preconditioned Krylov methods for CSR matrices.*
- [INT fasp\\_solver\\_krylov](#) ([mxv\\_matfree](#) \*mf, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by standard Krylov methods – without preconditioner.*
- [void fasp\\_solver\\_matfree\\_init](#) ([INT](#) matrix\_format, [mxv\\_matfree](#) \*mf, [void](#) \*A)  
*Initialize MatFree (or non-specified format) itsolvers.*

### 9.89.1 Detailed Description

Iterative solvers using MatFree spmv operations.

**Note**

This file contains Level-5 (Sol) functions. It requires: [AuxMessage.c](#), [AuxTiming.c](#), [BlaSpmvBLC.c](#), [BlaSpmvB↵SR.c](#), [BlaSpmvCSR.c](#), [BlaSpmvCSRL.c](#), [BlaSpmvSTR.c](#), [KryPbcgs.c](#), [KryPcg.c](#), [KryPgcg.c](#), [KryPgmres.c](#), [Kry↵Pminres.c](#), [KryPvfgmres.c](#), and [KryPvgmres.c](#)

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## 9.89.2 Function Documentation

### 9.89.2.1 fasp\_solver\_itsolver()

```
INT fasp_solver_itsolver (
    mxv_matfree * mf,
    dvector * b,
    dvector * x,
    precondition * pc,
    ITS_param * itparam )
```

Solve  $Ax=b$  by preconditioned Krylov methods for CSR matrices.

#### Note

This is an abstract interface for iterative methods.

#### Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> MatFree spmv operation
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>pc</i>	Pointer to the preconditioning action
<i>itparam</i>	Pointer to parameters for iterative solvers

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chensong Zhang

#### Date

09/25/2009

Modified by Feiteng Huang on 09/19/2012: matrix free

Definition at line 58 of file SolMatFree.c.

### 9.89.2.2 fasp\_solver\_krylov()

```
INT fasp_solver_krylov (
    mxv_matfree * mf,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax=b$  by standard Krylov methods – without preconditioner.

#### Parameters

<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> MatFree spmv operation
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

#### Returns

Number of iterations if succeed

#### Author

Chensong Zhang, Shiquan Zhang

#### Date

09/25/2009

Modified by Feiteng Huang on 09/20/2012: matrix free

Definition at line 152 of file SolMatFree.c.

### 9.89.2.3 fasp\_solver\_matfree\_init()

```
void fasp_solver_matfree_init (
    INT matrix_format,
    mxv_matfree * mf,
    void * A )
```

Initialize MatFree (or non-specified format) itsolvers.

#### Parameters

<i>matrix_format</i>	matrix format
<i>mf</i>	Pointer to <a href="#">mxv_matfree</a> MatFree spmv operation
<i>A</i>	void pointer to the coefficient matrix

## Author

Feiteng Huang

## Date

09/18/2012

Modified by Chensong Zhang on 05/10/2013: Change interface of mat-free mv

Definition at line 199 of file SolMatFree.c.

## 9.90 SolSTR.c File Reference

Iterative solvers for [dSTRmat](#) matrices.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
#include "KryUtil.inl"
```

### Functions

- [INT fasp\\_solver\\_dstr\\_itsolver](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [precond](#) \*pc, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dstr\\_krylov](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by standard Krylov methods.*
- [INT fasp\\_solver\\_dstr\\_krylov\\_diag](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam)  
*Solve  $Ax=b$  by diagonal preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dstr\\_krylov\\_ilu](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [ILU\\_param](#) \*iluparam)  
*Solve  $Ax=b$  by structured ILU preconditioned Krylov methods.*
- [INT fasp\\_solver\\_dstr\\_krylov\\_blockgs](#) ([dSTRmat](#) \*A, [dvector](#) \*b, [dvector](#) \*x, [ITS\\_param](#) \*itparam, [ivector](#) \*neigh, [ivector](#) \*order)  
*Solve  $Ax=b$  by diagonal preconditioned Krylov methods.*

### 9.90.1 Detailed Description

Iterative solvers for [dSTRmat](#) matrices.

## Note

This file contains Level-5 (Sol) functions. It requires: [AuxArray.c](#), [AuxMemory.c](#), [AuxMessage.c](#), [AuxTiming.c](#), [AuxVector.c](#), [BlaSmallMatInv.c](#), [BlaILUSetupSTR.c](#), [BlaSparseSTR.c](#), [ItrSmootherSTR.c](#), [KryPbcgs.c](#), [KryPcg.c](#), [KryPgmres.c](#), [KryPvgmres.c](#), and [PreSTR.c](#)

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## 9.90.2 Function Documentation

### 9.90.2.1 fasp\_solver\_dstr\_itsolver()

```
INT fasp_solver_dstr_itsolver (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    precondition * pc,
    ITS_param * itparam )
```

Solve  $Ax=b$  by standard Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dSTRmat</a> format
<i>b</i>	Pointer to the right hand side in <a href="#">dvector</a> format
<i>x</i>	Pointer to the approx solution in <a href="#">dvector</a> format
<i>pc</i>	Pointer to the preconditioning action
<i>itparam</i>	Pointer to parameters for iterative solvers

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Chensong Zhang

#### Date

09/25/2009

Modified by Chunsheng Feng on 03/04/2016: add VBiCGstab solver

Definition at line 51 of file SolSTR.c.



## 9.90.2.2 fasp\_solver\_dstr\_krylov()

```
INT fasp_solver_dstr_krylov (  
    dSTRmat * A,  
    dvector * b,  
    dvector * x,  
    ITS_param * itparam )
```

Solve  $Ax=b$  by standard Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dSTRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Zhiyang Zhou

**Date**

04/25/2010

Definition at line 130 of file SolSTR.c.

**9.90.2.3 fasp\_solver\_dstr\_krylov\_blockgs()**

```

INT fasp_solver_dstr_krylov_blockgs (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    ivector * neigh,
    ivector * order )

```

Solve  $Ax=b$  by diagonal preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dSTRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>neigh</i>	Pointer to neighbor vector
<i>order</i>	Pointer to solver ordering

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

10/10/2010

Definition at line 337 of file SolSTR.c.

**9.90.2.4 fasp\_solver\_dstr\_krylov\_diag()**

```
INT fasp_solver_dstr_krylov_diag (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam )
```

Solve  $Ax=b$  by diagonal preconditioned Krylov methods.

**Parameters**

<i>A</i>	Pointer to the coeff matrix in <a href="#">dSTRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.

**Author**

Zhiyang Zhou

**Date**

4/23/2010

Definition at line 178 of file SolSTR.c.

### 9.90.2.5 fasp\_solver\_dstr\_krylov\_ilu()

```

INT fasp_solver_dstr_krylov_ilu (
    dSTRmat * A,
    dvector * b,
    dvector * x,
    ITS_param * itparam,
    ILU_param * iluparam )

```

Solve  $Ax=b$  by structured ILU preconditioned Krylov methods.

#### Parameters

<i>A</i>	Pointer to the coeff matrix in <a href="#">dSTRmat</a> format
<i>b</i>	Pointer to the right hand side in dvector format
<i>x</i>	Pointer to the approx solution in dvector format
<i>itparam</i>	Pointer to parameters for iterative solvers
<i>iluparam</i>	Pointer to parameters for ILU

#### Returns

Iteration number if converges; ERROR otherwise.

#### Author

Xiaozhe Hu

#### Date

05/01/2010

Definition at line 244 of file SolSTR.c.

## 9.91 SolWrapper.c File Reference

Wrappers for accessing functions by advanced users.

```

#include "fasp.h"
#include "fasp_block.h"
#include "fasp_functs.h"

```

## Functions

- void `fasp_fwrapper_amg_` (INT \*n, INT \*nnz, INT \*ia, INT \*ja, REAL \*a, REAL \*b, REAL \*u, REAL \*tol, INT \*maxit, INT \*ptrlvl)  
*Solve  $Ax=b$  by Ruge and Stuben's classic AMG.*
- void `fasp_fwrapper_krylov_amg_` (INT \*n, INT \*nnz, INT \*ia, INT \*ja, REAL \*a, REAL \*b, REAL \*u, REAL \*tol, INT \*maxit, INT \*ptrlvl)  
*Solve  $Ax=b$  by Krylov method preconditioned by classic AMG.*
- INT `fasp_wrapper_dbsr_krylov_amg` (INT n, INT nnz, INT nb, INT \*ia, INT \*ja, REAL \*a, REAL \*b, REAL \*u, REAL tol, INT maxit, INT ptrlvl)  
*Solve  $Ax=b$  by Krylov method preconditioned by AMG (dcsr -> dbsr)*
- INT `fasp_wrapper_dcoo_dbsr_krylov_amg` (INT n, INT nnz, INT nb, INT \*ia, INT \*ja, REAL \*a, REAL \*b, REAL \*u, REAL tol, INT maxit, INT ptrlvl)  
*Solve  $Ax=b$  by Krylov method preconditioned by AMG (dcoo -> dbsr)*

### 9.91.1 Detailed Description

Wrappers for accessing functions by advanced users.

#### Note

This file contains Level-5 (Sol) functions. It requires: [AuxParam.c](#), [BlaFormat.c](#), [BlaSparseBSR.c](#), [BlaSparseCSR.c](#), [SolAMG.c](#), [SolBSR.c](#), and [SolCSR.c](#)

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### 9.91.2 Function Documentation

#### 9.91.2.1 `fasp_fwrapper_amg_()`

```
void fasp_fwrapper_amg_ (
    INT * n,
    INT * nnz,
    INT * ia,
    INT * ja,
    REAL * a,
    REAL * b,
    REAL * u,
    REAL * tol,
    INT * maxit,
    INT * ptrlvl )
```

Solve  $Ax=b$  by Ruge and Stuben's classic AMG.

**Parameters**

<i>n</i>	Number of cols of A
<i>nnz</i>	Number of nonzeros of A
<i>ia</i>	IA of A in CSR format
<i>ja</i>	JA of A in CSR format
<i>a</i>	VAL of A in CSR format
<i>b</i>	RHS vector
<i>u</i>	Solution vector
<i>tol</i>	Tolerance for iterative solvers
<i>maxit</i>	Max number of iterations
<i>ptrlvl</i>	Print level for iterative solvers

**Author**

Chensong Zhang

**Date**

09/16/2010

Definition at line 44 of file SolWrapper.c.

**9.91.2.2 fasp\_fwrapper\_krylov\_amg\_()**

```

void fasp_fwrapper_krylov_amg_ (
    INT * n,
    INT * nnz,
    INT * ia,
    INT * ja,
    REAL * a,
    REAL * b,
    REAL * u,
    REAL * tol,
    INT * maxit,
    INT * ptrlvl )

```

Solve  $Ax=b$  by Krylov method preconditioned by classic AMG.**Parameters**

<i>n</i>	Number of cols of A
<i>nnz</i>	Number of nonzeros of A
<i>ia</i>	IA of A in CSR format
<i>ja</i>	JA of A in CSR format
<i>a</i>	VAL of A in CSR format
<i>b</i>	RHS vector
<i>u</i>	Solution vector
<i>tol</i>	Tolerance for iterative solvers
<i>maxit</i>	Max number of iterations
<i>ptrlvl</i>	Print level for iterative solvers

## Author

Chensong Zhang

## Date

09/16/2010

Definition at line 97 of file SolWrapper.c.

## 9.91.2.3 fasp\_wrapper\_dbsr\_krylov\_amg()

```

INT fasp_wrapper_dbsr_krylov_amg (
    INT n,
    INT nnz,
    INT nb,
    INT * ia,
    INT * ja,
    REAL * a,
    REAL * b,
    REAL * u,
    REAL tol,
    INT maxit,
    INT ptrlvl )

```

Solve  $Ax=b$  by Krylov method preconditioned by AMG (dcsr - > dbsr)

## Parameters

<i>n</i>	Number of cols of A
<i>nnz</i>	Number of nonzeros of A
<i>nb</i>	Size of each small block
<i>ia</i>	IA of A in CSR format
<i>ja</i>	JA of A in CSR format
<i>a</i>	VAL of A in CSR format
<i>b</i>	RHS vector
<i>u</i>	Solution vector
<i>tol</i>	Tolerance for iterative solvers
<i>maxit</i>	Max number of iterations
<i>ptrlvl</i>	Print level for iterative solvers

## Returns

Iteration number if converges; ERROR otherwise.

**Author**

Xiaozhe Hu

**Date**

03/05/2013

Definition at line 166 of file SolWrapper.c.

**9.91.2.4 fasp\_wrapper\_dcoo\_dbsr\_krylov\_amg()**

```

INT fasp_wrapper_dcoo_dbsr_krylov_amg (
    INT n,
    INT nnz,
    INT nb,
    INT * ia,
    INT * ja,
    REAL * a,
    REAL * b,
    REAL * u,
    REAL tol,
    INT maxit,
    INT ptrlvl )

```

Solve  $Ax=b$  by Krylov method preconditioned by AMG (dcoo - > dbsr)**Parameters**

<i>n</i>	Number of cols of A
<i>nnz</i>	Number of nonzeros of A
<i>nb</i>	Size of each small block
<i>ia</i>	IA of A in COO format
<i>ja</i>	JA of A in COO format
<i>a</i>	VAL of A in COO format
<i>b</i>	RHS vector
<i>u</i>	Solution vector
<i>tol</i>	Tolerance for iterative solvers
<i>maxit</i>	Max number of iterations
<i>ptrlvl</i>	Print level for iterative solvers

**Returns**

Iteration number if converges; ERROR otherwise.



**Author**

Xiaozhe Hu

**Date**

03/06/2013

Definition at line 251 of file SolWrapper.c.

## 9.92 XtrMumps.c File Reference

Interface to MUMPS direct solvers.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Macros**

- #define `ICNTL(l)` `icntl[(l)-1]`

**Functions**

- int `fasp_solver_mumps` (`dCSRmat` \*ptrA, `dvector` \*b, `dvector` \*u, const `SHORT` prtvl)  
*Solve  $Ax=b$  by MUMPS directly.*
- int `fasp_solver_mumps_steps` (`dCSRmat` \*ptrA, `dvector` \*b, `dvector` \*u, `Mumps_data` \*mumps)  
*Solve  $Ax=b$  by MUMPS in three steps.*

### 9.92.1 Detailed Description

Interface to MUMPS direct solvers.

Reference for MUMPS: <http://mumps.enseeiht.fr/>

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### 9.92.2 Macro Definition Documentation

### 9.92.2.1 ICNTL

```
#define ICNTL(
    I ) icntl[(I)-1]
```

macro s.t. indices match documentation

Definition at line 23 of file XtrMumps.c.

## 9.92.3 Function Documentation

### 9.92.3.1 fasp\_solver\_mumps()

```
int fasp_solver_mumps (
    dCSRmat * ptrA,
    dvector * b,
    dvector * u,
    const SHORT prtlvl )
```

Solve  $Ax=b$  by MUMPS directly.

#### Parameters

<i>ptrA</i>	Pointer to a <a href="#">dCSRmat</a> matrix
<i>b</i>	Pointer to the dvector of right-hand side term
<i>u</i>	Pointer to the dvector of solution
<i>prtlvl</i>	Output level

#### Author

Chunsheng Feng

#### Date

02/27/2013

Modified by Chensong Zhang on 02/27/2013 for new FASP function names.

Definition at line 45 of file XtrMumps.c.

## 9.92.3.2 fasp\_solver\_mumps\_steps()

```
int fasp_solver_mumps_steps (
    dCSRmat * ptrA,
    dvector * b,
    dvector * u,
    Mumps_data * mumps )
```

Solve  $Ax=b$  by MUMPS in three steps.

## Parameters

<i>ptrA</i>	Pointer to a <a href="#">dCSRmat</a> matrix
<i>b</i>	Pointer to the dvector of right-hand side term
<i>u</i>	Pointer to the dvector of solution
<i>mumps</i>	Pointer to MUMPS data

## Author

Chunsheng Feng

## Date

02/27/2013

Modified by Chensong Zhang on 02/27/2013 for new FASP function names. Modified by Zheng Li on 10/10/2014 to adjust input parameters. Modified by Chunsheng Feng on 08/11/2017 for debug information.

Definition at line 176 of file XtrMumps.c.

