

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

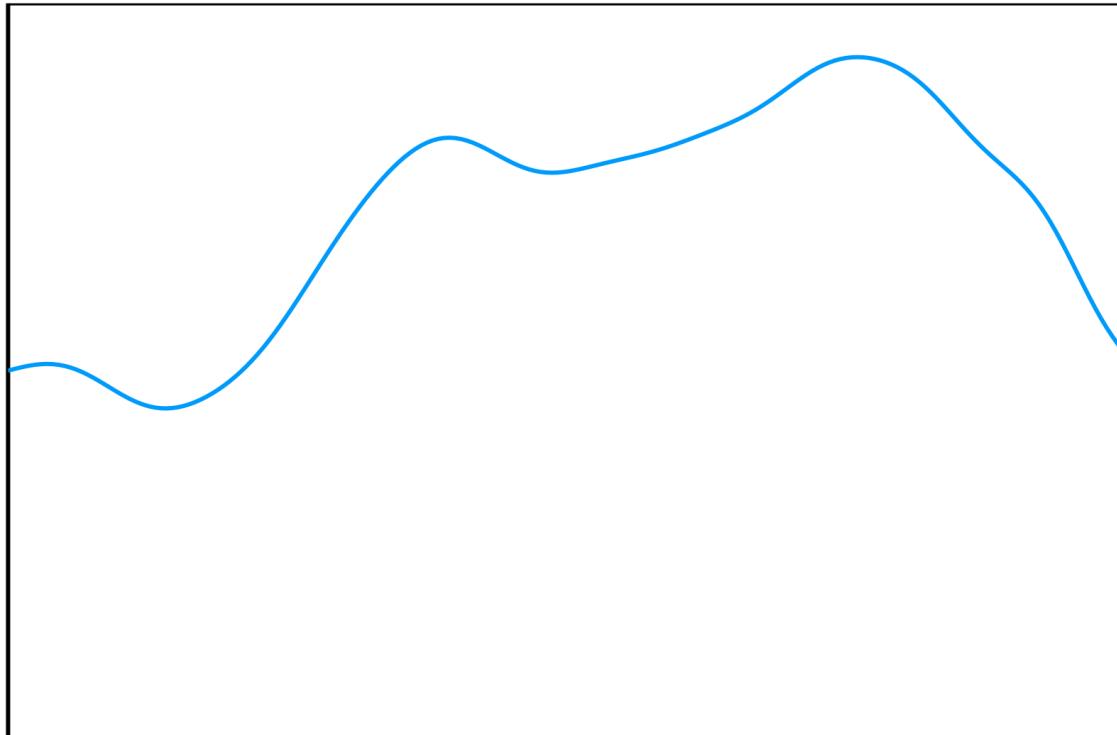
What is a function?

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

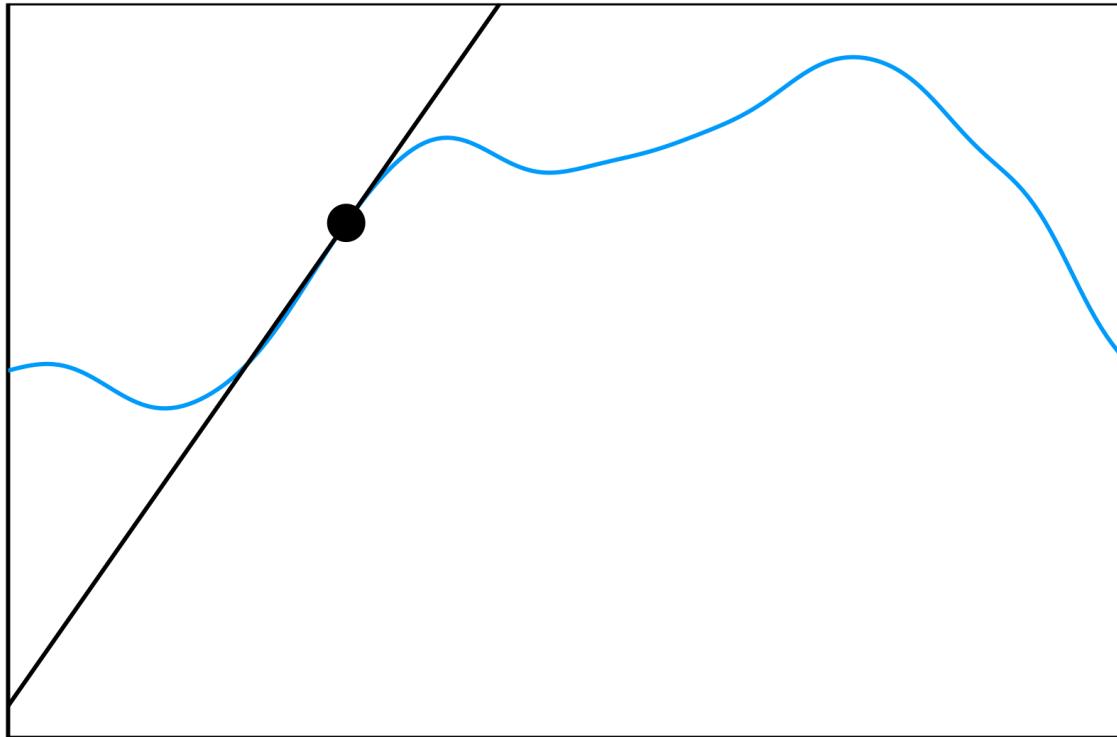
$$f(x) = \int \frac{\sin(x)}{x}$$

- Data:
Average baby weight as a function of age
- Physical signal:
Outside temperature as a function of time

Why approximate?

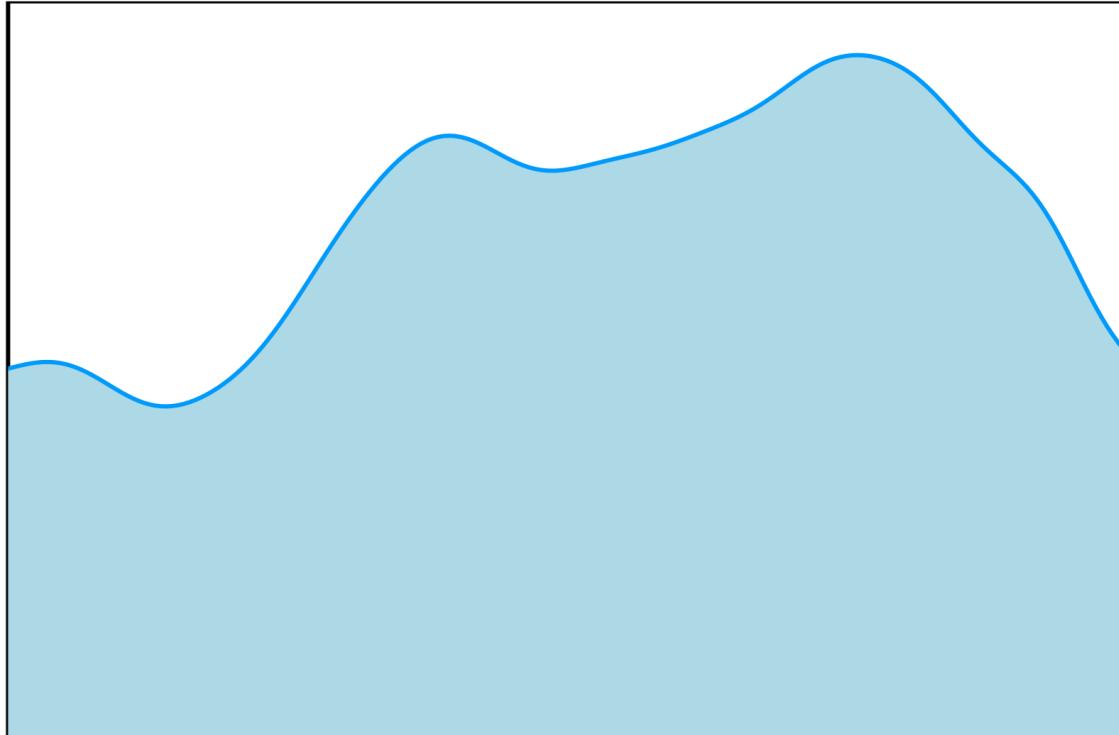


Why approximate?



