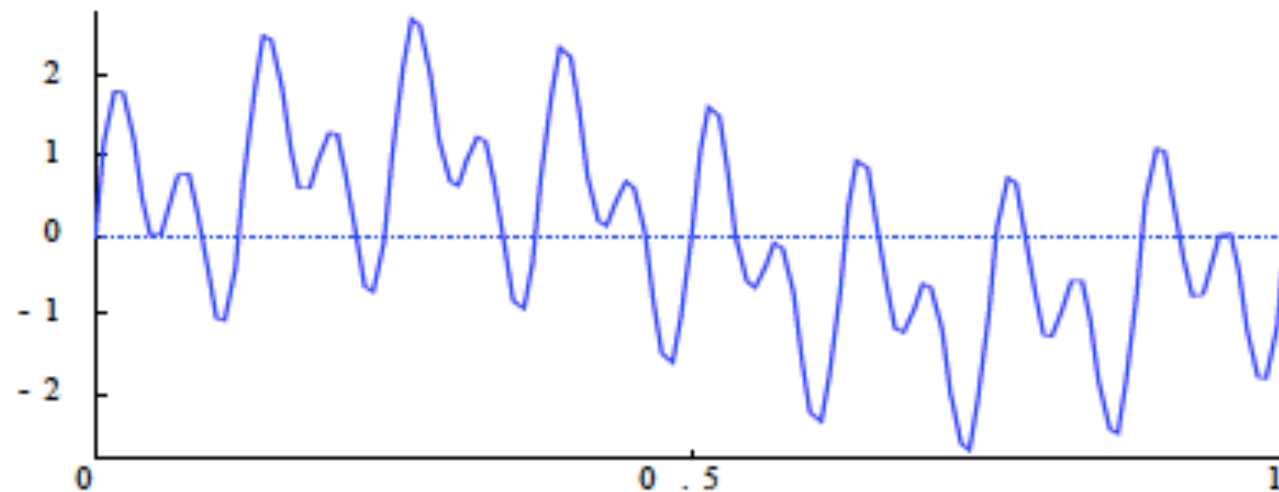


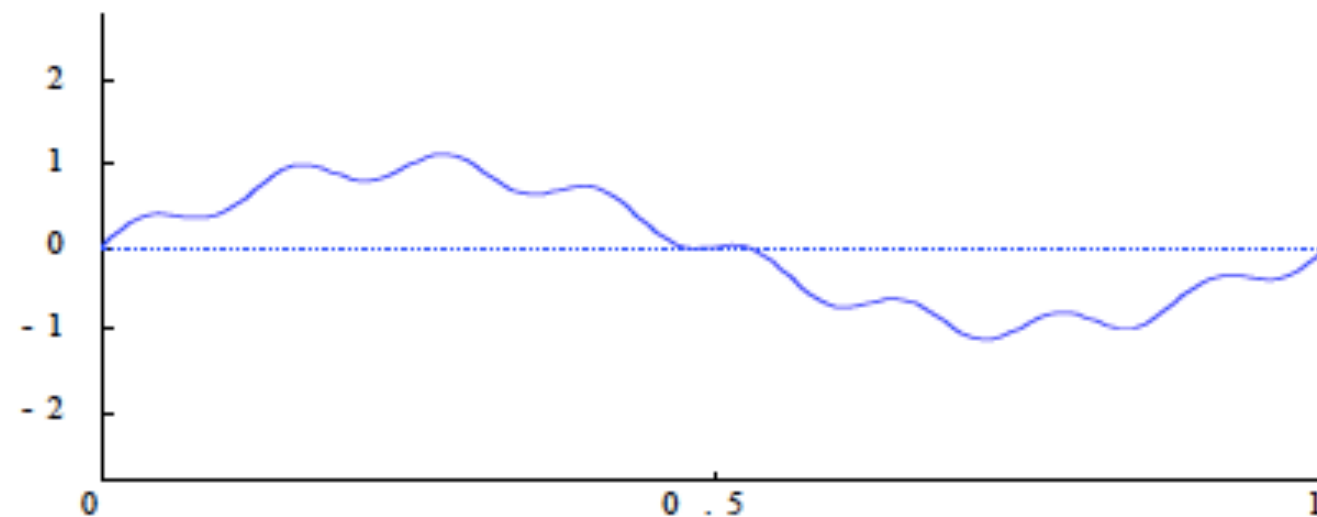
05/09	Class 9	Dense direct solvers	Understand the principle of LU decomposition and the optimization and parallelization techniques that lead to the LINPACK benchmark.
05/12	Class 10	Dense eigensolvers	Determine eigenvalues and eigenvectors and understand the fast algorithms for diagonalization and orthonormalization.
05/16	Class 11	Sparse direct solvers	Understand reordering in AMD and nested dissection, and fast algorithms such as skyline and multifrontal methods.
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05/26	Class 14	Multigrid methods	Understand the role of smoothers, restriction, and prolongation in the V-cycle.
05/30	Class 15	Fast multipole methods, H-matrices	Understand the concept of multipole expansion and low-rank approximation, and the role of the tree structure.

Iterative Methods

- **Initial error.**



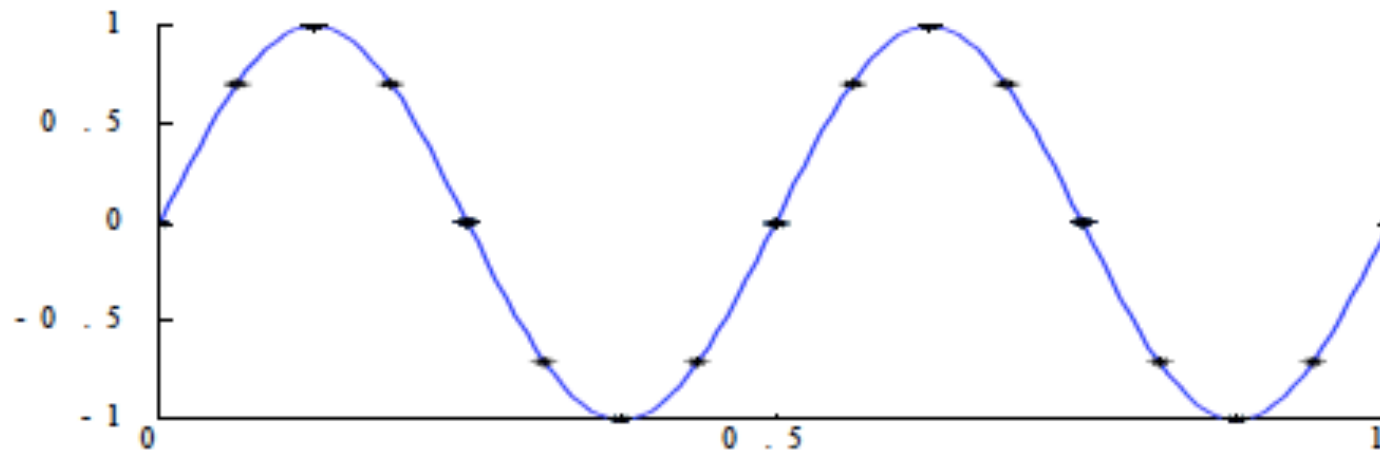
- **Error after several iteration sweeps:**



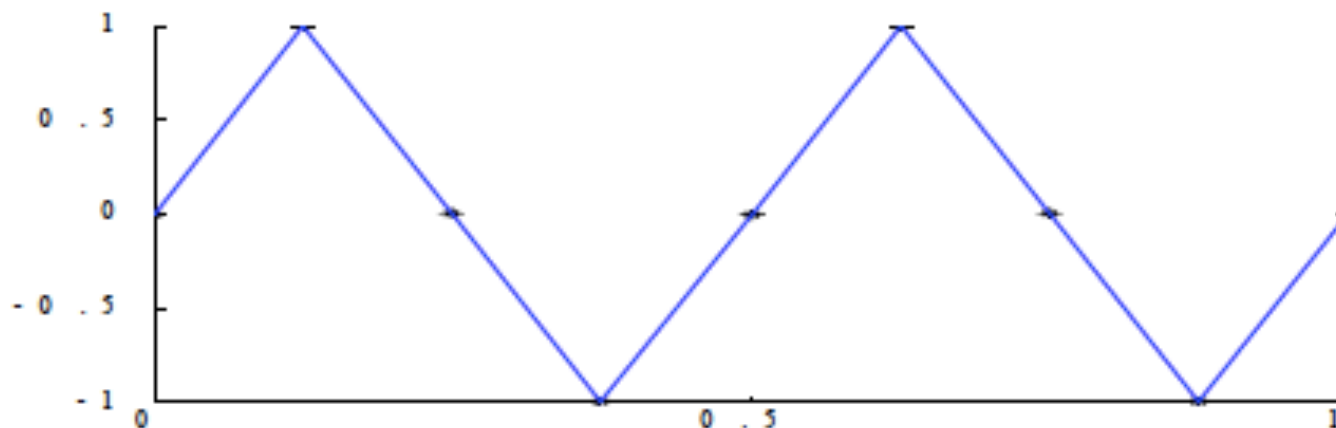
*Many relaxation schemes have the **smoothing property**, where oscillatory modes of the error are eliminated effectively, but smooth modes are damped very slowly.*

Multigrid Methods

- **A smooth function:**



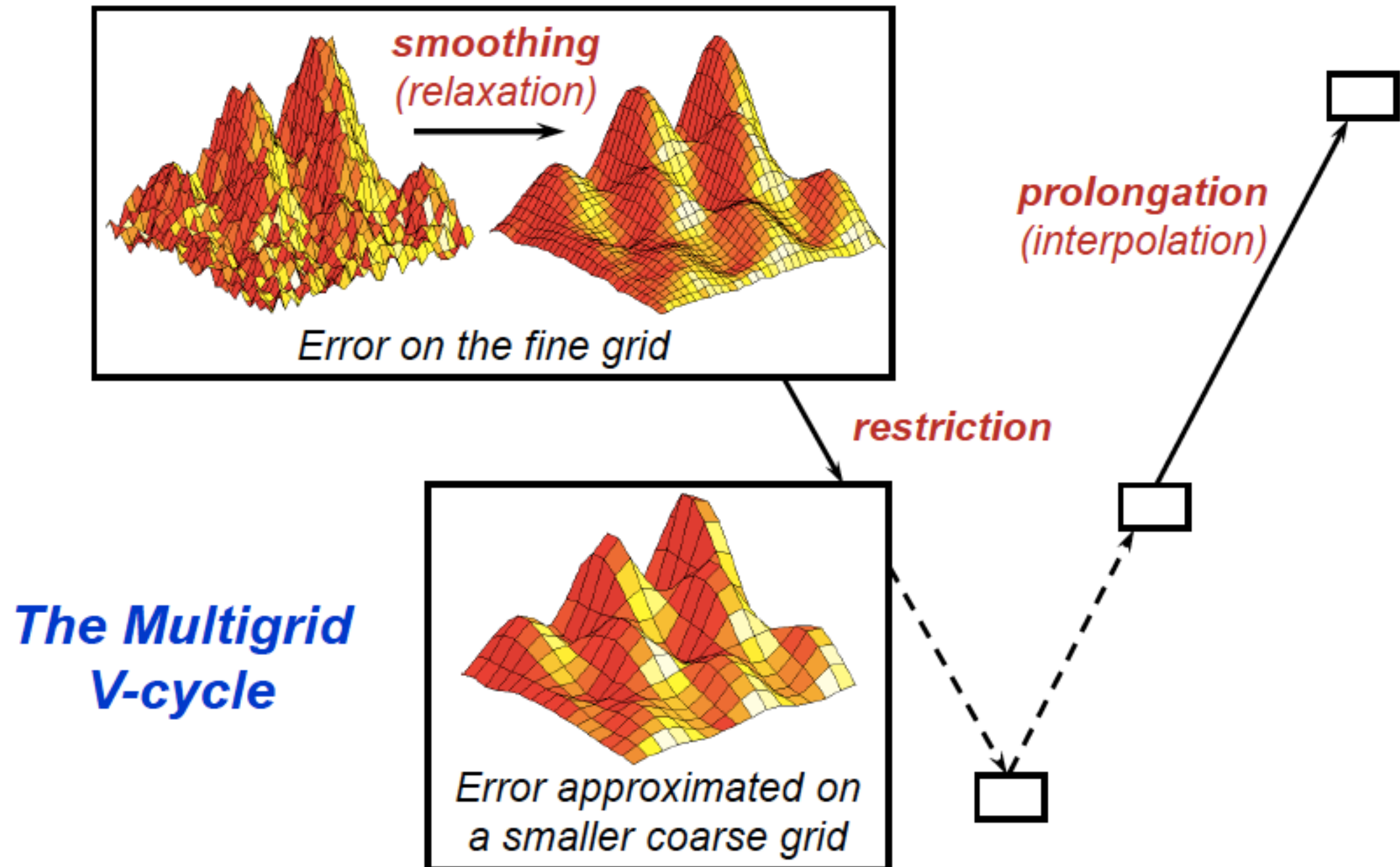
- **Can be represented by linear interpolation from a coarser grid:**



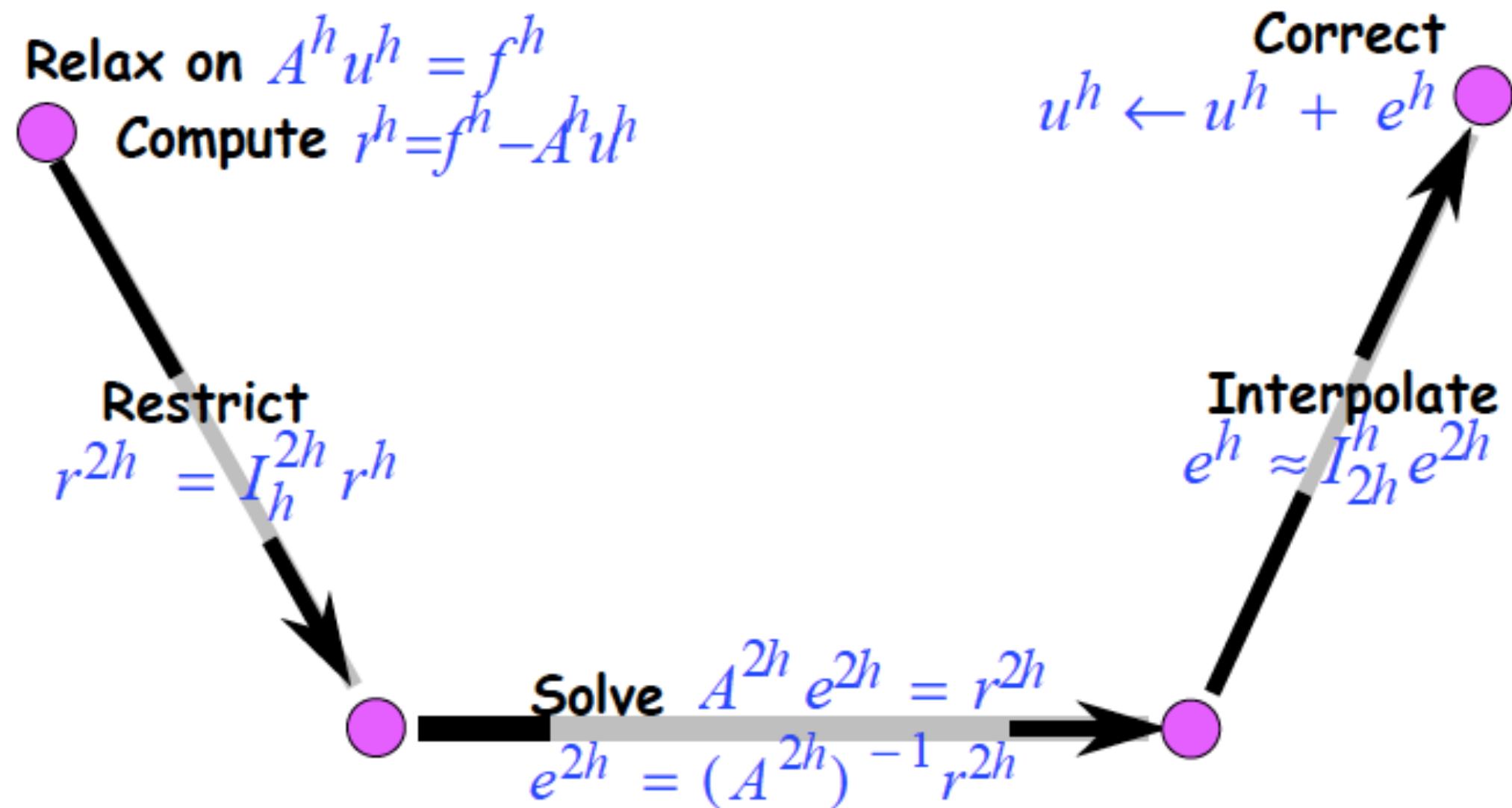
On the coarse grid, the smooth error appears to be relatively higher in frequency: in the example it is the 4-mode, out of a possible 16, on the fine grid, 1/4 the way up the spectrum. On the coarse grid, it is the 4-mode out of a possible 8, hence it is 1/2 the way up the spectrum.

