

# Multigrids Method

Goal: Solve  $\mathcal{L}u = f$

$$\mathcal{L}_h u_h = f_h$$

$\tilde{u}_h$ : approximate solution

$u_h$ : exact solution.

$$v_h = u_h - \tilde{u}_h \quad (\text{Error, Correction})$$

$$d_h = \mathcal{L}_h \tilde{u}_h - f_h = -\mathcal{L}_h v_h \quad (\text{Residual})$$

$\uparrow$   
 $\mathcal{L}_h$  is linear

Idea: Find  $\hat{v}_h$  to correct  $\tilde{u}_h$ , using  $\mathcal{L}_h u_h = -d_h$

$$(1) \quad \underbrace{\hat{\mathcal{L}}_h}_{\text{A simpler operator than } \mathcal{L}_h} \hat{v}_h = -d_h \quad \longrightarrow \quad \tilde{u}_h^{\text{new}} = \tilde{u}_h + \hat{v}_h$$

A simpler operator than  $\mathcal{L}_h$

(2) We "coarsify" rather than "simplify". Coarse-Grid Correction

$$\mathcal{L}_h v_h = -d_h$$

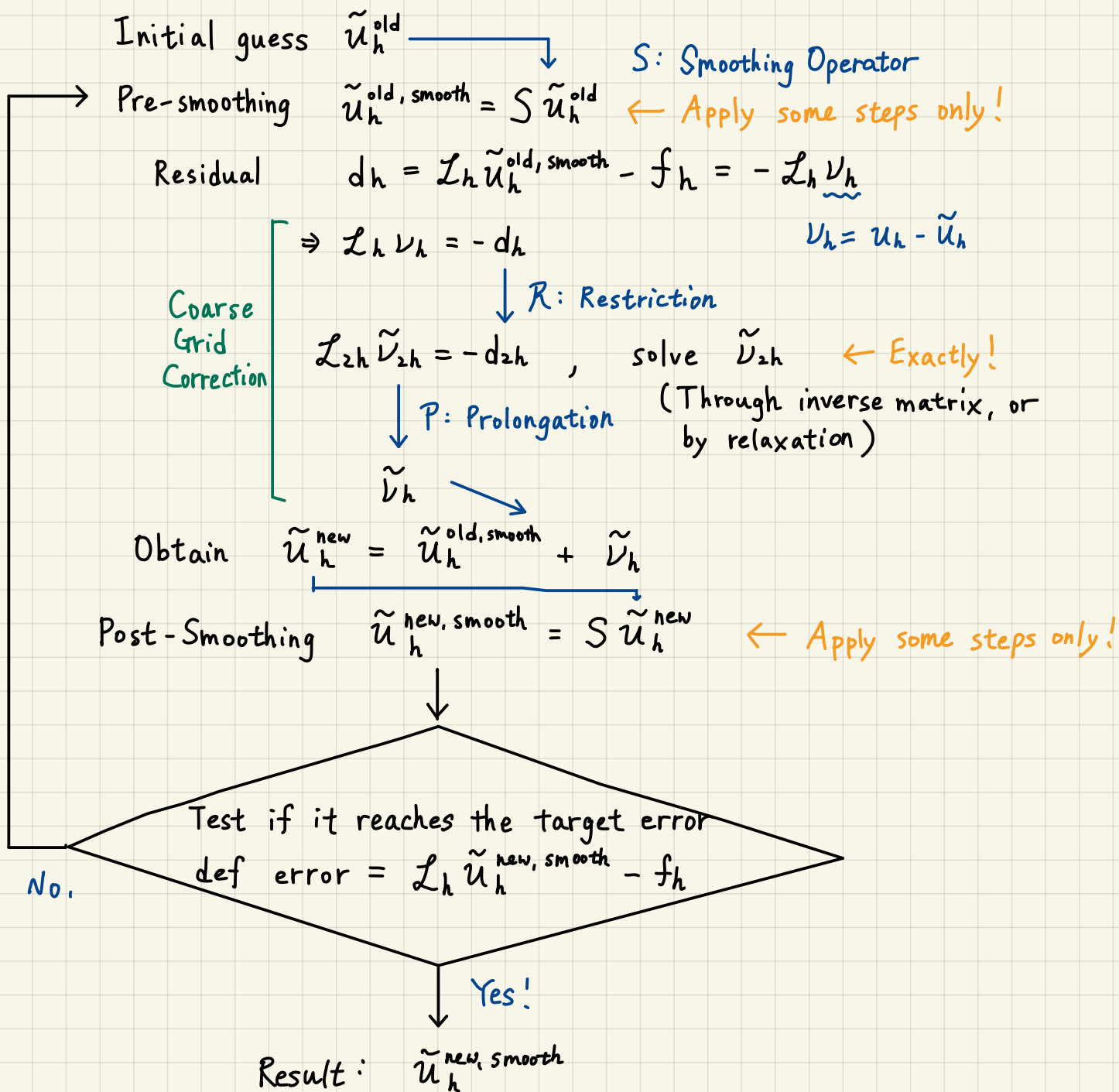
$\downarrow \mathcal{R}$ : restriction

$$\mathcal{L}_H \tilde{v}_H = -d_H \quad H=2h$$

$\downarrow \mathcal{P}$ : prolongation

$$\tilde{v}_h \quad \longrightarrow \quad \tilde{u}_h^{\text{new}} = \tilde{u}_h + \tilde{v}_h$$

# Two-Grid Iteration



## Details:

- (1) *S: Smoothing Operator*  
 Gauss-Seidel, with even/odd method

Numerical Recipe  
 p.1069 (20.6.12)

- (2) *P: Prolongation*, *R: Restriction*

$$P = \begin{bmatrix} \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{2} & 1 & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \end{bmatrix}$$

