# Strategies for Self-Correcting Algebraic Multigrid Methods 

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## Basic Multigrid V-Cycle

- Relax on $A x=b$
- Restrict residual equation to coarser grid
- Solve coarse grid equation recursively
- Interpolate coarse grid correction and add to current approximation
- Relax on $A x=b$


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- Develop an algebraic multigrid solver with increased robustness properties while not sacrificing optimality
- Develop a solver which defaults to simplicity if given a simple problem


## Basic Multigrid Properties

- Simple (Gauss-Seidel) Relaxation is inefficient for $A x=b$ on error components $e$ that give relatively small residuals: $A e$ is "small" relative to $e$ ( $e$ is said to be algebraically smooth)


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- For efficient multigrid performance, relaxation and coarse grid correction must be complementary


## Current Assumptions

- Coarse grids are predetermined and sufficient for full multigrid efficiency
- Currently choosing coarse grids based on geometric or "classical" AMG criteria
- Eventually hope to determine coarse grids adaptively as well (Compatible Relaxation)


## Main Ideas

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- Complementarity of relaxation and coarse grid correction means that if relaxation is inefficient on a component then that component must be treated by coarse grid correction
- Components that are slow to converge for $A x=b$ will also be slow for $A x=0$


## Details of the Method

- Relax on $A x=0$ with a random initial guess to quickly resolve a representative of the slow-to-converge components


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- Go to a multigrid method by recursion


## Details ...

$$
\mathrm{x}_{1}^{(1)}:=\operatorname{rnd} \longmapsto \mathrm{x}_{1}^{(1)}, \mathrm{P}_{1}
$$

$$
x_{2}^{(1)}, A_{2} \quad x_{2}^{(1)} \longrightarrow x_{2}^{(1)}, P_{2}
$$



$$
\mathrm{x}_{3}^{(1)}, \mathrm{A}_{3} \quad \mathrm{x}_{3}^{(1)} \longmapsto \mathrm{x}_{3}^{(1)}
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- Iterate ...


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(A x)_{i} & \approx 0 \\
\text { or } a_{i i} x_{i} & \approx-\sum_{j \in N_{i}} a_{i j} x_{j} \\
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- To define interpolation, need to collapse connections from $F_{i}$ to $C_{i}$


# $N_{i}$, the neighbourhood of $i$ 



Fine Grid Points
Coarse Grid Points

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- When we have accumulated enough vectors (more vectors to fit than points in $C_{i}$ ), we must solve this in a least-norm sense


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- Then, using the definition of algebraic smoothness, we have

$$
\begin{aligned}
a_{i i} x_{i} & \approx-\sum_{j \in C_{i}} a_{i j} x_{j}-\sum_{k \in F_{i}} a_{i k} x_{k} \\
a_{i i} x_{i} & \approx-\sum_{j \in C_{i}} a_{i j} x_{j}-\sum_{k \in F_{i}} \sum_{j \in C_{i}} a_{i k} w_{k j} x_{j} \\
x_{i} & \approx-\sum_{j \in C_{i}} \frac{a_{i j}+\sum_{k \in F_{i}} a_{i k} w_{k j}}{a_{i i}} x_{j}
\end{aligned}
$$

## Choosing Interpolation ...

So, we define interpolation to a fine grid point $i$ as

$$
x_{i}=-\sum_{j \in C_{i}} \frac{a_{i j}+\sum_{k \in F_{i}} a_{i k} w_{k j}}{a_{i i}} x_{j}
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- Premise: AMG good, but need assumptions on smoothness
- Relieve method from these presumptions
- Coarse grid correction must address errors which look (locally) like representatives
- Get new representatives through method, so they must be distinct
- Get new interpolation by maintaining performance on previous representatives while accounting for new representative


## Preliminary Numerics

- $-\nabla \cdot D(x, y) \nabla u(x, y)=0$ on $[0,1]^{2}$
- Dirichlet boundary conditions
- Geometric choice of coarse grids
- Interpolation chosen as above, for 1 smooth vector


## Preliminary Numerics ...

- $D(x, y)=1$ (Laplace)

| size | convergence factor |
| :---: | :---: |
| $32 \times 32$ | 0.096 |
| $64 \times 64$ | 0.14 |

- $D(x, y)=r_{1} * 10^{2 r_{2}} ; r_{1}, r_{2}$ random, uniform on $[0,1)$

| size | convergence factor |
| :---: | :---: |
| $32 \times 32$ | 0.30 |
| $64 \times 64$ | 0.50 |

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- Can we do this effectively looking at $A x=b$, or is a "setup" phase necessary?
- Ensure optimal multigrid efficiency


## Conclusions

- Have framework for self correcting multigrid solvers
- Preliminary numerics suggest this approach is feasible
- Method defaults to simple relaxation for problems where this is sufficient
- Much work still to be done

