

Initial Structure of this Short Course

Feb. 21 (T)	Part-I (Katagiri): Introduction to OpenMP & MPI
Feb. 22 (W)	
Feb. 23 (Th)	Part-II (Nakajima): Parallel FVM
Feb. 24 (F)	

New Structure of this Short Course

Feb. 21 (T)	Part-II-1 (Nakajima): Introduction to FVM
Feb. 22 (W)	Part-I (Katagiri): Introduction to OpenMP & MPI
Feb. 23 (Th)	
Feb. 24 (F)	Part-II-2 (Nakajima): Parallel FVM FX10 Supercomputer is not available on Feb.24

Overview of the 2nd Part

- Target Application
 - 3D Finite Volume Method (FVM)
 - Poisson Equations
 - Conjugate Gradient Iterative Method (CG)
 - CRS (Compressed Row Storage) for Sparse Matrices
- Parallel Application
 - OpenMP on a Single Node
 - MPI, OpenMP/MPI Hybrid
 - Parallel Data Structure for Distributed Computation
- (Very Rough) Schedule
 - Tuesday: FVM (Part-II 1)
 - Thursday PM: OpenMP (Part-II 2)
 - Friday AM: MPI, Parallel Data Structure (Part-II 3)
 - Friday PM: OpenMP/MPI Hybrid (Part-4)

SMASH: Scientific Computing

Science

Modeling

Algorithm

Software

Hardware

- **Target: Parallel FVM (Finite-Volume Method) using OpenMP/MPI**
- Science: 3D Poisson Equations
- Modeling: FVM
- Algorithm: Iterative Solvers etc.
- You have to know many components to learn FVM, although you have already learned each of these in undergraduate and high-school classes.

Introduction to Parallel Programming for Multicore/Manycore Clusters

Part II-1: FVM Code

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Information Technology Center
The University of Tokyo

Files on Your PC

Files on WEB:

<http://nkl.cc.u-tokyo.ac.jp/files/fvm.tar>

```
>$ cd <$CUR> : go to a certain directory
```

```
copy fvm.tar
```

```
>$ tar xvf fvm.tar
```

```
>$ cd fvm <$P-fvm>
```

Please confirm that following directories are created:

```
>$ ls
```

```
src-c src-f run
```

PC

Oakleaf-FX

- Background
 - Finite Volume Method
 - Preconditioned Iterative Solvers
- CG Solver for Poisson Equations
 - How to run
 - Data Structure
 - Program
 - Initialization
 - Coefficient Matrices
 - CG

Target of this Part

- Material: CG solver for sparse matrices derived from FVM applications (Finite Volume Method).
- Parallelization on a single node of Oakleaf-FX (FX10) using OpenMP
- Keywords
 - Finite Volume Method (FVM)
 - Sparse Matrices
 - CG Method

Target Application

- 3D Poisson Equations

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

- Finite Volume Method (FVM)
 - Arbitrary Shape Meshes, Cell-Centered
 - “Direct” Finite Difference Method
- Boundary Conditions
 - Dirichlet B.C., Volume Flux
- Preconditioned Iterative Solvers
 - Conjugate Gradient + Preconditioner

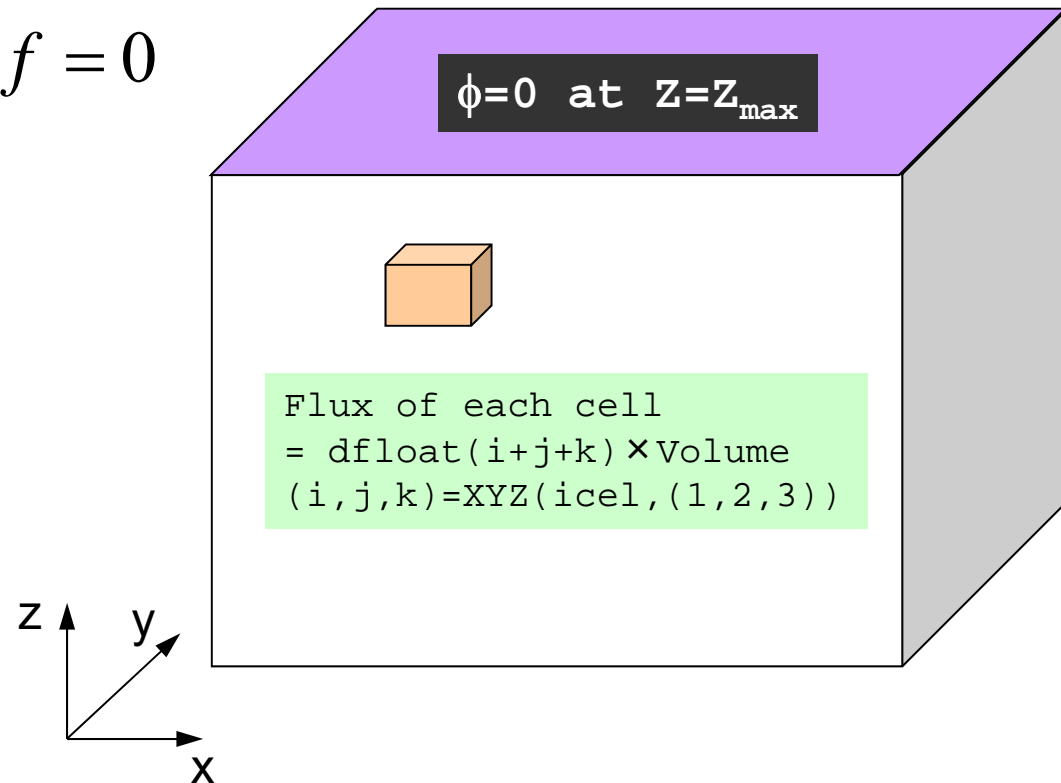
Target Problem: Variables are defined at cell-center's

Poisson Equation

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

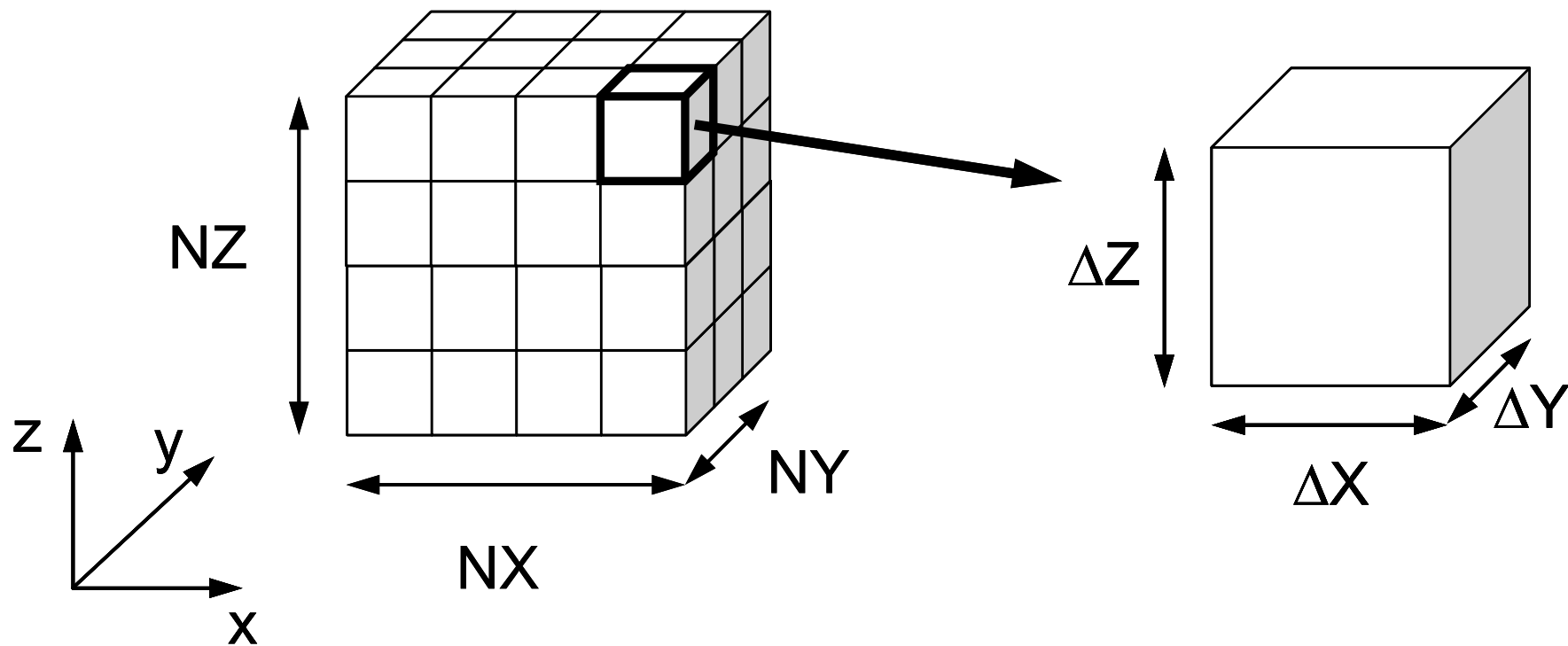
B.C.

- Volume Flux
- $\phi = 0 @ Z = Z_{\max}$



3D Structured Mesh

Internal data structure is “unstructured”



Volume Flux f

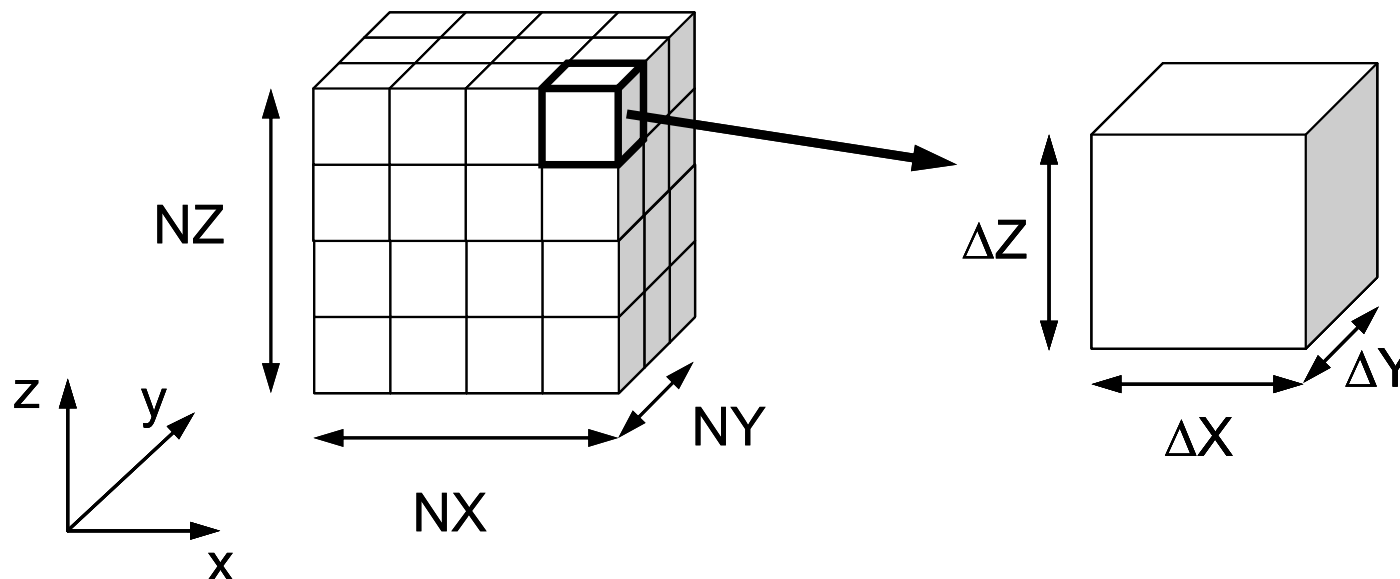
$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

$$f = dfloat(i_0 + j_0 + k_0)$$

$$i_0 = XYZ(icel, 1), \quad XYZ(icel, k) \quad (k=1,2,3)$$

$j_0 = XYZ(icel, 2),$ Index for location of finite-difference
mesh in X-/Y-/Z-axis.

$$k_0 = XYZ(icel, 3)$$



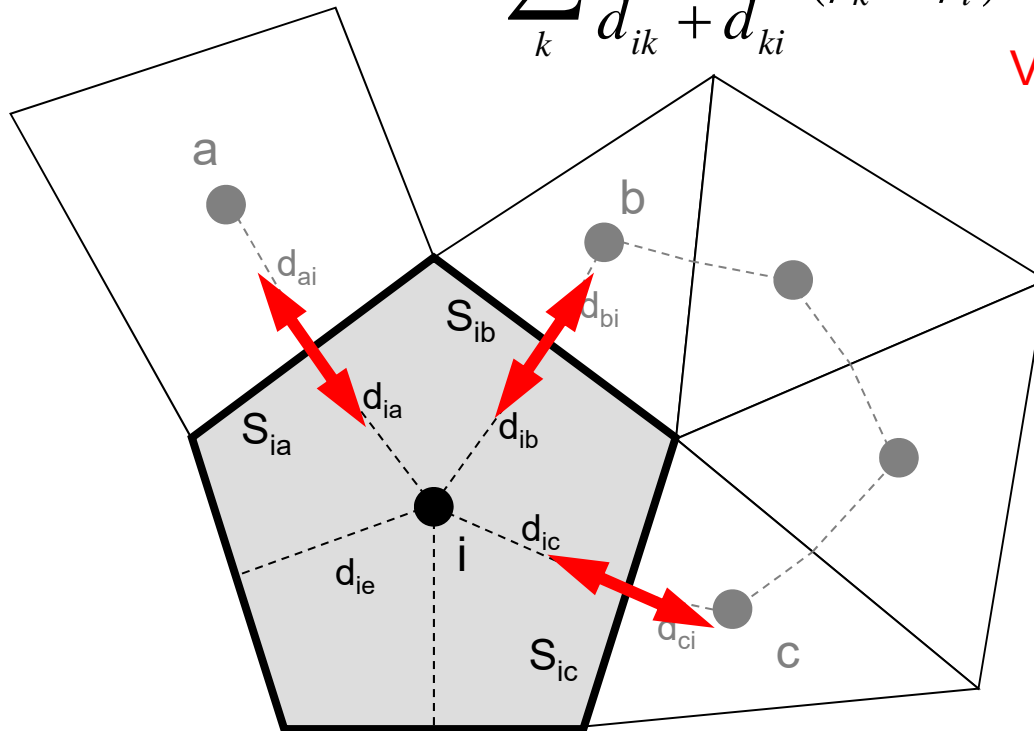
Finite Volume Method (FVM)

Conservation of Fluxes through Surfaces

Diffusion:
Interaction with Neighbors

$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Volume Flux



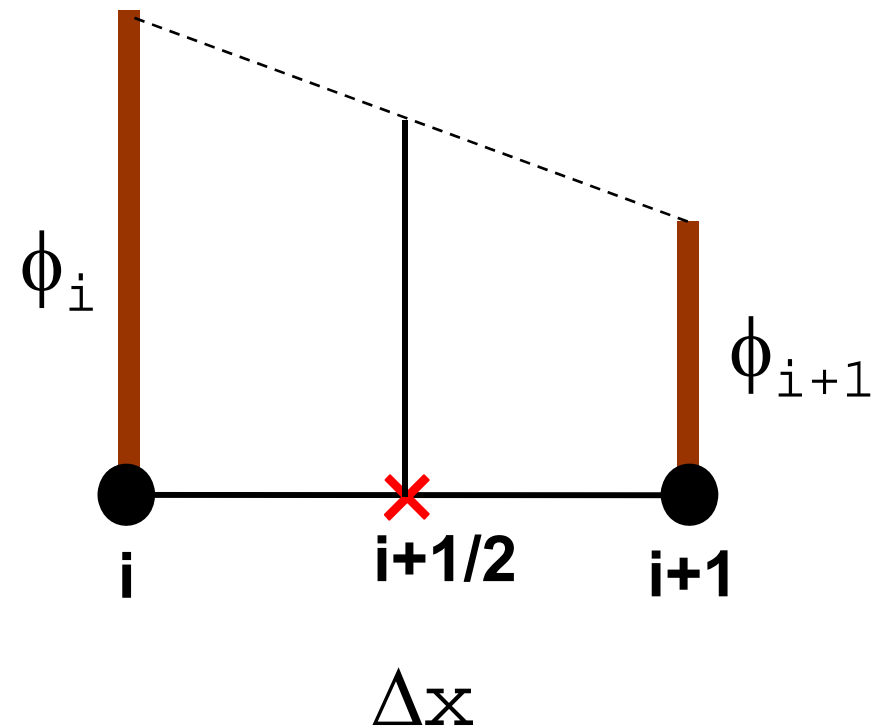
- V_i : Volume
- S : Surface Area
- d_{ij} : Distance between
Cell-Center &
Surface
- Q : Volume Flux

Finite Difference Method (FDM)

(有限)差分法：巨視的微分

macroscopic differentiation

$$\left(\frac{d\phi}{dx}\right)_{i+1/2} \approx \frac{\phi_{i+1} - \phi_i}{\Delta x}$$
$$\left(\frac{d\phi}{dx}\right)_{i+1/2} = \lim_{\Delta x \rightarrow 0} \frac{\phi_{i+1} - \phi_i}{\Delta x}$$

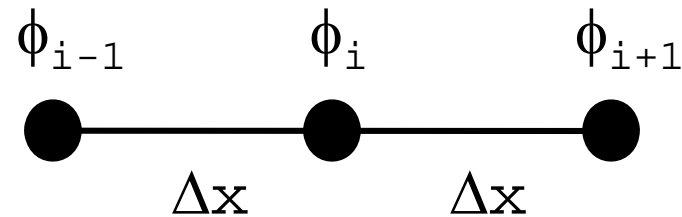


Finite Difference Method (FDM)

Taylor Series Expansion

2nd-Order Central Difference

$$\left(\frac{d^2 \phi}{dx^2} \right)_i + Q = 0$$



$$\begin{aligned} \frac{d}{dx} \left(\frac{d\phi}{dx} \right)_i &= \frac{\left(\frac{d\phi}{dx} \right)_{i+1/2} - \left(\frac{d\phi}{dx} \right)_{i-1/2}}{\Delta x} = \frac{\frac{\phi_{i+1} - \phi_i}{\Delta x} - \frac{\phi_i - \phi_{i-1}}{\Delta x}}{\Delta x} \\ &= \frac{\phi_{i+1} - 2\phi_i + \phi_{i-1}}{\Delta x^2} \end{aligned}$$

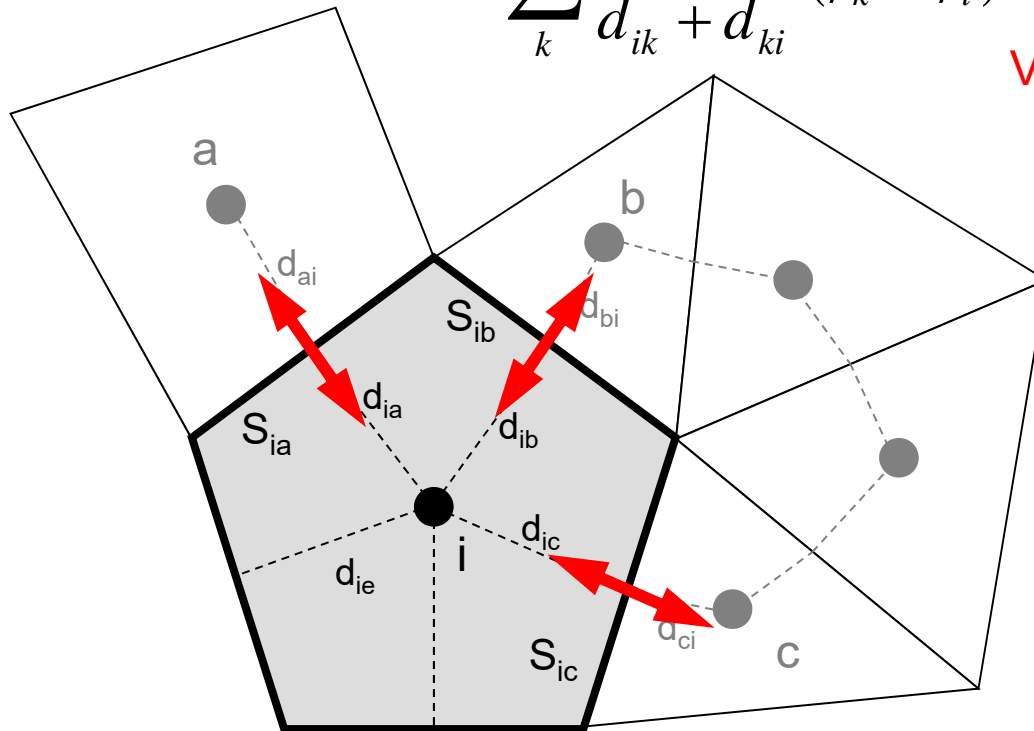
Finite Volume Method (FVM)

Conservation of Fluxes through Surfaces

Diffusion:
Interaction with Neighbors

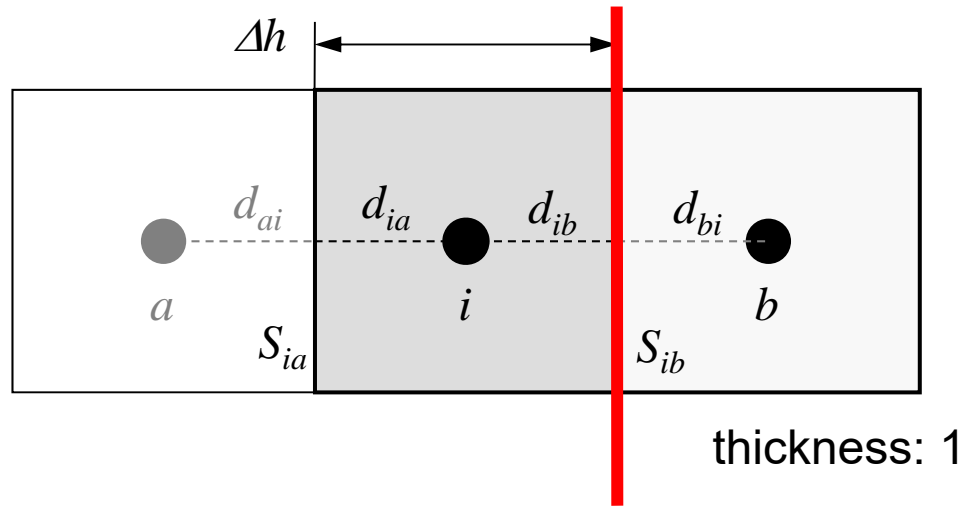
$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Volume Flux



- V_i : Volume
- S : Surface Area
- d_{ij} : Distance between
Cell-Center &
Surface
- Q : Volume Flux

Comparison with 1D FDM (1/3)



$\Delta h \times \Delta h$ Square Mesh

Surface Area: $S_{ik} = \Delta h$

Volume: $V_i = \Delta h^2$

Distance (Ctr.-Suf): $d_{ij} = \Delta h/2$

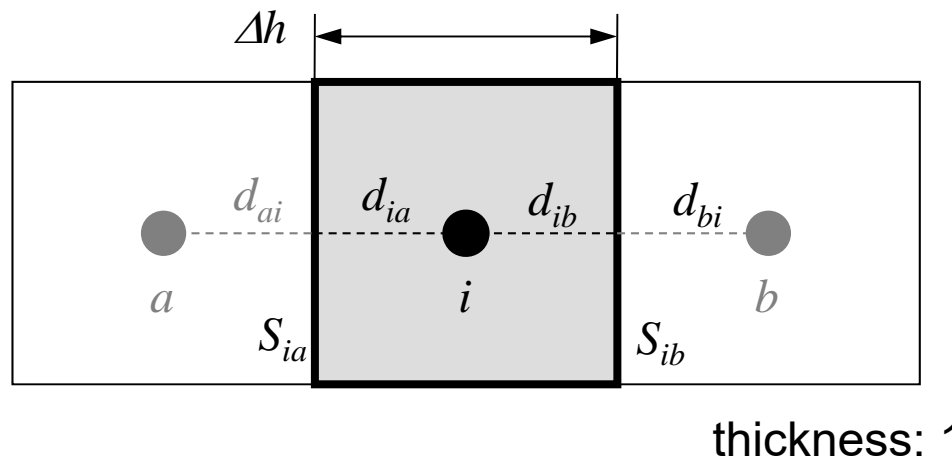
Flux through this surface: $Q_{S_{ib}}$

$$Q_{S_{ib}} = -\frac{\phi_b - \phi_i}{d_{ib} + d_{bi}} \cdot S_{ib}$$

Fourier's Law

Flux through a surface
= - (gradient of potential)