Relaxation will be more effective on this mode if done on the coarser grid!!

Multigrid Method




Multigrid Methods



1-D Laplace Problem

- 1D Laplace on a uniform grid with spacing h

$$\begin{array}{ccc} -u_{xx} = f & \text{on } \Omega = [0, 1] & \\ u = g & \text{on } \Gamma & \end{array} \quad \longrightarrow \quad \begin{array}{c} -u_{i-1} + 2u_i - u_{i+1} = h^2 f_i \\ u_0 = u_{N+1} = g \end{array}$$



Continuous Discrete

- Discrete problem is a linear system $Au = f$ with

$$A = \begin{pmatrix} 2 & -1 & & \\ -1 & 2 & -1 & \\ & & \ddots & \\ & & -1 & 2 \end{pmatrix} \quad \text{or} \quad A = \begin{bmatrix} -1 & 2 & -1 \end{bmatrix}$$

Matrix Stencil

1-D Laplace Problem

- 1D Laplace on a uniform grid with spacing h

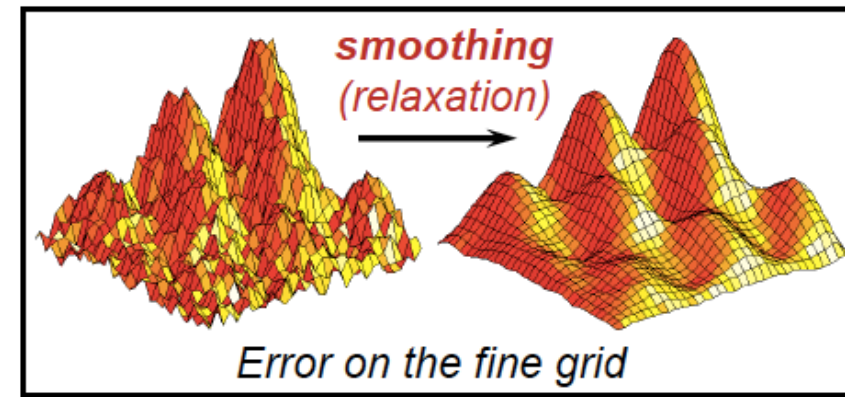
$$\begin{array}{ccc} -u_{xx} = f & \text{on } \Omega = [0, 1] & \\ u = g & \text{on } \Gamma & \\ \text{Continuous} & \longrightarrow & \begin{array}{c} -u_{i-1} + 2u_i - u_{i+1} = h^2 f_i \\ u_0 = u_{N+1} = g \\ \begin{array}{c} | \bullet \bullet \bullet \bullet \bullet \bullet | \\ x_0 \ x_1 \quad \dots \quad x_N \ x_{N+1} \end{array} \\ \text{Discrete} \end{array} \end{array}$$

- Discrete problem is a linear system $Au = f$ with

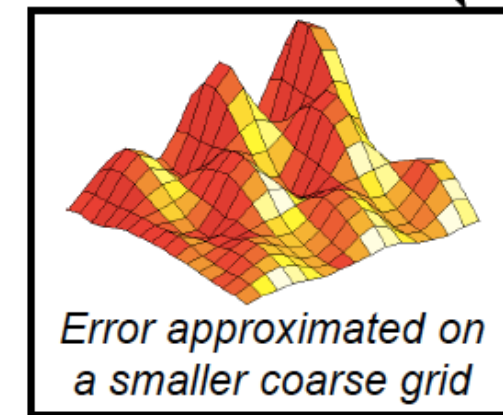
$$A = \begin{pmatrix} 2 & -1 & & \\ -1 & 2 & -1 & \\ & & \ddots & \\ & & -1 & 2 \end{pmatrix} \quad \text{or} \quad A = \begin{bmatrix} -1 & 2 & -1 \end{bmatrix}$$

Matrix Stencil

Restriction

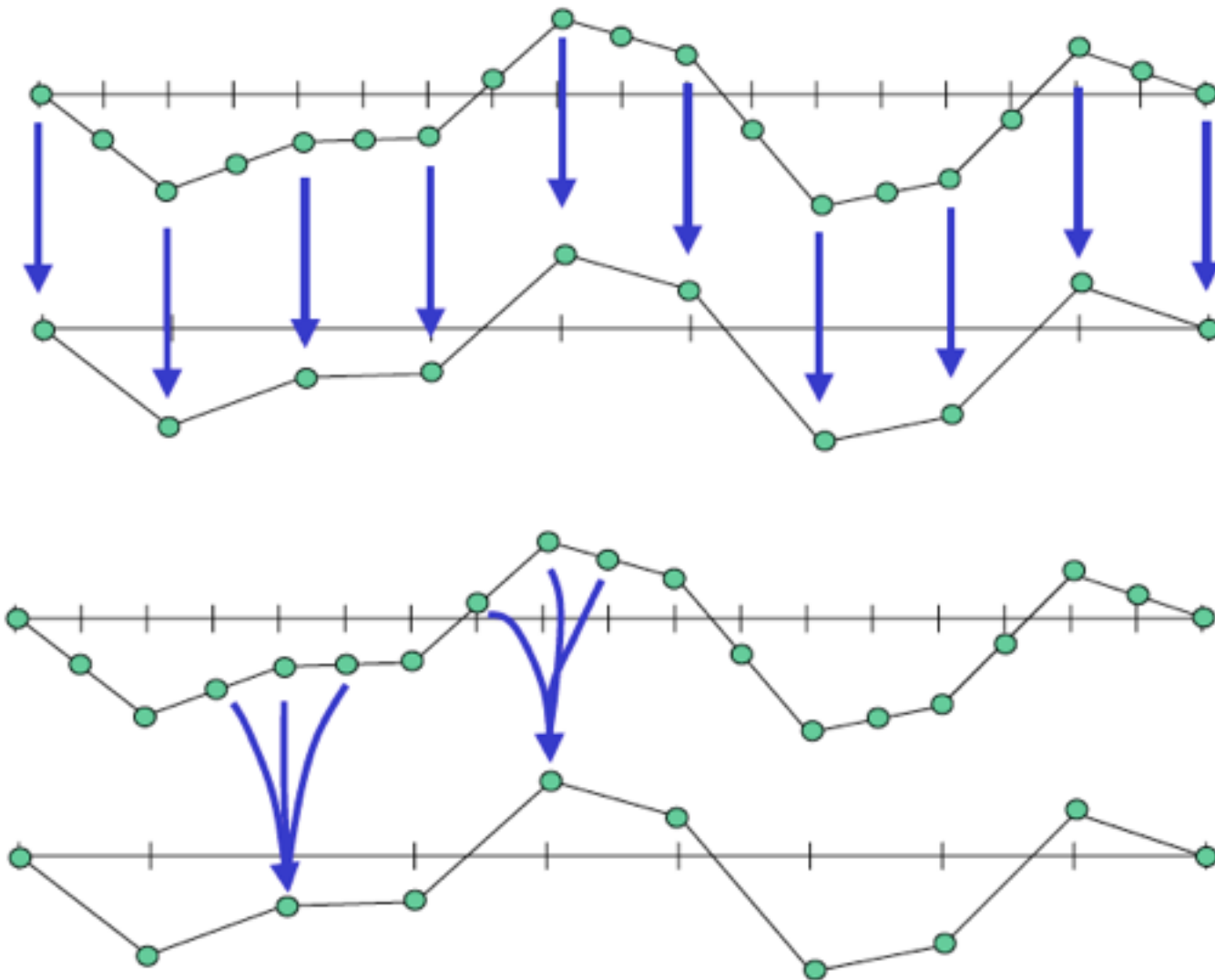


restriction

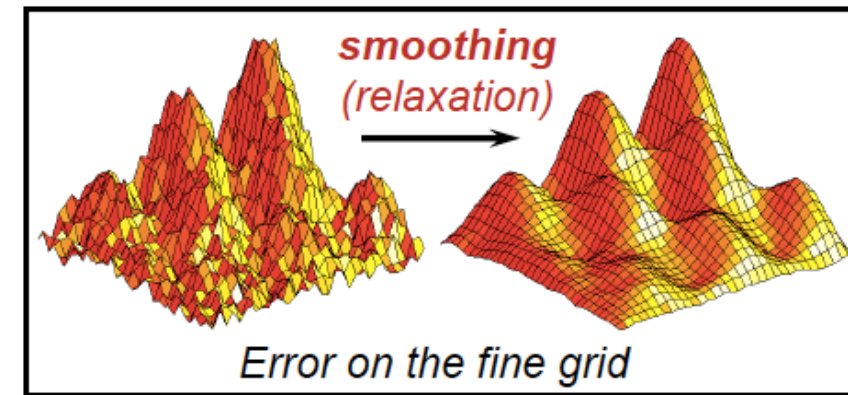


prolongation
(interpolation)

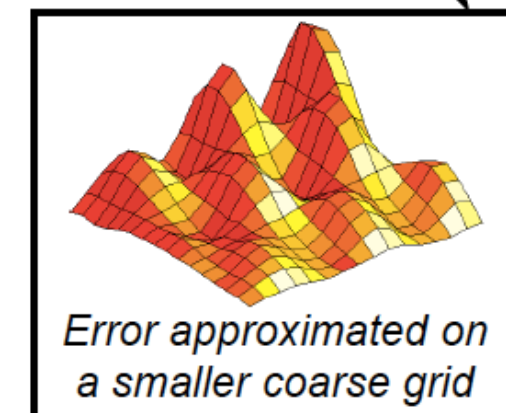
*The Multigrid
V-cycle*



Interpolation (Prolongation)

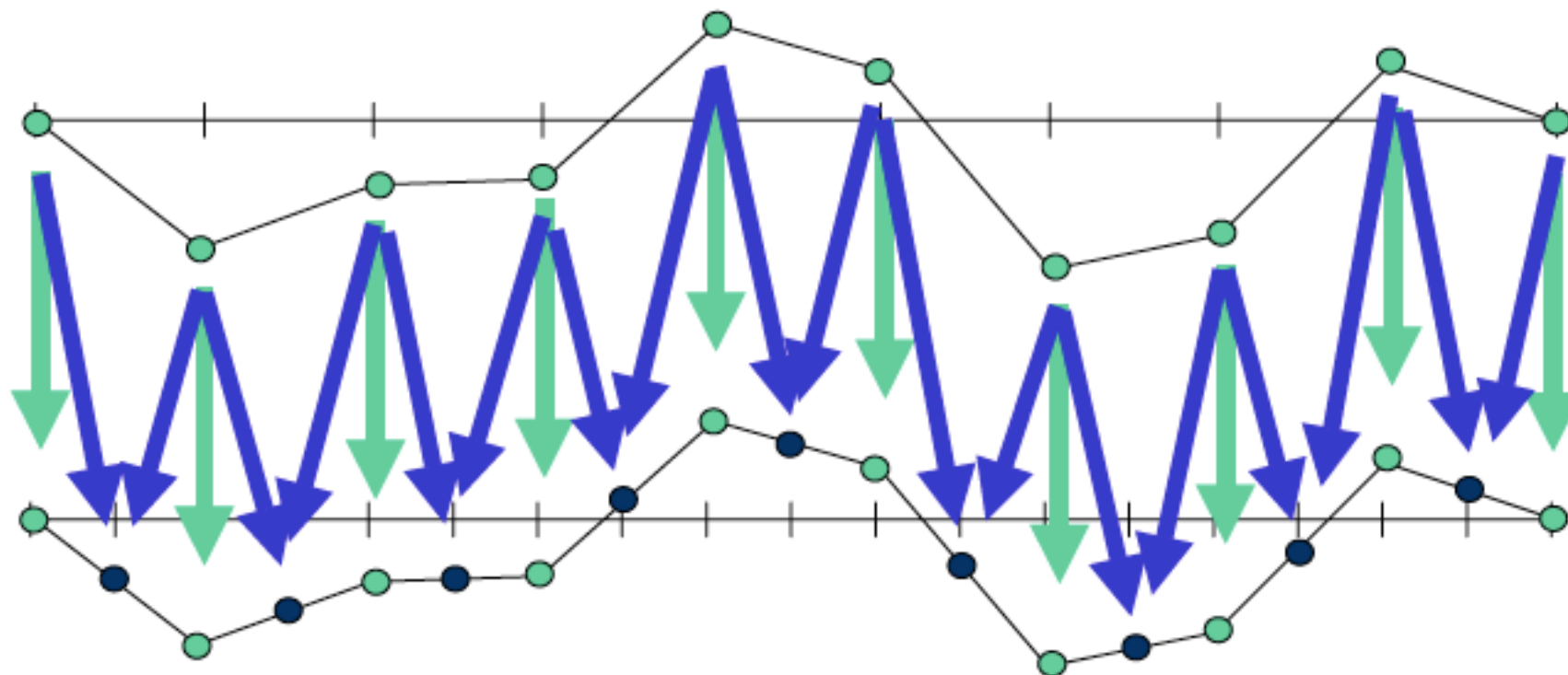


*The Multigrid
V-cycle*

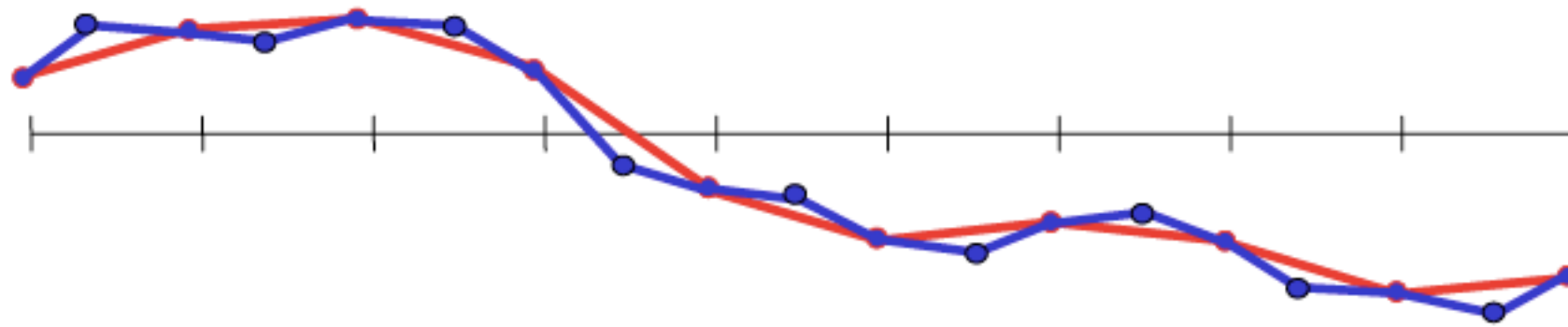


restriction

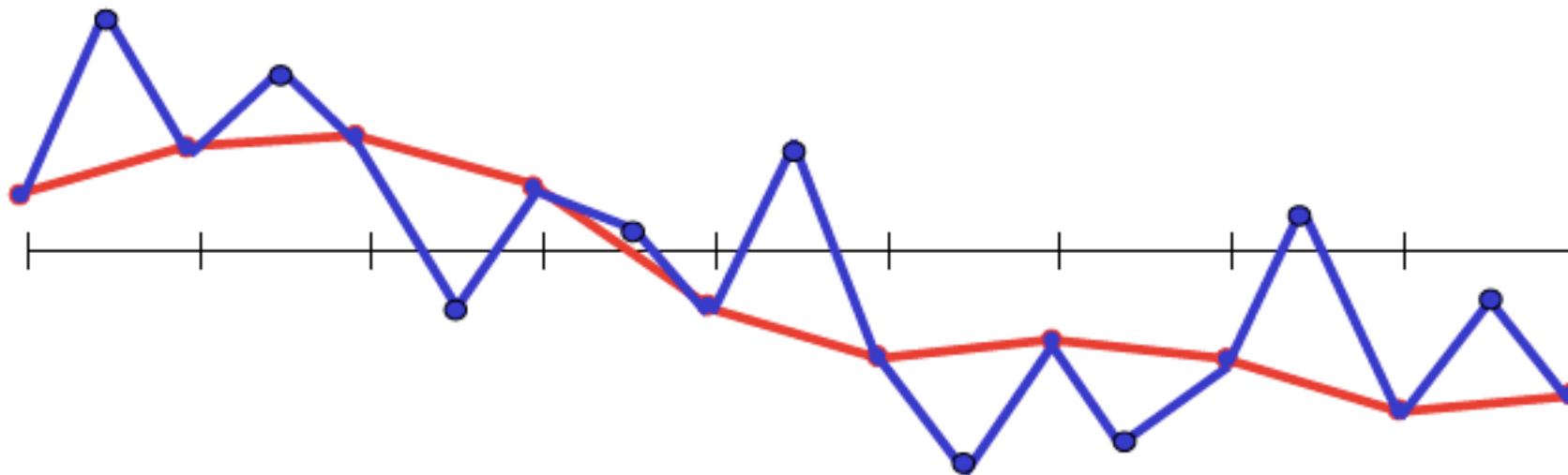
prolongation
(interpolation)



Interpolation (Prolongation)



- If u is smooth, a coarse-grid interpolant of v^{2h} may do very well.



