No. 1.1 (1) - D 2 T(x) = E with Diriblet boundary conditions  $\partial_{x}^{2}T = \frac{1}{h} \cdot \left( \frac{T_{i+1} - T_{i}}{h} - \frac{T_{i} - T_{i-1}}{h} \right) = \frac{1}{h^{2}} \cdot \left( T_{i+1} - 2T_{i} + T_{i-1} \right)$ =>  $(T_{i+1} - 2T_i + T_{i-1}) = -\frac{\epsilon h^2}{D}$  with: h = 1 truewith:  $E = D = T_0 = L = 1$ : inhomogeneity  $\vec{b} = \begin{pmatrix} -4/N^2 \\ -4/N^2 \end{pmatrix}$ No. 1.2. R's it = V with: it & R = fine much state vector => R(3) E R 5x9 = restriction matrix for inverse interpolation 4 R (3) takes the weighted average over five elements. The wights need to be chasen according to a binomial Listailution with B(K \ \frac{1}{2}, 4). -> see Pascal's triangle of 146410000 014641000 001464100 000146410 1000014641 Ly Vimilar we can construct R(2), with: ÜER5, VER3. In this case, the wights one determined by the binamial distribution with the parameters B(K/2,2).  $=7 R^{(2)} = \frac{1}{4} \cdot \begin{bmatrix} 12100 \\ 01210 \end{bmatrix} \stackrel{?}{=} restriction matrix from <math>\mathbb{R}^5$  to  $\mathbb{R}^3$ 

Ly Fallowing the same productione we can construct (1) R(1), with:  $\vec{u} \in \mathbb{R}^3$ ,  $\vec{v} \in \mathbb{R}^2$ . In this case, the rought,

are determined by the binamial distribution with

the parameters  $B(k|\frac{1}{2},1)$ . =>  $\mathbb{R}^{(1)} = \frac{1}{2} \cdot \begin{bmatrix} 1107 \\ 011 \end{bmatrix}$  = restintion matrix from  $\mathbb{R}^3$  to  $\mathbb{R}^2$ . (2)  $P^{(2)}\vec{v} = \vec{u}$  with:  $\vec{v} \in \mathbb{R}^2 \stackrel{?}{=} coarse grid state vector
<math display="block">\vec{u} \in \mathbb{R}^3 \stackrel{?}{=} f_{ne} \text{ mesh state vector}$ => P(2) ER3×2 = prolongation matrixe for interpolation 4 P(2) performs an interpolation between nearest neighbours. =>  $P^{(2)} = \frac{1}{2} \cdot \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix} \in \mathbb{R}^{3 \times 2}$ , Constraint: Zend bandony conditions. 4 P(1) persons an interpolation between nearest neighbours