Comparison with 1D FDM (2/3)



$\Delta h \times \Delta h$ Square Mesh

Surface Area: $S_{ik} = \Delta h$

Volume: $V_i = \Delta h^2$

Distance (Ctr.-Suf): $d_{ij} = \Delta h/2$

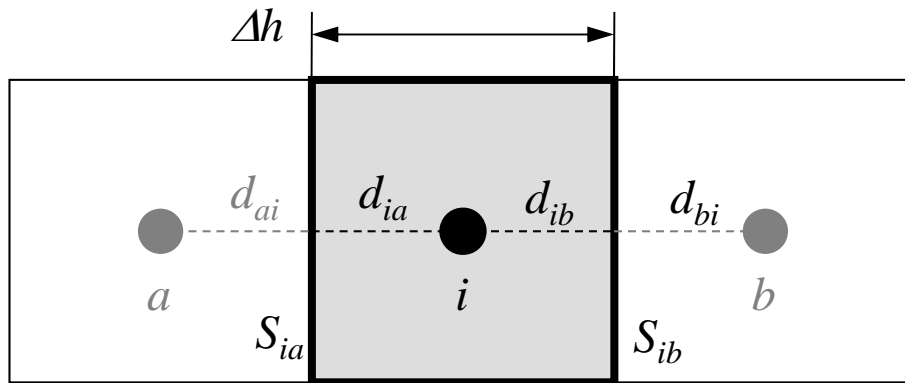
$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Divided by V_i :

$$\frac{1}{V_i} \sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + \dot{Q}_i = 0$$

considering this part

Comparison with 1D FDM (3/3)



$\Delta h \times \Delta h$ Square Mesh

Surface Area: $S_{ik} = \Delta h$

Volume: $V_i = \Delta h^2$

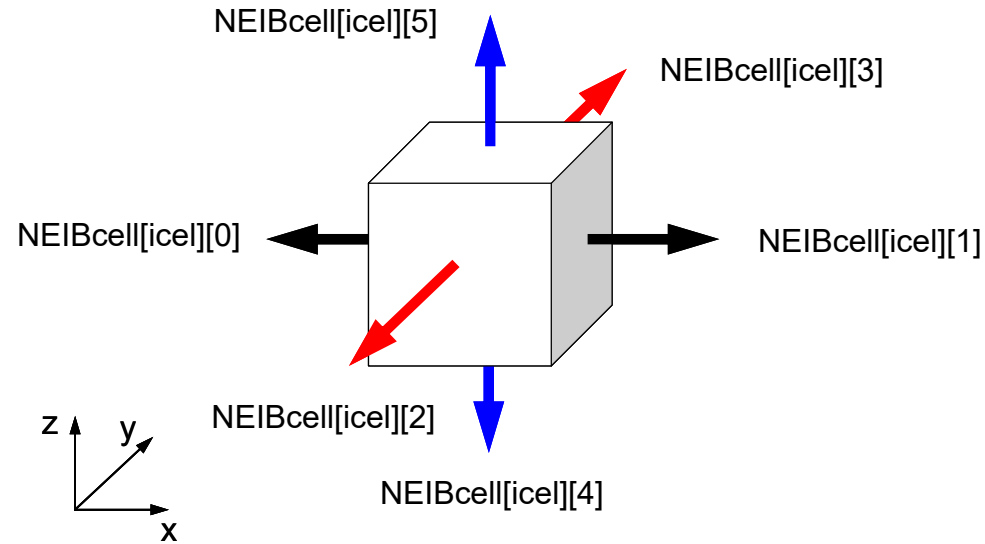
Distance (Ctr.-Suf): $d_{ij} = \Delta h/2$

thickness: 1

$$\begin{aligned} \frac{1}{V_i} \sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) &= \frac{1}{(\Delta h)^2} \sum_{k=a,b} \frac{\Delta h}{\frac{\Delta h}{2} + \frac{\Delta h}{2}} (\phi_k - \phi_i) \\ &= \frac{1}{(\Delta h)^2} \sum_{k=a,b} \frac{\Delta h}{\frac{\Delta h}{2} + \frac{\Delta h}{2}} (\phi_k - \phi_i) = \frac{1}{(\Delta h)^2} \sum_{k=a,b} \frac{\Delta h}{\Delta h} (\phi_k - \phi_i) = \frac{1}{(\Delta h)^2} \sum_{k=a,b} (\phi_k - \phi_i) \\ &= \frac{1}{(\Delta h)^2} (\phi_a - \phi_i) + \frac{1}{(\Delta h)^2} (\phi_b - \phi_i) = \frac{\phi_a - 2\phi_i + \phi_b}{(\Delta h)^2} \end{aligned}$$

for i-th cell
linear equations

in 3D



$$\begin{aligned}
 & \frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z + \frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z + \\
 & \frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x + \frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x + \\
 & \frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + \frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0
 \end{aligned}$$

Linear Equations

$$\frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z + \frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x + \frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + \frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0$$

$$\sum_k \frac{S_{icel-k}}{d_{icel-k}} (\phi_k - \phi_{icel}) = -f_{icel} V_i$$

$$-\left[\sum_k \frac{S_{icel-k}}{d_{icel-k}} \right] \phi_{icel} + \left[\sum_k \frac{S_{icel-k}}{d_{icel-k}} \phi_k \right] = -f_{icel} V_i \quad (icel = 1, N)$$

Diagonal

Off-Diagonal



$$[A]\{\phi\} = \{f\}$$

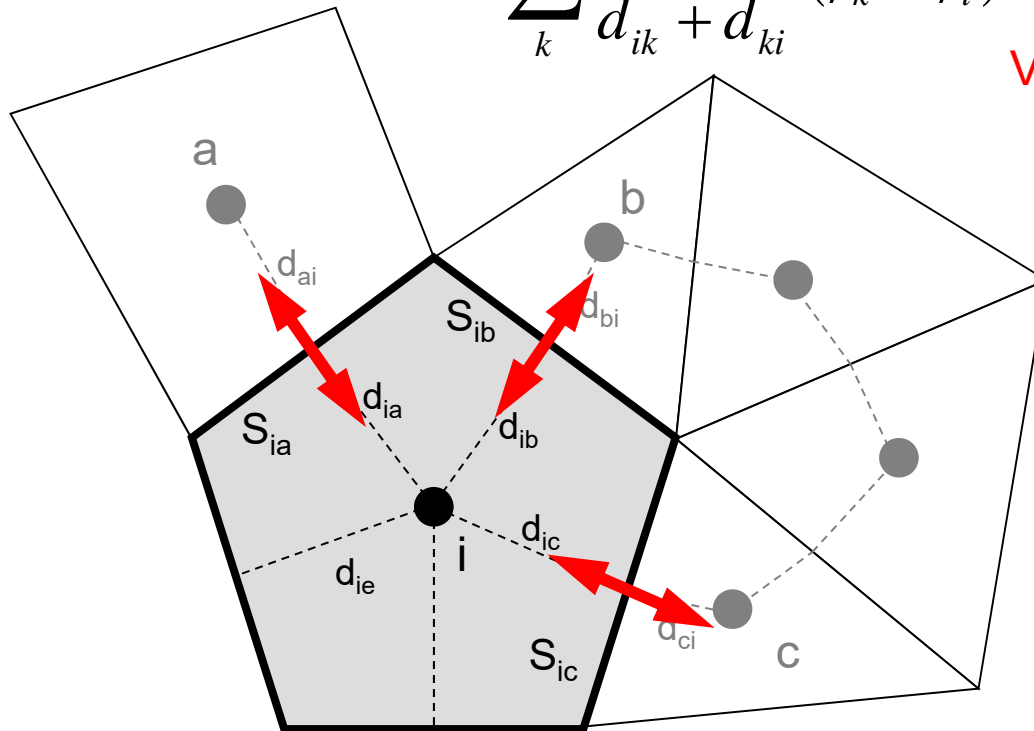
Coef. Matrices for FVM are sparse

Only neighboring cells are considered

Diffusion:
Interaction with Neighbors

$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Volume Flux



- V_i : Volume
- S : Surface Area
- d_{ij} : Distance between
Cell-Center &
Surface
- Q : Volume Flux

Mat-Vec. Multiplication for Sparse Matrix

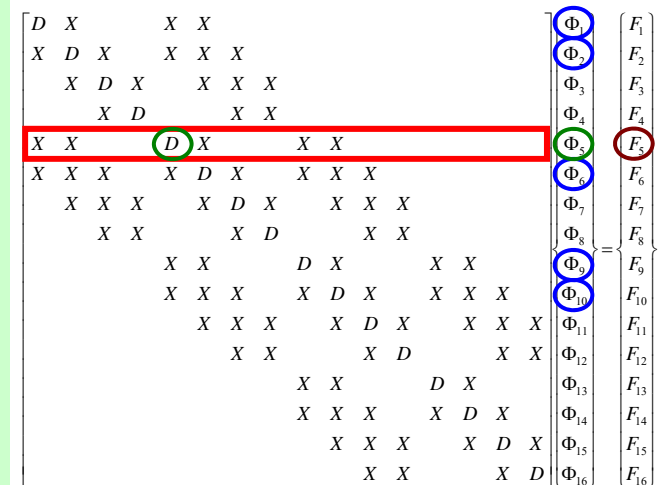
Compressed Row Storage (CRS)

Diag (i) Diagonal Components (REAL, i=1~N)
Index(i) Number of Non-Zero Off-Diagonals at Each ROW (INT, i=0~N)
Item(k) Off-Diagonal Components (Corresponding Column ID)
 (INT, k=1, index(N))
AMat(k) Off-Diagonal Components (Value)
 (REAL, k=1, index(N))

$$\{Y\} = [A] \{X\}$$

```

do i= 1, N
  Y(i)= Diag(i)*X(i)
  do k= Index(i-1)+1, Index(i)
    Y(i)= Y(i) + Amat(k)*X(Item(k))
  enddo
enddo
  
```



Mat-Vec. Multiplication for Sparse Matrix

Compressed Row Storage (CRS)

```
{Q} = [A] {P}

for (i=0; i<N; i++) {
    W[Q][i] = Diag[i] * W[P][i];
    for (k=Index[i]; k<Index[i+1]; k++) {
        W[Q][i] += AMat[k]*W[P][Item[k]];
    }
}
```

Mat-Vec. Multiplication for Dense Matrix

Very Easy, Straightforward

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1,N-1} & a_{1,N} \\ a_{21} & a_{22} & & a_{2,N-1} & a_{2,N} \\ \dots & & \dots & & \dots \\ a_{N-1,1} & a_{N-1,2} & & a_{N-1,N-1} & a_{N-1,N} \\ a_{N,1} & a_{N,2} & \dots & a_{N,N-1} & a_{N,N} \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ \vdots \\ x_{N-1} \\ x_N \end{Bmatrix} = \begin{Bmatrix} y_1 \\ y_2 \\ \vdots \\ y_{N-1} \\ y_N \end{Bmatrix}$$

$$\{Y\} = [A] \{X\}$$

```
for (j=0; j<N; j++) {
    Y[j] = 0.0;
    for (i=0; i<N; i++) {
        Y[j] += A[j][i]*X[i];
    }
}
```

Compressed Row Storage (CRS)

	①	②	③	④	⑤	⑥	⑦	⑧
①	1.1	2.4	0	0	3.2	0	0	0
②	4.3	3.6	0	2.5	0	3.7	0	9.1
③	0	0	5.7	0	1.5	0	3.1	0
④	0	4.1	0	9.8	2.5	2.7	0	0
⑤	3.1	9.5	10.4	0	11.5	0	4.3	0
⑥	0	0	6.5	0	0	12.4	9.5	0
⑦	0	6.4	2.5	0	0	1.4	23.1	13.1
⑧	0	9.5	1.3	9.6	0	3.1	0	51.3

Compressed Row Storage (CRS): C

Numbering starts from 0 in program

	0	1	2	3	4	5	6	7
0	1.1 ⊙	2.4 ①			3.2 ④			
1	4.3 ⊙	3.6 ①		2.5 ③		3.7 ⑤		9.1 ⑦
2			5.7 ②		1.5 ④		3.1 ⑥	
3		4.1 ①		9.8 ③	2.5 ④	2.7 ⑤		
4	3.1 ⊙	9.5 ①	10.4 ②		11.5 ④		4.3 ⑥	
5			6.5 ②			12.4 ⑤	9.5 ⑥	
6		6.4 ①	2.5 ②			1.4 ⑤	23.1 ⑥	13.1 ⑦
7		9.5 ①	1.3 ②	9.6 ③		3.1 ⑤		51.3 ⑦

N= 8

Diagonal Components

Diag[0]= 1.1
 Diag[1]= 3.6
 Diag[2]= 5.7
 Diag[3]= 9.8
 Diag[4]= 11.5
 Diag[5]= 12.4
 Diag[6]= 23.1
 Diag[7]= 51.3

Compressed Row Storage (CRS)

	0	1	2	3	4	5	6	7
0	1.1 ⊙ ④		2.4 ①			3.2 ④		
1	3.6 ①	4.3 ⊙			2.5 ③		3.7 ⑤	9.1 ⑦
2	5.7 ②					1.5 ④		3.1 ⑥
3	9.8 ③		4.1 ①			2.5 ④	2.7 ⑤	
4	11.5 ④	3.1 ⊙	9.5 ①	10.4 ②				4.3 ⑥
5	12.4 ⑤			6.5 ②				9.5 ⑥
6	23.1 ⑥		6.4 ①	2.5 ②			1.4 ⑤	13.1 ⑦
7	51.3 ⑦		9.5 ①	1.3 ②	9.6 ③		3.1 ⑤	

Compressed Row Storage (CRS)

						# Non-Zero Off-Diag.	Index[] =
0	1.1 ⊙	2.4 ①	3.2 ④			2	Index[0] = 0
1	3.6 ①	4.3 ⊙	2.5 ③	3.7 ⑤	9.1 ⑦	4	Index[1] = 2
2	5.7 ②	1.5 ④	3.1 ⑥			2	Index[2] = 6
3	9.8 ③	4.1 ①	2.5 ④	2.7 ⑤		3	Index[3] = 8
4	11.5 ④	3.1 ⊙	9.5 ①	10.4 ②	4.3 ⑥	4	Index[4] = 11
5	12.4 ⑤	6.5 ②	9.5 ⑥			2	Index[5] = 15
6	23.1 ⑥	6.4 ①	2.5 ②	1.4 ⑤	13.1 ⑦	4	Index[6] = 17
7	51.3 ⑦	9.5 ①	1.3 ②	9.6 ③	3.1 ⑤	4	Index[7] = 21
							Index[8] = 25

NPLU = 25
(=Index[N])

$(\text{Index}[i])^{\text{th}} \sim (\text{Index}[i+1])^{\text{th}}$:

Non-Zero Off-Diag. Components corresponding to i -th row.

Compressed Row Storage (CRS)

					# Non-Zero Off-Diag.	Index[0]= 0
0	1.1 ⊙	2.4 ①,0	3.2 ④,1		2	Index[1]= 2
1	3.6 ①	4.3 ⊙,2	2.5 ③,3	3.7 ⑤,4	9.1 ⑦,5	Index[2]= 6
2	5.7 ②	1.5 ④,6	3.1 ⑥,7			<u>Index[3]= 8</u>
3	9.8 ③	4.1 ①,8	2.5 ④,9	2.7 ⑤,10		<u>Index[4]= 11</u>
4	11.5 ④	3.1 ⊙,11	9.5 ①,12	10.4 ②,13	4.3 ⑥,14	Index[5]= 15
5	12.4 ⑤	6.5 ②,15	9.5 ⑥,16			Index[6]= 17
6	23.1 ⑥	6.4 ①,17	2.5 ②,18	1.4 ⑤,19	13.1 ⑦,20	Index[7]= 21
7	51.3 ⑦	9.5 ①,21	1.3 ②,22	9.6 ③,23	3.1 ⑤,24	Index[8]= 25

NPLU= 25
(=Index[N])

$(\text{Index}[i])^{\text{th}} \sim (\text{Index}[i+1])^{\text{th}}$:

Non-Zero Off-Diag. Components corresponding to i -th row.

Compressed Row Storage (CRS)

0	1.1 ⊙	2.4 ①,0	3.2 ④,1		
1	3.6 ①	4.3 ⊙,2	2.5 ③,3	3.7 ⑤,4	9.1 ⑦,5
2	5.7 ②	1.5 ④,6	3.1 ⑥,7		
3	9.8 ③	4.1 ①,8	2.5 ④,9	2.7 ⑤,10	
4	11.5 ④	3.1 ⊙,11	9.5 ①,12	10.4 ②,13	4.3 ⑥,14
5	12.4 ⑤	6.5 ②,15	9.5 ⑥,16		
6	23.1 ⑥	6.4 ①,17	2.5 ②,18	1.4 ⑤,19	13.1 ⑦,20
7	51.3 ⑦	9.5 ①,21	1.3 ②,22	9.6 ③,23	3.1 ⑤,24

Item[6]= 4, AMat[6]= 1.5

Item[18]= 2, AMat[18]= 2.5

Compressed Row Storage (CRS)

0	1.1 ⊙	2.4 ①,0	3.2 ④,1		
1	3.6 ①	4.3 ⊙,2	2.5 ③,3	3.7 ⑤,4	9.1 ⑦,5
2	5.7 ②	1.5 ④,6	3.1 ⑥,7		
3	9.8 ③	4.1 ①,8	2.5 ④,9	2.7 ⑤,10	
4	11.5 ④	3.1 ⊙,11	9.5 ①,12	10.4 ②,13	4.3 ⑥,14
5	12.4 ⑤	6.5 ②,15	9.5 ⑥,16		
6	23.1 ⑥	6.4 ①,17	2.5 ②,18	1.4 ⑤,19	13.1 ⑦,20
7	51.3 ⑦	9.5 ①,21	1.3 ②,22	9.6 ③,23	3.1 ⑤,24

Diag [i] Diagonal Components (REAL, i=0~N-1)
 Index[i] Number of Non-Zero Off-Diagonals at
 Each ROW (INT, i=0~N)
 Item[k] Off-Diagonal Components
 (Corresponding Column ID)
 (INT, k=0, index[N])
 Amat[k] Off-Diagonal Components (Value)
 (REAL, k=0, index[N])

$\{Y\} = [A] \{X\}$

```

for (i=0; i<N; i++) {
  Y[i] = Diag[i] * X[i];
  for (k=Index[i]; k<Index[i+1]; k++) {
    Y[i] += Amat[k]*X[Item[k]];
  }
}
  
```

- Background
 - Finite Volume Method
 - **Preconditioned Iterative Solvers**
- CG Solver for Poisson Equations
 - How to run
 - Data Structure
 - Program
 - Initialization
 - Coefficient Matrices
 - CG

Large-Scale Linear Equations in Scientific Applications

- Solving large-scale linear equations $\mathbf{Ax}=\mathbf{b}$ is the most important and expensive part of various types of scientific computing.
 - for both linear and nonlinear applications
- Various types of methods proposed & developed.
 - for dense and sparse matrices
 - classified into direct and iterative methods
- Dense Matrices: 密行列: Globally Coupled Problems
 - BEM, Spectral Methods, MO/MD (gas, liquid)
- Sparse Matrices: 疎行列: Locally Defined Problems
 - **FEM**, FDM, DEM, MD (solid), BEM w/FMM

Direct Method

直接法

- Gaussian Elimination/LU Factorization
 - compute A^{-1} directly.

Good

- Robust for wide range of applications.
- Good for both dense and sparse matrices

Bad

- More expensive than iterative methods (memory, CPU)
 - not scalable

What is Iterative Method ?

反復法

Linear Equations
連立一次方程式

$$\begin{pmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix}$$

A **x** **b**

Initial Solution
初期解

$$\mathbf{x}^{(0)} = \begin{pmatrix} x_1^{(0)} \\ x_2^{(0)} \\ \vdots \\ x_n^{(0)} \end{pmatrix}$$

Starting from a initial vector $\mathbf{x}^{(0)}$, iterative method obtains the final converged solutions by iterations

$$\mathbf{x}^{(1)}, \mathbf{x}^{(2)}, \dots$$

Iterative Method

反復法

- Stationary Method
 - Only \mathbf{x} (solution vector) changes during iterations.
 - SOR, Gauss-Seidel, Jacobi
 - Generally slow, impractical

$$\mathbf{Ax} = \mathbf{b} \Rightarrow$$
$$\mathbf{x}^{(k+1)} = \mathbf{M}\mathbf{x}^{(k)} + \mathbf{N}\mathbf{b}$$

- Non-Stationary Method
 - With restriction/optimization conditions
 - Krylov-Subspace
 - CG: Conjugate Gradient
 - BiCGSTAB: Bi-Conjugate Gradient Stabilized
 - GMRES: Generalized Minimal Residual

Iterative Method (cont.)

Good

- Less expensive than direct methods, especially in memory.
- Suitable for parallel and vector computing.

Bad

- Convergence strongly depends on problems, boundary conditions (condition number etc.)
- Preconditioning is required : Key Technology for Parallel FEM

Non-Stationary/Krylov Subspace Method (1/2)

非定常法・クリロフ部分空間法

$$\mathbf{Ax} = \mathbf{b} \Rightarrow \mathbf{x} = \mathbf{b} + (\mathbf{I} - \mathbf{A})\mathbf{x}$$

Compute $\mathbf{x}_0, \mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_k$ by the following iterative procedures:

$$\begin{aligned}\mathbf{x}_k &= \mathbf{b} + (\mathbf{I} - \mathbf{A})\mathbf{x}_{k-1} \\ &= (\mathbf{b} - \mathbf{Ax}_{k-1}) + \mathbf{x}_{k-1}\end{aligned}$$

$$= \mathbf{r}_{k-1} + \mathbf{x}_{k-1} \quad \text{where } \mathbf{r}_k = \mathbf{b} - \mathbf{Ax}_k : \text{residual}$$



$$\mathbf{x}_k = \mathbf{x}_0 + \sum_{i=0}^{k-1} \mathbf{r}_i$$

$$\begin{aligned}\mathbf{r}_k &= \mathbf{b} - \mathbf{Ax}_k = \mathbf{b} - \mathbf{A}(\mathbf{r}_{k-1} + \mathbf{x}_{k-1}) \\ &= (\mathbf{b} - \mathbf{Ax}_{k-1}) - \mathbf{Ar}_{k-1} = \mathbf{r}_{k-1} - \mathbf{Ar}_{k-1} = (\mathbf{I} - \mathbf{A})\mathbf{r}_{k-1}\end{aligned}$$

Non-Stationary/Krylov Subspace Method (2/2)

非定常法・クリロフ部分空間法

$$\mathbf{x}_k = \mathbf{x}_0 + \sum_{i=0}^{k-1} \mathbf{r}_i = \mathbf{x}_0 + \mathbf{r}_0 + \sum_{i=0}^{k-2} (\mathbf{I} - \mathbf{A})\mathbf{r}_i = \mathbf{x}_0 + \mathbf{r}_0 + \sum_{i=1}^{k-1} (\mathbf{I} - \mathbf{A})^i \mathbf{r}_0$$

$$\mathbf{z}_k = \mathbf{r}_0 + \sum_{i=1}^{k-1} (\mathbf{I} - \mathbf{A})^i \mathbf{r}_0 = \left[\mathbf{I} + \sum_{i=1}^{k-1} (\mathbf{I} - \mathbf{A})^i \right] \mathbf{r}_0$$



\mathbf{z}_k is a vector which belongs to k^{th} Krylov Subspace (クリロフ部分空間), approximate solution vector \mathbf{x}_k is derived by the Krylov Subspace:

$$\left[\mathbf{r}_0, \mathbf{A}\mathbf{r}_0, \mathbf{A}^2\mathbf{r}_0, \dots, \mathbf{A}^{k-1}\mathbf{r}_0 \right]$$

Conjugate Gradient Method

共役勾配法

- Conjugate Gradient: CG
 - Most popular “non-stationary” iterative method
- for Symmetric Positive Definite (SPD) Matrices
 - 対称正定
 - $\{x\}^T[A]\{x\} > 0$ for arbitrary $\{x\}$
 - All of diagonal components, eigenvalues and leading principal minors > 0 (主小行列式・首座行列式)
 - Matrices of Galerkin-based FEM: heat conduction, Poisson, static linear elastic problems

- Algorithm

- “Steepest Descent Method”
- $\mathbf{x}^{(i)} = \mathbf{x}^{(i-1)} + \alpha_i \mathbf{p}^{(i)}$
 - $\mathbf{x}^{(i)}$: solution, $\mathbf{p}^{(i)}$: search direction, α_i : coefficient
- Solution $\{x\}$ minimizes $\{x-y\}^T[A]\{x-y\}$, where $\{y\}$ is exact solution.

