

# Introducing redundancy into numerical computations

Computing with frames

# Goal

- **What?** Function approximation
- **Why?** Building block of larger problems
- **How?** Efficient and accurate algorithms

# Function Approximation

*“Be approximately right rather than exactly wrong” - J. Tukey*

# What is a function?

- Gives you output for certain **inputs**
- Mathematical object:

$$f(x) = \int \frac{\sin(x)}{x}$$

- Data:

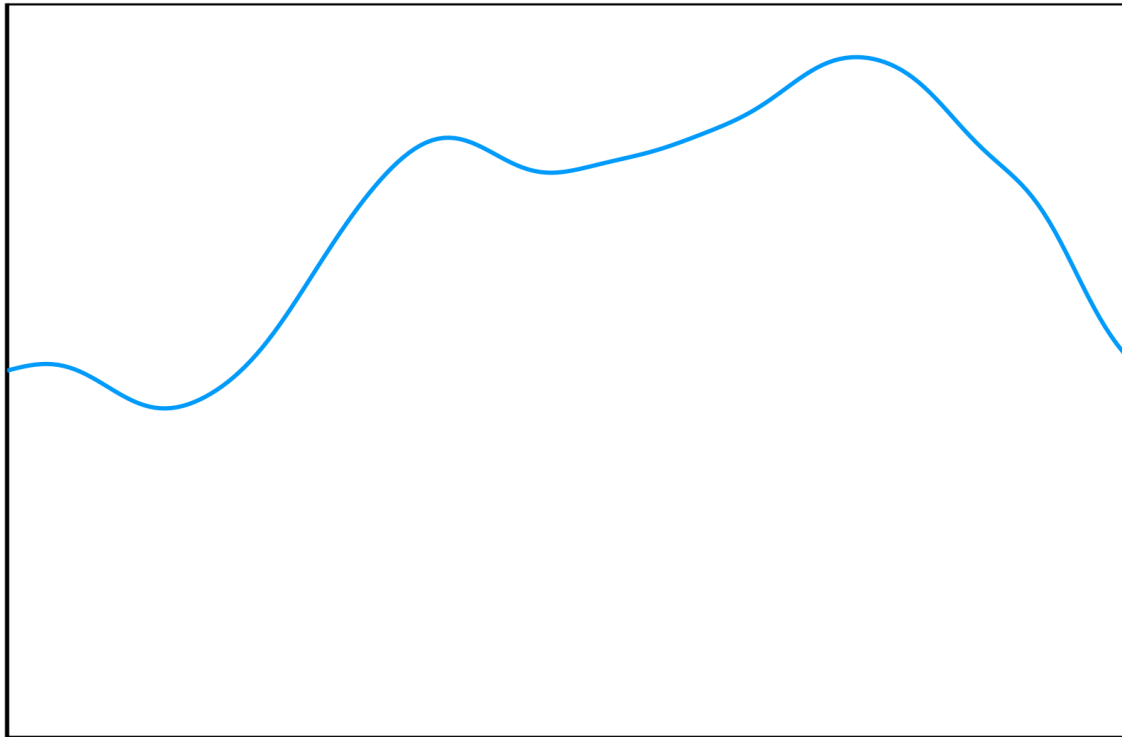
*Average baby weight as a function of **age***

- Physical signal:

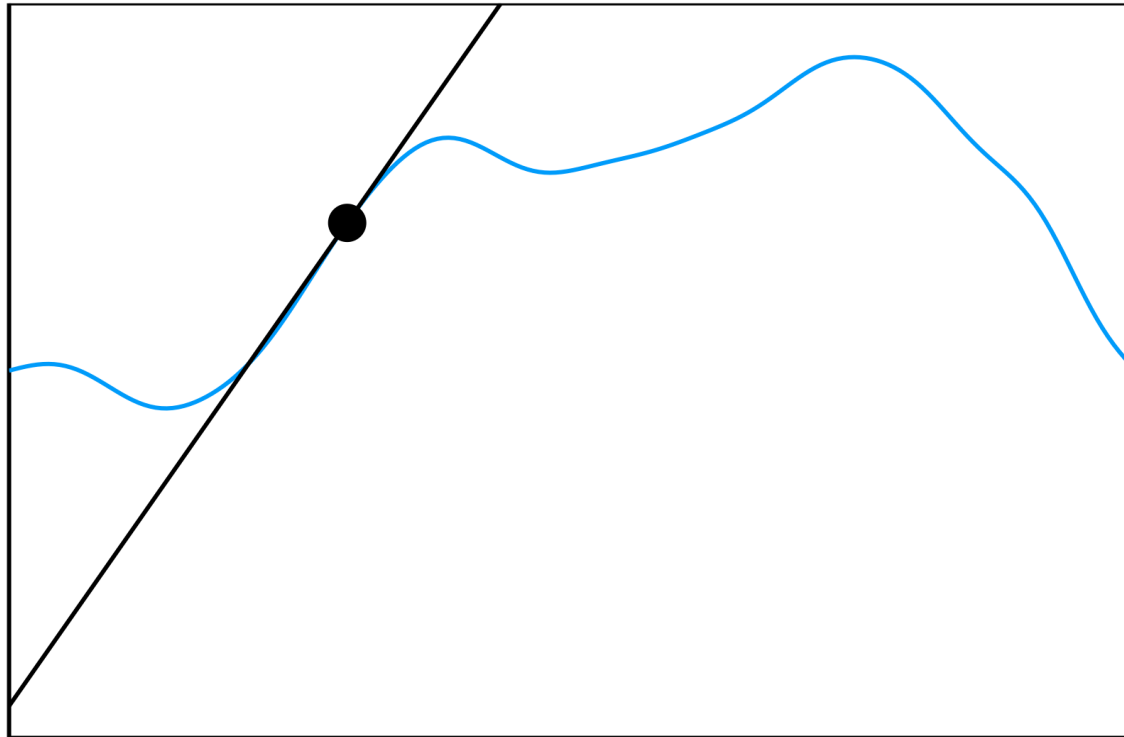
*Outside temperature as a function of **time***