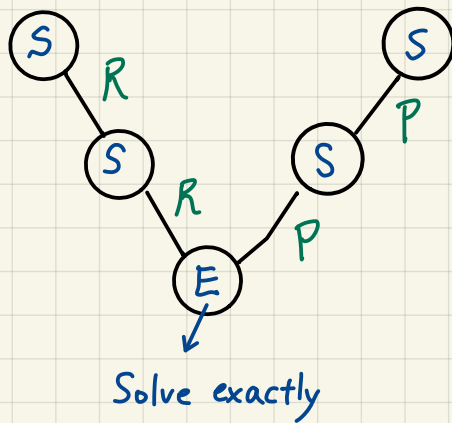
$$R = \begin{bmatrix} \frac{1}{16} & \frac{1}{8} & \frac{1}{16} \\ \frac{1}{8} & \frac{1}{4} & \frac{1}{8} \\ \frac{1}{16} & \frac{1}{8} & \frac{1}{16} \end{bmatrix}$$

Works well with Poisson eq.

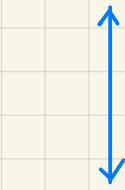
Numerical Recipe  
 p.1072 Top

## Multigrid Method

Ex:



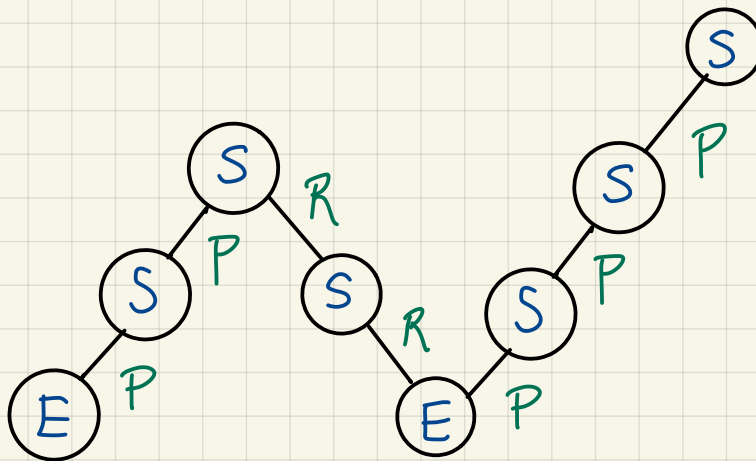
Finer Grid



Coarser Grid

想成在 Two-Grid Iteration  
solve exactly 那邊再用一  
次 Two-Grid Iteration.

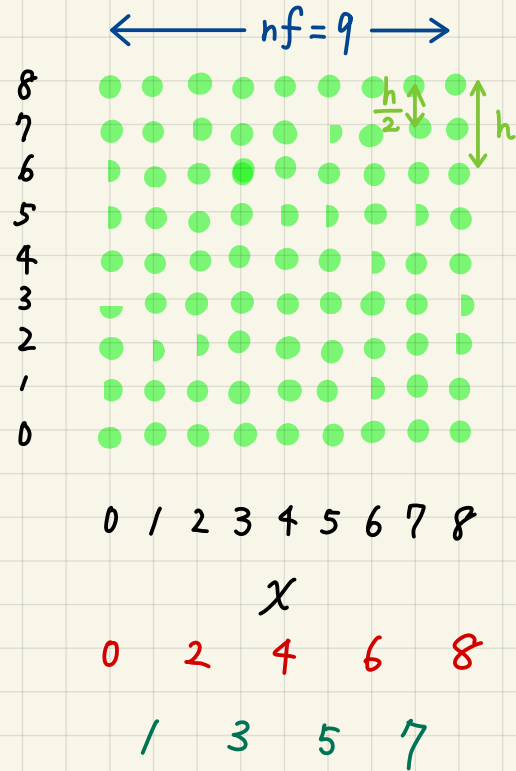
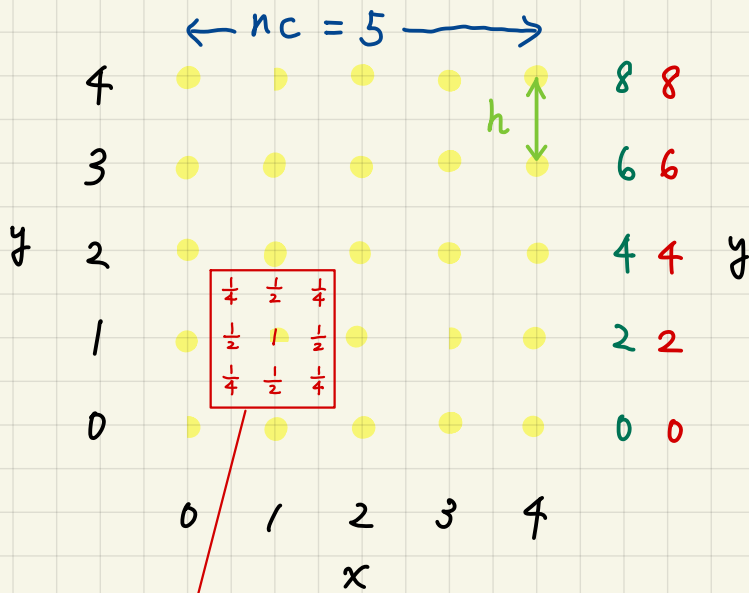
## Full Multigrid Algorithm



Produces solution at all levels!

# Prolongation Details

$$\begin{bmatrix} \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{2} & 1 & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \end{bmatrix}$$



Things to do:

1. Prolongation / Restriction 有沒有辦法還原
2. 做完 prolongation 後要怎麼加回 Correction.