$$\det \begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} & \cdots & a_{1n} \\ a_{21} & a_{22} & a_{23} & a_{24} & \cdots & a_{2n} \\ a_{31} & a_{32} & a_{33} & a_{34} & \cdots & a_{3n} \\ a_{41} & a_{42} & a_{43} & a_{44} & \cdots & a_{4n} \\ \vdots & \vdots & \vdots & \vdots & & \vdots \\ a_{n1} & a_{n2} & a_{n3} & a_{n4} & \cdots & a_{nn} \end{bmatrix}$$

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
     $z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i = 1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

- Mat-Vec. Multiplication
- Dot Products
- DAXPY (Double Precision: $a\{X\} + \{Y\}$)

$x^{(i)}$: Vector

α_i : Scalar

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
     $z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i = 1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

- Mat-Vec. Multiplication
- Dot Products
- DAXPY

$x^{(i)}$: Vector

α_i : Scalar

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
     $z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i = 1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

- Mat-Vec. Multiplication
- Dot Products
- DAXPY

$x^{(i)}$: Vector

α_i : Scalar

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
   $z^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
  if  $i = 1$ 
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
  endif
   $q^{(i)} = [A]p^{(i)}$ 
   $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  check convergence  $|r|$ 
end

```

- Mat-Vec. Multiplication
- Dot Products
- DAXPY
 - Double
 - $\{y\} = a\{x\} + \{y\}$

$x^{(i)}$: Vector

α_i : Scalar

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
     $z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i = 1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

$x^{(i)}$: Vector

α_i : Scalar

Derivation of CG Algorithm (1/5)

Solution x minimizes the following equation if y is the exact solution ($Ay=b$)

$$(x - y)^T [A](x - y)$$

$$\begin{aligned} (x - y)^T [A](x - y) &= (x, Ax) - (y, Ax) - (x, Ay) + (y, Ay) \\ &= (x, Ax) - 2(x, Ay) + (y, Ay) = (x, Ax) - 2(x, b) + \underline{(y, b)} \quad \text{Const.} \end{aligned}$$

Therefore, the solution x minimizes the following $f(x)$:

$$f(x) = \frac{1}{2}(x, Ax) - (x, b)$$

$$f(x + h) = f(x) + (h, Ax - b) + \frac{1}{2}(h, Ah)$$

Arbitrary vector h

$$f(x) = \frac{1}{2}(x, Ax) - (x, b)$$

$$f(x+h) = f(x) + (h, Ax - b) + \frac{1}{2}(h, Ah)$$

Arbitrary vector h

$$\begin{aligned} f(x+h) &= \frac{1}{2}(x+h, A(x+h)) - (x+h, b) \\ &= \frac{1}{2}(x+h, Ax) + \frac{1}{2}(x+h, Ah) - (x, b) - (h, b) \\ &= \frac{1}{2}(x, Ax) + \frac{1}{2}(h, Ax) + \frac{1}{2}(x, Ah) + \frac{1}{2}(h, Ah) - (x, b) - (h, b) \\ &= \frac{1}{2}(x, Ax) - (x, b) + (h, Ax) - (h, b) + \frac{1}{2}(h, Ah) \\ &= f(x) + (h, Ax - b) + \frac{1}{2}(h, Ah) \end{aligned}$$

Derivation of CG Algorithm (2/5)

CG method minimizes $f(x)$ at each iteration. Assume that approximate solution: $x^{(0)}$, and search direction vector $p^{(k)}$ is defined at k -th iteration.

$$x^{(k+1)} = x^{(k)} + \alpha_k p^{(k)}$$

Minimization of $f(x^{(k+1)})$ is done as follows:

$$f(x^{(k)} + \alpha_k p^{(k)}) = \frac{1}{2} \alpha_k^2 (p^{(k)}, Ap^{(k)}) - \alpha_k (p^{(k)}, b - Ax^{(k)}) + f(x^{(k)})$$

$$\frac{\partial f(x^{(k)} + \alpha_k p^{(k)})}{\partial \alpha_k} = 0 \Rightarrow \alpha_k = \frac{(p^{(k)}, b - Ax^{(k)})}{(p^{(k)}, Ap^{(k)})} = \frac{(p^{(k)}, r^{(k)})}{(p^{(k)}, Ap^{(k)})} \quad \underline{\underline{(1)}}$$

$$r^{(k)} = b - Ax^{(k)} \text{ residual vector}$$

Derivation of CG Algorithm (3/5)

Residual vector at $(k+1)$ -th iteration: $r^{(k+1)} = b - Ax^{(k+1)}$, $r^{(k)} = b - Ax^{(k)}$

$$r^{(k+1)} = r^{(k)} - \alpha_k Ap^{(k)} \quad \underline{(2)} \qquad r^{(k+1)} - r^{(k)} = Ax^{(k+1)} - Ax^{(k)} = \alpha_k Ap^{(k)}$$

Search direction vector p is defined by the following recurrence formula:

$$p^{(k+1)} = r^{(k+1)} + \beta_k p^{(k)}, \quad r^{(0)} = p^{(0)} \quad \underline{(3)}$$

It's lucky if we can get exact solution y at $(k+1)$ -th iteration:

$$y = x^{(k+1)} + \alpha_{k+1} p^{(k+1)}$$

Derivation of CG Algorithm (4/5)

BTW, we have the following (convenient) orthogonality relation:

$$\left(Ap^{(k)}, y - x^{(k+1)} \right) = 0$$

$$\begin{aligned} \left(Ap^{(k)}, y - x^{(k+1)} \right) &= \left(p^{(k)}, Ay - Ax^{(k+1)} \right) = \left(p^{(k)}, b - Ax^{(k+1)} \right) \\ &= \left(p^{(k)}, b - A[x^{(k)} + \alpha_k p^{(k)}] \right) = \left(p^{(k)}, b - Ax^{(k)} - \alpha_k Ap^{(k)} \right) \\ &= \left(p^{(k)}, r^{(k)} - \alpha_k Ap^{(k)} \right) = \left(p^{(k)}, r^{(k)} \right) - \alpha_k \left(p^{(k)}, Ap^{(k)} \right) = 0 \end{aligned}$$

$$\therefore \alpha_k = \frac{\left(p^{(k)}, r^{(k)} \right)}{\left(p^{(k)}, Ap^{(k)} \right)}$$

Thus, following relation is obtained:

$$\left(Ap^{(k)}, y - x^{(k+1)} \right) = \left(Ap^{(k)}, \alpha_{k+1} p^{(k+1)} \right) = 0 \Rightarrow \left(p^{(k+1)}, Ap^{(k)} \right) = 0$$

Derivation of CG Algorithm (5/5)

$$\begin{aligned} (p^{(k+1)}, Ap^{(k)}) &= (r^{(k+1)} + \beta_k p^{(k)}, Ap^{(k)}) = (r^{(k+1)}, Ap^{(k)}) + \beta_k (p^{(k)}, Ap^{(k)}) = 0 \\ \Rightarrow \beta_k &= \frac{-(r^{(k+1)}, Ap^{(k)})}{(p^{(k)}, Ap^{(k)})} \quad (4) \end{aligned}$$

$(p^{(k+1)}, Ap^{(k)}) = 0$ $p^{(k)}$ and $p^{(k+1)}$ are “conjugate (共役)” for matrix A

```

Compute  $p^{(0)} = r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
  calc.  $\alpha_{i-1}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_{i-1} p^{(i-1)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_{i-1} [A] p^{(i-1)}$ 

  check convergence  $|r|$ 
  (if not converged)
  calc.  $\beta_{i-1}$ 
   $p^{(i)} = r^{(i)} + \beta_{i-1} p^{(i-1)}$ 
end

```

$$\alpha_{i-1} = \frac{(p^{(i-1)}, r^{(i-1)})}{(p^{(i-1)}, Ap^{(i-1)})}$$

$$\beta_{i-1} = \frac{-(r^{(i)}, Ap^{(i-1)})}{(p^{(i-1)}, Ap^{(i-1)})}$$

Properties of CG Algorithm

Following “conjugate (共役)” relationship is obtained for arbitrary (i, j) :

$$\left(p^{(i)}, Ap^{(j)} \right) = 0 \quad (i \neq j)$$

Following relationships are also obtained for $p^{(k)}$ and $r^{(k)}$:

$$\left(r^{(i)}, r^{(j)} \right) = 0 \quad (i \neq j), \quad \left(p^{(k)}, r^{(k)} \right) = \left(r^{(k)}, r^{(k)} \right)$$

In N-dimensional space, only N sets of orthogonal and linearly independent residual vector $r^{(k)}$. This means CG method converges after N iterations if number of unknowns is N. Actually, round-off error sometimes affects convergence.

Proof (1/3)

Mathematical Induction 数学的帰納法

$$\begin{aligned} (r^{(i)}, r^{(j)}) &= 0 \quad (i \neq j) \\ (p^{(i)}, Ap^{(j)}) &= 0 \quad (i \neq j) \end{aligned}$$

$$(1) \quad \alpha_k = \frac{(p^{(k)}, r^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

$$(2) \quad r^{(k+1)} = r^{(k)} - \alpha_k Ap^{(k)}$$

$$(3) \quad p^{(k+1)} = r^{(k+1)} + \beta_k p^{(k)}, \quad r^{(0)} = p^{(0)}$$

$$(4) \quad \beta_k = \frac{-(r^{(k+1)}, Ap^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

Proof (2/3)

Mathematical Induction

数学的帰納法

$$\begin{aligned} (r^{(i)}, r^{(j)}) &= 0 \quad (i \neq j) \\ (p^{(i)}, Ap^{(j)}) &= 0 \quad (i \neq j) \end{aligned} \quad (*)$$

(*) is satisfied for $i \leq k, j \leq k$ where $i \neq j$

$$\begin{aligned} \text{if } i < k \quad (r^{(k+1)}, r^{(i)}) &= (r^{(i)}, r^{(k+1)}) \stackrel{(2)}{=} (r^{(i)}, r^{(k)} - \alpha_k Ap^{(k)}) \\ &\stackrel{(*)}{=} -\alpha_k (r^{(i)}, Ap^{(k)}) \stackrel{(4)}{=} -\alpha_k (p^{(i)} - \beta_{i-1} p^{(i-1)}, Ap^{(k)}) \\ &= -\alpha_k (p^{(i)}, Ap^{(k)}) + \alpha_k \beta_{i-1} (p^{(i-1)}, Ap^{(k)}) \stackrel{(*)}{=} 0 \end{aligned}$$

$$\text{if } i = k \quad (r^{(k+1)}, r^{(k)}) \stackrel{(2)}{=} (r^{(k)}, r^{(k)}) - (r^{(k)}, \alpha_k Ap^{(k)})$$

$$\stackrel{(3)}{=} (r^{(k)}, r^{(k)}) - (p^{(k)} - \beta_{k-1} p^{(k-1)}, \alpha_k Ap^{(k)})$$

$$(1) \alpha_k = \frac{(p^{(k)}, r^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

$$\stackrel{(*)}{=} (r^{(k)}, r^{(k)}) - \alpha_k (p^{(k)}, Ap^{(k)}) \stackrel{(1)}{=} (r^{(k)}, r^{(k)}) - (p^{(k)}, r^{(k)})$$

$$(2) r^{(k+1)} = r^{(k)} - \alpha_k Ap^{(k)}$$

$$\stackrel{(3)}{=} (r^{(k)}, r^{(k)}) - (\beta_{k-1} p^{(k-1)} + r^{(k)}, r^{(k)})$$

$$(3) p^{(k+1)} = r^{(k+1)} + \beta_k p^{(k)}$$

$$= -\beta_{k-1} (p^{(k-1)}, r^{(k)}) \stackrel{(2)}{=} -\beta_{k-1} (p^{(k-1)}, r^{(k-1)} - \alpha_{k-1} Ap^{(k-1)})$$

$$(4) \beta_k = \frac{-(r^{(k+1)}, Ap^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

$$= -\beta_{k-1} \left\{ (p^{(k-1)}, r^{(k-1)}) - \alpha_{k-1} (p^{(k-1)}, Ap^{(k-1)}) \right\} \stackrel{(1)}{=} 0$$

Proof (3/3)

Mathematical Induction 数学的帰納法

$$\begin{aligned} (r^{(i)}, r^{(j)}) &= 0 \quad (i \neq j) \\ (p^{(i)}, Ap^{(j)}) &= 0 \quad (i \neq j) \end{aligned} \quad (*)$$

$(*)$ is satisfied for $i \leq k, j \leq k$ where $i \neq j$

$$\begin{aligned} \underline{\text{if } i < k} \quad (p^{(k+1)}, Ap^{(i)}) &\stackrel{(3)}{=} (r^{(k+1)} + \beta_k p^{(k)}, Ap^{(i)}) \\ &\stackrel{(*)}{=} (r^{(k+1)}, Ap^{(i)}) \\ &\stackrel{(2)}{=} \frac{1}{\alpha_k} (r^{(k+1)}, r^{(i)} - r^{(i-1)}) = 0 \end{aligned}$$

$$(1) \alpha_k = \frac{(p^{(k)}, r^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

$$(2) r^{(k+1)} = r^{(k)} - \alpha_k Ap^{(k)}$$

$$(3) p^{(k+1)} = r^{(k+1)} + \beta_k p^{(k)}$$

$$(4) \beta_k = \frac{-(r^{(k+1)}, Ap^{(k)})}{(p^{(k)}, Ap^{(k)})}$$

$$\begin{aligned} \underline{\text{if } i = k} \quad (p^{(k+1)}, Ap^{(k)}) &\stackrel{(3)}{=} (r^{(k+1)}, Ap^{(k)}) + \beta_k (p^{(k)}, Ap^{(k)}) \\ &\stackrel{(4)}{=} 0 \end{aligned}$$

$$\begin{aligned}
\left(r^{(k+1)}, r^{(k)} \right) &= 0 \\
\left(r^{(k+1)}, r^{(k)} \right) &\stackrel{(2)}{=} \left(r^{(k)}, r^{(k)} \right) - \left(r^{(k)}, \alpha_k A p^{(k)} \right) \\
&\stackrel{(3)}{=} \left(r^{(k)}, r^{(k)} \right) - \left(p^{(k)} - \beta_{k-1} p^{(k-1)}, \alpha_k A p^{(k)} \right) \\
&\stackrel{(*)}{=} \left(r^{(k)}, r^{(k)} \right) - \alpha_k \left(p^{(k)}, A p^{(k)} \right) \stackrel{(1)}{=} \left(r^{(k)}, r^{(k)} \right) - \left(p^{(k)}, r^{(k)} \right) = 0
\end{aligned}$$

$$\therefore \left(r^{(k)}, r^{(k)} \right) = \left(p^{(k)}, r^{(k)} \right)$$

$$(1) \alpha_k = \frac{\left(p^{(k)}, r^{(k)} \right)}{\left(p^{(k)}, A p^{(k)} \right)}$$

$$(2) r^{(k+1)} = r^{(k)} - \alpha_k A p^{(k)}$$

$$(3) p^{(k+1)} = r^{(k+1)} + \beta_k p^{(k)}$$

$$(4) \beta_k = \frac{-\left(r^{(k+1)}, A p^{(k)} \right)}{\left(p^{(k)}, A p^{(k)} \right)}$$

α_k, β_k

Usually, we use simpler definitions of α_k, β_k as follows:

$$\alpha_k = \frac{\left(p^{(k)}, b - Ax^{(k)} \right)}{\left(p^{(k)}, Ap^{(k)} \right)} = \frac{\left(p^{(k)}, r^{(k)} \right)}{\left(p^{(k)}, Ap^{(k)} \right)} = \frac{\left(r^{(k)}, r^{(k)} \right)}{\left(p^{(k)}, Ap^{(k)} \right)}$$

$$\because \left(p^{(k)}, r^{(k)} \right) = \left(r^{(k)}, r^{(k)} \right)$$

$$\beta_k = \frac{-\left(r^{(k+1)}, Ap^{(k)} \right)}{\left(p^{(k)}, Ap^{(k)} \right)} = \frac{\left(r^{(k+1)}, r^{(k+1)} \right)}{\left(r^{(k)}, r^{(k)} \right)}$$

$$\because \left(r^{(k+1)}, Ap^{(k)} \right) = \frac{\left(r^{(k+1)}, r^{(k)} - r^{(k+1)} \right)}{\alpha_k} = -\frac{\left(r^{(k+1)}, r^{(k+1)} \right)}{\alpha_k}$$

Procedures of Conjugate Gradient

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
   $z^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
  if  $i = 1$ 
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
  endif
   $q^{(i)} = [A]p^{(i)}$ 
   $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  check convergence  $|r|$ 
end

```

$x^{(i)}$: Vector

α_i : Scalar

$$\beta_{i-1} = \frac{\left(r^{(i-1)}, r^{(i-1)} \right)}{\left(r^{(i-2)}, r^{(i-2)} \right)} \quad \left(= \rho_{i-1} \right)$$

$$\alpha_i = \frac{\left(r^{(i-1)}, r^{(i-1)} \right)}{\left(p^{(i)}, Ap^{(i)} \right)} \quad \left(= \rho_{i-1} \right)$$

Preconditioning for Iterative Solvers

- Convergence rate of iterative solvers strongly depends on the spectral properties (eigenvalue distribution) of the coefficient matrix A .
 - Eigenvalue distribution is small, eigenvalues are close to 1
 - In “ill-conditioned” problems, “condition number” (ratio of max/min eigenvalue if A is symmetric) is large (条件数) .
- A preconditioner M (whose properties are similar to those of A) transforms the linear system into one with more favorable spectral properties (前处理)
 - M transforms $Ax=b$ into $A'x=b'$ where $A'=M^{-1}A$, $b'=M^{-1}b$
 - If $M \sim A$, $M^{-1}A$ is close to identity matrix.
 - If $M^{-1}=A^{-1}$, this is the best preconditioner (Gaussian Elim.)
 - Generally, $A'x'=b'$ where $A'=M_L^{-1}AM_R^{-1}$, $b'=M_L^{-1}b$, $x'=M_Rx$
 - M_L/M_R : Left/Right Preconditioning (左/右前处理)

