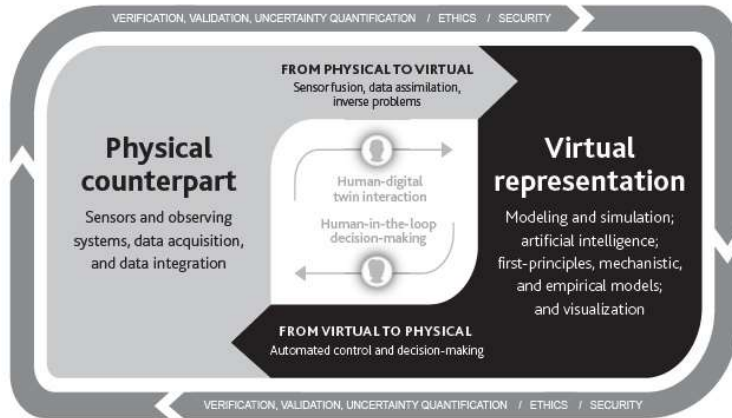


# Polytope Division Method: Greedy Sampling in High Dimensions

Evie Nielen, Karen Veroy, Oliver Tse  
Eindhoven University of Technology



Credit: National Academies of Science, Engineering and Medicine

Reduced Basis Method

Greedy Sampling Method

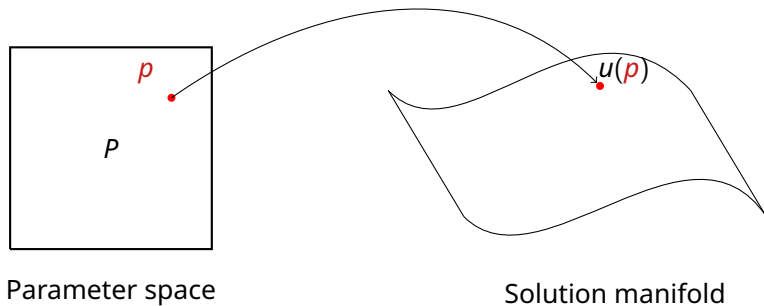
Polytope Division Method

Numerical Examples

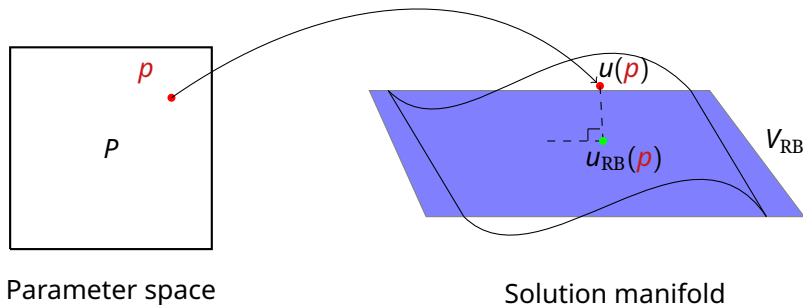
Summary

$$a(u(\boldsymbol{p}), \boldsymbol{v}; \boldsymbol{p}) = f(\boldsymbol{v}; \boldsymbol{p}), \quad \forall \boldsymbol{v} \in \mathbb{V},$$

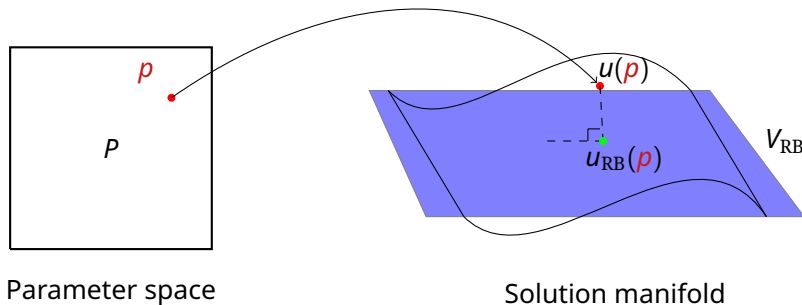
$$a(u(p), v; p) = f(v; p), \quad \forall v \in \mathbb{V},$$



$$a(u(p), v; p) = f(v; p), \quad \forall v \in \mathbb{V},$$



$$a(u(p), v; p) = f(v; p), \quad \forall v \in \mathbb{V},$$



Goal: Construct an approximation space  
 $V_{RB} := \text{span}\{u(p_1), \dots, u(p_n)\}.$

