

Algorithms of Scientific Computing

Hierarchical Methods and Sparse Grids

Michael Bader

Technische Universität München

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Overview

Topics

- Non-hierarchical and hierarchical quadrature and interpolation
- Hierarchical basis and subspace decompositions
- Curse of dimensionality
- High-dimensional function representations: sparse grids
- Wavelets
- Hierarchical basis functions on quadrees and octrees
- Applications
- *Hierarchical finite elements*
- *Multi-recursive and hierarchical algorithms on sparse grids*
- *Multi-grid methods*

Part I

Archimedes' Quadrature, One-Dimensional

Numerical Quadrature

Why Quadrature?

- Integration integral part in many applications, e.g.:
 - Determine volumes (e.g. of beer/wine barrels)
 - Option pricing (expectation values)
 - Defuzzification for fuzzy controller
 - Optimization
 - Radiosity (accumulating light)
 - discretization: Finite Volume/Finite Elements
 - Often no analytical solution available
- ⇒ Approximate solution: “**numerical quadrature**”
- Core-problem: representation of functions in several variables
 - In higher-dimensional settings only stochastic or hierarchical methods available
 - Here: focus on hierarchical methods

Quadrature One-Dimensional

Approximations for the definite integral

$$F_1(f, a, b) := \int_a^b f(x) dx$$

for $f : [a, b] \rightarrow \mathbb{R}$

- First example for a hierarchical method
- We first consider classical methods
- Then hierarchical approach
- Assumption in the following: “ f is sufficiently smooth” (i.e., all necessary derivatives of f exist and are continuous)

Trapezoidal Rule, Simpson Rule

Classical methods for numerical quadrature: Newton-Cotes formulas

- $f(x_i)$ at equally spaced points $x_i = a + ih$
- Integrate

$$\int_a^b f(x) \approx \sum w_i f(x_i)$$

- choose weights w_i such that integration is exact for polynomials up to a certain degree
- typically result from an interpolation problem

Trapezoidal Rule, Simpson Rule

Trapezoidal rule

- Interpolate at interval boundaries with linear function

$$F_1 \approx T := (b - a) \frac{f(a) + f(b)}{2}$$

Simpson rule

- Interpolate at interval boundaries and midpoint with quadratic function

$$F_1 \approx S := (b - a) \frac{f(a) + 4f\left(\frac{a+b}{2}\right) + f(b)}{6}$$

Quadrature Error

- Error terms are known for the two methods:

$$|T - F_1| \leq \frac{M_2}{12}(b - a)^3$$

$$|S - F_1| \leq \frac{M_4}{2880}(b - a)^5$$

- M_2 and M_4 are bounds for the second, resp. fourth, derivative:

$$M_2 := \sup_{x \in [a, b]} |f''(x)|,$$

$$M_4 := \sup_{x \in [a, b]} |f^{(4)}(x)|.$$

Composite Quadrature Rules

- Error bounds suggest the following improvement:
 - Split interval $[a, b]$ into smaller subintervals
 - Apply simple quadrature rule in each of them
- Simplest case: take uniform grid with n intervals and mesh-width $h = (b - a)/n$
- Composite trapezoidal rule

$$CT := h \cdot \left[\frac{f(a)}{2} + \sum_{i=1}^{n-1} f(a + ih) + \frac{f(b)}{2} \right]$$

- Composite Simpson's rule

$$CS := \frac{h}{6} \left[f(a) + 4f\left(a + \frac{h}{2}\right) + 2f(a + h) + 4f\left(a + \frac{3h}{2}\right) \right. \\ \left. + \dots + 4f\left(b - \frac{h}{2}\right) + f(b) \right]$$

Composite Quadrature Rules – Error

- To measure the error: sum up $n = (b - a)/h$ terms (one for each interval)
- Terms are in $\mathcal{O}(h^3)$ and $\mathcal{O}(h^5)$ resp.