Preconditioned CG Solver

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
  solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)} \cdot z^{(i-1)}$ 
  if  $i = 1$ 
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
  endif
   $q^{(i)} = [A]p^{(i)}$ 
   $\alpha_i = \rho_{i-1} / p^{(i)} \cdot q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  check convergence  $|r|$ 
end

```

$$[M] = [M_1][M_2]$$

$$[A']x' = b'$$

$$[A'] = [M_1]^{-1}[A][M_2]^{-1}$$

$$x' = [M_2]x, \quad b' = [M_1]^{-1}b$$

$$p' \Rightarrow [M_2]p, \quad r' \Rightarrow [M_1]^{-1}r$$

$$p'^x(i) = r'^{(i-1)} + \beta'_{i-1} p'^{(i-1)}$$

$$[M_2]p^{(i)} = [M_1]^{-1}r^{(i-1)} + \beta'_{i-1} [M_2]p^{(i-1)}$$

$$p^{(i)} = [M_2]^{-1}[M_1]^{-1}r^{(i-1)} + \beta'_{i-1} p^{(i-1)}$$

$$p^{(i)} = [M]^{-1}r^{(i-1)} + \beta'_{i-1} p^{(i-1)}$$

$$\beta'_{i-1} = \frac{([M]^{-1}r^{(i-1)}, r^{(i-1)})}{([M]^{-1}r^{(i-2)}, r^{(i-2)})}$$

$$\alpha'_{i-1} = \frac{([M]^{-1}r^{(i-1)}, r^{(i-1)})}{(p^{(i-1)}, [A]p^{(i-1)})}$$

Preconditioned Conjugate Gradient Method (PCG)

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
    solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i = 1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = p^{(i-1)} + \beta_{i-1} z^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

Solving the following equation:

$$\{z\} = [M]^{-1} \{r\}$$

“Approximate Inverse Matrix”

$$[M]^{-1} \approx [A]^{-1}, \quad [M] \approx [A]$$

Ultimate Preconditioning:

Inverse Matrix

$$[M]^{-1} = [A]^{-1}, \quad [M] = [A]$$

Diagonal Scaling: Simple but weak

$$[M]^{-1} = [D]^{-1}, \quad [M] = [D]$$

Diagonal Scaling, Point-Jacobi

$$[M] = \begin{bmatrix} D_1 & 0 & \dots & 0 & 0 \\ 0 & D_2 & & 0 & 0 \\ \dots & & \dots & & \dots \\ 0 & 0 & & D_{N-1} & 0 \\ 0 & 0 & \dots & 0 & D_N \end{bmatrix}$$

- solve $[M]\mathbf{z}^{(i-1)} = \mathbf{r}^{(i-1)}$ is very easy.
- Provides fast convergence for simple problems.

ILU(0), IC(0)

- Widely used Preconditioners for Sparse Matrices
 - Incomplete LU Factorization
 - Incomplete Cholesky Factorization (for Symmetric Matrices)
- Incomplete Direct Method
 - Even if original matrix is sparse, inverse matrix is not necessarily sparse.
 - **fill-in**
 - ILU(0)/IC(0) without fill-in have same non-zero pattern with the original (sparse) matrices

Full LU Factorization (or LU Decomposition)



- Direct Method
 - A^{-1} is calculated directly
 - A^{-1} can be saved
 - Fill-in's
- LU factorization

Incomplete LU Factorization (ILU)



- ILU factorization
 - Incomplete LU factorization
- Generation of fill-in's is controlled
 - Preconditioning method
 - Incomplete Inverse Matrix, “Weaker” Direct Method
 - ILU(0): NO fill-in's

ILU(0), IC(0)

- Incomplete Factorization without Fill-in's
 - Saving Memory, Smaller Computations
- **If we solve equations by this incomplete factorization, we can get “incomplete” solutions.**
 - **But those are not far from accurate ones.**
 - **“Accuracy”/”Inaccuracy” depends on property of matrices**

Classification of Preconditioning Methods: Trade-off

Weak

Strong

Point Jacobi

Diagonal
Blocking

ILU(0)

ILU(1)

ILU(2)

Gaussian
Elimination

- Simple
- Easy to be Parallelized
- Cheap

- Complicated
- Global Dependency
- Expensive

- Background
 - Finite Volume Method
 - Preconditioned Iterative Solvers
- **CG Solver for Poisson Equations**
 - **How to run**
 - **Data Structure**
 - Program
 - Initialization
 - Coefficient Matrices
 - CG

Target Application

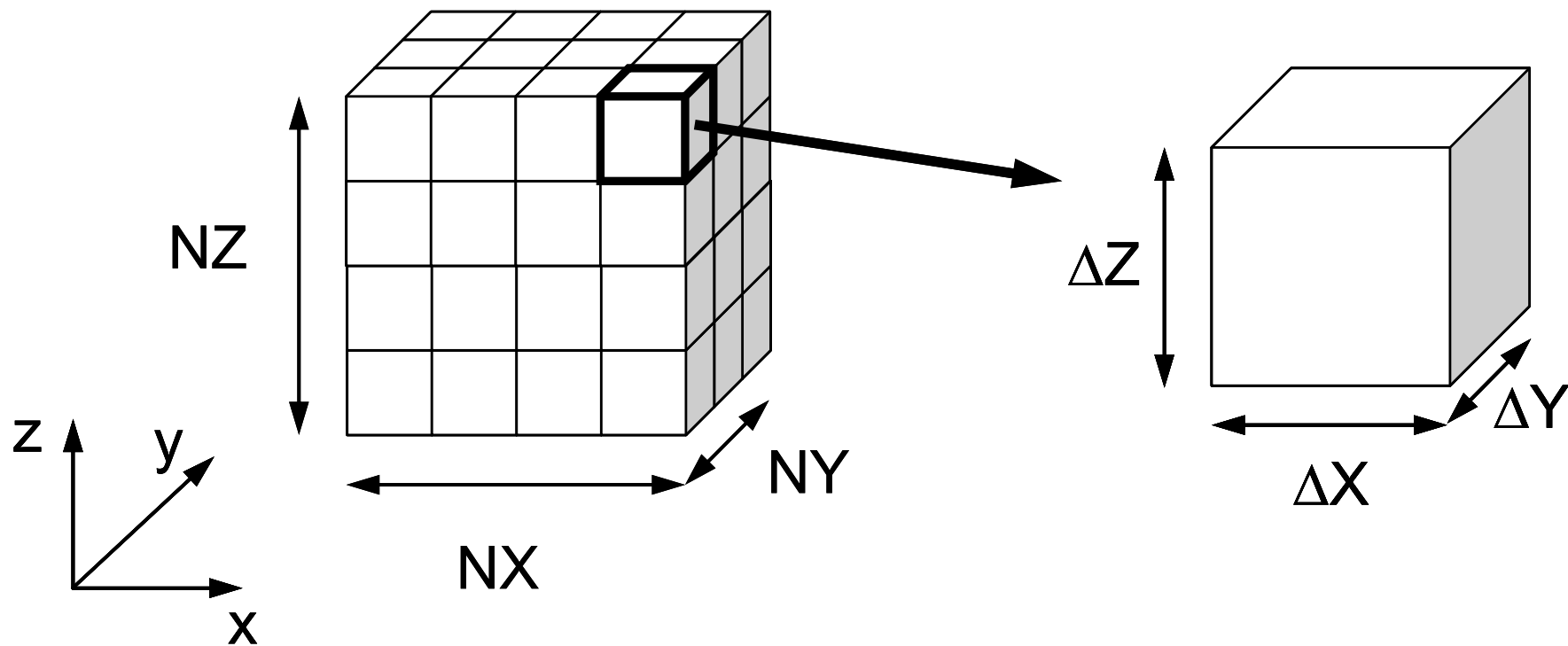
- 3D Poisson Equations

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

- Finite Volume Method (FVM)
 - Arbitrary Shape Elements, Cell-Centered
 - “Direct” Finite Difference Method
- Boundary Conditions
 - Dirichlet B.C., Volume Flux
- Preconditioned Iterative Solvers
 - Conjugate Gradient + Preconditioner (Diagonal Scaling/Point Jacobi)

3D Structured Mesh

Internal data structure is “unstructured”



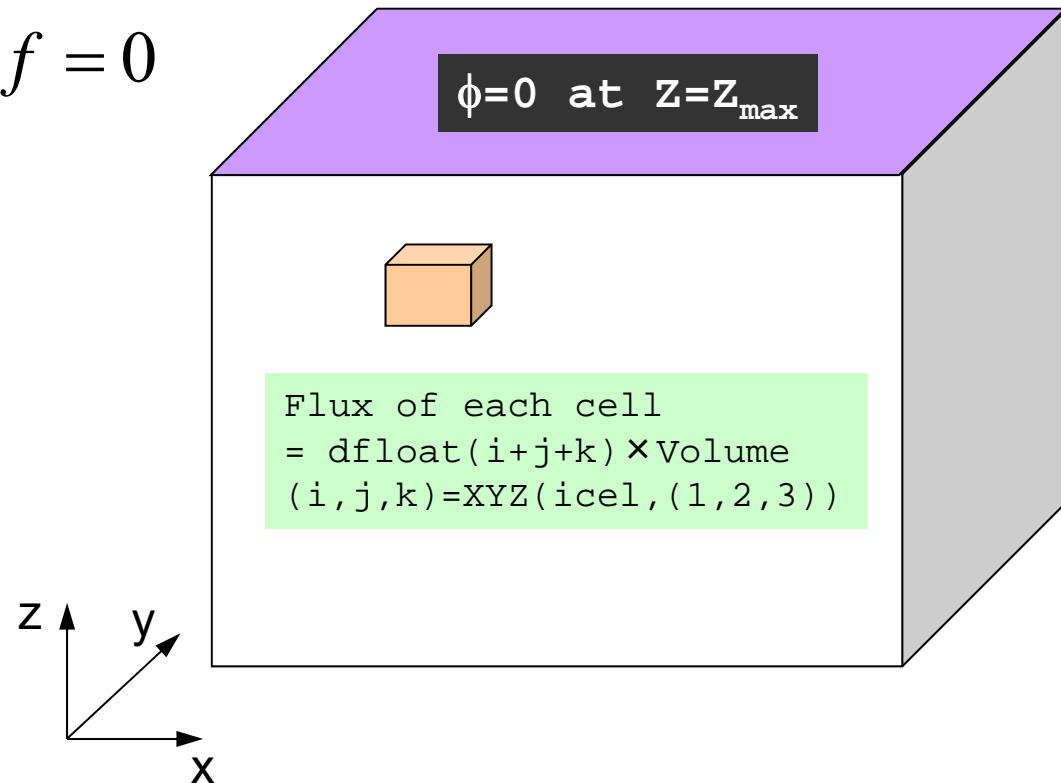
Target Problem: Variables are defined at cell-center'

Poisson Equation

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

B.C.

- Volume Flux
- $\phi = 0 @ Z = Z_{\max}$



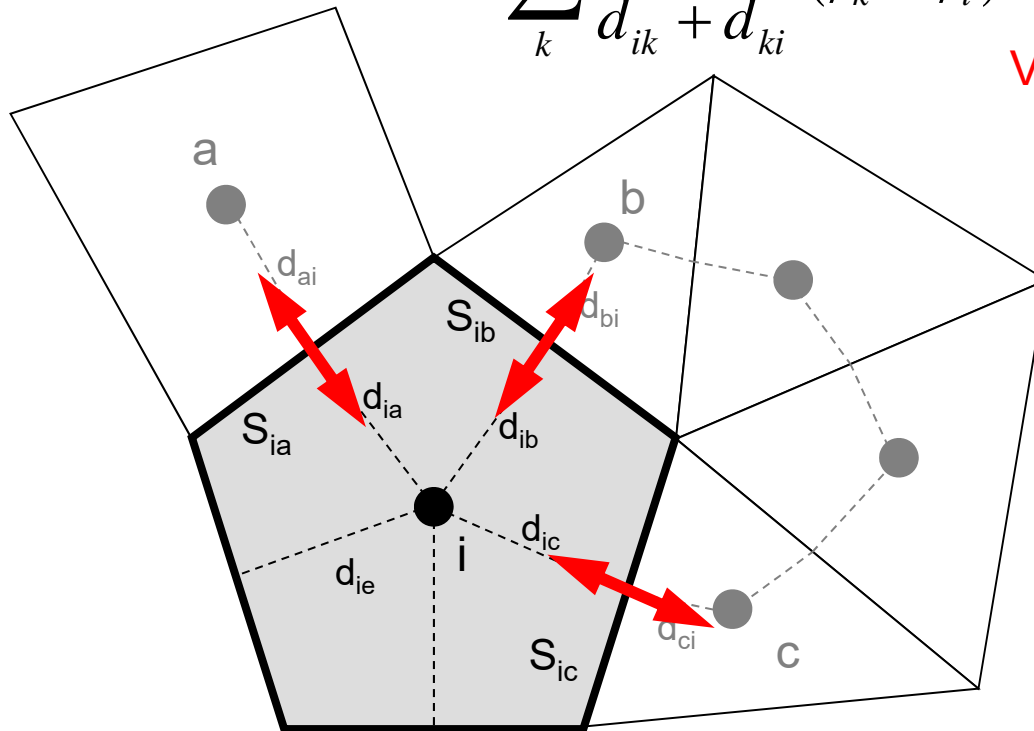
Finite Volume Method (FVM)

Conservation of Fluxes through Surfaces

Diffusion:
Interaction with Neighbors

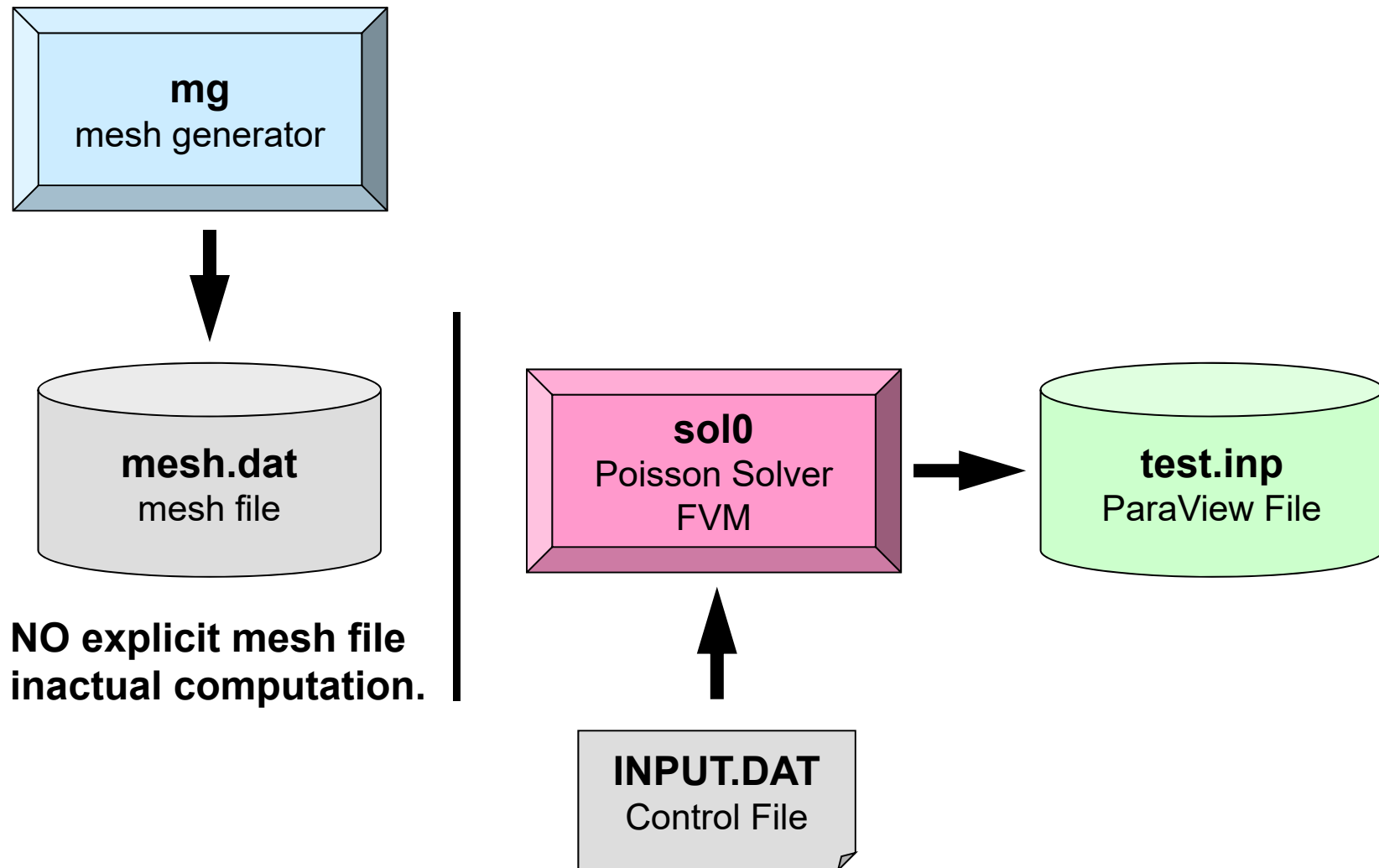
$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Volume Flux



- V_i : Volume
- S : Surface Area
- d_{ij} : Distance between
Cell-Center &
Surface
- Q : Volume Flux

Running the Program: `<$P-fvm>/run`



Running the Program

Compiling

```
$> cd <$P-L1>/run
```

```
$> gfortran -O mg.f -o mg (or cc -O mg.c -o mg)
```

```
$> ls mg  
mg
```

Mesh Generator: **mg**

```
$> cd ../src-c
```

```
$> make
```

```
$> ls ../run/sol0  
sol0
```

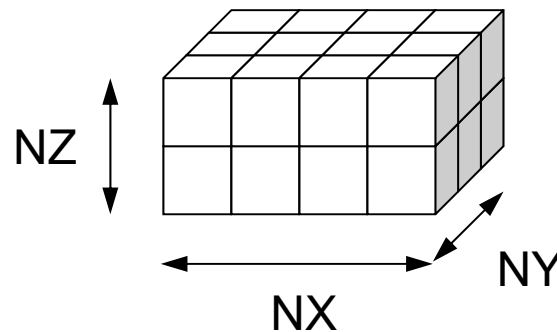
Poisson Solver (FVM): **L1-sol**

Running the Program

Mesh Generation

```
$> cd ../run  
$> ./mg  
4 3 2  
$> ls mesh.dat  
mesh.dat
```

NX, NY, NZ



mesh.dat (1/5)

```

4   3   2
24
1   0   2   0   5   0  13   1   1   1
2   1   3   0   6   0  14   2   1   1
3   2   4   0   7   0  15   3   1   1
4   3   0   0   8   0  16   4   1   1
5   0   6   1   9   0  17   1   2   1
6   5   7   2  10   0  18   2   2   1
7   6   8   3  11   0  19   3   2   1
8   7   0   4  12   0  20   4   2   1
9   0  10   5   0   0  21   1   3   1
10  9  11   6   0   0  22   2   3   1
11 10  12   7   0   0  23   3   3   1
12 11   0   8   0   0  24   4   3   1
13  0  14   0  17   1   0   1   1   2
14 13  15   0  18   2   0   2   1   2
15 14  16   0  19   3   0   3   1   2
16 15   0   0  20   4   0   4   1   2
17  0  18  13  21   5   0   1   2   2
18 17  19  14  22   6   0   2   2   2
19 18  20  15  23   7   0   3   2   2
20 19   0  16  24   8   0   4   2   2
21  0  22  17   0   9   0   1   3   2
22 21  23  18   0  10   0   2   3   2
23 22  24  19   0  11   0   3   3   2
24 23   0  20   0  12   0   4   3   2

```

```

read (21,'(10i10)') NX , NY , NZ
read (21,'(10i10)') ICELTOT

```

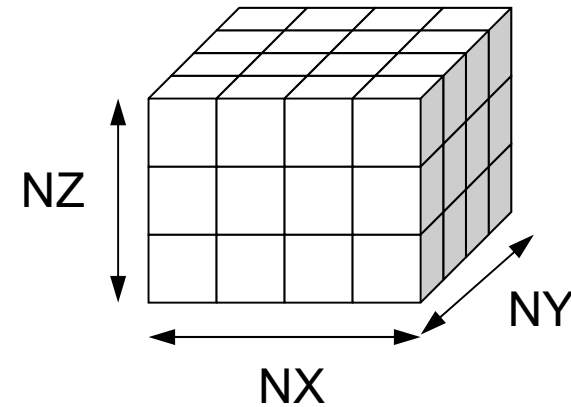
```

do i= 1, ICELTOT
  read (21, '(10i10)') ii, (NEIBcell(i,k), k= 1, 6), (XYZ(i,j), j= 1, 3)
enddo

```

mesh.dat (2/5)

4	3	2							
24									
1	0	2	0	5	0	13	1	1	1
2	1	3	0	6	0	14	2	1	1
3	2	4	0	7	0	15	3	1	1
4	3	0	0	8	0	16	4	1	1
5	0	6	1	9	0	17	1	2	1
6	5	7	2	10	0	18	2	2	1
7	6	8	3	11	0	19	3	2	1
8	7	0	4	12	0	20	4	2	1
9	0	10	5	0	0	21	1	3	1
10	9	11	6	0	0	22	2	3	1
11	10	12	7	0	0	23	3	3	1
12	11	0	8	0	0	24	4	3	1
13	0	14	0	17	1	0	1	1	2
14	13	15	0	18	2	0	2	1	2
15	14	16	0	19	3	0	3	1	2
16	15	0	0	20	4	0	4	1	2
17	0	18	13	21	5	0	1	2	2
18	17	19	14	22	6	0	2	2	2
19	18	20	15	23	7	0	3	2	2
20	19	0	16	24	8	0	4	2	2
21	0	22	17	0	9	0	1	3	2
22	21	23	18	0	10	0	2	3	2
23	22	24	19	0	11	0	3	3	2
24	23	0	20	0	12	0	4	3	2



**Number of meshes
in X/Y/Z directions**

```
read (21, '(10i10)') NX, NY, NZ
read (21, '(10i10)') ICELTOT
```

```
do i= 1, ICELTOT
  read (21, '(10i10)') ii, (NEIBcell(i,k), k= 1, 6), (XYZ(i,j), j= 1, 3)
enddo
```


mesh.dat (3/5)

4	3	2							
24									
1	0	2	0	5	0	13	1	1	1
2	1	3	0	6	0	14	2	1	1
3	2	4	0	7	0	15	3	1	1
4	3	0	0	8	0	16	4	1	1
5	0	6	1	9	0	17	1	2	1
6	5	7	2	10	0	18	2	2	1
7	6	8	3	11	0	19	3	2	1
8	7	0	4	12	0	20	4	2	1
9	0	10	5	0	0	21	1	3	1
10	9	11	6	0	0	22	2	3	1
11	10	12	7	0	0	23	3	3	1
12	11	0	8	0	0	24	4	3	1
13	0	14	0	17	1	0	1	1	2
14	13	15	0	18	2	0	2	1	2
15	14	16	0	19	3	0	3	1	2
16	15	0	0	20	4	0	4	1	2
17	0	18	13	21	5	0	1	2	2
18	17	19	14	22	6	0	2	2	2
19	18	20	15	23	7	0	3	2	2
20	19	0	16	24	8	0	4	2	2
21	0	22	17	0	9	0	1	3	2
22	21	23	18	0	10	0	2	3	2
23	22	24	19	0	11	0	3	3	2
24	23	0	20	0	12	0	4	3	2

Number of Meshes (Cells)
= NX x NY x NZ

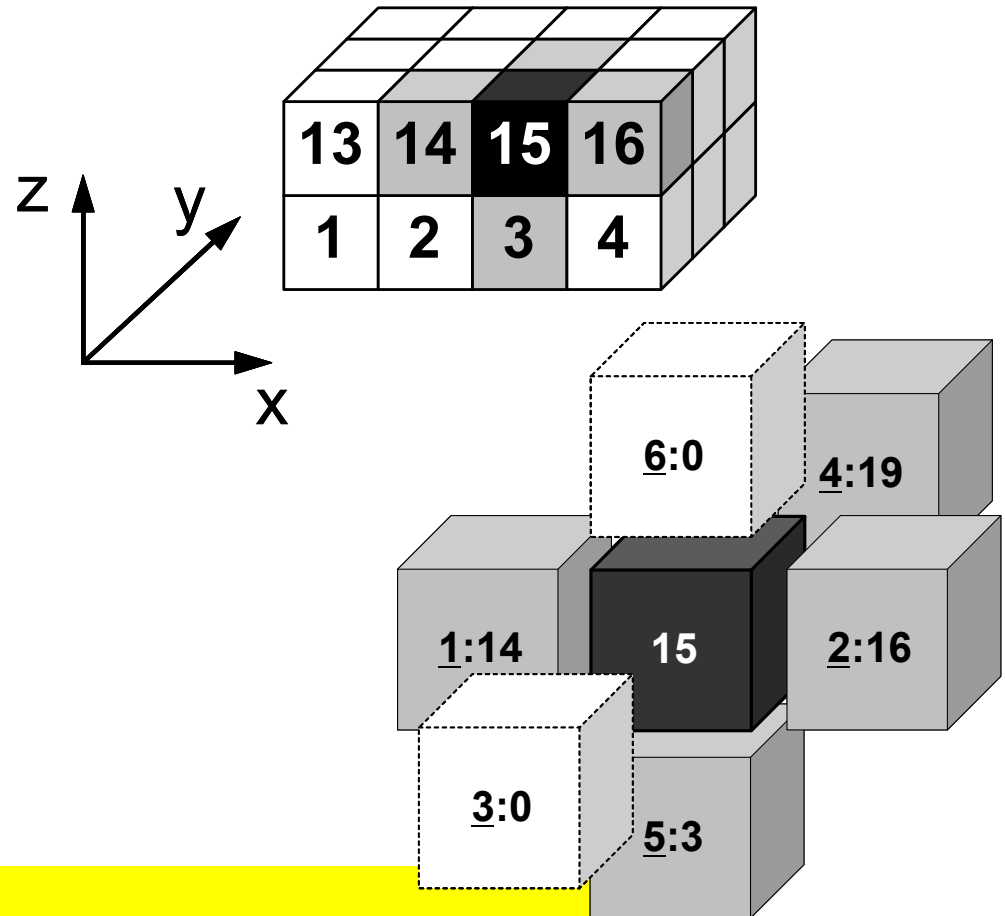
```
read (21, '(10i10)') NX, NY, NZ
read (21, '(10i10)') ICELTOT
```

```
do i= 1, ICELTOT
  read (21, '(10i10)') ii, (NEIBcell(i,k), k= 1, 6), (XYZ(i,j), j= 1, 3)
enddo
```

mesh.dat (4/5)

4	3	2							
24									
1	0	2	0	5	0	13	1	1	1
2	1	3	0	6	0	14	2	1	1
3	2	4	0	7	0	15	3	1	1
4	3	0	0	8	0	16	4	1	1
5	0	6	1	9	0	17	1	2	1
6	5	7	2	10	0	18	2	2	1
7	6	8	3	11	0	19	3	2	1
8	7	0	4	12	0	20	4	2	1
9	0	10	5	0	0	21	1	3	1
10	9	11	6	0	0	22	2	3	1
11	10	12	7	0	0	23	3	3	1
12	11	0	8	0	0	24	4	3	1
13	0	14	0	17	1	0	1	1	2
14	13	15	0	18	2	0	2	1	2
15	14	16	0	19	3	0	3	1	2
16	15	0	0	20	4	0	4	1	2
17	0	18	13	21	5	0	1	2	2
18	17	19	14	22	6	0	2	2	2
19	18	20	15	23	7	0	3	2	2
20	19	0	16	24	8	0	4	2	2
21	0	22	17	0	9	0	1	3	2
22	21	23	18	0	10	0	2	3	2
23	22	24	19	0	11	0	3	3	2
24	23	0	20	0	12	0	4	3	2

Neighboring Cells: NEIBcell(i,k)

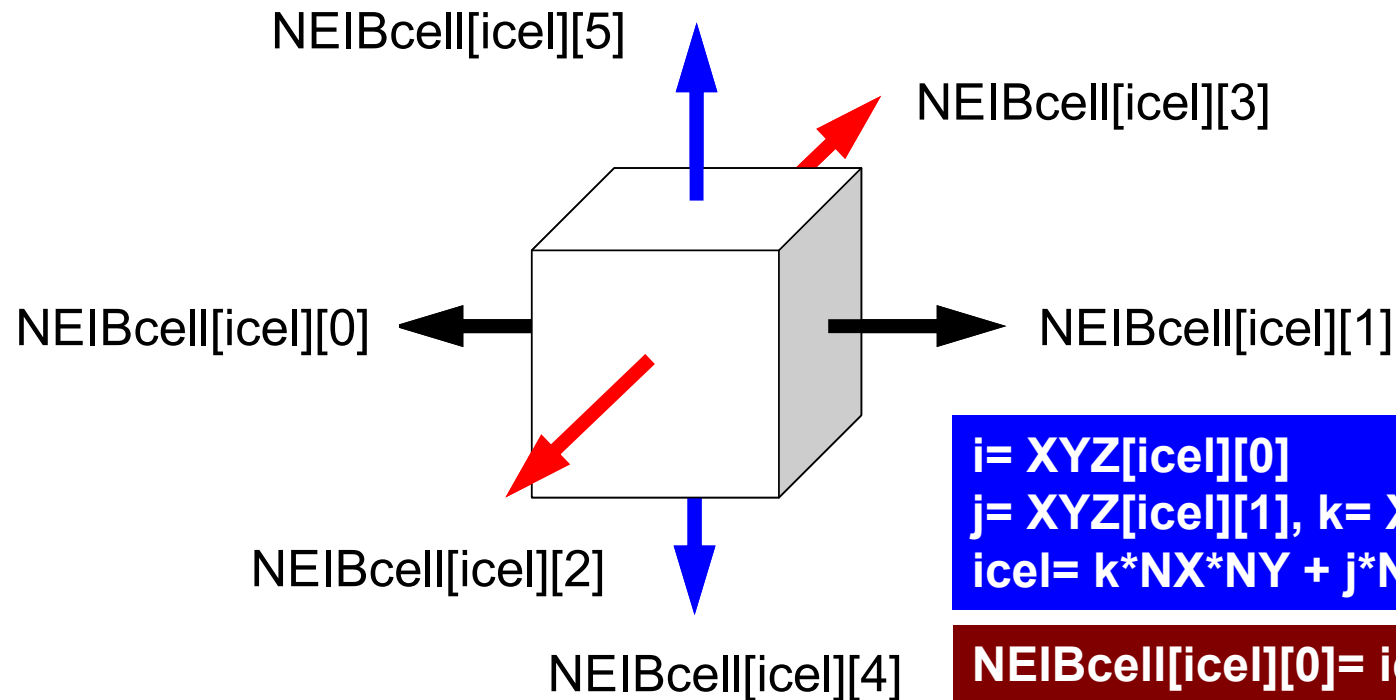


```
read (21, '(10i10)') NX, NY, NZ
read (21, '(10i10)') ICELTOT
```

1st Col.: Global ID of the Cell

