

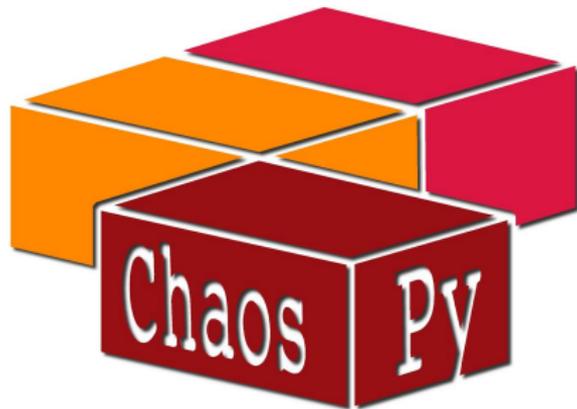
Polynomial chaos expansions part I: Method Introduction

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Lectures will include many examples using the Chaospy software



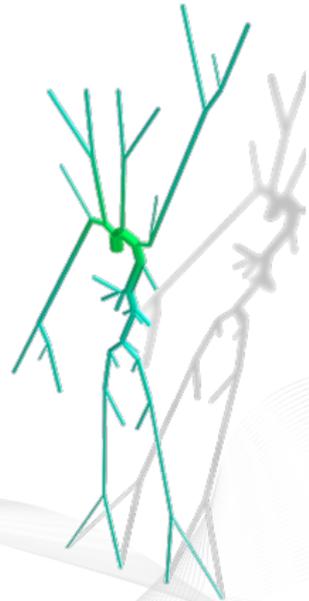
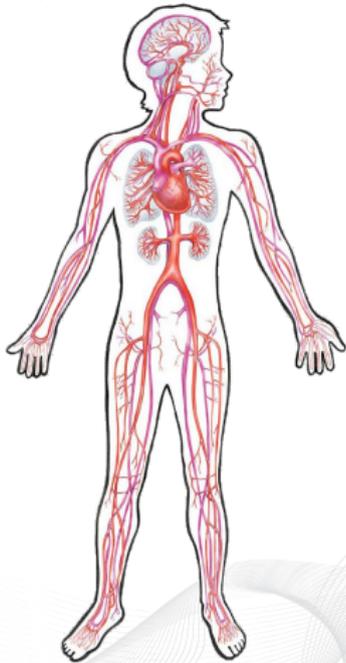
A very basic introduction to scientific Python programming:

<http://hplgit.github.io/bumpy/doc/pub/sphinx-basics/index.html>

Installation instructions:

<https://github.com/hplgit/chaospy>

Example: bloodflow simulations

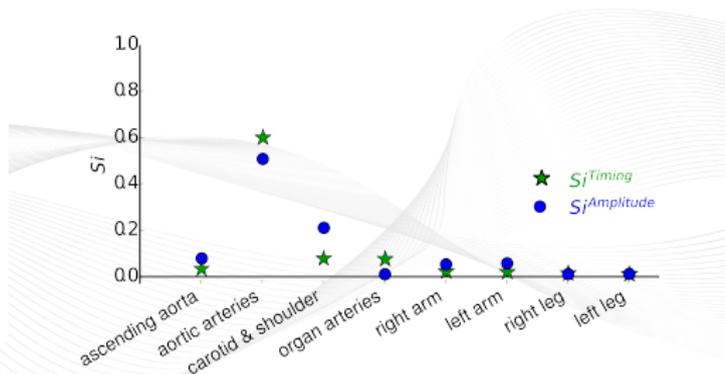
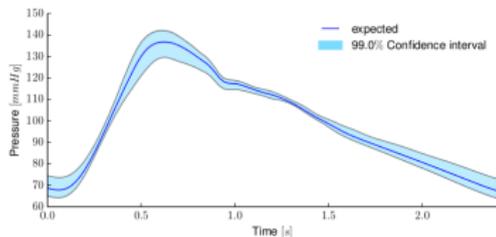
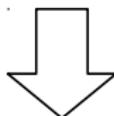