# Why approximate?

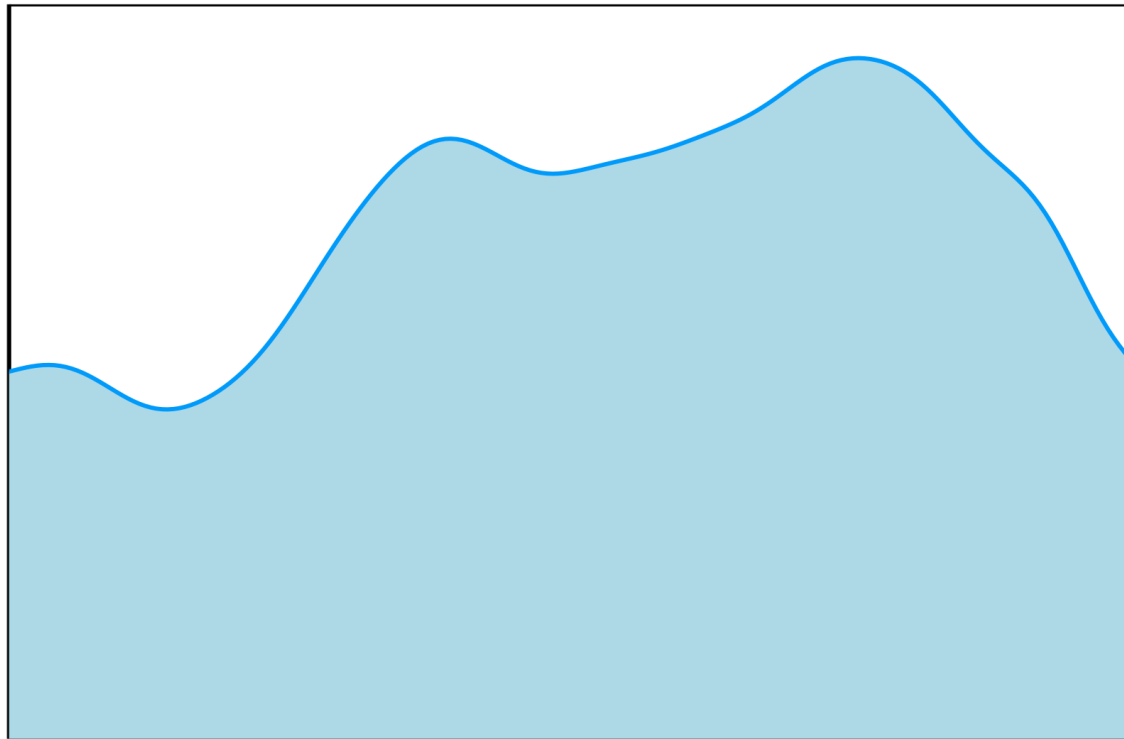


# Why approximate?



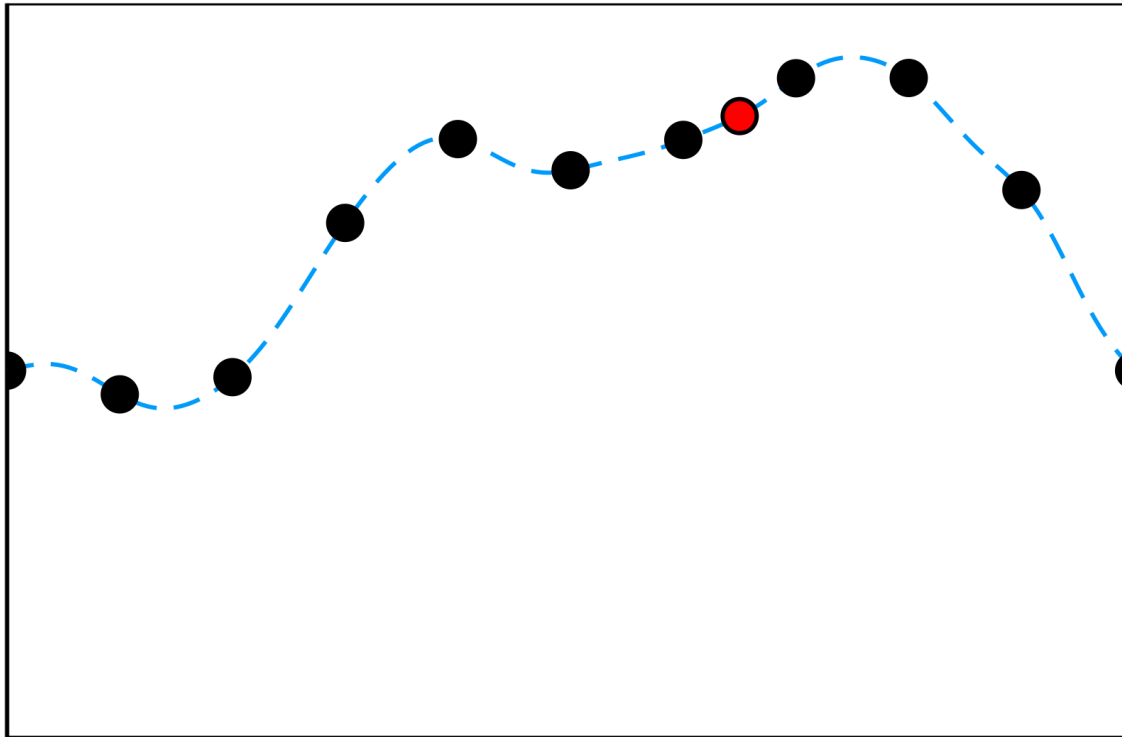
Derivatives

# Why approximate?



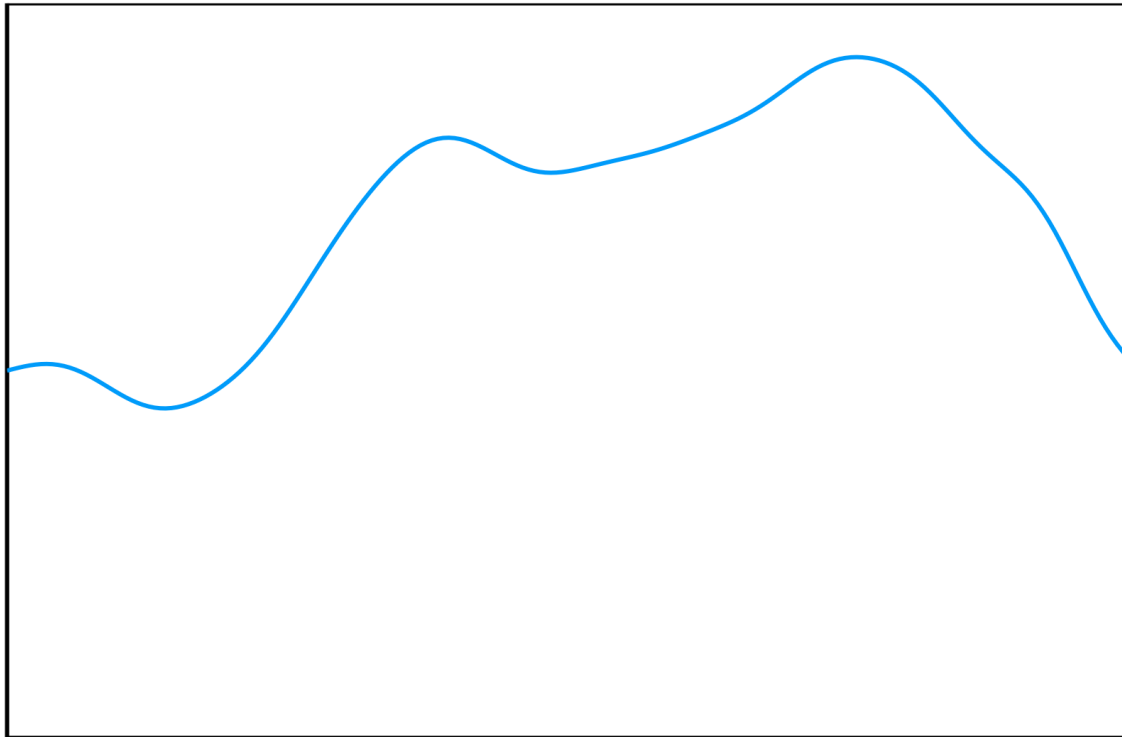
Derivatives, Integrals

# Why approximate?



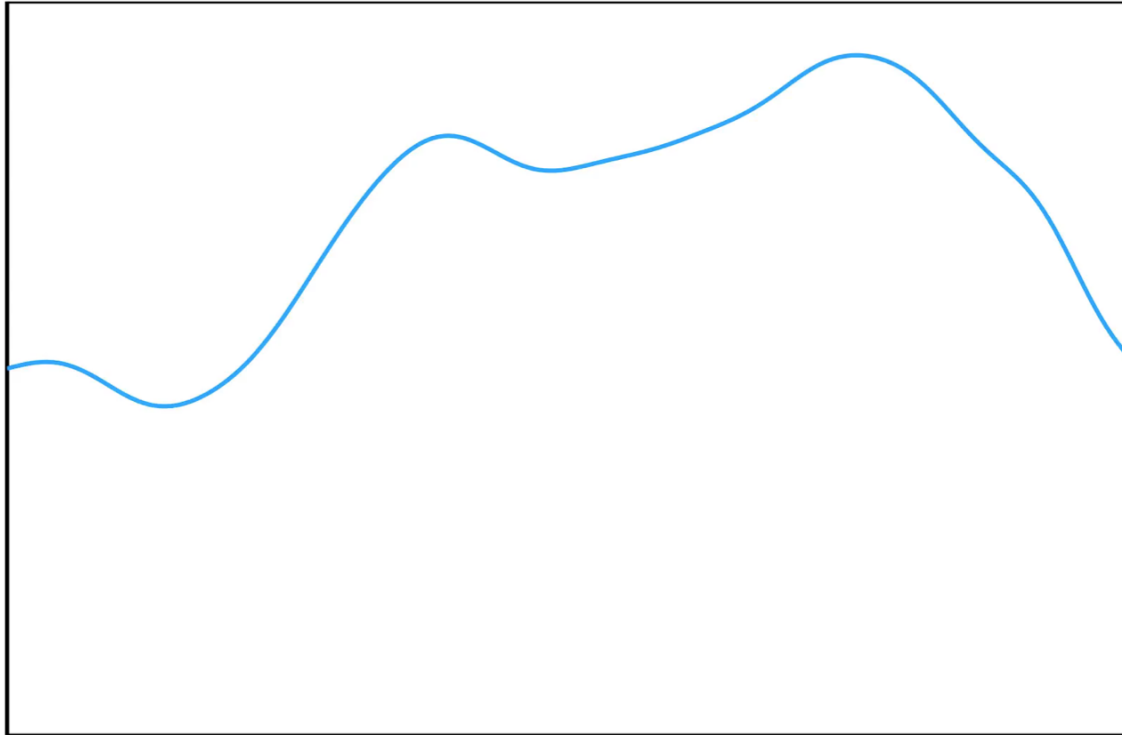
Derivatives, Integrals, Interpolation

# Why approximate?



Derivatives, Integrals, Interpolation, Differential Equations

# Why approximate?



Derivatives, Integrals, Interpolation, Differential Equations, ...