- If u is oscillatory, a coarse-grid interpolant of v^{2h} may not work well.

Smoothers

A classical linear iteration for a matrix A of the form

$$\mathbf{x}^{(i+1)} = \mathbf{x}^{(i)} + R(\mathbf{b} - A\mathbf{x}^{(i)})$$

with some matrix R , is a *smoothing iteration* if

$$(I - RA)\mathbf{e} \quad \text{is smoother than } \mathbf{e} \text{ for any } \mathbf{e}.$$

$$\begin{array}{rclcl} \mathbf{x}^{(i+1)} & = & \mathbf{x}^{(i)} & + & R(\mathbf{b} - A\mathbf{x}^{(i)}) \\ \mathbf{x} & = & \mathbf{x} & + & R(\mathbf{b} - A\mathbf{x}) \\ \hline \mathbf{e}^{(i+1)} & = & \mathbf{e}^{(i)} & - & RA\mathbf{e}^{(i)}. \end{array}$$

(Hence smoothing iterations smooth *errors*.)

Smoothers

A classical linear iteration for a matrix A of the form

$$x^{(i+1)} = x^{(i)} + R(b - Ax^{(i)})$$

with some matrix R , is a *smoothing iteration* if

$$(I - RA)e \quad \text{is smoother than } e \text{ for any } e.$$

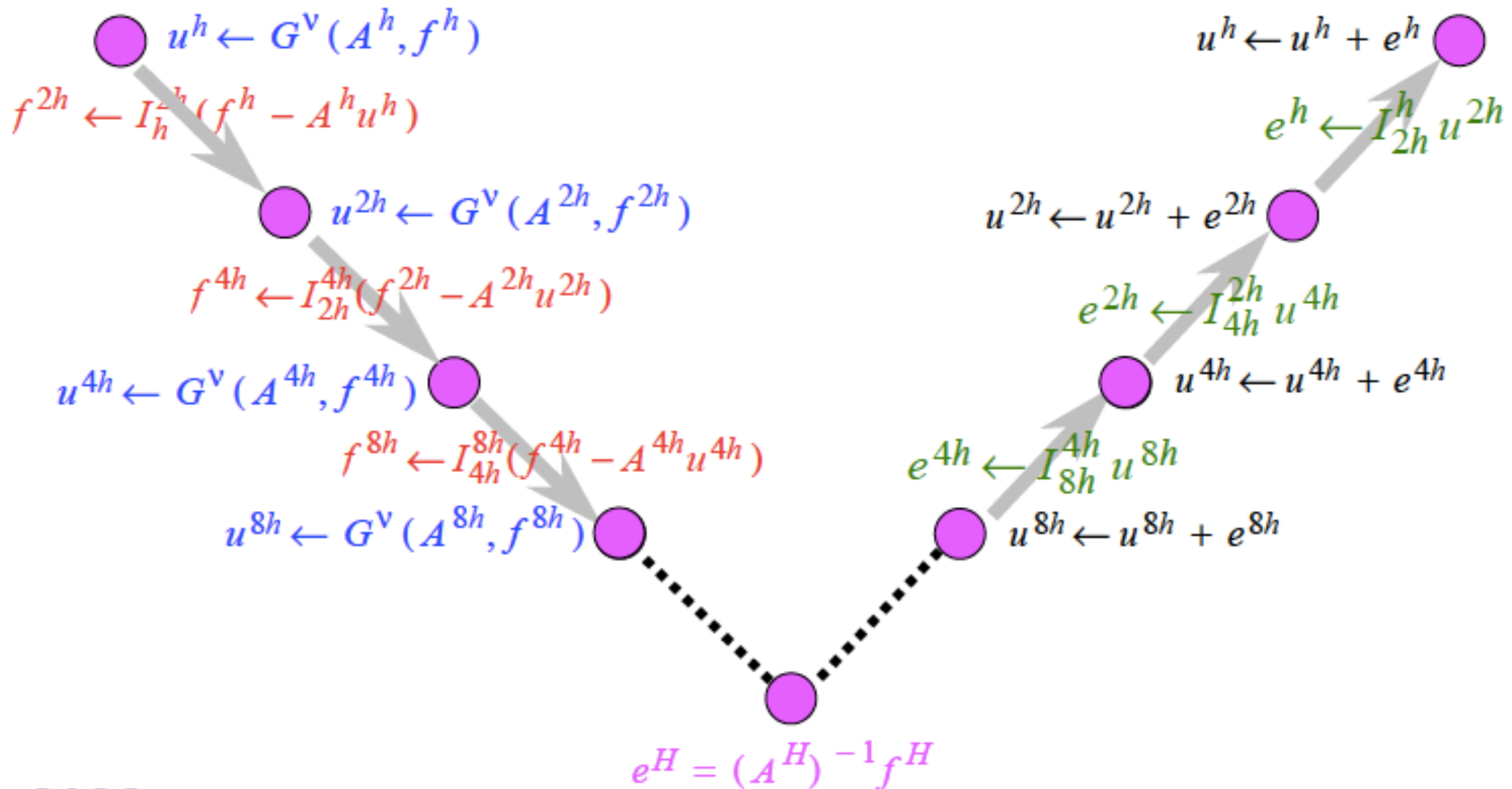
If D is the diagonal and L is the lower triangular part of A , then

Jacobi iteration: $R = D^{-1}$

Gauß-Seidel iteration: $R = (L + D)^{-1}$

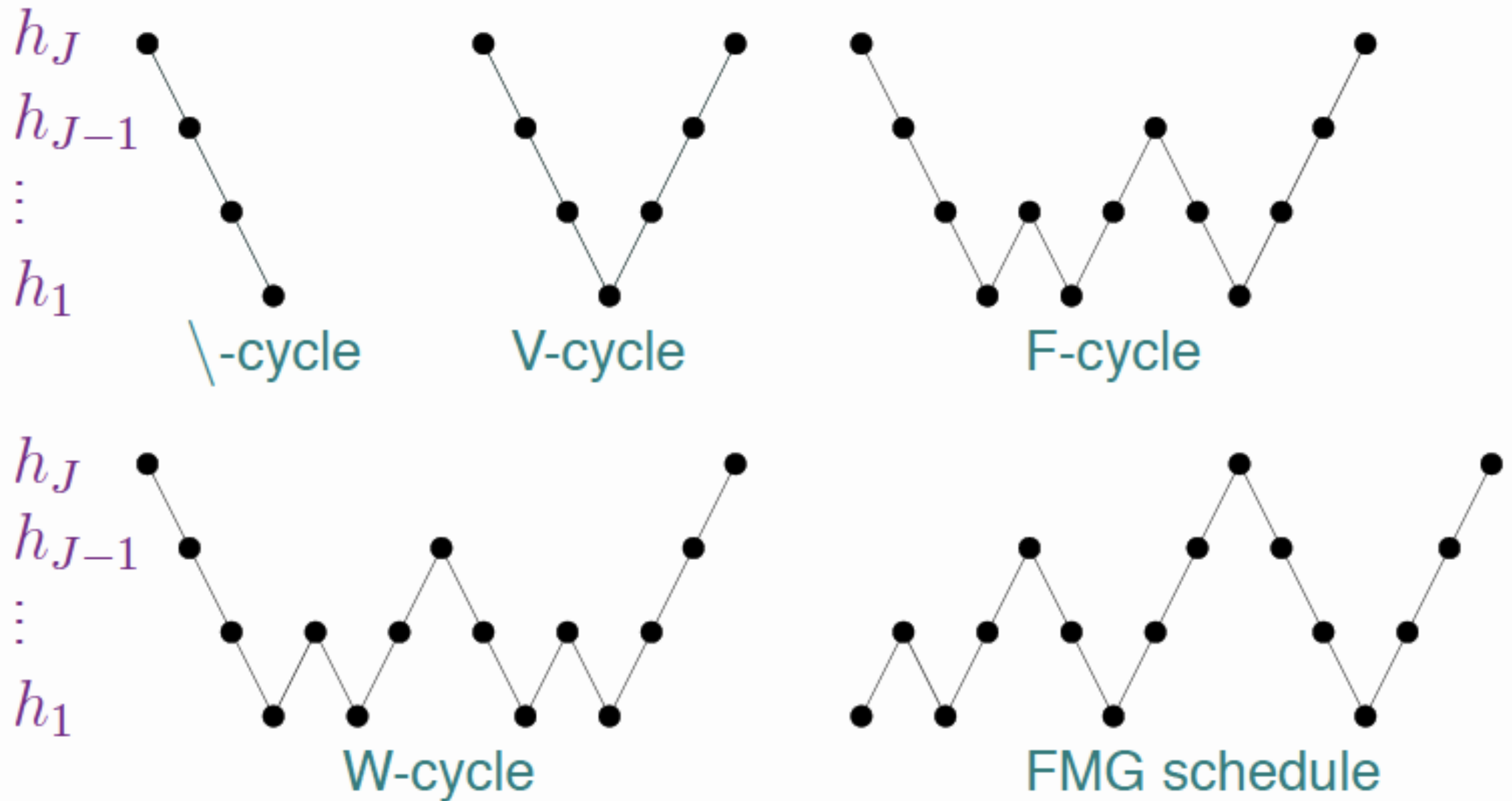
Multilevel V-cycle

- Major question: How do we "solve" the coarse-grid residual equation? *Answer: recursion!*



Multigrid cycles

Schedule of multilevel grids in standard multigrid algorithms:



1-D Laplace Example

Testcase

Set $\Omega = (0, 1)$. Consider:

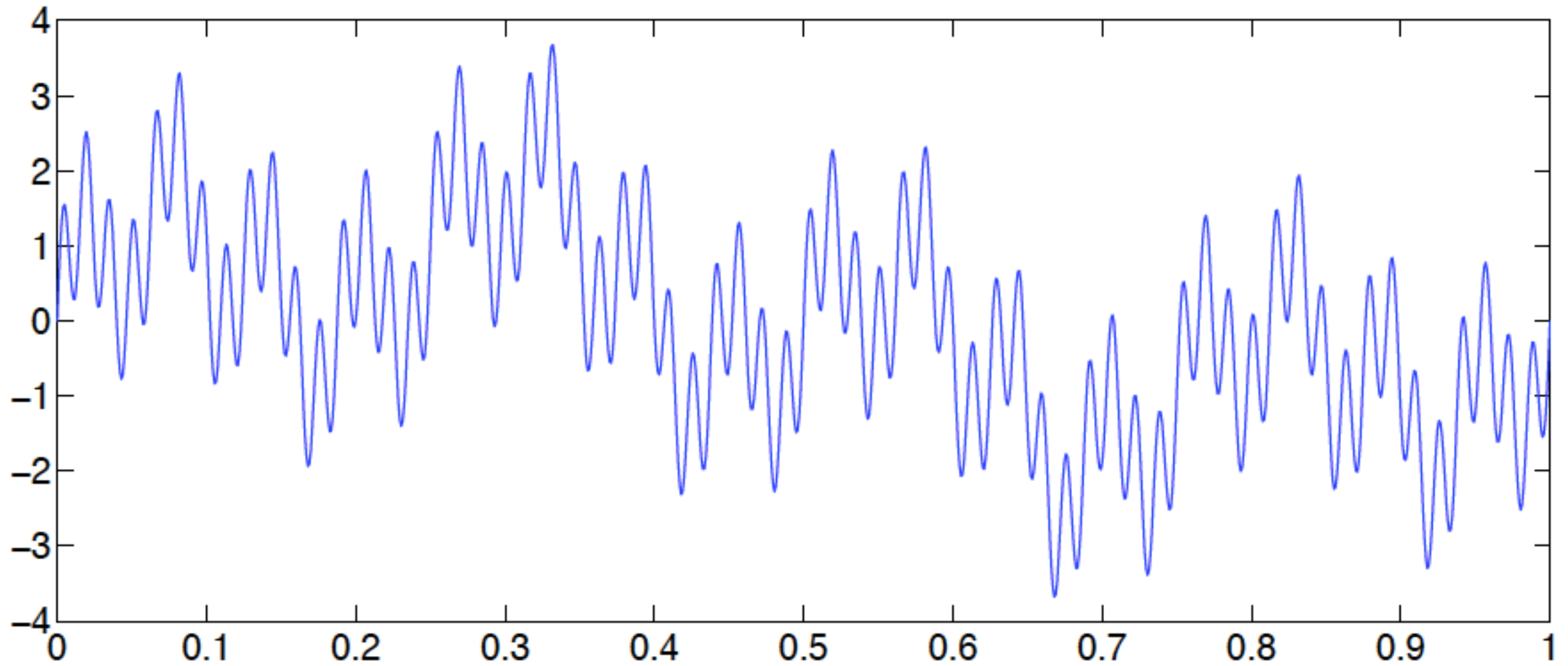
$$\begin{aligned} -\Delta u &= 0 && \text{in } \Omega \\ u &= 0 && \text{at } \partial\Omega = \{0, 1\} \end{aligned}$$

Set $N = 2^{10}$ and $u_{(\cdot)}^0$ according to:

$$u_i^0 = \sin(2\pi x_i) + \sin(8\pi x_i) + \sin(32\pi x_i) + \sin(128\pi x_i)$$

Perform $\nu = 8$ GS relaxations followed by a coarse-grid correction.