## 9.93 XtrPardiso.c File Reference

Interface to Intel MKL PARDISO direct solvers.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- [INT fasp\\_solver\\_pardiso](#) ([dCSRmat](#) \*ptrA, [dvector](#) \*b, [dvector](#) \*u, const [SHORT](#) prtlvl)  
Solve  $Ax=b$  by PARDISO directly. Each row of A should be in ascending order w.r.t. column indices.

### 9.93.1 Detailed Description

Interface to Intel MKL PARDISO direct solvers.

Reference for Intel MKL PARDISO: <https://software.intel.com/en-us/node/470282>

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### 9.93.2 Function Documentation

#### 9.93.2.1 fasp\_solver\_pardiso()

```
int fasp_solver_pardiso (
    dCSRmat * ptrA,
    dvector * b,
    dvector * u,
    const SHORT prtlvl )
```

Solve  $Ax=b$  by PARDISO directly. Each row of A should be in ascending order w.r.t. column indices.

#### Parameters

<i>ptrA</i>	Pointer to a <a href="#">dCSRmat</a> matrix
<i>b</i>	Pointer to the dvector of right-hand side term
<i>u</i>	Pointer to the dvector of solution
<i>prtlvl</i>	Output level

#### Author

Hongxuan Zhang

#### Date

11/28/2015

Definition at line 44 of file XtrPardiso.c.

## 9.94 XtrSamg.c File Reference

Interface to SAMG solvers.

```
#include <math.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

### Functions

- void [dvector2SAMGInput](#) ([dvector](#) \*vec, char \*filename)  
*Write a dvector to disk file in SAMG format (coordinate format)*
- [INT dCSRmat2SAMGInput](#) ([dCSRmat](#) \*A, char \*filefrm, char \*fileamg)  
*Write SAMG Input data from a sparse matrix of CSR format.*

### 9.94.1 Detailed Description

Interface to SAMG solvers.

Reference for SAMG: <http://www.scai.fraunhofer.de/geschaeftsfelder/nuso/produkte/samg.html>

#### Warning

This interface has *only* been tested for SAMG24a1 (2010 version)!  
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### 9.94.2 Function Documentation

#### 9.94.2.1 dCSRmat2SAMGInput()

```
INT dCSRmat2SAMGInput (
    dCSRmat * A,
    char * filefrm,
    char * fileamg )
```

Write SAMG Input data from a sparse matrix of CSR format.

**Parameters**

<i>A</i>	Pointer to the <a href="#">dCSRmat</a> matrix
<i>filefrm</i>	Name of the .frm file
<i>fileamg</i>	Name of the .amg file

**Author**

Zhiyang Zhou

**Date**

2010/08/25

Definition at line 65 of file XtrSamg.c.

**9.94.2.2 dvector2SAMGInput()**

```
void dvector2SAMGInput (
    dvector * vec,
    char * filename )
```

Write a dvector to disk file in SAMG format (coordinate format)

**Parameters**

<i>vec</i>	Pointer to the dvector
<i>filename</i>	File name for input

**Author**

Zhiyang Zhou

**Date**

08/25/2010

Definition at line 36 of file XtrSamg.c.

**9.95 XtrSuperlu.c File Reference**

Interface to SuperLU direct solvers.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

## Functions

- int `fasp_solver_superlu` (`dCSRmat` \*ptrA, `dvector` \*b, `dvector` \*u, const `SHORT` prtlvl)  
*Solve  $Au=b$  by SuperLU.*

### 9.95.1 Detailed Description

Interface to SuperLU direct solvers.

Reference for SuperLU: <http://crd-legacy.lbl.gov/~xiaoye/SuperLU/>

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### 9.95.2 Function Documentation

#### 9.95.2.1 `fasp_solver_superlu()`

```
int fasp_solver_superlu (
    dCSRmat * ptrA,
    dvector * b,
    dvector * u,
    const SHORT prtlvl )
```

Solve  $Au=b$  by SuperLU.

#### Parameters

<i>ptrA</i>	Pointer to a <code>dCSRmat</code> matrix
<i>b</i>	Pointer to the <code>dvector</code> of right-hand side term
<i>u</i>	Pointer to the <code>dvector</code> of solution
<i>prtlvl</i>	Output level

**Author**

Xiaozhe Hu

**Date**

11/05/2009

Modified by Chensong Zhang on 02/27/2013 for new FASP function names.

Definition at line 45 of file XtrSuperlu.c.

## 9.96 XtrUmfpack.c File Reference

Interface to UMFPACK direct solvers.

```
#include <time.h>
#include "fasp.h"
#include "fasp_functs.h"
```

**Functions**

- `INT fasp_solver_umfpack (dCSRmat *ptrA, dvector *b, dvector *u, const SHORT prtlvl)`  
Solve  $Au=b$  by UMFPack.

### 9.96.1 Detailed Description

Interface to UMFPACK direct solvers.

Reference for SuiteSparse: <http://faculty.cse.tamu.edu/davis/suitesparse.html>

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### 9.96.2 Function Documentation

#### 9.96.2.1 fasp\_solver\_umfpack()