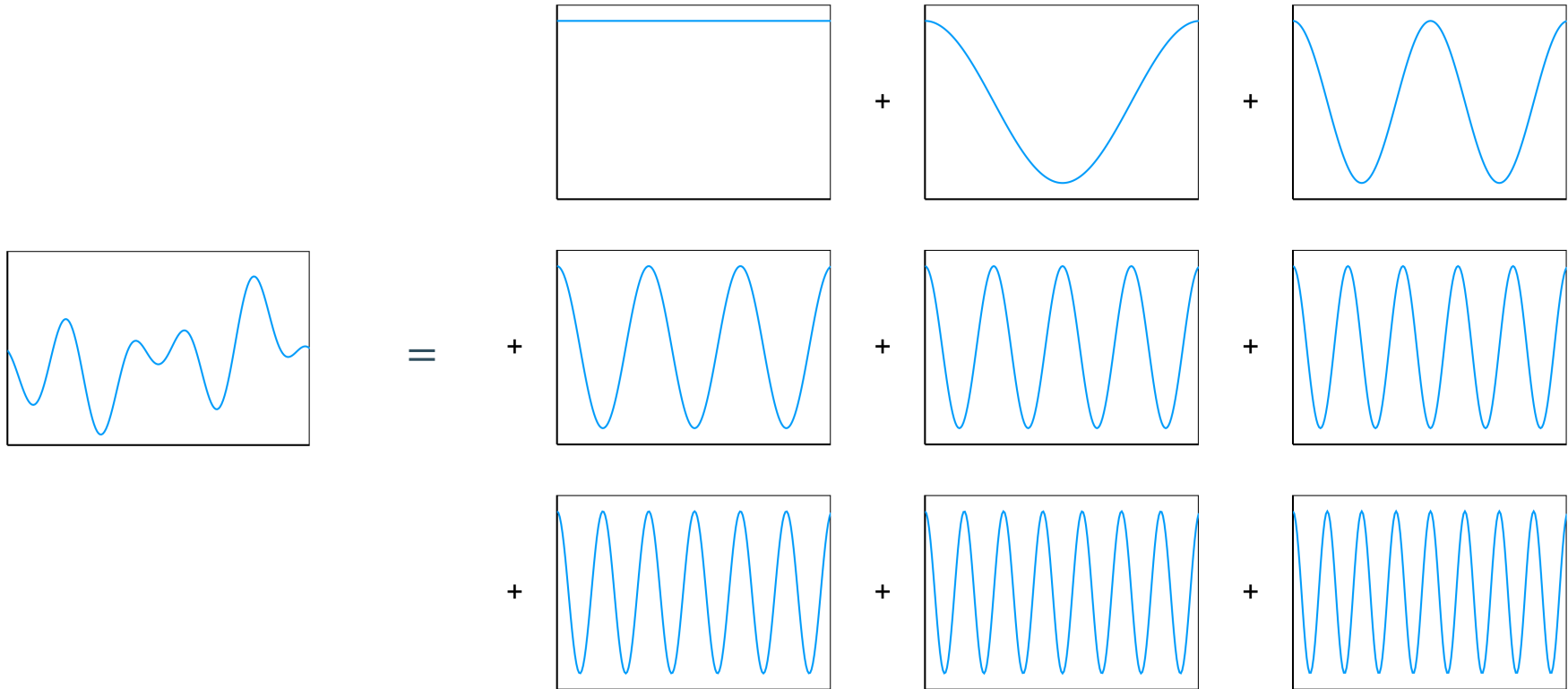
# How to approximate?

- **Sum of basic functions:**

$$f(x) = \sum_k c_k \cos(\pi k x)$$

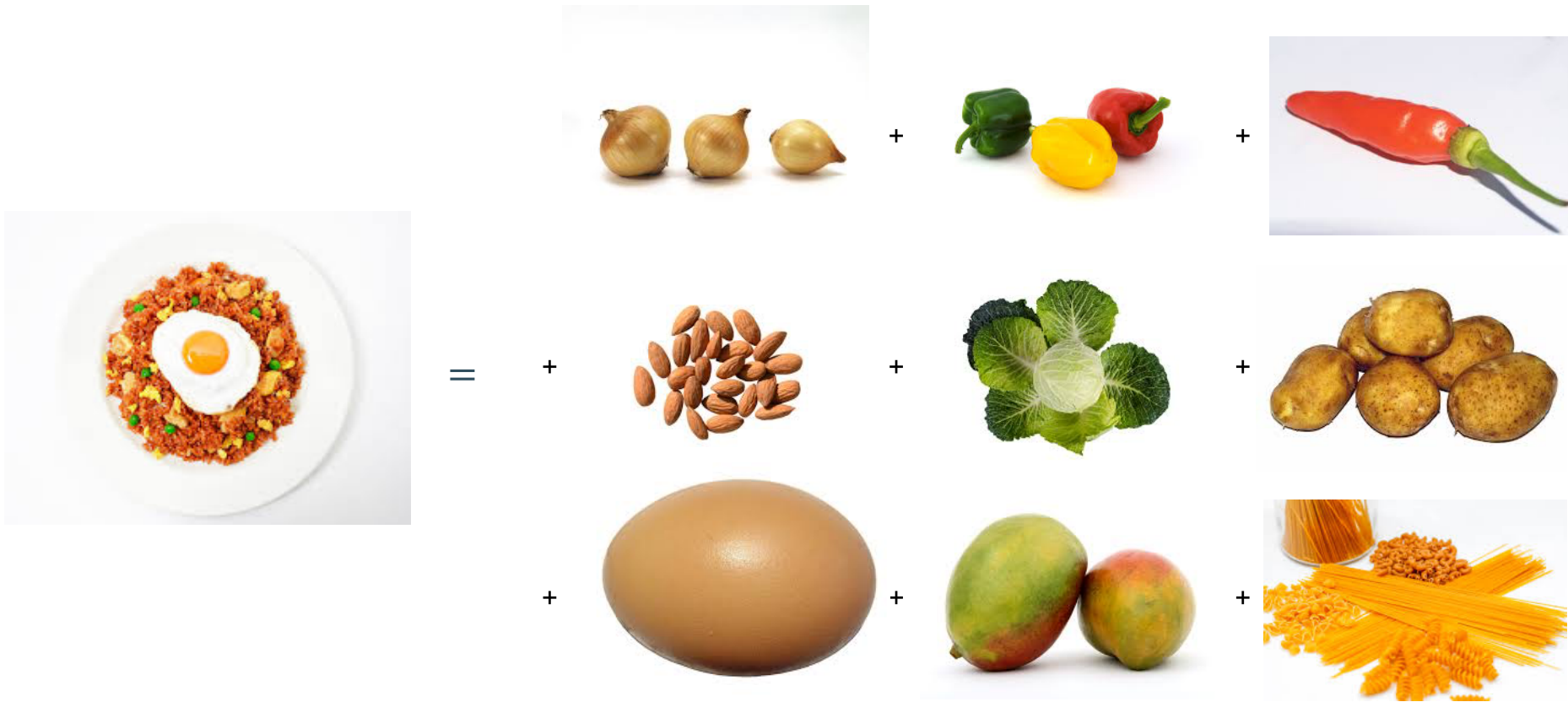
- **Basic functions:**
  - Simple derivatives
  - Simple integrals
  - Simple ...

