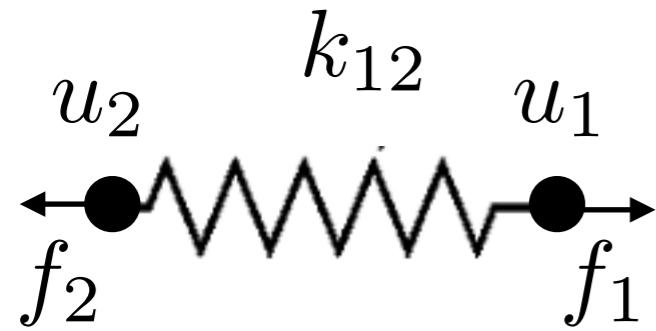
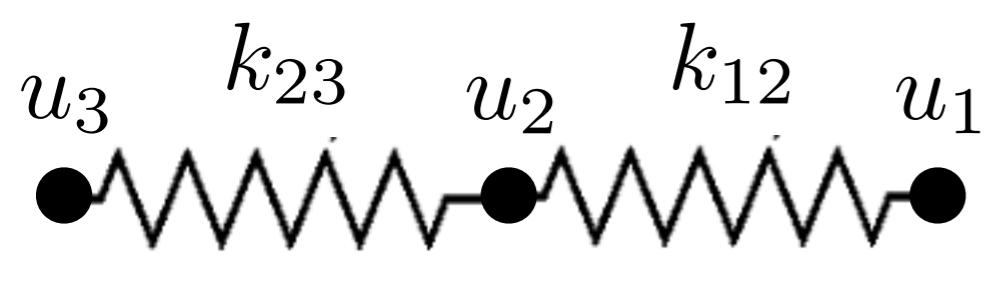


	授業計画	課題
04/06	第1回 微分方程式の離散化	前進・後退・中心差分, 高次の差分を用いて微分方程式を離散化し, 誤差を評価できる
04/10	第2回 有限差分法	時間積分の安定性や高次精度の積分を理解し移流・拡散・波動方程式を解析できる
04/13	第3回 有限要素法	Galerkin 法, テスト関数, isoparametric 要素の概念を理解し, 弾性方程式を解析できる
04/17	第4回 スペクトル法	Fourier・Chebyshev・Legendre・Bessel などの直交基底関数による離散化の利点を説明できる
04/20	第5回 境界要素法	逆行列と δ 関数・Green 関数の関係を理解し境界積分方程式を用いた解析ができる
04/24	第6回 分子動力学法	時間積分の symplectic 性や熱浴の概念を理解し分子間に働く保存力の動力学を解析できる
04/27	第7回 Smooth particle hydrodynamics (SPH) 法	微分演算子の動径基底関数による離散化とその保存性・散逸性を評価できる
05/01	第8回 Particle mesh 法	粒子と格子の両方の離散化を組み合わせる場合の離散点からの補間法と高次モーメントの保存法

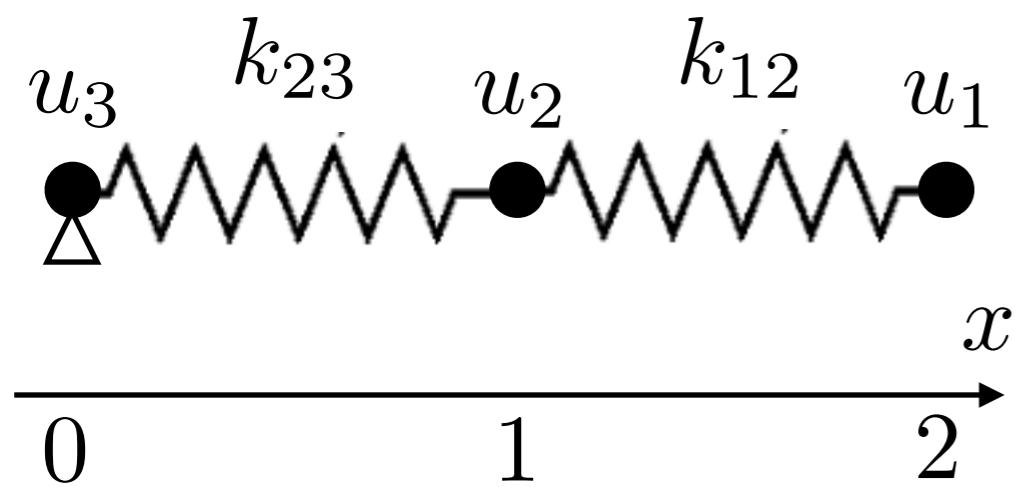
バネ



$$\begin{bmatrix} k_{12} & -k_{12} \\ -k_{12} & k_{12} \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \end{bmatrix}$$



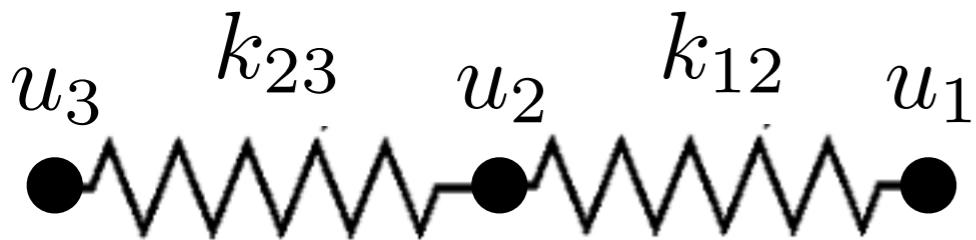
$$\begin{bmatrix} k_{12} & -k_{12} & 0 \\ -k_{12} & k_{12} + k_{23} & -k_{23} \\ 0 & -k_{23} & k_{23} \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \\ f_3 \end{bmatrix}$$



$$\begin{bmatrix} k_{12} & -k_{12} \\ -k_{12} & k_{12} + k_{23} \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \end{bmatrix}$$

$$-k_{23}u_2 = f_3$$

行列で表すと



$$A = \begin{bmatrix} 1 & -1 & 0 \\ 0 & 1 & -1 \\ u_1 & u_2 & u_3 \end{bmatrix} k_{12}$$

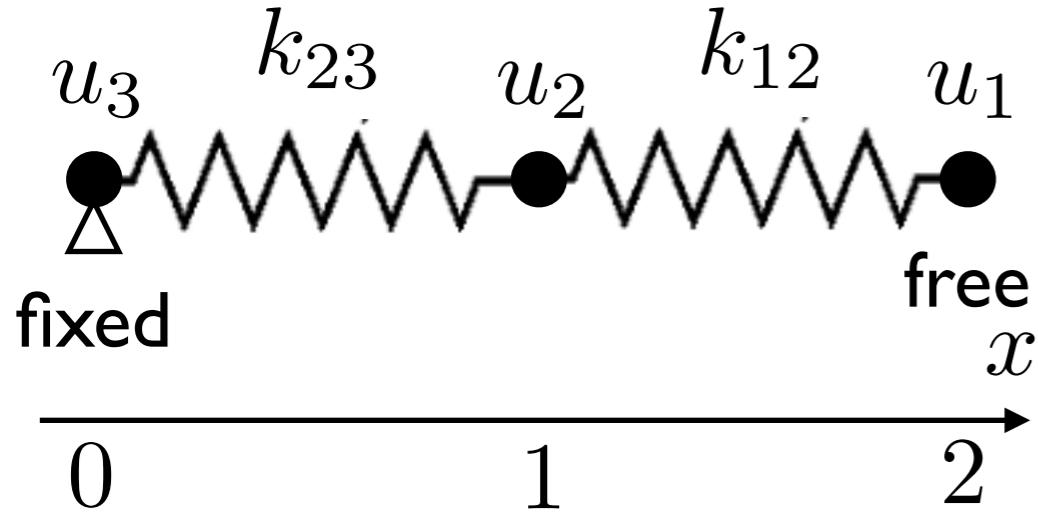
$$K \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = f$$
$$\begin{bmatrix} k_{12} & -k_{12} & 0 \\ -k_{12} & k_{12} + k_{23} & -k_{23} \\ 0 & -k_{23} & k_{23} \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \\ f_3 \end{bmatrix}$$

$$A^T = \begin{bmatrix} 1 & 0 \\ -1 & 1 \\ 0 & -1 \end{bmatrix}$$

$$A^T C A = K$$

$$C = \begin{bmatrix} k_{12} & 0 \\ 0 & k_{23} \end{bmatrix}$$

偏微分方程式で表すと



$$A^T C A u = f$$

$$-\frac{\partial}{\partial x} \left(c \frac{\partial u}{\partial x} \right) = f$$

$$A = \begin{bmatrix} 1 & -1 & 0 \\ 0 & 1 & -1 \end{bmatrix}$$

u : displacement

$$\downarrow$$

$$\epsilon = A u = \frac{\partial u}{\partial x} \longrightarrow$$

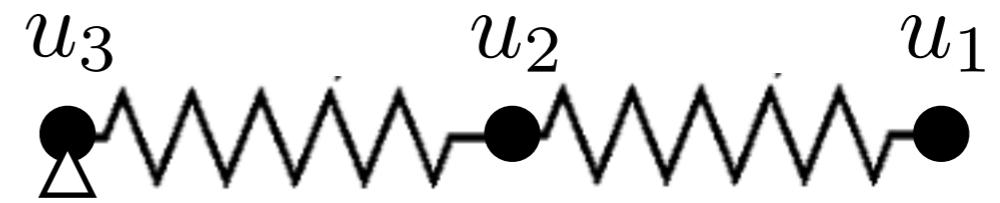
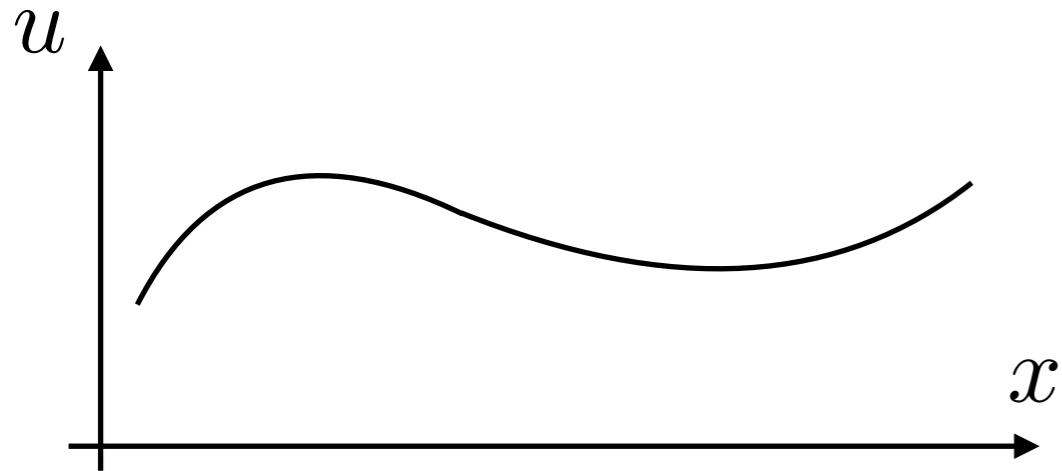
f : force

$$\sigma = C \epsilon \longrightarrow f = A^T \sigma = -\frac{\partial \sigma}{\partial x}$$

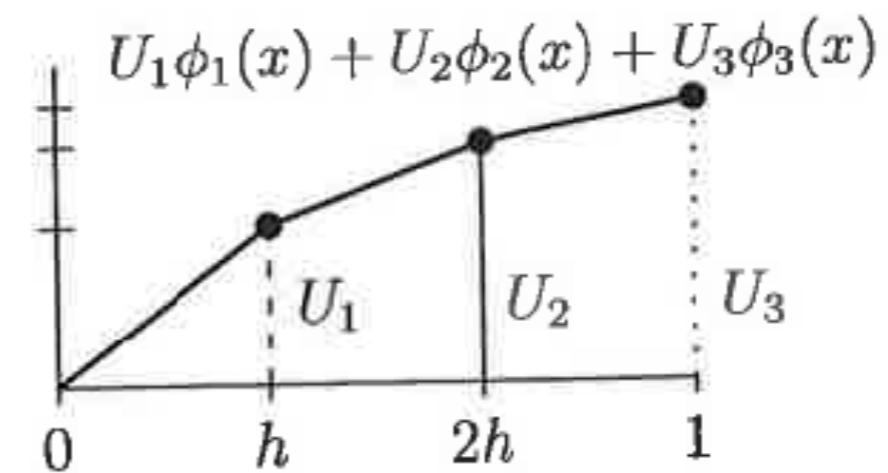
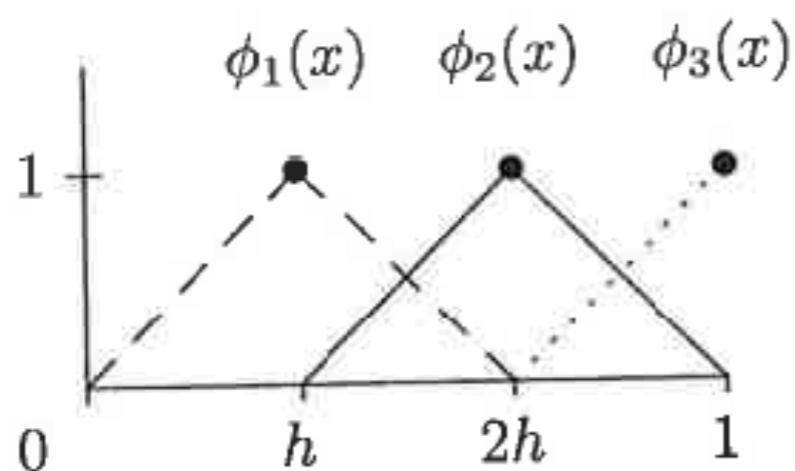
ϵ : strain