- Aim: Construct a reduced linear basis  $V_{\text{RB}} = \text{span}\{u(p_1), \dots, u(p_n)\}$



- Aim: Construct a reduced linear basis  $V_{\text{RB}} = \text{span}\{u(p_1), \dots, u(p_n)\}$
- Let  $\gamma = \{p_1, \dots, p_n\}$ .

- Aim: Construct a reduced linear basis  $V_{\text{RB}} = \text{span}\{u(p_1), \dots, u(p_n)\}$
- Let  $\gamma = \{p_1, \dots, p_n\}$ .
- Ideally, we want to minimize a loss function  $\mathcal{L}(\gamma)$ .

- Aim: Construct a reduced linear basis  $V_{\text{RB}} = \text{span}\{u(p_1), \dots, u(p_n)\}$
- Let  $\gamma = \{p_1, \dots, p_n\}$ .
- Ideally, we want to minimize a loss function  $\mathcal{L}(\gamma)$ .
- In reduced basis methods, the loss function is given by

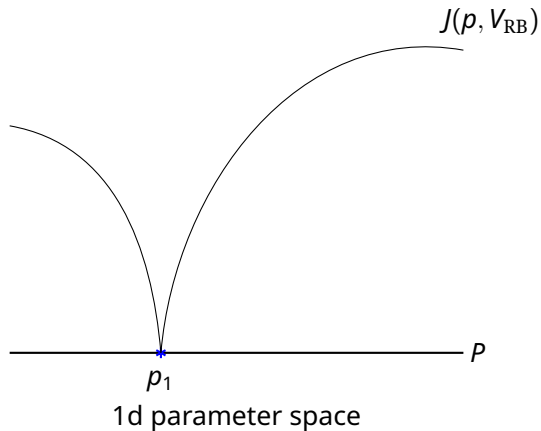
$$\mathcal{L}(\gamma) = \max_{q \in P} \|u(q) - P_{V_{\text{RB}}(\gamma)} u(q)\|^2. \quad (1)$$

- Aim: Construct a reduced linear basis  $V_{\text{RB}} = \text{span}\{u(p_1), \dots, u(p_n)\}$
- Let  $\gamma = \{p_1, \dots, p_n\}$ .
- Ideally, we want to minimize a loss function  $\mathcal{L}(\gamma)$ .
- In reduced basis methods, the loss function is given by

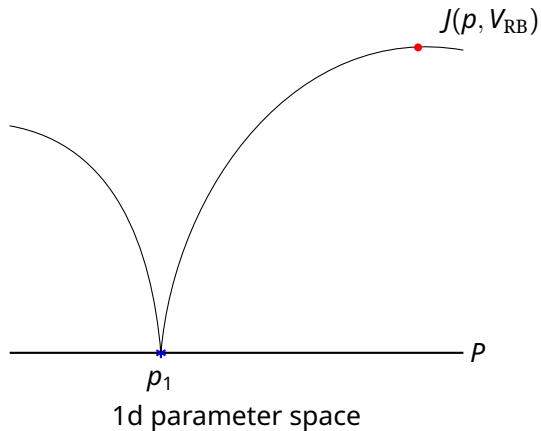
$$\mathcal{L}(\gamma) = \max_{q \in P} \|u(q) - P_{V_{\text{RB}}(\gamma)} u(q)\|^2. \quad (1)$$

- We use an error estimate  $J(p, V_{\text{RB}})$  to approximate the norm  $\|u(q) - P_{V_{\text{RB}}} u(q)\|^2$ .