```
INT fasp_solver_umfpack (
    dCSRmat * ptrA,
    dvector * b,
    dvector * u,
    const SHORT prtlvl )
```

Solve  $Au=b$  by UMFPack.



## Parameters

<i>ptrA</i>	Pointer to a <a href="#">dCSRmat</a> matrix
<i>b</i>	Pointer to the dvector of right-hand side term
<i>u</i>	Pointer to the dvector of solution
<i>prtlvl</i>	Output level

## Author

Chensong Zhang

## Date

05/20/2010

Modified by Chensong Zhang on 02/27/2013 for new FASP function names.

Definition at line 43 of file XtrUmfpack.c.



# Index

\_\_FASPBLOCK\_HEADER\_\_  
    fasp\_block.h, [314](#)  
\_\_FASPGRID\_HEADER\_\_  
    fasp\_grid.h, [349](#)  
\_\_FASP\_HEADER\_\_  
    fasp.h, [305](#)

## A

    precond\_sweeping\_data, [64](#)

## A\_diag

    precond\_block\_data, [56](#)

## ABS

    fasp.h, [305](#)

## AMG\_ILU\_levels

    input\_param, [42](#)

## AMG\_SWZ\_levels

    input\_param, [46](#)

## AMG\_aggregation\_type

    input\_param, [40](#)

## AMG\_aggressive\_level

    input\_param, [40](#)

## AMG\_aggressive\_path

    input\_param, [40](#)

## AMG\_amli\_degree

    input\_param, [41](#)

## AMG\_coarse\_dof

    input\_param, [41](#)

## AMG\_coarse\_scaling

    input\_param, [41](#)

## AMG\_coarse\_solver

    input\_param, [41](#)

## AMG\_coarsening\_type

    input\_param, [41](#)

## AMG\_cycle\_type

    input\_param, [42](#)

## AMG\_data, [17](#)

## AMG\_data\_bsr, [18](#)

## AMG\_interpolation\_type

    input\_param, [42](#)

## AMG\_levels

    input\_param, [42](#)

## AMG\_max\_aggregation

    input\_param, [42](#)

## AMG\_max\_row\_sum

    input\_param, [43](#)

## AMG\_maxit

    input\_param, [43](#)

## AMG\_nl\_amli\_krylov\_type

    input\_param, [43](#)

## AMG\_pair\_number

    input\_param, [43](#)

## AMG\_param, [20](#)

## AMG\_polynomial\_degree

    input\_param, [43](#)

## AMG\_postsmooth\_iter

    input\_param, [44](#)

## AMG\_presmooth\_iter

    input\_param, [44](#)

## AMG\_quality\_bound

    input\_param, [44](#)

## AMG\_relaxation

    input\_param, [44](#)

## AMG\_smooth\_filter

    input\_param, [44](#)

## AMG\_smooth\_order

    input\_param, [45](#)

## AMG\_smooth\_restriction

    input\_param, [45](#)

## AMG\_smoother

    input\_param, [45](#)

## AMG\_strong\_coupled

    input\_param, [45](#)

## AMG\_strong\_threshold

    input\_param, [45](#)

## AMG\_tentative\_smooth

    input\_param, [46](#)

## AMG\_tol

    input\_param, [46](#)

## AMG\_truncation\_threshold

    input\_param, [46](#)

## AMG\_type

    input\_param, [46](#)

## AMLI\_CYCLE

    fasp\_const.h, [319](#)

## ASCEND

    fasp\_const.h, [319](#)

## Ablc

    precond\_block\_data, [56](#)

## Ai

    precond\_sweeping\_data, [64](#)

## amgparam

- precond\_block\_data, 56
- AuxArray.c, 69
  - fasp\_darray\_cp, 70
  - fasp\_darray\_set, 70
  - fasp\_iarray\_cp, 71
  - fasp\_iarray\_set, 71
- AuxConvert.c, 72
  - fasp\_aux\_bbyteToldouble, 73
  - fasp\_aux\_change\_endian4, 73
  - fasp\_aux\_change\_endian8, 74
- AuxGivens.c, 74
  - fasp\_aux\_givens, 75
- AuxGraphics.c, 76
  - fasp\_dbsr\_plot, 76
  - fasp\_dbsr\_subplot, 77
  - fasp\_dcsr\_plot, 78
  - fasp\_dcsr\_subplot, 78
  - fasp\_grid2d\_plot, 79
- AuxInput.c, 80
  - fasp\_param\_check, 80
  - fasp\_param\_input, 81
- AuxMemory.c, 82
  - fasp\_mem\_calloc, 82
  - fasp\_mem\_free, 83
  - fasp\_mem\_iludata\_check, 83
  - fasp\_mem\_realloc, 84
  - fasp\_mem\_usage, 85
  - total\_alloc\_count, 85
  - total\_alloc\_mem, 85
- AuxMessage.c, 86
  - fasp\_amgcomplexity, 87
  - fasp\_amgcomplexity\_bsr, 87
  - fasp\_chkerr, 88
  - fasp\_cputime, 88
  - fasp\_itinfo, 89
  - fasp\_message, 90
- AuxParam.c, 90
  - fasp\_param\_amg\_init, 92
  - fasp\_param\_amg\_print, 92
  - fasp\_param\_amg\_set, 93
  - fasp\_param\_amg\_to\_prec, 93
  - fasp\_param\_amg\_to\_precbsr, 94
  - fasp\_param\_ilu\_init, 94
  - fasp\_param\_ilu\_print, 95
  - fasp\_param\_ilu\_set, 95
  - fasp\_param\_init, 96
  - fasp\_param\_input\_init, 96
  - fasp\_param\_prec\_to\_amg, 97
  - fasp\_param\_precbsr\_to\_amg, 97
  - fasp\_param\_set, 98
  - fasp\_param\_solver\_init, 99
  - fasp\_param\_solver\_print, 99
  - fasp\_param\_solver\_set, 100
  - fasp\_param\_swz\_init, 100
  - fasp\_param\_swz\_print, 101
  - fasp\_param\_swz\_set, 101
- AuxSort.c, 102
  - fasp\_aux\_BiSearch, 103
  - fasp\_aux\_dQuickSort, 103
  - fasp\_aux\_dQuickSortIndex, 104
  - fasp\_aux\_iQuickSort, 105
  - fasp\_aux\_iQuickSortIndex, 105
  - fasp\_aux\_merge, 106
  - fasp\_aux\_msort, 107
  - fasp\_aux\_unique, 108
- AuxThreads.c, 109
  - fasp\_get\_start\_end, 109
  - fasp\_set\_gs\_threads, 110
  - THDs\_AMG\_GS, 110
  - THDs\_CPR\_gGS, 111
  - THDs\_CPR\_IGS, 111
- AuxTiming.c, 111
  - fasp\_gettime, 112
- AuxVector.c, 112
  - fasp\_dvec\_alloc, 113
  - fasp\_dvec\_cp, 114
  - fasp\_dvec\_create, 114
  - fasp\_dvec\_free, 115
  - fasp\_dvec\_isnan, 115
  - fasp\_dvec\_maxdiff, 116
  - fasp\_dvec\_rand, 117
  - fasp\_dvec\_set, 117
  - fasp\_dvec\_symdiagscale, 118
  - fasp\_ivec\_alloc, 119
  - fasp\_ivec\_create, 119
  - fasp\_ivec\_free, 120
  - fasp\_ivec\_set, 120
- BIGREAL
  - fasp\_const.h, 319
- BlaArray.c, 121
  - fasp\_blas\_darray\_ax, 122
  - fasp\_blas\_darray\_axpby, 123
  - fasp\_blas\_darray\_axpy, 123
  - fasp\_blas\_darray\_axpy\_nc2, 124
  - fasp\_blas\_darray\_axpy\_nc3, 125
  - fasp\_blas\_darray\_axpy\_nc5, 125
  - fasp\_blas\_darray\_axpy\_nc7, 126
  - fasp\_blas\_darray\_axpyz, 126
  - fasp\_blas\_darray\_axpyz\_nc2, 127
  - fasp\_blas\_darray\_axpyz\_nc3, 128
  - fasp\_blas\_darray\_axpyz\_nc5, 128
  - fasp\_blas\_darray\_axpyz\_nc7, 129
  - fasp\_blas\_darray\_dotprod, 129
  - fasp\_blas\_darray\_norm1, 130
  - fasp\_blas\_darray\_norm2, 131
  - fasp\_blas\_darray\_norminf, 131
- BlaEigen.c, 132

- fasp\_dcsr\_maxeig, 133
- BlaFormat.c, 134
  - fasp\_format\_dblc\_dcsr, 134
  - fasp\_format\_dbsr\_dcoo, 135
  - fasp\_format\_dbsr\_dcsr, 135
  - fasp\_format\_dcoo\_dcsr, 136
  - fasp\_format\_dcsr\_dbsr, 137
  - fasp\_format\_dcsr\_dcoo, 137
  - fasp\_format\_dcsr\_dcsr, 138
  - fasp\_format\_dstr\_dbsr, 139
  - fasp\_format\_dstr\_dcsr, 139
- BlaILU.c, 140
  - fasp\_iluk, 141
  - fasp\_ilut, 142
  - fasp\_ilutp, 143
  - fasp\_symbfactor, 144
- BlaILUSetupBSR.c, 147
  - fasp\_ilu\_dbsr\_setup, 148
  - fasp\_ilu\_dbsr\_setup\_levsch\_omp, 149
  - fasp\_ilu\_dbsr\_setup\_mc\_omp, 149
  - fasp\_ilu\_dbsr\_setup\_omp, 150
- BlaILUSetupCSR.c, 151
  - fasp\_ilu\_dcsr\_setup, 152
- BlaILUSetupSTR.c, 152
  - fasp\_ilu\_dstr\_setup0, 153
  - fasp\_ilu\_dstr\_setup1, 154
- BlaIO.c, 154
  - dlength, 181
  - fasp\_dbsr\_print, 157
  - fasp\_dbsr\_read, 157
  - fasp\_dbsr\_write, 158
  - fasp\_dbsr\_write\_coo, 159
  - fasp\_dcoo\_print, 159
  - fasp\_dcoo\_read, 160
  - fasp\_dcoo\_read1, 160
  - fasp\_dcoo\_shift\_read, 161
  - fasp\_dcoo\_write, 162
  - fasp\_dcsr\_print, 163
  - fasp\_dcsr\_read, 163
  - fasp\_dcsr\_write\_coo, 164
  - fasp\_dcsrvec\_read1, 164
  - fasp\_dcsrvec\_read2, 165
  - fasp\_dcsrvec\_write1, 166
  - fasp\_dcsrvec\_write2, 167
  - fasp\_dmtx\_read, 168
  - fasp\_dmtxsym\_read, 168
  - fasp\_dstr\_print, 169
  - fasp\_dstr\_read, 170
  - fasp\_dstr\_write, 170
  - fasp\_dvec\_print, 171
  - fasp\_dvec\_read, 171
  - fasp\_dvec\_write, 172
  - fasp\_dvecind\_read, 173
  - fasp\_dvecind\_write, 173
  - fasp\_hb\_read, 174
  - fasp\_ivec\_print, 175
  - fasp\_ivec\_read, 175
  - fasp\_ivec\_write, 176
  - fasp\_ivecind\_read, 176
  - fasp\_matrix\_read, 177
  - fasp\_matrix\_read\_bin, 178
  - fasp\_matrix\_write, 179
  - fasp\_vector\_read, 180
  - fasp\_vector\_write, 180
  - ilength, 182
- BlaOrderingCSR.c, 182
  - fasp\_dcsr\_CMK\_order, 182
  - fasp\_dcsr\_RCMK\_order, 183
- BlaSchwarzSetup.c, 184
  - fasp\_dcsr\_swz\_backward\_smoother, 184
  - fasp\_dcsr\_swz\_forward\_smoother, 185
  - fasp\_swz\_dcsr\_setup, 185
- BlaSmallMat.c, 186
  - fasp\_blas\_smat\_aAxpby, 188
  - fasp\_blas\_smat\_add, 189
  - fasp\_blas\_smat\_axm, 189
  - fasp\_blas\_smat\_mul, 190
  - fasp\_blas\_smat\_mul\_nc2, 190
  - fasp\_blas\_smat\_mul\_nc3, 191
  - fasp\_blas\_smat\_mul\_nc5, 192
  - fasp\_blas\_smat\_mul\_nc7, 192
  - fasp\_blas\_smat\_m xv, 193
  - fasp\_blas\_smat\_m xv\_nc2, 193
  - fasp\_blas\_smat\_m xv\_nc3, 194
  - fasp\_blas\_smat\_m xv\_nc5, 194
  - fasp\_blas\_smat\_m xv\_nc7, 195
  - fasp\_blas\_smat\_ymAx, 196
  - fasp\_blas\_smat\_ymAx\_nc2, 196
  - fasp\_blas\_smat\_ymAx\_nc3, 197
  - fasp\_blas\_smat\_ymAx\_nc5, 198
  - fasp\_blas\_smat\_ymAx\_nc7, 198
  - fasp\_blas\_smat\_ypAx, 199
  - fasp\_blas\_smat\_ypAx\_nc2, 200
  - fasp\_blas\_smat\_ypAx\_nc3, 200
  - fasp\_blas\_smat\_ypAx\_nc5, 201
  - fasp\_blas\_smat\_ypAx\_nc7, 201
- BlaSmallMatInv.c, 202
  - fasp\_smat\_Linf, 210
  - fasp\_smat\_identity, 204
  - fasp\_smat\_identity\_nc2, 204
  - fasp\_smat\_identity\_nc3, 205
  - fasp\_smat\_identity\_nc5, 205
  - fasp\_smat\_identity\_nc7, 206
  - fasp\_smat\_inv, 206
  - fasp\_smat\_inv\_nc, 207
  - fasp\_smat\_inv\_nc2, 207
  - fasp\_smat\_inv\_nc3, 208
  - fasp\_smat\_inv\_nc4, 208

- fasp\_smat\_inv\_nc5, [209](#)
  - fasp\_smat\_inv\_nc7, [209](#)
  - fasp\_smat\_invp\_nc, [210](#)
  - SWAP, [203](#)
- BlaSmallMatLU.c, [211](#)
  - fasp\_smat\_lu\_decomp, [212](#)
  - fasp\_smat\_lu\_solve, [212](#)
- BlaSparseBLC.c, [213](#)
  - fasp\_dblc\_free, [214](#)
- BlaSparseBSR.c, [215](#)
  - fasp\_dbsr\_alloc, [216](#)
  - fasp\_dbsr\_cp, [216](#)
  - fasp\_dbsr\_create, [217](#)
  - fasp\_dbsr\_diagLU2, [221](#)
  - fasp\_dbsr\_diagLU, [220](#)
  - fasp\_dbsr\_diaginv, [218](#)
  - fasp\_dbsr\_diaginv2, [218](#)
  - fasp\_dbsr\_diaginv3, [219](#)
  - fasp\_dbsr\_diaginv4, [220](#)
  - fasp\_dbsr\_diagpref, [222](#)
  - fasp\_dbsr\_free, [222](#)
  - fasp\_dbsr\_getblk, [223](#)
  - fasp\_dbsr\_getdiag, [224](#)
  - fasp\_dbsr\_getdiaginv, [224](#)
  - fasp\_dbsr\_merge\_col, [226](#)
  - fasp\_dbsr\_perm, [226](#)
  - fasp\_dbsr\_trans, [227](#)
- BlaSparseCOO.c, [232](#)
  - fasp\_dcoo\_alloc, [233](#)
  - fasp\_dcoo\_create, [234](#)
  - fasp\_dcoo\_free, [234](#)
  - fasp\_dcoo\_shift, [235](#)
- BlaSparseCSR.c, [236](#)
  - fasp\_dcsr\_alloc, [237](#)
  - fasp\_dcsr\_bandwidth, [238](#)
  - fasp\_dcsr\_compress, [238](#)
  - fasp\_dcsr\_compress\_inplace, [240](#)
  - fasp\_dcsr\_cp, [240](#)
  - fasp\_dcsr\_create, [241](#)
  - fasp\_dcsr\_diagpref, [242](#)
  - fasp\_dcsr\_free, [242](#)
  - fasp\_dcsr\_getblk, [244](#)
  - fasp\_dcsr\_getcol, [245](#)
  - fasp\_dcsr\_getdiag, [245](#)
  - fasp\_dcsr\_multicoloring, [246](#)
  - fasp\_dcsr\_perm, [246](#)
  - fasp\_dcsr\_permz, [247](#)
  - fasp\_dcsr\_regdiag, [248](#)
  - fasp\_dcsr\_shift, [248](#)
  - fasp\_dcsr\_sort, [249](#)
  - fasp\_dcsr\_sortz, [249](#)
  - fasp\_dcsr\_symdiagscale, [250](#)
  - fasp\_dcsr\_sympart, [251](#)
  - fasp\_dcsr\_trans, [251](#)
  - fasp\_dcsr\_transpose, [252](#)
  - fasp\_dcsr\_transz, [253](#)
  - fasp\_icsr\_cp, [253](#)
  - fasp\_icsr\_create, [254](#)
  - fasp\_icsr\_free, [255](#)
  - fasp\_icsr\_trans, [255](#)
- BlaSparseCSRL.c, [256](#)
  - fasp\_dcsl\_create, [256](#)
  - fasp\_dcsl\_free, [257](#)
