

# Algorithms of Scientific Computing (Algorithmen des Wissenschaftlichen Rechnens)

## Hierarchization in Higher Dimensions, Combination Technique

Tutorial 8: Monday, June 2nd 2014, Room MI 02.07.023 *Proposed solution*

### Exercise 1: Hierarchization in Higher Dimensions

In this exercise we will implement the multi-recursive algorithm for hierarchization of a multi-dimensional regular sparse grid. The structure of the code resembles strongly the one-dimensional case, and so we again have a class (`PagodaFunction`) representing our grid points.

- (i) Implement the refinement criterion `MinLevelCriterion` that adds all points up to a specified level to a given grid.

**Hint:** In your grid traversal, try to avoid multiple visits to the same grid points.

- (ii) Implement the function `hierarchize` efficiently using a recursive approach.

**Hint:** The underlying traversal algorithm can be implemented similar to the one in (i).

- (iii) Implement a function to compute the volume of the sparse grid interpolant.

*For the solution code look at the pdf exported from IPython Notebook.*

### Exercise 2: The Combination Technique – A Different View on Sparse Grids

Dealing with hierarchical bases often turns out to be sophisticated. On this worksheet we will therefore see how the so-called *combination technique* finds a sparse grid interpolant, that approximates a function on a number of full grids, each consisting only of a “relatively small” number of grid points.

Let  $u_{\underline{l}}$  ( $\underline{l} \in \mathbb{N}^2$ ) for a  $u : [0, 1]^2 \rightarrow \mathbb{R}$  the interpolant in  $V_{\underline{l}}$  (interpolating piecewise bilinearly at the inner grid points, at the boundary  $u$  is assumed to be zero again).

- (i)  $V_{\underline{l}}$  can be decomposed into a set of subspaces  $W_{\underline{l}}$ . Accordingly, the interpolant  $u_{\underline{l}} \in V_{\underline{l}}$  can be written as a sum of  $w_{\underline{l}} \in W_{\underline{l}}$ .

Spot the grid associated with  $u_{(3,2)}$  in the right part of Figure 1. Identify those subspaces in the left part that are needed to reconstruct  $u_{(3,2)}$ .

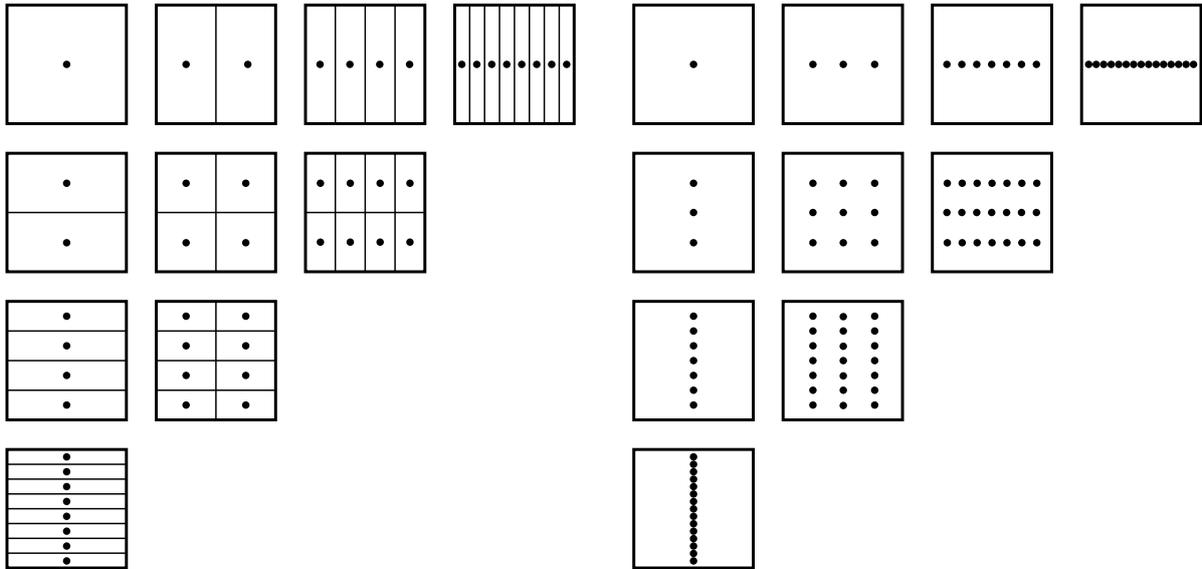


Figure 1: The two parts in the picture show the grid points and supports associated with interpolants  $w_{\underline{l}}$  (left) and  $u_{\underline{l}}$  (right) up to level 4 for the 2d case.