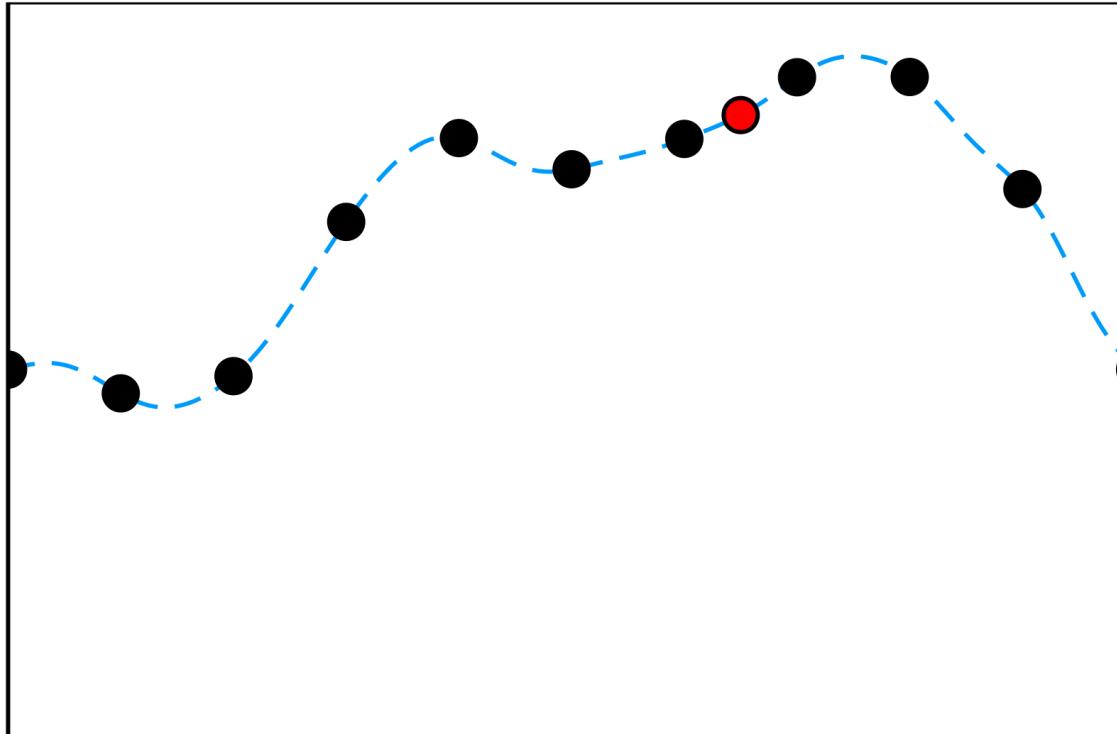
Derivatives

Why approximate?



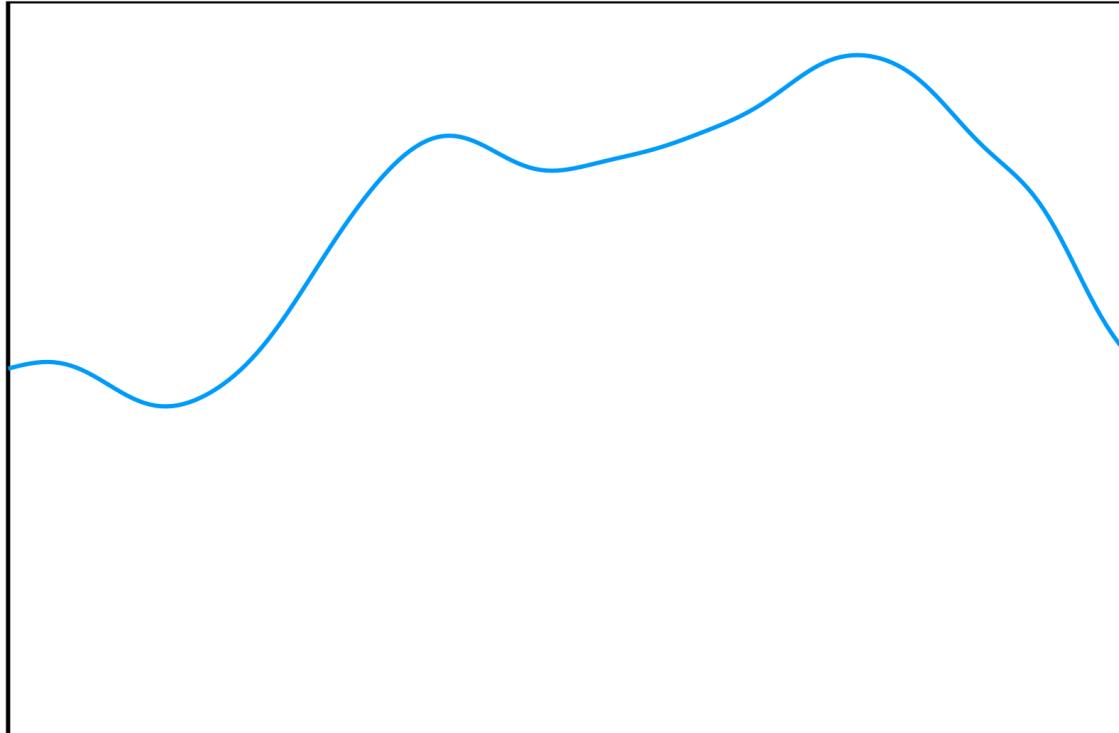
Derivatives, Integrals

Why approximate?



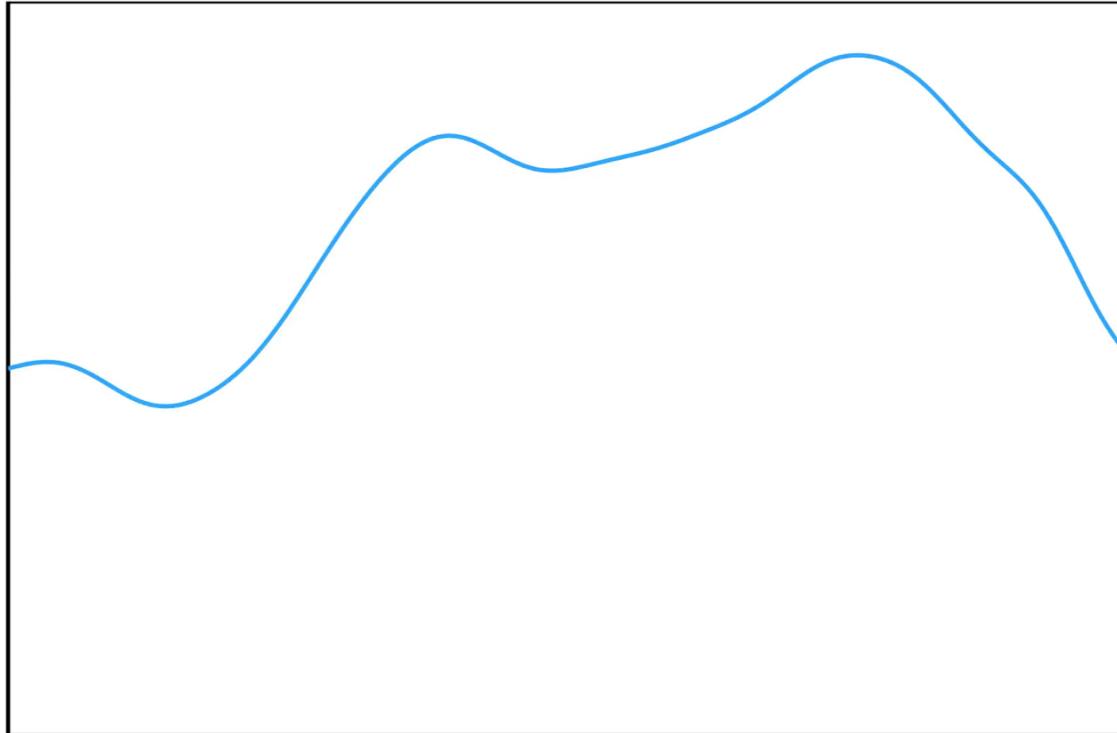
Derivatives, Integrals, Interpolation

Why approximate?