- BlaSparseCheck.c, [228](#)
  - fasp\_check\_dCSRmat, [229](#)
  - fasp\_check\_diagdom, [229](#)
  - fasp\_check\_diagpos, [230](#)
  - fasp\_check\_diagzero, [230](#)
  - fasp\_check\_iCSRmat, [231](#)
  - fasp\_check\_symm, [232](#)
- BlaSparseSTR.c, [257](#)
  - fasp\_dstr\_alloc, [258](#)
  - fasp\_dstr\_cp, [259](#)
  - fasp\_dstr\_create, [259](#)
  - fasp\_dstr\_free, [260](#)
- BlaSparseUtil.c, [261](#)
  - fasp\_sparse\_MIS, [266](#)
  - fasp\_sparse\_aat\_, [262](#)
  - fasp\_sparse\_abyb\_, [262](#)
  - fasp\_sparse\_abybms\_, [263](#)
  - fasp\_sparse\_aplbms\_, [264](#)
  - fasp\_sparse\_aplusb\_, [265](#)
  - fasp\_sparse\_iit\_, [265](#)
  - fasp\_sparse\_rapcmp\_, [266](#)
  - fasp\_sparse\_rapms\_, [267](#)
  - fasp\_sparse\_wta\_, [268](#)
  - fasp\_sparse\_wtams\_, [269](#)
  - fasp\_sparse\_ytx\_, [270](#)
  - fasp\_sparse\_ytxbig\_, [271](#)
- BlaSpmvBLC.c, [271](#)
  - fasp\_blas\_dblc\_aApy, [272](#)
  - fasp\_blas\_dblc\_mxxv, [272](#)
- BlaSpmvBSR.c, [273](#)
  - fasp\_blas\_dbsr\_aApyby, [274](#)
  - fasp\_blas\_dbsr\_aApy, [275](#)
  - fasp\_blas\_dbsr\_aApy\_agg, [275](#)
  - fasp\_blas\_dbsr\_axm, [276](#)
  - fasp\_blas\_dbsr\_mxm, [277](#)
  - fasp\_blas\_dbsr\_mxxv, [277](#)
  - fasp\_blas\_dbsr\_mxxv\_agg, [278](#)
  - fasp\_blas\_dbsr\_rap, [279](#)
  - fasp\_blas\_dbsr\_rap1, [279](#)
  - fasp\_blas\_dbsr\_rap\_agg, [280](#)
- BlaSpmvCSR.c, [281](#)
  - fasp\_blas\_dcsr\_aApy, [282](#)
  - fasp\_blas\_dcsr\_aApy\_agg, [283](#)
  - fasp\_blas\_dcsr\_add, [283](#)
  - fasp\_blas\_dcsr\_axm, [284](#)

- fasp\_blas\_dcsr\_mxm, 285
  - fasp\_blas\_dcsr\_mxv, 285
  - fasp\_blas\_dcsr\_mxv\_agg, 287
  - fasp\_blas\_dcsr\_ptap, 287
  - fasp\_blas\_dcsr\_rap, 288
  - fasp\_blas\_dcsr\_rap2, 289
  - fasp\_blas\_dcsr\_rap4, 290
  - fasp\_blas\_dcsr\_rap\_agg, 290
  - fasp\_blas\_dcsr\_rap\_agg1, 291
  - fasp\_blas\_dcsr\_vmv, 292
- BlaSpmvCSRL.c, 292
  - fasp\_blas\_dcsrl\_mxv, 293
- BlaSpmvSTR.c, 294
  - fasp\_blas\_dstr\_aAxy, 294
  - fasp\_blas\_dstr\_diagscale, 295
  - fasp\_blas\_dstr\_mxv, 295
- BlaVector.c, 296
  - fasp\_blas\_dvec\_axpy, 297
  - fasp\_blas\_dvec\_axpyz, 297
  - fasp\_blas\_dvec\_dotprod, 298
  - fasp\_blas\_dvec\_norm1, 299
  - fasp\_blas\_dvec\_norm2, 299
  - fasp\_blas\_dvec\_norminf, 301
  - fasp\_blas\_dvec\_reterr, 301
- block\_dvector, 23
  - fasp\_block.h, 314
- block\_ivector, 23
  - fasp\_block.h, 314
- CF\_ORDER
  - fasp\_const.h, 319
- CGPT
  - fasp\_const.h, 320
- CLASSIC\_AMG
  - fasp\_const.h, 320
- COARSE\_AC
  - fasp\_const.h, 320
- COARSE\_CR
  - fasp\_const.h, 320
- COARSE\_MIS
  - fasp\_const.h, 320
- COARSE\_RSP
  - fasp\_const.h, 321
- COARSE\_RS
  - fasp\_const.h, 321
- CPFIRST
  - fasp\_const.h, 321
- count
  - fasp.h, 312
- dBLCmat, 24
  - fasp\_block.h, 315
- dBSRmat, 24
  - fasp\_block.h, 315
  - JA, 25
  - val, 25
- dCOOmat, 25
  - fasp.h, 311
- dCSRLmat, 26
  - fasp.h, 311
- dCSRmat, 27
  - fasp.h, 311
- dCSRmat2SAMGInput
  - XtrSamg.c, 559
- DESCEND
  - fasp\_const.h, 321
- DIAGONAL\_PREF
  - fasp.h, 306
- DLMALLOC
  - fasp.h, 306
- dSTRmat, 29
  - fasp.h, 311
- ddenmat, 28
  - fasp.h, 311
- dlength
  - BlaIO.c, 181
- doxygen.h, 302
- dvector, 30
  - fasp.h, 311
- dvector2SAMGInput
  - XtrSamg.c, 560
- e
  - grid2d, 31
- ERROR\_ALLOC\_MEM
  - fasp\_const.h, 321
- ERROR\_AMG\_COARSE\_TYPE
  - fasp\_const.h, 322
- ERROR\_AMG\_COARSEING
  - fasp\_const.h, 322
- ERROR\_AMG\_INTERP\_TYPE
  - fasp\_const.h, 322
- ERROR\_AMG\_SMOOTH\_TYPE
  - fasp\_const.h, 322
- ERROR\_DATA\_STRUCTURE
  - fasp\_const.h, 322
- ERROR\_DATA\_ZERODIAG
  - fasp\_const.h, 323
- ERROR\_DUMMY\_VAR
  - fasp\_const.h, 323
- ERROR\_INPUT\_PAR
  - fasp\_const.h, 323
- ERROR\_LIC\_TYPE
  - fasp\_const.h, 323
- ERROR\_MAT\_SIZE
  - fasp\_const.h, 323
- ERROR\_MISC
  - fasp\_const.h, 324
- ERROR\_NUM\_BLOCKS

- fasp\_const.h, [324](#)
- ERROR\_OPEN\_FILE
  - fasp\_const.h, [324](#)
- ERROR\_QUAD\_DIM
  - fasp\_const.h, [324](#)
- ERROR\_QUAD\_TYPE
  - fasp\_const.h, [324](#)
- ERROR\_REGRESS
  - fasp\_const.h, [325](#)
- ERROR\_SOLVER\_EXIT
  - fasp\_const.h, [325](#)
- ERROR\_SOLVER\_ILUSETUP
  - fasp\_const.h, [325](#)
- ERROR\_SOLVER\_MAXIT
  - fasp\_const.h, [325](#)
- ERROR\_SOLVER\_MISC
  - fasp\_const.h, [325](#)
- ERROR\_SOLVER\_PRECTYPE
  - fasp\_const.h, [326](#)
- ERROR\_SOLVER\_SOLSTAG
  - fasp\_const.h, [326](#)
- ERROR\_SOLVER\_STAG
  - fasp\_const.h, [326](#)
- ERROR\_SOLVER\_TOLSMALL
  - fasp\_const.h, [326](#)
- ERROR\_SOLVER\_TYPE
  - fasp\_const.h, [326](#)
- ERROR\_UNKNOWN
  - fasp\_const.h, [327](#)
- ERROR\_WRONG\_FILE
  - fasp\_const.h, [327](#)
- edges
  - grid2d, [31](#)
- ediri
  - grid2d, [31](#)
- efather
  - grid2d, [31](#)
- FALSE
  - fasp\_const.h, [327](#)
- FASP\_GSRB
  - fasp.h, [306](#)
- FASP\_SUCCESS
  - fasp\_const.h, [327](#)
- FASP\_VERSION
  - fasp.h, [306](#)
- FGPT
  - fasp\_const.h, [327](#)
- FPPFIRST
  - fasp\_const.h, [328](#)
- fasp.h, [303](#)
  - \_\_FASP\_HEADER\_\_, [305](#)
  - ABS, [305](#)
  - count, [312](#)
  - dCOOmat, [311](#)
  - dCSRLmat, [311](#)
  - dCSRmat, [311](#)
  - DIAGONAL\_PREF, [306](#)
  - DLMALLOC, [306](#)
  - dSTRmat, [311](#)
  - ddenmat, [311](#)
  - dvector, [311](#)
  - FASP\_GSRB, [306](#)
  - FASP\_VERSION, [306](#)
  - GE, [307](#)
  - GT, [307](#)
  - iCOOmat, [312](#)
  - iCSRmat, [312](#)
  - INT, [307](#)
  - ISNAN, [307](#)
  - idenmat, [312](#)
  - ivector, [312](#)
  - LONGLONG, [308](#)
  - LONG, [308](#)
  - LE, [308](#)
  - LS, [308](#)
  - MAX, [309](#)
  - MIN, [309](#)
  - NEDMALLOC, [309](#)
  - PUT\_INT, [309](#)
  - PUT\_REAL, [310](#)
  - REAL, [310](#)
  - RS\_C1, [310](#)
  - SHORT, [310](#)
  - total\_alloc\_count, [312](#)
  - total\_alloc\_mem, [313](#)
- fasp\_amg\_amli\_coef
  - PreMGRecurAMLI.c, [500](#)
- fasp\_amg\_coarsening\_cr
  - PreAMGCoarsenCR.c, [451](#)
- fasp\_amg\_coarsening\_rs
  - PreAMGCoarsenRS.c, [453](#)
- fasp\_amg\_data\_bsr\_create
  - PreDataInit.c, [490](#)
- fasp\_amg\_data\_bsr\_free
  - PreDataInit.c, [490](#)
- fasp\_amg\_data\_create
  - PreDataInit.c, [491](#)
- fasp\_amg\_data\_free
  - PreDataInit.c, [491](#)
- fasp\_amg\_interp
  - PreAMGInterp.c, [454](#)
- fasp\_amg\_interp\_em
  - PreAMGInterpEM.c, [456](#)
- fasp\_amg\_setup\_cr
  - PreAMGSetupCR.c, [457](#)
- fasp\_amg\_setup\_rs
  - PreAMGSetupRS.c, [458](#)



`fasp_amg_setup_sa`  
    `PreAMGSetupSA.c`, [460](#)

`fasp_amg_setup_sa_bsr`  
    `PreAMGSetupSABSR.c`, [461](#)

`fasp_amg_setup_ua`  
    `PreAMGSetupUA.c`, [463](#)

`fasp_amg_setup_ua_bsr`  
    `PreAMGSetupUABSR.c`, [464](#)

`fasp_amg_solve`  
    `PreMGSolve.c`, [503](#)

`fasp_amg_solve_amli`  
    `PreMGSolve.c`, [504](#)

`fasp_amg_solve_namli`  
    `PreMGSolve.c`, [505](#)

`fasp_amgcomplexity`  
    `AuxMessage.c`, [87](#)

`fasp_amgcomplexity_bsr`  
    `AuxMessage.c`, [87](#)

`fasp_aux_BiSearch`  
    `AuxSort.c`, [103](#)

`fasp_aux_bbyteToldouble`  
    `AuxConvert.c`, [73](#)

`fasp_aux_change_endian4`  
    `AuxConvert.c`, [73](#)

`fasp_aux_change_endian8`  
    `AuxConvert.c`, [74](#)

`fasp_aux_dQuickSort`  
    `AuxSort.c`, [103](#)

`fasp_aux_dQuickSortIndex`  
    `AuxSort.c`, [104](#)

`fasp_aux_givens`  
    `AuxGivens.c`, [75](#)

`fasp_aux_iQuickSort`  
    `AuxSort.c`, [105](#)

`fasp_aux_iQuickSortIndex`  
    `AuxSort.c`, [105](#)

`fasp_aux_merge`  
    `AuxSort.c`, [106](#)

`fasp_aux_msort`  
    `AuxSort.c`, [107](#)

`fasp_aux_unique`  
    `AuxSort.c`, [108](#)

`fasp_blas_darray_ax`  
    `BlaArray.c`, [122](#)

`fasp_blas_darray_axpby`  
    `BlaArray.c`, [123](#)

`fasp_blas_darray_axpy`  
    `BlaArray.c`, [123](#)

`fasp_blas_darray_axpy_nc2`  
    `BlaArray.c`, [124](#)

`fasp_blas_darray_axpy_nc3`  
    `BlaArray.c`, [125](#)

`fasp_blas_darray_axpy_nc5`  
    `BlaArray.c`, [125](#)

`fasp_blas_darray_axpy_nc7`  
    `BlaArray.c`, [126](#)

`fasp_blas_darray_axpyz`  
    `BlaArray.c`, [126](#)

`fasp_blas_darray_axpyz_nc2`  
    `BlaArray.c`, [127](#)

`fasp_blas_darray_axpyz_nc3`  
    `BlaArray.c`, [128](#)

`fasp_blas_darray_axpyz_nc5`  
    `BlaArray.c`, [128](#)

`fasp_blas_darray_axpyz_nc7`  
    `BlaArray.c`, [129](#)

`fasp_blas_darray_dotprod`  
    `BlaArray.c`, [129](#)

`fasp_blas_darray_norm1`  
    `BlaArray.c`, [130](#)

`fasp_blas_darray_norm2`  
    `BlaArray.c`, [131](#)

`fasp_blas_darray_norminf`  
    `BlaArray.c`, [131](#)

`fasp_blas_dblc_aAxy`  
    `BlaSpmvBLC.c`, [272](#)

`fasp_blas_dblc_mxv`  
    `BlaSpmvBLC.c`, [272](#)

`fasp_blas_dbsr_aAxyby`  
    `BlaSpmvBSR.c`, [274](#)

`fasp_blas_dbsr_aAxy`  
    `BlaSpmvBSR.c`, [275](#)

`fasp_blas_dbsr_aAxy_agg`  
    `BlaSpmvBSR.c`, [275](#)

`fasp_blas_dbsr_axm`  
    `BlaSpmvBSR.c`, [276](#)

`fasp_blas_dbsr_mxm`  
    `BlaSpmvBSR.c`, [277](#)

`fasp_blas_dbsr_mxv`  
    `BlaSpmvBSR.c`, [277](#)

`fasp_blas_dbsr_mxv_agg`  
    `BlaSpmvBSR.c`, [278](#)

`fasp_blas_dbsr_rap`  
    `BlaSpmvBSR.c`, [279](#)

`fasp_blas_dbsr_rap1`  
    `BlaSpmvBSR.c`, [279](#)

`fasp_blas_dbsr_rap_agg`  
    `BlaSpmvBSR.c`, [280](#)

`fasp_blas_dcsr_aAxy`  
    `BlaSpmvCSR.c`, [282](#)

`fasp_blas_dcsr_aAxy_agg`  
    `BlaSpmvCSR.c`, [283](#)

`fasp_blas_dcsr_add`  
    `BlaSpmvCSR.c`, [283](#)

`fasp_blas_dcsr_axm`  
    `BlaSpmvCSR.c`, [284](#)

`fasp_blas_dcsr_mxm`  
    `BlaSpmvCSR.c`, [285](#)

fasp\_blas\_dcsr\_mxv  
     BlaSpmvCSR.c, [285](#)  
 fasp\_blas\_dcsr\_mxv\_agg  
     BlaSpmvCSR.c, [287](#)  
 fasp\_blas\_dcsr\_ptap  
     BlaSpmvCSR.c, [287](#)  
 fasp\_blas\_dcsr\_rap  
     BlaSpmvCSR.c, [288](#)  
 fasp\_blas\_dcsr\_rap2  
     BlaSpmvCSR.c, [289](#)  
 fasp\_blas\_dcsr\_rap4  
     BlaSpmvCSR.c, [290](#)  
 fasp\_blas\_dcsr\_rap\_agg  
     BlaSpmvCSR.c, [290](#)  
 fasp\_blas\_dcsr\_rap\_agg1  
     BlaSpmvCSR.c, [291](#)  
 fasp\_blas\_dcsr\_vmv  
     BlaSpmvCSR.c, [292](#)  
 fasp\_blas\_dcsr\_mxv  
     BlaSpmvCSR.c, [293](#)  
 fasp\_blas\_dstr\_aAxy  
     BlaSpmvSTR.c, [294](#)  
 fasp\_blas\_dstr\_diagscale  
     BlaSpmvSTR.c, [295](#)  
 fasp\_blas\_dstr\_mxv  
     BlaSpmvSTR.c, [295](#)  
 fasp\_blas\_dvec\_axpy  
     BlaVector.c, [297](#)  
 fasp\_blas\_dvec\_axpyz  
     BlaVector.c, [297](#)  
 fasp\_blas\_dvec\_dotprod  
     BlaVector.c, [298](#)  
 fasp\_blas\_dvec\_norm1  
     BlaVector.c, [299](#)  
 fasp\_blas\_dvec\_norm2  
     BlaVector.c, [299](#)  
 fasp\_blas\_dvec\_norminf  
     BlaVector.c, [301](#)  
 fasp\_blas\_dvec\_relerr  
     BlaVector.c, [301](#)  
 fasp\_blas\_smat\_aAxyby  
     BlaSmallMat.c, [188](#)  
 fasp\_blas\_smat\_add  
     BlaSmallMat.c, [189](#)  
 fasp\_blas\_smat\_axm  
     BlaSmallMat.c, [189](#)  
 fasp\_blas\_smat\_mul  
     BlaSmallMat.c, [190](#)  
 fasp\_blas\_smat\_mul\_nc2  
     BlaSmallMat.c, [190](#)  
 fasp\_blas\_smat\_mul\_nc3  
     BlaSmallMat.c, [191](#)  
 fasp\_blas\_smat\_mul\_nc5  
     BlaSmallMat.c, [192](#)  
 fasp\_blas\_smat\_mul\_nc7  
     BlaSmallMat.c, [192](#)  
 fasp\_blas\_smat\_mxv  
     BlaSmallMat.c, [193](#)  
 fasp\_blas\_smat\_mxv\_nc2  
     BlaSmallMat.c, [193](#)  
 fasp\_blas\_smat\_mxv\_nc3  
     BlaSmallMat.c, [194](#)  
 fasp\_blas\_smat\_mxv\_nc5  
