

# Algorithms of Scientific Computing (Algorithmen des Wissenschaftlichen Rechnens)

## Multi-dimensional Quadrature

In order to find an alternative way to approximate the  $d$ -dimensional integral

$$F_d := \int_{[0,1]^d} u(x_1, \dots, x_d) d(x_1, \dots, x_d)$$

we use a regular  $d$ -dimensional grid of step size  $h = 2^{-n}$  stored in an array with indices in  $[0, 2^n]^d$ .

We don't want to be bothered with special boundary treatment so we simplify this task assuming our function is 0 on the boundary, i.e.

$$\forall \mathbf{x} = [x_1, \dots, x_d]^T : \exists j \text{ such that } (x_j = 0 \vee x_j = 1) \Rightarrow u(\mathbf{x}) = 0$$

In the next step we compute the  $d$ -dimensional hierarchical surpluses:

**loop**  $j = 1, \dots, d$  **over the dimensions**  
**loop over all 1d subgrids discretizing spatial direction**  $j$   
(fix all coordinates except  $x_j$ , what you'll get is a 1d array  
of grid points like on worksheet 4 — for  $d = 2$  this comes down  
to processing all rows and all columns once)  
**Compute 1d surpluses in dimension**  $j$  **(in place) for each subarray**

Once we have the surpluses  $v_{l,i}$  (indexing with level  $l$  and point index  $i$  as introduced in the lecture) we only need to multiply them with the volume of the associated pagoda and sum everything up. The volume of the pagoda associated with grid point  $x_{l,i}$  is  $2^{-|l|_1}$ .

1. Implement this method!

For  $d = 2$  and  $n = 3$  this can be done easily in a spreadsheet (using copy and paste is not only ok but also encouraged for thorough understanding).

2. Let

$$u(x_1, x_2) = 16x_1(1-x_1)x_2(1-x_2) = \left(1 - 4\left(x_1 - \frac{1}{2}\right)^2\right) \cdot \left(1 - 4\left(x_2 - \frac{1}{2}\right)^2\right).$$

Write the summed up volumes in descending order (compute with your program or derive from results of worksheet 5). Imagine  $n$  to be large.

How many volumes are at least needed to approximate the integral (4/9) with an absolute error not larger than 1/144 (this choice is not random, it will give you nice results).

3. Spot and draw the used grid points in the unit square!