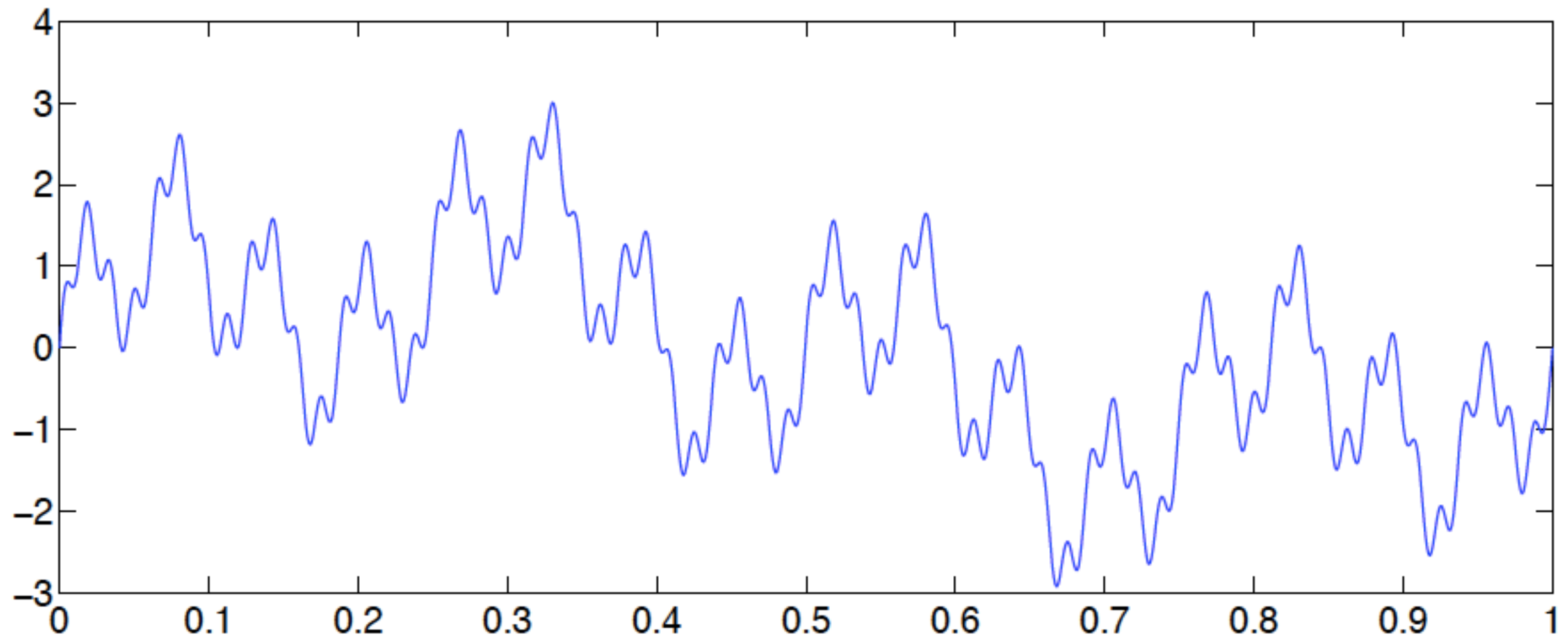
I-D Laplace Example



0 GS⁸ relaxation

0 CG correction

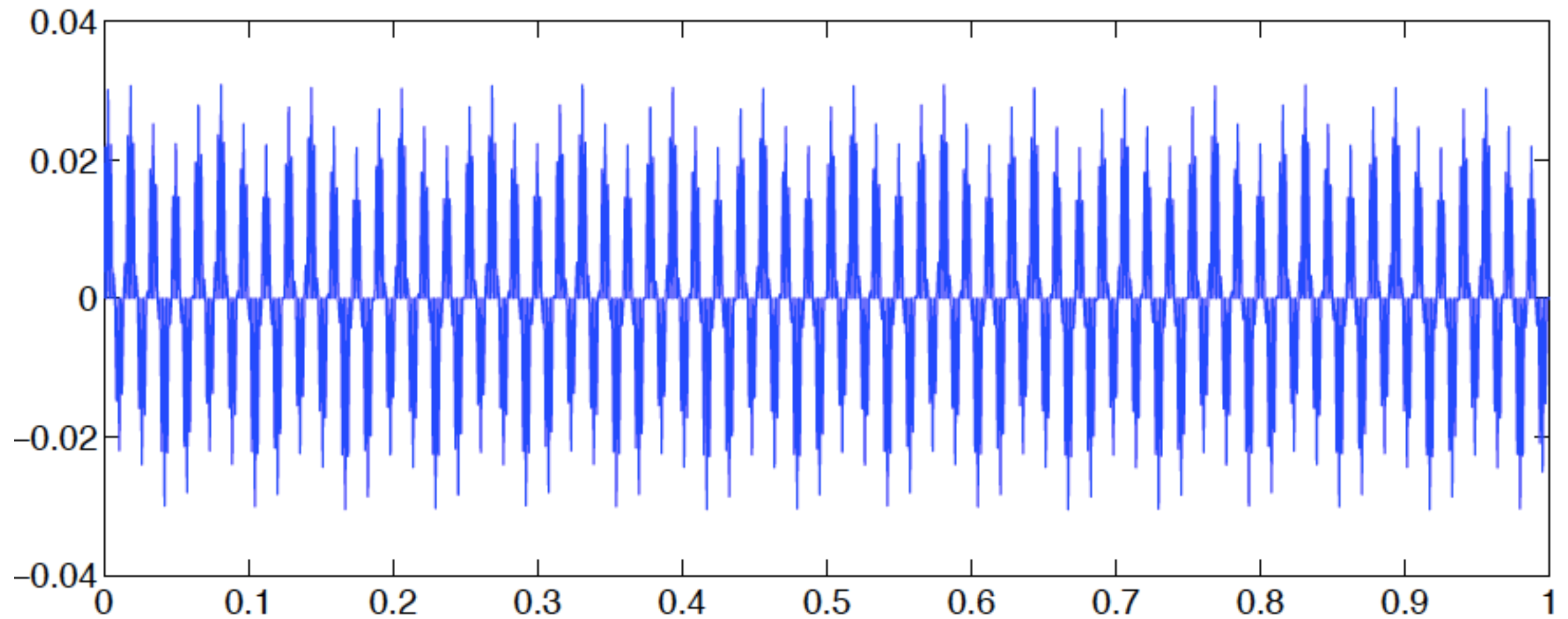
I-D Laplace Example



1 GS⁸ relaxation

0 CG correction

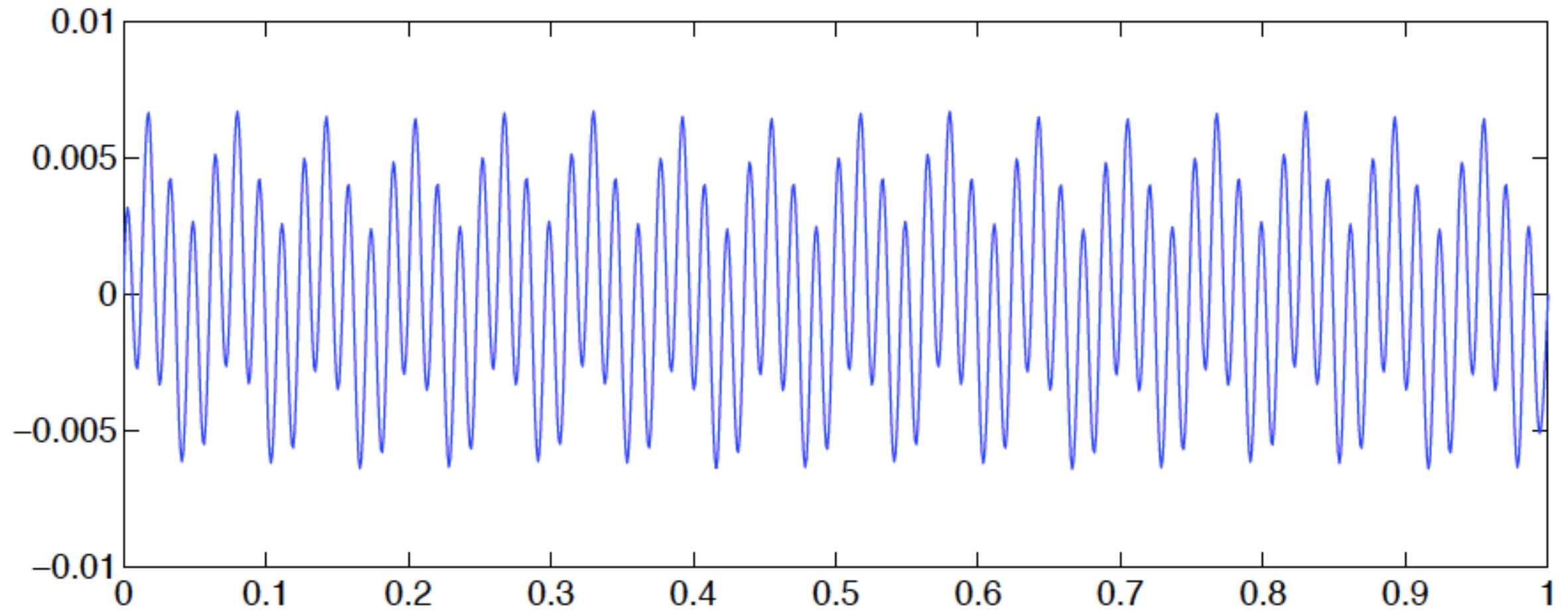
I-D Laplace Example



1 GS⁸ relaxation

1 CG correction

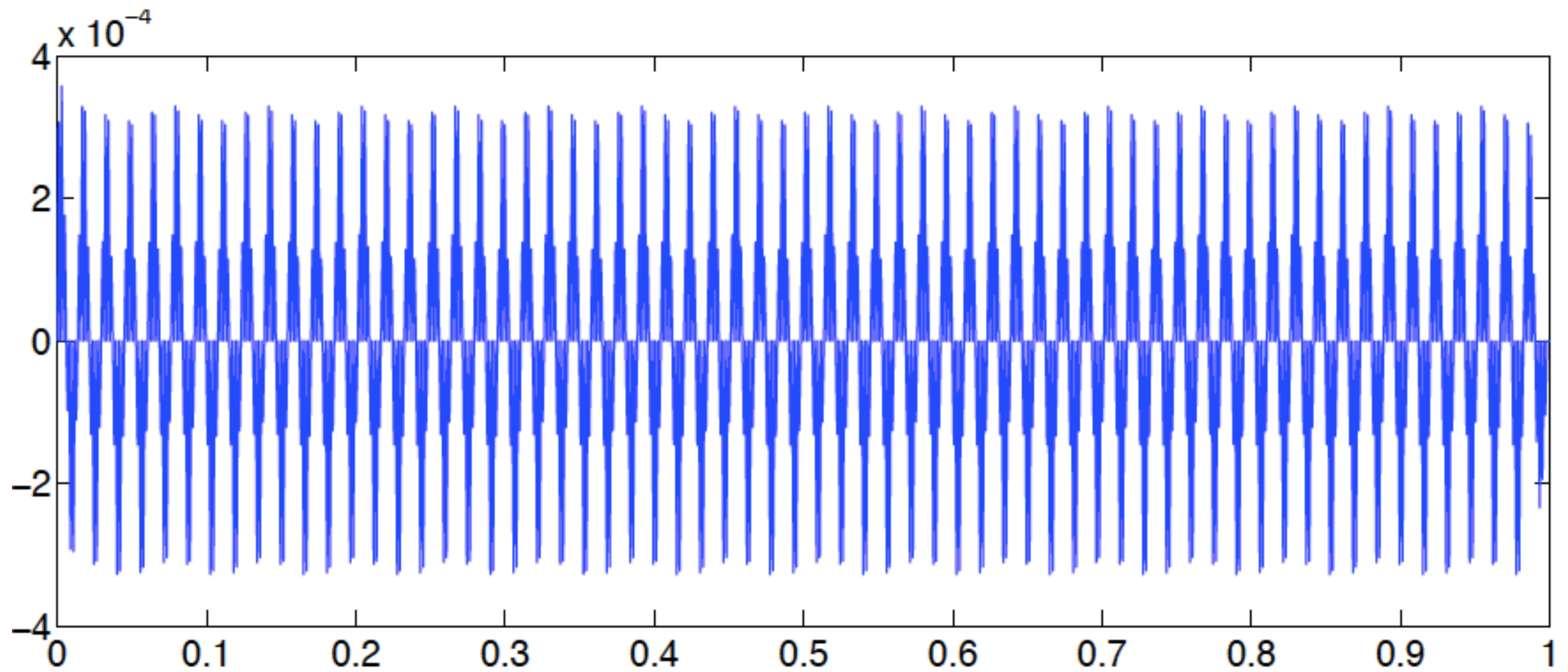
I-D Laplace Example



2 GS⁸ relaxation

1 CG correction

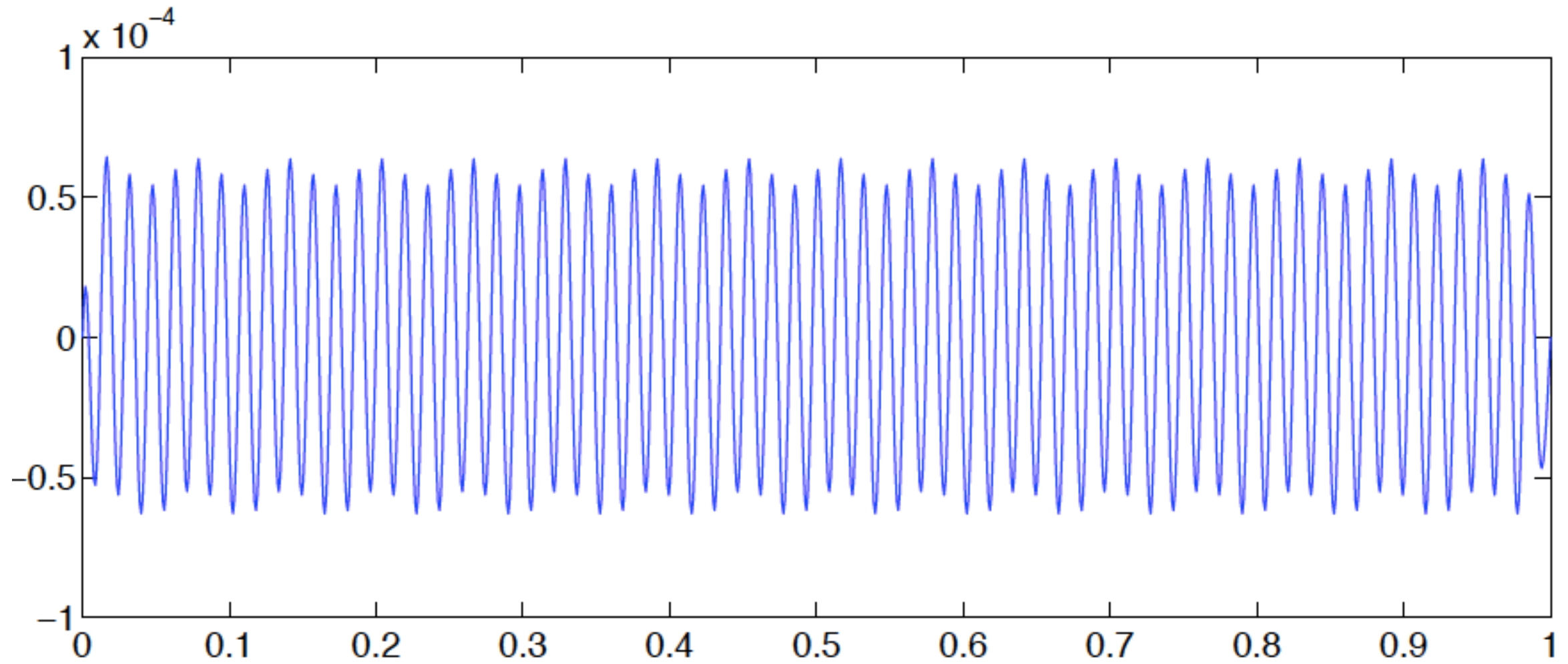
I-D Laplace Example



2 GS⁸ relaxation

2 CG correction

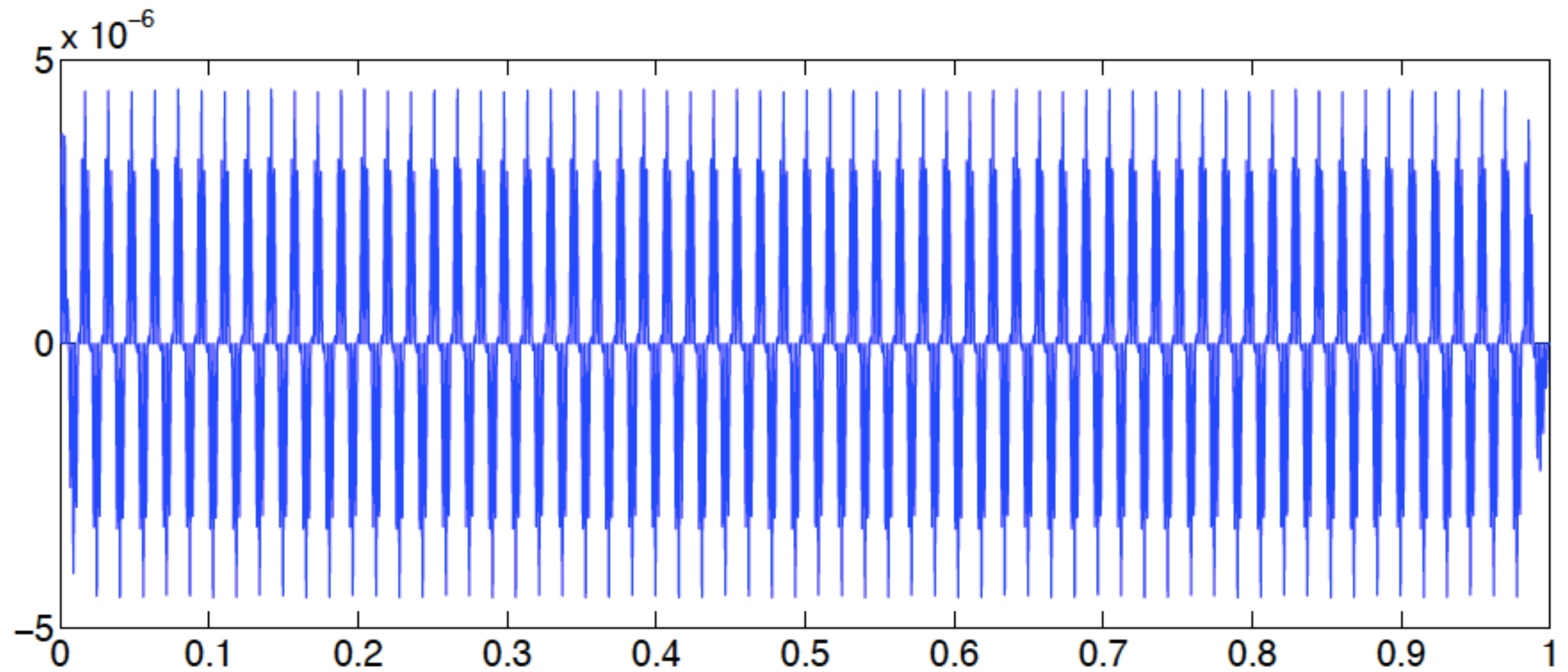
I-D Laplace Example



3 GS⁸ relaxation

1 CG correction

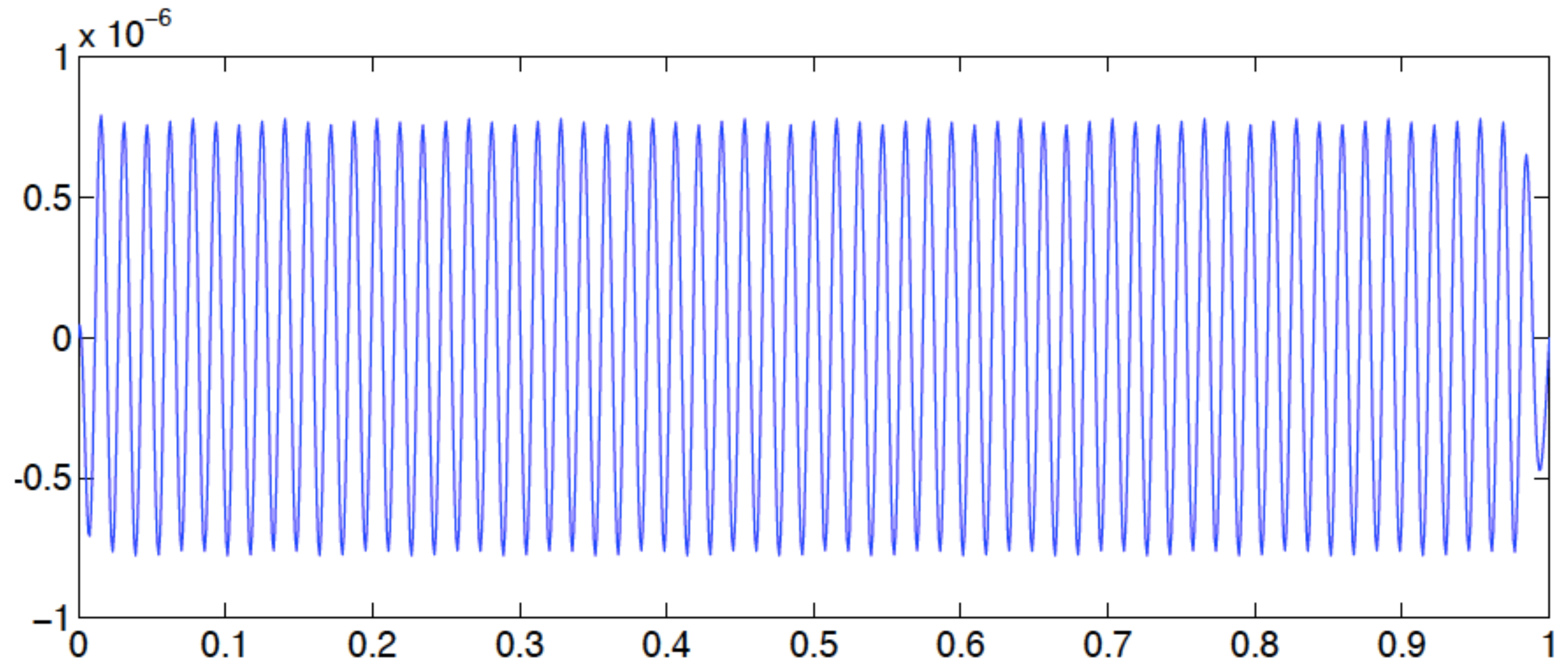
I-D Laplace Example



3 GS⁸ relaxation

3 CG correction

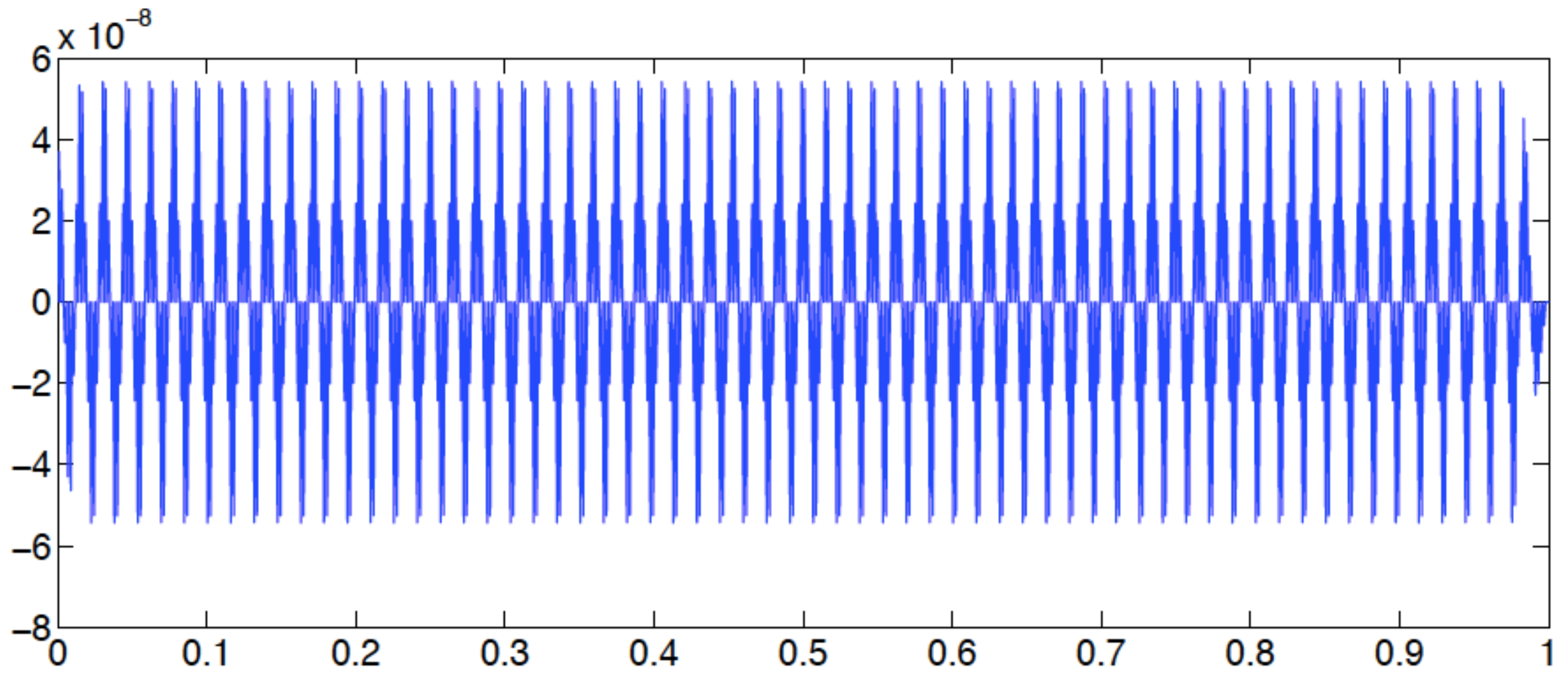
I-D Laplace Example



4 GS⁸ relaxation

3 CG correction

I-D Laplace Example

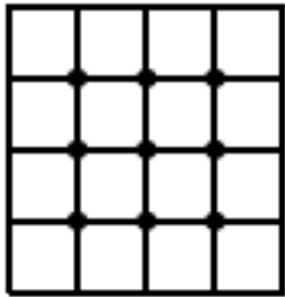


4 GS⁸ relaxation

4 CG correction

2-D Laplace Problem

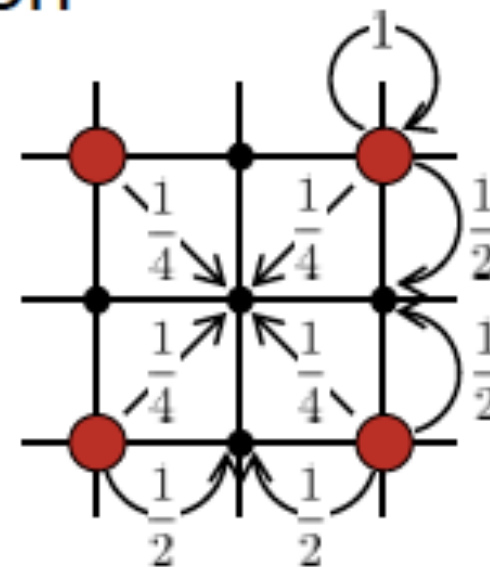
- Five-point stencil discretization on a uniform grid

$$-\nabla^2 u = f$$


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