# Sum of cosines

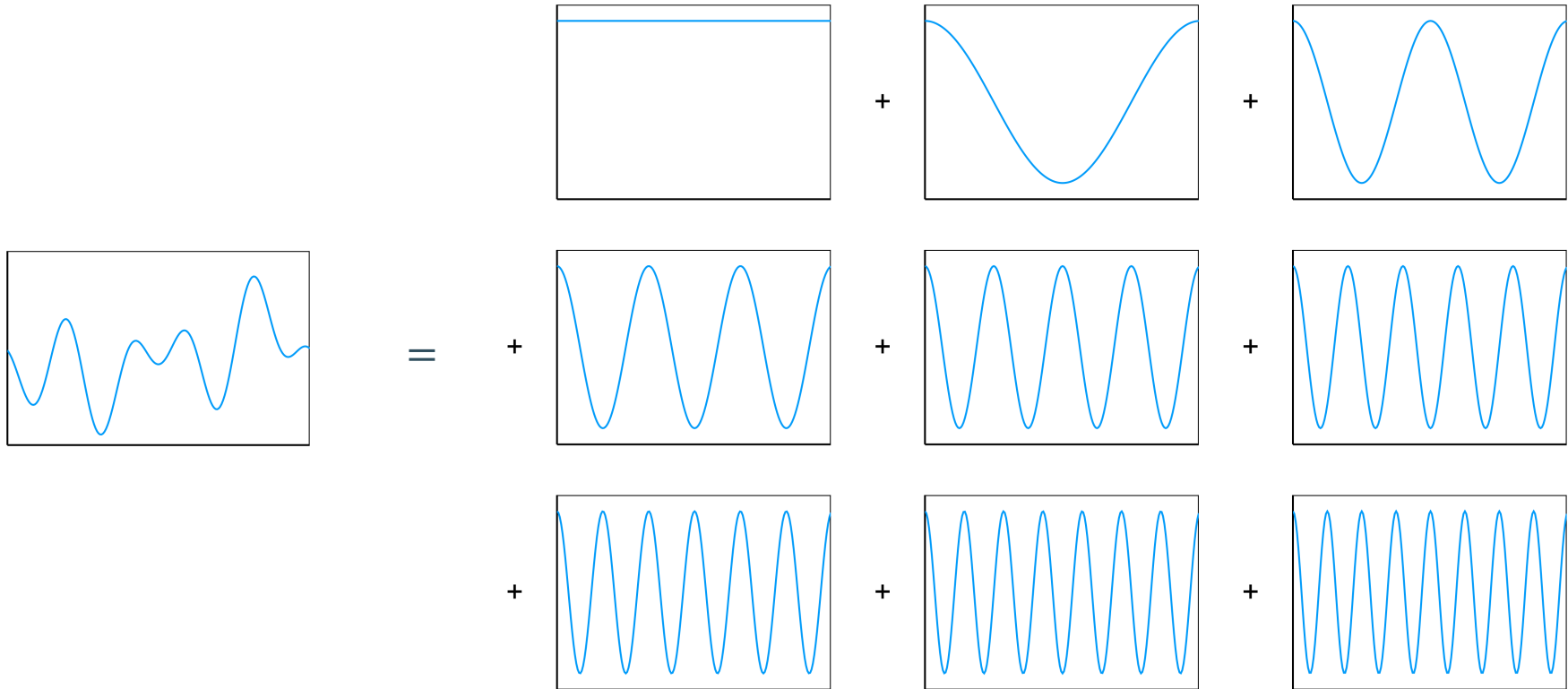




# Sum of cosines



# Sum of cosines

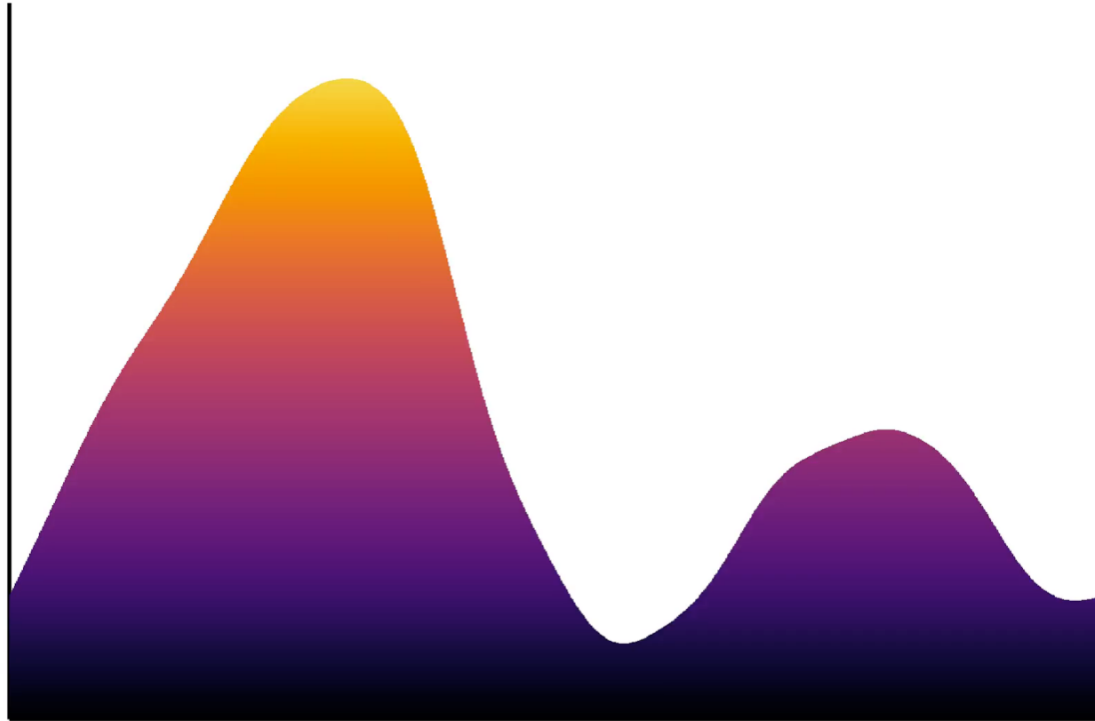


# Joseph Fourier

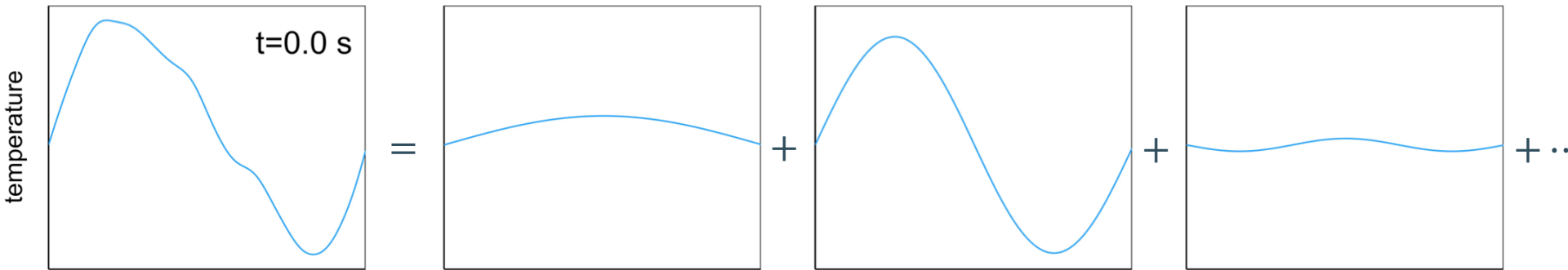
- *Théorie analytique de la chaleur*
- **Every function** can be written as a sum of sines and cosines



# Heat equation



# Heat equation

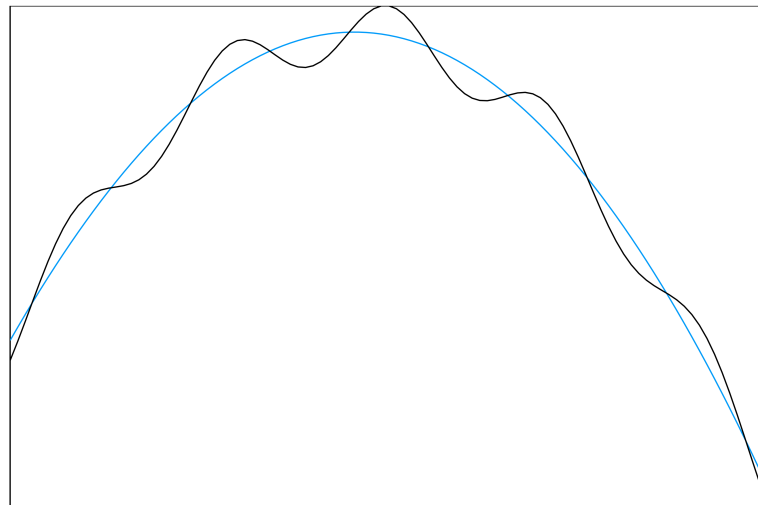


# “Good” Function Approximation

*“Swiftly and with style” – Mr. Alphonse*

# Accuracy

- Correctness of approximation for increasing  $N$
- Possible measure: maximum error