Derivatives, Integrals, Interpolation, Differential Equations

Why approximate?



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

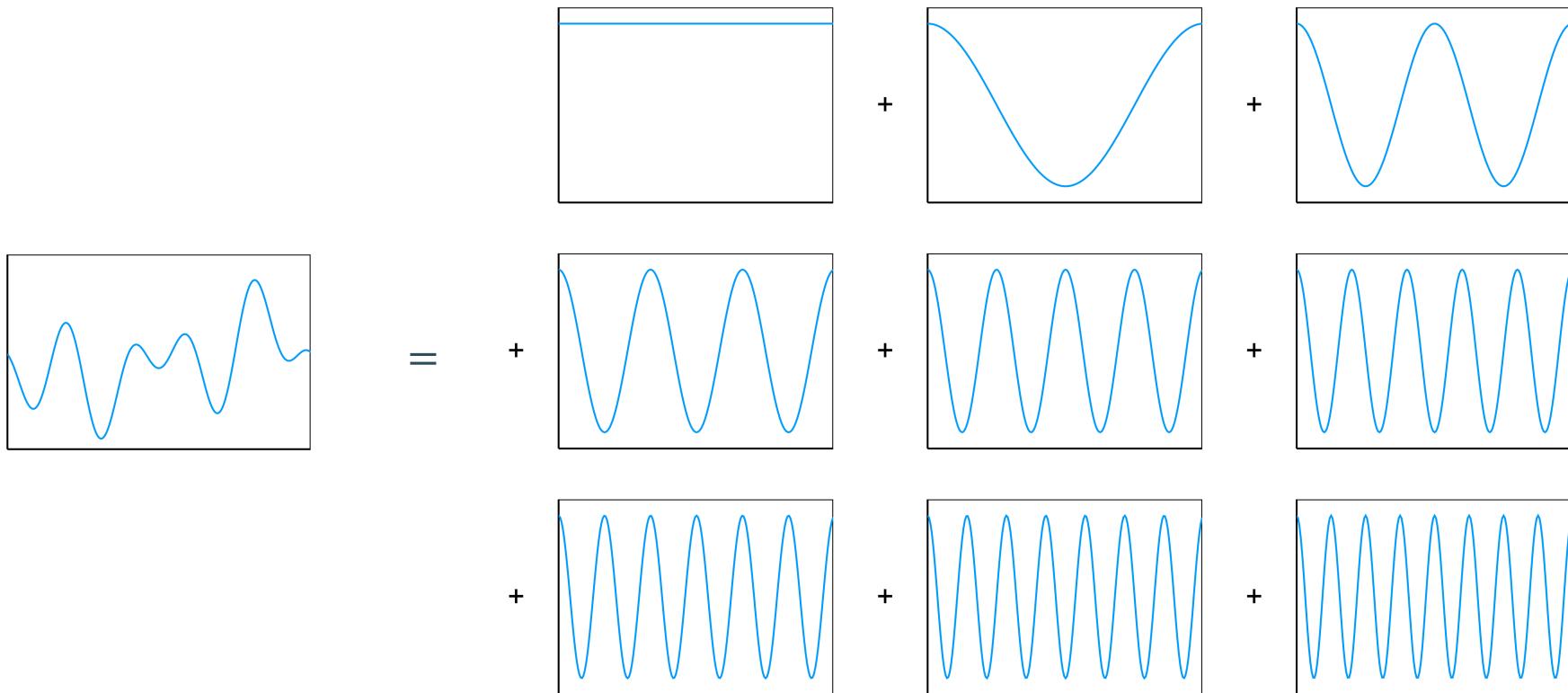
How to approximate?

- **Sum of basic** functions:

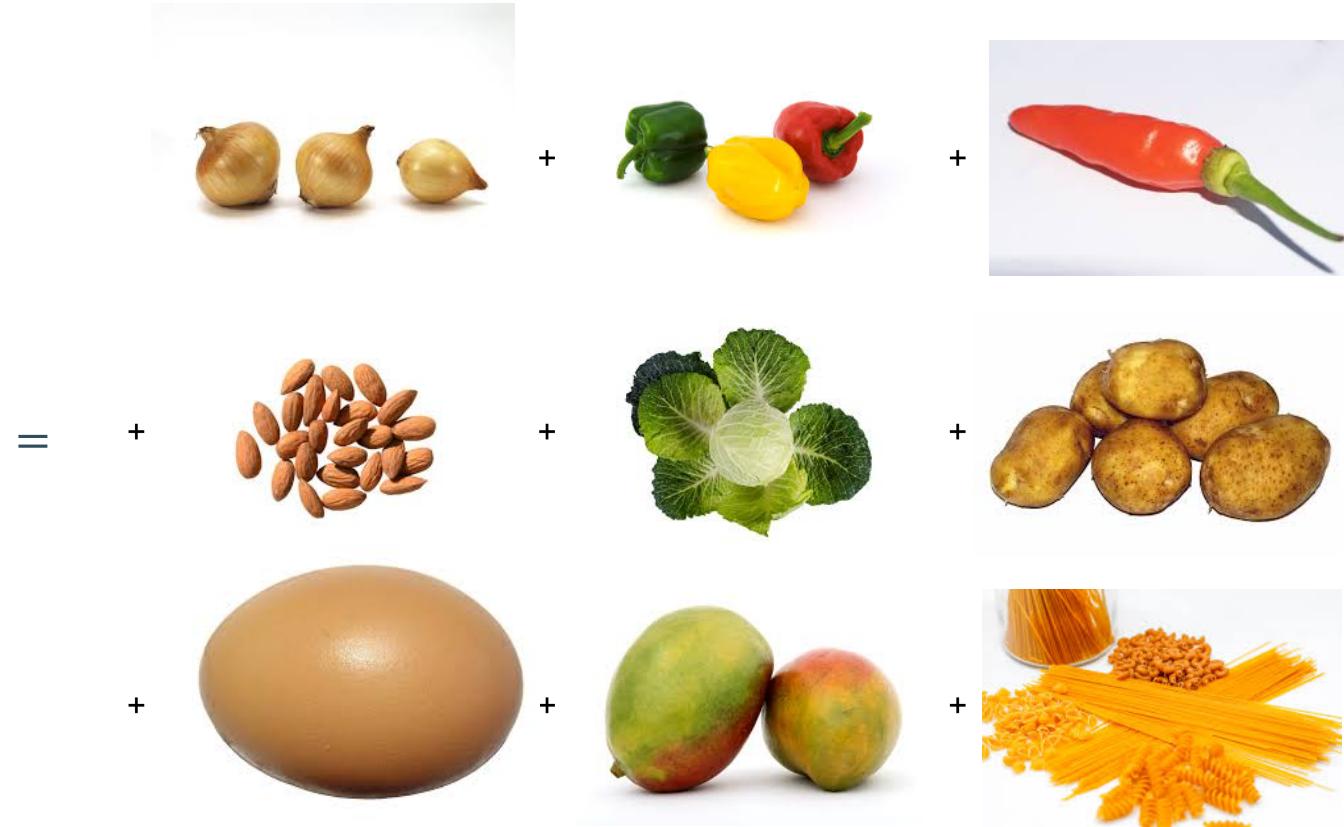
$$f(x) = \sum_k c_k \cos(\pi kx)$$

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

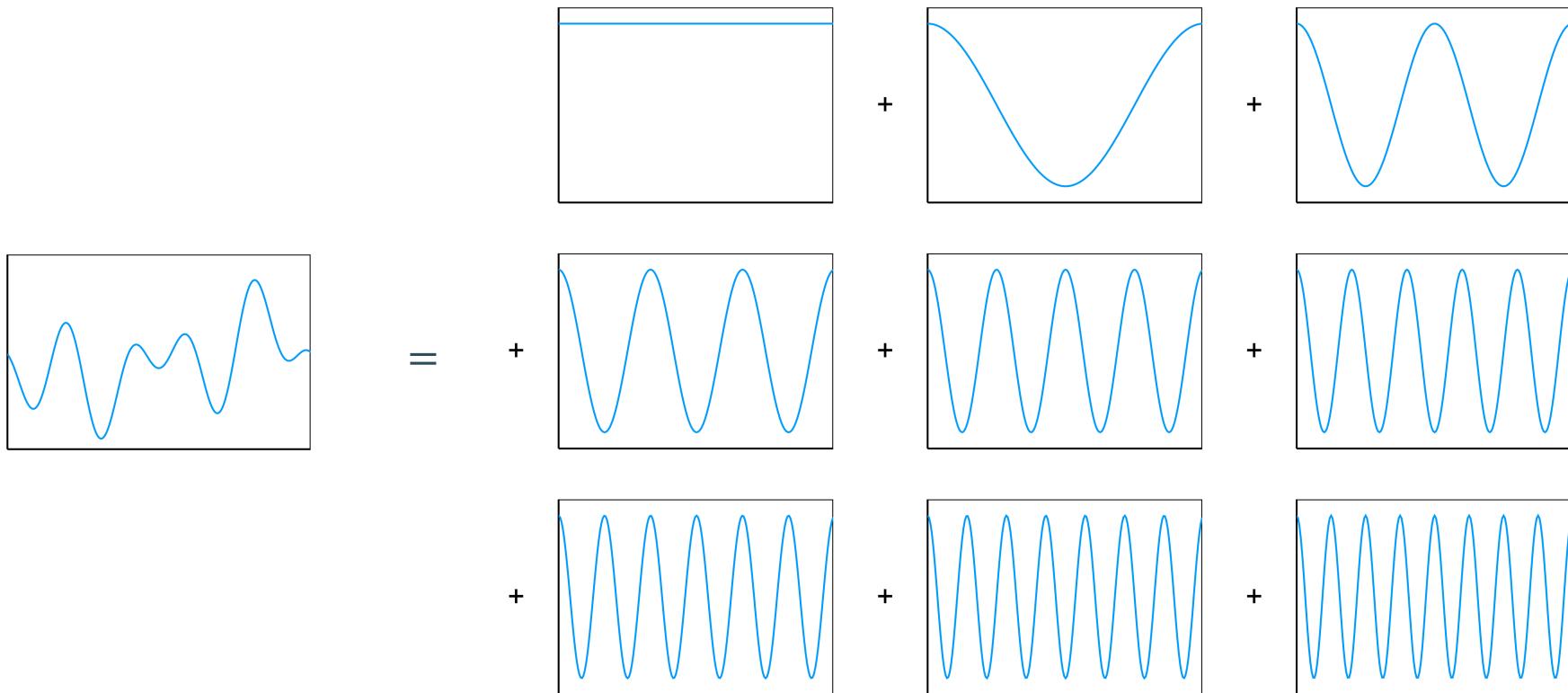
Sum of cosines



Sum of cosines



Sum of cosines

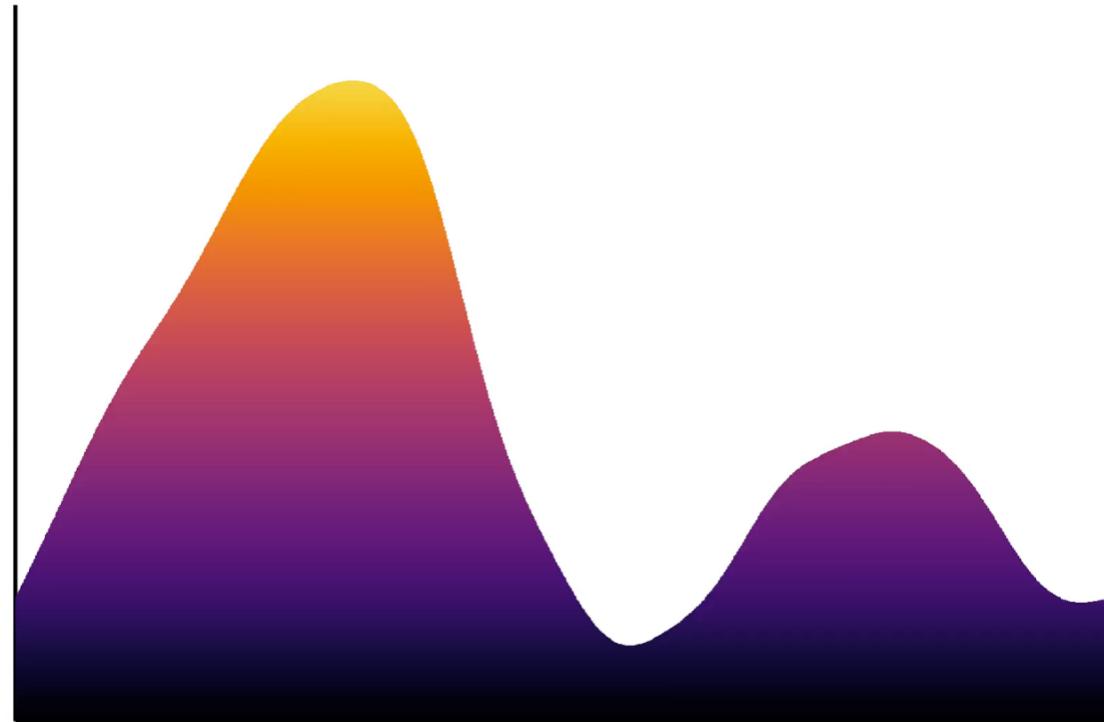


Joseph Fourier

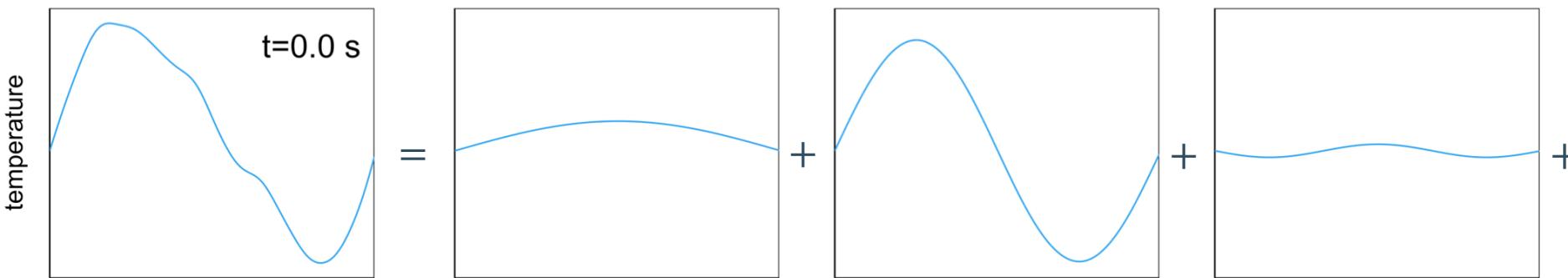
- *Théorie analytique de la chaleur*
- **Every function** can be written as a sum of sines and cosines