- Smoothers: weighted Jacobi or GS (lexicographical or red/black)
- Full coarsening, bilinear interpolation

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



- Coarse discretization (scaled appropriately) for A_c

Full Multigrid (FMG)

Coarse-grid prediction

The coarse grid can also be used to construct an **initial approximation** for the fine grid.

- 1 Solve the H -grid problem:

$$A^H u^H = f^H$$

- 2 Construct an initial approximation for h -grid by prolongation:

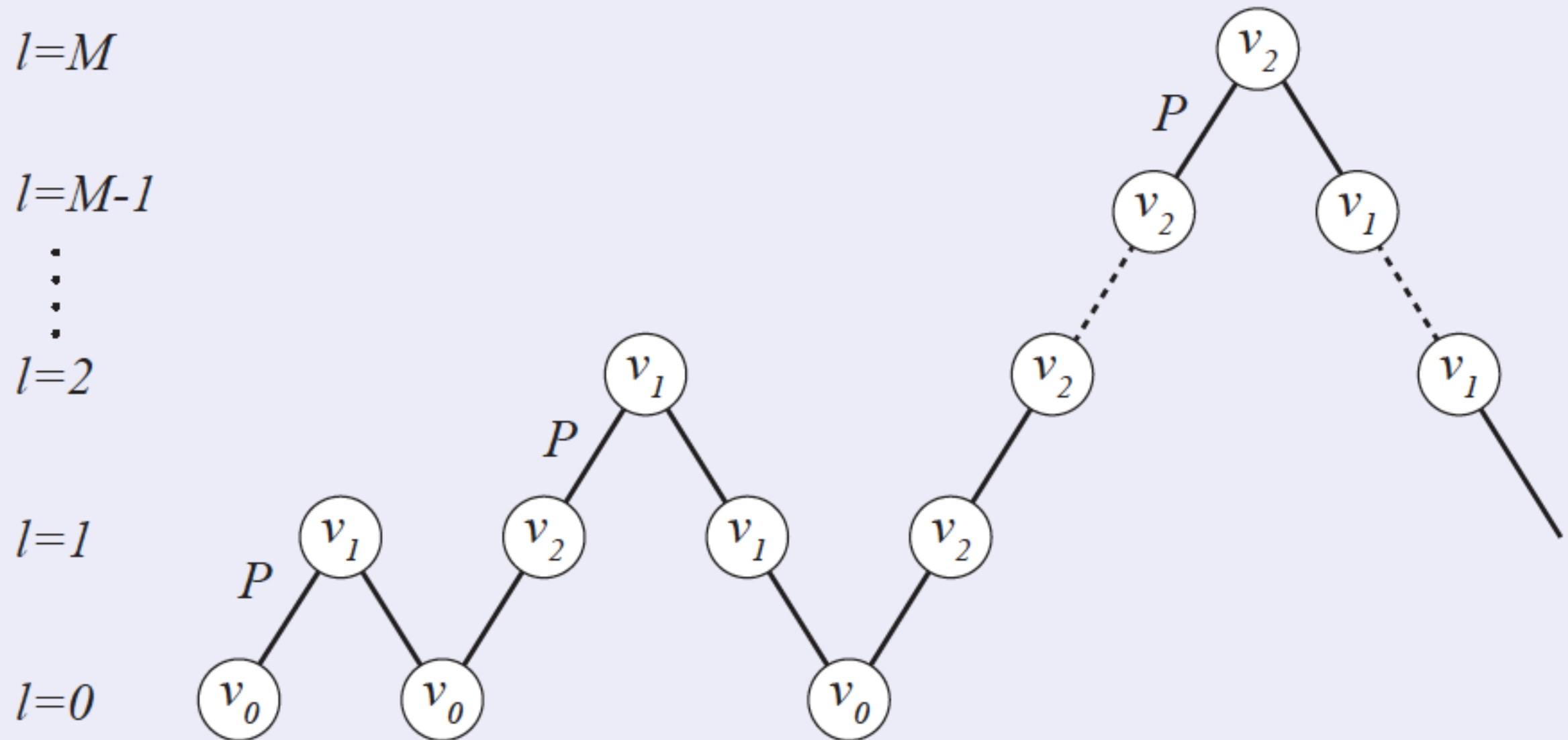
$$u^{h,0} = Pu^H$$

Remarks

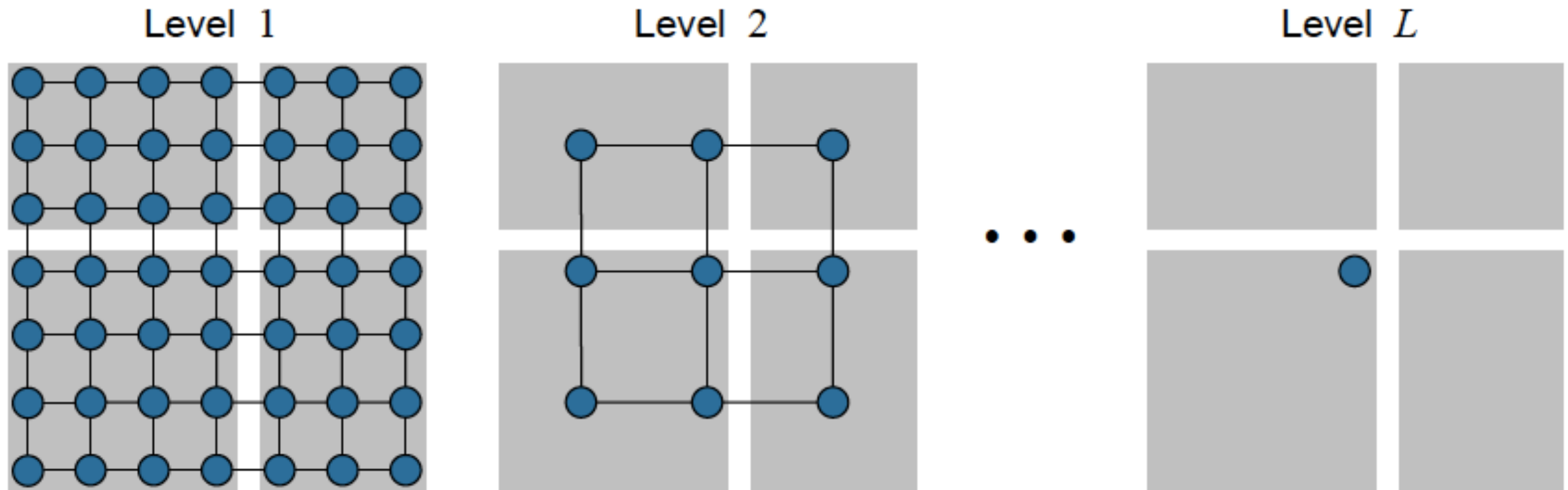
- 1 Of course, the coarse-grid prediction can again be applied **recursively**
- 2 Since Pu^H is only an initial approximation, it is not necessary to fully resolve u^H : a suitable approximation will do

Full Multigrid (FMG)

FMG 1 V-cycle



Parallel Multigrid



- Basic communication pattern is “nearest neighbor”
 - Relaxation, interpolation, & Galerkin not hard to implement
- Different neighbor processors on coarse grids
- Many idle processors on coarse grids
 - Algorithms to take advantage have had limited success