σ : internal stress

基底関数



$$u(x) = u_1\phi_1(x) + u_2\phi_2(x) + u_3\phi_3(x)$$



$$-\frac{\partial}{\partial x} \left(c \frac{\partial u}{\partial x} \right) = f \quad \rightarrow \quad \sum_{i=1}^3 -\frac{\partial}{\partial x} \left(c \frac{\partial \phi_i}{\partial x} \right) u_i = f$$

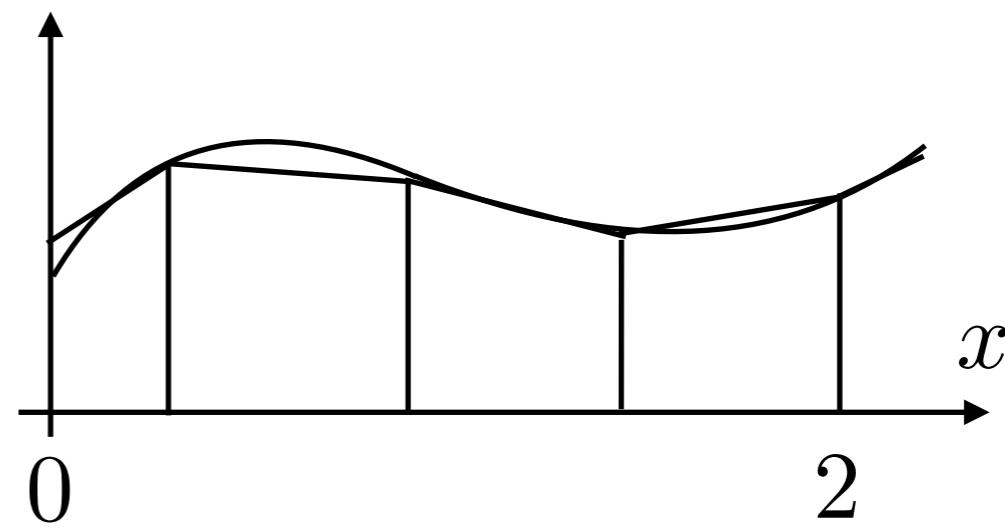
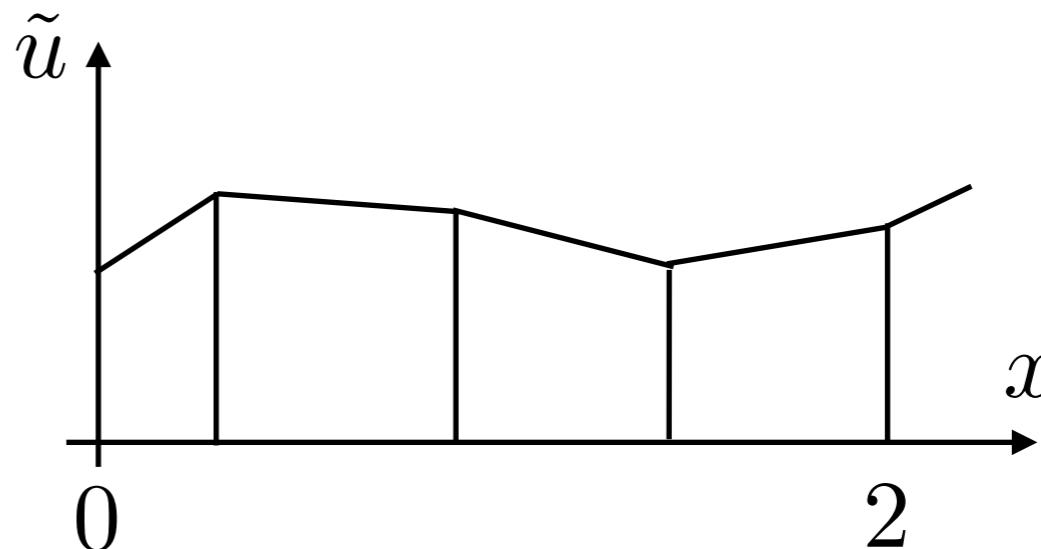
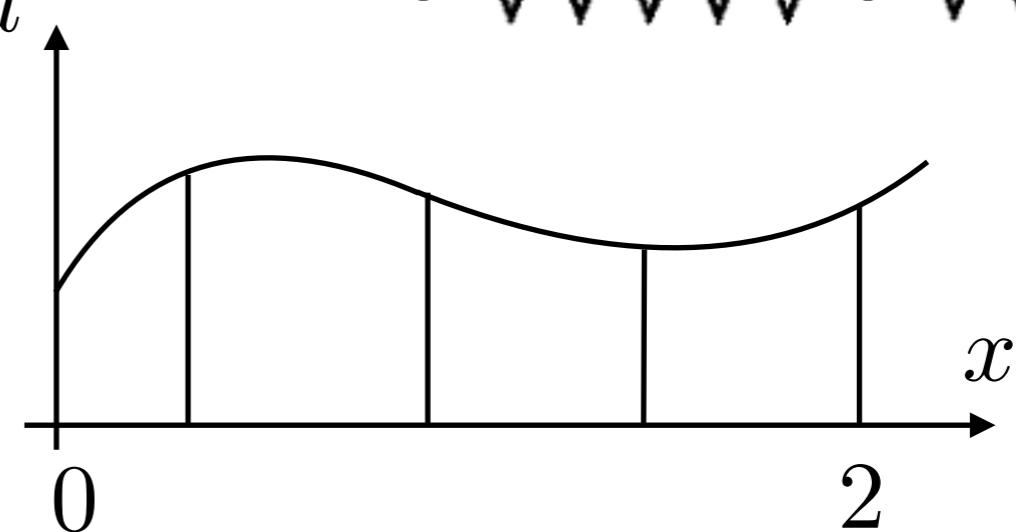
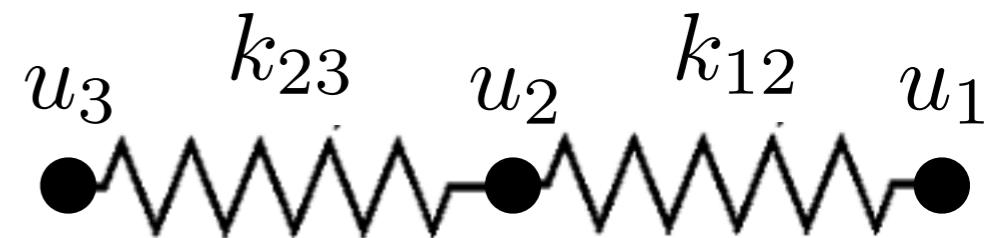
$$-\frac{\partial}{\partial x} \left(c \frac{\partial u}{\partial x} \right) = f$$

$$-\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) \approx f$$

$$-\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) - f = r$$

$$\int_0^2 r dx = 0$$

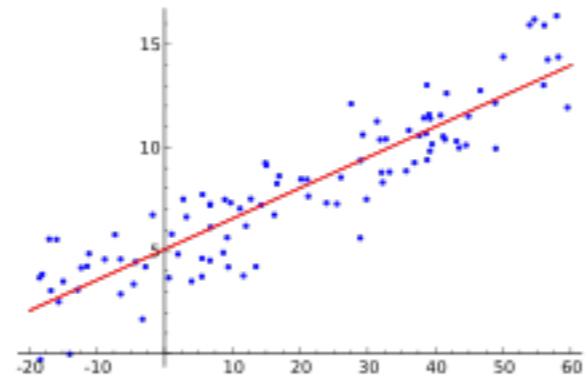
残差



重み付き残差法

$$\int_0^2 rw = 0$$

Weighted residual



$$\int_0^2 r^2 = 0$$

Least squares

$$\int_0^2 r^2 w = 0$$

Weighted least squares

$$\int_0^2 \left(-\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) - f \right) w dx = 0$$

$$\int_0^2 -\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) w dx = \int_0^2 f w dx$$

部分積分→弱形式

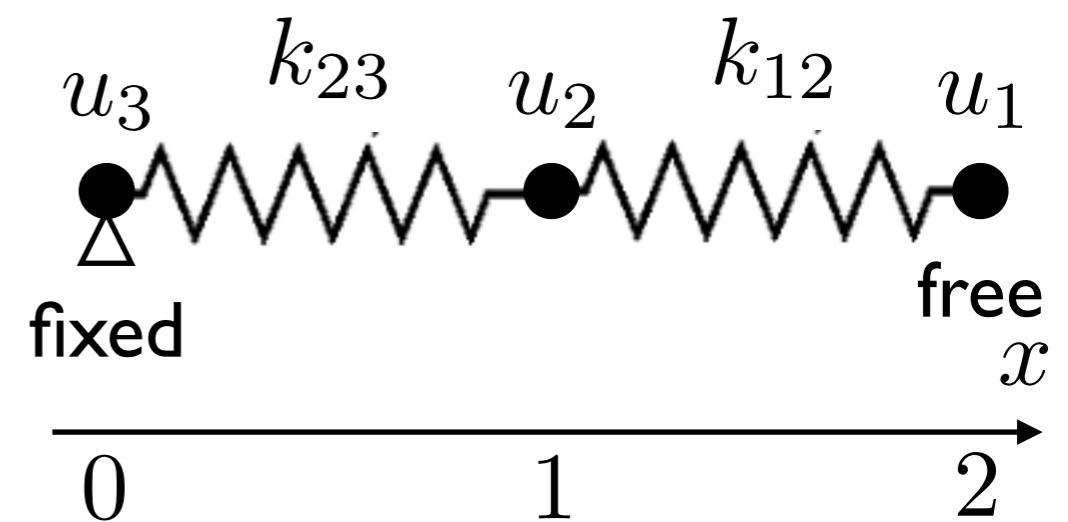
$$\int_0^2 -\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) w dx = \int_0^2 f w dx$$

$$\int_0^2 -\frac{\partial}{\partial x} \left(c \frac{\partial \tilde{u}}{\partial x} \right) w dx = \int_0^2 c \frac{\partial \tilde{u}}{\partial x} \frac{\partial w}{\partial x} dx - \left[c \frac{\partial \tilde{u}}{\partial x} w \right]_0^2$$

境界条件

$$w(0) = 0$$

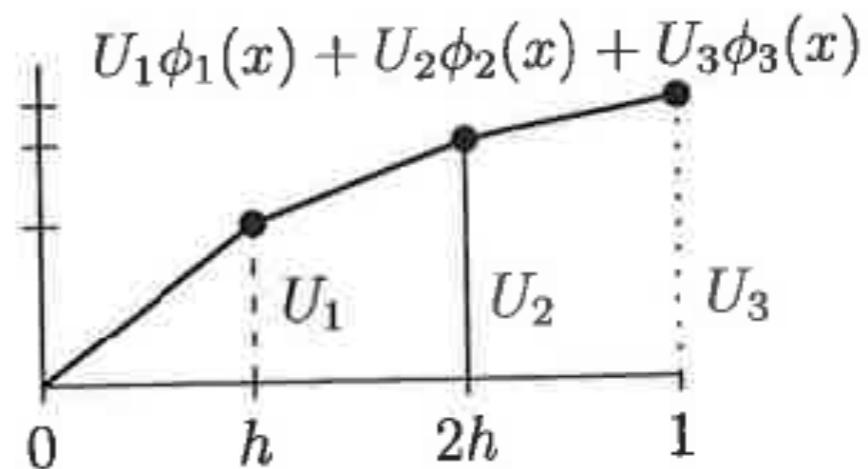
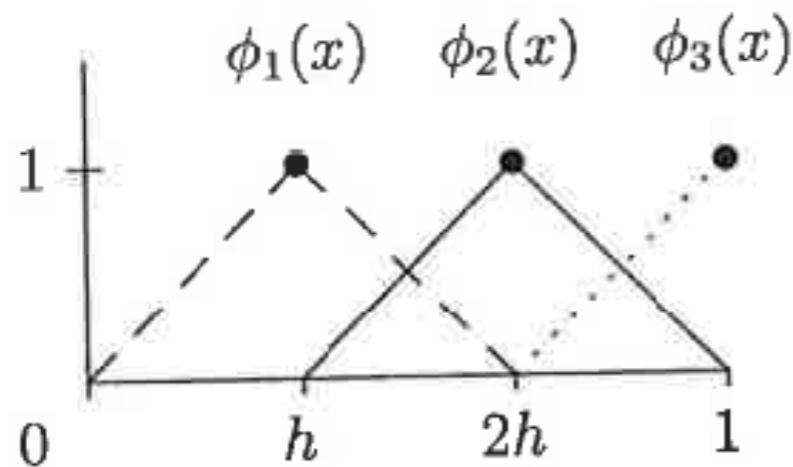
$$\frac{\partial \tilde{u}(2)}{\partial x} = 0$$