```
do i= 1, ICELTOT
  read (21, '(10i10)') ii, (NEIBcell(i,k), k= 1, 6), (XYZ(i,j), j= 1, 3)
enddo
```

NEIBcell: ID of Neighboring Mesh/Cell =0: for Boundary Surface



$i = \text{XYZ}[\text{icel}][0]$
 $j = \text{XYZ}[\text{icel}][1], k = \text{XYZ}[\text{icel}][2]$
 $\text{icel} = k * \text{NX} * \text{NY} + j * \text{NX} + i$

$\text{NEIBcell}[\text{icel}][0] = \text{icel} - 1 \quad + 1$
 $\text{NEIBcell}[\text{icel}][1] = \text{icel} + 1 \quad + 1$
 $\text{NEIBcell}[\text{icel}][2] = \text{icel} - \text{NX} \quad + 1$
 $\text{NEIBcell}[\text{icel}][3] = \text{icel} + \text{NX} \quad + 1$
 $\text{NEIBcell}[\text{icel}][4] = \text{icel} - \text{NX} * \text{NY} + 1$
 $\text{NEIBcell}[\text{icel}][5] = \text{icel} + \text{NX} * \text{NY} + 1$

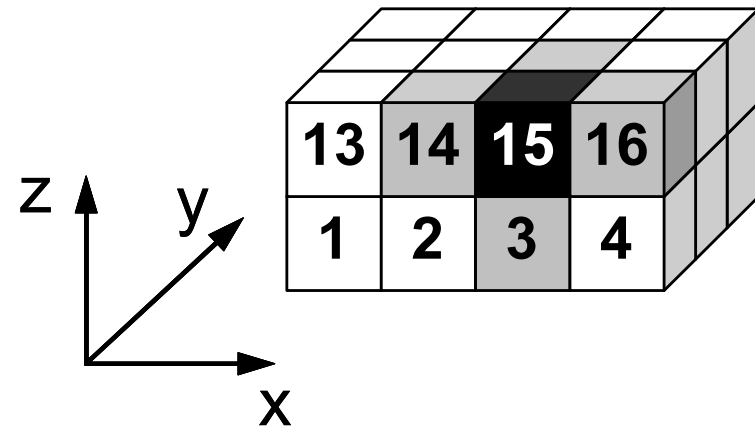
mesh.dat (5/5)

Location in X,Y,Z-directions: XYZ(i,j)

```

4   3   2
24
1   0   2   0   5   0  13   1   1   1
2   1   3   0   6   0  14   2   1   1
3   2   4   0   7   0  15   3   1   1
4   3   0   0   8   0  16   4   1   1
5   0   6   1   9   0  17   1   2   1
6   5   7   2  10   0  18   2   2   1
7   6   8   3  11   0  19   3   2   1
8   7   0   4  12   0  20   4   2   1
9   0  10   5   0   0  21   1   3   1
10  9  11   6   0   0  22   2   3   1
11 10  12   7   0   0  23   3   3   1
12 11   0   8   0   0  24   4   3   1
13  0  14   0  17   1   0   1   1   2
14 13  15   0  18   2   0   2   1   2
15 14  16   0  19   3   0   3   1   2
16 15   0   0  20   4   0   4   1   2
17  0  18  13  21   5   0   1   2   2
18 17  19  14  22   6   0   2   2   2
19 18  20  15  23   7   0   3   2   2
20 19   0  16  24   8   0   4   2   2
21  0  22  17   0   9   0   1   3   2
22 21  23  18   0  10   0   2   3   2
23 22  24  19   0  11   0   3   3   2
24 23   0  20   0  12   0   4   3   2

```



```

read (21, '(10i10)') NX, NY, NZ
read (21, '(10i10)') ICELTOT

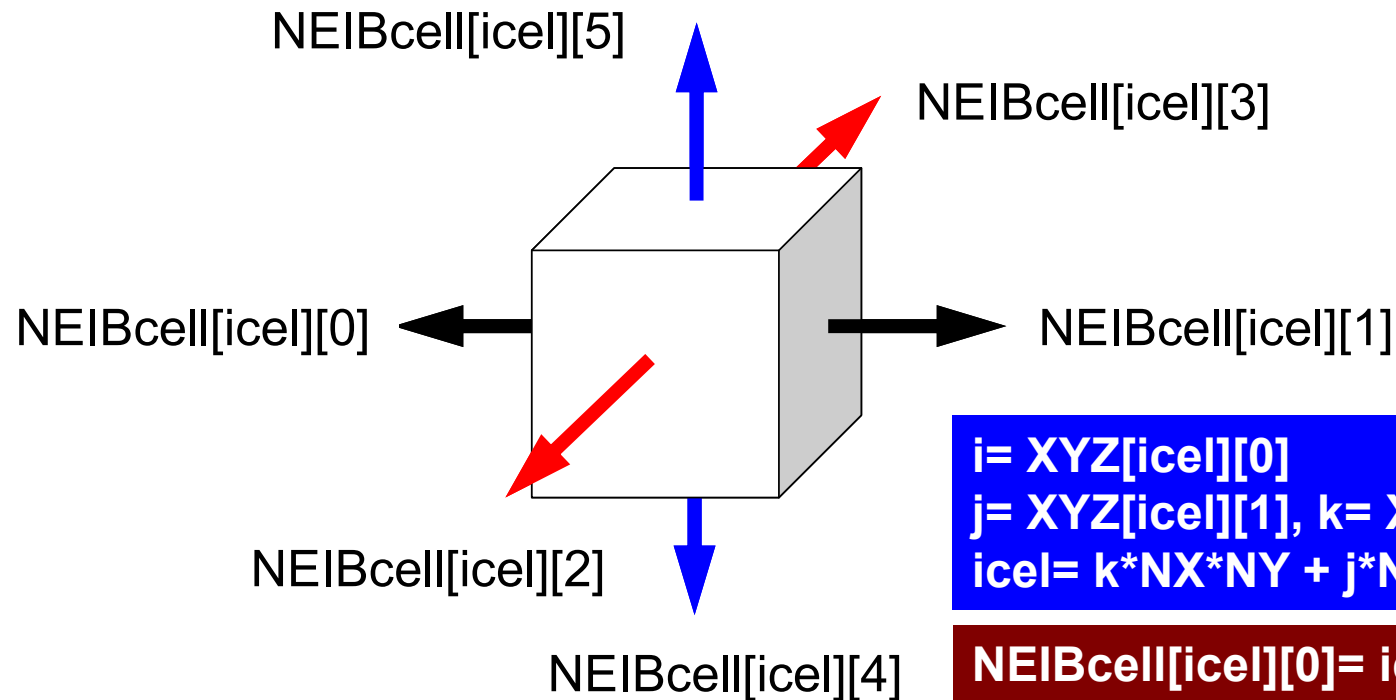
```

```

do i= 1, ICELTOT
  read (21, '(10i10)') ii, (NEIBcell(i,k), k= 1, 6), (XYZ(i, j), j= 1, 3)
enddo

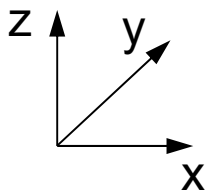
```

NEIBcell: ID of Neighboring Mesh/Cell =0: for Boundary Surface



$i = \text{XYZ}[\text{icel}][0]$
 $j = \text{XYZ}[\text{icel}][1], k = \text{XYZ}[\text{icel}][2]$
 $\text{icel} = k * \text{NX} * \text{NY} + j * \text{NX} + i$

$\text{NEIBcell}[\text{icel}][0] = \text{icel} - 1 \quad + 1$
 $\text{NEIBcell}[\text{icel}][1] = \text{icel} + 1 \quad + 1$
 $\text{NEIBcell}[\text{icel}][2] = \text{icel} - \text{NX} \quad + 1$
 $\text{NEIBcell}[\text{icel}][3] = \text{icel} + \text{NX} \quad + 1$
 $\text{NEIBcell}[\text{icel}][4] = \text{icel} - \text{NX} * \text{NY} + 1$
 $\text{NEIBcell}[\text{icel}][5] = \text{icel} + \text{NX} * \text{NY} + 1$



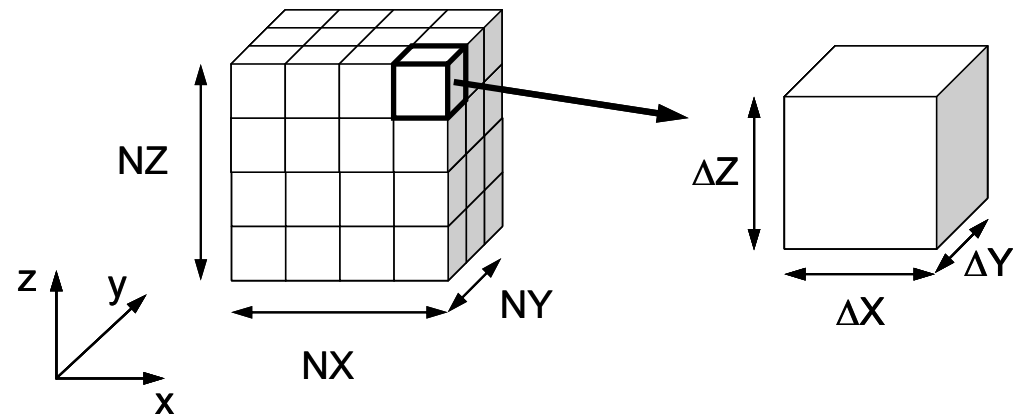
Running the Program

Control Data: <\$E-L1>/run/INPUT.DAT

```

32 32 32          NX/NY/NZ
1.00e-00 1.00e-00 1.00e-00  DX/DY/DZ
1.0e-08          EPSICCG
  
```

- **NX, NY, NZ**
 - Number of meshes in X/Y/Z dir.
- **DX, DY, DZ**
 - Size of meshes
- **EPSICCG**
 - Convergence Criteria for ICCG

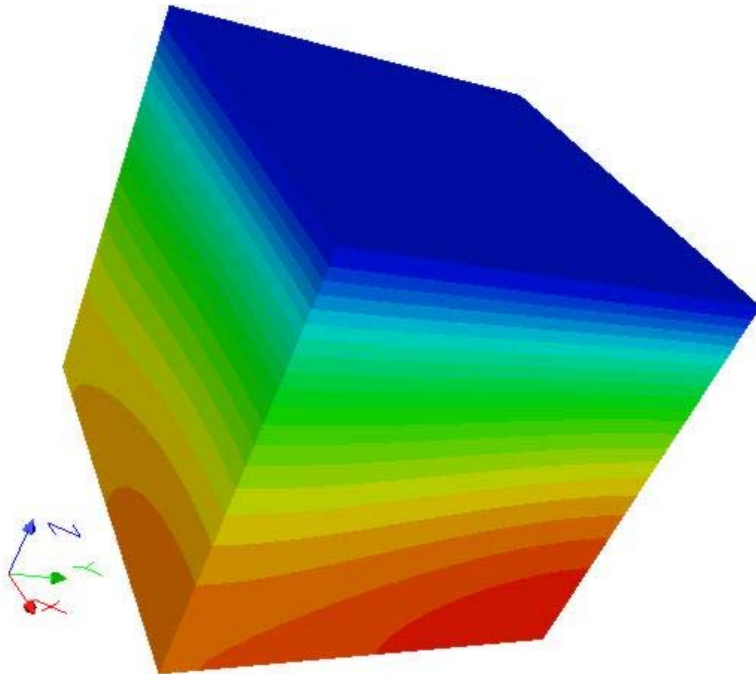


Running the Program

Running, Post Processing by ParaView

<http://nkl.cc.u-tokyo.ac.jp/class/HowtouseParaViewE.pdf>

```
$> cd <$P-fvm>/run  
$> ./sol0  
  
$> ls test.inp  
test.inp
```



UCD Format (1/2)

Unstructured Cell Data

要素の種類

点

線

三角形

四角形

四面体

角錐

三角柱

六面体

二次要素

線2

三角形2

四角形2

四面体2

角錐2

三角柱2

六面体2

キーワード

pt

line

tri

quad

tet

pyr

prism

hex

line2

tri2

quad2

tet2

pyr2

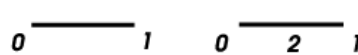
prism2

hex2

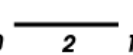
点



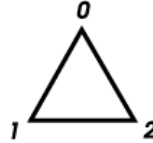
線



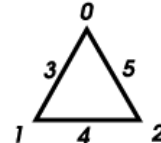
線2



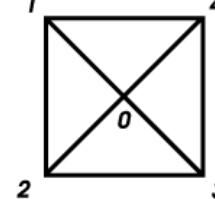
三角形



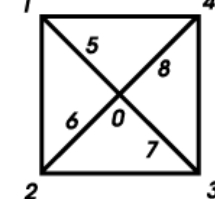
三角形2



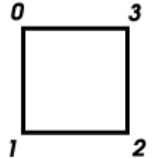
四角錐



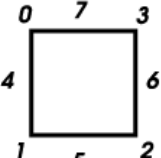
四角錐2



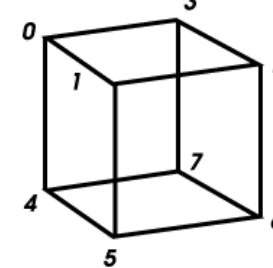
四角形



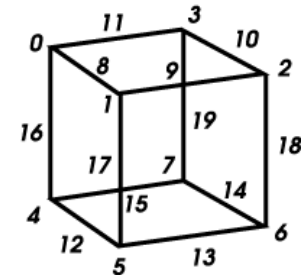
四角形2



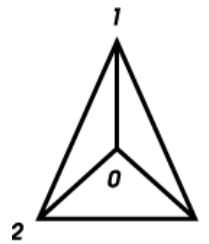
六面体



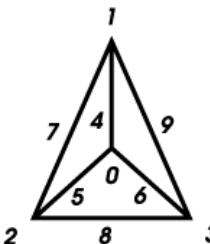
六面体2



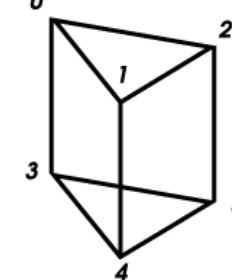
三角錐



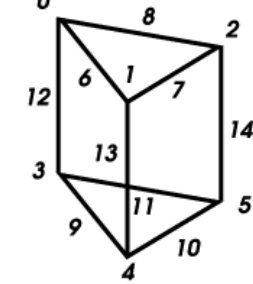
三角錐2



三角柱



三角柱2



UCD Format (2/2)

- Originally for AVS, microAVS
- Extension of the UCD file is “inp”
- There are two types of formats. Only old type can be read by ParaView.

- Background
 - Finite Volume Method
 - Preconditioned Iterative Solvers
- **CG Solver for Poisson Equations**
 - How to run
 - Data Structure
 - **Program**
 - **Initialization**
 - **Coefficient Matrices**
 - CG

Structure of the Program

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct.h"
#include "pcg.h"
#include "input.h" ...

int
main()
{
    double *WK;
    int NPLU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

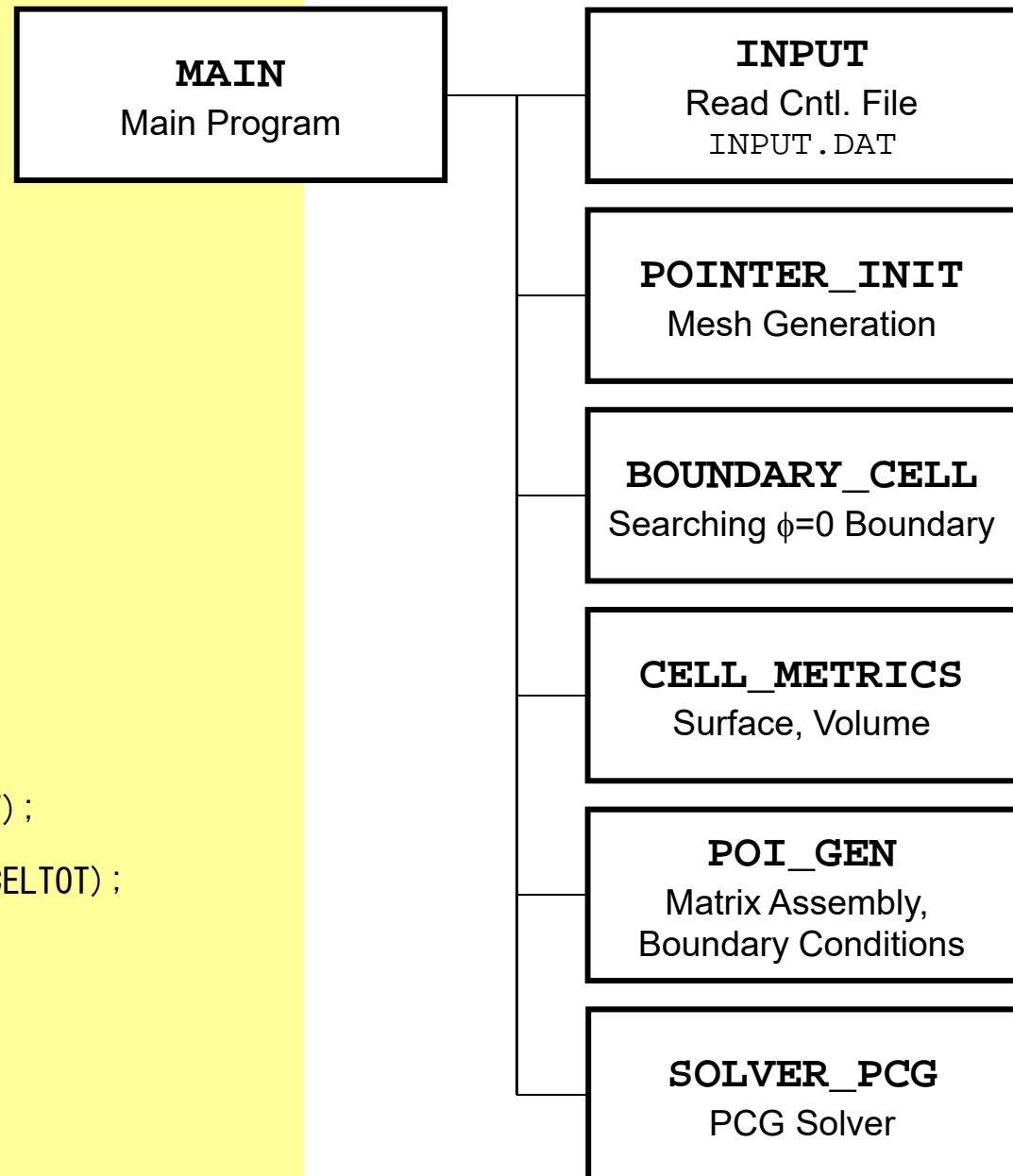
    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    memset(PHI, 0.0, sizeof(double)*ICELTOT);
    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);

    if(solve_PCG(...)) goto error;

    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}

```



struct.h

```

#ifndef __H_STRUCT
#define __H_STRUCT

#include <omp.h>

int ICELTOT, ICELTOTp, N;
int NX, NY, NZ, NXP1, NYP1, NZP1, IBNODTOT;
int NXc, NYc, NZc;

double DX, DY, DZ, XAREA, YAREA, ZAREA;
double RDX, RDY, RDZ, RDX2, RDY2, RDZ2, R2DX, R2DY, R2DZ;
double *VOLCEL, *VOLNOD, *RVC, *RVN;

int **XYZ, **NEIBcell;

int ZmaxCEltot;
int *BC_INDEX, *BC_NOD;
int *ZmaxCEL;

int **IWKX;
double **FCV;

int my_rank, PETOT, PEsmptTOT;

#endif /* __H_STRUCT */

```

ICELTOT:

Number of meshes ($NX \times NY \times NZ$)

N:

Number of modes

NX,NY,NZ:

Number of meshes in x/y/z directions

NXP1,NYP1,NZP1:

Number of nodes in x/y/z directions

IBNODTOT:

= $NXP1 \times NYP1$

XYZ[ICELTOT][3]:

Location of meshes

NEIBcell[ICELTOT][6]:

Neighboring meshes

pcg.h (1/5)

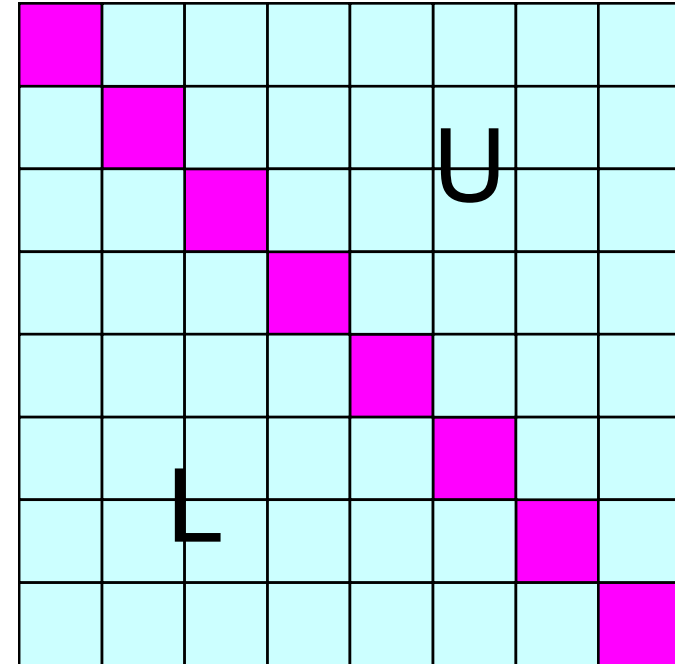
```

#ifndef __H_PCG
#define __H_PCG
static int N2 = 256;
int NLUmax, NCOLORTot, NCOLORk, NLU;
int METHOD, ORDER_METHOD;
double EPSICCG;

double *D, *PHI, *BFORCE;
double *AMAT;

int *INLU, *COLORindex, *indexLU;
int *OLDtoNEW, *NEWtoOLD;
int **IALU, *itemLU, NPLU;
#endif /* __H_PCG */

```



- Sparse Matrix
- Only non-zero off-diagonal components (CRS)
- Diagonal/Off-Diagonal components are stored separately

pcg.h (2/5)

```

#ifndef __H_PCG
#define __H_PCG
static int N2 = 256;
int NLUmax, NCOLORTot, NCOLORk, NLU;
int METHOD, ORDER_METHOD;
double EPSICCG;

double *D, *PHI, *BFORCE;
double *AMAT;

int *INLU, *COLORindex, *indexLU;
int *OLDtoNEW, *NEWtoOLD;
int **IALU, *itemLU, NPLU;
#endif /* __H_PCG */

```

Auxiliary Arrays

Off-Diagonal Components (Column ID)

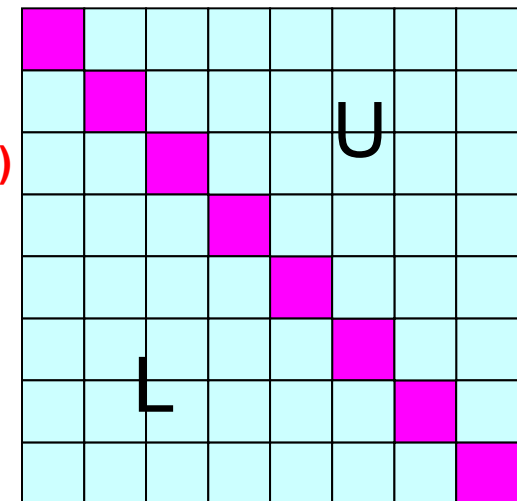
`IALU[i][icou]`

```

INLU[ ICELTOT ]           # Non-zero off-diag. components
IALU[ ICELTOT ][ NLU ]  Col. ID: non-zero off-diag. comp.
NLU                    Max # of L/U non-zero off-diag. comp.s (=6)

indexLU[ ICELTOT+1 ]     # Non-zero off-diag. comp. (CRS)
NPLU                     Total # of L/U non-zero off-diag. comp.
itemLU[ NPLU ]           Col. ID: non-zero off-diag. comp. (CRS)

```



pcg.h (3/5)

```

#ifndef __H_PCG
#define __H_PCG
static int N2 = 256;
int NLUmax, NCOLORTot, NCOLORk, NLU;
int METHOD, ORDER_METHOD;
double EPSICCG;

double *D, *PHI, *BFORCE;
double *AMAT;

int *INLU, *COLORindex, *indexLU;
int *OLDtoNEW, *NEWtoOLD;
int **IALU, *itemLU, NPLU;
#endif /* __H_PCG */

```

Auxiliary Arrays

Off-Diagonal Components (Column ID)

IALU[i][icou]

INLU[i]: Number@each row

INLU[ICELTOT]

IALU[ICELTOT][NLU]
NLU

indexLU[ICELTOT+1]
NPLU
itemLU[NPLU]

Non-zero off-diag. components

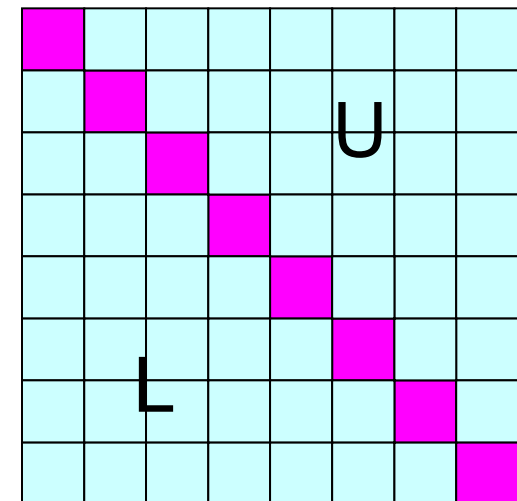
Col. ID: non-zero off-diag. comp.

