Main: prdpt, zerograd

Code: python blender, mitsuba

Higher order: conjugate gradient, newton, gauss newton?, quasi newton, higher order…

Variance reduction: mcmc

CG:

For sparse Ax=b

Residual -> steepest descent

Orthogonal residual r\_i and r\_(i+1)

Conjugate direction d0 d1 …

Use ri as ui…

Build CG, newton quasi newton…

What problems are these mainly for