Algorithms of Scientific Computing

Overview and General Remarks

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Classification of the Lecture

Students of Informatics:

- Informatics Bachelor & Master
- Informatics: Games Engineering (Bachelor)
- Information Systems (Wirtschaftsinformatik)
- Students of Computational Science and Engineering (CSE): application area (cat. E1)

Students of (Computational) Engineering:

- Computational Science and Engineering (CSE): application area (cat. E1)
- Engineering Science

Students of Physics:

various “flavours” $\rightarrow$ who?

Students of Mathematics:

Bachelor, Master, as minor?

. . . anyone else? *Warm Welcome!*

Tutorials

Tutors:

- Denis Jarema (FFT, space-filling curves)
- Gerrit Buse (hierarchical methods, sparse grids)

Time & Day:

- by default, tutorials will be on Wednesdays (10-12, MI 02.07.023)
- skipped on Apr 24 (student assembly) and May 1 (holiday)
- extra tutorial on Thu, Apr 25 (or May 2)

"Style":

- worksheets with applications & examples
- no compulsory part
- new this year: **iPython Notebook**

Algorithms in Scientific Computing

Scientific Computing

similar: *Computational Science and Engineering, Wissenschaftliches Rechnen, Simulation-based Science & Engineering, . . .*

Attempt of a definition:

Scientific Computing is . . .

- (numerical) simulation of problems from science or engineering using High Performance Computing (Bungartz, TUM)
- the interdisciplinary conjunction of mathematical and computer science methods as well as different applications of the natural sciences and engineering disciplines, e.g. (TU Darmstadt)
- the subfield of computer science concerned with constructing mathematical models and quantitative analysis techniques and using computers to analyze and solve scientific problems (Wikipedia, 2012)
- an *interdisciplinary discipline*
- the focus at our chair SCCS

Algorithms in Scientific Computing?

Central Question: What do I "get" from this lecture?

- ...in particular in the field of Scientific Computing?
- ...in general in the field of Informatics?

$\Rightarrow$ What could/should/do I want to learn in

- ... Informatics?
- ... Computing?

Cross-topical aspects: What central ...

- problems
- techniques, methods
- analytical questions

...of Informatics/Computing/...play a (major) role?

Cross-Topical Aspects

Representation of Information

Claim:

Informatics is the science (or art) of storing information such that it can be used (processed) efficiently.

Examples for information and storage technique:

- tables (data bases of all kind)
- trees, graphs (path searching, . . .)
- multi-dimensional fields (raster data, etc.)

Our topic:

How do we store *continuous* data (mathematical functions)?

For Comparison: Representation of Scalars

A brief history of the representation of numbers:

- "tally marks": $|, ||, |||, ||||$
  (still successfully used to count drinks in bars & restaurants)
- number symbols such as $\mathrm{I}, \mathrm{V}, \mathrm{X}, \mathrm{MMIV}$:
  compact but tedious for computing
- positional notation (decimal numbers, binary system, etc.):
  ease of arithmetics up to machine computing

Crucial ideas:

- Hierarchy (different "value" of digits depending on their position)
- Structure (concept of 0 as a placeholder!)

Representation of Mathematical Functions

Possibilities of representation (historical):

- *analytical functions*: $f(x) = e^x \sin(x)$
- *tabulated values*
  (z.B. logarithm tables, newly rastered data/sampling)
- *interpolation* (also piecewise):
  (polygonal chain/curve, polynomial interpolation,
  spline interpolation, trigonometrical interpolation, ...)

Goal: access and use information efficiently!

- more compact storage
- identification of certain properties (information)
- generally: more efficient algorithms for processing/computations

Multi-Dimensional Data

Examples for multi-dimensional data structures:

- Matrices
- Image data (images, tomography, movies, , ...)
- Discretization based on grids (discretization of physical models / partial differential equations)
- Coordinates of any kind (often going along with graphs)
- Tables (relational databases)
- In financial mathematics: baskets of stocks/options/...

Multi-Dimensional Data

Core topic: linearization/sequentialization

- Storage of data structures in memory
- Data processing (traversal)

Demands on linearization (“efficiency”):

- Maintain neighborhood $\Rightarrow$ locality of data, “clustering”
- Simple, fast computation of indices
- “Continuity”, regularity
- Symmetry w.r.t. single dimensions

Recursive Algorithms and Hierarchical Data Structures

“Traditional” style of algorithms in scientific computing:

- FORTRAN programs; procedural/iterative programming
- strongly based on loops and arrays

Nowadays:

- *Recursive* and *hierarchical*:
  w.r.t. algorithms (partitioning of problem) and data structures (trees, object orientation)
- *Adaptive*: invest effort, where most benefit can be achieved
- *“Optimal Complexity”*: high approximation order, etc.
- *Distributed:* Computing on parallel and distributed systems
- *Hardware-oriented:* $\rightarrow$ High Performance Computing

$\Rightarrow$ generally applicable concepts and ideas

Schedule

Fast Fourier Transform:

- discrete Fourier transform as 2D, 3D interpolation
- FFT as divide-and-conquer algorithm
- transform for data compression (images, audio and video data)

Hierarchical basis and sparse grids

- adaptive integration and Archimedes' quadrature
- hierarchical basis functions
- the curse of dimensionality $\rightarrow$ sparse grids
- wavelets

Space trees and space-filling curves

- sequential data structures and traversal of octrees
- definition and construction of space-filling curves
- parallelisation and partitioning