Parallel Multigrid

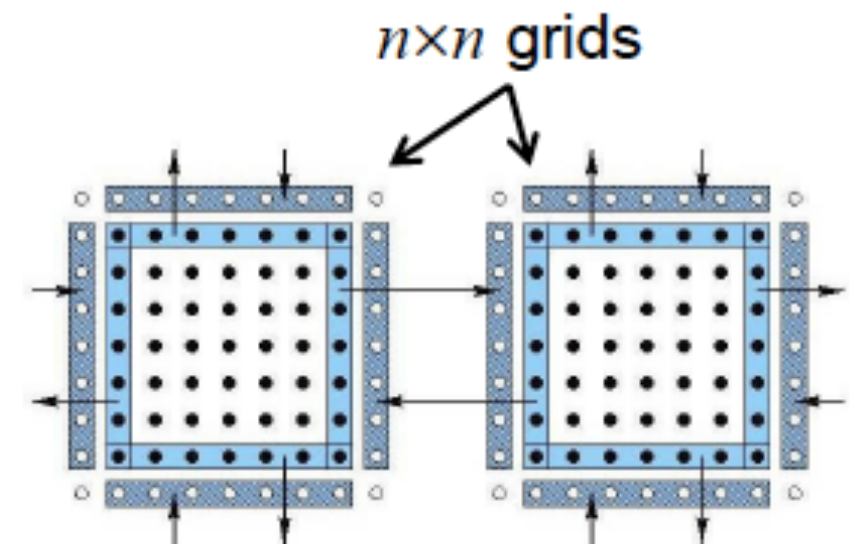
- Standard communication / computation models

$$T_{comm} = \alpha + m\beta \quad (\text{communicate } m \text{ doubles})$$

$$T_{comp} = m\gamma \quad (\text{compute } m \text{ flops})$$

- Time to do relaxation

$$T \approx 4\alpha + 4n\beta + 5n^2\gamma$$



- Time to do relaxation in a V(1,0) multigrid cycle

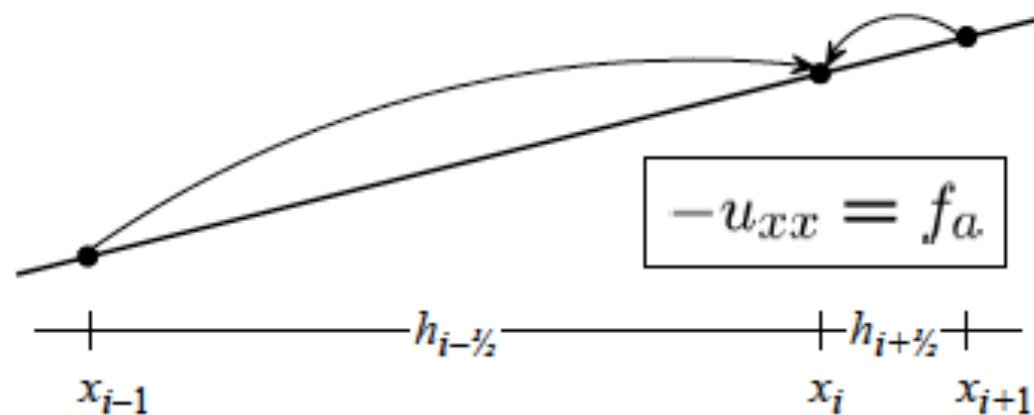
$$\begin{aligned} T_V &\approx (1 + 1 + \dots)4\alpha + (1 + 1/2 + \dots)4n\beta + (1 + 1/4 + \dots)5n^2\gamma \\ &\approx (\log N)4\alpha + (2)4n\beta + (4/3)5n^2\gamma \end{aligned}$$

- For achieving optimality in general, the *log* term is unavoidable!
- More precise: $T_{V,better} \approx T_V + (\log P)(4\beta + 5\gamma)$

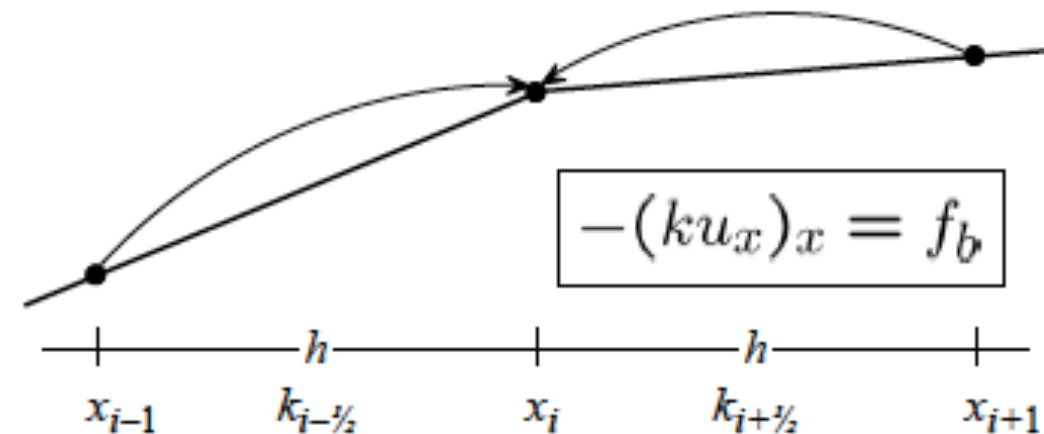
Algebraic Multigrid

- For best results, geometry alone is not enough

Linear Interpolation



Operator-Dependent Interpolation



- AMG ignores geometric information altogether, but captures both linear & operator-dep interpolation

$$(A\mathbf{u})_i = a_{i,i-1}u_{i-1} + a_{i,i}u_i + a_{i,i+1}u_{i+1}$$

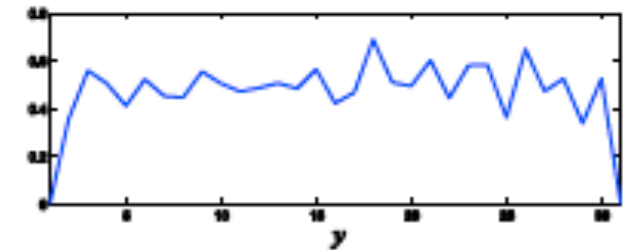
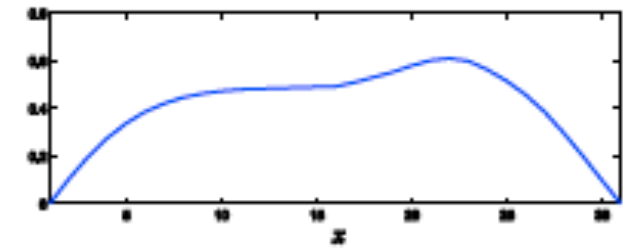
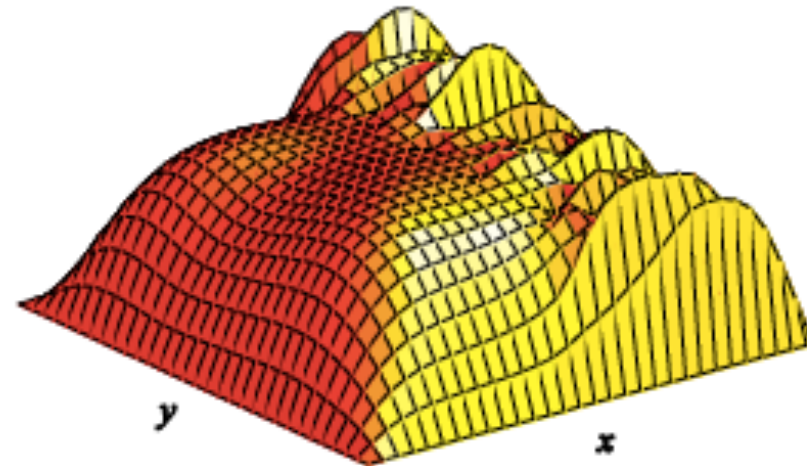
$$u_i = \left(-\frac{a_{i,i-1}}{a_{i,i}} \right) u_{i-1} + \left(-\frac{a_{i,i+1}}{a_{i,i}} \right) u_{i+1}$$

Algebraic Multigrid

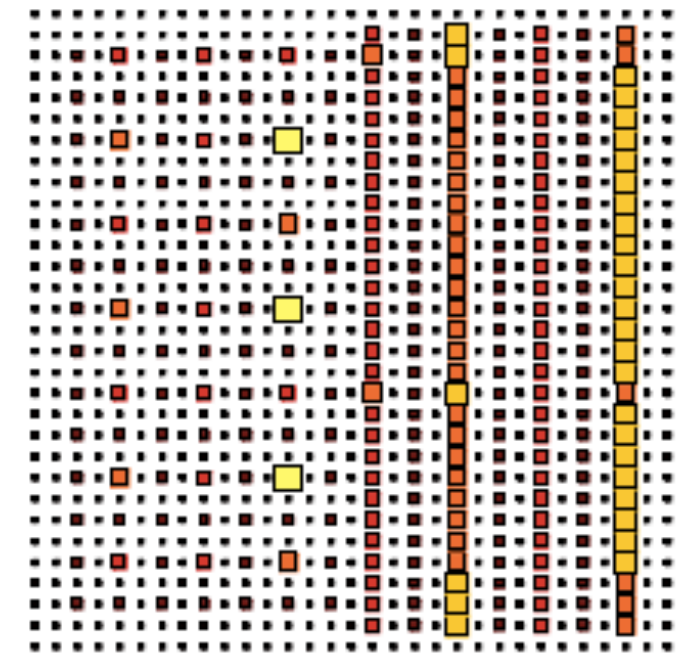
- 7 GS sweeps on

$$-au_{xx} - bu_{yy} = f$$

$a = b$	$a \gg b$
---------	-----------

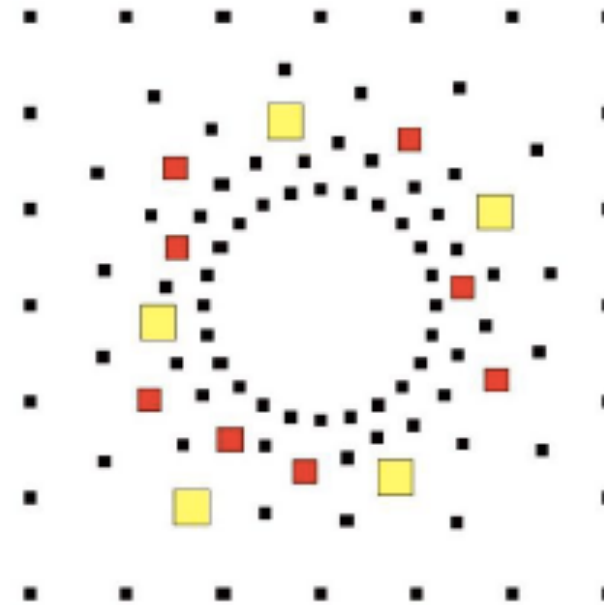
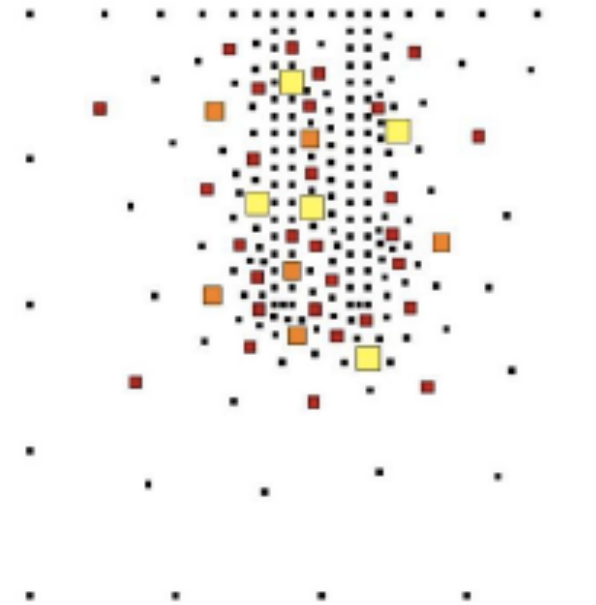
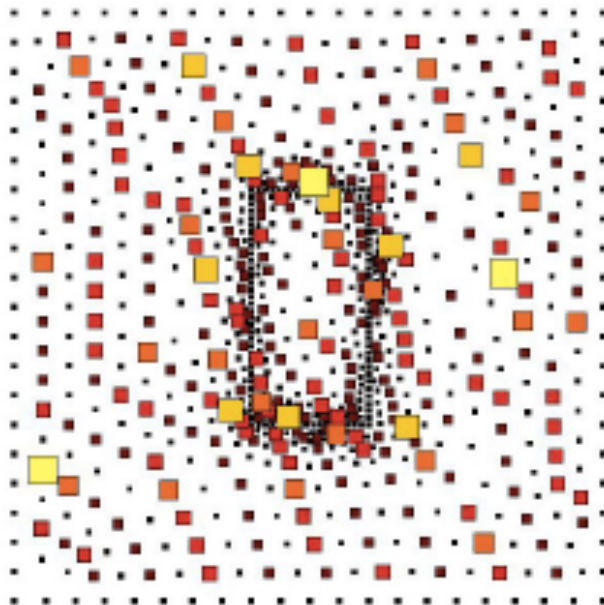
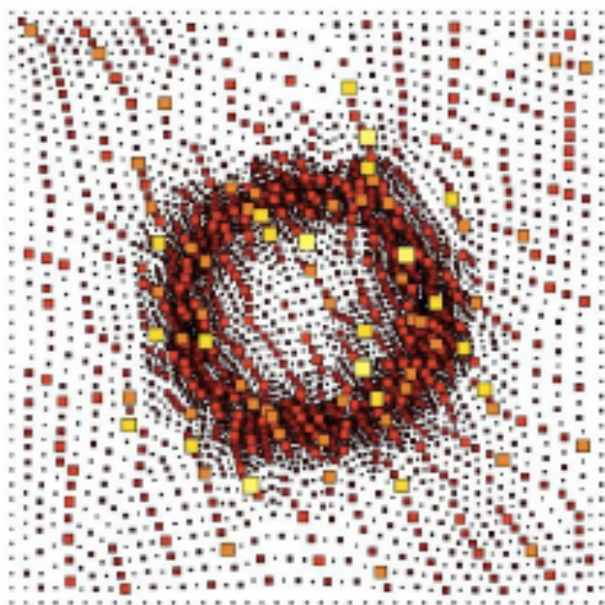
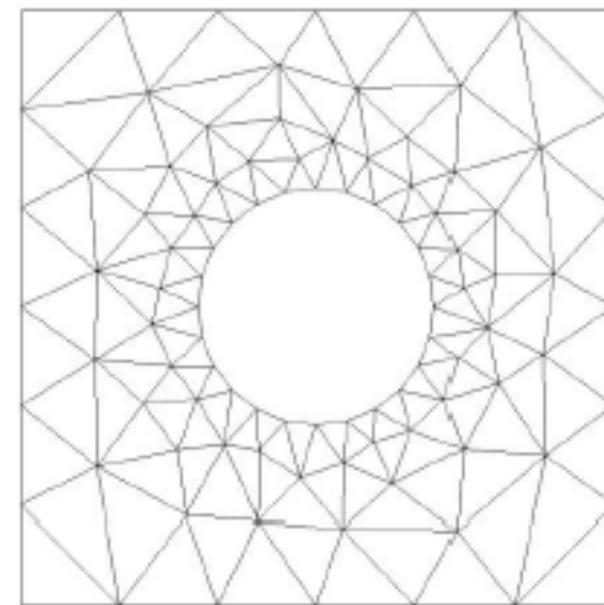
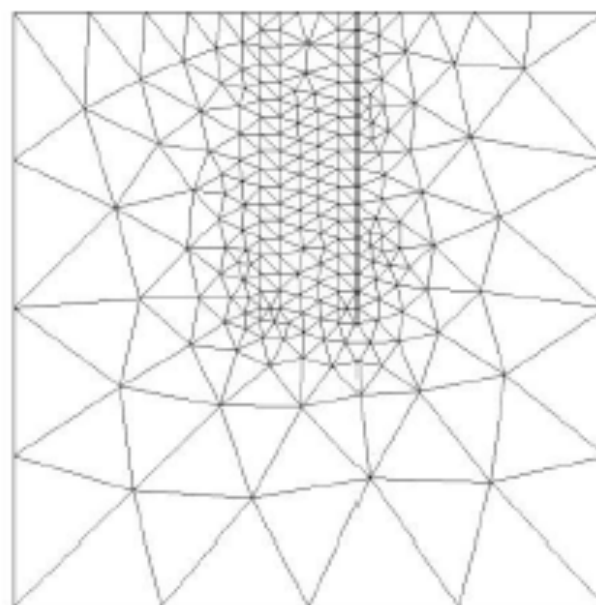
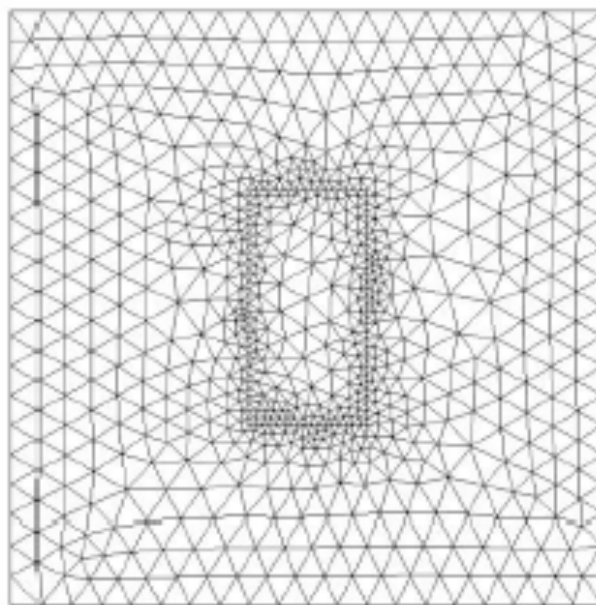
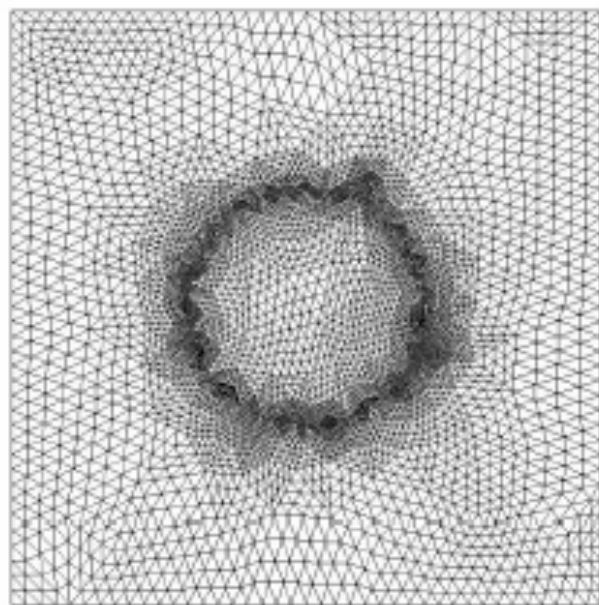


- This example...
 - targets geometric smoothness
 - uses pointwise smoothers
- Not sufficient for some problems!