Galerkin 法

$$\int_0^2 c \frac{\partial \tilde{u}}{\partial x} \frac{\partial w}{\partial x} dx = \int_0^2 f w dx$$

$$w(x) = w_1 \phi_1(x) + w_2 \phi_2(x) + w_3 \phi_3(x) \quad w_1 = w_2 = w_3 = 1$$



$$w(x) = w_1(x) + w_2(x) + w_3(x)$$

$$\sum_{j=1}^3 \int_0^2 c \frac{\partial \tilde{u}}{\partial x} \frac{\partial w_j}{\partial x} dx = \sum_{j=1}^3 \int_0^2 f w_j dx$$

まとめると

$$\sum_{j=1}^3 \int_0^2 c \frac{\partial \tilde{u}}{\partial x} \frac{\partial w_j}{\partial x} dx = \sum_{j=1}^3 \int_0^2 f w_j dx \quad \frac{\partial \tilde{u}}{\partial x} = \sum_{i=1}^3 \frac{\partial \phi_i}{\partial x} u_i$$

$$\sum_{i,j=1}^3 \int_0^2 c \frac{\partial \phi_i}{\partial x} \frac{\partial w_j}{\partial x} u_i dx = \sum_{j=1}^3 \int_0^2 f w_j dx$$

$$K_{ij} = \int_0^2 c \frac{\partial \phi_i}{\partial x} \frac{\partial w_j}{\partial x} \quad f_j = \int_0^2 f w_j dx$$

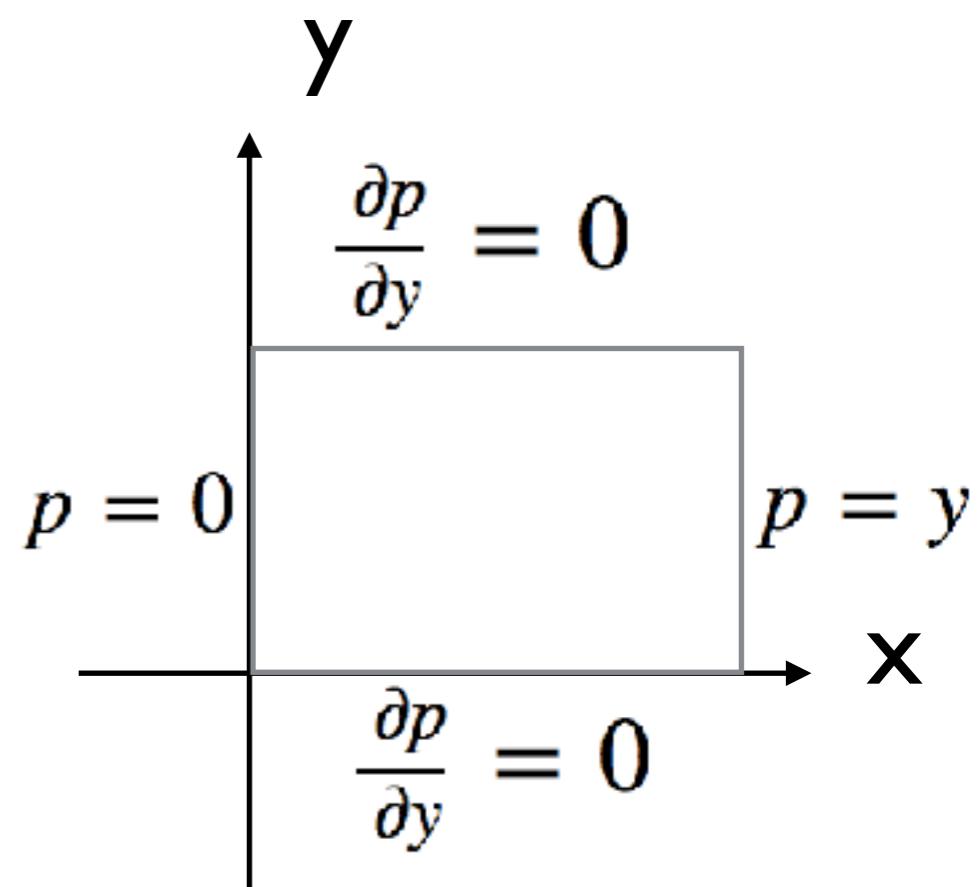
$$K \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} f_1 \\ f_2 \\ f_3 \end{bmatrix}$$
$$\begin{bmatrix} k_{12} & -k_{12} & 0 \\ -k_{12} & k_{12} + k_{23} & -k_{23} \\ 0 & -k_{23} & k_{23} \end{bmatrix}$$

	授業計画	課題
05/08	第9回 密行列の直接解法	LU 分解の原理を理解し、その最適化・並列化と LINPACK ベンチマークの特徴を理解できる
05/11	第10回 密行列の固有値解析	固有値・固有ベクトルの求め方を習得し対角化正規直交化の高速化手法を理解できる
05/15	第11回 疎行列の直接解法	AMD や Nested dissection などの並べ替え法と skyline・multifrontal 法の高速化手法を理解
05/18	第12回 疎行列の反復解法	正定値行列や条件数の概念を理解し、Jacobi 法 CG 法, GMRES 法の相違点を理解
05/22	第13回 反復法の前処理	前処理による条件数やスペクトル半径への影響や前処理された CG 法の効果を理解できる
05/25	第14回 マルチグリッド法	V-cycle における緩和・縮約・補間の役割を理解し前処理法としての効果を理解できる
05/29	第15回 FMM, H 行列	多重極展開、低ランク近似の概念を理解し木構造の果たす役割を理解できる

2-D Laplace equation

$$\frac{\partial^2 p}{\partial x^2} + \frac{\partial^2 p}{\partial y^2} = 0$$

$$p_{i,j}^n = \frac{\Delta y^2(p_{i+1,j}^n + p_{i-1,j}^n) + \Delta x^2(p_{i,j+1}^n + p_{i,j-1}^n)}{2(\Delta x^2 + \Delta y^2)}$$



$$A = \begin{bmatrix} 4 & -1 & & -1 & & \\ -1 & 4 & -1 & & -1 & \\ & -1 & 4 & & & -1 \\ -1 & & 4 & -1 & & -1 \\ & -1 & -1 & 4 & -1 & & -1 \\ & & -1 & -1 & 4 & & & -1 \\ & & & -1 & -1 & 4 & -1 & \\ & & & & -1 & -1 & 4 & -1 \\ & & & & & -1 & -1 & 4 \end{bmatrix}$$

$$Ax=b$$

Sparse iterative solvers



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[Scipy.org](#) [Docs](#) [SciPy v0.17.1 Reference Guide](#)

Sparse linear algebra (scipy.sparse.linalg)

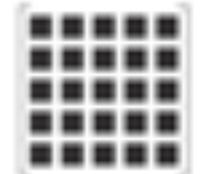
Solving linear problems

Direct methods for linear equation systems:

<code>spsolve(A, b[, perm_c_spec, use_umfpack])</code>	Solve the sparse linear system $Ax=b$, where b may be a vector or a matrix.
<code>factorized(A)</code>	Return a function for solving a sparse linear system, with A pre-factorized.
<code>MatrixRankWarning</code>	
<code>use_solver(**kwargs)</code>	Select default sparse direct solver to be used.

Iterative methods for linear equation systems:

<code>bicg(A, b[, x0, tol, maxiter, xtype, M, ...])</code>	Use BIConjugate Gradient iteration to solve $A x = b$
<code>bicgstab(A, b[, x0, tol, maxiter, xtype, M, ...])</code>	Use BIConjugate Gradient STABilized iteration to solve $A x = b$
<code>cg(A, b[, x0, tol, maxiter, xtype, M, callback])</code>	Use Conjugate Gradient iteration to solve $A x = b$
<code>cgs(A, b[, x0, tol, maxiter, xtype, M, callback])</code>	Use Conjugate Gradient Squared iteration to solve $A x = b$
<code>gmres(A, b[, x0, tol, restart, maxiter, ...])</code>	Use Generalized Minimal RESidual iteration to solve $A x = b$.
<code>lgmres(A, b[, x0, tol, maxiter, M, ...])</code>	Solve a matrix equation using the LGMRES algorithm.
<code>minres(A, b[, x0, shift, tol, maxiter, ...])</code>	Use MINimum RESidual iteration to solve $A x = b$
<code>qmr(A, b[, x0, tol, maxiter, xtype, M1, M2, ...])</code>	Use Quasi-Minimal Residual iteration to solve $A x = b$



Solvers



$$Ax = b$$

Dense matrix

Gauss Elimination

LU decomposition

Sparse matrix

Iterative solver

Direct solver

Multifrontal

Supernodal

Stationary method

Jacobi

Gauss-Seidel

SOR

Krylov subspace method

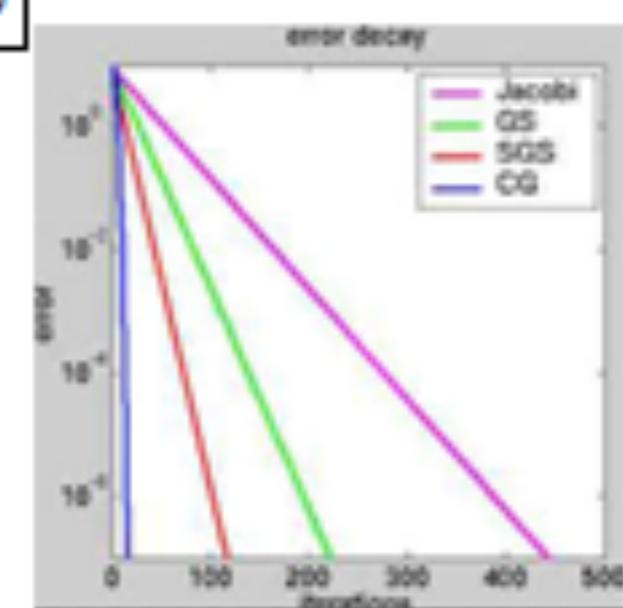
CG

BiCG

BiCGSTAB

GMRES

MINRES



Why iterative methods?

For many problems, it is not clear which method is best:

- Direct methods are robust
- $O(n^p)$ can have a very large constant for iterative methods
- Often a combination can be used, e.g. in domain decomposition or iterative refinement

Model problem	Direct	Iterative
Computational costs	$O(n^p)$ $p \approx 2.0$ for 2D $p \approx 2.3$ for 3D	$O(n^p)$ $p \approx 1.4$ for 2D $p \approx 1.2$ for 3D
Memory requirements	$O(n^p)$ $p \approx 1.5$ for 2D $p \approx 1.7$ for 3D	$O(n)$

Why iterative methods?

- Direct solvers are great for dense matrices and can be made to avoid roundoff errors to a large degree. They can also be implemented very well on modern machines.
- **Fill-in** is a major problem for certain sparse matrices and leads to extreme memory requirements (e.g., three-d).
- Some matrices appearing in practice are **too large** to even be represented explicitly (e.g., the Google matrix).
- Often linear systems only need to be **solved approximately**, for example, the linear system itself may be a linear approximation to a nonlinear problem.
- Direct solvers are much harder to implement and use on (massively) **parallel computers**.

Stationary Methods

Jacobi

$$x_i^{(k+1)} = x_i^k - \frac{1}{a_{ii}} \left(\sum_{j=1, j \neq i}^n a_{ij} x_j^{(k)} - b_i \right) \quad i = 1, \dots, n$$

Gauss-Seidel

$$x_i^{(k+1)} = x_i^k - \frac{1}{a_{ii}} \left(\sum_{j=1}^{i-1} a_{ij} x_j^{(k+1)} + \sum_{j=i+1}^n a_{ij} x_j^{(k)} - b_i \right) \quad i = 1, \dots, n$$

SOR

$$x_i^{(k+1)} = x_i^k - \frac{1}{a_{ii}} \omega \left(\sum_{j=1}^{i-1} a_{ij} x_j^{(k+1)} + \sum_{j=i+1}^n a_{ij} x_j^{(k)} - b_i \right) \quad i = 1, \dots, n$$

Stationary methods

$$\mathbf{A} = \mathbf{D} - \mathbf{L} - \mathbf{U}$$

Jacobi Iteration

$$\mathbf{x}^{(k+1)} = \mathbf{D}^{-1}(\mathbf{L} + \mathbf{U})\mathbf{x}^{(k)} + \mathbf{D}^{-1}\mathbf{b}$$

$$\left(\begin{array}{c|cc} \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \end{array} \right) \mathbf{x}^{\text{new}} + \left(\begin{array}{c|cc} \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \end{array} \right) \mathbf{x}^{\text{old}} = \mathbf{b}$$

Gauss-Seidel

$$\mathbf{x}^{(k+1)} = (\mathbf{I} - \mathbf{D}^{-1}\mathbf{L})^{-1}\mathbf{D}^{-1}\mathbf{U}\mathbf{x}^{(k)} + (\mathbf{I} - \mathbf{D}^{-1}\mathbf{L})^{-1}\mathbf{D}^{-1}\mathbf{b}$$

$$\left(\begin{array}{c|cc} \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \end{array} \right) \mathbf{x}^{\text{new}} + \left(\begin{array}{c|cc} \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \\ \text{---} & \text{---} & \text{---} \end{array} \right) \mathbf{x}^{\text{old}} = \mathbf{b}$$

Successive Over-Relaxation:

$$\mathbf{x}^{(k+1)} = (\mathbf{D} - \omega\mathbf{L})^{-1}((1 - \omega)\mathbf{D} + \omega\mathbf{U})\mathbf{x}^{(k)} + (\mathbf{D} - \omega\mathbf{L})^{-1}\omega\mathbf{b}$$

Basic Iterative Methods for Linear Systems

Consider the system of equations

$$Ax = b.$$

Let us split A into

$$A = M - K$$

where M is any non-singular matrix and $K = M - A$.
Hence, $Ax = b$ becomes

$$(M - K)x = b$$

$$Mx = Kx + b$$

$$x = M^{-1}Kx + M^{-1}b$$

Basic Iterative Methods for Linear Systems, cont'd

This suggests the iteration scheme: For $k = 1, 2, 3, \dots$ repeat

$$x^{(k+1)} = M^{-1}Kx^{(k)} + M^{-1}b$$

until convergence.