Max # of L/U non-zero off-diag. comp.s (=6)

Non-zero off-diag. comp. (CRS)

Total # of L/U non-zero off-diag. comp.

Col. ID: non-zero off-diag. comp. (CRS)



pcg.h (4/5)

```

#ifndef __H_PCG
#define __H_PCG
static int N2 = 256;
int NLUmax, NCOLORTot, NCOLORk, NLU;
int METHOD, ORDER_METHOD;
double EPSICCG;

double *D, *PHI, *BFORCE;
double *AMAT;

int *INLU, *COLORindex, *indexLU;
int *OLDtoNEW, *NEWtoOLD;
int **IALU, *itemLU, NPLU;
#endif /* __H_PCG */

```

Auxiliary Arrays

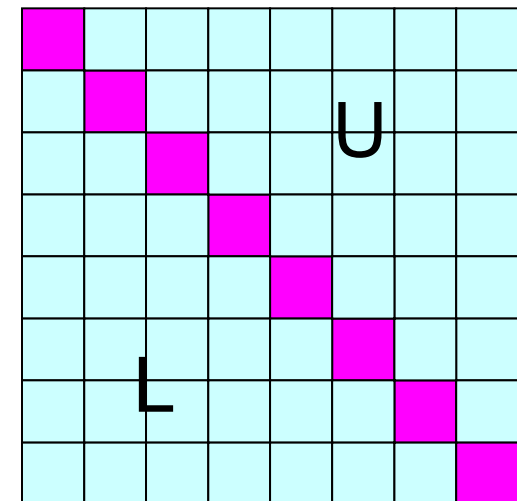
Off-Diagonal Components (Column ID)

`IALU[i][icou]`

`INLU[i]`: Number@each row

`INLU[ICELTOT]` # Non-zero off-diag. components
`IALU[ICELTOT][NLU]` Col. ID: non-zero off-diag. comp.
`NLU` Max # of L/U non-zero off-diag. comp.s (=6)

`indexLU[ICELTOT+1]` # Non-zero off-diag. comp. (CRS)
`NPLU` Total # of L/U non-zero off-diag. comp.
`itemLU[NPLU]` Col. ID: non-zero off-diag. comp. (CRS)



pcg.h (5/5)

```

#ifndef __H_PCG
#define __H_PCG
static int N2 = 256;
int NLUmax, NCOLORTot, NCOLORk, NLU;
int METHOD, ORDER_METHOD;
double EPSICCG;

double *D, *PHI, *BFORCE;
double *AMAT;

int *INLU, *COLORindex, *indexLU;
int *OLDtoNEW, *NEWtoOLD;
int **IALU, *itemLU, NPLU;
#endif /* __H_PCG */

```

EPSICCG

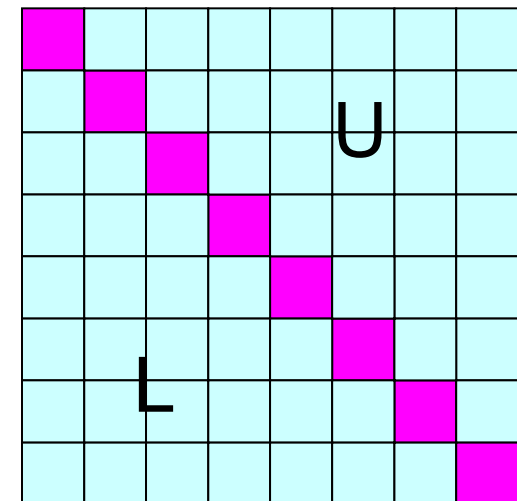
Convergence criteria for ICCG

D [ICELTOT] Diagonal components of the matrix

PHI [ICLETOT] Unknown vector

BFORCE[ICELTOT] RHS vector

AMAT[NPLU] Non-zero off-diagonal L/U components of the matrix (CRS)



Variables/Arrays for Matrix

Name	Type	Content
D[N]	R	Diagonal components of the matrix (N= ICELTOT)
BFORCE[N]	R	RHS vector
PHI[N]	R	Unknown vector
indexLU[N+1]	I	Number of L/U non-zero off-diag. comp. (CRS)
NPLU	I	Total number of L/U non-zero off-diag. comp. (CRS)
itemLU[NPLU]	I	Column ID of L/U non-zero off-diag. comp. (CRS)
AMAT[NPLU]	R	L/U non-zero off-diag. comp. (CRS)

Variables/Arrays for Matrix Auxiliary Arrays

Name	Type	Content
NLU	I	MAX. number of Lower/Upper non-zero off-diag. comp. for each mesh/row (=6 in this case)
INLU[N]	I	Number of L/U non-zero off-diag. comp.
IALU[N][NLU]	I	Column ID of L/U non-zero off-diag. comp.

Why Auxiliary Arrays ?

- ① NPLU is unknown before computation.
- ② CRS is not suitable for reordering.

Mat-Vec Multiplication: $\{q\}=[A]\{p\}$

```
for (i=0; i<N; i++) {  
    q[i]= D[i] * p[i];  
    for (j=indexLU[i]; j<indexLU[i+1]; j++) {  
        q[i] += AMAT[j] * p[itemLU[j]-1];  
    }  
}
```

In this program numbering in itemLU starts from “1” (not 0)

Structure of the Program

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct.h"
#include "pcg.h"
#include "input.h" ...

int
main()
{
    double *WK;
    int NPLU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

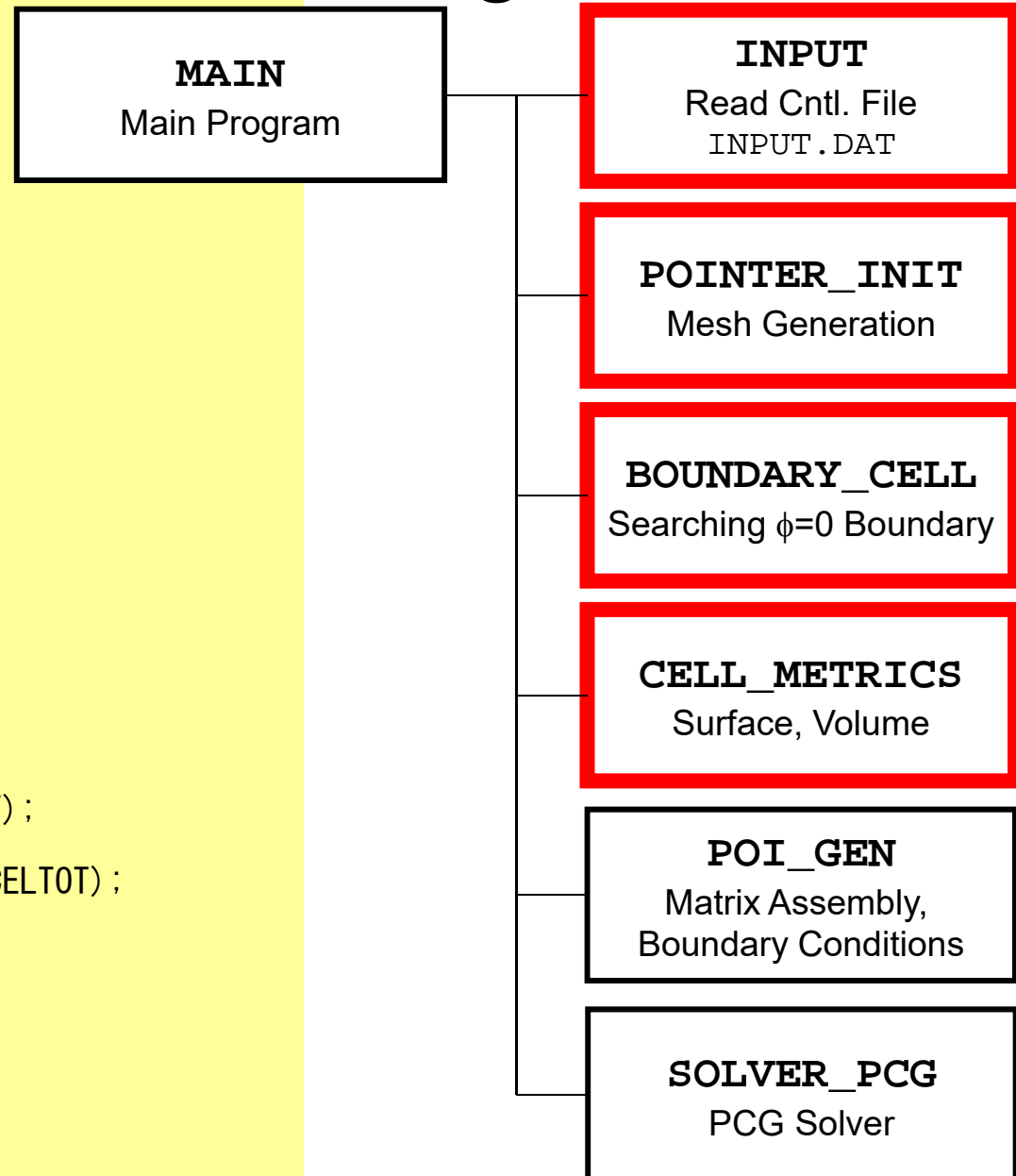
    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    memset(PHI, 0.0, sizeof(double)*ICELTOT);
    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);

    if(solve_PCG(...)) goto error;

    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}

```



input: reading "INPUT.DAT"

```

#include <stdio.h>; <stdlib.h>; <string.h>; <errno.h>
#include "struct_ext.h"; "pcg_ext.h"; "input.h"

extern int
INPUT(void)
{
#define BUF_SIZE 1024
  char line[BUF_SIZE];
  char CNTFIL[81];
  double OMEGA;
  FILE *fp11;

  if((fp11 = fopen("INPUT.DAT", "r")) == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
  }
  fgets(line, BUF_SIZE, fp11); sscanf(line, "%d%d%d", &NX, &NY, &NZ);
  fgets(line, BUF_SIZE, fp11); sscanf(line, "%le%le%le", &DX, &DY, &DZ);
  fgets(line, BUF_SIZE, fp11); sscanf(line, "%le", &EPSICCG);
  fgets(line, BUF_SIZE, fp11);

  fclose(fp11);
  return 0;
}

```

32 32 32

NX/NY/NZ

1.00e-00 1.00e-00 1.00e-00

DX/DY/DZ

1.0e-08

EPSICCG

pointer_init (1/3): “mesh.dat”

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct_ext.h"
#include "pcg_ext.h"
#include "pointer_init.h"
#include "allocate.h"

extern int
POINTER_INIT(void)
{
    int icel, ipe, i, j, k;

    /*
     * INIT.
     */

    ICELTOT = NX * NY * NZ;

    NXP1 = NX + 1;
    NYP1 = NY + 1;
    NZP1 = NZ + 1;

    NEIBcell =
        (int **)allocate_matrix(sizeof(int), ICELTOT, 6);

    XYZ      =
        (int **)allocate_matrix(sizeof(int), ICELTOT, 3);

```

NX,NY,NZ:

Number of meshes in x/y/z directions

NXP1,NYP1,NZP1:

Number of nodes in x/y/z directions
(for visualization)

ICELTOT:

Number of meshes (NX x NY x NZ)

XYZ[ICELTOT][3]:

Location of meshes

NEIBcell[ICELTOT][6]:

Neighboring meshes



allocate/deallocate

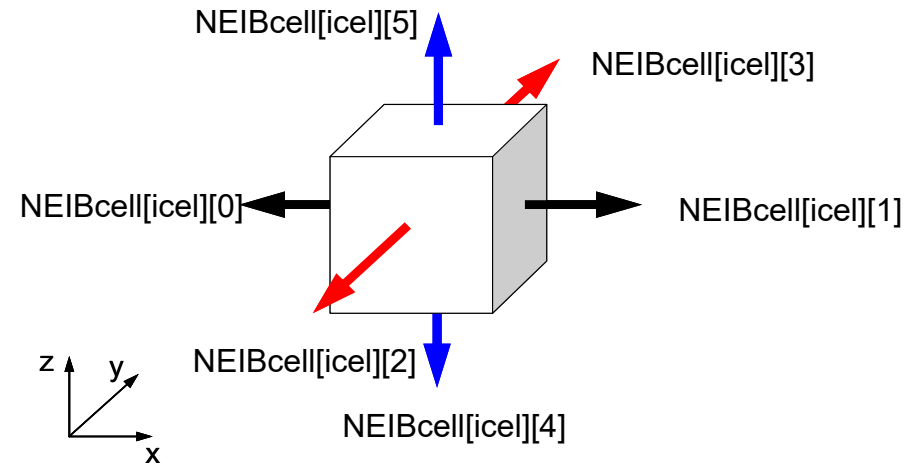
pointer_init (2/3): “mesh.dat”

```

for (k=0; k<NZ; k++) {
  for (j=0; j<NY; j++) {
    for (i=0; i<NX; i++) {
      icel = k * NX * NY + j * NX + i;
      NEIBcell[icel][0] = icel - 1      + 1;
      NEIBcell[icel][1] = icel + 1      + 1;
      NEIBcell[icel][2] = icel - NX     + 1;
      NEIBcell[icel][3] = icel + NX     + 1;
      NEIBcell[icel][4] = icel - NX * NY + 1;
      NEIBcell[icel][5] = icel + NX * NY + 1;
      if (i == 0) NEIBcell[icel][0] = 0;
      if (i == NX-1) NEIBcell[icel][1] = 0;
      if (j == 0) NEIBcell[icel][2] = 0;
      if (j == NY-1) NEIBcell[icel][3] = 0;
      if (k == 0) NEIBcell[icel][4] = 0;
      if (k == NZ-1) NEIBcell[icel][5] = 0;

      XYZ[icel][0] = i + 1;
      XYZ[icel][1] = j + 1;
      XYZ[icel][2] = k + 1;
    }
  }
}

```



$i = \text{XYZ}[\text{icel}][0]$
 $j = \text{XYZ}[\text{icel}][1], k = \text{XYZ}[\text{icel}][2]$
 $\text{icel} = k * \text{NX} * \text{NY} + j * \text{NX} + i$

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“NEIBcell” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

$\text{NEIBcell}[\text{icel}][0] = \text{icel} - 1 + 1$
 $\text{NEIBcell}[\text{icel}][1] = \text{icel} + 1 + 1$
 $\text{NEIBcell}[\text{icel}][2] = \text{icel} - \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][3] = \text{icel} + \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][4] = \text{icel} - \text{NX} * \text{NY} + 1$
 $\text{NEIBcell}[\text{icel}][5] = \text{icel} + \text{NX} * \text{NY} + 1$

pointer_init (3/3): “mesh.dat”

```
if(DX <= 0.0) {  
    DX = 1.0 / (double)NX;  
    DY = 1.0 / (double)NY;  
    DZ = 1.0 / (double)NZ;  
}  
  
NXP1 = NX + 1;  
NYP1 = NY + 1;  
NZP1 = NZ + 1;  
  
IBNODTOT = NXP1 * NYP1;  
N          = NXP1 * NYP1 * NZP1;  
  
return 0;  
}
```

if DX is no larger than 0.0

pointer_init (3/3): “mesh.dat”

```

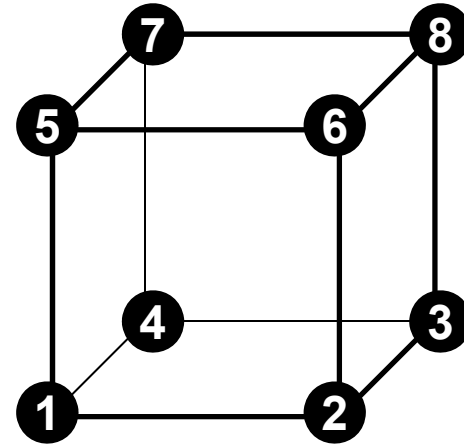
if(DX <= 0.0) {
    DX = 1.0 / (double)NX;
    DY = 1.0 / (double)NY;
    DZ = 1.0 / (double)NZ;
}

NXP1 = NX + 1;
NYP1 = NY + 1;
NZP1 = NZ + 1;

IBNODTOT = NXP1 * NYP1;
N        = NXP1 * NYP1 * NZP1;

return 0;
}

```



NXP1, NYP1, NZP1:

Number of nodes in x/y/z directions

IBNODTOT:

= NXP1 x NYP1

N:

Number of modes meshes (for visualization)

boundary_cell

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct_ext.h"
#include "boundary_cell.h"
#include "allocate.h"

extern int
BOUNDARY_CELL(void)
{
    int IFACTOT;
    int icou, icel, i, j, k;

    IFACTOT = NX * NY;
    ZmaxCELtot = IFACTOT;

    ZmaxCEL =
        (int *)allocate_vector(sizeof(int), ZmaxCELtot);

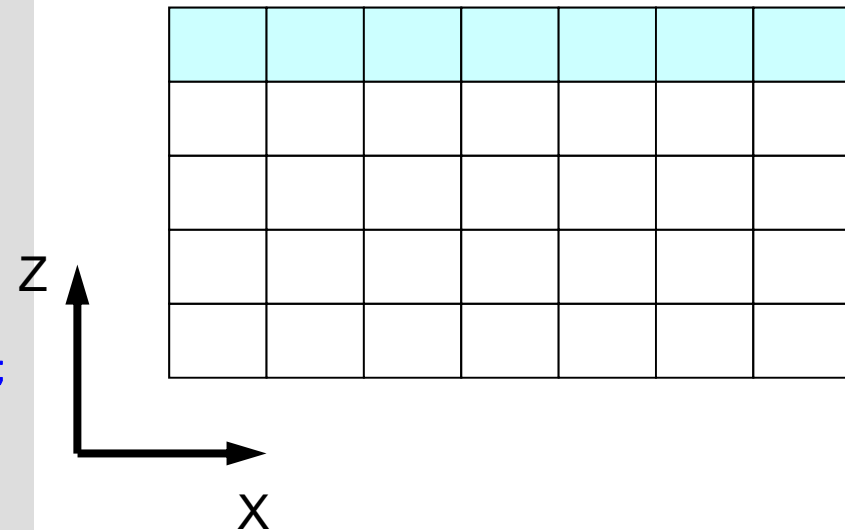
    icou = 0;
    k = NZ - 1;

    for(j=0; j<NY; j++) {
        for(i=0; i<NX; i++) {
            icel = k*IFACTOT + j*NX + i+1;
            ZmaxCEL[icou] = icel;
            icou++;
        }
    }

    return 0;
}

```

Meshes @ $Z=Z_{\max}$
 Number: $Z_{\max}CEL_{\text{tot}}$
 Mesh ID: $Z_{\max}CEL[:]$



```

/*****
    allocate vector
*****/
allocate.c

void* allocate_vector(int size, int m)
{
    void *a;
    if ( ( a=(void *)malloc( m * size ) ) == NULL ) {
        fprintf(stdout, "Error:Memory does not enough! in vector %n");
        exit(1);
    }
    return a;
}

```

```

#include <stdio.h> ...

extern int
CELL_METRICS(void)
{
    double V0, RV0;
    int i;
VOLCEL =
(double*) allocate_vector (sizeof (double), ICELTOT);
RVC =
(double*) allocate_vector (sizeof (double), ICELTOT);

XAREA = DY * DZ;
YAREA = DZ * DX;
ZAREA = DX * DY;

RDX = 1.0 / DX;
RDY = 1.0 / DY;
RDZ = 1.0 / DZ;

RDX2 = 1.0 / (pow (DX, 2.0));
RDY2 = 1.0 / (pow (DY, 2.0));
RDZ2 = 1.0 / (pow (DZ, 2.0));
R2DX = 1.0 / (0.5 * DX);
R2DY = 1.0 / (0.5 * DY);
R2DZ = 1.0 / (0.5 * DZ);

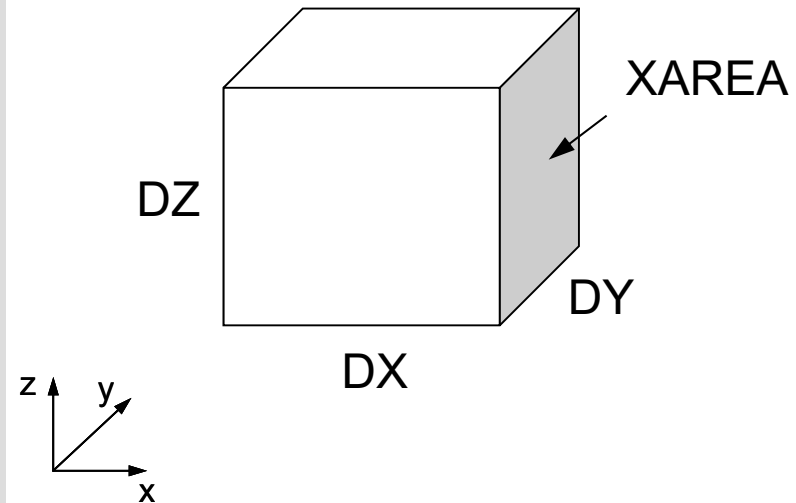
V0 = DX * DY * DZ;
RV0 = 1.0 / V0;

for (i=0; i<ICELTOT; i++) {
    VOLCEL[i] = V0;
    RVC[i] = RV0;
}
return 0; }

```

cell_metrics

Parameters for Computations



$$XAREA = \Delta Y \times \Delta Z, \quad YAREA = \Delta Z \times \Delta X,$$

$$ZAREA = \Delta X \times \Delta Y$$

$$RDX = \frac{1}{\Delta X}, \quad RDY = \frac{1}{\Delta Y}, \quad RDZ = \frac{1}{\Delta Z}$$

```

#include <stdio.h> ...

extern int
CELL_METRICS(void)
{
    double V0, RV0;
    int i;
VOLCEL =
(double*) allocate_vector (sizeof (double), ICELTOT);
RVC =
(double*) allocate_vector (sizeof (double), ICELTOT);

XAREA = DY * DZ;
YAREA = DZ * DX;
ZAREA = DX * DY;

RDX = 1.0 / DX;
RDY = 1.0 / DY;
RDZ = 1.0 / DZ;

RDX2 = 1.0 / (pow (DX, 2.0));
RDY2 = 1.0 / (pow (DY, 2.0));
RDZ2 = 1.0 / (pow (DZ, 2.0));
R2DX = 1.0 / (0.5 * DX);
R2DY = 1.0 / (0.5 * DY);
R2DZ = 1.0 / (0.5 * DZ);

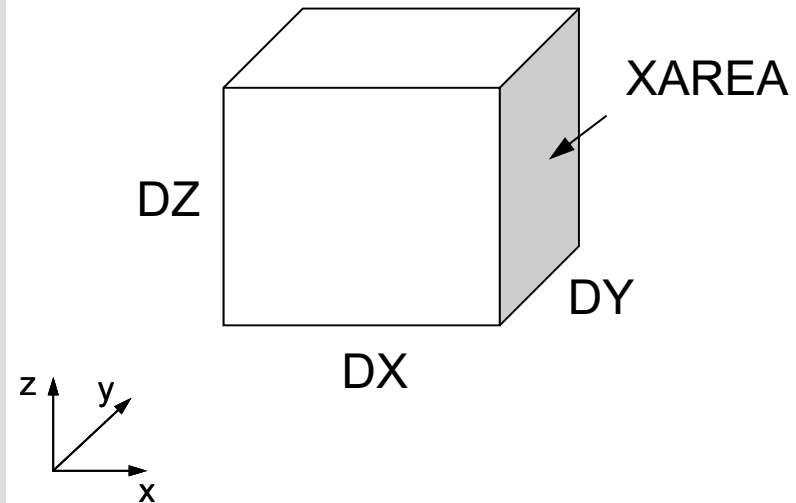
V0 = DX * DY * DZ;
RV0 = 1.0 / V0;

for (i=0; i<ICELTOT; i++) {
    VOLCEL[i] = V0;
    RVC[i] = RV0;
}
return 0; }

```

cell_metrics

Parameters for Computations



$$RDX2 = \frac{1}{\Delta X^2}, \quad RDY2 = \frac{1}{\Delta Y^2}, \quad RDZ2 = \frac{1}{\Delta Z^2}$$

$$R2DX = \frac{1}{0.5 \times \Delta X}, \quad R2DY = \frac{1}{0.5 \times \Delta Y},$$

$$R2DZ = \frac{1}{0.5 \times \Delta Z}$$