- Should go down as fast as possible for increasing  $N$

# Speed

- Execution time scales with problem size  $N$
- Linear  $O(N)$ , quadratic  $O(N^2)$  and cubic  $O(N^3)$
- Quadratic algorithm: 10 times bigger problem takes 100 times longer



# Speed

- Execution time scales with problem size  $N$
- Linear  $O(N)$ , quadratic  $O(N^2)$  and cubic  $O(N^3)$
- Quadratic algorithm: 10 times bigger problem takes 100 times longer

$N$	$O(N)$	$O(N^2)$	$O(N^3)$
1	1 ms	1 ms	1 ms

# Speed

- Execution time scales with problem size  $N$
- Linear  $O(N)$ , quadratic  $O(N^2)$  and cubic  $O(N^3)$
- Quadratic algorithm: 10 times bigger problem takes 100 times longer

$N$	$O(N)$	$O(N^2)$	$O(N^3)$
1	1 ms	1 ms	1 ms
100	100 ms	10 s	16 minutes

# Speed

- Execution time scales with problem size  $N$
- Linear  $O(N)$ , quadratic  $O(N^2)$  and cubic  $O(N^3)$
- Quadratic algorithm: 10 times bigger problem takes 100 times longer

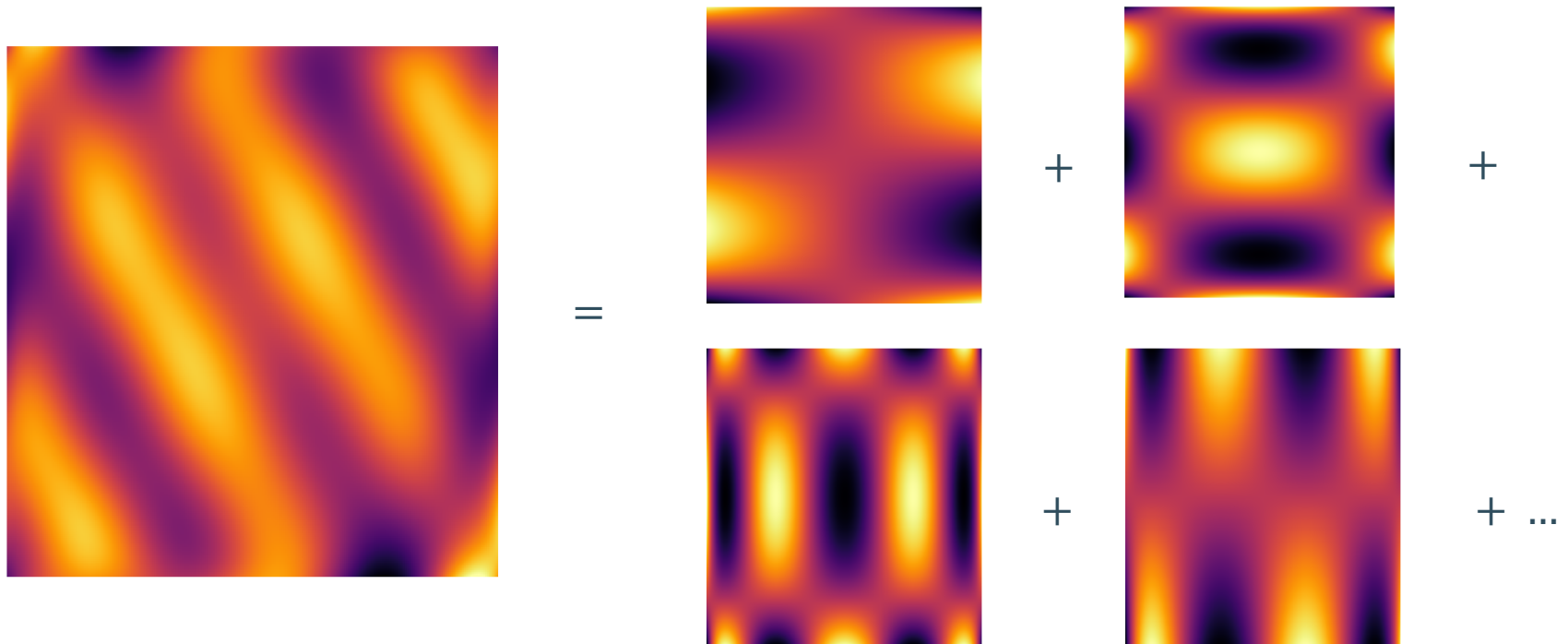
$N$	$O(N)$	$O(N^2)$	$O(N^3)$
1	1 ms	1 ms	1 ms
100	100 ms	10 s	16 minutes
10000	10 s	3 days	32 years

# Frame vs Basis

*“I’m nothing if not redundant! I also repeat myself.” – R. Fish*

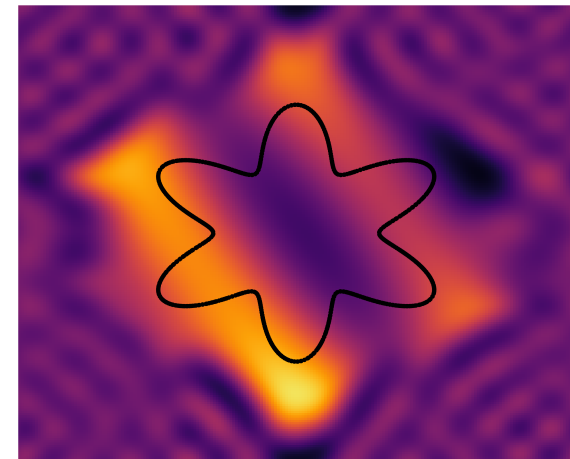
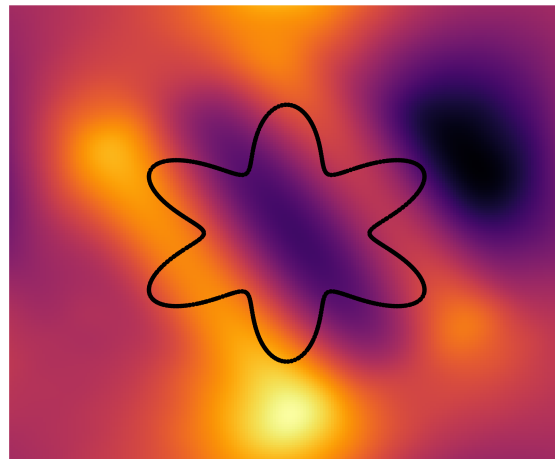
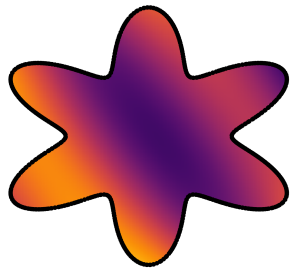
# Basis

- Unique representation, straightforward and efficient
- Very good for smooth functions on intervals/rectangles



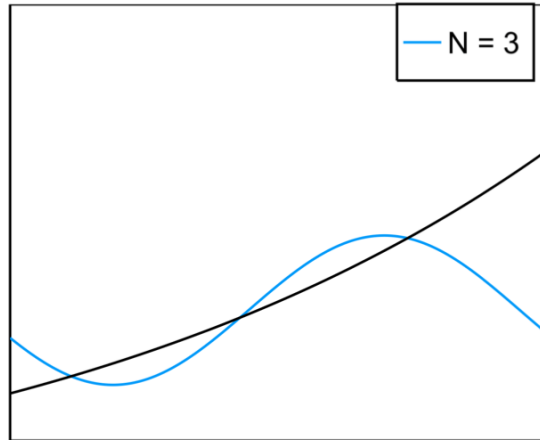
# Basis

- Unique representation, straightforward and efficient
- Very good for smooth functions on intervals/rectangles