Of course, for this iteration to be computationally practical, the splitting of A should be chosen such that $M^{-1}K$ and $M^{-1}b$ are easy to calculate.

We will study splittings based on the diagonal, and the upper / lower triangular parts of A :

$$A = D - U - L$$

Jacobi's Method

So-called Jacobi iteration is defined by choosing the splitting

$$A = D - (L + U) = M - K$$

where D is the diagonal of A , $-L$ is the strictly lower triangle of A , and $-U$ is the strictly upper triangle of A .

The iteration scheme takes the form

$$x^{(k+1)} = D^{-1}(L + U)x^{(k)} + D^{-1}b$$

Note that D is easy to invert since it is a diagonal matrix.

The Gauss-Seidel Method

In the (forward) Gauss-Seidel method A is split into

$$A = (D - L) - U = M - K$$

yielding the iteration scheme

$$x^{(k+1)} = (D - L)^{-1}(Ux^{(k)} + b)$$

Since $D - L$ is lower triangular the effect of $(D - L)^{-1}$ can be computed by forward elimination.

The (backward) Gauss-Seidel method instead uses

$$A = (D - U) - L = M - K$$

Successive Over-Relaxation (SOR)

A more sophisticated method is obtained by choosing

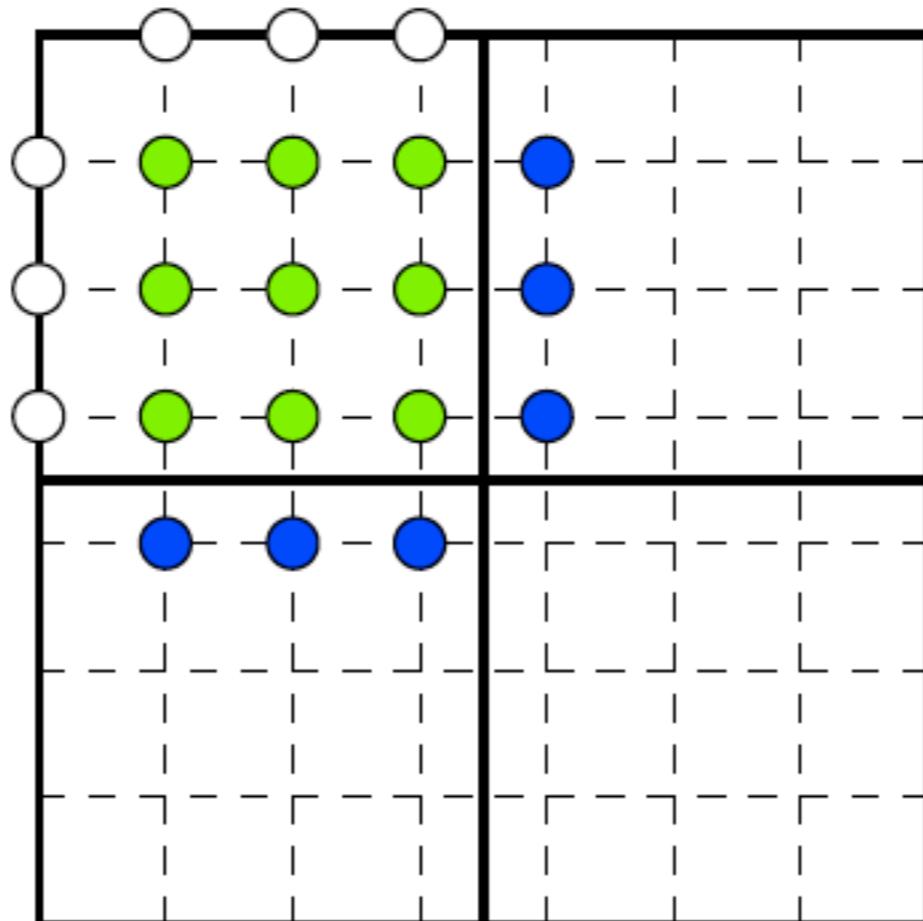
$$A = \left(\frac{1}{\omega}D - L\right) - \left(\frac{1-\omega}{\omega}D + U\right) = M - K$$

where ω is a relaxation parameter.

This gives the iteration scheme

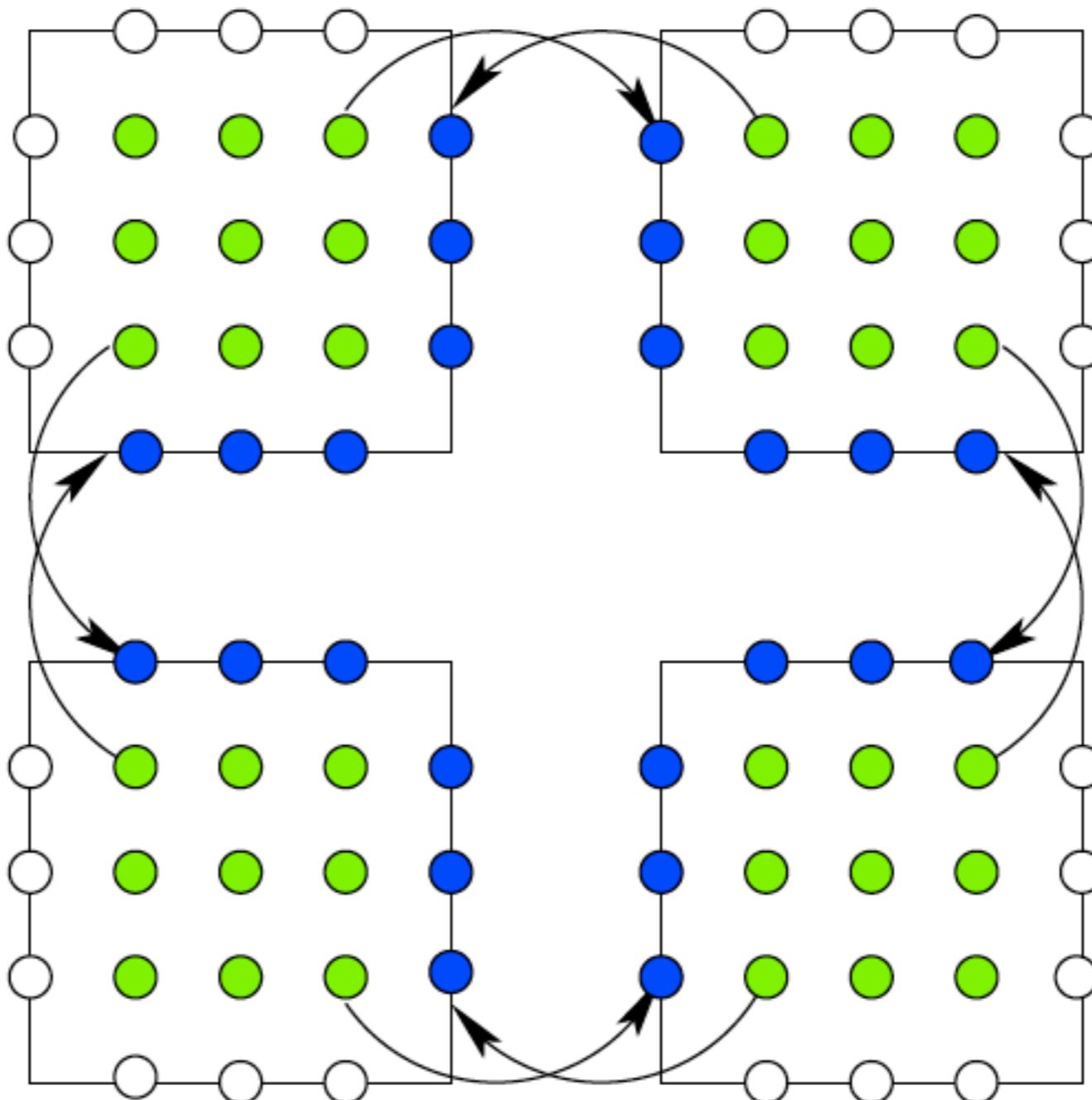
$$x^{(k+1)} = (D - \omega L)^{-1}(\omega U + (1 - \omega)D)x^{(k)} + \omega(D - \omega L)^{-1}b$$

Parallel version (5 point stencil)



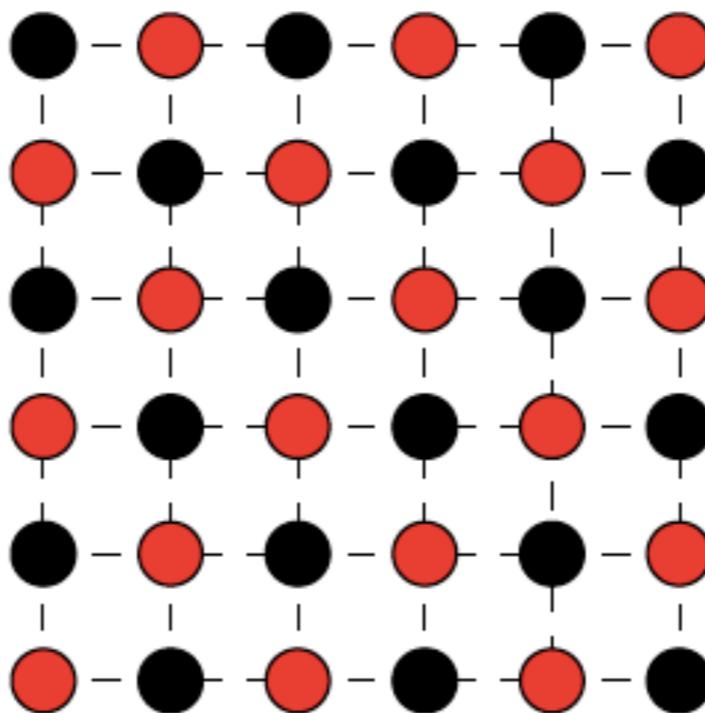
Boundary values: white
Data on P0: green
Ghost cell data: blue

Parallel version (5 point stencil)



Communicate ghost cells before each step.

Red-Black Gauss-Seidel

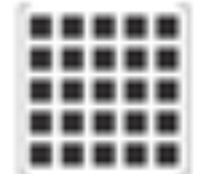


Red depends only on black, and vice-versa.
Generalization: multi-color orderings

Red black Gauss-Seidel step

```
for i = 2:n-1
    for j = 2:n-1
        if mod(i+j,2) == 0
            u(i,j) = ...
        end
    end
end
```

```
for i = 2:n-1
    for j = 2:n-1
        if mod(i+j,2) == 1,
            u(i,j) = ...
        end
    end
end
```



Solvers



$$Ax = b$$

Dense matrix

Gauss Elimination

LU decomposition

Sparse matrix

Iterative solver

Direct solver

Multifrontal

Supernodal

Stationary method

Jacobi

Gauss-Seidel

SOR

Krylov subspace method

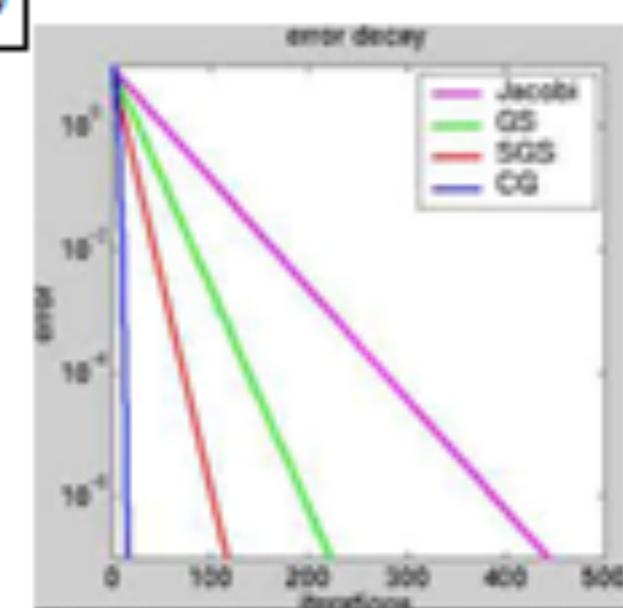
CG

BiCG

BiCGSTAB

GMRES

MINRES



Alexei Nikolaevich Krylov



Maritime Engineer

300 papers and books:
shipbuilding, magnetism,
artillery, math, astronomy

1890: Theory of oscillating
motions of the ship

1863-1945

1931: *Krylov subspace methods*

Conjugate gradient method as iterative method

in exact arithmetic

- CG was originally proposed as a direct (non-iterative) method
- in theory, convergence in at most n steps

in practice

- due to rounding errors, CG method can take $\gg n$ steps (or fail)
- CG is now used as an iterative method
- with luck (good spectrum of A), good approximation in $\ll n$ steps
- attractive if matrix-vector products are inexpensive



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In mathematics, the **conjugate gradient** method is an algorithm for the numerical solution of particular systems of linear equations, namely those whose matrix is symmetric and positive-definite.

