Example 1

Initialize DACE to perform 20-th order computations

```
DA::init( 20, 1 );
```

• Initialize x as DA number

```
DA x = DA(1);
```

• Compute $y = \sin(x)$

```
DA y = \sin(x);
```

Print to screen

```
cout << "x" << endl << x << endl;
cout << "sin(x)" << endl << sin(x);</pre>
```

Example 1

Compare result with:

$$\mathcal{T}_{\sin(x)} = \sum_{i=0}^{\infty} a_i x^i = \sum_{n=0}^{\infty} \frac{(-1)^n}{(2n+1)!} x^{2n+1}$$

$$a_0 = a_2 = a_4 = \dots = 0$$

$$a_1 = 1$$

$$a_3 = -1/6 = -0.16666 \dots$$

$$a_5 = 1/120 = 0.0083333 \dots$$

$$a_7 = -1/5040 = 0.00019841269841$$

$$\dots$$

Example 2

- Initialize x as DA number
- Compute $\sin^2(x)$
- Compute $\cos^2(x)$
- Compute $\sin^2(x) + \cos^2(x)$

Verify that $\sin^2(x) + \cos^2(x) = 1$

- Example 3: Taylor expansion about $x_0 \neq 0$
 - Consider $f(x) = \frac{1}{x+1/x}$ $f'(x) = \frac{1/x^2-1}{(x+1/x)^2}$
 - Compute f and f' at 3 analytically: $f(3)=\frac{3}{10}=0.3$ $f'(3)=-\frac{2}{25}=-0.08$
 - Compute f(3) and f'(3) with DA:
 - Initialize DACE for 1st order computations: DA::init(1, 1);
 - Initialize x as a DA number around 3: DA x = 3 + DA(1);
 - Evaluate only f(x)
 - Repeat for different orders

Example 4:

- Initialize DACE to perform 20th-order computations in 1 variable
- Compute $\cos(x) 1$ and print it
- Compute $[\cos(x)-1]^{11}$ \bigcirc pow(cos(x)-1,11)
- Compute $[\cos(x)-1]^n$ for $n=1,\ldots,10$

- Example 5: derivation and integration
 - Initialize DACE to perform 20-th order computations in 1 variable
 - Compute $\sin(x)$
 - Compute $d\sin(x)/dx$ \Rightarrow $\sin(x).deriv(1)$
 - ullet Verify that it is equal to $\cos(x)$ (find the difference and explain ullet)
 - Compute $\int \sin(x) dx$ \Rightarrow $\sin(x).integ(1)$
 - Verify that it is equal to $-\cos(x)$ (find the difference and explain \red{e})

- Example 6: definite integral

 - Use DA to compute $\int_{-1}^{1} \operatorname{erf}(x)$:

const double pi = 4.0*atan(1.0);

- Initialize DACE for 24-th order computations
- Compute the Taylor expansion of $\operatorname{erf}(x) = \exp(-x^2/2)/\sqrt{(2\pi)}$
- Compute the Taylor expansion of $F = \int \operatorname{erf}(x)$
- Compute F(1) F(-1) F.evalScalar(1)-F.evalScalar(-1)
- Verify that the result is 0.682689492137

- Example 7: sombrero function
 - Initialize DACE to perform 10th-order computations in 2 variables

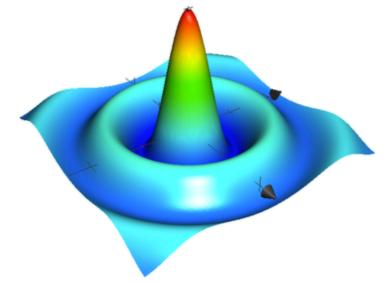
```
DA::init( 10, 2 );
```

• Initialize \boldsymbol{x} as a two-dimensional vector of DA numbers (Algebraic Vector) around the point $(x_1, x_2) = (0, 0)$:

```
AlgebraicVector<DA> x(2);
x[0] = DA(1);
x[1] = DA(2);
```

• Print x to screen

• Compute
$$z = \frac{\sin(\sqrt{(x_1^2 + x_2^2)})}{\sqrt{(x_1^2 + x_2^2)}}$$



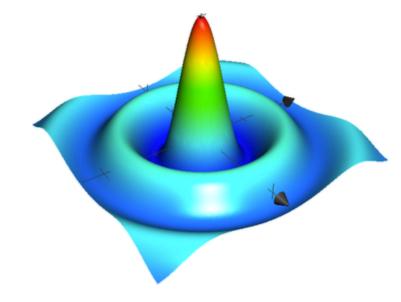
- Example 7: sombrero function
 - Initialize \boldsymbol{x} as a two-dimensional vector of DA numbers (Algebraic Vector) around the point $(x_1, x_2) = (2, 3)$:

```
AlgebraicVector<DA> x(2);

x[0] = 2 + DA(1);

x[1] = 3 + DA(2);
```