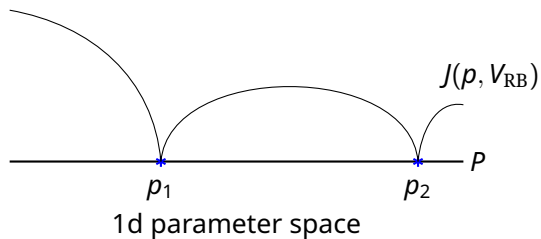
- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



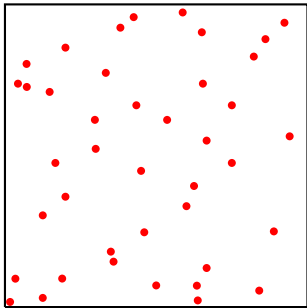
- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



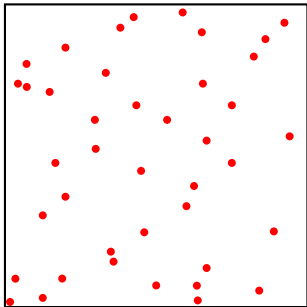
- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



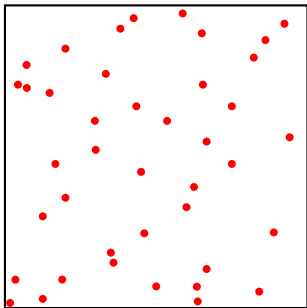
- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



Compute

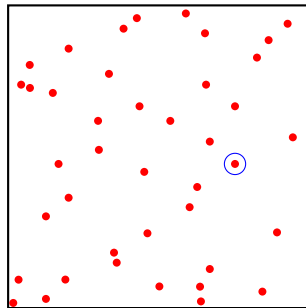
$$\xrightarrow{J(p, V_{\text{RB}})}$$

- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$

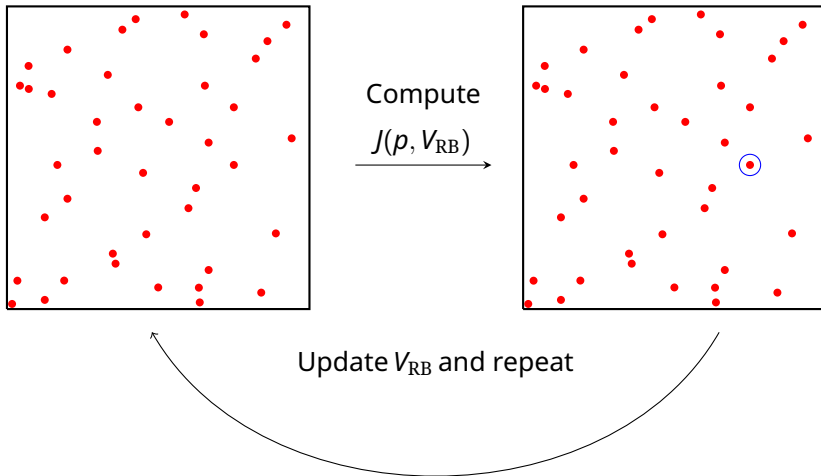


Compute

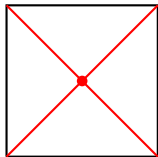
$$J(p, V_{\text{RB}})$$

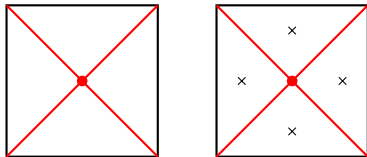


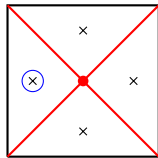
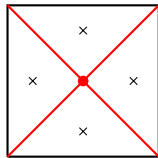
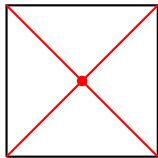
- We sample  $p_1$  randomly and set  $V_{\text{RB}} = \text{span}\{u(p_1)\}$



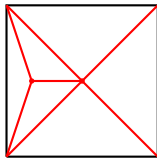
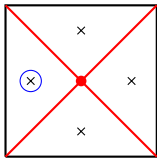
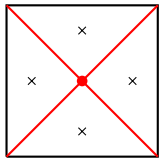
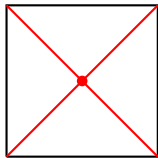
- In high-dimensionality cases, the sampling becomes problematic.
- In each update step, we have to compute the error estimate for each sample.
- Can we do something else?

