

Algebraic Multigrid

Notes by C. Wagner

Seems to be an iterative method involving approximations where errors go away as iteration proceeds.

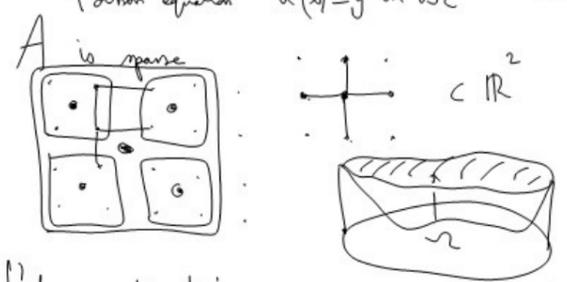
Not in the same spirit as I want but can be useful.

Theoretical Physics seminar 13.00 today

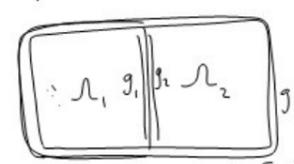
PS 1.28 (sandwiches in PS common room at 12.40) M Bollhoefer

"Fast algebraic solvers for large scale linear systems & eigenvalue problems"

Context: linear systems $Au = f$ resulting from discretization of partial differential equations e.g. $-\text{div}(D(x) \nabla u(x)) = f(x)$
 "Poisson equation" $u(x) = g$ on $\partial\Omega$ $x \in \Omega \subset \mathbb{R}^n$



I'd suggest trying an exact approach instead based on choosing new basis for vector space of values on a block $\mathbb{R}^4 = \mathbb{R} \oplus \mathbb{R}^3$ so that u_{ij} $i,j \in \{1,2\}$
 Derive exact eqs for $\{\mu, \delta\}$



Or top-down approach: solve Poisson on Ω subj to boundary values by solving Poisson on Ω_1, g_1, g_2 & Ω_2, g_2, g_1 & then solving for " $g_1 = g_2$ " i.e. $u_1|_{\partial\Omega_1} = g_1$ no longer a sparse problem but one dimension less

Also DIMAP seminar last Thursday on "Modular decomposition" speaker from OU
 A hierarchical decomposition of undirected graphs
 Said he couldn't do directed graphs.

Aggregation of many player games

Agents $A = \{1, 2, 3, \dots\}$

Agent i has an action space $S_i = \{A_i, B_i, \dots\}$

Given actions of $A \setminus i = A_{-i}$
 then we suppose i has a partial order on its
 actions e.g.

A_i	B_i	A_i	B_i
∨	∨		
B_i	A_i		

Then suppose aggregate agents 1 & 2

Derive map from A_{-i} to $\mathcal{P}_{1,2}$ space of
 partial orders on $S_1 \times S_2$

Questions are: when does this simplify analysis?

If concentrate on maximal elements of the partial
 orders, when does aggregation simplify?

Compare literature on formation of coalitions, where the
 game involves choosing to aggregate e.g.

M Wooders & G DeMarzo