• Compute $z = \frac{\sin(\sqrt{(x_1^2 + x_2^2)})}{\sqrt{(x_1^2 + x_2^2)}}$



- Example 8: gradient of the sombrero function
 - Initialize DACE to perform 1st-order computations in 2 variables
 DA::init(1, 2);
 - Compute the Taylor expansion of the sombrero function around $(x_1,x_2)=(2,3)$
 - Compute the gradient of the sombrero function at $(x_1, x_2) = (2, 3)$:

$$z = \frac{\sin(\sqrt{(x_1^2 + x_2^2)})}{\sqrt{(x_1^2 + x_2^2)}}$$
 [2.gradient()

Verify it is equal to:

$$\partial z/\partial x = -0.1184886$$
$$\partial z/\partial y = -0.1777329$$

- Example 8: gradient of the sombrero function
 - Initialize DACE to perform 5th-order computations in 2 variables
 DA::init(5, 2);
 - Compute the Taylor expansion of the sombrero function around $(x_1,x_2)=(2,3)$
 - Compute the gradient of the sombrero function around $(x_1, x_2) = (2, 3)$
 - Print the result to screen



Note: Assume we are performing 1st-order computations

$$oldsymbol{y} = oldsymbol{y}_0 + oldsymbol{M} \delta oldsymbol{x}$$

Invert the 1st-order polynomial:

- Step 1:
$$oldsymbol{y} - oldsymbol{y}_0 = M \, \delta oldsymbol{x}$$

- Step 2:
$$\delta \boldsymbol{x} = M^{-1} \, \delta \boldsymbol{y}$$

Note: Assume we are performing 1st-order computations

$$oldsymbol{y} = oldsymbol{y}_0 + oldsymbol{M} \delta oldsymbol{x}$$

- Invert the 1st-order polynomial:
 - Step 1: $oldsymbol{y} oldsymbol{y}_0 = M \, \delta oldsymbol{x}$
 - Step 2: $\delta \boldsymbol{x} = M^{-1} \, \delta \boldsymbol{y}$
 - We first need to subtract the constant part
- The same applies for high-order polynomials:

$$y = \mathcal{T}_{\boldsymbol{y}}(\delta \boldsymbol{x}) \quad \triangleright \quad y - y_0 = \delta \boldsymbol{y} = \tilde{\mathcal{T}}_{\delta \boldsymbol{y}}(\delta \boldsymbol{x}) \quad \triangleright \quad \delta \boldsymbol{x} = \tilde{\mathcal{T}}_{\delta \boldsymbol{y}}^{-1}(\delta \boldsymbol{y})$$

Example 9:

- Initialize DACE to perform 10th-order computations in 1 variable
 DA::init(10, 1);
- Initialize x as a DA number around 0
- Compute the Taylor expansion of $\sin(x)$ and store it in a 1-dimensional DA vector y
- Invert the polynomial yinvert()
- Verify that it is equal to $\arcsin(x)$
- Do the same for cos(x) around 0

- Example 10: Map inversion (transf. cylindric to Cartesian)
 - Initialize DACE to perform 10th-order computations in 3 variables
 - Initialize (r, heta,z) as a DA vector $oldsymbol{cyl}$ around (100,0,0):

```
AlgebraicVector<DA> cyl(3);
cyl[0] = 100.0+DA(1);
cyl[1] = DA(2)*pi/180.0;
cyl[2] = DA(3);
```

• Initialize (x,y,z) as a DA vector ${m cart}$ and compute:

$$\begin{cases} x = r \cos \theta \\ y = r \sin \theta \\ z = z \end{cases} \qquad \begin{bmatrix} x = r \cos \theta \\ z = z \end{bmatrix}$$

- Example 10: Map inversion (transf. cylindric to Cartesian)
 - Subtract the constant part:

$$[\delta x, \delta y, \delta z] = \tilde{\mathcal{T}}_{cyl2cart}(\delta r, \delta \theta, \delta z)$$
 DirMap

Invert the map:

$$[\delta r, \delta \theta, \delta z] = \tilde{\mathcal{T}}_{cul2cart}^{-1}(\delta x, \delta y, \delta z)$$
 InvMap

How can we check the result?

- Example 10: Map inversion (transf. cylindric to Cartesian)
 - Subtract the constant part:

$$[\delta x, \delta y, \delta z] = \tilde{\mathcal{T}}_{cyl2cart}(\delta r, \delta \theta, \delta z)$$
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Invert the map:

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 InvMap

How can we check the result? Verify that:

$$\tilde{\mathcal{T}}_{cyl2cart} \circ \tilde{\mathcal{T}}_{cyl2cart}^{-1} = \mathcal{I}$$

- Example 10: Map inversion (transf. cylindrical to Cartesian)
 - Subtract the constant part:

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Invert the map:

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 InvMap

How can we check the result? Verify that:

$$\tilde{\mathcal{T}}_{cyl2cart} \circ \tilde{\mathcal{T}}_{cyl2cart}^{-1} = \mathcal{I} \quad \Box \quad \tilde{\mathcal{T}}_{cyl2cart}(\tilde{\mathcal{T}}_{cyl2cart}^{-1}) = [\delta x, \delta y, \delta z]$$