In collaboration with V. Eck and L. Hellevik

Modelling require uncertainty quantification



STARFiSh
Stochastic ARterial Flow Simulations



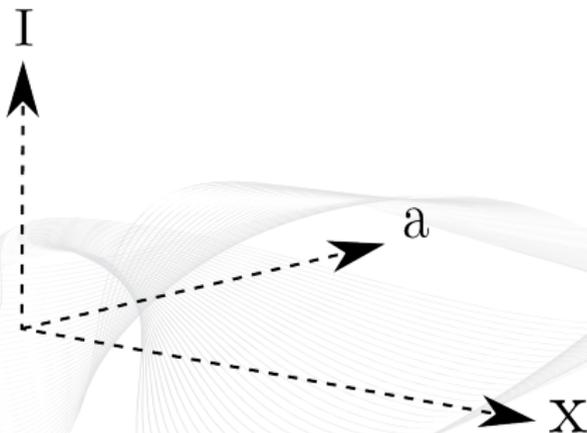
Introducing a testcase as a working example

$$\frac{du(x)}{dx} = -au(x) \qquad u(0) = I$$

u The quantity of interest

x Spatial location

a, I Parameters containing uncertainties



This model can be analysed analytically

$$u(x; a, l) = l e^{-ax}$$

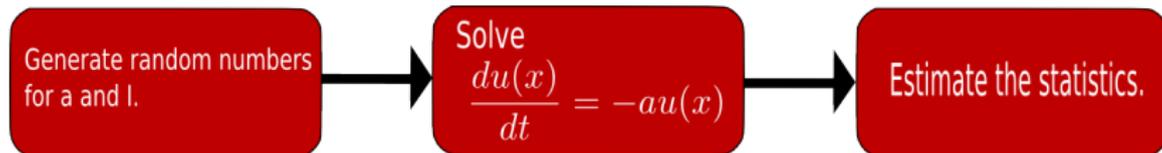
Initially assume model parameters:

$$a \sim \text{Uniform}(0, 0.1) \sim f_a(a) \quad l = 1 \text{ (known)}$$

$$E(u) = \int_{-\infty}^{\infty} u(x; a) f_a(a) da = 10 \int_0^{0.1} e^{-ax} da = 10 \frac{1 - e^{-0.1x}}{x}$$

$$\text{Var}(u) = \int_{-\infty}^{\infty} (u(x; a) - E(u))^2 f_a(a) da = 20 \frac{1 - e^{-0.2ax}}{x} - \left(10 \frac{1 - e^{-0.1x}}{x} \right)^2$$

