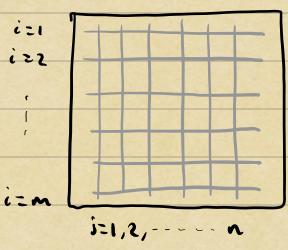
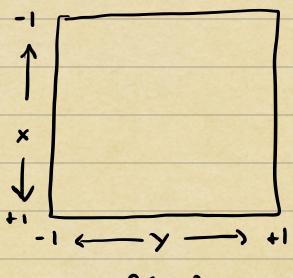
## how-Rank Methods

Many functions that appear in applied meth have a hidden property. They are appears. low-rank.



Δ



f(x,y)

Matrix

Function

 $A = CV^{T} = \sum_{i=1}^{r} C_{i}V_{i}^{T}$   $\max_{i=1}^{r} \sum_{j=1}^{r} C_{i}V_{j}^{T}$   $\max_{i=1}^{r} \sum_{j=1}^{r} C_{i}V_{j}^{T}$ 

 $f(x,y) = \sum_{i=1}^{3} c_i(x) c_i(y)$ 

"Low-rank" mens that recanin(m,n).

For functions we can think of (m,n) as the ODFs used to discretice in x and y, resp.

Storage Costs for low-renk metrix/function are reduced from O(mn) to O((mrn)r)!

## Matrix-vector products

X +> Ax usually with o (mn)

=> m dot products of benyth n

But if we use the bourrenk structure:

$$x \mapsto A_{x} = \mathcal{U}(V_{x}^{7})$$

$$x \to V_{x=y}^{7} \qquad y \to \mathcal{U}_{y} = A_{x}$$

=> r dot products of benyth n => m dot products of benyth r

Cost is reduced to O((mon)r) Plops.

## What about functions?

Consider 
$$u(x) \mapsto [fu](x)$$
, where  $[fu](x) = \int_{-1}^{1} f(x,y) u(y) dy$ .

If we discretize with an n-pt quadrature rule and sample [Fu](x) at an interpolation points, this costs O(mn) flops be execute.

If F has a bow-rank" Kernel, Hen  $\left[ \text{Fu} \right] (x) = \sum_{i=1}^{L} C_i(x) \left[ \Gamma_i(y) u(y) dy \right]$ 

=> r inner products w/a n-pt. qued rule. => m length r sums to evaluate [Fu] (x) at m interpolation points.

The cost is reduced to O((mrn)r) flops.

Most of the functions we will anomher are not exactly by-renk, but can be approximated accurately by a bor-rank function.

 $f(x,y) \approx \sum_{s=1}^{c} c_{s}(x)r_{s}(y) + e(x,y)$ "Smell"

Approximately bou-rank functions cun appear in many settings ! for many reasons:

=> Smoothness (multi-variete Taylor Approx)

=) Scale Separation (multi-scale expansions)

=) Separability, axis-alignment, and other symmetries

z) What else?

We will consider a few ways to construct be -rank approximations to functions.