$$|CT - F_1| \leq \frac{M_2}{12}(b - a) \cdot h^2,$$

$$|CS - F_1| \leq \frac{M_4}{2880}(b - a) \cdot h^4.$$

- Accuracy increases with n
- Doubling the computational effort ($h \rightsquigarrow h/2$) reduces error bound to 1/4 (CT) and 1/16 (CS), if f is sufficiently smooth

Composite Quadrature Rules – Summary

Typical non-hierarchical methods

- Summands have (more or less) same weight
- To store: use array
- To implement: use for-loop
- To increase accuracy: discard old result, start all over once again

Archimedes' Hierarchical Approach

We now decompose the area F_1 in a hierarchical manner

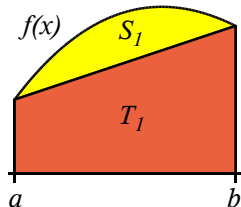
- Start with trapezoid as for trapezoidal rule:

$$T_1(f, a, b) = \frac{b-a}{2}(f(a) + f(b)).$$

- Let remaining error term (area between trapezoid and curve) be S_1 :

$$F_1(f, a, b) = T_1(f, a, b) + S_1(f, a, b).$$

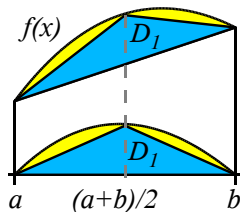
- Hierarchical approach if current approximation too inaccurate:
 - Take trapezoid (intermediate solution)
 - Add approximation for S_1



Decomposition of Remainder S_1

- Decompose remainder S_1 into triangle D_1 with (projected) base $(b - a)$ and height

$$f\left(\frac{a+b}{2}\right) - \frac{f(a) + f(b)}{2} :$$



$$D_1(f, a, b) = \frac{b-a}{2} \left(f\left(\frac{a+b}{2}\right) - \frac{f(a) + f(b)}{2} \right)$$

- We obtain two remainders of similar type

$$S_1(f, a, b) = D_1(f, a, b) + S_1\left(f, a, \frac{a+b}{2}\right) + S_1\left(f, \frac{a+b}{2}, b\right)$$

- Both are typically much smaller!

Recursive Computation of F_1

- Interpret formulas for F_1 (area below curve), T_1 (trapezoid), S_1 (remainder) as function definitions
- ⇒ Obtain recursive method to compute F_1

Stopping criterion

- Note: recursion does not terminate so far
- As we're only interested in approximation:
implement termination criterion in function S_1 , for example
 - Count recursion depth ($t = 0$ for whole interval $[a, b]$, $t = 1$ for the first two subintervals, ...)
 - Stop recursion for certain $t = l$
 - Then we exactly compute the composite trapezoidal quadrature for $n = 2^l$
 - Alternatively, we could have used $b - a \leq h$ for some $h = 2^{-l}$ as stopping criterion

Adaptive Stopping Criterion

- Intuitive assumption (look at drawings):
triangle D_1 comprises most of S_1
 - Later, we'll see that D_1 covers $3/4$ of the area of S_1 for sufficiently smooth functions and asymptotically for small h
 - We can hope (but not be sure!):
 - Error for the computation of S_1 is about $D_1/3$ when stopping the recursion
 - Hierarchical approach provides a stopping criterion for free
- ⇒ We can control the error of the quadrature!
- Even better:
 - Take height of triangle (*hierarchical surplus*) instead of area
 - Stop if smaller than some ϵ
- ⇒ We can even hope to bound global error (w.r.t. F_1) by $\epsilon(b - a)$

Some Remarks

- For polynomials f of degree 2, we can compute (exactly)

$$D_1 = \frac{3}{4} S_1.$$

- When stopping the recursion, we can take $4/3 \cdot D_1$ rather than D_1
- ⇒ We obtain the integrand exactly
- In total, we just compute the composite Simpson's rule
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- Currently, we have to evaluate f three times to compute the hierarchical surplus
 - When calling function S_1 , we have already computed f at the interval boundaries
- ⇒ Extend $S(f, a, b)$ to $S(f, a, b, f(a), f(b))$ at no extra cost