We need to “collect” those  $w_{\underline{l}}$  with indices bound component-wise by  $\underline{l}$ . In subspace scheme (see left hand side of Figure 1) these are the subspaces in the rectangular left upper part relative to  $\underline{l}$ . Written as a sum this gives us:

$$u_{\underline{l}} = \sum_{\underline{l}' \leq \underline{l}} w_{\underline{l}'}$$

Note that weights are not needed yet.

(ii) Use the result from (i) to rewrite

$$\sum_{|\underline{l}'|_1 = n+1} u_{\underline{l}'}, \quad n \in \mathbb{N}$$

for the two-dimensional case as a weighted sum of  $w_{\underline{l}}$ .

**Hint:** Look at the subspace scheme in Figure 1 and count the occurrences of each subspace in the sum. What do you notice when comparing  $w_{\underline{l}}$  with common level  $n = |\underline{l}'|_1 + \dim - 1$ ?

Using the previous result we start with

$$\sum_{|\underline{l}'|_1 = n+1} u_{\underline{l}'} = \sum_{|\underline{l}'|_1 = n+1} \sum_{\underline{l}'' \leq \underline{l}'} w_{\underline{l}''}.$$

For the reorganization part we first count which  $w_{\underline{l}''}$  appears how many times in the sums. (remember, this is **2d!**)

- $|\underline{l}'|_1 = n + 1$ : each  $w_{\underline{l}''}$  has one occurrence
- $|\underline{l}'|_1 = n$ : each  $w_{\underline{l}''}$  has two occurrences
- $\vdots$

$|\underline{l}'|_1 = k$ : each has  $n + 2 - k$  occurrences

*Technical explanation: Let  $\underline{l}$  be of level  $n + 1$ , i.e.  $|\underline{l}|_1 = n + 1$ . From  $\underline{l}$  construct all possible  $\underline{l}'$  of level  $n$  with  $|\underline{l}'|_1 \leq |\underline{l}|_1$ . Those are exactly two, as there are two components ( $2d!$ ) that can be decreased by 1. Applying this scheme down to level 1 then leads to the result above.*

Written as an explicit sum formula this is:

$$\sum_{|\underline{l}|_1=n+1} u_{\underline{l}} = \sum_{|\underline{l}|_1 \leq n+1} (n + 2 - |\underline{l}|_1) w_{\underline{l}}.$$

(iii) In the final step use the previous results to give a representation of the sparse grid interpolant

$$u_n^D := \sum_{|\underline{l}|_1 \leq n+1} w_{\underline{l}}$$

as a weighted sum of  $u_{\underline{l}}$ . Again, count the occurrences of the  $w_{\underline{l}}$ .

*By looking at the subspace scheme rather than by looking at the formulas it becomes clear that the following holds:*

$$\sum_{|\underline{l}|_1 \leq n+1} w_{\underline{l}} = \sum_{|\underline{l}|_1=n+1} u_{\underline{l}} - \sum_{|\underline{l}|_1=n} u_{\underline{l}}$$

(iv) Assume you are talking to a person who knows how to approximate the volume  $F_2(u)$  through the trapezoidal rule (in 2d) with respect to  $u_{\underline{l}}$ . Give instructions on how to write a program that implements a sparse grid approximation of  $F_2(u)$ . Remember Archimedes quadrature.

- *First idea: Replace volume  $F_2(u)$  by the sparse grid volume approximation  $F_2(u_n^D)$ .*
- *Second idea: Think of the interpolant as a sum of  $u_{\underline{l}}$ . We know those  $u_{\underline{l}}$  (interpolating  $u$  on regular grids) as well as their volumes (trapezoidal rule in 2d).*
- *Together with the weights from the previous part we get*

$$F_2(u) \approx F_2(u_n^D) = \sum_{|\underline{l}|_1=n+1} F_2(u_{\underline{l}}) - \sum_{|\underline{l}|_1=n} F_2(u_{\underline{l}})$$

(v) Compare this method with Archimedes quadrature — what are the (dis-)advantages?

*Advantages:*

- *Simpler program code (Haven't you tried coding them? Do it! You'll agree...)*
- *It might be possible to reuse an existing program for the trapezoidal rule on common regular grids (advantage is even bigger for more complex applications, e.g. when computing a sparse grid solution for a fluid simulation)*
- *For comprehensive computations the program is more likely and easy to be parallelized as the single grids are processed independently from each other*

*Disadvantages:*

- *No straight forward approach to include adaptivity, i.e. it's not possible to automatically find the right evaluation points*
- *Recursion is much more beautiful!*