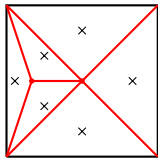
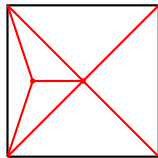
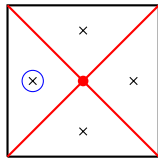
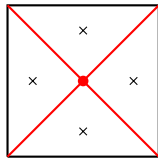
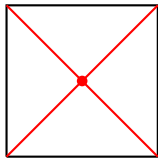


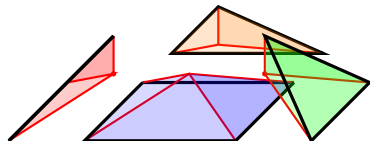
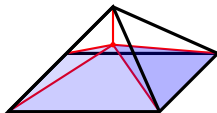
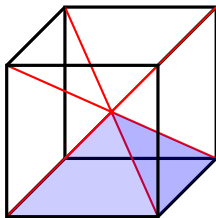








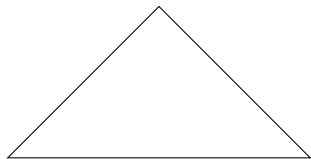




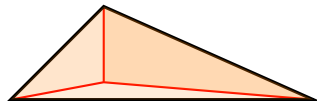
- Can we still find the facets in the higher-dimensional case?
- Do we keep the satisfactory scaling properties?

- Can we still find the facets in the higher-dimensional case?
- Do we keep the satisfactory scaling properties?

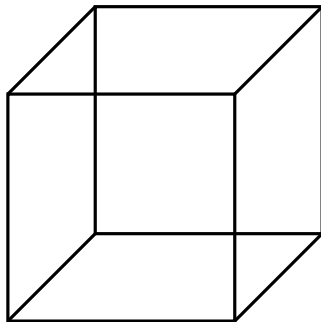
Yes!