Heat equation



Heat equation

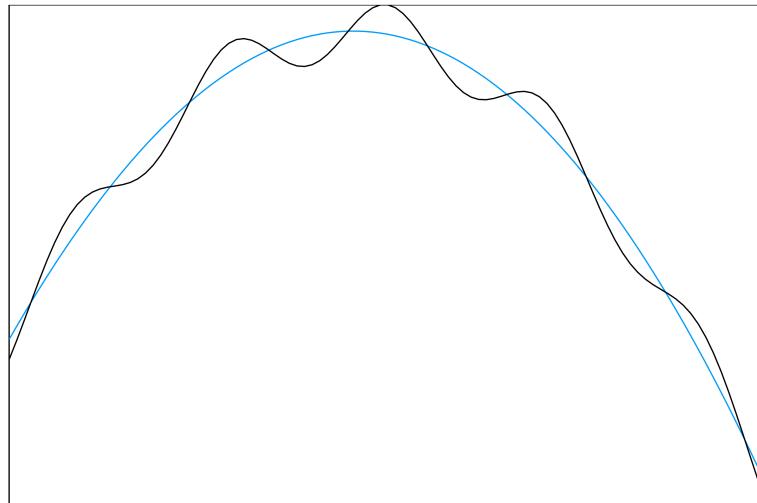


“Good” Function Approximation

“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

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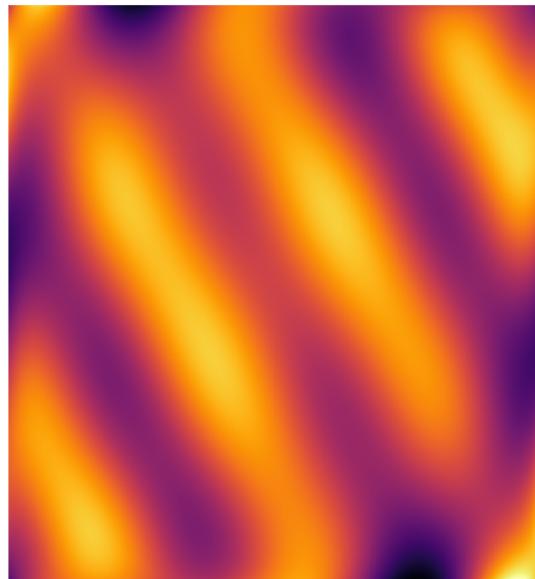
N	$O(N)$	$O(N^2)$	$O(N^3)$
1	1 ms	1 ms	1 ms
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10000	10 s	3 days	32 years

Frame vs Basis

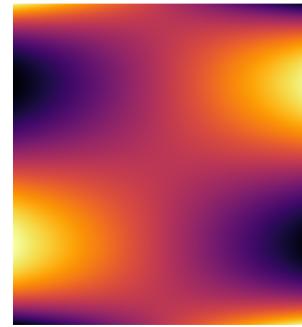
“I’m nothing if not redundant! I also repeat myself.” – R. Fish

Basis

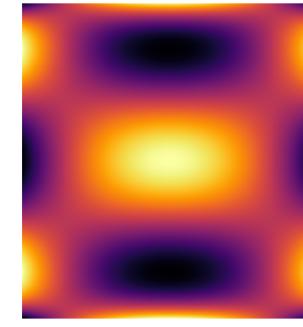
- Unique representation, straightforward and efficient
- Very good for smooth functions on intervals/rectangles



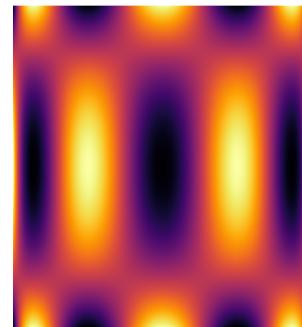
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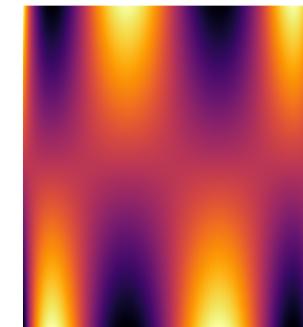
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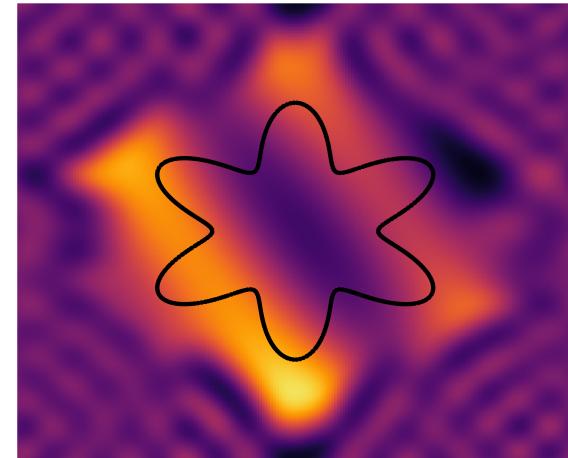
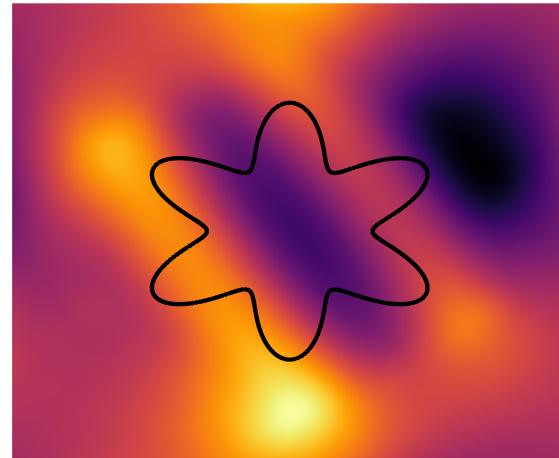
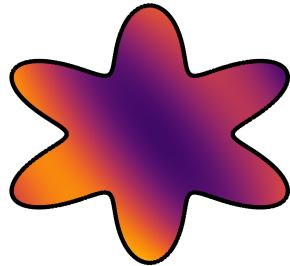
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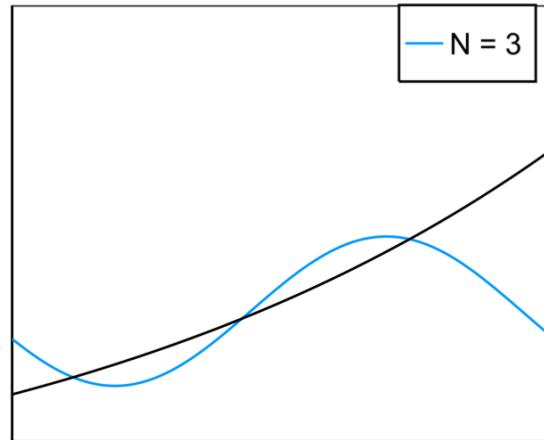
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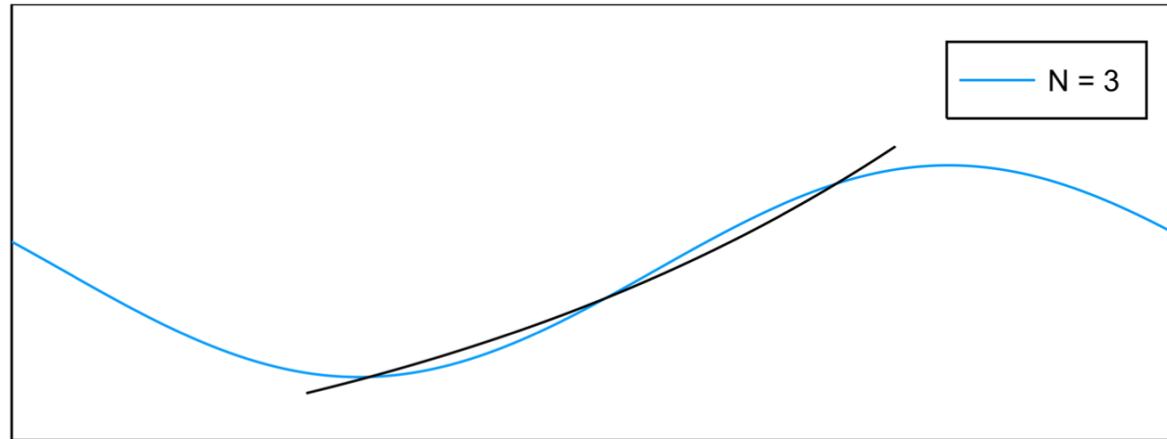
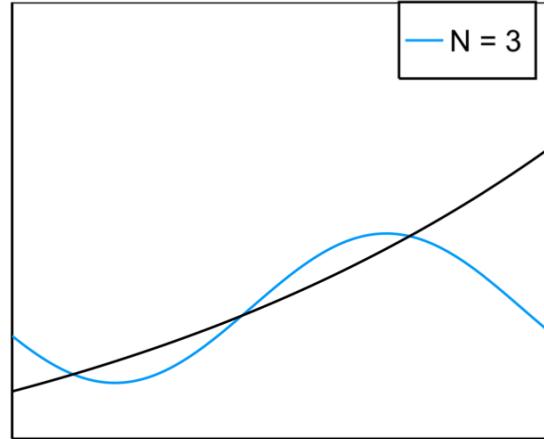
Redundancy helps