     BlaSmallMat.c, [194](#)  
 fasp\_blas\_smat\_mxv\_nc7  
     BlaSmallMat.c, [195](#)  
 fasp\_blas\_smat\_yMAx  
     BlaSmallMat.c, [196](#)  
 fasp\_blas\_smat\_yMAx\_nc2  
     BlaSmallMat.c, [196](#)  
 fasp\_blas\_smat\_yMAx\_nc3  
     BlaSmallMat.c, [197](#)  
 fasp\_blas\_smat\_yMAx\_nc5  
     BlaSmallMat.c, [198](#)  
 fasp\_blas\_smat\_yMAx\_nc7  
     BlaSmallMat.c, [198](#)  
 fasp\_blas\_smat\_yPAx  
     BlaSmallMat.c, [199](#)  
 fasp\_blas\_smat\_yPAx\_nc2  
     BlaSmallMat.c, [200](#)  
 fasp\_blas\_smat\_yPAx\_nc3  
     BlaSmallMat.c, [200](#)  
 fasp\_blas\_smat\_yPAx\_nc5  
     BlaSmallMat.c, [201](#)  
 fasp\_blas\_smat\_yPAx\_nc7  
     BlaSmallMat.c, [201](#)  
 fasp\_block.h, [313](#)  
     \_\_FASPBLOCK\_HEADER\_\_, [314](#)  
     block\_dvector, [314](#)  
     block\_ivector, [314](#)  
     dBLCmat, [315](#)  
     dBSRmat, [315](#)  
     iBLCmat, [315](#)  
 fasp\_check\_dCSRmat  
     BlaSparseCheck.c, [229](#)  
 fasp\_check\_diagdom  
     BlaSparseCheck.c, [229](#)  
 fasp\_check\_diagpos  
     BlaSparseCheck.c, [230](#)  
 fasp\_check\_diagzero  
     BlaSparseCheck.c, [230](#)  
 fasp\_check\_iCSRmat  
     BlaSparseCheck.c, [231](#)  
 fasp\_check\_symm  
     BlaSparseCheck.c, [232](#)  
 fasp\_chkerr  
     AuxMessage.c, [88](#)  
 fasp\_const.h, [315](#)

AMLI\_CYCLE, 319  
ASCEND, 319  
BIGREAL, 319  
CF\_ORDER, 319  
CGPT, 320  
CLASSIC\_AMG, 320  
COARSE\_AC, 320  
COARSE\_CR, 320  
COARSE\_MIS, 320  
COARSE\_RSP, 321  
COARSE\_RS, 321  
CPFIRST, 321  
DESCEND, 321  
ERROR\_ALLOC\_MEM, 321  
ERROR\_AMG\_COARSE\_TYPE, 322  
ERROR\_AMG\_COARSEING, 322  
ERROR\_AMG\_INTERP\_TYPE, 322  
ERROR\_AMG\_SMOOTH\_TYPE, 322  
ERROR\_DATA\_STRUCTURE, 322  
ERROR\_DATA\_ZERODIAG, 323  
ERROR\_DUMMY\_VAR, 323  
ERROR\_INPUT\_PAR, 323  
ERROR\_LIC\_TYPE, 323  
ERROR\_MAT\_SIZE, 323  
ERROR\_MISC, 324  
ERROR\_NUM\_BLOCKS, 324  
ERROR\_OPEN\_FILE, 324  
ERROR\_QUAD\_DIM, 324  
ERROR\_QUAD\_TYPE, 324  
ERROR\_REGRESS, 325  
ERROR\_SOLVER\_EXIT, 325  
ERROR\_SOLVER\_ILUSETUP, 325  
ERROR\_SOLVER\_MAXIT, 325  
ERROR\_SOLVER\_MISC, 325  
ERROR\_SOLVER\_PRECTYPE, 326  
ERROR\_SOLVER\_SOLSTAG, 326  
ERROR\_SOLVER\_STAG, 326  
ERROR\_SOLVER\_TOLSMALL, 326  
ERROR\_SOLVER\_TYPE, 326  
ERROR\_UNKNOWN, 327  
ERROR\_WRONG\_FILE, 327  
FALSE, 327  
FASP\_SUCCESS, 327  
FGPT, 327  
FPFIRST, 328  
G0PT, 328  
ILU\_MC\_OMP, 328  
ILUk, 328  
ILU<sub>t</sub>, 329  
ILU<sub>tp</sub>, 329  
INTERP\_DIR, 329  
INTERP\_ENG, 329  
INTERP\_EXT, 330  
INTERP\_STD, 330  
ISPT, 330  
MAT\_BLC, 331  
MAT\_BSR, 331  
MAT\_CSRL, 331  
MAT\_CSR, 331  
MAT\_FREE, 332  
MAT\_STR, 332  
MAT\_SymCSR, 332  
MAT\_bBSR, 330  
MAT\_bCSR, 330  
MAT\_bSTR, 331  
MAX\_AMG\_LVL, 332  
MAX\_CRATE, 332  
MAX\_REFINE\_LVL, 333  
MAX\_RESTART, 333  
MAX\_STAG, 333  
MIN\_CDOF, 333  
MIN\_CRATE, 333  
NL\_AMLI\_CYCLE, 334  
NO\_ORDER, 334  
OFF, 334  
OPENMP\_HOLDS, 335  
ON, 334  
PAIRWISE, 335  
PREC\_AMG, 335  
PREC\_DIAG, 335  
PREC\_FMG, 336  
PREC\_ILU, 336  
PREC\_NULL, 336  
PREC\_SCHWARZ, 336  
PRINT\_ALL, 336  
PRINT\_MIN, 337  
PRINT\_MORE, 337  
PRINT\_MOST, 337  
PRINT\_NONE, 337  
PRINT\_SOME, 337  
SA\_AMG, 338  
SCHWARZ\_BACKWARD, 338  
SCHWARZ\_FORWARD, 338  
SCHWARZ\_SYMMETRIC, 338  
SMALLREAL2, 339  
SMALLREAL, 338  
SMOOTHER\_BLKOIL, 339  
SMOOTHER\_CG, 339  
SMOOTHER\_GSOR, 339  
SMOOTHER\_GS, 339  
SMOOTHER\_JACOBI, 340  
SMOOTHER\_L1DIAG, 340  
SMOOTHER\_POLY, 340  
SMOOTHER\_SGSOR, 340  
SMOOTHER\_SGS, 340  
SMOOTHER\_SOR, 341  
SMOOTHER\_SPETEN, 341  
SMOOTHER\_SSOR, 341

SOLVER\_AMG, [341](#)  
 SOLVER\_BiCGstab, [341](#)  
 SOLVER\_CG, [342](#)  
 SOLVER\_DEFAULT, [342](#)  
 SOLVER\_FMG, [342](#)  
 SOLVER\_GCG, [342](#)  
 SOLVER\_GCR, [342](#)  
 SOLVER\_GMRES, [343](#)  
 SOLVER\_MUMPS, [343](#)  
 SOLVER\_MinRes, [343](#)  
 SOLVER\_PARDISO, [343](#)  
 SOLVER\_SBiCGstab, [343](#)  
 SOLVER\_SCG, [344](#)  
 SOLVER\_SGCG, [344](#)  
 SOLVER\_SGMRES, [344](#)  
 SOLVER\_SMinRes, [344](#)  
 SOLVER\_SUPERLU, [344](#)  
 SOLVER\_SVFGMRES, [345](#)  
 SOLVER\_SVGMRES, [345](#)  
 SOLVER\_UMFPACK, [345](#)  
 SOLVER\_VFGMRES, [345](#)  
 SOLVER\_VGMRES, [345](#)  
 SPAIR, [346](#)  
 STAG\_RATIO, [346](#)  
 STOP\_MOD\_REL\_RES, [346](#)  
 STOP\_REL\_PRECRES, [346](#)  
 STOP\_REL\_RES, [346](#)  
 TRUE, [347](#)  
 UA\_AMG, [347](#)  
 UNPT, [347](#)  
 USERDEFINED, [347](#)  
 USPAIR, [348](#)  
 V\_CYCLE, [348](#)  
 VMB, [348](#)  
 W\_CYCLE, [348](#)  
 fasp\_cputime  
     AuxMessage.c, [88](#)  
 fasp\_darray\_cp  
     AuxArray.c, [70](#)  
 fasp\_darray\_set  
     AuxArray.c, [70](#)  
 fasp\_dblc\_free  
     BlaSparseBLC.c, [214](#)  
 fasp\_dbsr\_alloc  
     BlaSparseBSR.c, [216](#)  
 fasp\_dbsr\_cp  
     BlaSparseBSR.c, [216](#)  
 fasp\_dbsr\_create  
     BlaSparseBSR.c, [217](#)  
 fasp\_dbsr\_diagLU2  
     BlaSparseBSR.c, [221](#)  
 fasp\_dbsr\_diagLU  
     BlaSparseBSR.c, [220](#)  
 fasp\_dbsr\_diaginv  
     BlaSparseBSR.c, [218](#)  
 fasp\_dbsr\_diaginv2  
     BlaSparseBSR.c, [218](#)  
 fasp\_dbsr\_diaginv3  
     BlaSparseBSR.c, [219](#)  
 fasp\_dbsr\_diaginv4  
     BlaSparseBSR.c, [220](#)  
 fasp\_dbsr\_diagpref  
     BlaSparseBSR.c, [222](#)  
 fasp\_dbsr\_free  
     BlaSparseBSR.c, [222](#)  
 fasp\_dbsr\_getblk  
     BlaSparseBSR.c, [223](#)  
 fasp\_dbsr\_getdiag  
     BlaSparseBSR.c, [224](#)  
 fasp\_dbsr\_getdiaginv  
     BlaSparseBSR.c, [224](#)  
 fasp\_dbsr\_merge\_col  
     BlaSparseBSR.c, [226](#)  
 fasp\_dbsr\_perm  
     BlaSparseBSR.c, [226](#)  
 fasp\_dbsr\_plot  
     AuxGraphics.c, [76](#)  
 fasp\_dbsr\_print  
     BlalO.c, [157](#)  
 fasp\_dbsr\_read  
     BlalO.c, [157](#)  
 fasp\_dbsr\_subplot  
     AuxGraphics.c, [77](#)  
 fasp\_dbsr\_trans  
     BlaSparseBSR.c, [227](#)  
 fasp\_dbsr\_write  
     BlalO.c, [158](#)  
 fasp\_dbsr\_write\_coo  
     BlalO.c, [159](#)  
 fasp\_dcoo\_alloc  
     BlaSparseCOO.c, [233](#)  
 fasp\_dcoo\_create  
     BlaSparseCOO.c, [234](#)  
 fasp\_dcoo\_free  
     BlaSparseCOO.c, [234](#)  
 fasp\_dcoo\_print  
     BlalO.c, [159](#)  
 fasp\_dcoo\_read  
     BlalO.c, [160](#)  
 fasp\_dcoo\_read1  
     BlalO.c, [160](#)  
 fasp\_dcoo\_shift  
     BlaSparseCOO.c, [235](#)  
 fasp\_dcoo\_shift\_read  
     BlalO.c, [161](#)  
 fasp\_dcoo\_write  
     BlalO.c, [162](#)  
 fasp\_dcsr\_CMK\_order

- BlaOrderingCSR.c, [182](#)
- fasp\_dcsr\_RCMK\_order
  - BlaOrderingCSR.c, [183](#)
- fasp\_dcsr\_alloc
  - BlaSparseCSR.c, [237](#)
- fasp\_dcsr\_bandwidth
  - BlaSparseCSR.c, [238](#)
- fasp\_dcsr\_compress
  - BlaSparseCSR.c, [238](#)
- fasp\_dcsr\_compress\_inplace
  - BlaSparseCSR.c, [240](#)
- fasp\_dcsr\_cp
  - BlaSparseCSR.c, [240](#)
- fasp\_dcsr\_create
  - BlaSparseCSR.c, [241](#)
- fasp\_dcsr\_diagpref
  - BlaSparseCSR.c, [242](#)
- fasp\_dcsr\_free
  - BlaSparseCSR.c, [242](#)
- fasp\_dcsr\_getblk
  - BlaSparseCSR.c, [244](#)
- fasp\_dcsr\_getcol
  - BlaSparseCSR.c, [245](#)
- fasp\_dcsr\_getdiag
  - BlaSparseCSR.c, [245](#)
- fasp\_dcsr\_maxeig
  - BlaEigen.c, [133](#)
- fasp\_dcsr\_multicoloring
  - BlaSparseCSR.c, [246](#)
- fasp\_dcsr\_perm
  - BlaSparseCSR.c, [246](#)
- fasp\_dcsr\_permz
  - BlaSparseCSR.c, [247](#)
- fasp\_dcsr\_plot
  - AuxGraphics.c, [78](#)
- fasp\_dcsr\_print
  - BlalO.c, [163](#)
- fasp\_dcsr\_read
  - BlalO.c, [163](#)
- fasp\_dcsr\_regdiag
  - BlaSparseCSR.c, [248](#)
- fasp\_dcsr\_shift
  - BlaSparseCSR.c, [248](#)
- fasp\_dcsr\_sort
  - BlaSparseCSR.c, [249](#)
- fasp\_dcsr\_sortz
  - BlaSparseCSR.c, [249](#)
- fasp\_dcsr\_subplot
  - AuxGraphics.c, [78](#)
- fasp\_dcsr\_swz\_backward\_smoother
  - BlaSchwarzSetup.c, [184](#)
- fasp\_dcsr\_swz\_forward\_smoother
  - BlaSchwarzSetup.c, [185](#)
- fasp\_dcsr\_symdiagscale
  - BlaSparseCSR.c, [250](#)
- fasp\_dcsr\_sympart
  - BlaSparseCSR.c, [251](#)
- fasp\_dcsr\_trans
  - BlaSparseCSR.c, [251](#)
- fasp\_dcsr\_transpose
  - BlaSparseCSR.c, [252](#)
- fasp\_dcsr\_transz
  - BlaSparseCSR.c, [253](#)
- fasp\_dcsr\_write\_coo
  - BlalO.c, [164](#)
- fasp\_dcsr\_create
  - BlaSparseCSR.c, [256](#)
- fasp\_dcsr\_free
  - BlaSparseCSR.c, [257](#)
- fasp\_dcsrvec\_read1
  - BlalO.c, [164](#)
- fasp\_dcsrvec\_read2
  - BlalO.c, [165](#)
- fasp\_dcsrvec\_write1
  - BlalO.c, [166](#)
- fasp\_dcsrvec\_write2
  - BlalO.c, [167](#)
- fasp\_dmtx\_read
  - BlalO.c, [168](#)
- fasp\_dmtxsym\_read
  - BlalO.c, [168](#)
- fasp\_dstr\_alloc
  - BlaSparseSTR.c, [258](#)
- fasp\_dstr\_cp
  - BlaSparseSTR.c, [259](#)
- fasp\_dstr\_create
  - BlaSparseSTR.c, [259](#)
- fasp\_dstr\_free
  - BlaSparseSTR.c, [260](#)
- fasp\_dstr\_print
  - BlalO.c, [169](#)
- fasp\_dstr\_read
  - BlalO.c, [170](#)
- fasp\_dstr\_write
  - BlalO.c, [170](#)
- fasp\_dvec\_alloc
  - AuxVector.c, [113](#)
- fasp\_dvec\_cp
  - AuxVector.c, [114](#)
- fasp\_dvec\_create
  - AuxVector.c, [114](#)
- fasp\_dvec\_free
  - AuxVector.c, [115](#)
- fasp\_dvec\_isnan
  - AuxVector.c, [115](#)
- fasp\_dvec\_maxdiff
  - AuxVector.c, [116](#)
- fasp\_dvec\_print

BlalO.c, [171](#)  
 fasp\_dvec\_rand  
     AuxVector.c, [117](#)  
 fasp\_dvec\_read  
     BlalO.c, [171](#)  
 fasp\_dvec\_set  
     AuxVector.c, [117](#)  
 fasp\_dvec\_symdiagscale  
     AuxVector.c, [118](#)  
 fasp\_dvec\_write  
     BlalO.c, [172](#)  
 fasp\_dvecind\_read  
     BlalO.c, [173](#)  
 fasp\_dvecind\_write  
     BlalO.c, [173](#)  
 fasp\_famg\_solve  
     PreMGSolve.c, [506](#)  
 fasp\_format\_dblc\_dcsr  
     BlaFormat.c, [134](#)  
 fasp\_format\_dbsr\_dcoo  
     BlaFormat.c, [135](#)  
 fasp\_format\_dbsr\_dcsr  
     BlaFormat.c, [135](#)  
 fasp\_format\_dcoo\_dcsr  
     BlaFormat.c, [136](#)  
 fasp\_format\_dcsr\_dbsr  
     BlaFormat.c, [137](#)  
 fasp\_format\_dcsr\_dcoo  
     BlaFormat.c, [137](#)  
 fasp\_format\_dcsrl\_dcsr  
     BlaFormat.c, [138](#)  
 fasp\_format\_dstr\_dbsr  
     BlaFormat.c, [139](#)  
 fasp\_format\_dstr\_dcsr  
     BlaFormat.c, [139](#)  
 fasp\_fwrapper\_amg\_  
     SolWrapper.c, [551](#)  
 fasp\_fwrapper\_krylov\_amg\_  
     SolWrapper.c, [552](#)  
 fasp\_generate\_diagin\_block  
     ltrSmootherSTR.c, [378](#)  
 fasp\_get\_start\_end  
     AuxThreads.c, [109](#)  
 fasp\_gettime  
     AuxTiming.c, [112](#)  
 fasp\_grid.h, [349](#)  
     \_\_FASPGRID\_HEADER\_\_, [349](#)  
     grid2d, [350](#)  
     pcgrid2d, [350](#)  
     pgrid2d, [350](#)  
 fasp\_grid2d\_plot  
     AuxGraphics.c, [79](#)  
 fasp\_hb\_read  
     BlalO.c, [174](#)  
 fasp\_iarray\_cp  
     AuxArray.c, [71](#)  
 fasp\_iarray\_set  
     AuxArray.c, [71](#)  
 fasp\_icsr\_cp  
     BlaSparseCSR.c, [253](#)  
 fasp\_icsr\_create  
     BlaSparseCSR.c, [254](#)  
 fasp\_icsr\_free  
     BlaSparseCSR.c, [255](#)  
 fasp\_icsr\_trans  
     BlaSparseCSR.c, [255](#)  
 fasp\_ilu\_data\_create  
     PreDataInit.c, [492](#)  
 fasp\_ilu\_data\_free  
     PreDataInit.c, [493](#)  
 fasp\_ilu\_dbsr\_setup  
     BlalLUSetupBSR.c, [148](#)  
 fasp\_ilu\_dbsr\_setup\_levsch\_omp  
     BlalLUSetupBSR.c, [149](#)  
 fasp\_ilu\_dbsr\_setup\_mc\_omp  
     BlalLUSetupBSR.c, [149](#)  
 fasp\_ilu\_dbsr\_setup\_omp  