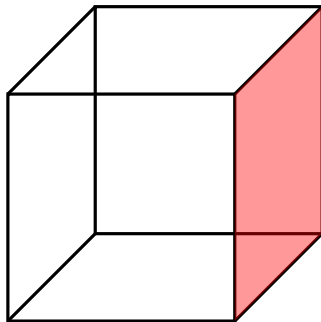
2d simplex



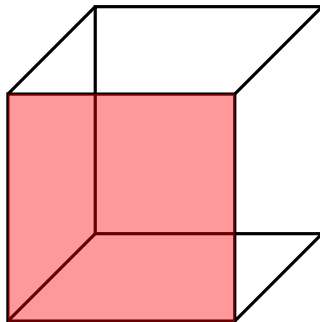
3d simplex



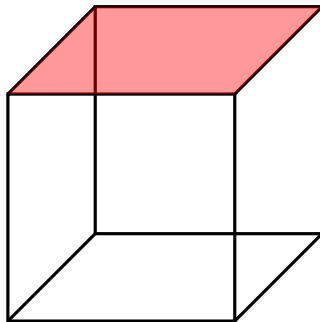




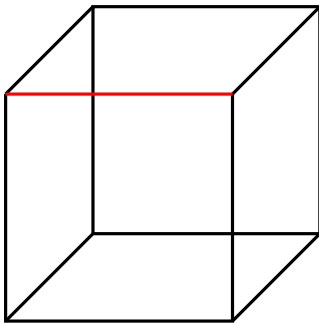
Example of a facet



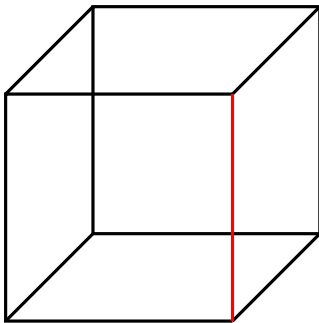
Example of a facet



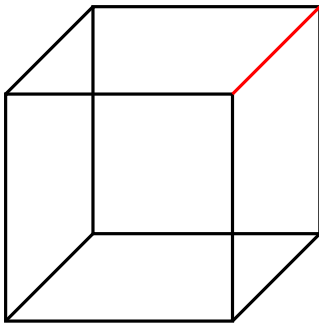
Example of a facet



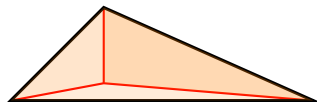
Example of a 2-subfacet



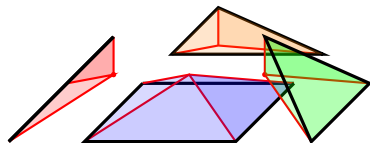
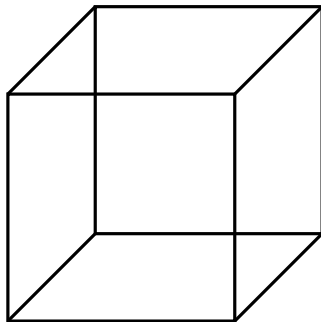
Example of a 2-subfacet



Example of a 2-subfacet



3d simplex



$$\square = \text{Conv}(\{x_1, \dots, x_n\} \cup F)$$

## Theorem

*Let  $P$  be a  $d$ -dimensional hyperrectangle and  $\mathcal{D}^N$  be the polytope division of  $P$  constructed by the Polytope Division Method at step  $N \geq 1$ . Then*

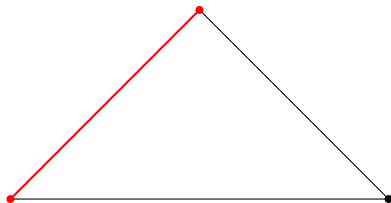
$$\mathcal{D}^N = \bigcup_{\Delta \in \mathcal{D}^N} \{\Delta\} \cup \bigcup_{\square \in \mathcal{D}^N} \{\square\},$$

*where  $\Delta$  denotes a  $d$ -dimensional simplex and  $\square$  denotes a  $P$ -boundary polytope.*

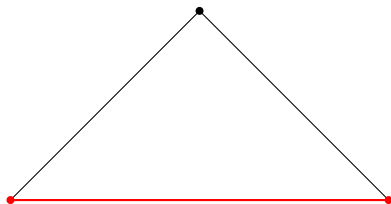


We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.

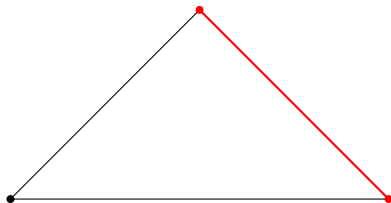
We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



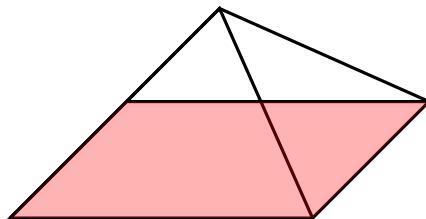
We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



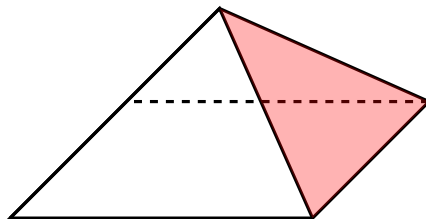
We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



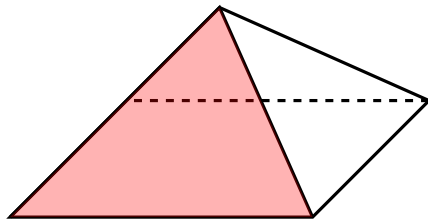
We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



We claim that for both  $\Delta$  and  $\square$ , we can determine the facets efficiently.