In general, models can be analysed using Monte Carlo integration



Monte Carlo with Chaospy

```
import chaospy as cp
import numpy as np

def u(x, a):
    return np.exp(-a*x)

dist_a = cp.Uniform(0,0.1)

samples_a = dist_a.sample(size=1000)

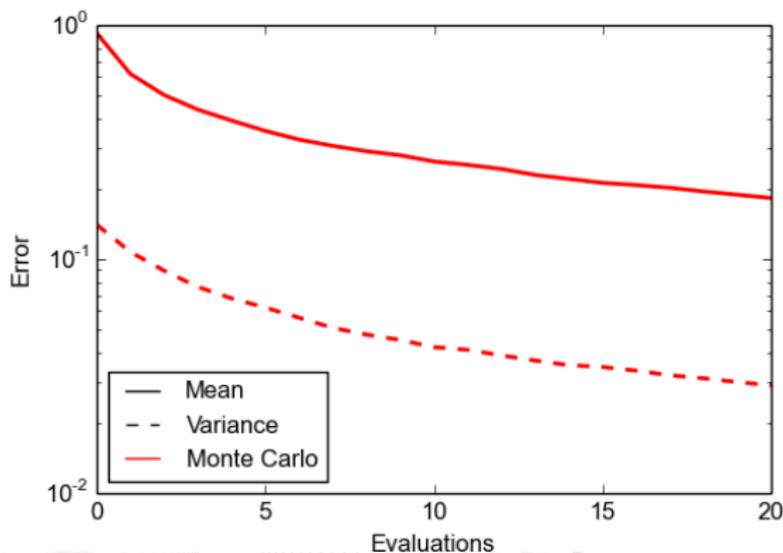
x = np.linspace(0, 10, 100)

samples_u = [u(x, a) for a in samples_a]

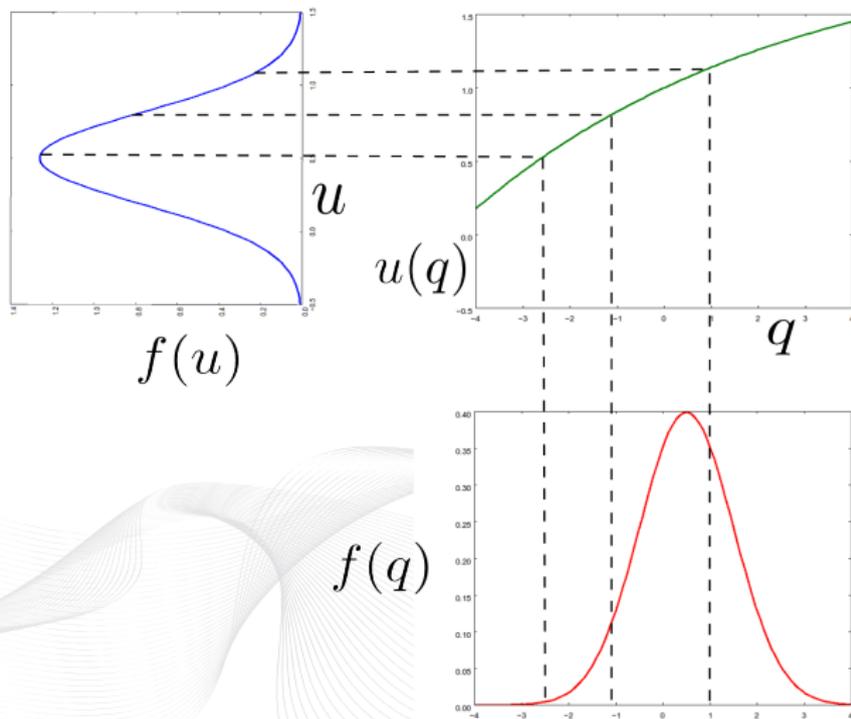
E = np.mean(samples_u, 0)
Var = np.var(samples_u, 0)
```

Convergence of Monte Carlo is slow

$$\varepsilon_E = \int_0^{10} |E(u) - E(\hat{u})| dx \quad \varepsilon_{Var} = \int_0^{10} |\text{Var}(u) - \text{Var}(\hat{u})| dx$$



Assumption: mapping from input q to output u is smooth



Using Lagrange polynomials to approximate $u(q)$ (N -th degree polynomial interpolation)

$$u(x; a) \approx \hat{u}_M(x; a) = \sum_{n=0}^N c_n(x) P_n(a) \quad N = M + 1,$$