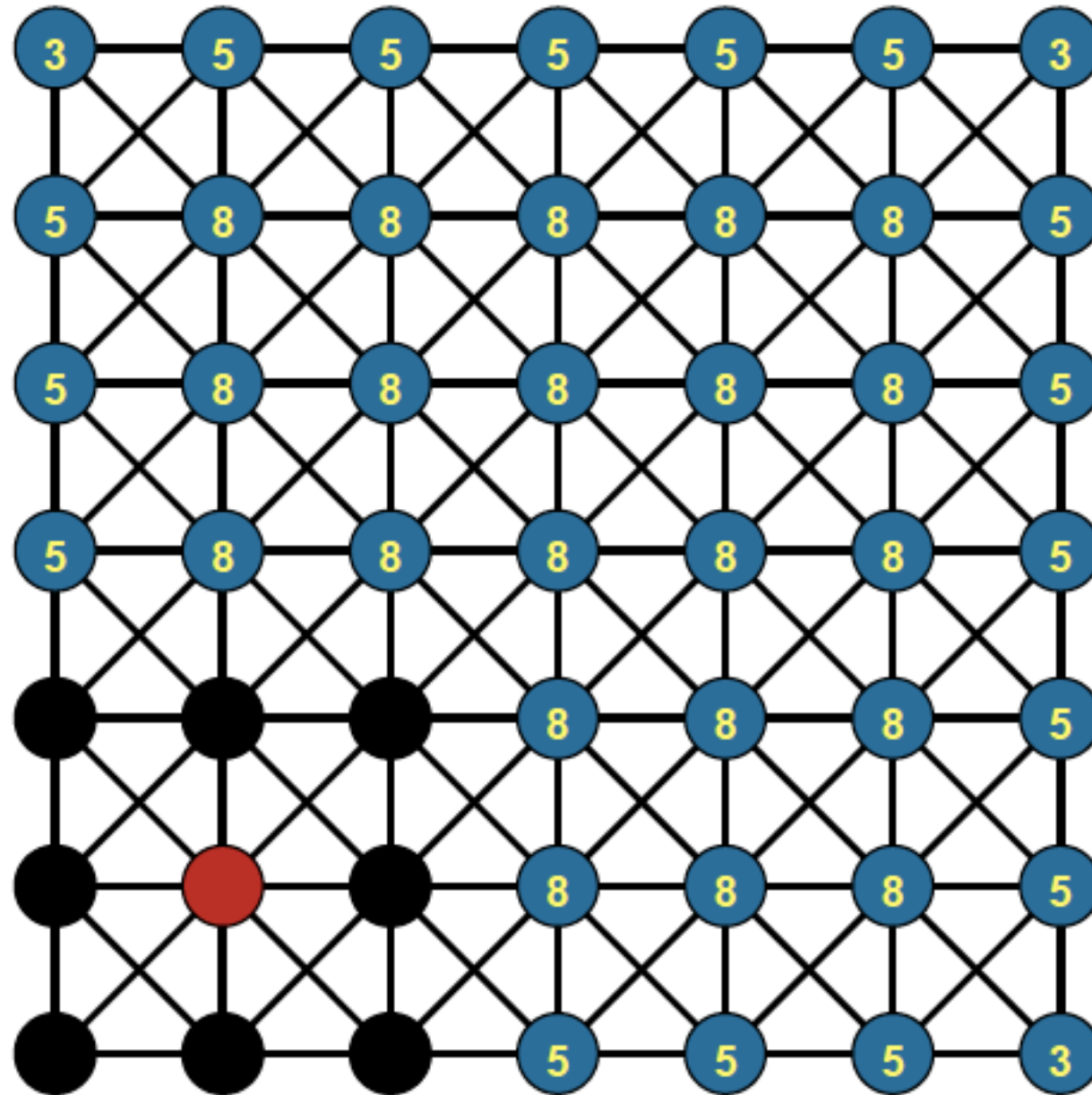


AMG coarsens grids in the direction of geometric smoothness

AMG Coarsening



AMG Coarsening

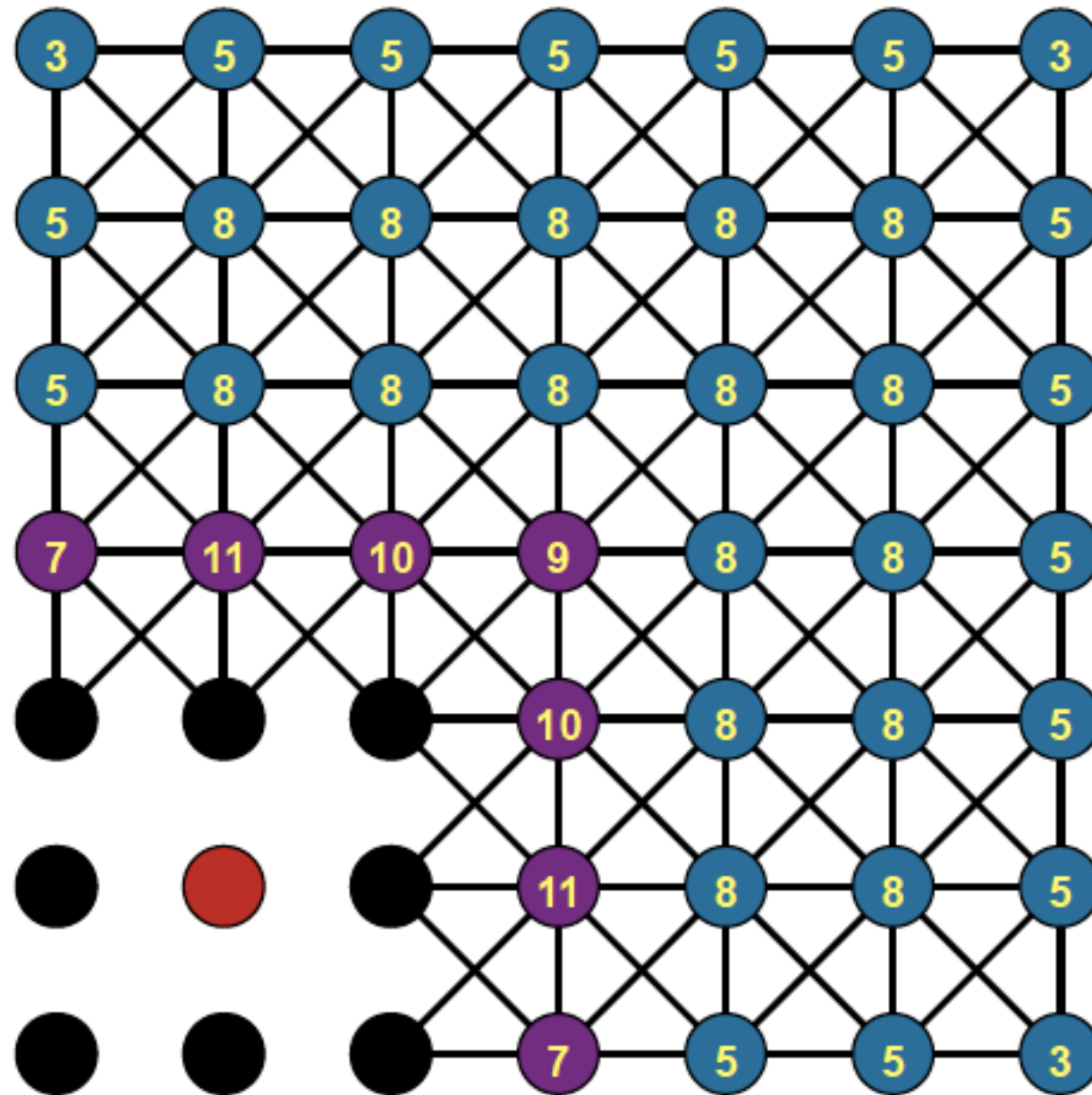


→ select C-pt with maximal measure

→ select neighbors as F-pts

→ update measures of F-pt neighbors

AMG Coarsening

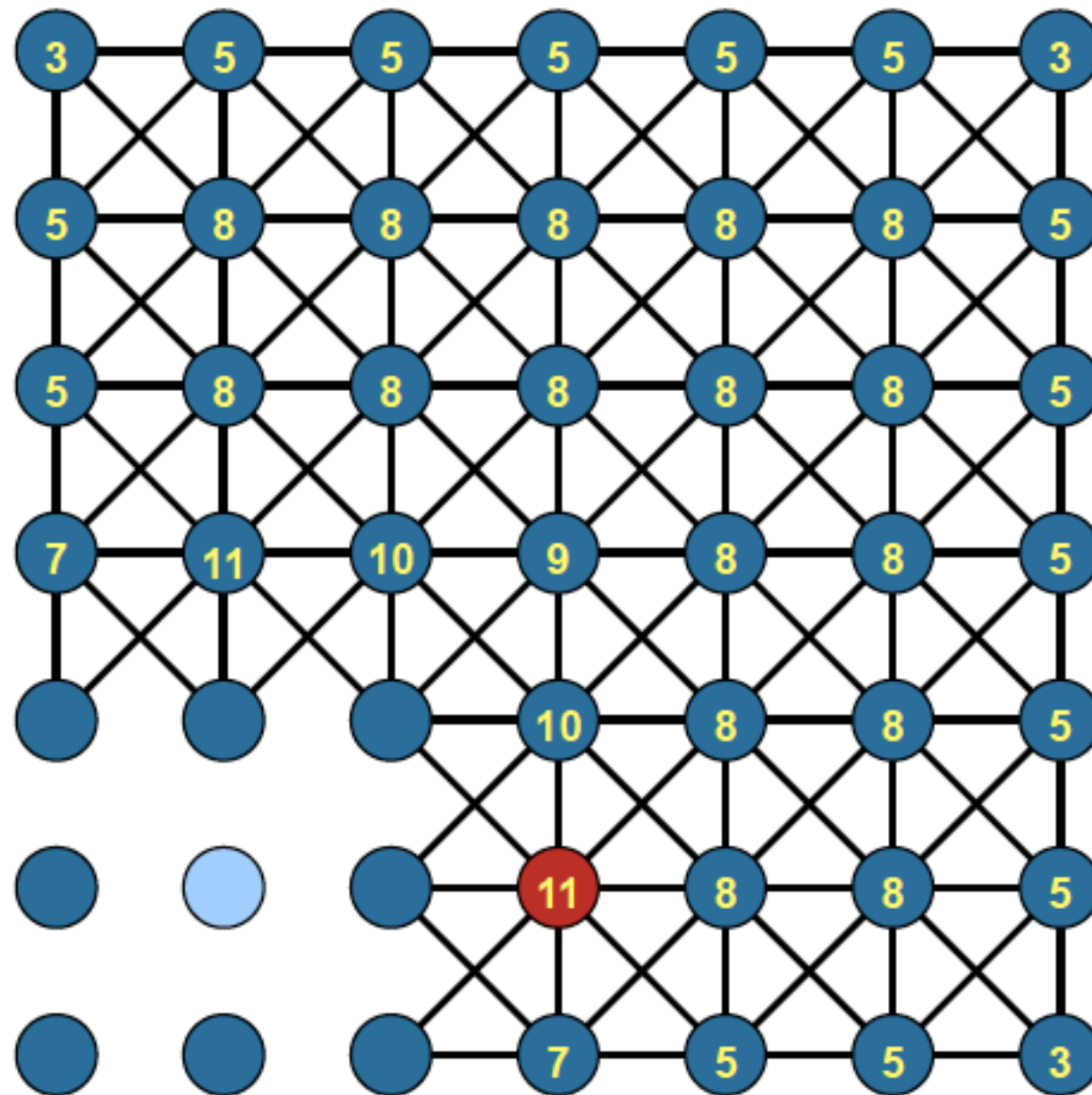


→ select C-pt with maximal measure

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AMG Coarsening

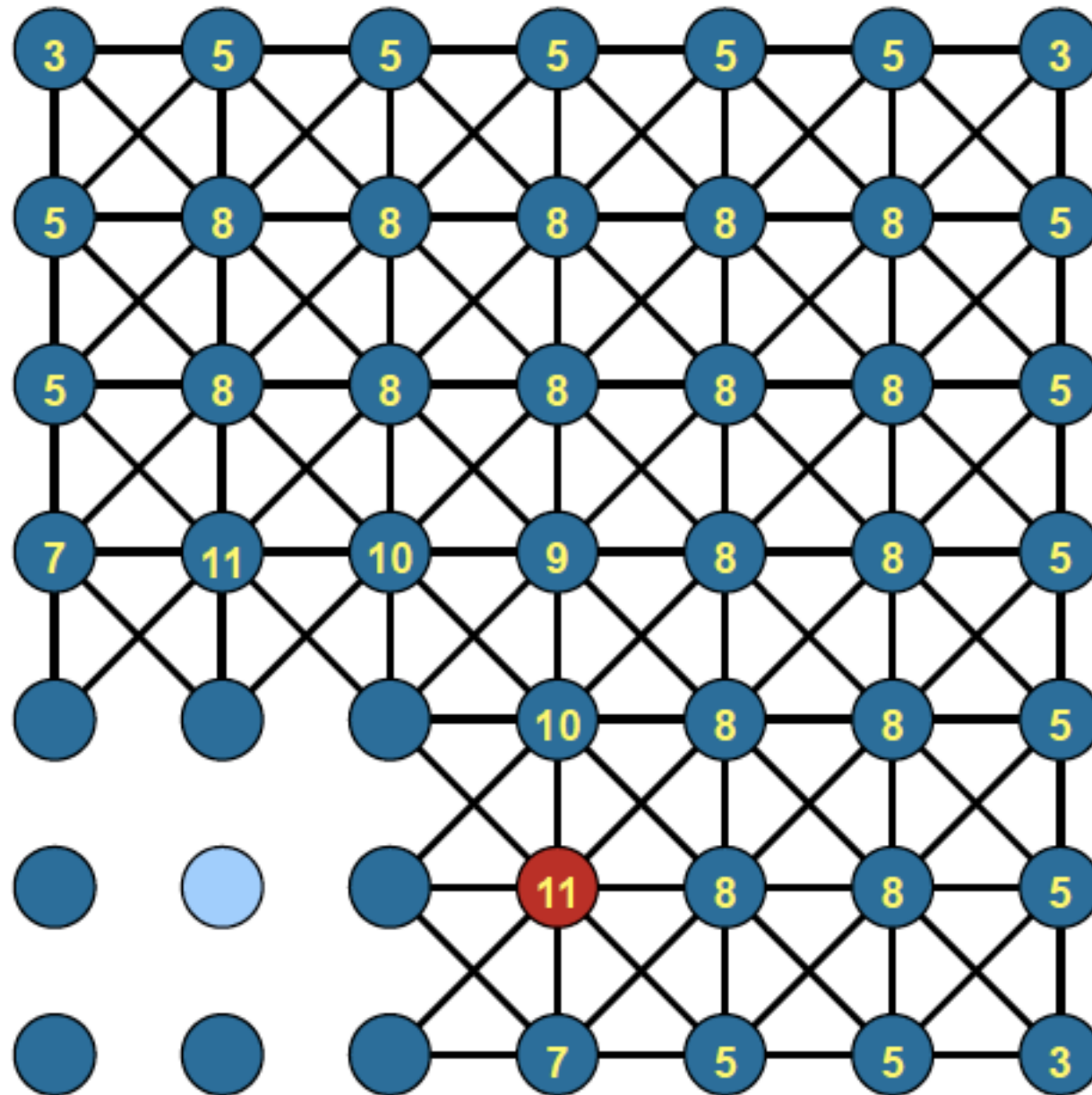


→ select C-pt with maximal measure

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→ update measures of F-pt neighbors