## Corollary

*Let  $P$  be a  $d$ -dimensional hyperrectangle, let  $\mathcal{D}^N$  be the polytope division of  $P$  at step  $N \geq 1$  of the Polytope Division Method, and let  $D \in \mathcal{D}^N$ . It then follows that  $|\partial D| \leq 2d$ , where  $|\cdot|$  denotes the cardinality of a set.*



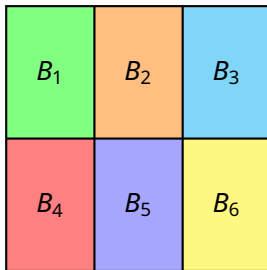
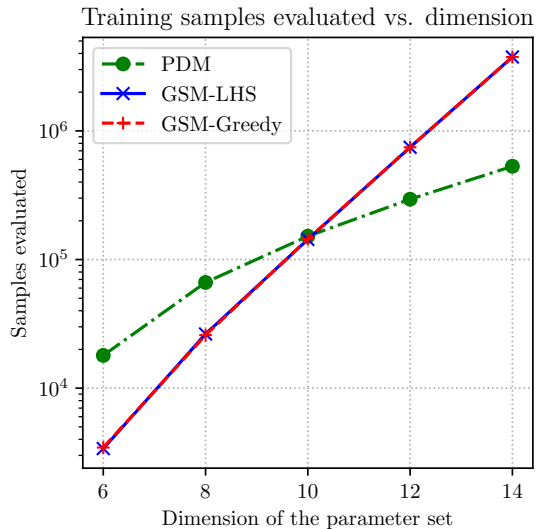
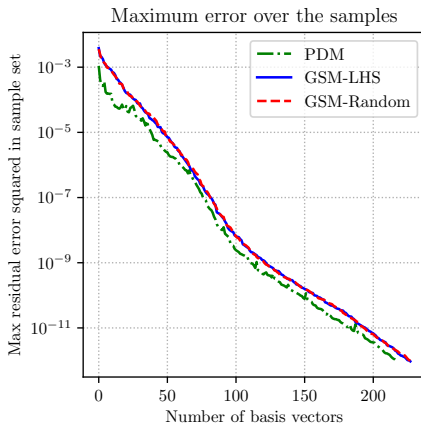
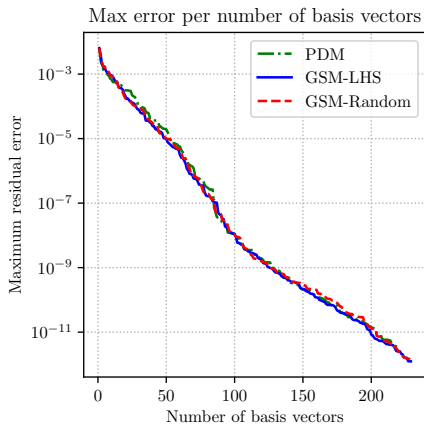


Figure: Domain Thermal Block with 6 parameters

$$\begin{cases} -\nabla \cdot [\kappa(\mathbf{x}, \mu) \nabla u(\mathbf{x}, \mu)] = 1 & \text{for } \mathbf{x} \in \Omega, \\ u(\mathbf{x}, \mu) = 0 & \text{for } \mathbf{x} \in \partial\Omega. \end{cases}$$