     BlalLUSetupBSR.c, [150](#)  
 fasp\_ilu\_dcsr\_setup  
     BlalLUSetupCSR.c, [152](#)  
 fasp\_ilu\_dstr\_setup0  
     BlalLUSetupSTR.c, [153](#)  
 fasp\_ilu\_dstr\_setup1  
     BlalLUSetupSTR.c, [154](#)  
 fasp\_iluk  
     BlalLU.c, [141](#)  
 fasp\_ilut  
     BlalLU.c, [142](#)  
 fasp\_ilutp  
     BlalLU.c, [143](#)  
 fasp\_itinfo  
     AuxMessage.c, [89](#)  
 fasp\_ivec\_alloc  
     AuxVector.c, [119](#)  
 fasp\_ivec\_create  
     AuxVector.c, [119](#)  
 fasp\_ivec\_free  
     AuxVector.c, [120](#)  
 fasp\_ivec\_print  
     BlalO.c, [175](#)  
 fasp\_ivec\_read  
     BlalO.c, [175](#)  
 fasp\_ivec\_set  
     AuxVector.c, [120](#)  
 fasp\_ivec\_write  
     BlalO.c, [176](#)  
 fasp\_ivecind\_read  
     BlalO.c, [176](#)

fasp\_matrix\_read  
BlalO.c, [177](#)

fasp\_matrix\_read\_bin  
BlalO.c, [178](#)

fasp\_matrix\_write  
BlalO.c, [179](#)

fasp\_mem\_calloc  
AuxMemory.c, [82](#)

fasp\_mem\_free  
AuxMemory.c, [83](#)

fasp\_mem\_iludata\_check  
AuxMemory.c, [83](#)

fasp\_mem\_realloc  
AuxMemory.c, [84](#)

fasp\_mem\_usage  
AuxMemory.c, [85](#)

fasp\_message  
AuxMessage.c, [90](#)

fasp\_param\_amg\_init  
AuxParam.c, [92](#)

fasp\_param\_amg\_print  
AuxParam.c, [92](#)

fasp\_param\_amg\_set  
AuxParam.c, [93](#)

fasp\_param\_amg\_to\_prec  
AuxParam.c, [93](#)

fasp\_param\_amg\_to\_precbsr  
AuxParam.c, [94](#)

fasp\_param\_check  
AuxInput.c, [80](#)

fasp\_param\_ilu\_init  
AuxParam.c, [94](#)

fasp\_param\_ilu\_print  
AuxParam.c, [95](#)

fasp\_param\_ilu\_set  
AuxParam.c, [95](#)

fasp\_param\_init  
AuxParam.c, [96](#)

fasp\_param\_input  
AuxInput.c, [81](#)

fasp\_param\_input\_init  
AuxParam.c, [96](#)

fasp\_param\_prec\_to\_amg  
AuxParam.c, [97](#)

fasp\_param\_precbsr\_to\_amg  
AuxParam.c, [97](#)

fasp\_param\_set  
AuxParam.c, [98](#)

fasp\_param\_solver\_init  
AuxParam.c, [99](#)

fasp\_param\_solver\_print  
AuxParam.c, [99](#)

fasp\_param\_solver\_set  
AuxParam.c, [100](#)

fasp\_param\_swz\_init  
AuxParam.c, [100](#)

fasp\_param\_swz\_print  
AuxParam.c, [101](#)

fasp\_param\_swz\_set  
AuxParam.c, [101](#)

fasp\_poisson\_fgm1d  
SolGMGPoisson.c, [535](#)

fasp\_poisson\_fgm2d  
SolGMGPoisson.c, [535](#)

fasp\_poisson\_fgm3d  
SolGMGPoisson.c, [536](#)

fasp\_poisson\_gmg1d  
SolGMGPoisson.c, [537](#)

fasp\_poisson\_gmg2d  
SolGMGPoisson.c, [538](#)

fasp\_poisson\_gmg3d  
SolGMGPoisson.c, [539](#)

fasp\_poisson\_gmgcg1d  
SolGMGPoisson.c, [539](#)

fasp\_poisson\_gmgcg2d  
SolGMGPoisson.c, [540](#)

fasp\_poisson\_gmgcg3d  
SolGMGPoisson.c, [541](#)

fasp\_precond\_amg  
PreCSR.c, [481](#)

fasp\_precond\_amg\_nk  
PreCSR.c, [482](#)

fasp\_precond\_amli  
PreCSR.c, [483](#)

fasp\_precond\_block\_SGS\_3  
PreBLC.c, [469](#)

fasp\_precond\_block\_SGS\_3\_amg  
PreBLC.c, [470](#)

fasp\_precond\_block\_diag\_3  
PreBLC.c, [466](#)

fasp\_precond\_block\_diag\_3\_amg  
PreBLC.c, [466](#)

fasp\_precond\_block\_diag\_4  
PreBLC.c, [467](#)

fasp\_precond\_block\_lower\_3  
PreBLC.c, [468](#)

fasp\_precond\_block\_lower\_3\_amg  
PreBLC.c, [468](#)

fasp\_precond\_block\_lower\_4  
PreBLC.c, [469](#)

fasp\_precond\_block\_upper\_3  
PreBLC.c, [470](#)

fasp\_precond\_block\_upper\_3\_amg  
PreBLC.c, [471](#)

fasp\_precond\_data\_init  
PreDataInit.c, [493](#)

fasp\_precond\_dbsr\_amg  
PreBSR.c, [473](#)

fasp\_precond\_dbsr\_amg\_nk  
  PreBSR.c, [474](#)

fasp\_precond\_dbsr\_diag  
  PreBSR.c, [474](#)

fasp\_precond\_dbsr\_diag\_nc2  
  PreBSR.c, [475](#)

fasp\_precond\_dbsr\_diag\_nc3  
  PreBSR.c, [476](#)

fasp\_precond\_dbsr\_diag\_nc5  
  PreBSR.c, [476](#)

fasp\_precond\_dbsr\_diag\_nc7  
  PreBSR.c, [477](#)

fasp\_precond\_dbsr\_ilu  
  PreBSR.c, [478](#)

fasp\_precond\_dbsr\_ilu\_ls\_omp  
  PreBSR.c, [478](#)

fasp\_precond\_dbsr\_ilu\_mc\_omp  
  PreBSR.c, [479](#)

fasp\_precond\_dbsr\_namli  
  PreBSR.c, [480](#)

fasp\_precond\_diag  
  PreCSR.c, [483](#)

fasp\_precond\_dstr\_blockgs  
  PreSTR.c, [507](#)

fasp\_precond\_dstr\_diag  
  PreSTR.c, [508](#)

fasp\_precond\_dstr\_ilu0  
  PreSTR.c, [508](#)

fasp\_precond\_dstr\_ilu0\_backward  
  PreSTR.c, [509](#)

fasp\_precond\_dstr\_ilu0\_forward  
  PreSTR.c, [510](#)

fasp\_precond\_dstr\_ilu1  
  PreSTR.c, [510](#)

fasp\_precond\_dstr\_ilu1\_backward  
  PreSTR.c, [511](#)

fasp\_precond\_dstr\_ilu1\_forward  
  PreSTR.c, [511](#)

fasp\_precond\_famg  
  PreCSR.c, [484](#)

fasp\_precond\_free  
  PreCSR.c, [484](#)

fasp\_precond\_ilu  
  PreCSR.c, [485](#)

fasp\_precond\_ilu\_backward  
  PreCSR.c, [485](#)

fasp\_precond\_ilu\_forward  
  PreCSR.c, [486](#)

fasp\_precond\_namli  
  PreCSR.c, [487](#)

fasp\_precond\_setup  
  PreCSR.c, [487](#)

fasp\_precond\_sweeping  
  PreBLC.c, [472](#)

fasp\_precond\_swz  
  PreCSR.c, [488](#)

fasp\_set\_gs\_threads  
  AuxThreads.c, [110](#)

fasp\_smat\_Linf  
  BlaSmallMatInv.c, [210](#)

fasp\_smat\_identity  
  BlaSmallMatInv.c, [204](#)

fasp\_smat\_identity\_nc2  
  BlaSmallMatInv.c, [204](#)

fasp\_smat\_identity\_nc3  
  BlaSmallMatInv.c, [205](#)

fasp\_smat\_identity\_nc5  
  BlaSmallMatInv.c, [205](#)

fasp\_smat\_identity\_nc7  
  BlaSmallMatInv.c, [206](#)

fasp\_smat\_inv  
  BlaSmallMatInv.c, [206](#)

fasp\_smat\_inv\_nc  
  BlaSmallMatInv.c, [207](#)

fasp\_smat\_inv\_nc2  
  BlaSmallMatInv.c, [207](#)

fasp\_smat\_inv\_nc3  
  BlaSmallMatInv.c, [208](#)

fasp\_smat\_inv\_nc4  
  BlaSmallMatInv.c, [208](#)

fasp\_smat\_inv\_nc5  
  BlaSmallMatInv.c, [209](#)

fasp\_smat\_inv\_nc7  
  BlaSmallMatInv.c, [209](#)

fasp\_smat\_invp\_nc  
  BlaSmallMatInv.c, [210](#)

fasp\_smat\_lu\_decomp  
  BlaSmallMatLU.c, [212](#)

fasp\_smat\_lu\_solve  
  BlaSmallMatLU.c, [212](#)

fasp\_smoother\_dbsr\_gs  
  ltrSmootherBSR.c, [352](#)

fasp\_smoother\_dbsr\_gs1  
  ltrSmootherBSR.c, [352](#)

fasp\_smoother\_dbsr\_gs\_ascend  
  ltrSmootherBSR.c, [353](#)

fasp\_smoother\_dbsr\_gs\_ascend1  
  ltrSmootherBSR.c, [354](#)

fasp\_smoother\_dbsr\_gs\_descend  
  ltrSmootherBSR.c, [354](#)

fasp\_smoother\_dbsr\_gs\_descend1  
  ltrSmootherBSR.c, [355](#)

fasp\_smoother\_dbsr\_gs\_order1  
  ltrSmootherBSR.c, [356](#)

fasp\_smoother\_dbsr\_gs\_order2  
  ltrSmootherBSR.c, [356](#)

fasp\_smoother\_dbsr\_ilu  
  ltrSmootherBSR.c, [357](#)



`fasp_smoother_dbsr_jacobi`  
    `ltrSmootherBSR.c`, [358](#)

`fasp_smoother_dbsr_jacobi1`  
    `ltrSmootherBSR.c`, [359](#)

`fasp_smoother_dbsr_jacobi_setup`  
    `ltrSmootherBSR.c`, [359](#)

`fasp_smoother_dbsr_sor`  
    `ltrSmootherBSR.c`, [360](#)

`fasp_smoother_dbsr_sor1`  
    `ltrSmootherBSR.c`, [361](#)

`fasp_smoother_dbsr_sor_ascend`  
    `ltrSmootherBSR.c`, [361](#)

`fasp_smoother_dbsr_sor_descend`  
    `ltrSmootherBSR.c`, [362](#)

`fasp_smoother_dbsr_sor_order`  
    `ltrSmootherBSR.c`, [363](#)

`fasp_smoother_dcsr_L1diag`  
    `ltrSmootherCSR.c`, [369](#)

`fasp_smoother_dcsr_gs`  
    `ltrSmootherCSR.c`, [365](#)

`fasp_smoother_dcsr_gs_cf`  
    `ltrSmootherCSR.c`, [366](#)

`fasp_smoother_dcsr_gscr`  
    `ltrSmootherCSR.c`, [374](#)

`fasp_smoother_dcsr_ilu`  
    `ltrSmootherCSR.c`, [366](#)

`fasp_smoother_dcsr_jacobi`  
    `ltrSmootherCSR.c`, [367](#)

`fasp_smoother_dcsr_kaczmarz`  
    `ltrSmootherCSR.c`, [368](#)

`fasp_smoother_dcsr_poly`  
    `ltrSmootherCSRpoly.c`, [375](#)

`fasp_smoother_dcsr_poly_old`  
    `ltrSmootherCSRpoly.c`, [376](#)

`fasp_smoother_dcsr_sgs`  
    `ltrSmootherCSR.c`, [370](#)

`fasp_smoother_dcsr_sor`  
    `ltrSmootherCSR.c`, [370](#)

`fasp_smoother_dcsr_sor_cf`  
    `ltrSmootherCSR.c`, [371](#)

`fasp_smoother_dstr_gs`  
    `ltrSmootherSTR.c`, [379](#)

`fasp_smoother_dstr_gs1`  
    `ltrSmootherSTR.c`, [379](#)

`fasp_smoother_dstr_gs_ascend`  
    `ltrSmootherSTR.c`, [380](#)

`fasp_smoother_dstr_gs_cf`  
    `ltrSmootherSTR.c`, [381](#)

`fasp_smoother_dstr_gs_descend`  
    `ltrSmootherSTR.c`, [381](#)

`fasp_smoother_dstr_gs_order`  
    `ltrSmootherSTR.c`, [382](#)

`fasp_smoother_dstr_jacobi`  
    `ltrSmootherSTR.c`, [383](#)

`fasp_smoother_dstr_jacobi1`  
    `ltrSmootherSTR.c`, [383](#)

`fasp_smoother_dstr_sor`  
    `ltrSmootherSTR.c`, [384](#)

`fasp_smoother_dstr_sor1`  
    `ltrSmootherSTR.c`, [385](#)

`fasp_smoother_dstr_sor_ascend`  
    `ltrSmootherSTR.c`, [385](#)

`fasp_smoother_dstr_sor_cf`  
    `ltrSmootherSTR.c`, [386](#)

`fasp_smoother_dstr_sor_descend`  
    `ltrSmootherSTR.c`, [387](#)

`fasp_smoother_dstr_sor_order`  
    `ltrSmootherSTR.c`, [387](#)

`fasp_smoother_dstr_swz`  
    `ltrSmootherSTR.c`, [388](#)

`fasp_solver_amg`  
    `SolAMG.c`, [512](#)

`fasp_solver_amli`  
    `PreMGRecurAMLI.c`, [500](#)

`fasp_solver_dblc_itsolver`  
    `SolBLC.c`, [514](#)

`fasp_solver_dblc_krylov`  
    `SolBLC.c`, [515](#)

`fasp_solver_dblc_krylov_block_3`  
    `SolBLC.c`, [515](#)

`fasp_solver_dblc_krylov_block_4`  
    `SolBLC.c`, [516](#)

`fasp_solver_dblc_krylov_sweeping`  
    `SolBLC.c`, [517](#)

`fasp_solver_dblc_pbcgs`  
    `KryPbcgs.c`, [390](#)

`fasp_solver_dblc_pcg`  
    `KryPcg.c`, [396](#)

`fasp_solver_dblc_pgcr`  
    `KryPgcr.c`, [405](#)

`fasp_solver_dblc_pgmres`  
    `KryPgmres.c`, [407](#)

`fasp_solver_dblc_pminres`  
    `KryPminres.c`, [413](#)

`fasp_solver_dblc_pvfgmres`  
    `KryPvfgmres.c`, [418](#)

`fasp_solver_dblc_pvgmres`  
    `KryPvgmres.c`, [423](#)

`fasp_solver_dblc_spbcs`  
    `KrySPbcgs.c`, [429](#)

`fasp_solver_dblc_spcg`  
    `KrySPcg.c`, [434](#)

`fasp_solver_dblc_spgmres`  
    `KrySPgmres.c`, [438](#)

`fasp_solver_dblc_spmminres`  
    `KrySPminres.c`, [442](#)

`fasp_solver_dblc_spvgmres`  
    `KrySPvgmres.c`, [447](#)

fasp\_solver\_dbsr\_itsolver  
  SolBSR.c, [519](#)

fasp\_solver\_dbsr\_krylov  
  SolBSR.c, [520](#)

fasp\_solver\_dbsr\_krylov\_amg  
  SolBSR.c, [520](#)

fasp\_solver\_dbsr\_krylov\_amg\_nk  
  SolBSR.c, [522](#)

fasp\_solver\_dbsr\_krylov\_diag  
  SolBSR.c, [523](#)

fasp\_solver\_dbsr\_krylov\_ilu  
  SolBSR.c, [523](#)

fasp\_solver\_dbsr\_krylov\_nk\_amg  
  SolBSR.c, [524](#)

fasp\_solver\_dbsr\_pbcgs  
  KryPbcgs.c, [391](#)

fasp\_solver\_dbsr\_pcg  
  KryPcg.c, [397](#)

fasp\_solver\_dbsr\_pgmres  
  KryPgmres.c, [408](#)

fasp\_solver\_dbsr\_pvfgmres  
  KryPvfgmres.c, [419](#)

fasp\_solver\_dbsr\_pvgmres  
  KryPvgmres.c, [424](#)

fasp\_solver\_dbsr\_spbcgs  
  KrySPbcgs.c, [429](#)

fasp\_solver\_dbsr\_spgmres  
  KrySPgmres.c, [439](#)

fasp\_solver\_dbsr\_spvgmres  
  KrySPvgmres.c, [448](#)

fasp\_solver\_dcsr\_itsolver  
  SolCSR.c, [526](#)

fasp\_solver\_dcsr\_krylov  
  SolCSR.c, [527](#)

fasp\_solver\_dcsr\_krylov\_amg  
  SolCSR.c, [528](#)

fasp\_solver\_dcsr\_krylov\_amg\_nk  
  SolCSR.c, [528](#)

fasp\_solver\_dcsr\_krylov\_diag  
  SolCSR.c, [529](#)

fasp\_solver\_dcsr\_krylov\_ilu  
  SolCSR.c, [530](#)

fasp\_solver\_dcsr\_krylov\_ilu\_M  
  SolCSR.c, [531](#)

fasp\_solver\_dcsr\_krylov\_swz  
  SolCSR.c, [531](#)

fasp\_solver\_dcsr\_pbcgs  
  KryPbcgs.c, [392](#)

fasp\_solver\_dcsr\_pcg  
  KryPcg.c, [398](#)

fasp\_solver\_dcsr\_pcg  
  KryPgcg.c, [401](#)

fasp\_solver\_dcsr\_pgcr  
  KryPgcr.c, [405](#)

