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The following questions emerged from an e-mail discussion with Gustavo Ramirez:

- 1) Deflation (with approximate projection) as a multigrid method seems tricky to be ported to GPU architectures in an efficient way.
- 2) Can one understand why ? Is that solely due to the poor scalability of the 'little Dirac operator' ?
- 3) Isn't that then a general problem for multigrid methods on GPU ? The same scalability issue should be present for the near-kernel Dirac operator.
- 4) Are there more ideal solvers for pure GPU architectures (not hybrid CPU-GPU) ?

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