AMG Coarsening

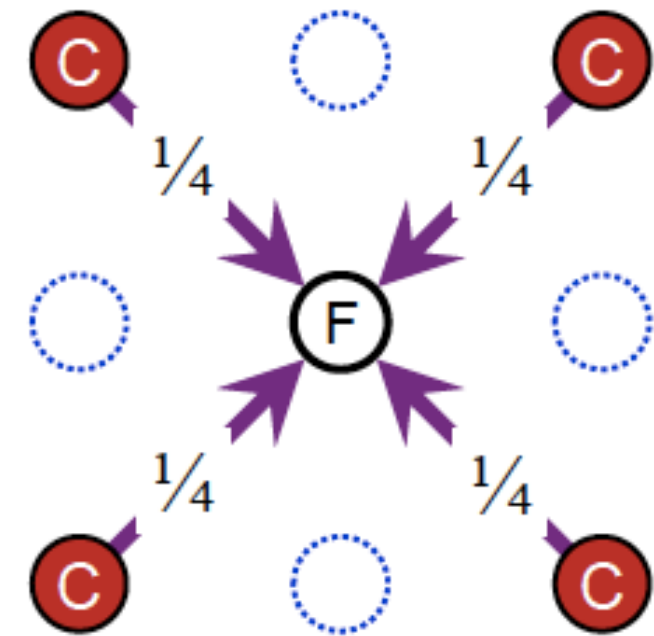
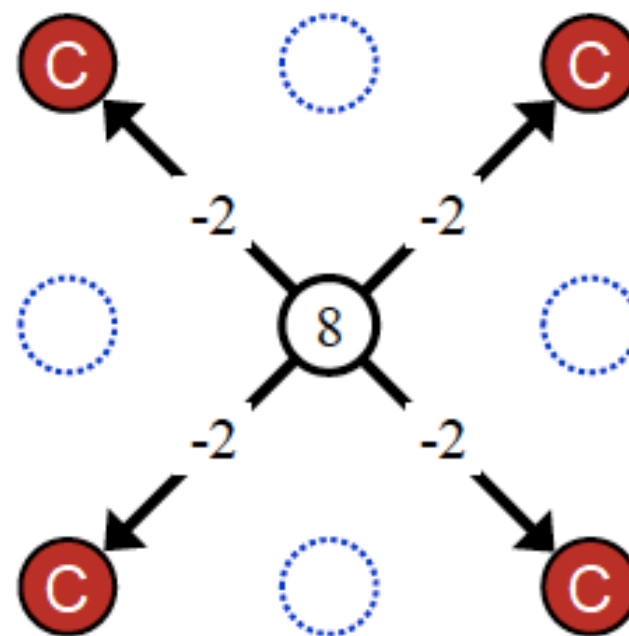
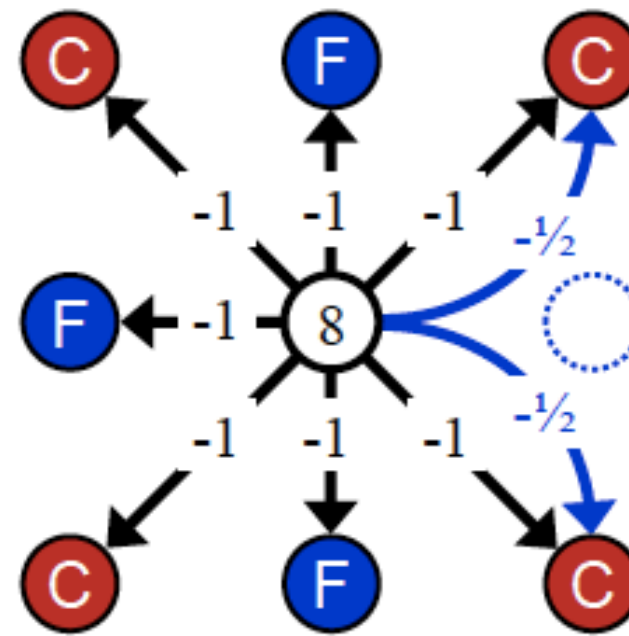
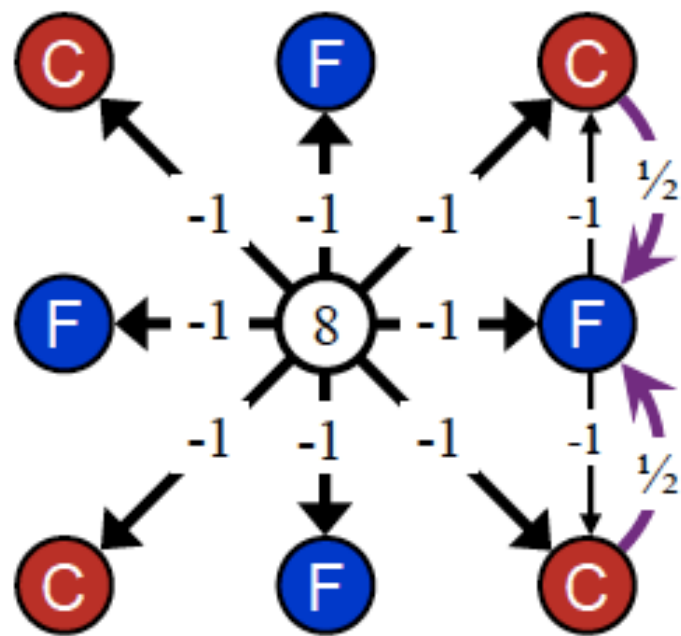


→ select C-pt with maximal measure

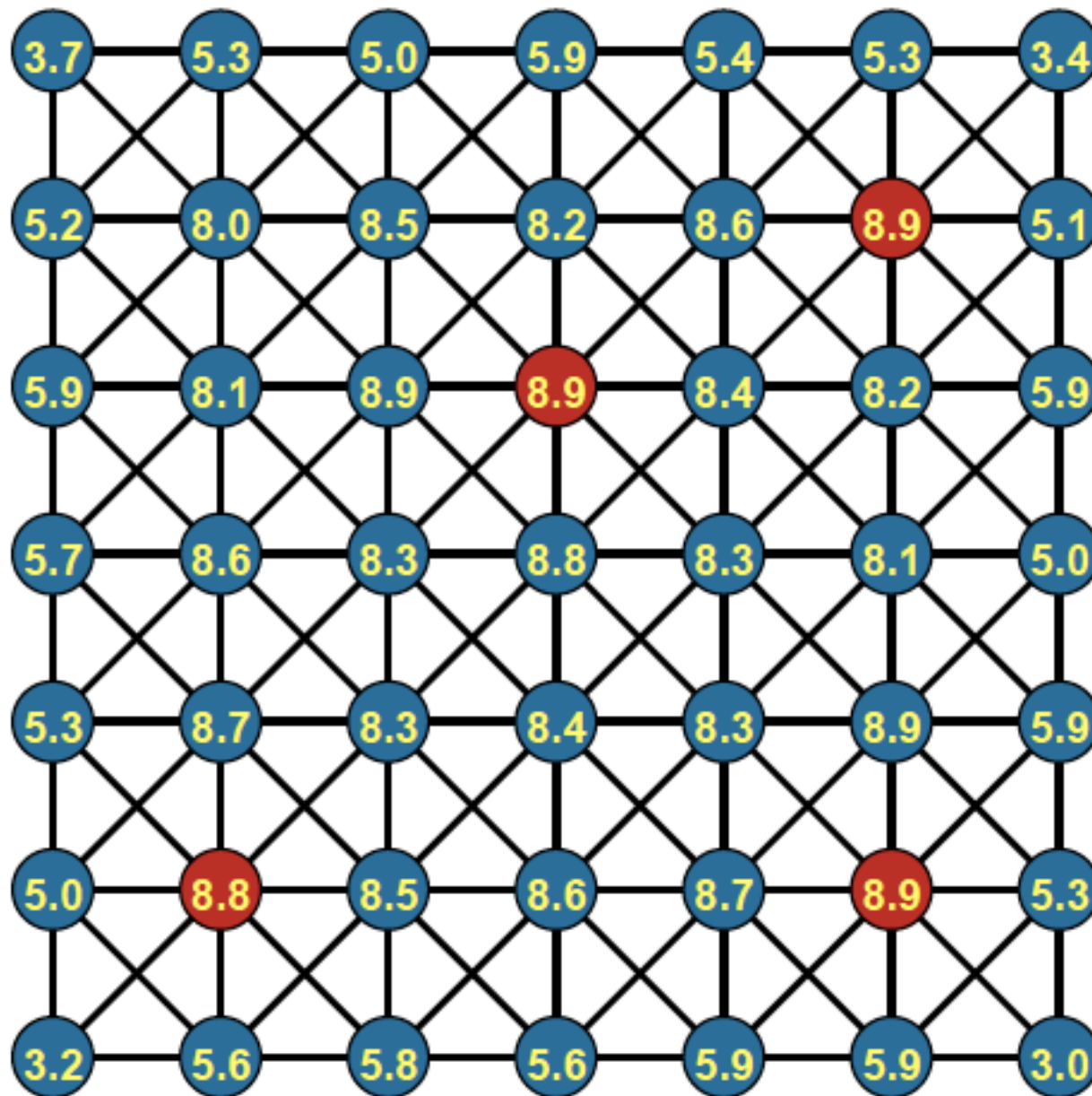
→ select neighbors as F-pts

→ update measures of F-pt neighbors

AMG Interpolation



Parallel AMG

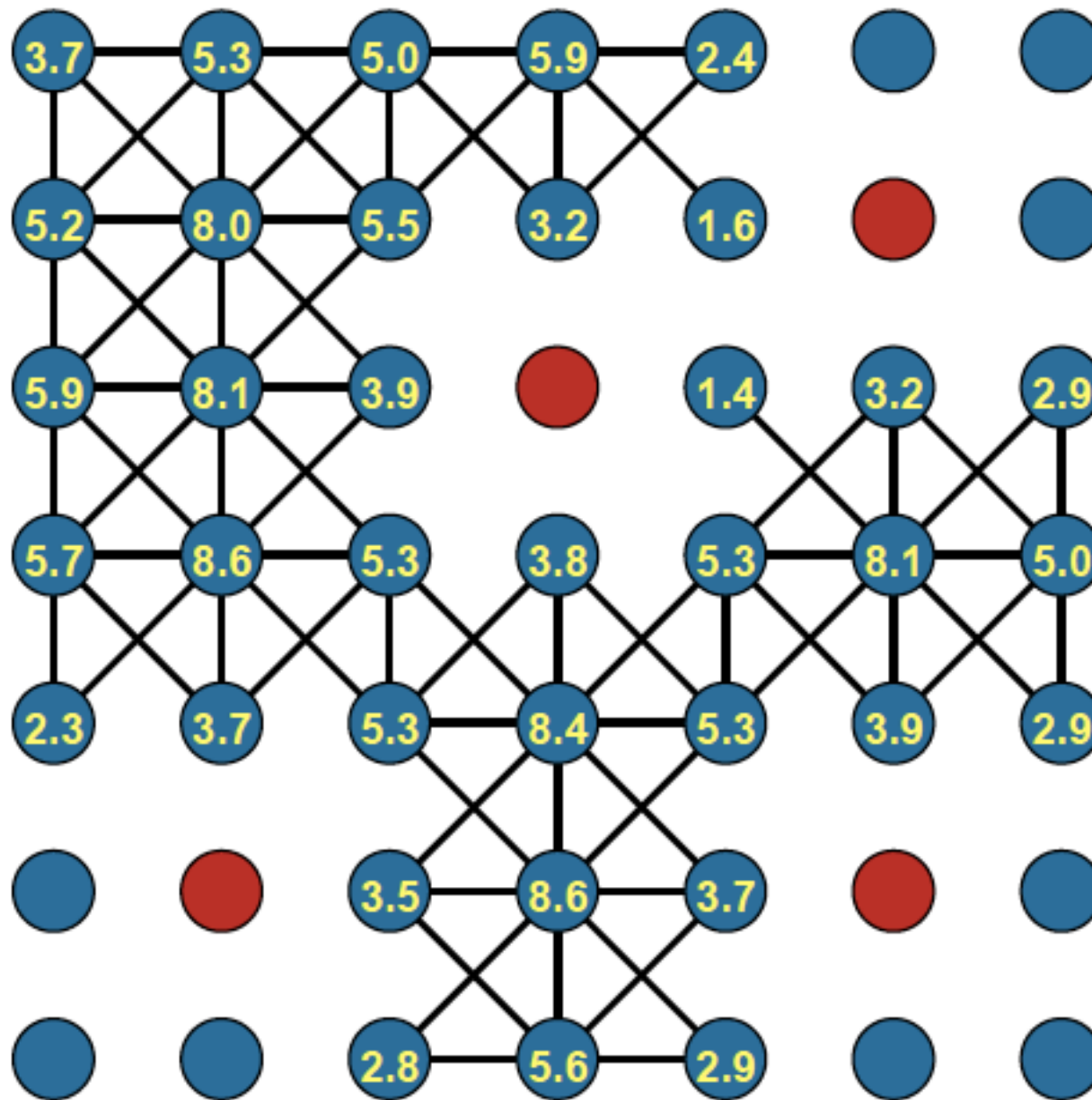


→ **select C-pts with maximal measure locally**

→ **remove neighbor edges**

→ **update neighbor measures**

Parallel AMG

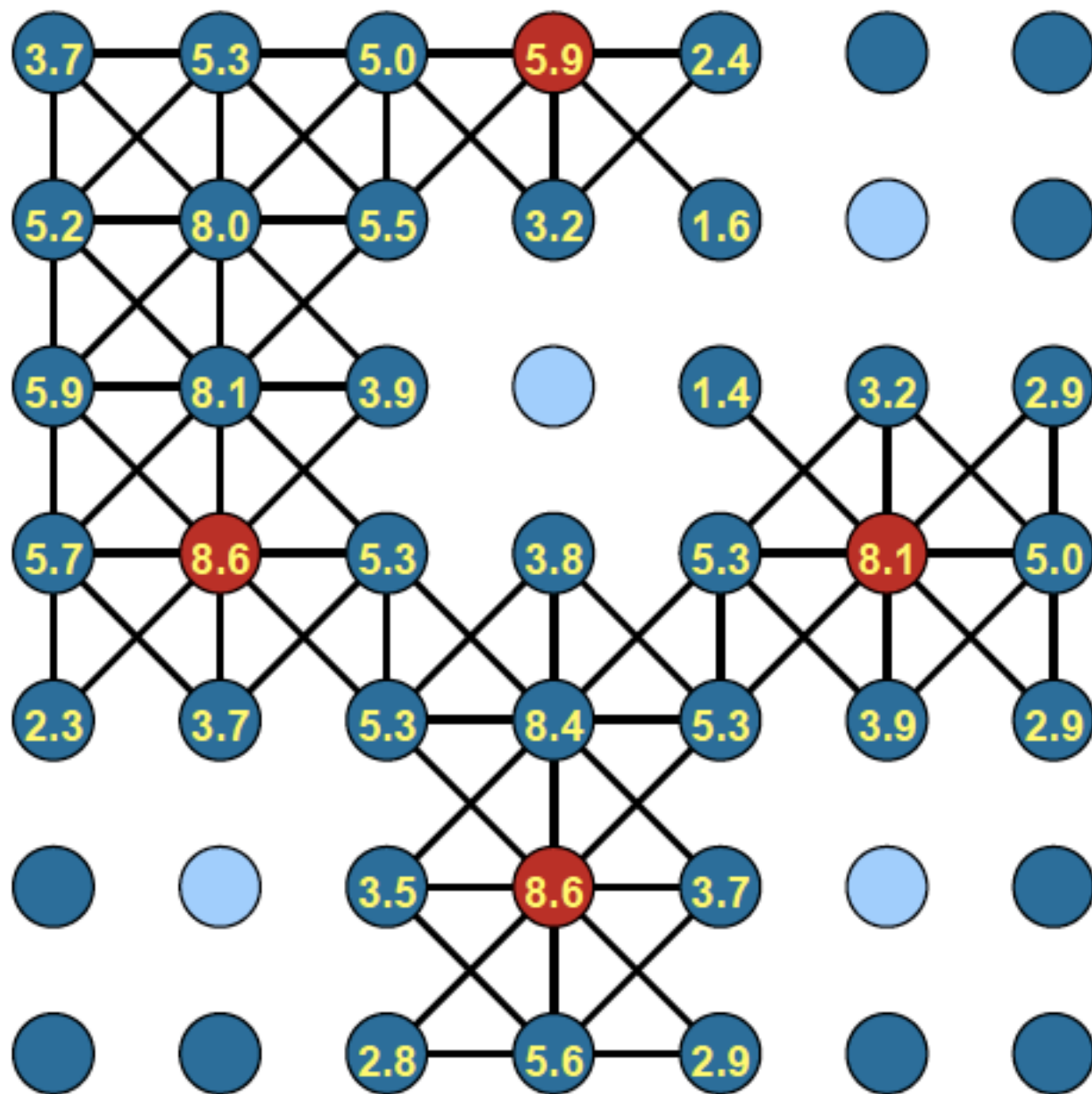


→ select C-pts with maximal measure locally

→ remove neighbor edges

→ update neighbor measures

Parallel AMG



→ select C-pts with maximal measure locally

→ remove neighbor edges

→ update neighbor measures

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