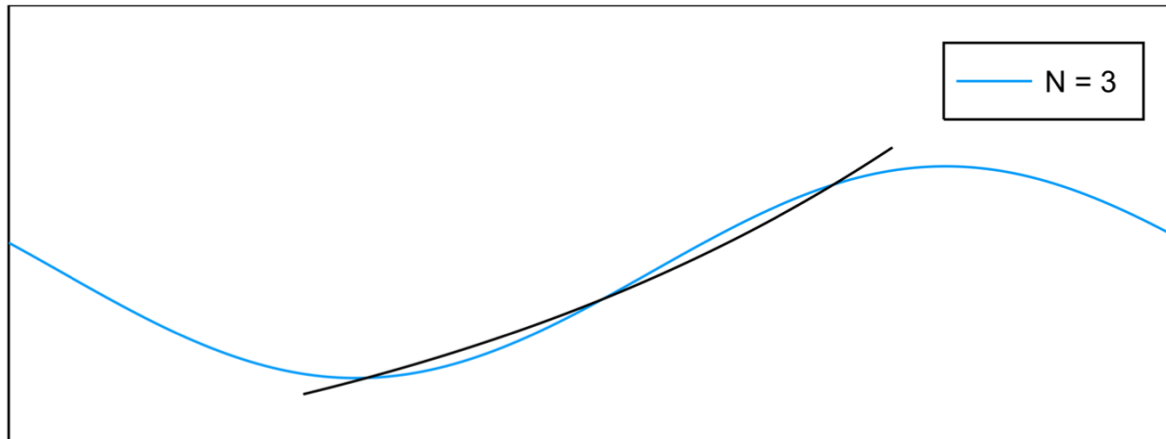
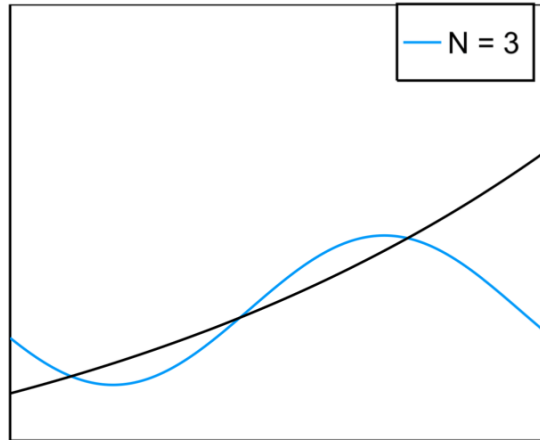
# Redundancy helps

- Endpoints don't match up
- Many functions needed!



# Redundancy helps

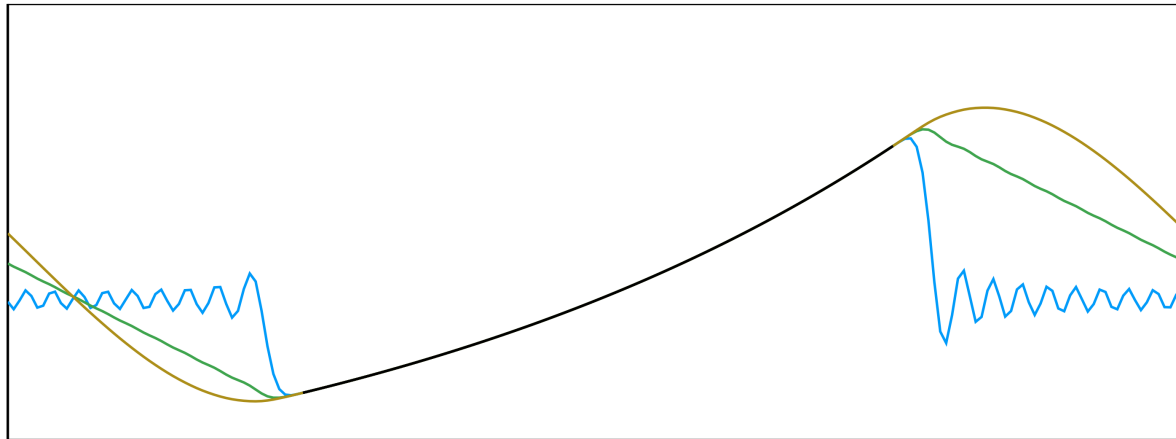
- Endpoints don't match up
- Many functions needed!





# Redundancy helps

- Extending the domain  $\rightarrow$  redundancy  $\rightarrow$  accuracy



# Frames

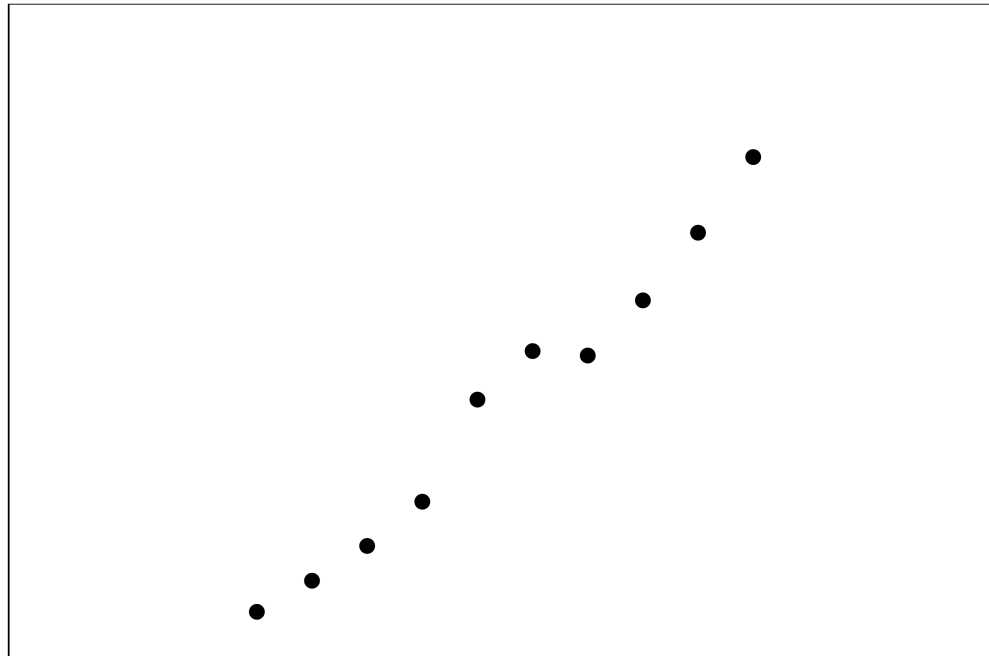
- Orthonormal basis Riesz basis Frame
- Restriction frame
- Sum frame

If solution with reasonable norm exists, it can be found through regularized projection.