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



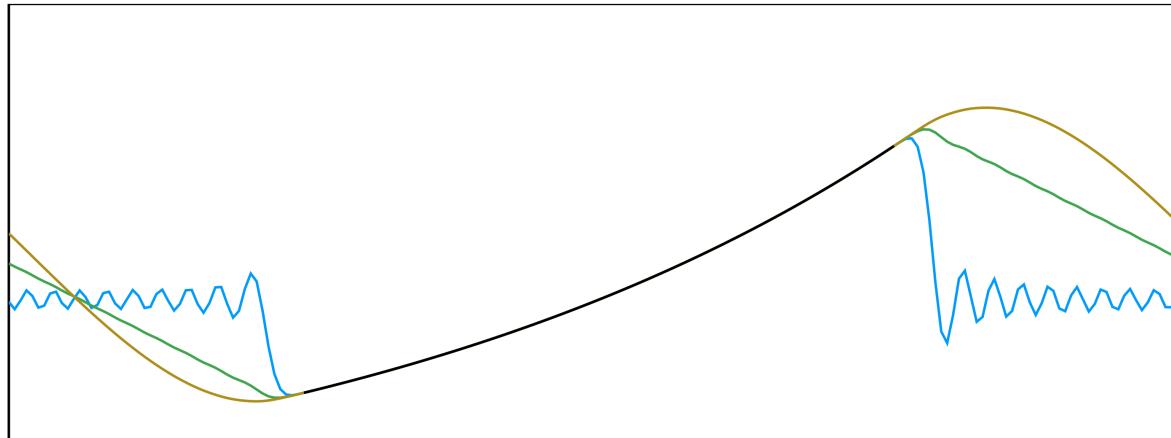
Redundancy helps

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Redundancy helps

- Extending the domain → redundancy → accuracy



Frames

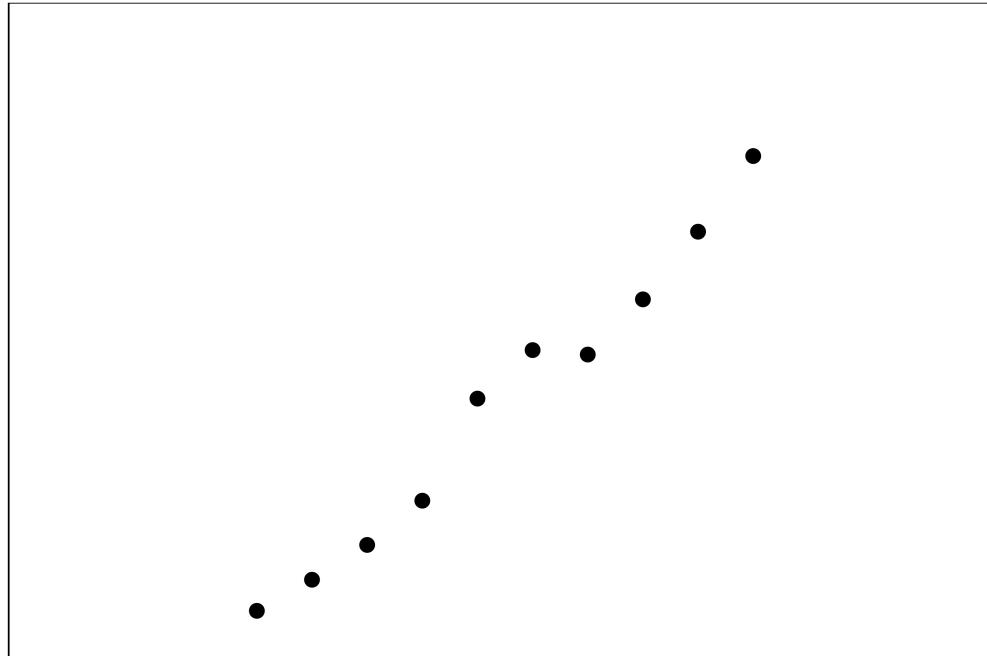
- Orthonormal basis Riesz basis Frame
- Restriction frame
- Sum frame