```

#include <stdio.h> ...

extern int
CELL_METRICS(void)
{
    double V0, RV0;
    int i;
    VOLCEL =
    (double*) alocate_vector(sizeof(double), ICELTOT);
    RVC =
    (double*) alocate_vector(sizeof(double), ICELTOT);

    XAREA = DY * DZ;
    YAREA = DZ * DX;
    ZAREA = DX * DY;

    RDX = 1.0 / DX;
    RDY = 1.0 / DY;
    RDZ = 1.0 / DZ;

    RDX2 = 1.0 / (pow(DX, 2.0));
    RDY2 = 1.0 / (pow(DY, 2.0));
    RDZ2 = 1.0 / (pow(DZ, 2.0));
    R2DX = 1.0 / (0.5 * DX);
    R2DY = 1.0 / (0.5 * DY);
    R2DZ = 1.0 / (0.5 * DZ);

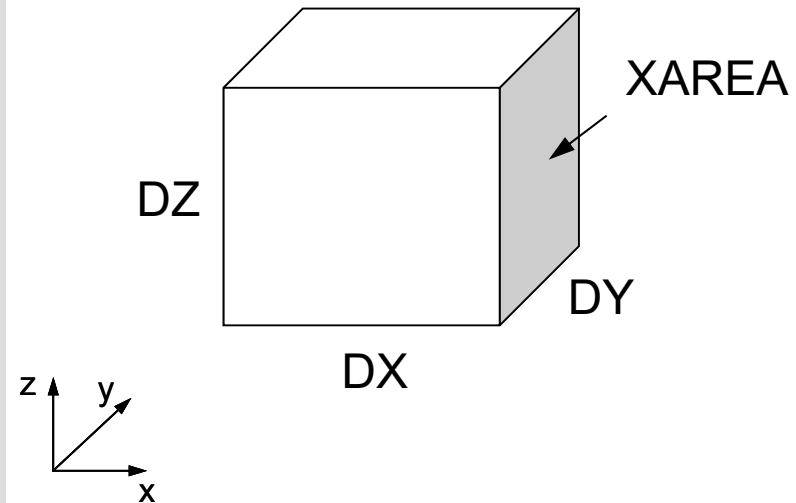
    V0 = DX * DY * DZ;
    RV0 = 1.0 / V0;

    for (i=0; i<ICELTOT; i++) {
        VOLCEL[i] = V0;
        RVC[i] = RV0;
    }
    return 0; }

```

cell_metrics

Parameters for Computations



$$VOLCEL = V0 = \Delta X \times \Delta Y \times \Delta Z$$

$$RV0 = RVC = \frac{1}{VOLCEL}$$

Structure of the Program

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct.h"
#include "pcg.h"
#include "input.h" ...

int
main()
{
    double *WK;
    int NPLU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

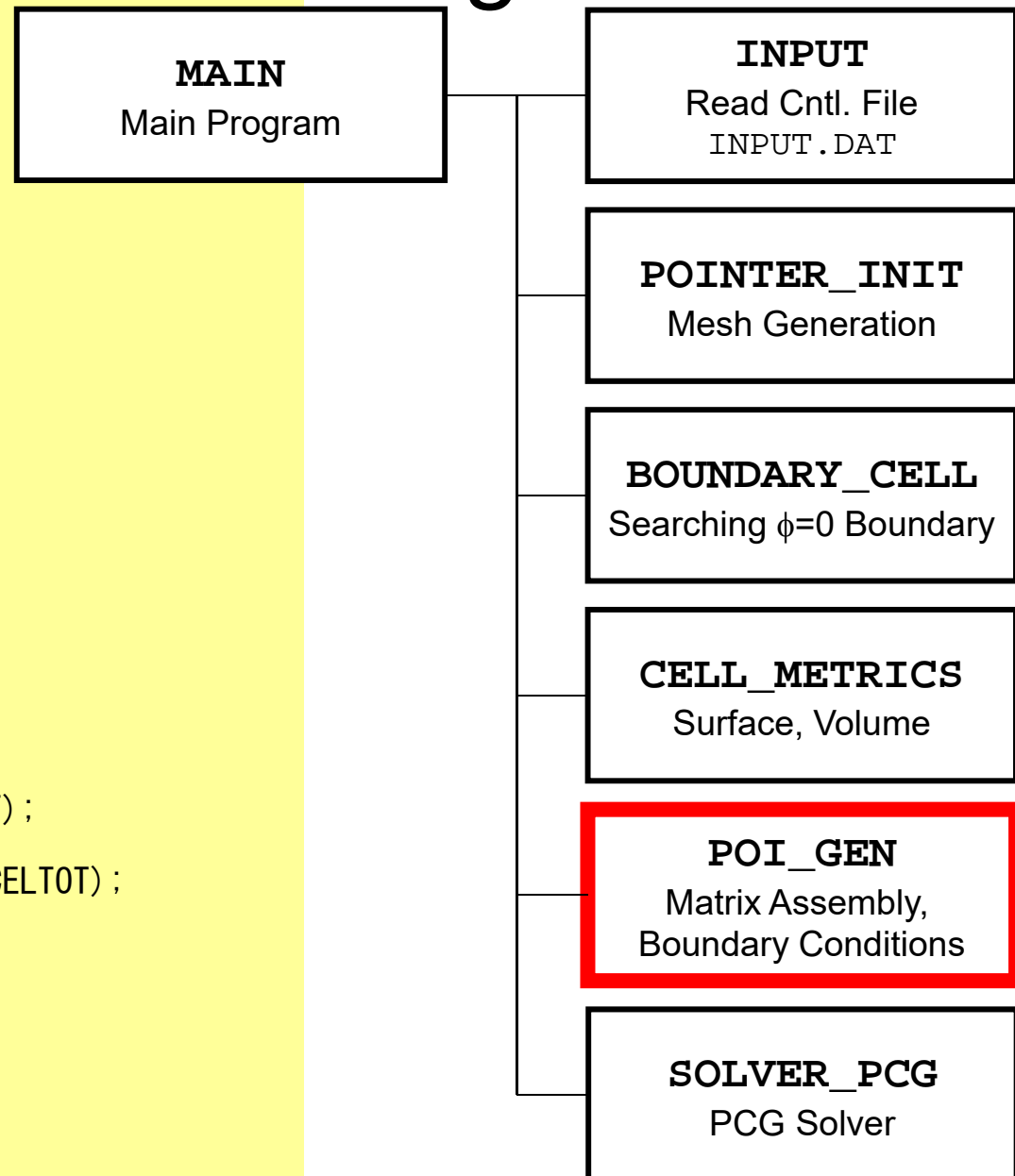
    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    memset(PHI, 0.0, sizeof(double)*ICELTOT);
    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);

    if(solve_PCG(...)) goto error;

    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}

```



poi_gen (1/7)

```

#include "allocate.h"
extern int
POI_GEN(void)
{ int nn;
  int ic0, icN1, icN2, icN3, icN4, icN5, icN6;
  int i, j, k, ib, ic, ip, icel, icou, icol, icouG;
  int ii, jj, kk, nn1, num, nr, j0, j1;
  double coef, VOL0, S1t, E1t;
  int isL, ieL, isU, ieU;
  NL=6; NU= 6;
  IALU = (int **)allocate_matrix(sizeof(int), ICELTOT, NL);
  BFORCE = (double *)allocate_vector(sizeof(double), ICELTOT);
  D      = (double *)allocate_vector(sizeof(double), ICELTOT);
  PHI    = (double *)allocate_vector(sizeof(double), ICELTOT);
  INLU   = (int *)allocate_vector(sizeof(int), ICELTOT);

  for (i = 0; i < ICELTOT ; i++) {
    BFORCE[i]=0.0;
    D[i]    =0.0; PHI[i]=0.0;
    INLU[i] = 0;
    for(j=0; j<6; j++) {
      IALU[i][j]=0;
    }
  }
  for (i = 0; i <=ICELTOT ; i++) {
    indexLU[i] = 0;
  }
}

```

```

/*****
  allocate matrix
  *****/
void** allocate_matrix(int size, int m, int n)
{
  void **aa;
  int i;
  if ( ( aa=(void **)malloc( m * sizeof(void*) ) ) == NULL ) {
    fprintf(stdout, "Error:Memory does not enough! aa in matrix %n");
    exit(1);
  }
  if ( ( aa[0]=(void *)malloc( m * n * size ) ) == NULL ) {
    fprintf(stdout, "Error:Memory does not enough! in matrix %n");
    exit(1);
  }
  for(i=1; i<m; i++) aa[i]=(char*)aa[i-1]+size*n;
  return aa;
}

```


Variables/Arrays for Matrix

Name	Type	Content
D[N]	R	Diagonal components of the matrix (N= ICELTOT)
BFORCE[N]	R	RHS vector
PHI[N]	R	Unknown vector
indexLU[N+1]	I	Number of L/U non-zero off-diag. comp. (CRS)
NPLU	I	Total number of L/U non-zero off-diag. comp. (CRS)
itemLU[NPLU]	I	Column ID of L/U non-zero off-diag. comp. (CRS)
AMAT[NPLU]	R	L/U non-zero off-diag. comp. (CRS)

Name	Type	Content
NLU	I	MAX. number of Lower/Upper non-zero off-diag. comp. for each mesh/row (=6 in this case)
INLU[N]	I	Number of L/U non-zero off-diag. comp.
IALU[N][NLU]	I	Column ID of L/U non-zero off-diag. comp.

```

for(icel=0; icel<ICELTOT; icel++) {
    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];

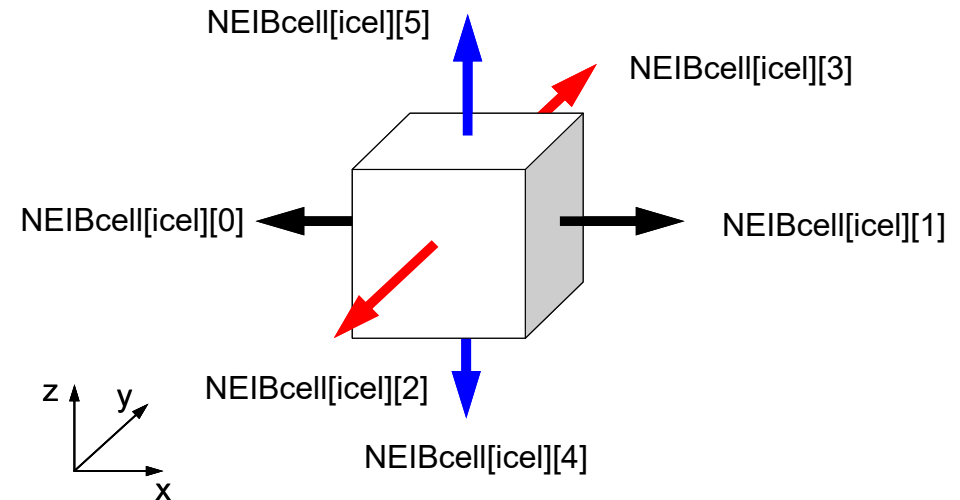
    if(icN5 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN5;
        INLU[icel] = icou;
    }

    if(icN3 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN3;
        INLU[icel] = icou;
    }

    if(icN1 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN1;
        INLU[icel] = icou;
    }
}

```

poi_gen (2/7)



Lower Triangular Part

```

NEIBcell[icel][4]= icel - NX*NY + 1
NEIBcell[icel][2]= icel - NX      + 1
NEIBcell[icel][0]= icel - 1      + 1

```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IALU” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```

for(icel=0; icel<ICELTOT; icel++) {

    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];

    ....

    if(icN2 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN2;
        INLU[icel] = icou;
    }

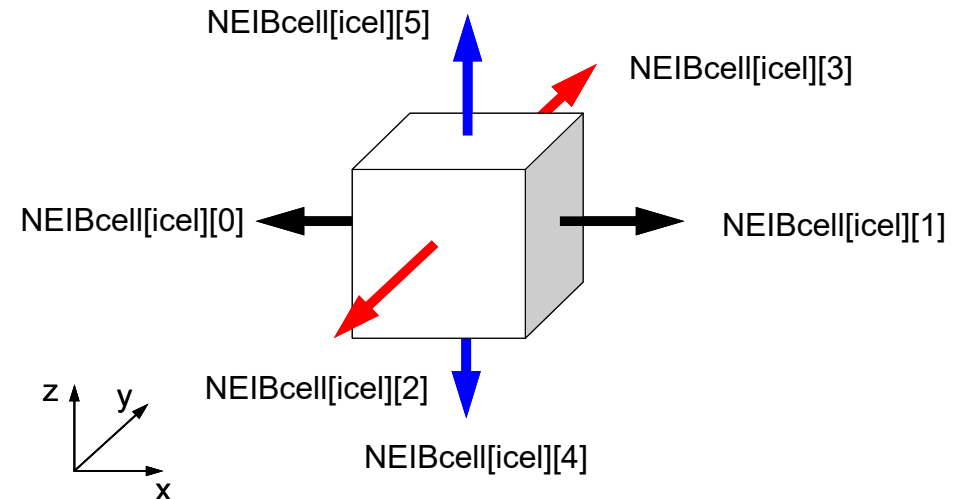
    if(icN4 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN4;
        INLU[icel] = icou;
    }

    if(icN6 != 0) {
        icou = INLU[icel] + 1;
        IALU[icel][icou-1] = icN6;
        INLU[icel] = icou;
    }

}

```

poi_gen (3/7)



Upper Triangular Part

```

NEIBcell[icel][1] = icel + 1 + 1
NEIBcell[icel][3] = icel + NX + 1
NEIBcell[icel][5] = icel + NX*NY + 1

```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IALU” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

poi_gen (4/7)

```

indexLU =
  (int *)allocate_vector(sizeof(int), ICELTOT+1);

for(i=0; i<ICELTOT; i++){
  indexLU[i+1]=indexLU[i]+INLU[i];
}
NPLU= indexLU[ICELTOT];

itemLU= (int *)allocate_vector(sizeof(int), NPLU);

AMAT=
  (double *)allocate_vector(sizeof(double), NPLU);

memset(itemLU, 0, sizeof(int)*NPLU);
memset(AMAT, 0.0, sizeof(double)*NPLU);

for(i=0; i<ICELTOT; i++){
  for(k=0; k<INLU[i]; k++){
    kk= k + indexLU[i];
    itemLU[kk]= IALU[i][k];
  }
}

free(INLU); free(IALU);

```

Name	Type	Content
D[N]	R	Diagonal components of the matrix (N= ICELTOT)
BFORCE[N]	R	RHS vector
PHI[N]	R	Unknown vector
indexLU[N+1]	I	Number of L/U non-zero off-diag. comp. (CRS)
NPLU	I	Total number of L/U non-zero off-diag. comp. (CRS)
itemLU[NPLU]	I	Column ID of L/U non-zero off-diag. comp. (CRS)
AMAT[NPLU]	R	L/U non-zero off-diag. comp. (CRS)

Name	Type	Content
NLU	I	MAX. number of Lower/Upper non-zero off-diag. comp. for each mesh/row (=6 in this case)
INLU[N]	I	Number of L/U non-zero off-diag. comp.
IALU[N][NLU]	I	Column ID of L/U non-zero off-diag. comp.

**“itemLU”
starts at 1**

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```

for (i=0; i<N; i++) {
  q[i]= D[i] * p[i];
  for (j=indexLU[i]; j<indexLU[i+1]; j++) {
    q[i] += AMAT[j] * p[itemLU[j]-1];
  }
}

```

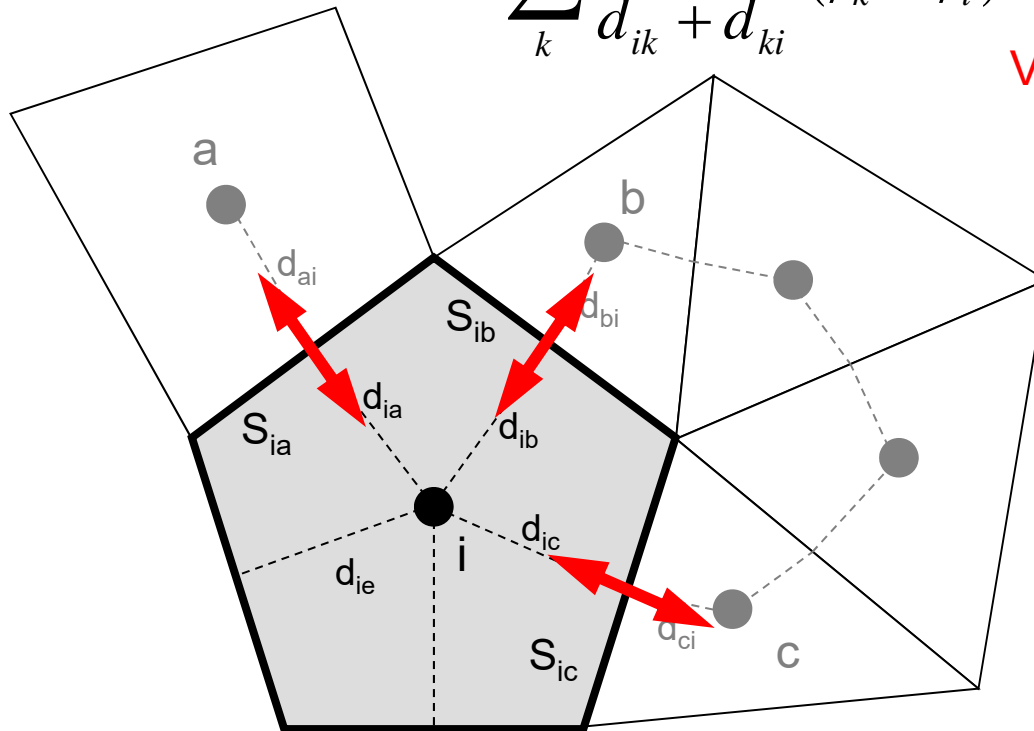
Finite Volume Method (FVM)

Conservation of Fluxes through Surfaces

Diffusion:
Interaction with Neighbors

$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

Volume Flux



- V_i : Volume
- S : Surface Area
- d_{ij} : Distance between
Cell-Center &
Surface
- Q : Volume Flux

Constructing Coefficient Matrix

Conservation for i-th mesh

$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$+ \sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k - \sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_i = -V_i \dot{Q}_i$$

$$- \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

D (diagonal)

**AMAT
(off-diag.)**

**BFORCE
(RHS)**

```

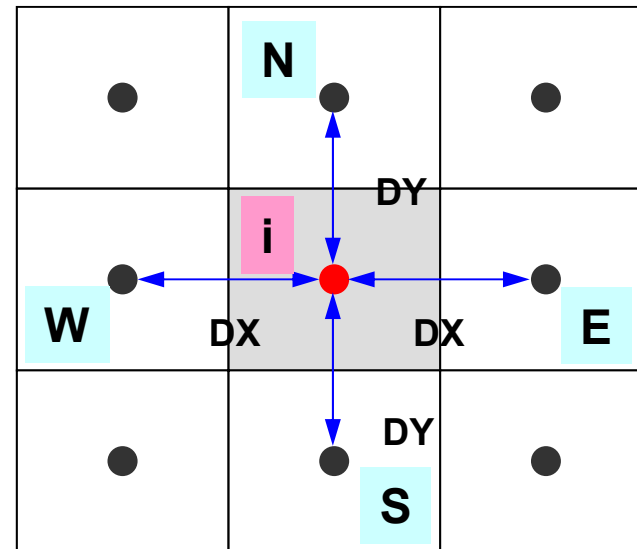
for( icel=0; icel<ICELTOT; icel++) {
  icN1 = NEIBcell[icel][0];
  icN2 = NEIBcell[icel][1];
  icN3 = NEIBcell[icel][2];
  icN4 = NEIBcell[icel][3];
  icN5 = NEIBcell[icel][4];
  icN6 = NEIBcell[icel][5];
  VOLO = VOLCEL[icel];
  isLU = indexLU[icel];
  ieLU = indexLU[icel+1];

  if(icN5 != 0) {
    coef = RDZ * ZAREA;
    D[icel] -= coef;
    for(j=isLU; j<ieLU; j++) {
      if(itemLU[j] == icN5) {
        AMAT[j] = coef;
        break;}
    }
  }
  if(icN3 != 0) {
    coef = RDY * YAREA;
    D[icel] -= coef;
    for(j=isLU; j<ieLU; j++) {
      if(itemLU[j] == icN3) {
        AMAT[j] = coef;
        break;}
    }
  }
  if(icN1 != 0) {
    coef = RDX * XAREA;
    D[icel] -= coef;
    for(j=isLU; j<ieLU; j++) {
      if(itemLU[j] == icN1) {
        ALU[j] = coef;
        break;}
    }
  }
}

```

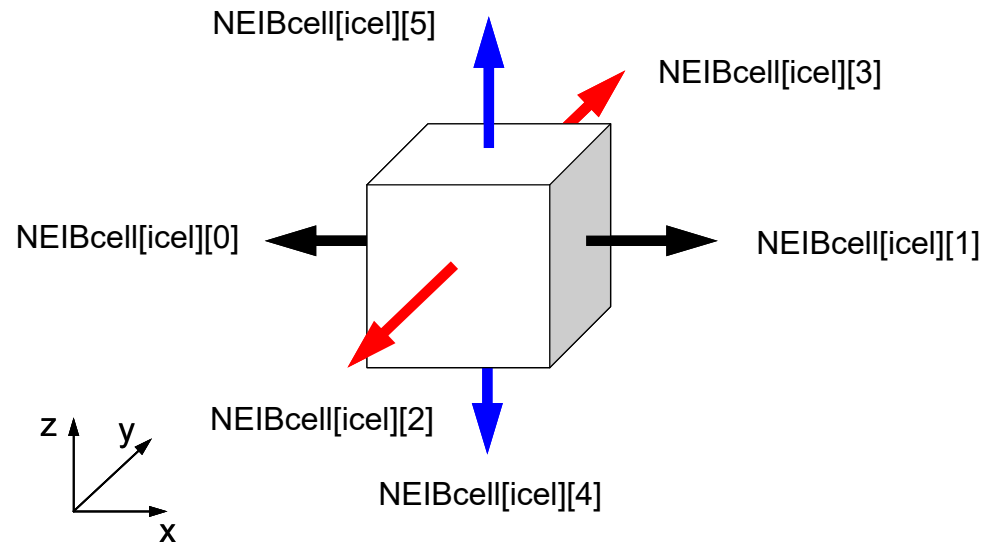
poi_gen (5/7)

Calculation of Coefficients



$$\begin{aligned}
 & \frac{\phi_E - \phi_i}{\Delta x} \Delta y \Delta z + \frac{\phi_W - \phi_i}{\Delta x} \Delta y \Delta z + \\
 & \frac{\phi_N - \phi_i}{\Delta y} \Delta x \Delta z + \frac{\phi_S - \phi_i}{\Delta y} \Delta x \Delta z + f_c \Delta x \Delta y \Delta z = 0
 \end{aligned}$$

in 3D



```

if(icN5 != 0) {
  coef = RDZ * ZAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN5) {
      AMAT[j] = coef;
      break;
    }
  }
}

```

$$\begin{aligned}
 & \frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z + \frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z + \\
 & \frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x + \frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x + \\
 & \frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + \frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0
 \end{aligned}$$

poi_gen (6/7)

```

if(icN2 != 0) {
  coef = RDX * XAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN2) {
      AMAT[j] = coef;
      break;}
  }
}

if(icN4 != 0) {
  coef = RDY * YAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN4) {
      AMAT[j] = coef;
      break;}
  }
}

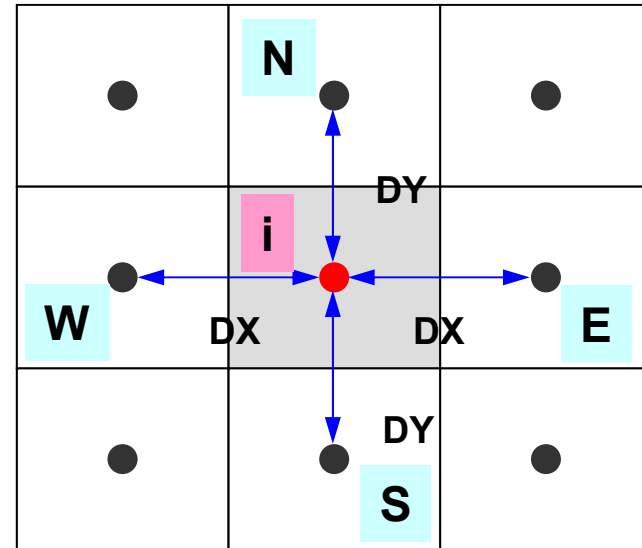
if(icN6 != 0) {
  coef = RDZ * ZAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN6) {
      AMAT[j] = coef;
      break;}
  }
}

ii = XYZ[icel][0];
jj = XYZ[icel][1];
kk = XYZ[icel][2];

BFORCE[icel] = -(double)(ii+jj+kk) *
                VOLCEL[icel];
}