where

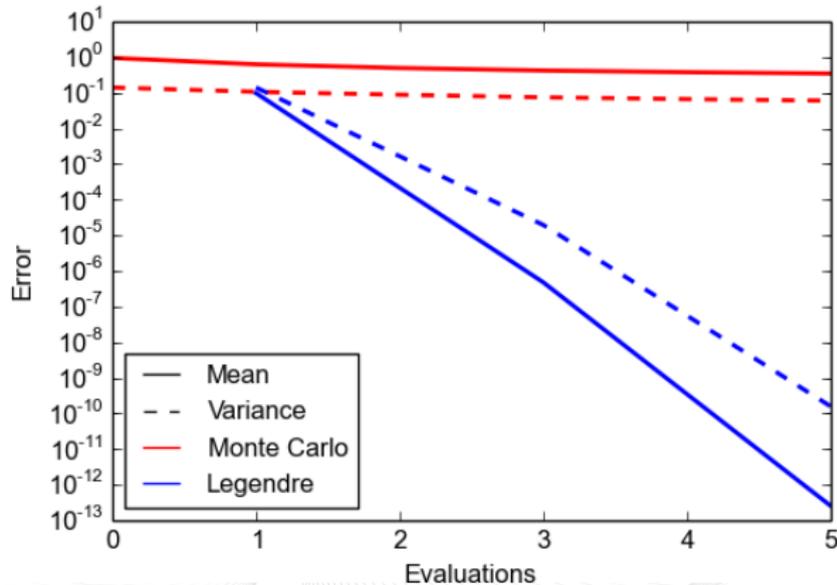
c_n are model evaluations $u(x, a_n)$

P_n are Lagrange polynomials:

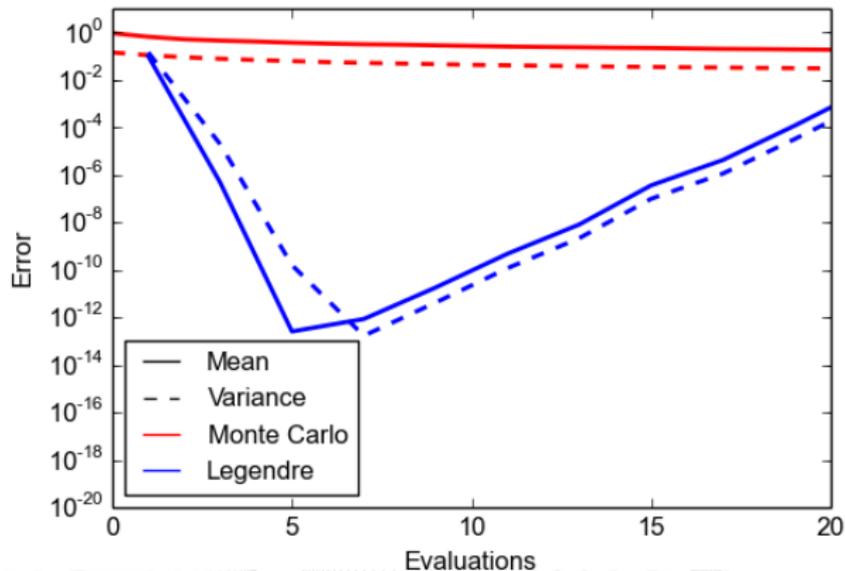
$$P_n(a) = \prod_{\substack{m=0 \\ m \neq n}}^N \frac{a - a_m}{a_n - a_m}$$

a_n are collocation nodes

The interpolation has much better convergence properties than Monte Carlo!



Oscillations in Lagrange polynomials (for large N) destroy the convergence



Let us introduce a better polynomial approximation: Polynomial Chaos (PC) theory

$$u(x; a) \approx \hat{u}_M(x; a) = \sum_{n=0}^N c_n(x) P_n(a), \quad N = M + 1$$

Coefficient Polynomial

PC employs inner product spaces weighted with the probability distribution

$$\begin{aligned}\langle u, v \rangle_Q &= E(u \cdot v) & \|u\|_Q &= \sqrt{\langle u, u \rangle_Q} \\ &= \int f_Q(q) u(x, q) v(x, q) dq\end{aligned}$$

where Q is a random vector, i.e. (a, I) .