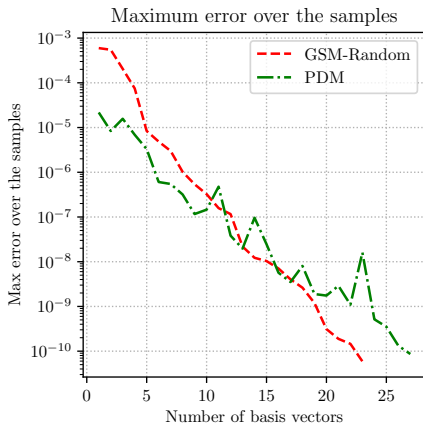
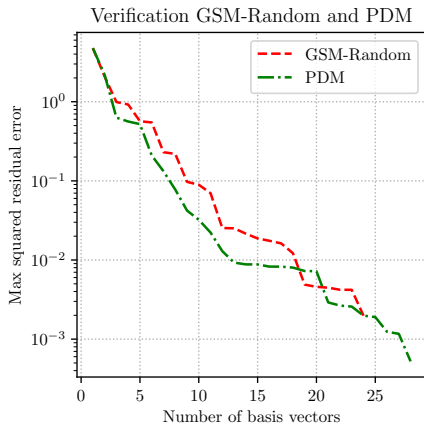
Let  $u(x, \mu)$  be the temperature at position  $x \in \Omega = (-1, 1)^2$ .

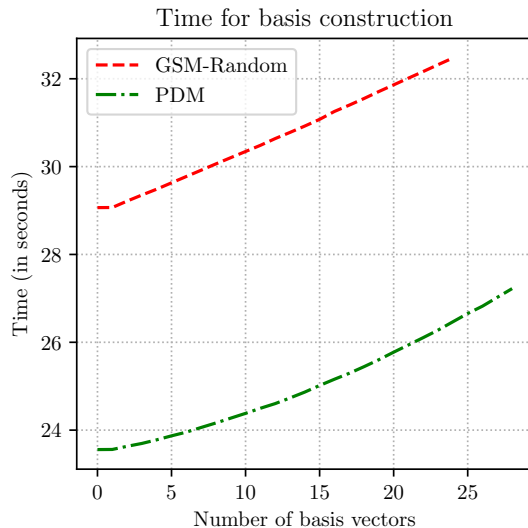
$$\begin{cases} \int_{\Omega} \nabla u \cdot \nabla v = \int_{\Omega} g(x, \mu) v dx & \text{for } x \in \Omega, \\ u(x, \mu) = 0 & \text{for } x \in \partial\Omega, \end{cases}$$

where the heat source  $g(x, \mu)$  is given by

$$g(x, \mu) = N(\mu) \cdot \exp \left\{ -\frac{1}{2(1-\rho^2)} \left[ \left( \frac{x_1 - \mu_1}{\sigma_1} \right)^2 - 2\rho \frac{x_1 - \mu_1}{\sigma_1} \frac{x_2 - \mu_2}{\sigma_2} + \left( \frac{x_2 - \mu_2}{\sigma_2} \right)^2 \right] \right\},$$

The parameter  $\mu$  is given by  $\mu = (\mu_1, \mu_2, \sigma_1, \sigma_2, \rho) \in [-1, 1]^2 \times [1, 3]^2 \times [-0.8, 0.8]$ .





- PDM has better scaling properties than classical Greedy Sampling methods
- To apply PDM, we don't have to choose the size of a sample set a priori. The method itself adaptively refines the sample set in each step.
- PDM could be applied in different fields, such as active learning for regression, optimal experimental design or nonlinear MOR.

- We published code to perform PDM on Zenodo.



- We published code to perform PDM on Zenodo.
- The user provides their own error estimate and the lower and upper bounds of the parameter set. The code outputs the samples that should be evaluated and the particle to add to the configuration.

- We published code to perform PDM on Zenodo.
- The user provides their own error estimate and the lower and upper bounds of the parameter set. The code outputs the samples that should be evaluated and the particle to add to the configuration.
- Preprint available: Nielen, E., Tse, O., & Veroy, K. (2024). Polytope Division Method: A Scalable Sampling Method for Problems with High-dimensional Parameters. arXiv preprint arXiv:2410.17938.