fasp\_solver\_dcsr\_pgmres  
  KryPgmres.c, [409](#)

fasp\_solver\_dcsr\_pminres  
  KryPminres.c, [414](#)

fasp\_solver\_dcsr\_pvfgmres  
  KryPvfgmres.c, [420](#)

fasp\_solver\_dcsr\_pvgmres  
  KryPvgmres.c, [425](#)

fasp\_solver\_dcsr\_spbcgs  
  KrySPbcgs.c, [430](#)

fasp\_solver\_dcsr\_spcg  
  KrySPcg.c, [434](#)

fasp\_solver\_dcsr\_spgmres  
  KrySPgmres.c, [440](#)

fasp\_solver\_dcsr\_spmminres  
  KrySPminres.c, [443](#)

fasp\_solver\_dcsr\_spvgmres  
  KrySPvgmres.c, [449](#)

fasp\_solver\_dstr\_itsolver  
  SolSTR.c, [546](#)

fasp\_solver\_dstr\_krylov  
  SolSTR.c, [546](#)

fasp\_solver\_dstr\_krylov\_blockgs  
  SolSTR.c, [548](#)

fasp\_solver\_dstr\_krylov\_diag  
  SolSTR.c, [549](#)

fasp\_solver\_dstr\_krylov\_ilu  
  SolSTR.c, [549](#)

fasp\_solver\_dstr\_pbcgs  
  KryPbcgs.c, [393](#)

fasp\_solver\_dstr\_pcg  
  KryPcg.c, [399](#)

fasp\_solver\_dstr\_pgmres  
  KryPgmres.c, [410](#)

fasp\_solver\_dstr\_pminres  
  KryPminres.c, [415](#)

fasp\_solver\_dstr\_pvgmres  
  KryPvgmres.c, [426](#)

fasp\_solver\_dstr\_spbcgs  
  KrySPbcgs.c, [432](#)

fasp\_solver\_dstr\_spcg  
  KrySPcg.c, [435](#)

fasp\_solver\_dstr\_spgmres  
  KrySPgmres.c, [441](#)

fasp\_solver\_dstr\_spmminres  
  KrySPminres.c, [445](#)

fasp\_solver\_dstr\_spvgmres  
  KrySPvgmres.c, [450](#)

fasp\_solver\_famg  
  SolFAMG.c, [533](#)

fasp\_solver\_fmecycle  
  PreMGCycleFull.c, [497](#)

fasp\_solver\_itsolver  
  SolMatFree.c, [543](#)

- fasp\_solver\_krylov
  - SolMatFree.c, [543](#)
- fasp\_solver\_matfree\_init
  - SolMatFree.c, [544](#)
- fasp\_solver\_mgcycle
  - PreMGCycle.c, [495](#)
- fasp\_solver\_mgcycle\_bsr
  - PreMGCycle.c, [496](#)
- fasp\_solver\_mgrecr
  - PreMGRecur.c, [498](#)
- fasp\_solver\_mumps
  - XtrMumps.c, [556](#)
- fasp\_solver\_mumps\_steps
  - XtrMumps.c, [556](#)
- fasp\_solver\_namli
  - PreMGRecurAMLI.c, [501](#)
- fasp\_solver\_namli\_bsr
  - PreMGRecurAMLI.c, [502](#)
- fasp\_solver\_pardiso
  - XtrPardiso.c, [558](#)
- fasp\_solver\_pbcgs
  - KryPbcgs.c, [393](#)
- fasp\_solver\_pcg
  - KryPcg.c, [400](#)
- fasp\_solver\_pgcg
  - KryPgcg.c, [403](#)
- fasp\_solver\_pgmres
  - KryPgmres.c, [411](#)
- fasp\_solver\_pminres
  - KryPminres.c, [416](#)
- fasp\_solver\_pvfgmres
  - KryPvfgmres.c, [421](#)
- fasp\_solver\_pvgmres
  - KryPvgmres.c, [427](#)
- fasp\_solver\_superlu
  - XtrSuperlu.c, [561](#)
- fasp\_solver\_umfpack
  - XtrUmfpack.c, [562](#)
- fasp\_sparse\_MIS
  - BlaSparseUtil.c, [266](#)
- fasp\_sparse\_aat\_
  - BlaSparseUtil.c, [262](#)
- fasp\_sparse\_abyb\_
  - BlaSparseUtil.c, [262](#)
- fasp\_sparse\_abybms\_
  - BlaSparseUtil.c, [263](#)
- fasp\_sparse\_aplbms\_
  - BlaSparseUtil.c, [264](#)
- fasp\_sparse\_aplusb\_
  - BlaSparseUtil.c, [265](#)
- fasp\_sparse\_iit\_
  - BlaSparseUtil.c, [265](#)
- fasp\_sparse\_rapcmp\_
  - BlaSparseUtil.c, [266](#)
- fasp\_sparse\_rapms\_
  - BlaSparseUtil.c, [267](#)
- fasp\_sparse\_wta\_
  - BlaSparseUtil.c, [268](#)
- fasp\_sparse\_wtams\_
  - BlaSparseUtil.c, [269](#)
- fasp\_sparse\_ytx\_
  - BlaSparseUtil.c, [270](#)
- fasp\_sparse\_ytxbig\_
  - BlaSparseUtil.c, [271](#)
- fasp\_swz\_data\_free
  - PreDataInit.c, [494](#)
- fasp\_swz\_dcsr\_setup
  - BlaSchwarzSetup.c, [185](#)
- fasp\_symbfactor
  - BlalLU.c, [144](#)
- fasp\_vector\_read
  - BlalO.c, [180](#)
- fasp\_vector\_write
  - BlalO.c, [180](#)
- fasp\_wrapper\_dbsr\_krylov\_amg
  - SolWrapper.c, [553](#)
- fasp\_wrapper\_dcoo\_dbsr\_krylov\_amg
  - SolWrapper.c, [554](#)
- G0PT
  - fasp\_const.h, [328](#)
- GE
  - fasp.h, [307](#)
- grid2d, [30](#)
  - e, [31](#)
  - edges, [31](#)
  - ediri, [31](#)
  - efather, [31](#)
  - fasp\_grid.h, [350](#)
  - p, [32](#)
  - pdiri, [32](#)
  - pfather, [32](#)
  - s, [32](#)
  - t, [32](#)
  - tfather, [33](#)
  - triangles, [33](#)
  - vertices, [33](#)
- GT
  - fasp.h, [307](#)
- iBLCmat, [33](#)
  - fasp\_block.h, [315](#)
- ICNTL
  - XtrMumps.c, [555](#)
- iCOOmat, [34](#)
  - fasp.h, [312](#)
- iCSRmat, [35](#)
  - fasp.h, [312](#)
- ILU\_MC\_OMP

- fasp\_const.h, 328
- ILU\_data, 36
- ILU\_droptol
  - input\_param, 47
- ILU\_lfil
  - input\_param, 47
- ILU\_param, 38
- ILU\_permtol
  - input\_param, 47
- ILU\_relax
  - input\_param, 47
- ILU\_type
  - input\_param, 47
- ILUk
  - fasp\_const.h, 328
- ILUt
  - fasp\_const.h, 329
- ILUtp
  - fasp\_const.h, 329
- INTERP\_DIR
  - fasp\_const.h, 329
- INTERP\_ENG
  - fasp\_const.h, 329
- INTERP\_EXT
  - fasp\_const.h, 330
- INTERP\_STD
  - fasp\_const.h, 330
- INT
  - fasp.h, 307
- ISNAN
  - fasp.h, 307
- ISPT
  - fasp\_const.h, 330
- ITS\_param, 51
  - itsolver\_type, 51
  - maxit, 51
  - precond\_type, 52
  - print\_level, 52
  - restart, 52
  - stop\_type, 52
  - tol, 52
- idenmat, 36
  - fasp.h, 312
- ilength
  - BlalO.c, 182
- ilu\_solve\_omp
  - ltrSmootherBSR.c, 364
- inifile
  - input\_param, 48
- input\_param, 39
  - AMG\_ILU\_levels, 42
  - AMG\_SWZ\_levels, 46
  - AMG\_aggregation\_type, 40
  - AMG\_aggressive\_level, 40
  - AMG\_aggressive\_path, 40
  - AMG\_amli\_degree, 41
  - AMG\_coarse\_dof, 41
  - AMG\_coarse\_scaling, 41
  - AMG\_coarse\_solver, 41
  - AMG\_coarsening\_type, 41
  - AMG\_cycle\_type, 42
  - AMG\_interpolation\_type, 42
  - AMG\_levels, 42
  - AMG\_max\_aggregation, 42
  - AMG\_max\_row\_sum, 43
  - AMG\_maxit, 43
  - AMG\_nl\_amli\_krylov\_type, 43
  - AMG\_pair\_number, 43
  - AMG\_polynomial\_degree, 43
  - AMG\_postsmooth\_iter, 44
  - AMG\_presmooth\_iter, 44
  - AMG\_quality\_bound, 44
  - AMG\_relaxation, 44
  - AMG\_smooth\_filter, 44
  - AMG\_smooth\_order, 45
  - AMG\_smooth\_restriction, 45
  - AMG\_smoother, 45
  - AMG\_strong\_coupled, 45
  - AMG\_strong\_threshold, 45
  - AMG\_tentative\_smooth, 46
  - AMG\_tol, 46
  - AMG\_truncation\_threshold, 46
  - AMG\_type, 46
  - ILU\_droptol, 47
  - ILU\_lfil, 47
  - ILU\_permtol, 47
  - ILU\_relax, 47
  - ILU\_type, 47
  - inifile, 48
  - itsolver\_maxit, 48
  - itsolver\_tol, 48
  - output\_type, 48
  - precond\_type, 48
  - print\_level, 49
  - problem\_num, 49
  - restart, 49
  - SWZ\_blksolver, 50
  - SWZ\_maxlvl, 50
  - SWZ\_mmsize, 50
  - SWZ\_type, 50
  - solver\_type, 49
  - stop\_type, 49
  - workdir, 50
- ltrSmootherBSR.c, 350
  - fasp\_smoother\_dbsr\_gs, 352
  - fasp\_smoother\_dbsr\_gs1, 352
  - fasp\_smoother\_dbsr\_gs\_ascend, 353
  - fasp\_smoother\_dbsr\_gs\_ascend1, 354

- fasp\_smoother\_dbsr\_gs\_descend, [354](#)
  - fasp\_smoother\_dbsr\_gs\_descend1, [355](#)
  - fasp\_smoother\_dbsr\_gs\_order1, [356](#)
  - fasp\_smoother\_dbsr\_gs\_order2, [356](#)
  - fasp\_smoother\_dbsr\_ilu, [357](#)
  - fasp\_smoother\_dbsr\_jacobi, [358](#)
  - fasp\_smoother\_dbsr\_jacobi1, [359](#)
  - fasp\_smoother\_dbsr\_jacobi\_setup, [359](#)
  - fasp\_smoother\_dbsr\_sor, [360](#)
  - fasp\_smoother\_dbsr\_sor1, [361](#)
  - fasp\_smoother\_dbsr\_sor\_ascend, [361](#)
  - fasp\_smoother\_dbsr\_sor\_descend, [362](#)
  - fasp\_smoother\_dbsr\_sor\_order, [363](#)
  - ilu\_solve\_omp, [364](#)
- ltrSmootherCSR.c, [364](#)
  - fasp\_smoother\_dcsr\_L1diag, [369](#)
  - fasp\_smoother\_dcsr\_gs, [365](#)
  - fasp\_smoother\_dcsr\_gs\_cf, [366](#)
  - fasp\_smoother\_dcsr\_ilu, [366](#)
  - fasp\_smoother\_dcsr\_jacobi, [367](#)
  - fasp\_smoother\_dcsr\_kaczmarz, [368](#)
  - fasp\_smoother\_dcsr\_sgs, [370](#)
  - fasp\_smoother\_dcsr\_sor, [370](#)
  - fasp\_smoother\_dcsr\_sor\_cf, [371](#)
- ltrSmootherCSRcr.c, [373](#)
  - fasp\_smoother\_dcsr\_gscr, [374](#)
- ltrSmootherCSRpoly.c, [375](#)
  - fasp\_smoother\_dcsr\_poly, [375](#)
  - fasp\_smoother\_dcsr\_poly\_old, [376](#)
- ltrSmootherSTR.c, [377](#)
  - fasp\_generate\_diaginv\_block, [378](#)
  - fasp\_smoother\_dstr\_gs, [379](#)
  - fasp\_smoother\_dstr\_gs1, [379](#)
  - fasp\_smoother\_dstr\_gs\_ascend, [380](#)
  - fasp\_smoother\_dstr\_gs\_cf, [381](#)
  - fasp\_smoother\_dstr\_gs\_descend, [381](#)
  - fasp\_smoother\_dstr\_gs\_order, [382](#)
  - fasp\_smoother\_dstr\_jacobi, [383](#)
  - fasp\_smoother\_dstr\_jacobi1, [383](#)
  - fasp\_smoother\_dstr\_sor, [384](#)
  - fasp\_smoother\_dstr\_sor1, [385](#)
  - fasp\_smoother\_dstr\_sor\_ascend, [385](#)
  - fasp\_smoother\_dstr\_sor\_cf, [386](#)
  - fasp\_smoother\_dstr\_sor\_descend, [387](#)
  - fasp\_smoother\_dstr\_sor\_order, [387](#)
  - fasp\_smoother\_dstr\_swz, [388](#)
- itsolver\_maxit
  - input\_param, [48](#)
- itsolver\_tol
  - input\_param, [48](#)
- itsolver\_type
  - ITS\_param, [51](#)
- ivector, [53](#)
  - fasp.h, [312](#)
- JA
  - dBSRmat, [25](#)
- KryPbcgs.c, [389](#)
  - fasp\_solver\_dblc\_pbcgs, [390](#)
  - fasp\_solver\_dbsr\_pbcgs, [391](#)
  - fasp\_solver\_dcsr\_pbcgs, [392](#)
  - fasp\_solver\_dstr\_pbcgs, [393](#)
  - fasp\_solver\_pbcgs, [393](#)
- KryPcg.c, [394](#)
  - fasp\_solver\_dblc\_pcg, [396](#)
  - fasp\_solver\_dbsr\_pcg, [397](#)
  - fasp\_solver\_dcsr\_pcg, [398](#)
  - fasp\_solver\_dstr\_pcg, [399](#)
  - fasp\_solver\_pcg, [400](#)
- KryPgcr.c, [401](#)
  - fasp\_solver\_dcsr\_pgcr, [401](#)
  - fasp\_solver\_pgcr, [403](#)
- KryPgcr.c, [404](#)
  - fasp\_solver\_dblc\_pgcr, [405](#)
  - fasp\_solver\_dcsr\_pgcr, [405](#)
- KryPgmres.c, [406](#)
  - fasp\_solver\_dblc\_pgmres, [407](#)
  - fasp\_solver\_dbsr\_pgmres, [408](#)
  - fasp\_solver\_dcsr\_pgmres, [409](#)
  - fasp\_solver\_dstr\_pgmres, [410](#)
  - fasp\_solver\_pgmres, [411](#)
- KryPminres.c, [412](#)
  - fasp\_solver\_dblc\_pminres, [413](#)
  - fasp\_solver\_dcsr\_pminres, [414](#)
  - fasp\_solver\_dstr\_pminres, [415](#)
  - fasp\_solver\_pminres, [416](#)
- KryPvfgmres.c, [417](#)
  - fasp\_solver\_dblc\_pvfgmres, [418](#)
  - fasp\_solver\_dbsr\_pvfgmres, [419](#)
  - fasp\_solver\_dcsr\_pvfgmres, [420](#)
  - fasp\_solver\_pvfgmres, [421](#)
- KryPvgmres.c, [422](#)
  - fasp\_solver\_dblc\_pvgmres, [423](#)
  - fasp\_solver\_dbsr\_pvgmres, [424](#)
  - fasp\_solver\_dcsr\_pvgmres, [425](#)
  - fasp\_solver\_dstr\_pvgmres, [426](#)
  - fasp\_solver\_pvgmres, [427](#)
- KrySPbcgs.c, [428](#)
  - fasp\_solver\_dblc\_spbcgs, [429](#)
  - fasp\_solver\_dbsr\_spbcgs, [429](#)
  - fasp\_solver\_dcsr\_spbcgs, [430](#)
  - fasp\_solver\_dstr\_spbcgs, [432](#)
- KrySPcg.c, [433](#)
  - fasp\_solver\_dblc\_spcg, [434](#)
  - fasp\_solver\_dcsr\_spcg, [434](#)
  - fasp\_solver\_dstr\_spcg, [435](#)
- KrySPgmres.c, [437](#)
  - fasp\_solver\_dblc\_spgmres, [438](#)

- fasp\_solver\_dbsr\_spgmres, [439](#)
  - fasp\_solver\_dcsr\_spgmres, [440](#)
  - fasp\_solver\_dstr\_spgmres, [441](#)
- KrySPminres.c, [442](#)
  - fasp\_solver\_dblc\_spmminres, [442](#)
  - fasp\_solver\_dcsr\_spmminres, [443](#)
  - fasp\_solver\_dstr\_spmminres, [445](#)
- KrySPvgmres.c, [446](#)
  - fasp\_solver\_dblc\_spvvgmres, [447](#)
  - fasp\_solver\_dbsr\_spvvgmres, [448](#)
  - fasp\_solver\_dcsr\_spvvgmres, [449](#)
  - fasp\_solver\_dstr\_spvvgmres, [450](#)
- LONGLONG
  - fasp.h, [308](#)
- LONG
  - fasp.h, [308](#)
- LU\_diag
  - precond\_block\_data, [57](#)
- LE
  - fasp.h, [308](#)
- local\_LU
  - precond\_sweeping\_data, [65](#)
- local\_A
  - precond\_sweeping\_data, [65](#)
- local\_index
  - precond\_sweeping\_data, [65](#)
