Greedy algorithm and embeddings

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The greedy algorithm is a way to approximate elements of a Banach space by using the biggest coefficients of the representation of the element in a given basis. We will show how to obtain general embeddings between a Banach space and weighted Lorentz spaces and use them to quantify how good is this algorithm in comparison with the best approximation. Several examples will be presented.

Joint work with P. Berná, O. Blasco, G. Garrigós and T. Oikhberg..