DirMap.eval(InvMap)

- Example 11: Integration of 2-body dynamics
 - Implement the 2-body dynamics:

```
template<typename T> AlgebraicVector<T> TBP( AlgebraicVector<T> x, double t )
{
    AlgebraicVector<T> pos(3), res(6);
    pos[0] = x[0]; pos[1] = x[1]; pos[2] = x[2];
    T r = pos.vnorm();
    const double mu = 398600; // km^3/s^2
    res[0] = x[3]; res[1] = x[4]; res[2] = x[5];
    res[3] = -mu*pos[0]/(r*r*r);
    res[4] = -mu*pos[1]/(r*r*r);
    res[5] = -mu*pos[2]/(r*r*r);
    return res;
}
```

- Example 11: Integration of 2-body dynamics
 - Implement an Euler integrator:

```
template<typename T> AlgebraicVector<T> euler( AlgebraicVector<T> x, double t0,
double t1)
{
    const double hmax = 0.1;
    int steps = ceil((t1-t0)/hmax);
    double h = (t1-t0)/steps;
    double t = t0;

    for( int i = 0; i < steps; i++ )
    {
        x = x + h*TBP(x,t);
        t += h;
    }
    return x;
}</pre>
```

- Example 11: Integration of 2-body dynamics
 - Set initial conditions for the pericenter of an orbit with e=0.5 :

```
AlgebraicVector<double> x0(6);

const double mu = 398600;

const double ecc = 0.5;

x0[0] = 6678.0; // 300 km altitude

x0[1] = 0.0;

x0[2] = 0.0;

x0[3] = 0.0;

x0[4] = sqrt(mu/6678.0)*sqrt(1+ecc);

x0[5] = 0.0;
```

Integrate for half the orbital period

```
const double pi = 4.0*atan(1.0);
double a = 6678.0/(1-ecc);
xf = euler( x0, 0.0, pi*sqrt(a*a*a/mu));
```

- Example 11: Integration of 2-body dynamics
 - Initialize DACE to perform 1st-order computations in 6 variables
 DA::init(1,6);
 - Set the initial conditions as a DA vector:

```
AlgebraicVector<DA> x0(6);

const double mu = 398600;

const double ecc = 0.5;

x0[0] = 6678.0 + DA(1); // 300 km altitude

x0[1] = 0.0 + DA(2);

x0[2] = 0.0 + DA(3);

x0[3] = 0.0 + DA(4);

x0[4] = sqrt(mu/6678.0)*sqrt(1+ecc) + DA(5);

x0[5] = 0.0 + DA(6);
```

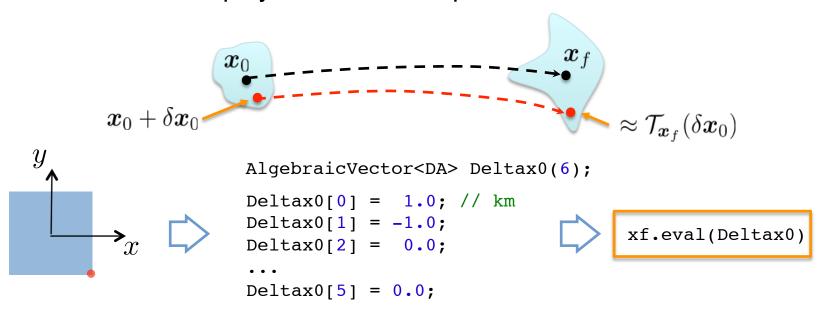
Integrate for half the orbital period

```
xf = euler(x0, 0.0, pi*sqrt(a*a*a/mu));
```

Example 11: Integration of 2-body dynamics

```
xf = euler(x0, 0.0, pi*sqrt(a*a*a/mu));
```

- We obtain: $[\boldsymbol{x}_f] = \mathcal{T}(\delta \boldsymbol{x}_0)$
- Evaluate the polynomial for a displaced initial condition:



Advanced: Parametric Implicit Equations

Example 12: Kepler's equation

$$f(E) = E - e \sin E - \sqrt{\frac{\mu}{a^3}}(t - t_0) = 0$$

· Implements Newton's method to find reference solution $ar{m{E}}$ for $ar{m{a}}$ and $ar{m{e}}$

```
const double mu = 1.0; E_k = E_{k-1} - \frac{f(E_{k-1})}{f'(E_{k-1})} DA a = 1.0; DA = 0.5; double t = pi/2.0; DA = \frac{1}{2} = \frac{1}{2}
```

Advanced: Parametric Implicit Equations

Example 12: Kepler's equation

$$f(E) = E - e \sin E - \sqrt{\frac{\mu}{a^3}}(t - t_0) = 0$$

- Initialize a and e as DA numbers around the reference
- Perform again the Newton's steps

Newton's method in DA doubles the number of correct orders in each iteration