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

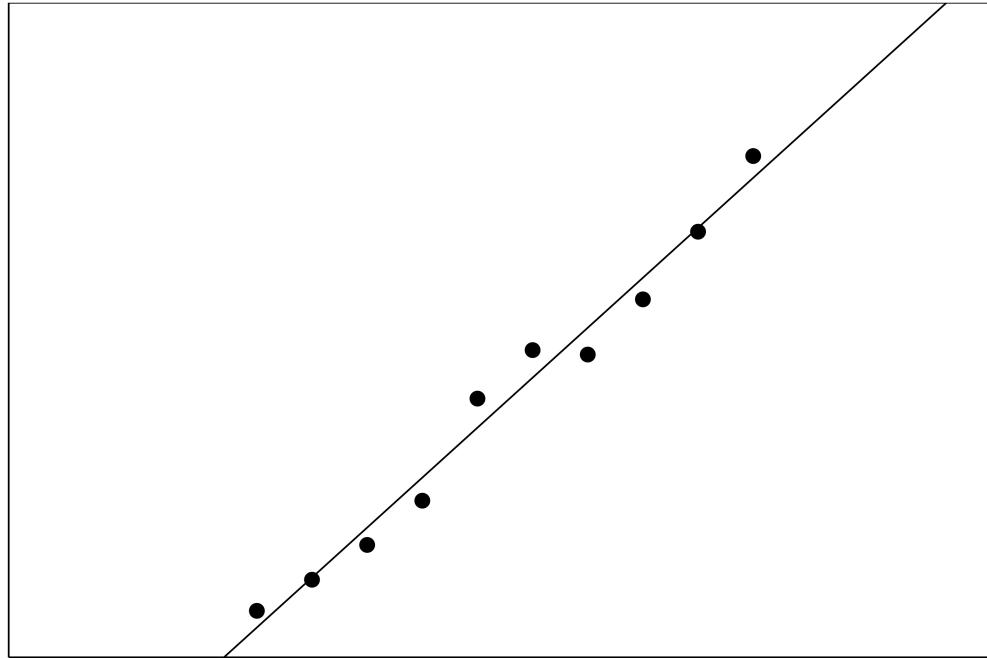
Efficient Algorithms

“Efficiency is intelligent laziness” – D. Dunham

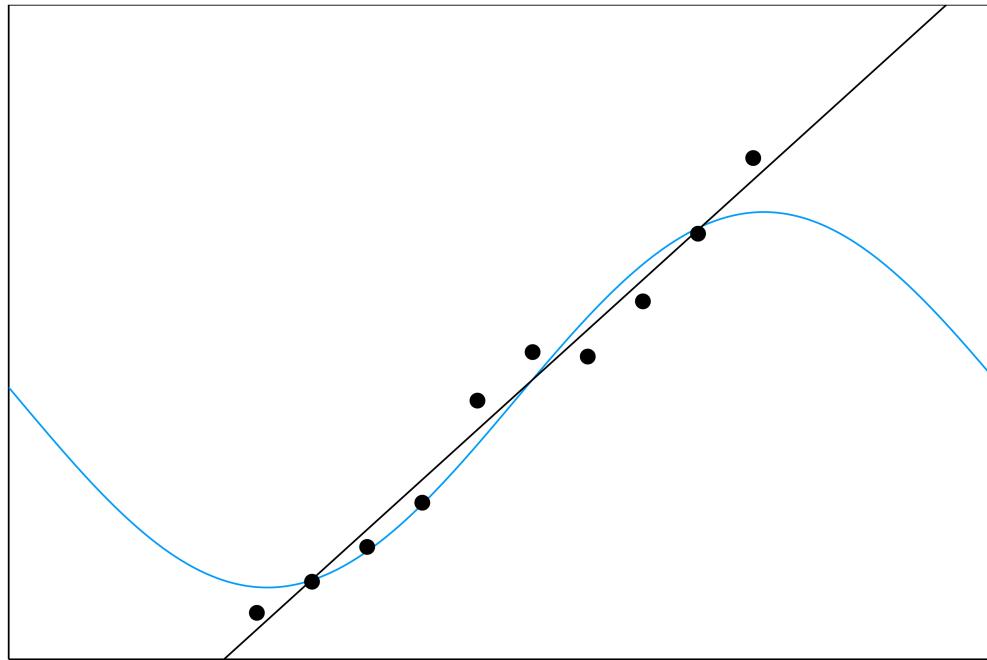
Least squares



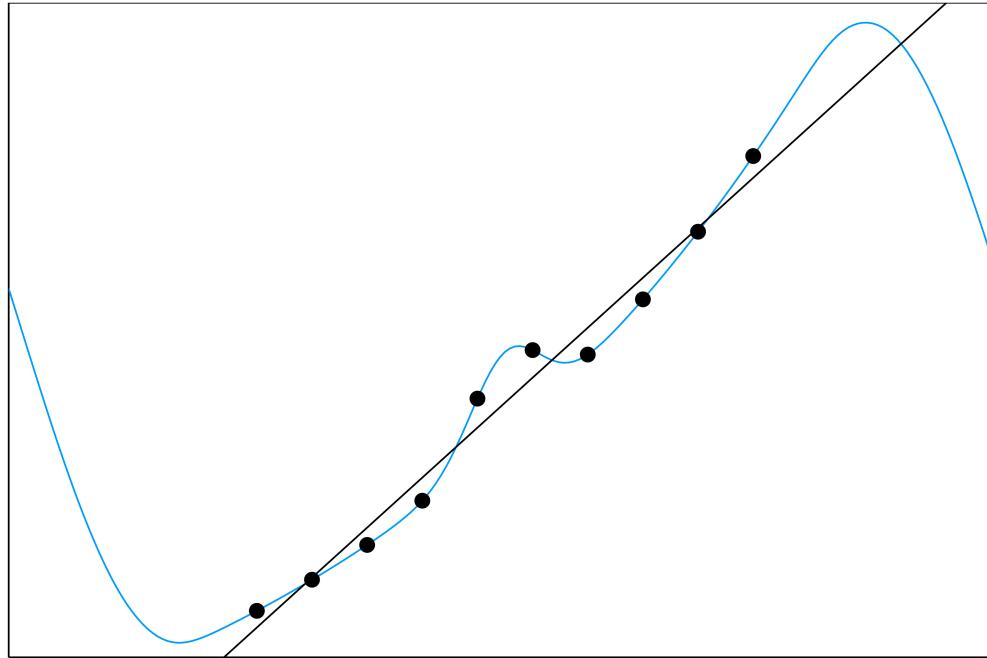
Least squares



Least squares



Least squares



Least squares

- Solve system

$$Ax \approx b$$

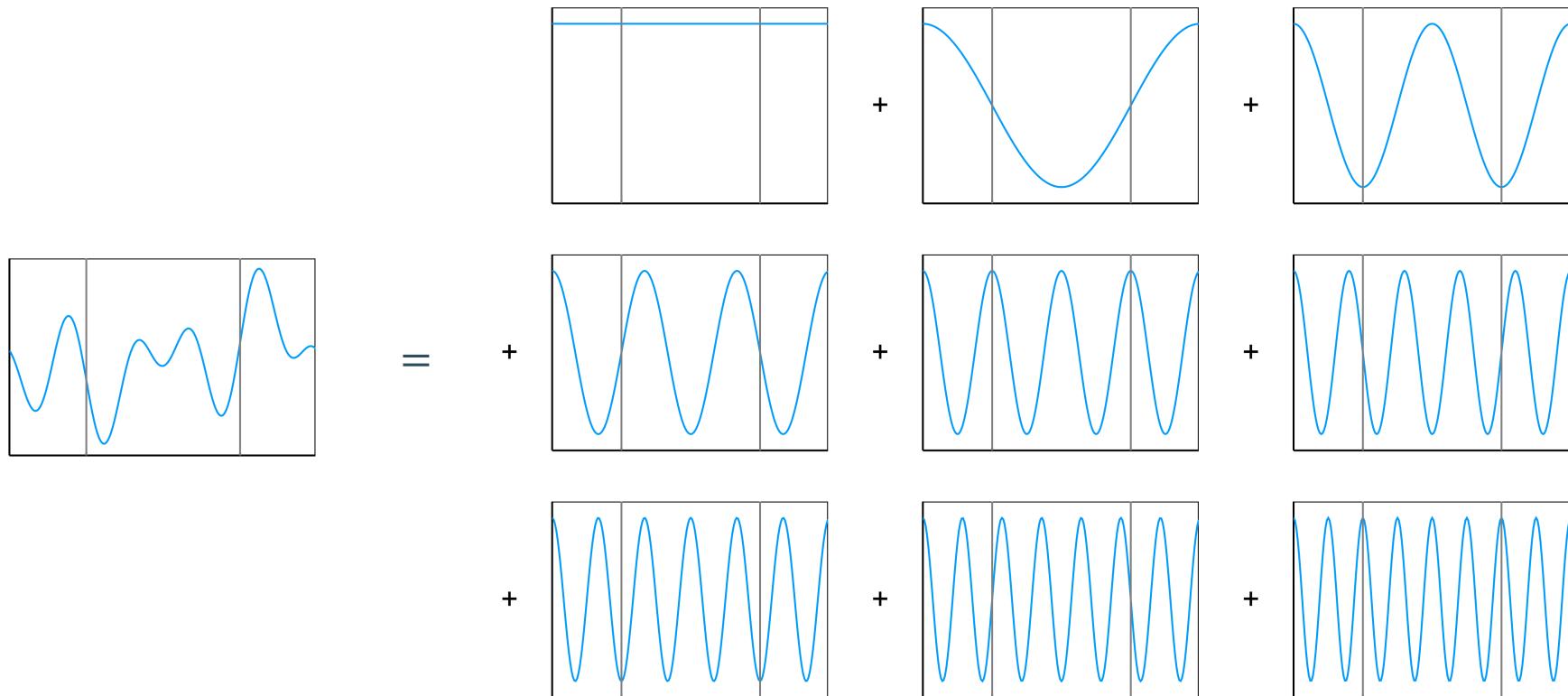
$$A_{i,j} = \varphi_i(x_j), \quad b_j = f(x_j)$$