Orthogonality:

$$\langle P_n, P_m \rangle_Q = \begin{cases} \|P_n\|_Q^2 & n = m \\ 0 & n \neq m \end{cases}$$

Coefficients are determined by least squares minimization

$$\min_{c_0, \dots, c_N} \|u - \hat{u}_M\|_Q^2$$

⋮

$$\left\langle \sum_{n=0}^N c_n P_n, P_k \right\rangle_Q = \sum_{n=0}^N c_n \langle P_n, P_k \rangle_Q = c_k \langle P_k, P_k \rangle_Q \quad k = 0, \dots, N$$

$$c_k = \frac{\langle u, P_k \rangle_Q}{\|P_k\|_Q^2}$$

Fourier coefficients

Least squares minimization implies minimization of variance

$$(c_0, \dots, c_N) = \underset{c_0, \dots, c_N}{\operatorname{argmin}} \|u - \hat{u}_M\|_Q$$

$$= \underset{c_0, \dots, c_N}{\operatorname{argmin}} \|u - \hat{u}_M\|_Q^2$$

$$= \underset{c_0, \dots, c_N}{\operatorname{argmin}} E((u - \hat{u}_M)^2)$$

$$= \underset{c_0, \dots, c_N}{\operatorname{argmin}} \operatorname{Var}(u - \hat{u}_M)$$

The mean and variance have a simpler form

Assumption: $P_0 = 1$

$$\begin{aligned} E(\hat{u}_M) &= E\left(\sum_{n=0}^N c_n P_n\right) & \text{Var}(\hat{u}_M) &= \text{Var}\left(\sum_{n=0}^N c_n P_n\right) \\ &= \sum_{n=0}^N c_n E(P_n) & &= \sum_{\substack{n=0 \\ m=0}}^N c_n c_m (E(P_n P_m) - E(P_n)E(P_m)) \\ &= \sum_{n=0}^N c_n \langle P_n, P_0 \rangle_Q & &= \sum_{\substack{n=0 \\ m=0}}^N c_n c_m \langle P_n, P_m \rangle_Q - c_0^2 \\ E(\hat{u}_M) &= c_0 & \text{Var}(\hat{u}_M) &= \sum_{n=1}^N c_n^2 \|P_n\|_Q^2 \end{aligned}$$

Construct an orthogonal polynomial expansion using Gram-Schmidt orthogonalization

$$v_0, v_1, \dots, v_N = 1, q, \dots, q^N$$

The Gram Schmidt method is

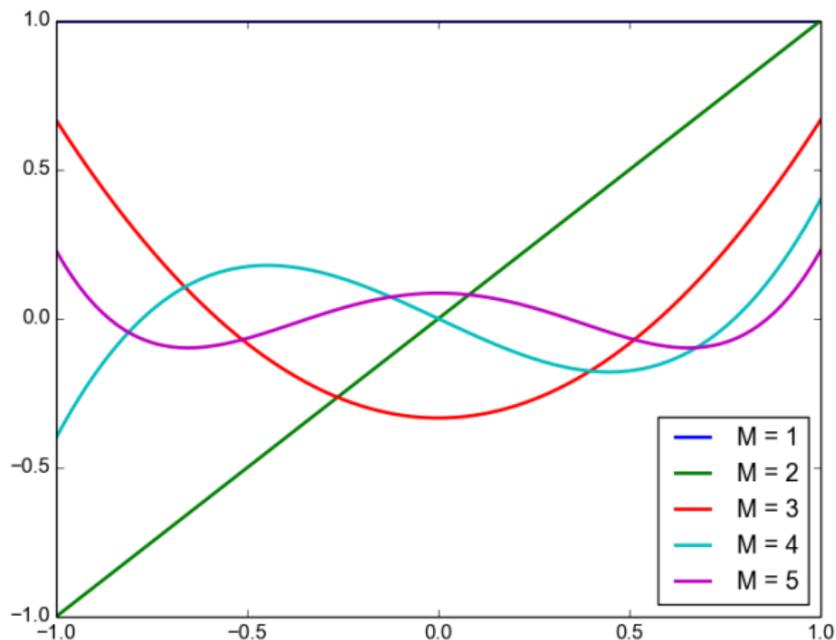
$$P_0 = v_0$$

$$\begin{aligned} P_n &= v_n - \sum_{m=0}^{n-1} \frac{\langle v_n, P_m \rangle_Q}{\|P_m\|_Q^2} P_m \\ &= v_n - \sum_{m=0}^{n-1} \frac{E(v_n P_m)}{E(P_m^2)} P_m \end{aligned}$$