```

Calculation of Coefficients



$$\begin{aligned}
 & \frac{\phi_E - \phi_i}{\Delta x} \Delta y \Delta z + \frac{\phi_W - \phi_i}{\Delta x} \Delta y \Delta z + \\
 & \frac{\phi_N - \phi_i}{\Delta y} \Delta x \Delta z + \frac{\phi_S - \phi_i}{\Delta y} \Delta x \Delta z + f_c \Delta x \Delta y \Delta z = 0
 \end{aligned}$$

poi_gen (6/7)

Volume Flux

$$f = dfloat(i_0 + j_0 + k_0)$$

$$i_0 = XYZ[icel][0],$$

$$j_0 = XYZ[icel][1],$$

$$k_0 = XYZ[icel][2]$$

$XYZ[icel][k]$ (k=0,1,2)

Index for location of finite-difference mesh in X-/Y-/Z-axis.

```

if(icN2 != 0) {
  coef = RDX * XAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN2) {
      AMAT[j] = coef;
      break;}
  }
}

if(icN4 != 0) {
  coef = RDY * YAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN4) {
      AMAT[j] = coef;
      break;}
  }
}

if(icN6 != 0) {
  coef = RDZ * ZAREA;
  D[icel] -= coef;
  for(j=isLU; j<ieLU; j++) {
    if(itemLU[j] == icN6) {
      AMAT[j] = coef;
      break;}
  }
}

ii = XYZ[icel][0];
jj = XYZ[icel][1];
kk = XYZ[icel][2];

BFORCE[icel]= -(double)(ii+jj+kk) *
               VOLCEL[icel];
}

```

```

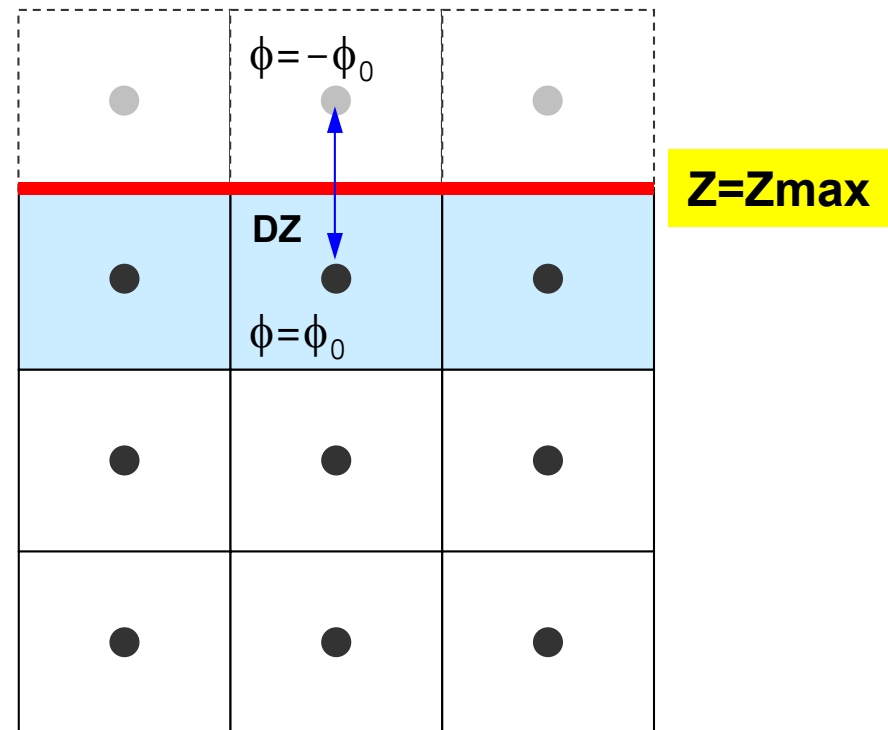
/* TOP SURFACE */
for (ib=0; ib<ZmaxCELtot; ib++) {
    icel = ZmaxCEL[ib];
    coef = 2.0 * RDZ * ZAREA;
    D[icel-1] -= coef;
}

return 0;
}

```

poi_gen (7/7)

Calculation of Coefficients
on Boundary Surface @ $Z=Z_{\max}$



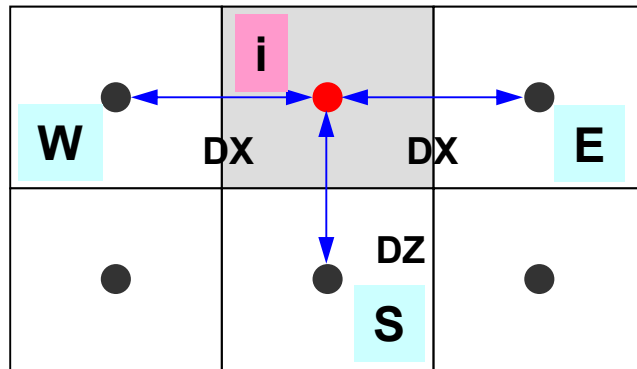
1st Order Approximation:

Mirror Image according to $Z=Z_{\max}$ surface.

$\phi = -\phi_0$ at the center of the (virtual) mesh

$\phi = 0$ @ $Z=Z_{\max}$ surface

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

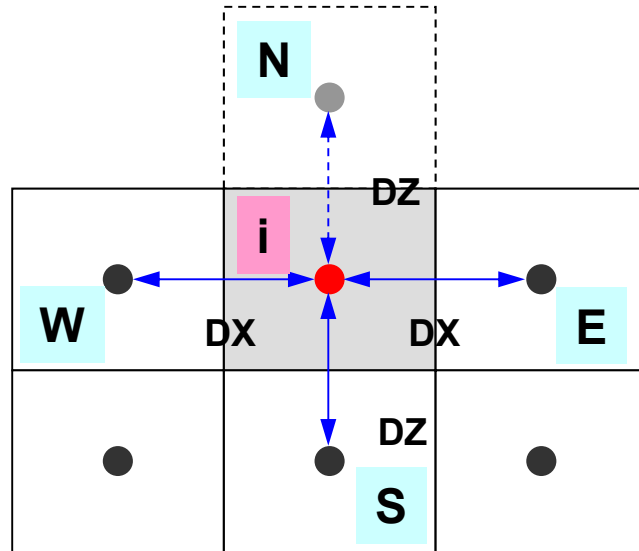
$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

D (diagonal)

**AMAT
(off-diag.)**

**BFORCE
(RHS)**

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

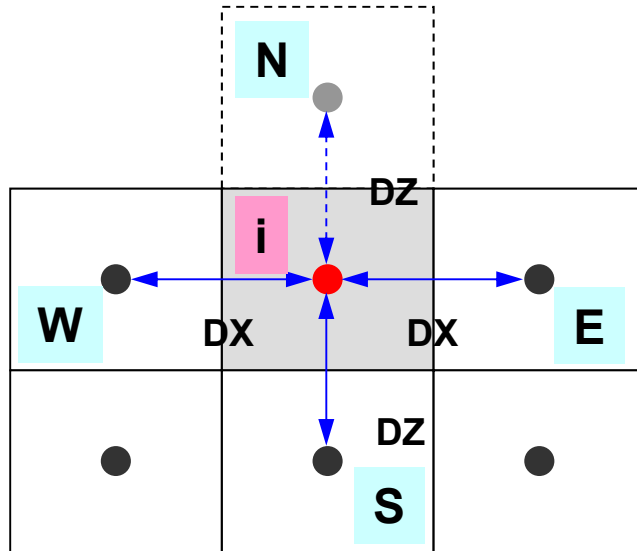
D (diagonal)

**AMAT
(off-diag.)**

**BFORCE
(RHS)**

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + \frac{\phi_N - \phi_i}{\Delta z} \Delta x \Delta y = -V_i \dot{Q}_i, \quad \phi_N = -\phi_i$$

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

D (diagonal)

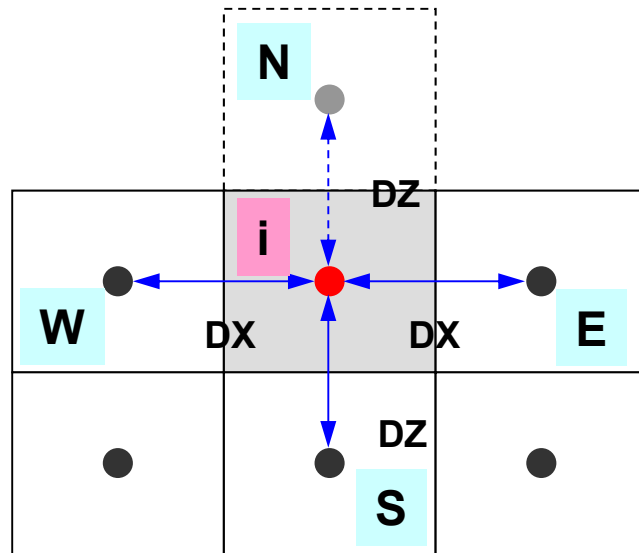
**AMAT
(off-diag.)**

**BFORCE
(RHS)**

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + \frac{\phi_N - \phi_i}{\Delta z} \Delta x \Delta y = -V_i \dot{Q}_i, \quad \phi_N = -\phi_i$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + \frac{-\phi_i - \phi_i}{\Delta z} \Delta x \Delta y = -V_i \dot{Q}_i$$

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

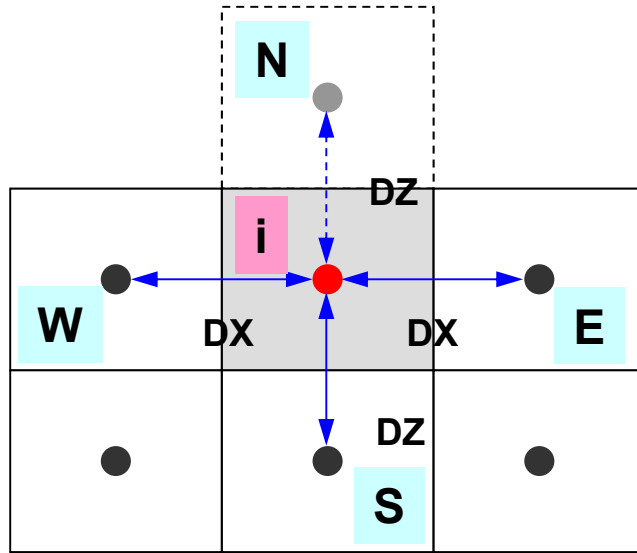
D (diagonal)

**AMAT
(off-diag.)**

**BFORCE
(RHS)**

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + \frac{-2\phi_i}{\Delta z} \Delta x \Delta y = +V_i \dot{Q}_i$$

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

D (diagonal)

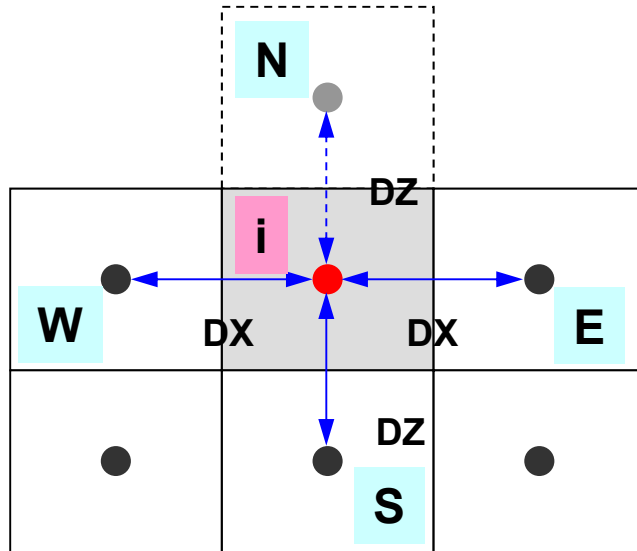
**AMAT
(off-diag.)**

**BFORCE
(RHS)**

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + \frac{-2\phi_i}{\Delta z} \Delta x \Delta y = +V_i \dot{Q}_i$$

$$\left[-\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} - \frac{2}{\Delta z} \Delta x \Delta y \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + = -V_i \dot{Q}_i$$

Dirichlet B.C.



$$\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} (\phi_k - \phi_i) + V_i \dot{Q}_i = 0$$

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] = -V_i \dot{Q}_i$$

D (diagonal)

**AMAT
(off-diag.)**

**BFORCE
(RHS)**

$$-\left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right]$$

```
for (ib=0; ib<ZmaxCELLtot; ib++) {
  icel = ZmaxCEL[ib];
  coef = 2.0 * RDZ * ZAREA;
  D[icel-1] -= coef;
}
```

$$\left[-\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} - \frac{2}{\Delta z} \Delta x \Delta y \Delta z \right] \phi_i + \left[\sum_k \frac{S_{ik}}{d_{ik} + d_{ki}} \phi_k \right] + = -V_i \dot{Q}_i$$

Structure of the Program

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "struct.h"
#include "pcg.h"
#include "input.h" ...

int
main()
{
    double *WK;
    int NPLU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

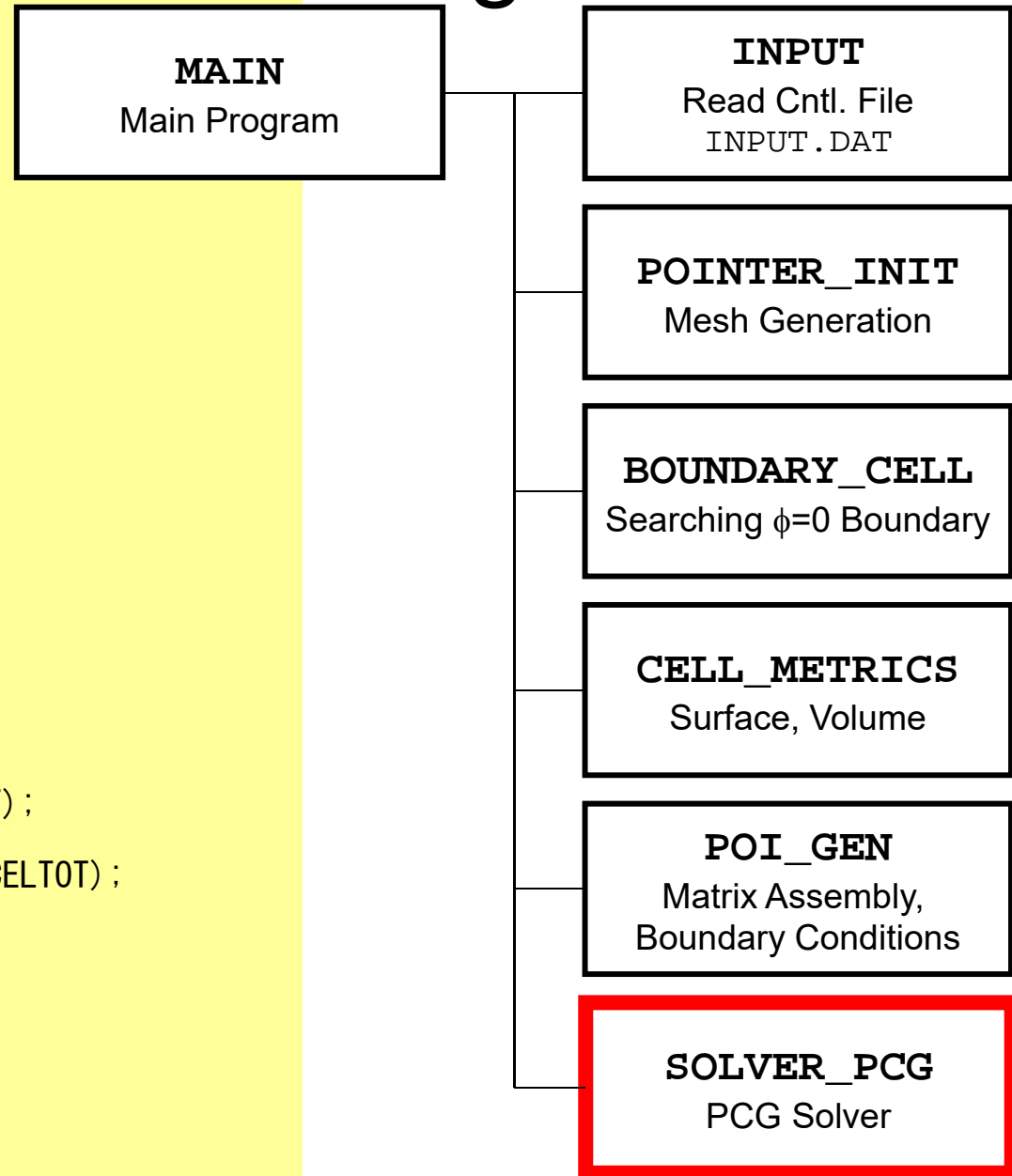
    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    memset(PHI, 0.0, sizeof(double)*ICELTOT);
    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);

    if(solve_PCG(...)) goto error;

    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}

```



- Background
 - Finite Volume Method
 - Preconditioned Iterative Solvers
- **CG Solver for Poisson Equations**
 - How to run
 - Data Structure
 - **Program**
 - Initialization
 - Coefficient Matrices
 - **CG**

Solving Linear Equations

- Conjugate Gradient, CG
- Point Jacobi/Diagonal Scaling Preconditioning

solve_PCG (1/6)

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>
#include <math.h> etc.

#include "solver_ICCG.h"

extern int
solve_ICCG (int N, int NLU, int *indexLU, int *itemLU,
            double *D, double *B, double *X,
            double *AMAT,
            double EPS, int *ITR, int *IER)
{
    double **W;
    double VAL, BNRM2, WVAL, SW, RHO, BETA, RHO1, C1, DNRM2;
    double ALPHA, ERR;

    int i, j, ic, ip, L, ip1;
    int R = 0;
    int Z = 1;
    int Q = 1;
    int P = 2;
    int DD = 3;

```

ICELTOT → **N**
BFORCE → **B**
PHI → **X**
EPSICCG → **EPS**

$W[0][i] = W[R][i] \Rightarrow \{r\}$
 $W[1][i] = W[Z][i] \Rightarrow \{z\}$
 $W[1][i] = W[Q][i] \Rightarrow \{q\}$
 $W[2][i] = W[P][i] \Rightarrow \{p\}$

$W[3][i] = W[DD][i] \Rightarrow 1/\{D\}$

solve_PCG (2/6)

```

W = (double **)malloc(sizeof(double *)*4);
if(W == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<4; i++) {
    W[i] = (double *)malloc(sizeof(double)*N);
    if(W[i] == NULL) {
        fprintf(stderr, "Error: %s\n",
strerror(errno));
        return -1;
    }
}

for(i=0; i<N; i++) {
    X[i] = 0.0;
    W[1][i] = 0.0;
    W[2][i] = 0.0;
    W[3][i] = 0.0;
}

for(i=0; i<N; i++) {
    W[DD][i] = 1.0 / D[i];
}

```

$W[DD][i] = 1./D_i$

multiplying
"reciprocal(倒数)"

solve_PCG (3/6)

```

for(i=0; i<N; i++) {
  VAL = D[i] * X[i];
  for(j=indexLU[i]; j<indexLU[i+1]; j++) {
    VAL += AMAT[j] * X[itemLU[j]-1];
  }
  W[R][i] = B[i] - VAL;
}

```

```

BNRM2 = 0.0;
for(i=0; i<N; i++) {
  BNRM2 += B[i]*B[i];
}

```

BNRM2 = $|b|^2$
Convergence criteria

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for i = 1, 2, ...
  solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
  if i=1
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
  endif
   $q^{(i)} = [A]p^{(i)}$ 
   $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  check convergence  $|r|$ 
end

```

solve_PCG (4/6)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

/*****
* {z} = [Minv]{r} *
*****/
    for (i=0; i<N; i++) {
        W[Z][i] = W[R][i]*W[DD][i];
    }

/*****
* RHO = {r}{z} *
*****/
    RHO = 0.0;
    for (i=0; i<N; i++) {
        RHO += W[R][i] * W[Z][i];
    }
}

```

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for for i= 1, 2, ...
    solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if i=1
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence |r|
end

```


solve_PCG (5/6)

```

/*****
* {p} = {z} if ITER=0 *
* BETA = RHO / RH01 otherwise *
*****/

if(L == 0) {
  for(i=0; i<N; i++) {
    W[P][i] = W[Z][i];
  }
  else {
    BETA = RHO / RH01;
    for(i=0; i<N; i++) {
      W[P][i] = W[Z][i] + BETA * W[P][i];
    }
  }
}

/*****
* {q} = [A]{p} *
*****/

for(i=0; i<N; i++) {
  VAL = D[i] * W[P][i];
  for(j=indexLU[i]; j<indexLU[i+1]; j++) {
    VAL += AMAT[j] * W[P][itemLU[j]-1];
  }
  W[Q][i] = VAL;
}

```

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
  solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
  if  $i=1$ 
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
  endif
   $q^{(i)} = [A]p^{(i)}$ 
   $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  check convergence  $|r|$ 
end

```

solve_PCG (6/6)

```

/*****
 * ALPHA = RHO / {p} {q} *
 *****/
C1 = 0.0;
for(i=0; i<N; i++) {
    C1 += W[P][i] * W[Q][i];
}
ALPHA = RHO / C1;

/*****
 * {x} = {x} + ALPHA * {p} *
 * {r} = {r} - ALPHA * {q} *
 *****/
for(i=0; i<N; i++) {
    X[i] += ALPHA * W[P][i];
    W[R][i] -= ALPHA * W[Q][i];
}

DNRM2 = 0.0;
for(i=0; i<N; i++) {
    DNRM2 += W[R][i]*W[R][i];
}

ERR = sqrt(DNRM2/BNRM2);
if((L+1)%100 ==1) {
    fprintf(stderr, "%5d%16.6e\n", L+1, ERR);
}
if(ERR < EPS) {
    *IER = 0; goto N900;
} else {
    RHO1 = RHO;
}
}
*IER = 1;

```

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for  $i = 1, 2, \dots$ 
    solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if  $i=1$ 
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence  $|r|$ 
end

```

solve_PCG (6/6)

```

/*****
 * ALPHA = RHO / {p} {q} *
 *****/
C1 = 0.0;
for(i=0; i<N; i++) {
    C1 += W[P][i] * W[Q][i];
}
ALPHA = RHO / C1;

/*****
 * {x} = {x} + ALPHA * {p} *
 * {r} = {r} - ALPHA * {q} *
 *****/
for(i=0; i<N; i++) {
    X[i] += ALPHA * W[P][i];
    W[R][i] -= ALPHA * W[Q][i];
}

DNRM2 = 0.0;
for(i=0; i<N; i++) {
    DNRM2 += W[R][i]*W[R][i];
}

ERR = sqrt(DNRM2/BNRM2);
if((L+1)%100 ==1) {
    fprintf(stderr, "%5d%16.6e\n", L+1, ERR);
}
if(ERR < EPS) {
    *IER = 0; goto N900;
} else {
    RHO1 = RHO;
}
}
*IER = 1;

```

$$r = b - [A]x$$

$$DNRM2 = |r|^2$$

$$BNRM2 = |b|^2$$

$$ERR = |r|/|b|$$

```

Compute  $r^{(0)} = b - [A]x^{(0)}$ 
for i = 1, 2, ...
    solve  $[M]z^{(i-1)} = r^{(i-1)}$ 
     $\rho_{i-1} = r^{(i-1)} z^{(i-1)}$ 
    if i=1
         $p^{(1)} = z^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$ 
    endif
     $q^{(i)} = [A]p^{(i)}$ 
     $\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$ 
     $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
     $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
    check convergence |r|
end

```

$$ERR = \sqrt{\frac{DNorm2}{BNorm2}} = \frac{|r|}{|b|} = \frac{|b - Ax|}{|b|} \leq Eps$$

$$Ax = b \Rightarrow \alpha Ax = \alpha b$$

$$r = b - Ax \Rightarrow R = \alpha b - \alpha Ax = \alpha r$$