Conjugate gradient method - Wikipedia, the free encyclopedia
https://en.wikipedia.org/wiki/Conjugate_gradient_method

More about Conjugate gradient method

Feedback

An Introduction to the Conjugate Gradient Method Without the Agonizing Pain

Edition 1 $\frac{1}{4}$

Jonathan Richard Shewchuk
August 4, 1994

Conjugate gradient method - Wikipedia, the free encyclopedia
https://en.wikipedia.org/wiki/Conjugate_gradient_method

In mathematics, the conjugate gradient method is an algorithm for the numerical solution of particular systems of linear equations, namely those whose matrix is symmetric and positive-definite.

[Nonlinear conjugate gradient](#) - Preconditioner - Biconjugate gradient method

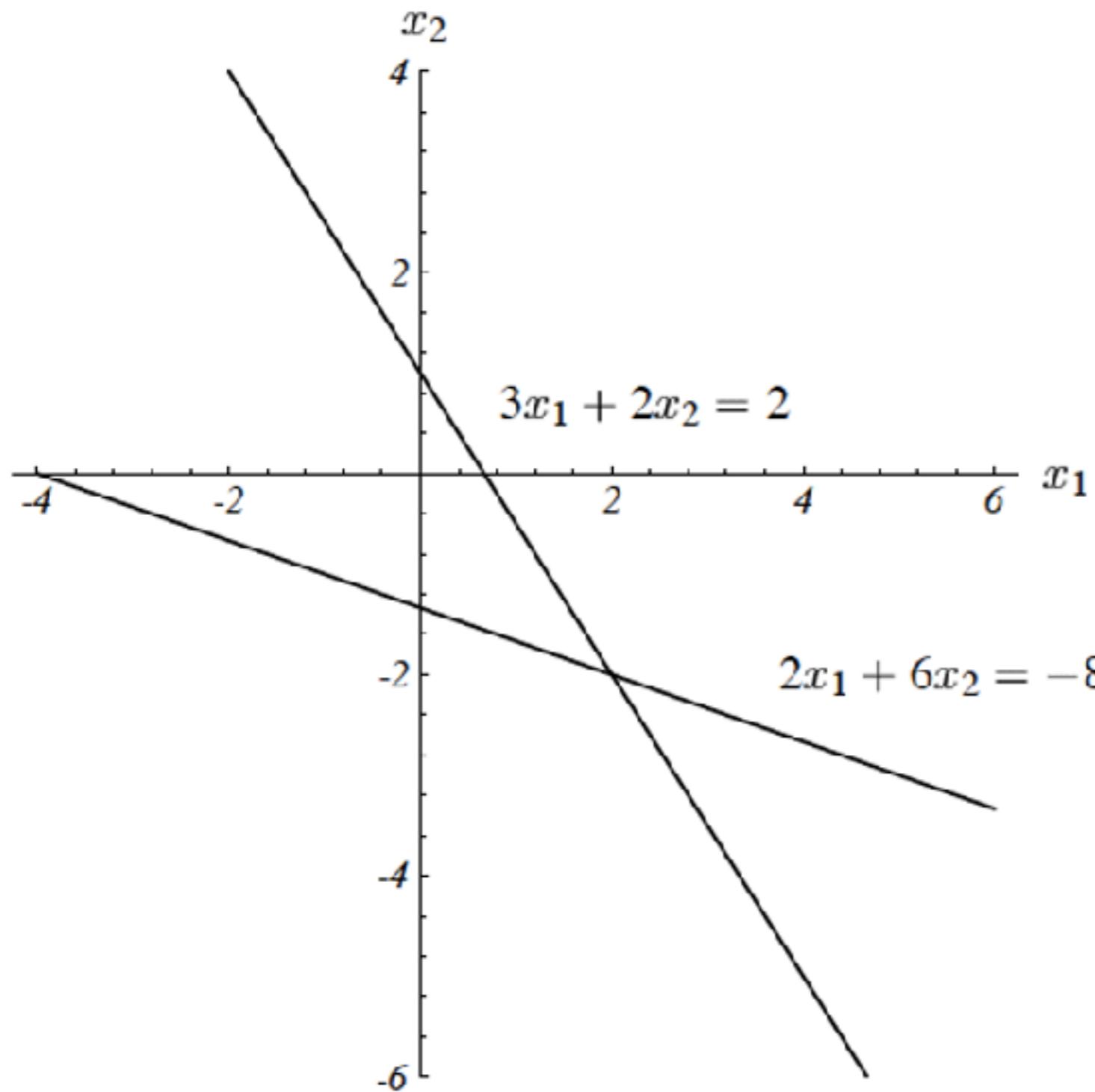
[PDF] **An Introduction to the Conjugate Gradient Method Without...**

www.cs.cmu.edu/~quake-papers/painless-conjugate-gradient.pdf

by JR Shewchuk - 1994 - Cited by 1646 - Related articles

The idea of quadratic forms is introduced and used to derive the methods of Steepest Descent, Conjugate Directions, and Conjugate Gradients. Eigenvectors are explained and used to examine the convergence of the Jacobi Method, Steepest Descent, and Conjugate Gradients.

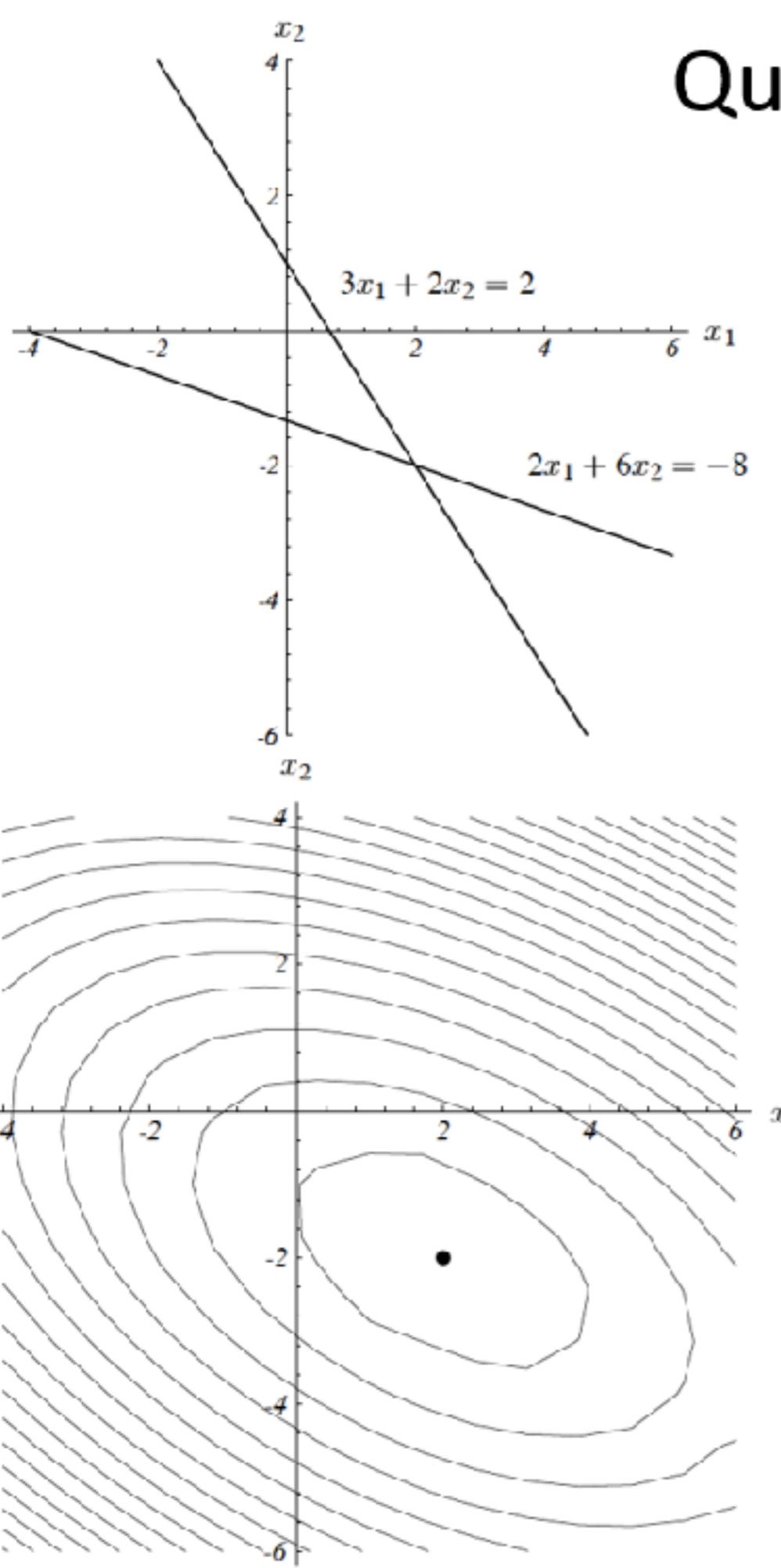
2x2 example



$$Ax = b$$

$$A = \begin{bmatrix} 3 & 2 \\ 2 & 6 \end{bmatrix}, \quad b = \begin{bmatrix} 2 \\ -8 \end{bmatrix}$$

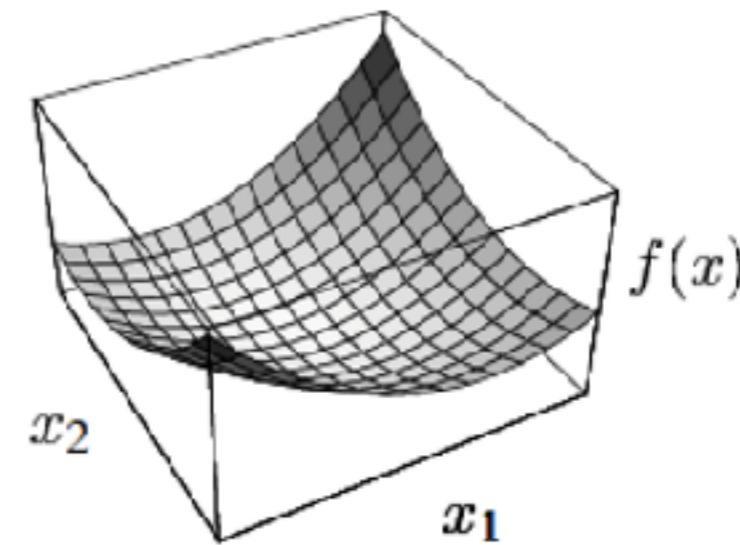
Quadratic function



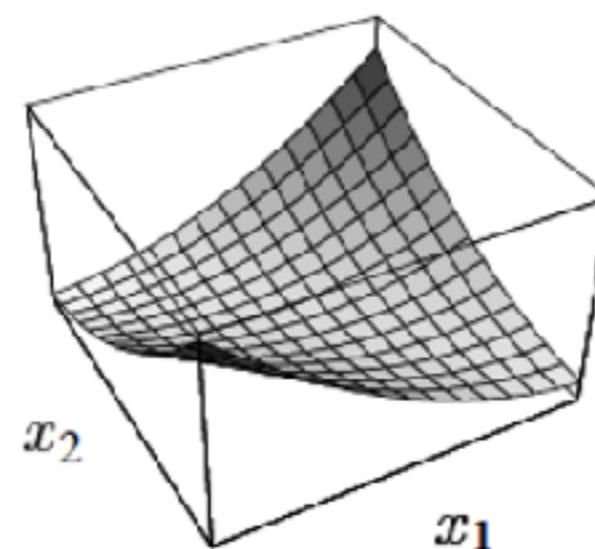
$$f(\mathbf{x}) = \frac{1}{2} \mathbf{x}^T \mathbf{A} \mathbf{x} - \mathbf{b}^T \mathbf{x}$$

$$\mathbf{f}'(\mathbf{x}) = \mathbf{A}\mathbf{x} - \mathbf{b}.$$

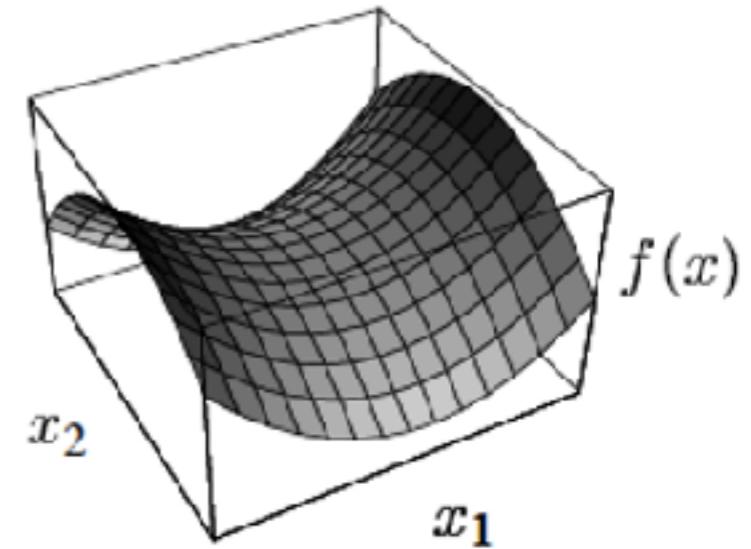
Positive definite $\mathbf{x}^T \mathbf{A} \mathbf{x} > 0$