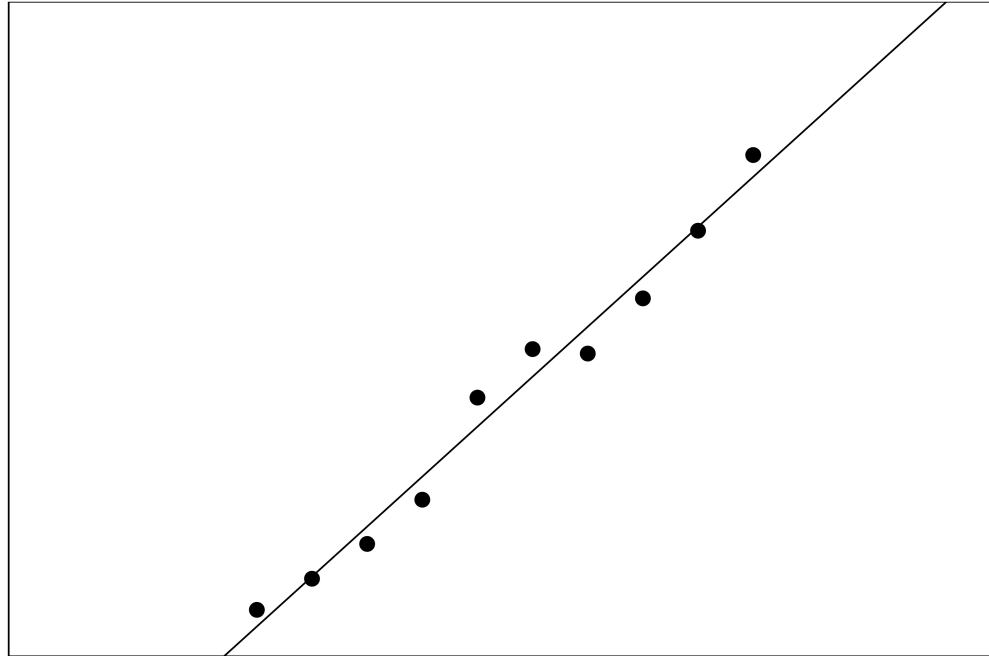
# Efficient Algorithms

*“Efficiency is intelligent laziness” – D. Dunham*

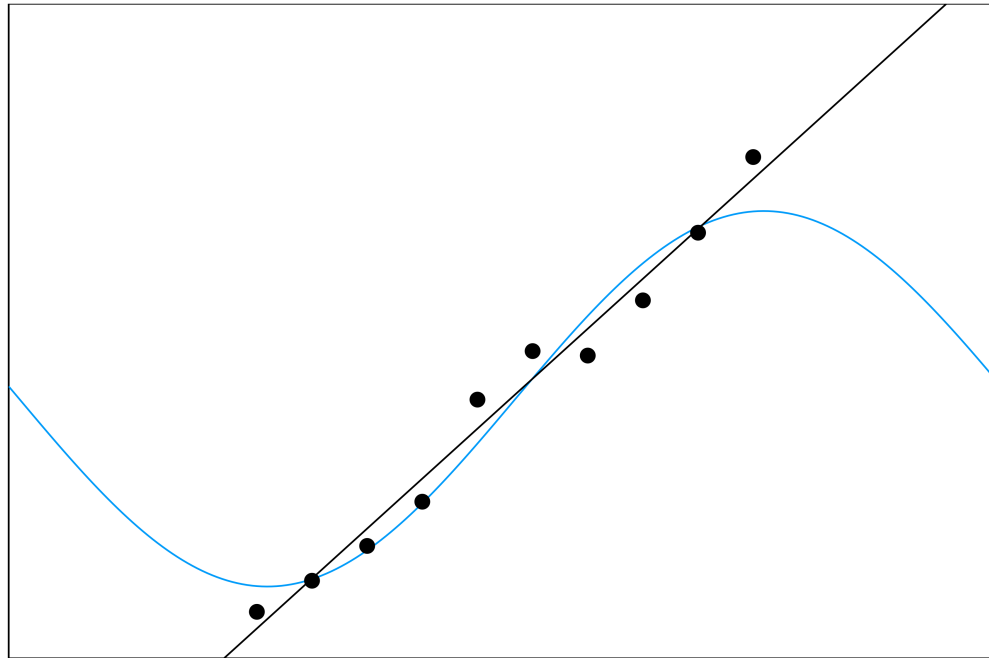
# Least squares



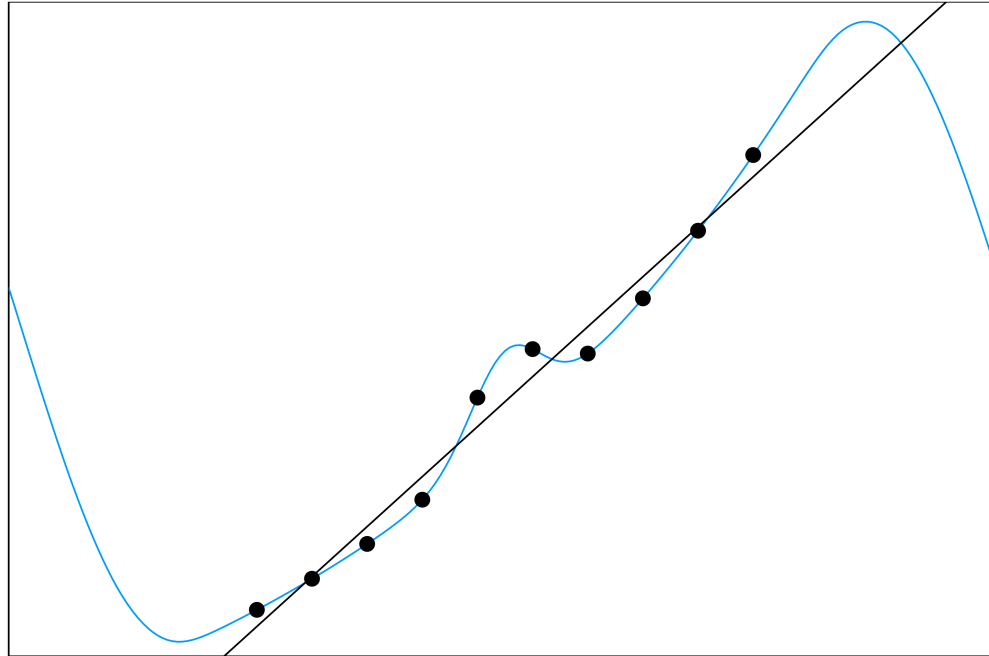
# Least squares



# Least squares



# Least squares



# Least squares

- Solve system

$$Ax \approx b$$

$$A_{i,j} = \varphi_i(x_j), \quad b_j = f(x_j)$$

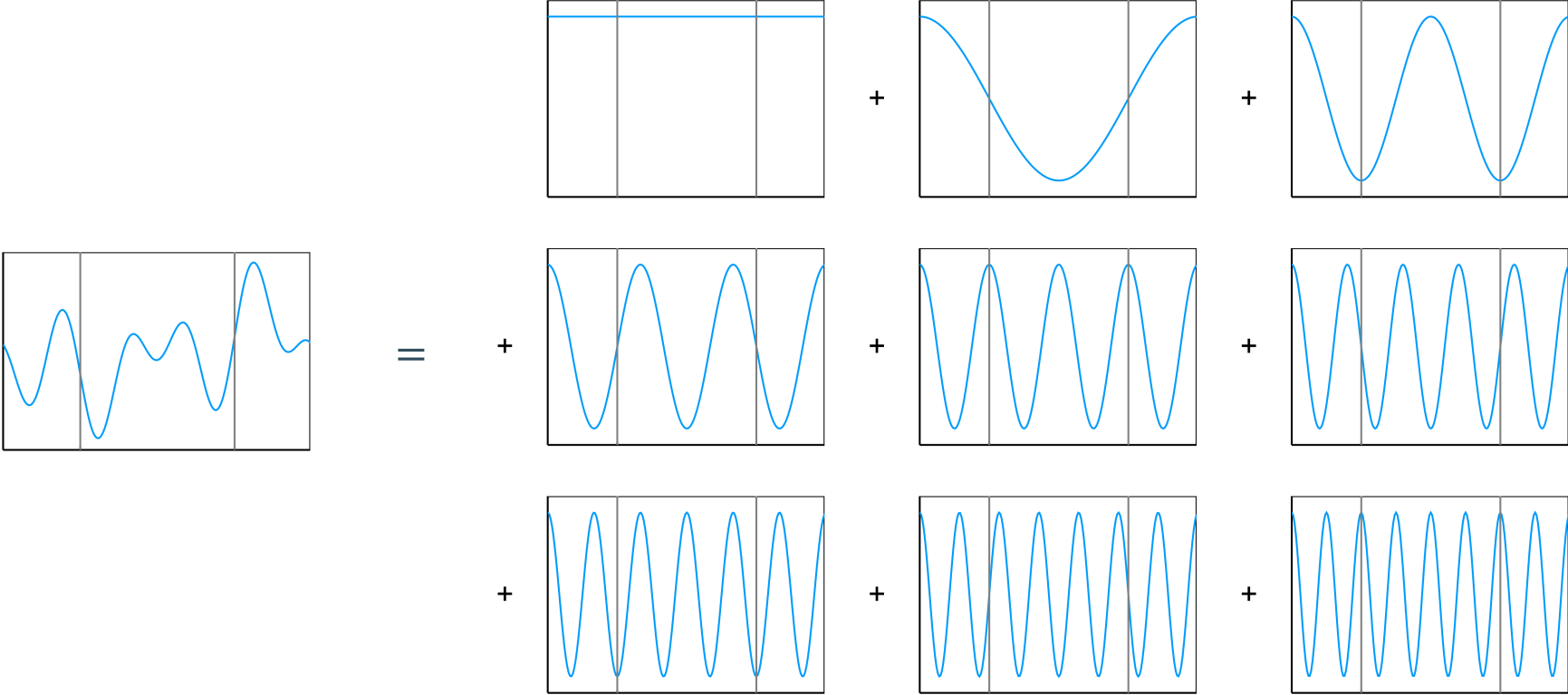
- Truncated Singular Value Decomposition

$$A = U_\epsilon \Sigma_\epsilon V_\epsilon^*$$
$$x = V_\epsilon \Sigma_\epsilon^{-1} U_\epsilon b$$