- LS
  - fasp.h, [308](#)
- MAT\_BLC
  - fasp\_const.h, [331](#)
- MAT\_BSR
  - fasp\_const.h, [331](#)
- MAT\_CSRL
  - fasp\_const.h, [331](#)
- MAT\_CSR
  - fasp\_const.h, [331](#)
- MAT\_FREE
  - fasp\_const.h, [332](#)
- MAT\_STR
  - fasp\_const.h, [332](#)
- MAT\_SymCSR
  - fasp\_const.h, [332](#)
- MAT\_bBSR
  - fasp\_const.h, [330](#)
- MAT\_bCSR
  - fasp\_const.h, [330](#)
- MAT\_bSTR
  - fasp\_const.h, [331](#)
- MAX\_AMG\_LVL
  - fasp\_const.h, [332](#)
- MAX\_CRATE
  - fasp\_const.h, [332](#)
- MAX\_REFINE\_LVL
  - fasp\_const.h, [333](#)
- MAX\_RESTART
  - fasp\_const.h, [333](#)
- MAX\_STAG
  - fasp\_const.h, [333](#)
- MAX
  - fasp.h, [309](#)
- MIN\_CDOF
  - fasp\_const.h, [333](#)
- MIN\_CRATE
  - fasp\_const.h, [333](#)
- MIN
  - fasp.h, [309](#)
- maxit
  - ITS\_param, [51](#)
- mgl
  - precond\_block\_data, [57](#)
- Mumps\_data, [53](#)
- mxv\_matfree, [54](#)
- NEDMALLOC
  - fasp.h, [309](#)
- NL\_AMLI\_CYCLE
  - fasp\_const.h, [334](#)
- NO\_ORDER
  - fasp\_const.h, [334](#)
- NumLayers
  - precond\_sweeping\_data, [65](#)
- OFF
  - fasp\_const.h, [334](#)
- OPENMP\_HOLDS
  - fasp\_const.h, [335](#)
- ON
  - fasp\_const.h, [334](#)
- output\_type
  - input\_param, [48](#)
- p
  - grid2d, [32](#)
- PAIRWISE
  - fasp\_const.h, [335](#)
- PREC\_AMG
  - fasp\_const.h, [335](#)
- PREC\_DIAG
  - fasp\_const.h, [335](#)
- PREC\_FMG
  - fasp\_const.h, [336](#)
- PREC\_ILU
  - fasp\_const.h, [336](#)
- PREC\_NULL
  - fasp\_const.h, [336](#)
- PREC\_SCHWARZ
  - fasp\_const.h, [336](#)
- PRINT\_ALL

- fasp\_const.h, 336
- PRINT\_MIN
  - fasp\_const.h, 337
- PRINT\_MORE
  - fasp\_const.h, 337
- PRINT\_MOST
  - fasp\_const.h, 337
- PRINT\_NONE
  - fasp\_const.h, 337
- PRINT\_SOME
  - fasp\_const.h, 337
- PUT\_INT
  - fasp.h, 309
- PUT\_REAL
  - fasp.h, 310
- Pardiso\_data, 55
- pcgrid2d
  - fasp\_grid.h, 350
- pdiri
  - grid2d, 32
- pfather
  - grid2d, 32
- pgrid2d
  - fasp\_grid.h, 350
- PreAMGCoarsenCR.c, 451
  - fasp\_amg\_coarsening\_cr, 451
- PreAMGCoarsenRS.c, 452
  - fasp\_amg\_coarsening\_rs, 453
- PreAMGInterp.c, 454
  - fasp\_amg\_interp, 454
- PreAMGInterpEM.c, 455
  - fasp\_amg\_interp\_em, 456
- PreAMGSetupCR.c, 456
  - fasp\_amg\_setup\_cr, 457
- PreAMGSetupRS.c, 458
  - fasp\_amg\_setup\_rs, 458
- PreAMGSetupSA.c, 459
  - fasp\_amg\_setup\_sa, 460
- PreAMGSetupSABSR.c, 461
  - fasp\_amg\_setup\_sa\_bsr, 461
- PreAMGSetupUA.c, 462
  - fasp\_amg\_setup\_ua, 463
- PreAMGSetupUABSR.c, 463
  - fasp\_amg\_setup\_ua\_bsr, 464
- PreBLC.c, 465
  - fasp\_precond\_block\_SGS\_3, 469
  - fasp\_precond\_block\_SGS\_3\_amg, 470
  - fasp\_precond\_block\_diag\_3, 466
  - fasp\_precond\_block\_diag\_3\_amg, 466
  - fasp\_precond\_block\_diag\_4, 467
  - fasp\_precond\_block\_lower\_3, 468
  - fasp\_precond\_block\_lower\_3\_amg, 468
  - fasp\_precond\_block\_lower\_4, 469
  - fasp\_precond\_block\_upper\_3, 470
  - fasp\_precond\_block\_upper\_3\_amg, 471
  - fasp\_precond\_sweeping, 472
- PreBSR.c, 472
  - fasp\_precond\_dbsr\_amg, 473
  - fasp\_precond\_dbsr\_amg\_nk, 474
  - fasp\_precond\_dbsr\_diag, 474
  - fasp\_precond\_dbsr\_diag\_nc2, 475
  - fasp\_precond\_dbsr\_diag\_nc3, 476
  - fasp\_precond\_dbsr\_diag\_nc5, 476
  - fasp\_precond\_dbsr\_diag\_nc7, 477
  - fasp\_precond\_dbsr\_ilu, 478
  - fasp\_precond\_dbsr\_ilu\_ls\_omp, 478
  - fasp\_precond\_dbsr\_ilu\_mc\_omp, 479
  - fasp\_precond\_dbsr\_namli, 480
- PreCSR.c, 480
  - fasp\_precond\_amg, 481
  - fasp\_precond\_amg\_nk, 482
  - fasp\_precond\_amli, 483
  - fasp\_precond\_diag, 483
  - fasp\_precond\_famg, 484
  - fasp\_precond\_free, 484
  - fasp\_precond\_ilu, 485
  - fasp\_precond\_ilu\_backward, 485
  - fasp\_precond\_ilu\_forward, 486
  - fasp\_precond\_namli, 487
  - fasp\_precond\_setup, 487
  - fasp\_precond\_swz, 488
- PreDataInit.c, 489
  - fasp\_amg\_data\_bsr\_create, 490
  - fasp\_amg\_data\_bsr\_free, 490
  - fasp\_amg\_data\_create, 491
  - fasp\_amg\_data\_free, 491
  - fasp\_ilu\_data\_create, 492
  - fasp\_ilu\_data\_free, 493
  - fasp\_precond\_data\_init, 493
  - fasp\_swz\_data\_free, 494
- PreMGCycle.c, 494
  - fasp\_solver\_mgcycle, 495
  - fasp\_solver\_mgcycle\_bsr, 496
- PreMGCycleFull.c, 496
  - fasp\_solver\_fmecycle, 497
- PreMGRecur.c, 498
  - fasp\_solver\_mgrecur, 498
- PreMGRecurAMLI.c, 499
  - fasp\_amg\_amli\_coef, 500
  - fasp\_solver\_amli, 500
  - fasp\_solver\_namli, 501
  - fasp\_solver\_namli\_bsr, 502
- PreMGSolve.c, 503
  - fasp\_amg\_solve, 503
  - fasp\_amg\_solve\_amli, 504
  - fasp\_amg\_solve\_namli, 505
  - fasp\_famg\_solve, 506
- PreSTR.c, 506

- fasp\_precond\_dstr\_blockgs, 507
  - fasp\_precond\_dstr\_diag, 508
  - fasp\_precond\_dstr\_ilu0, 508
  - fasp\_precond\_dstr\_ilu0\_backward, 509
  - fasp\_precond\_dstr\_ilu0\_forward, 510
  - fasp\_precond\_dstr\_ilu1, 510
  - fasp\_precond\_dstr\_ilu1\_backward, 511
  - fasp\_precond\_dstr\_ilu1\_forward, 511
- precond, 55
- precond\_block\_data, 56
  - A\_diag, 56
  - Ablc, 56
  - amgparam, 56
  - LU\_diag, 57
  - mgl, 57
  - r, 57
- precond\_data, 57
- precond\_data\_bsr, 59
- precond\_data\_str, 61
- precond\_diag\_bsr, 62
- precond\_diag\_str, 63
- precond\_sweeping\_data, 64
  - A, 64
  - Ai, 64
  - local\_LU, 65
  - local\_A, 65
  - local\_index, 65
  - NumLayers, 65
  - r, 65
  - w, 66
- precond\_type
  - ITS\_param, 52
  - input\_param, 48
- print\_level
  - ITS\_param, 52
  - input\_param, 49
- problem\_num
  - input\_param, 49
- r
  - precond\_block\_data, 57
  - precond\_sweeping\_data, 65
- REAL
  - fasp.h, 310
- RS\_C1
  - fasp.h, 310
- restart
  - ITS\_param, 52
  - input\_param, 49
- s
  - grid2d, 32
- SA\_AMG
  - fasp\_const.h, 338
- SCHWARZ\_BACKWARD
  - fasp\_const.h, 338
- SCHWARZ\_FORWARD
  - fasp\_const.h, 338
- SCHWARZ\_SYMMETRIC
  - fasp\_const.h, 338
- SHORT
  - fasp.h, 310
- SMALLREAL2
  - fasp\_const.h, 339
- SMALLREAL
  - fasp\_const.h, 338
- SMOOTHER\_BLKIL
- fasp\_const.h, 339
- SMOOTHER\_CG
  - fasp\_const.h, 339
- SMOOTHER\_GSOR
  - fasp\_const.h, 339
- SMOOTHER\_GS
  - fasp\_const.h, 339
- SMOOTHER\_JACOBI
  - fasp\_const.h, 340
- SMOOTHER\_L1DIAG
  - fasp\_const.h, 340
- SMOOTHER\_POLY
  - fasp\_const.h, 340
- SMOOTHER\_SGSOR
  - fasp\_const.h, 340
- SMOOTHER\_SGS
  - fasp\_const.h, 340
- SMOOTHER\_SOR
  - fasp\_const.h, 341
- SMOOTHER\_SPETEN
  - fasp\_const.h, 341
- SMOOTHER\_SSOR
  - fasp\_const.h, 341
- SOLVER\_AMG
  - fasp\_const.h, 341
- SOLVER\_BiCGstab
  - fasp\_const.h, 341
- SOLVER\_CG
  - fasp\_const.h, 342
- SOLVER\_DEFAULT
  - fasp\_const.h, 342
- SOLVER\_FMG
  - fasp\_const.h, 342
- SOLVER\_GCG
  - fasp\_const.h, 342
- SOLVER\_GCR
  - fasp\_const.h, 342
- SOLVER\_GMRES
  - fasp\_const.h, 343
- SOLVER\_MUMPS
  - fasp\_const.h, 343
- SOLVER\_MinRes



fasp\_const.h, [343](#)  
 SOLVER\_PARDISO  
   fasp\_const.h, [343](#)  
 SOLVER\_SBiCGstab  
   fasp\_const.h, [343](#)  
 SOLVER\_SCG  
   fasp\_const.h, [344](#)  
 SOLVER\_SGCG  
   fasp\_const.h, [344](#)  
 SOLVER\_SGMRES  
   fasp\_const.h, [344](#)  
 SOLVER\_SMinRes  
   fasp\_const.h, [344](#)  
 SOLVER\_SUPERLU  
   fasp\_const.h, [344](#)  
 SOLVER\_SVFGMRES  
   fasp\_const.h, [345](#)  
 SOLVER\_SVGMRES  
   fasp\_const.h, [345](#)  
 SOLVER\_UMFPACK  
   fasp\_const.h, [345](#)  
 SOLVER\_VFGMRES  
   fasp\_const.h, [345](#)  
 SOLVER\_VGMRES  
   fasp\_const.h, [345](#)  
 SPAIR  
   fasp\_const.h, [346](#)  
 STAG\_RATIO  
   fasp\_const.h, [346](#)  
 STOP\_MOD\_REL\_RES  
   fasp\_const.h, [346](#)  
 STOP\_REL\_PRECRES  
   fasp\_const.h, [346](#)  
 STOP\_REL\_RES  
   fasp\_const.h, [346](#)  
 SWAP  
   BlaSmallMatInv.c, [203](#)  
 SWZ\_blksolver  
   input\_param, [50](#)  
 SWZ\_data, [66](#)  
 SWZ\_maxlvl  
   input\_param, [50](#)  
 SWZ\_mmsize  
   input\_param, [50](#)  
 SWZ\_param, [67](#)  
 SWZ\_type  
   input\_param, [50](#)  
 SolAMG.c, [512](#)  
   fasp\_solver\_amg, [512](#)  
 SolBLC.c, [513](#)  
   fasp\_solver\_dblc\_itsolver, [514](#)  
   fasp\_solver\_dblc\_krylov, [515](#)  
   fasp\_solver\_dblc\_krylov\_block\_3, [515](#)  
   fasp\_solver\_dblc\_krylov\_block\_4, [516](#)  
   fasp\_solver\_dbsr\_itsolver, [519](#)  
   fasp\_solver\_dbsr\_krylov, [520](#)  
   fasp\_solver\_dbsr\_krylov\_amg, [520](#)  
   fasp\_solver\_dbsr\_krylov\_amg\_nk, [522](#)  
   fasp\_solver\_dbsr\_krylov\_diag, [523](#)  
   fasp\_solver\_dbsr\_krylov\_ilu, [523](#)  
   fasp\_solver\_dbsr\_krylov\_nk\_amg, [524](#)  
 SolCSR.c, [525](#)  
   fasp\_solver\_dcsr\_itsolver, [526](#)  
   fasp\_solver\_dcsr\_krylov, [527](#)  
   fasp\_solver\_dcsr\_krylov\_amg, [528](#)  
   fasp\_solver\_dcsr\_krylov\_amg\_nk, [528](#)  
   fasp\_solver\_dcsr\_krylov\_diag, [529](#)  
   fasp\_solver\_dcsr\_krylov\_ilu, [530](#)  
   fasp\_solver\_dcsr\_krylov\_ilu\_M, [531](#)  
   fasp\_solver\_dcsr\_krylov\_swz, [531](#)  
 SolFAMG.c, [532](#)  
   fasp\_solver\_famg, [533](#)  
 SolGMGPoisson.c, [534](#)  
   fasp\_poisson\_fgmg1d, [535](#)  
   fasp\_poisson\_fgmg2d, [535](#)  
   fasp\_poisson\_fgmg3d, [536](#)  
   fasp\_poisson\_gmg1d, [537](#)  
   fasp\_poisson\_gmg2d, [538](#)  
   fasp\_poisson\_gmg3d, [539](#)  
   fasp\_poisson\_gmgcg1d, [539](#)  
   fasp\_poisson\_gmgcg2d, [540](#)  
   fasp\_poisson\_gmgcg3d, [541](#)  
 SolMatFree.c, [542](#)  
   fasp\_solver\_itsolver, [543](#)  
   fasp\_solver\_krylov, [543](#)  
   fasp\_solver\_matfree\_init, [544](#)  
 SolSTR.c, [545](#)  
   fasp\_solver\_dstr\_itsolver, [546](#)  
   fasp\_solver\_dstr\_krylov, [546](#)  
   fasp\_solver\_dstr\_krylov\_blockgs, [548](#)  
   fasp\_solver\_dstr\_krylov\_diag, [549](#)  
   fasp\_solver\_dstr\_krylov\_ilu, [549](#)  
 SolWrapper.c, [550](#)  
   fasp\_wrapper\_amg\_, [551](#)  
   fasp\_wrapper\_krylov\_amg\_, [552](#)  
   fasp\_wrapper\_dbsr\_krylov\_amg, [553](#)  
   fasp\_wrapper\_dcoo\_dbsr\_krylov\_amg, [554](#)  
 solver\_type  
   input\_param, [49](#)  
 stop\_type  
   ITS\_param, [52](#)  
   input\_param, [49](#)  
 t  
   grid2d, [32](#)  
 THDs AMG GS

- AuxThreads.c, [110](#)
- THDs\_CPR\_gGS
  - AuxThreads.c, [111](#)
- THDs\_CPR\_IGS
  - AuxThreads.c, [111](#)
- TRUE
  - fsp\_const.h, [347](#)
- tfather
  - grid2d, [33](#)
- tol
  - ITS\_param, [52](#)
- total\_alloc\_count
  - AuxMemory.c, [85](#)
  - fsp.h, [312](#)
- total\_alloc\_mem
  - AuxMemory.c, [85](#)
  - fsp.h, [313](#)
- triangles
  - grid2d, [33](#)
- UA\_AMG
  - fsp\_const.h, [347](#)
- UNPT
  - fsp\_const.h, [347](#)
- USERDEFINED
  - fsp\_const.h, [347](#)
- USPAIR
  - fsp\_const.h, [348](#)
- V\_CYCLE
  - fsp\_const.h, [348](#)
- VMB
  - fsp\_const.h, [348](#)
- val
  - dBSRmat, [25](#)
- vertices
  - grid2d, [33](#)
- w
  - precond\_sweeping\_data, [66](#)
- W\_CYCLE
  - fsp\_const.h, [348](#)
- workdir
  - input\_param, [50](#)
- XtrMumps.c, [555](#)
  - fsp\_solver\_mumps, [556](#)
  - fsp\_solver\_mumps\_steps, [556](#)
  - ICNTL, [555](#)
- XtrPardiso.c, [557](#)
  - fsp\_solver\_pardiso, [558](#)
- XtrSamg.c, [559](#)
  - dCSRmat2SAMGInput, [559](#)
  - dvector2SAMGInput, [560](#)
- XtrSuperlu.c, [560](#)
  - fsp\_solver\_superlu, [561](#)
- XtrUmfpack.c, [562](#)
  - fsp\_solver\_umfpack, [562](#)