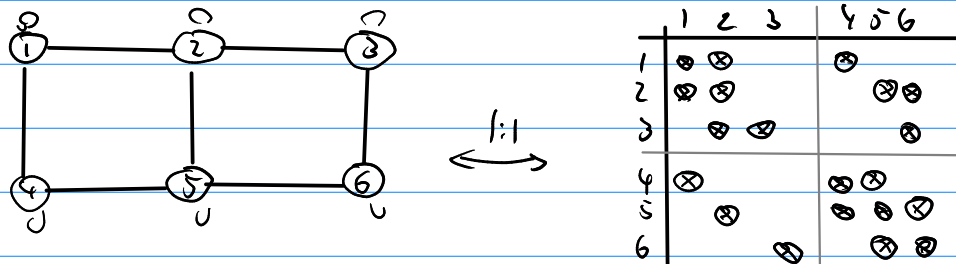


11, Part 1 Iterative methods

Sparse matrices and graphs (and meshes)



Terminology: neighbor, edge

- o [Solving $Ax=b$ has been our bread and butter. So what's different now?
- o [How are we going to solve this?
- o [What's potentially problematic with Gaussian elimination?

Demo **TODO**

- o [How do we fix this? → Ordering! (also in demo)