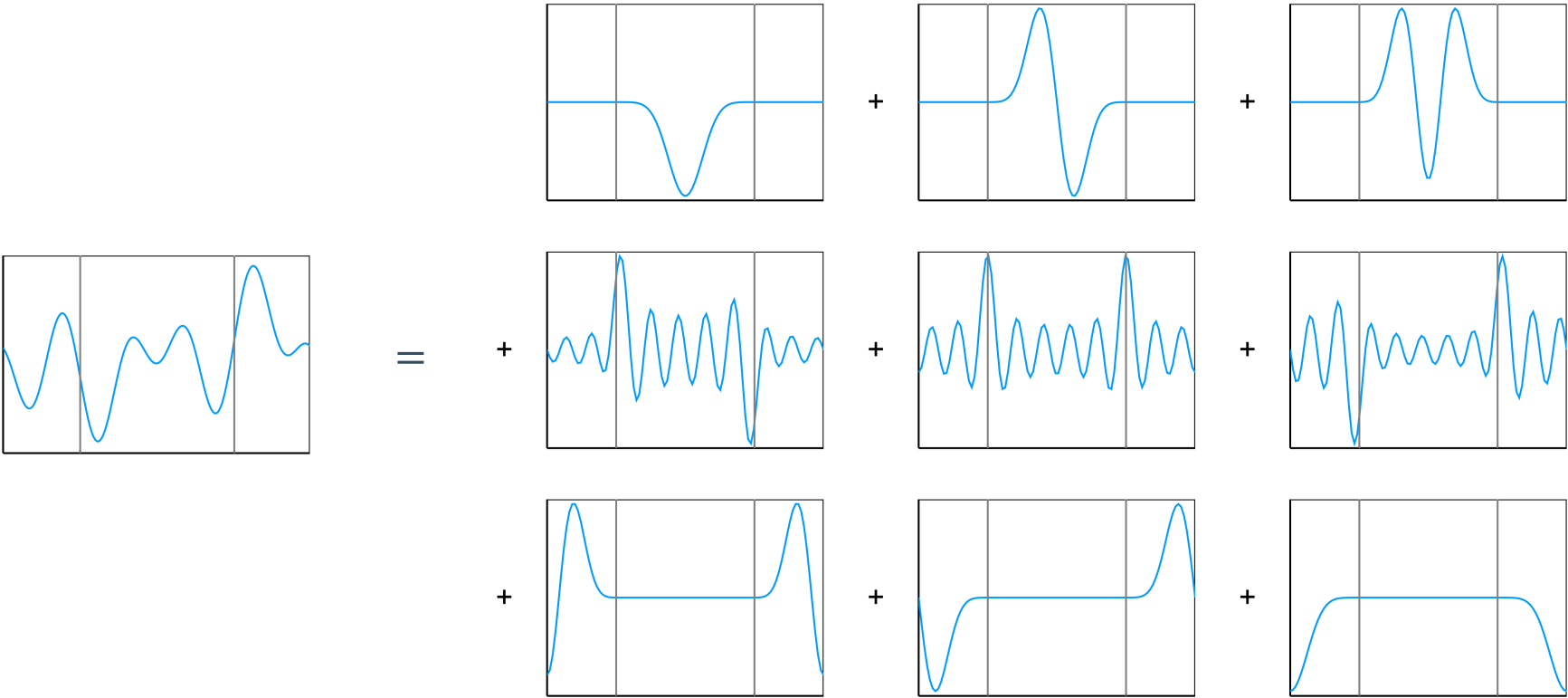
- $O(N^3)$



# Rewrite frame



# Rewrite frame



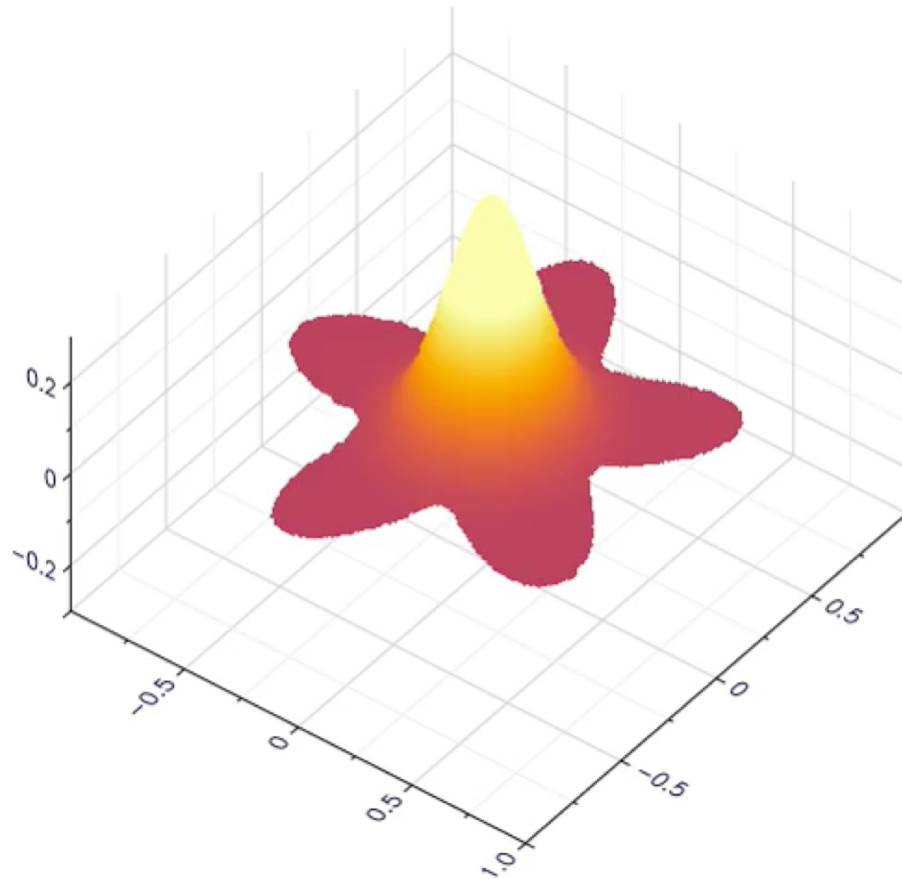
# Fast algorithms

- Convert **large difficult** problem into **small difficult** problem and **large easy** problem

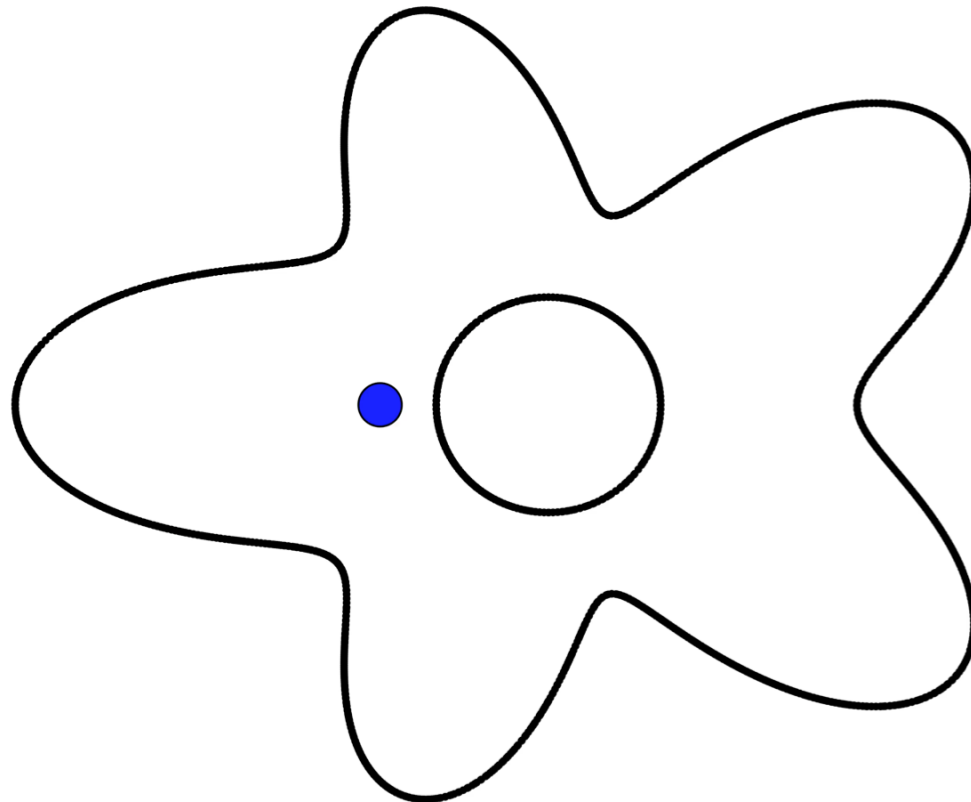
# Examples

*“I hope there’s pudding!” – J.K. Rowling*

# Drop of water



# WiFi reception



# WiFi reception