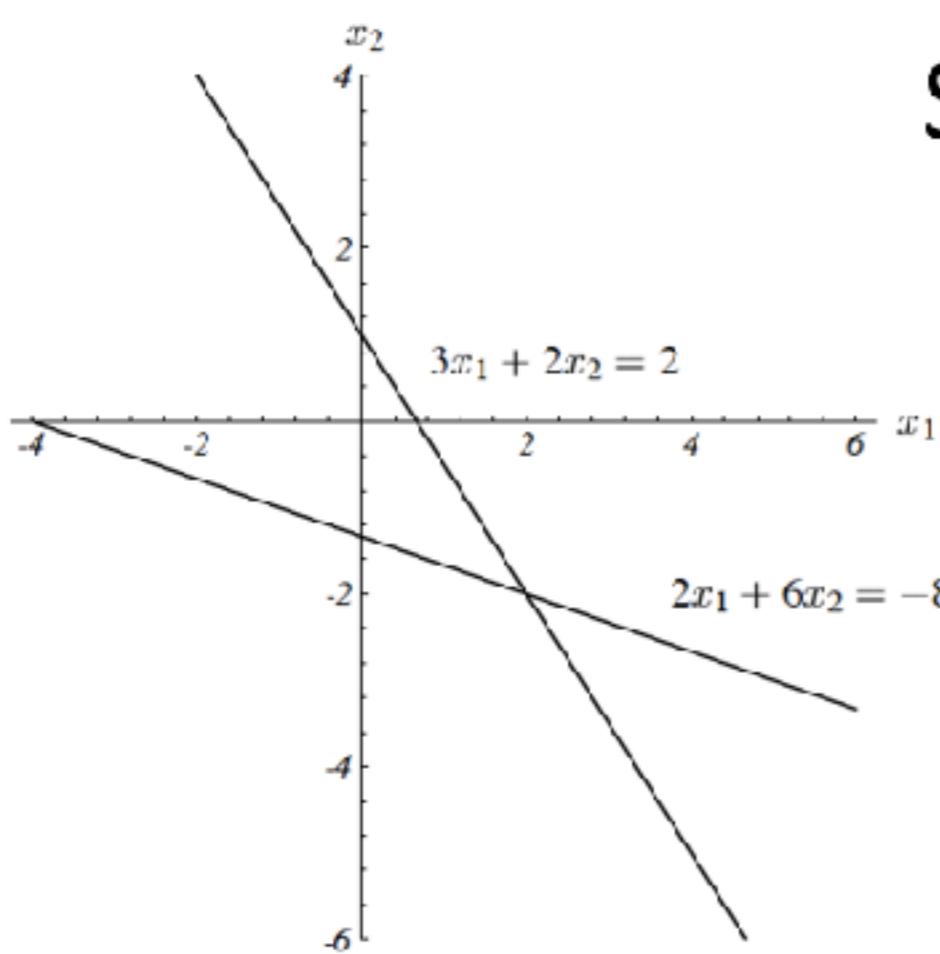
Singular



Indefinite



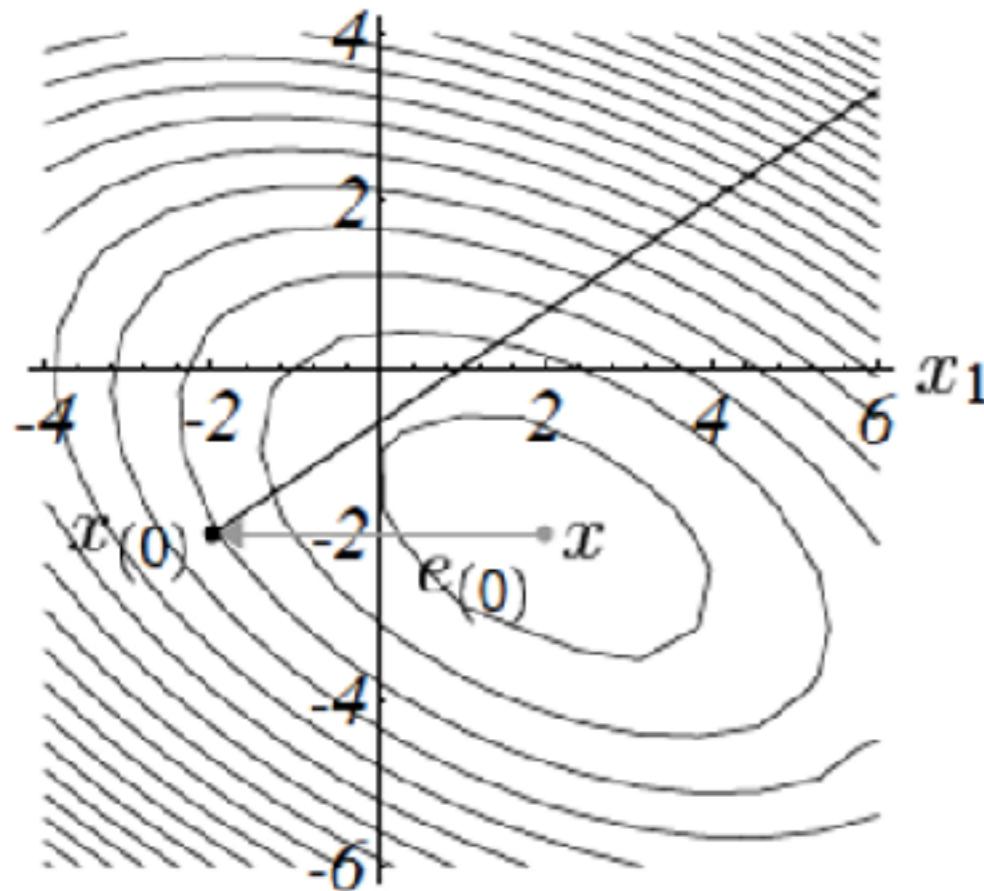
Steepest decent



$$e_{(i)} = x_{(i)} - x$$

$$r_{(i)} = b - Ax_{(i)} = -Ae_{(i)} = -f'(x_{(i)})$$

x_2



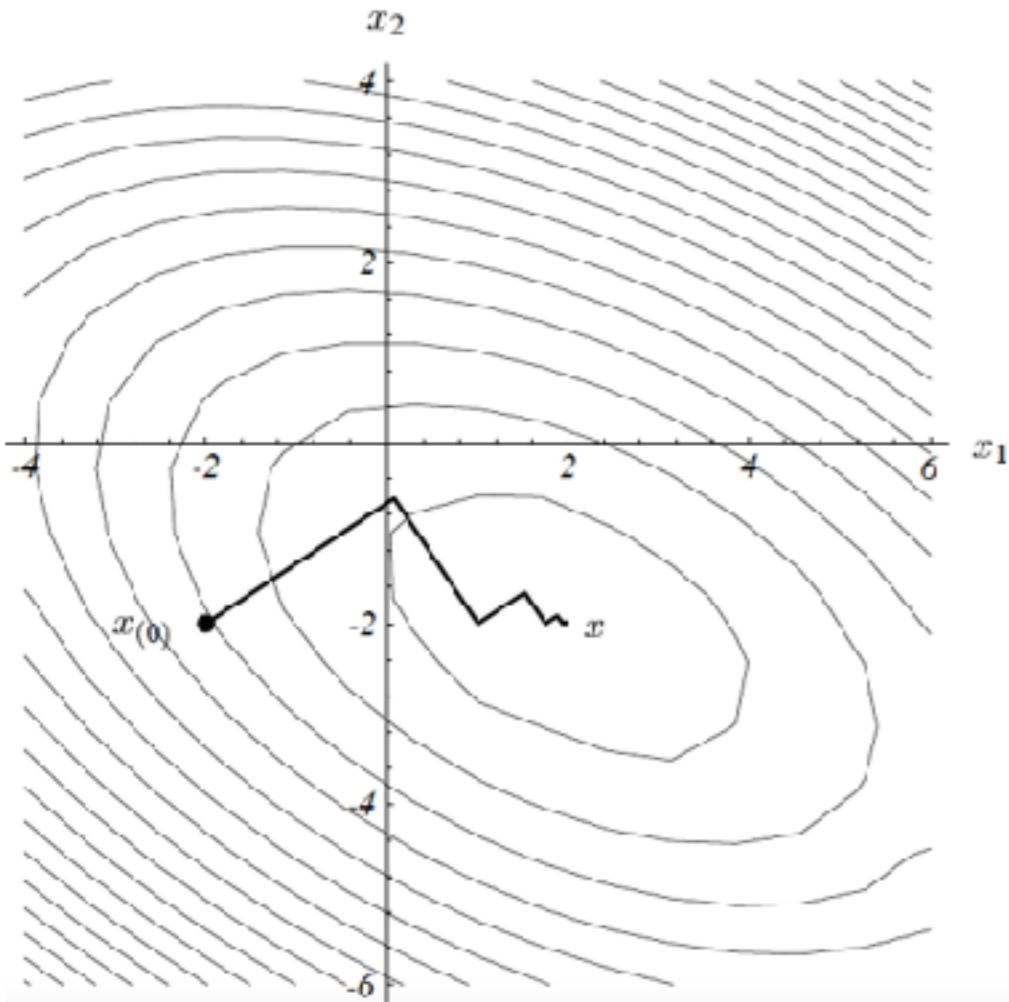
Suppose we start at $x_{(0)} = [-2, -2]^T$

We take a series of steps $x_{(1)}, x_{(2)}, \dots$

$$x_{(1)} = x_{(0)} + \alpha r_{(0)}$$

$$r_{(1)}^T r_{(0)} = 0$$

Steepest decent



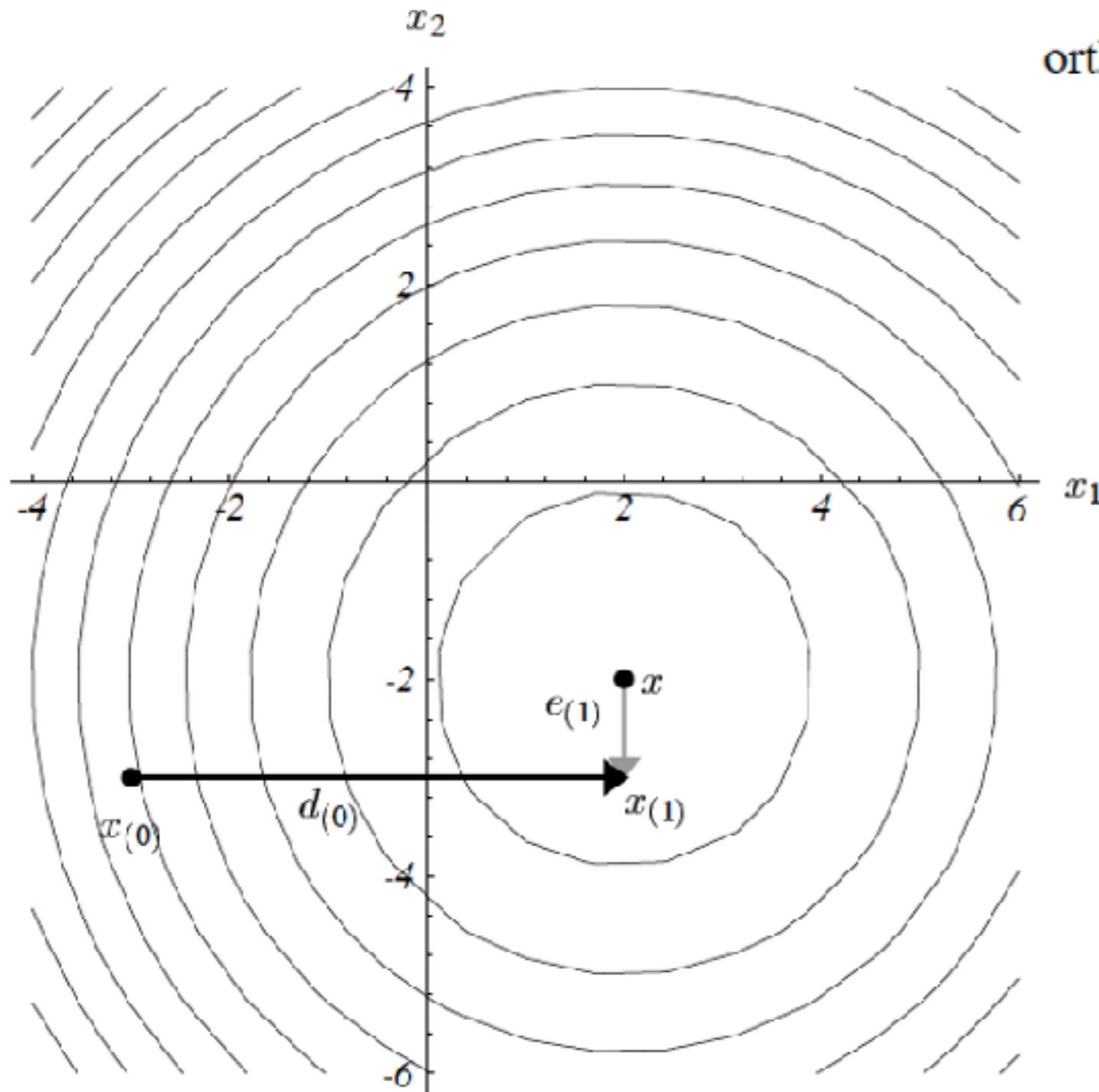
$$\begin{aligned}r_{(1)}^T r_{(0)} &= 0 \\(b - Ax_{(1)})^T r_{(0)} &= 0 \\(b - A(x_{(0)} + \alpha r_{(0)}))^T r_{(0)} &= 0 \\(b - Ax_{(0)})^T r_{(0)} - \alpha (Ar_{(0)})^T r_{(0)} &= 0 \\(b - Ax_{(0)})^T r_{(0)} &= \alpha (Ar_{(0)})^T r_{(0)} \\r_{(0)}^T r_{(0)} &= \alpha r_{(0)}^T (Ar_{(0)}) \\ \alpha &= \frac{r_{(0)}^T r_{(0)}}{r_{(0)}^T Ar_{(0)}}.\end{aligned}$$