- Truncated Singular Value Decomposition

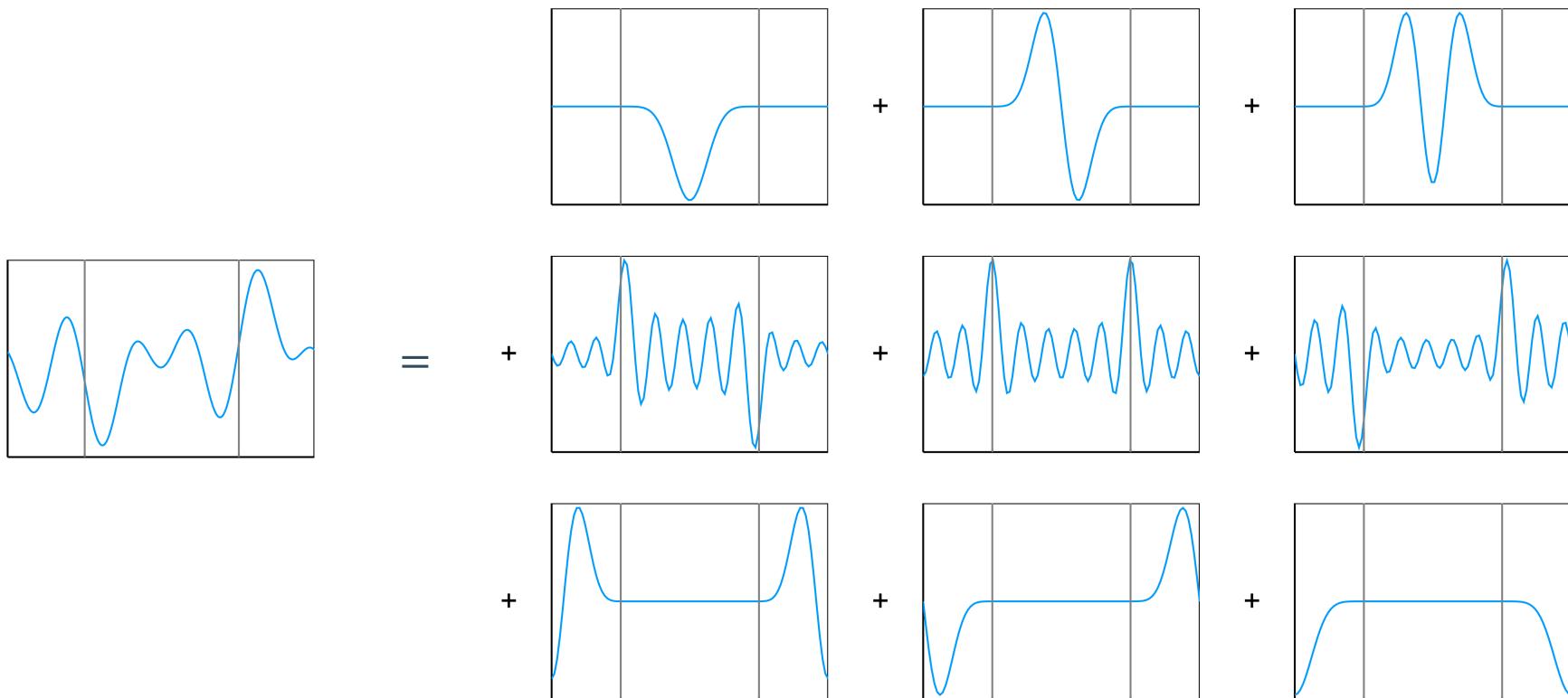
$$\begin{aligned} A &= U_\epsilon \Sigma_\epsilon V_\epsilon^* \\ x &= V_\epsilon \Sigma_\epsilon^{-1} U_\epsilon b \end{aligned}$$

- $O(N^3)$

Rewrite frame



Rewrite frame



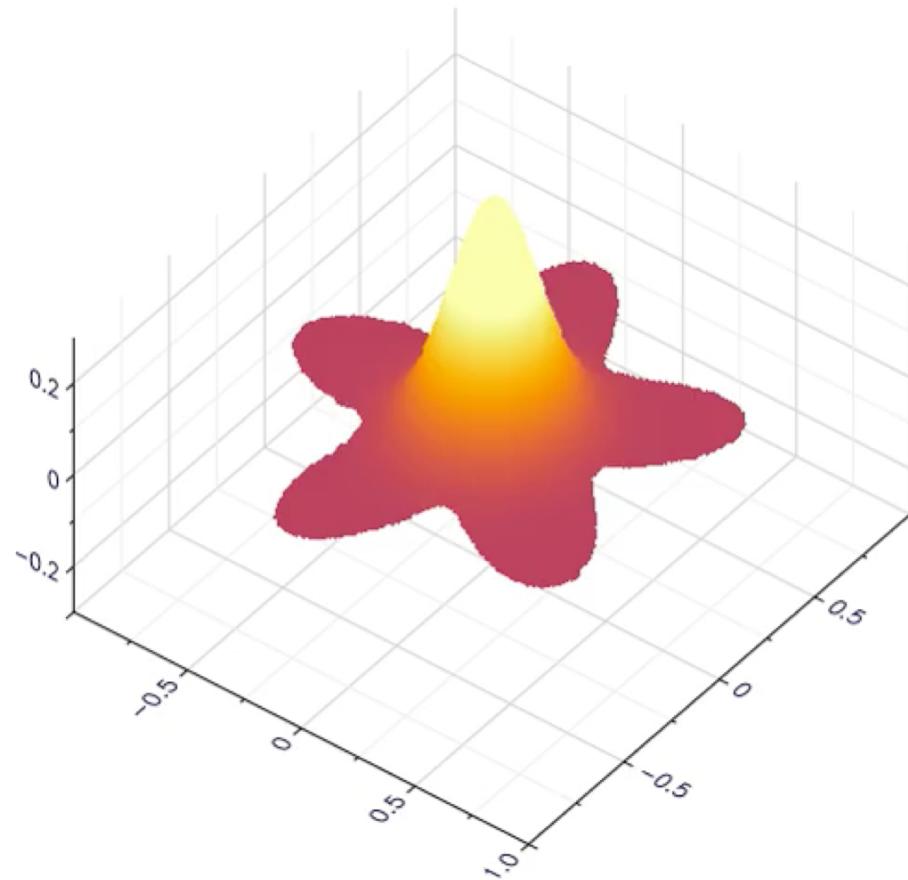
Fast algorithms

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

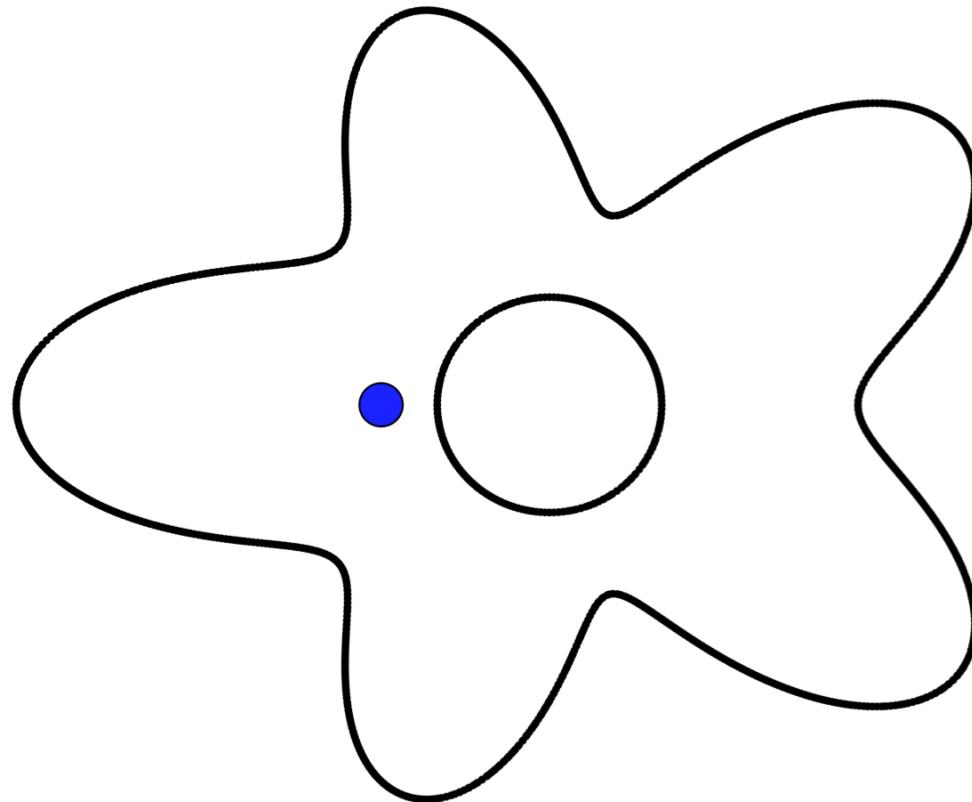
Examples

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

Drop of water



WiFi reception



WiFi reception



