

Conjugate Gradient algorithm

The conjugate gradient (CG) algorithm can efficiently solve linear equations numerically. We use the notation $A\mathbf{x} = \mathbf{b}$ where A is a matrix, \mathbf{b} is a given vector, and we are searching for the \mathbf{x} vector. CG is an iterative method, thus it is especially efficient for sparse A matrices, such as the Dirac operator in lattice QCD.

Consider the following matrix $A = 1 + nH$, where n is a normalization and H is a sparse matrix with 1 on the offdiagonals and antiperiodic boundary conditions:

$$H = \begin{pmatrix} 0 & 1 & 0 & 0 & \dots & -1 \\ 1 & 0 & 1 & 0 & \dots & 0 \\ 0 & 1 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & & \ddots & \\ -1 & 0 & 0 & \dots & 1 & 0 \end{pmatrix} \quad (1)$$

This matrix should have dimension $N = 64$ for the purposes of this exercise. Implement a function of the signature `void Amul(double *in, double *out);` which carries out the multiplication with A (using global variables N and n , use the fact that A is sparse).

Now implement the CG algorithm in a function with signature `int CG(double *x, double *b, void (*matmul)(double*, double*), double prec, int iterlim);`. This way you can easily reuse the algorithm by implementing a new matrix multiplication (and possibly new vector operations if you use complex vectors and (hermitian) matrices).

Generate a random vector b and solve for x . Check that you got the right solution by plugging the result back in $A\mathbf{x} = \mathbf{b}$. Investigate the number of iterations needed as a function of n .

The pseudo-code of the CG algorithm

```
 $\mathbf{r}_0 = \mathbf{b} - A\mathbf{x}_0; \mathbf{p}_0 = \mathbf{r}_0; k = 0$   
repeat  
   $\alpha_k = (\mathbf{r}_k, \mathbf{r}_k) / (\mathbf{p}_k, A\mathbf{p}_k)$   
   $\mathbf{x}_{k+1} = \mathbf{x}_k + \alpha_k \mathbf{p}_k$   
   $\mathbf{r}_{k+1} = \mathbf{r}_k - \alpha_k A\mathbf{p}_k$   
  if  $\mathbf{r}_{k+1}$  is small enough then exit with result  $\mathbf{x}_{k+1}$   
   $\beta_k = (\mathbf{r}_{k+1}, \mathbf{r}_{k+1}) / (\mathbf{r}_k, \mathbf{r}_k)$   
   $\mathbf{p}_{k+1} = \mathbf{r}_{k+1} + \beta_k \mathbf{p}_k$   
   $k = k + 1$   
goto repeat
```