$$\alpha(i) = \frac{r_{(i)}^T r_{(i)}}{r_{(i)}^T Ar_{(i)}},$$

$$x_{(i+1)} = x_{(i)} + \alpha(i) r_{(i)},$$

$$r_{(i+1)} = r_{(i)} - \alpha(i) Ar_{(i)}.$$

Taking fewer steps



orthogonal search directions $d_{(0)}, d_{(1)}, \dots, d_{(n-1)}$

$$x_{(i+1)} = x_{(i)} + \alpha_{(i)} d_{(i)}$$

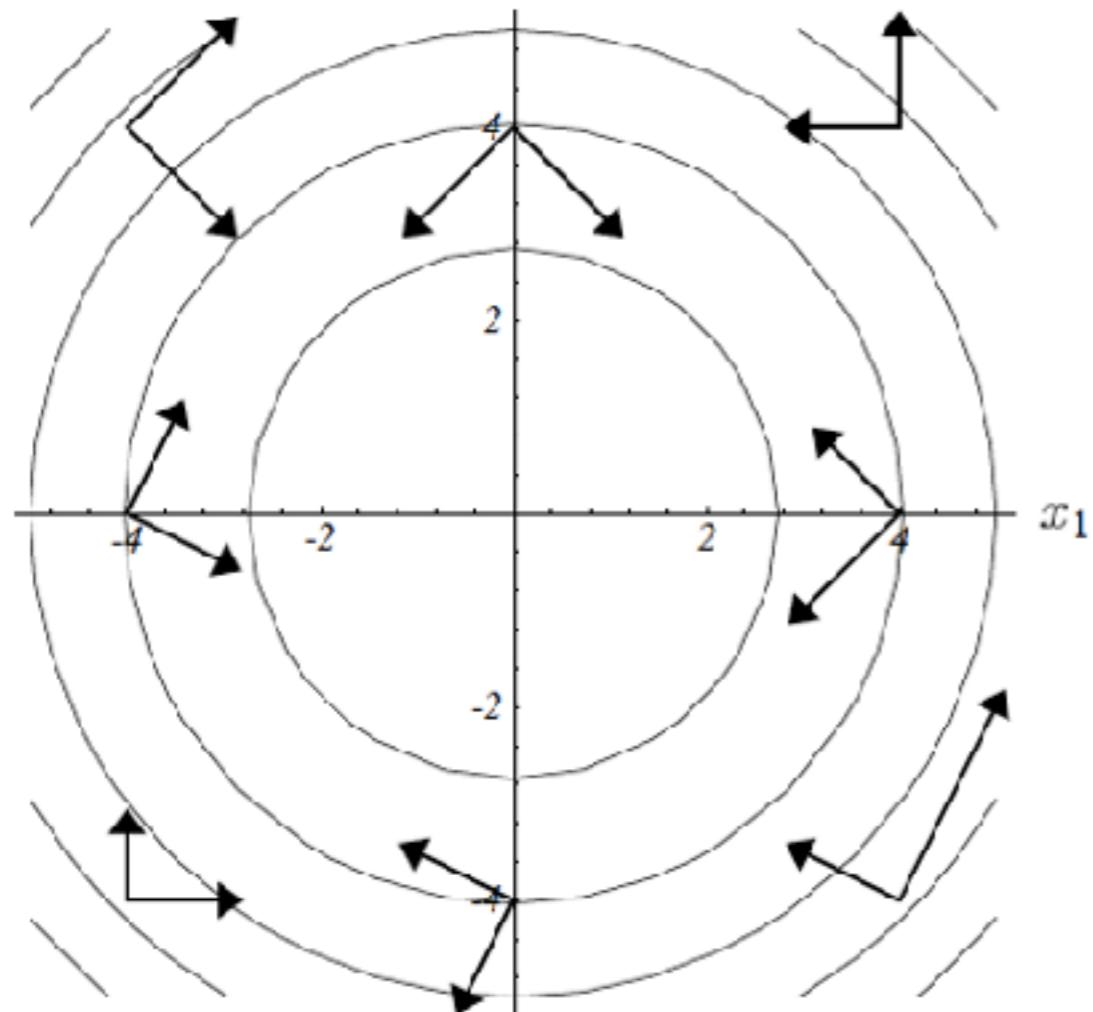
$$d_{(i)}^T e_{(i+1)} = 0$$

$$d_{(i)}^T (e_{(i)} + \alpha_{(i)} d_{(i)}) = 0$$

$$\alpha_{(i)} = -\frac{d_{(i)}^T e_{(i)}}{d_{(i)}^T d_{(i)}}$$

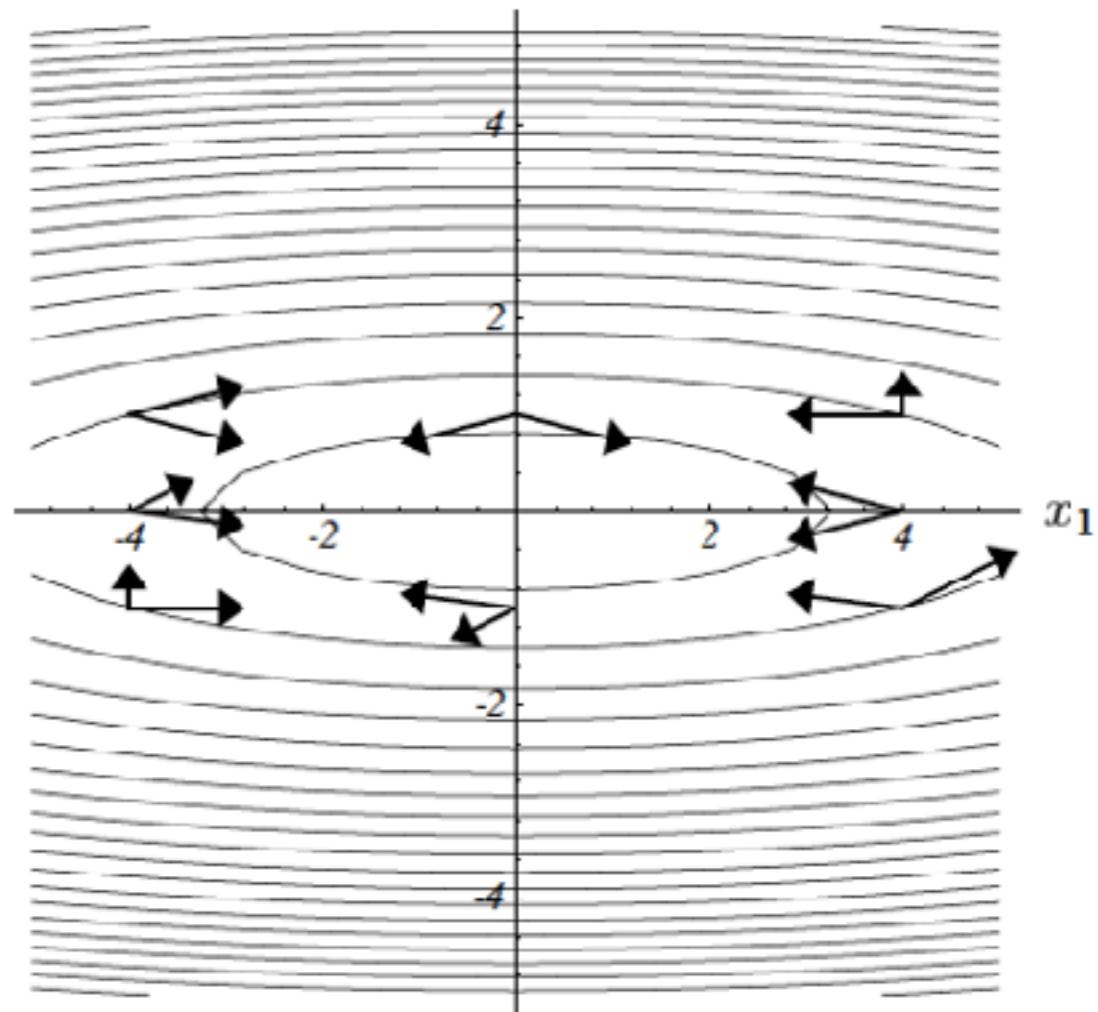
if we knew $e_{(i)}$, the problem would already be solved

Conjugate direction



orthogonal

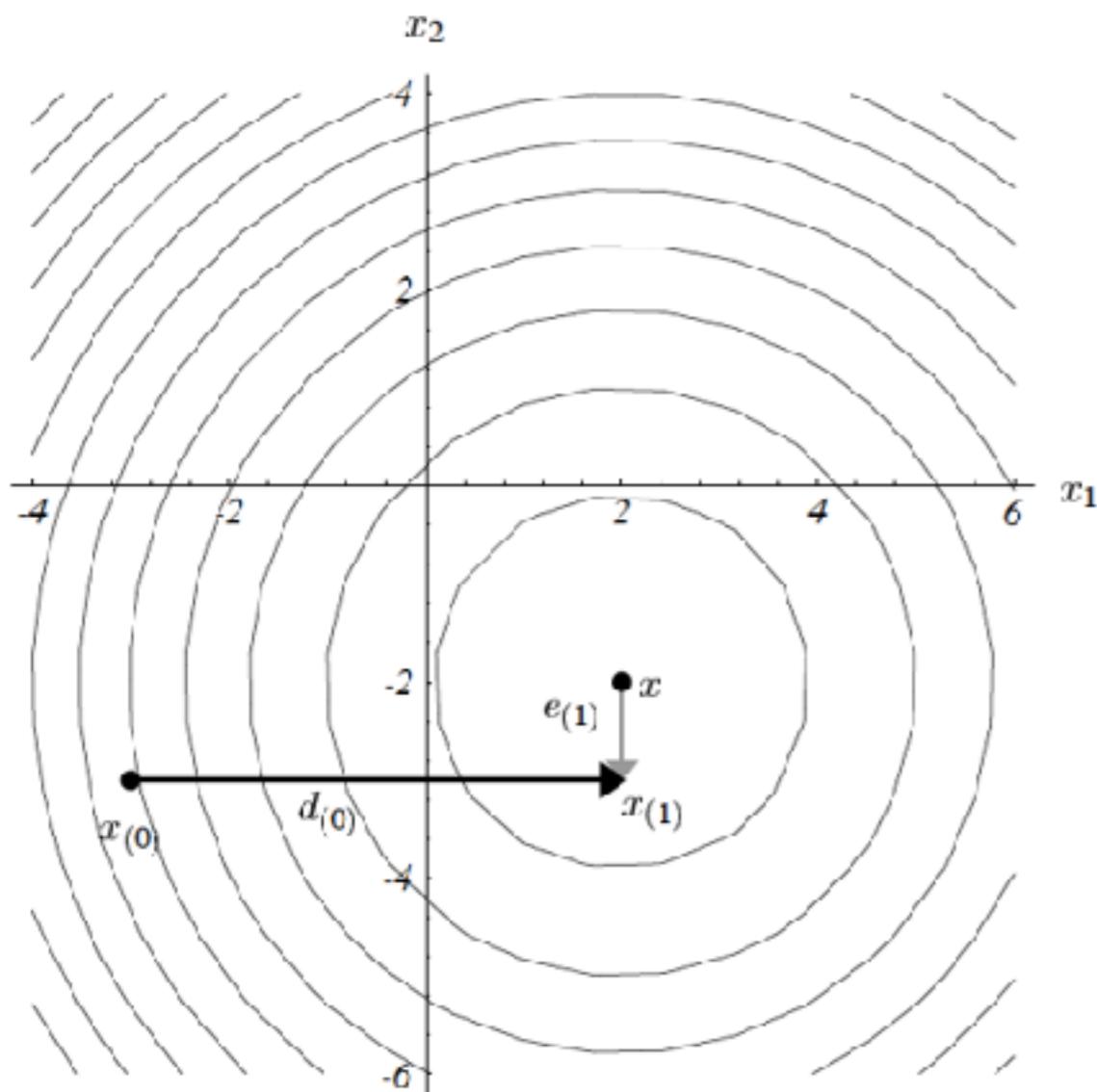
$$d_{(i)}^T d_{(i)} = 0$$



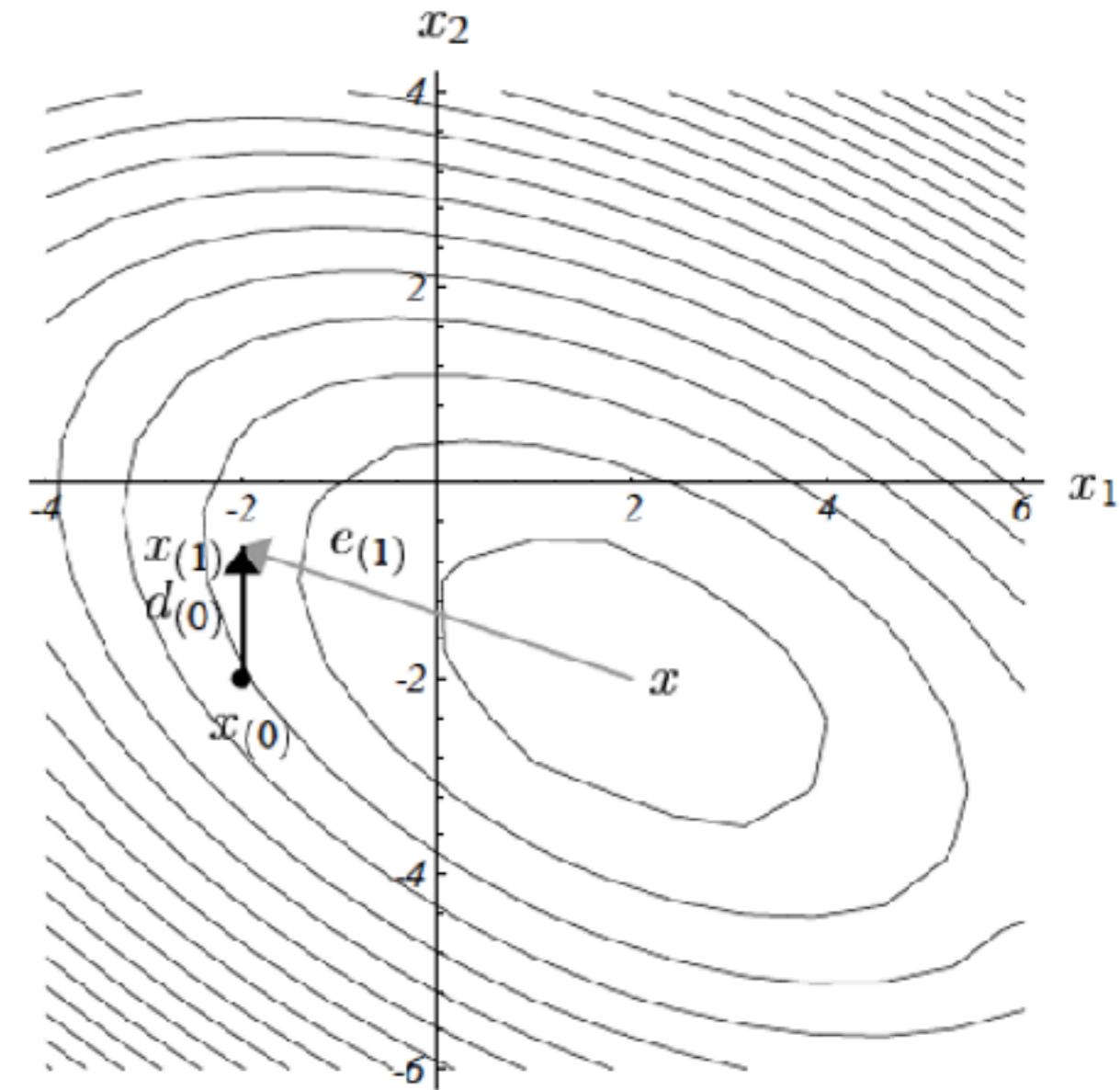
A -orthogonal = conjugate

$$d_{(i)}^T A d_{(j)} = 0$$

Conjugate direction



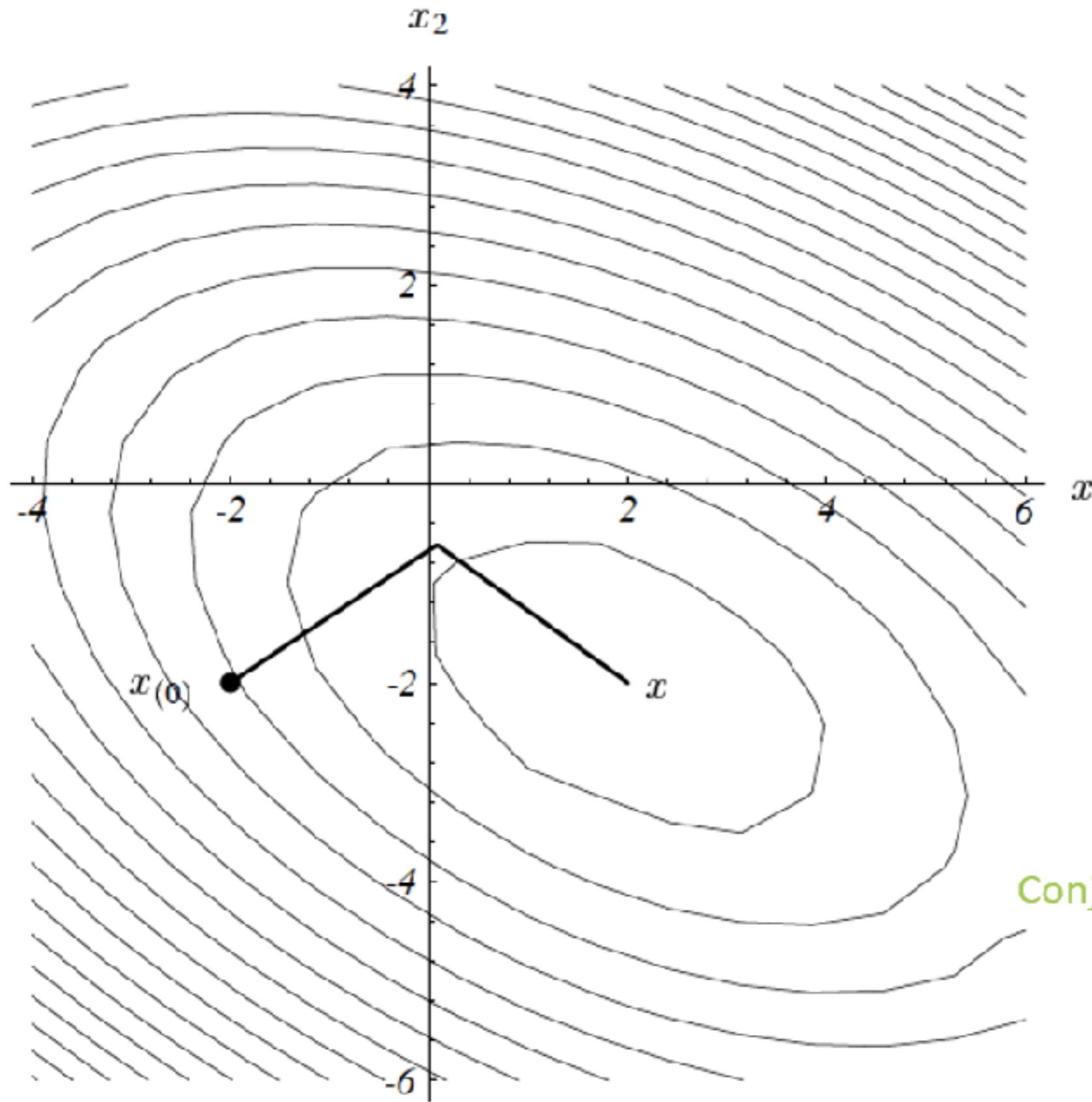
$$\alpha_{(i)} = -\frac{d_{(i)}^T e_{(i)}}{d_{(i)}^T d_{(i)}}$$



$$\begin{aligned} \alpha_{(i)} &= -\frac{d_{(i)}^T A e_{(i)}}{d_{(i)}^T A d_{(i)}} \\ &= \frac{d_{(i)}^T r_{(i)}}{d_{(i)}^T A d_{(i)}}. \end{aligned}$$

~~if we knew $e_{(i)}$, the problem would already be solved~~

Conjugate gradient



Conjugate gradient

$$d_{(0)} = r_{(0)} = b - Ax_{(0)}$$

$$\alpha_{(i)} = \frac{r_{(i)}^T r_{(i)}}{d_{(i)}^T Ad_{(i)}}$$

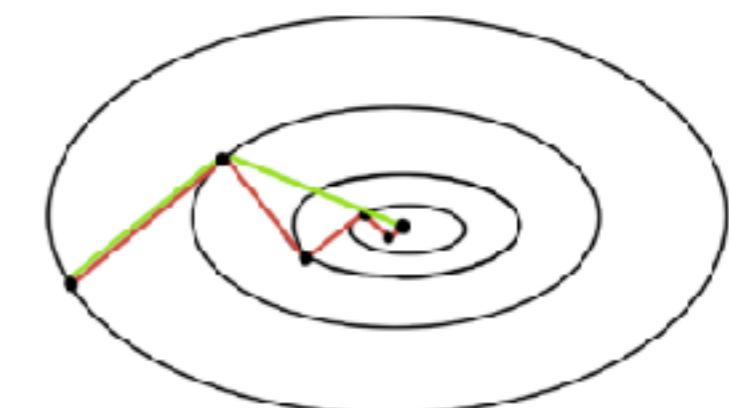
$$x_{(i+1)} = x_{(i)} + \alpha_{(i)} d_{(i)},$$

$$r_{(i+1)} = r_{(i)} - \alpha_{(i)} Ad_{(i)},$$

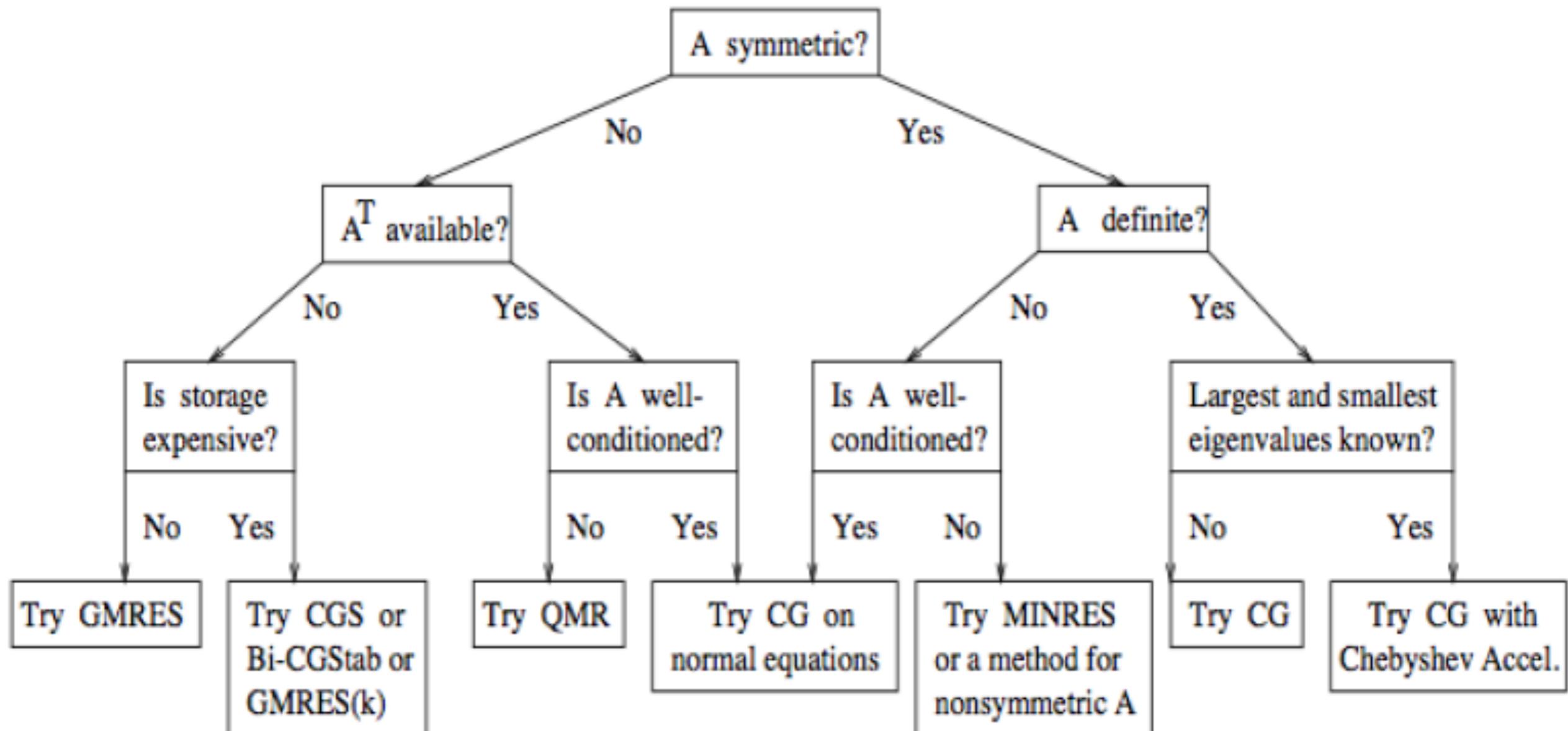
$$\beta_{(i+1)} = \frac{r_{(i+1)}^T r_{(i+1)}}{r_{(i)}^T r_{(i)}},$$

$$d_{(i+1)} = r_{(i+1)} + \beta_{(i+1)} d_{(i)}$$

Steepest decent



Choosing a Krylov method



source: J. Demmel

Preconditioning