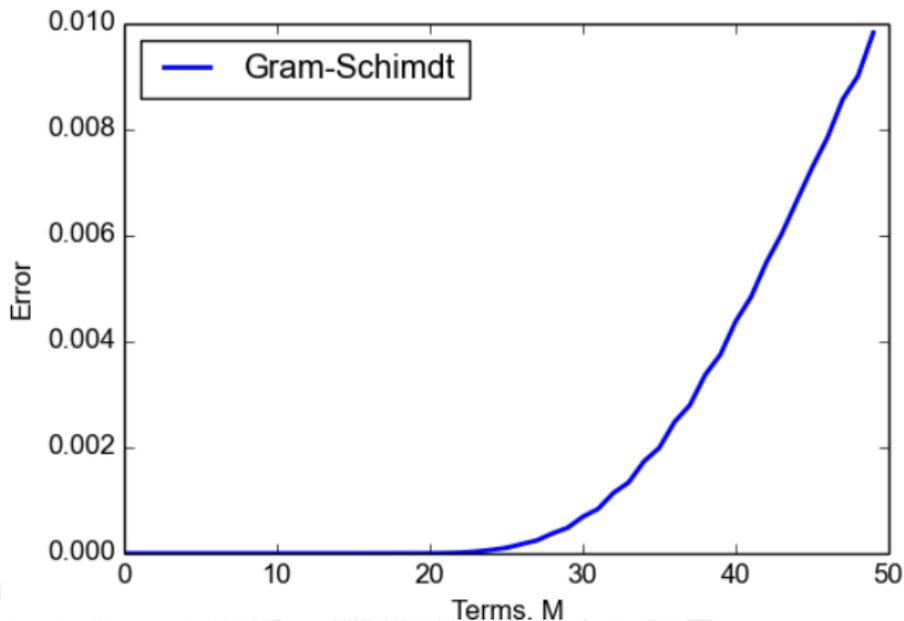
Gram-Schmidt with chaospy

```
M = 5; N = M - 1
dist_a = cp.Uniform(0, 0.1)
v = cp.basis(0, M, 1)
P = [v[0]]
for n in xrange(1, N):
    p = v[n]
    for m in xrange(0, n):
        p -= P[m]*cp.E(v[n]*P[m], dist_a)
        /cp.E(P[m]**2, dist_a)
    P.append(p)
P = cp.Poly(P)
```

Plot of all generated polynomials



Most constructors of orthogonal polynomials are ill-conditioned



The only numerically stable method for calculating orthogonal polynomials is through the three-term discretized Stiltjes recursion

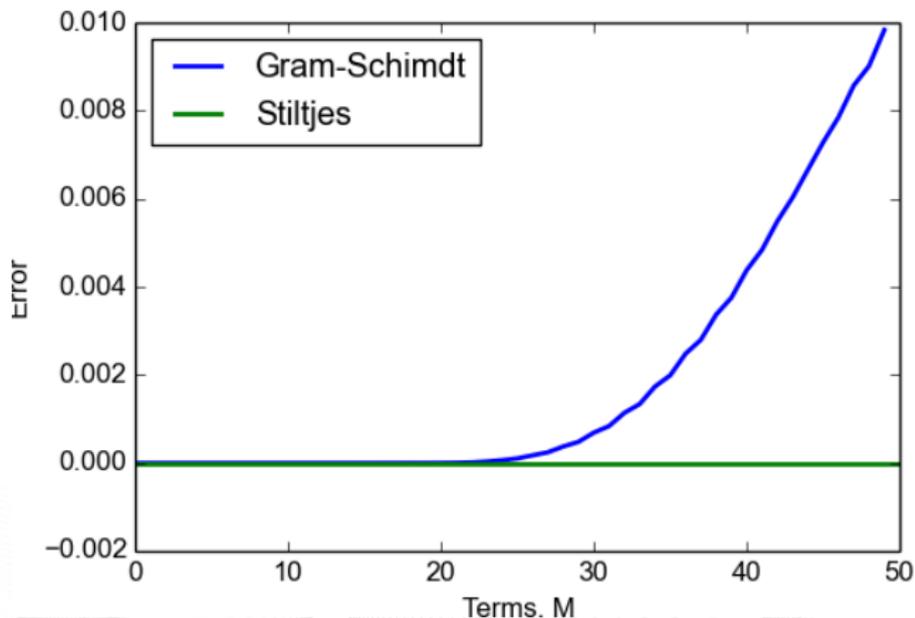
Three terms recursion relation:

$$P_{n+1} = (x - A_n)P_n - B_nP_{n-1} \quad P_{-1} = 0 \quad P_0 = 1,$$

where

$$A_n = \frac{\langle qP_n, P_n \rangle_Q}{\|P_n\|_Q^2} \quad B_n = \begin{cases} \frac{\|P_n\|_Q^2}{\|P_{n-1}\|_Q^2} & n > 0 \\ \|P_n\|_Q^2 & n = 0 \end{cases}$$

Discretized Stiltjes method is numerically stable



People have found analytical orthogonal polynomials for many common probability distributions

Distribution	Polynomial	Support
Gaussian	Hermite	$(-\infty, \infty)$
Gamma	Laguerre	$[0, \infty)$
Beta	Jacobi	$[a, b]$
Uniform	Legendre	$[a, b]$

Three terms recursion in Chaospy

```
dist_a = cp.Normal()  
P = cp.orth_ttr(3, dist_a)  
  
print P  
[1.0, q0, q0^2-1.0, q0^3-3.0q0]
```

Chaos Py

Repetition of the problem

$$u(x; a, l) = le^{-ax}$$

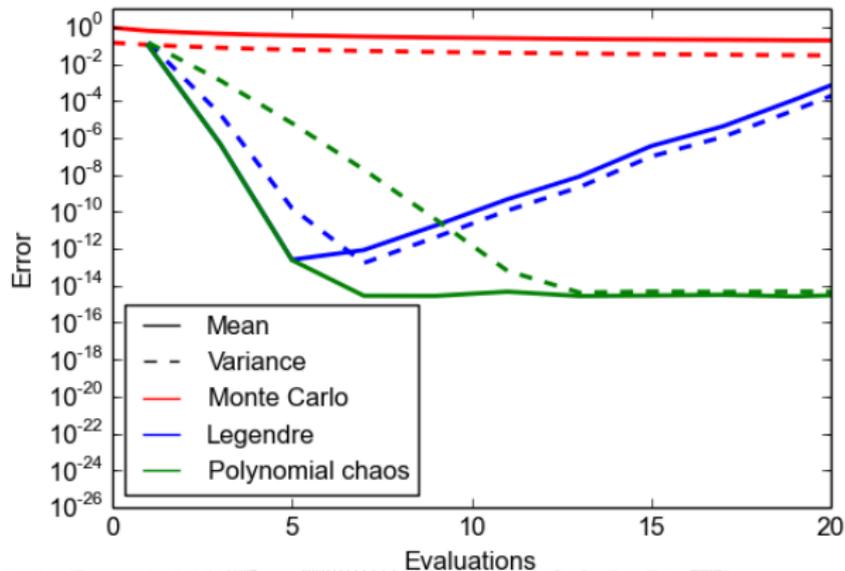
Initially assume model parameters:

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$$E(u) = 10 \frac{1 - e^{-0.1x}}{x} \quad \text{Var}(u) = 20 \frac{1 - e^{-0.2ax}}{x} - \left(10 \frac{1 - e^{-0.1x}}{x} \right)^2$$

$$\varepsilon_E = \int_0^{10} |E(u) - E(\hat{u})| dx \quad \varepsilon_{\text{Var}} = \int_0^{10} |\text{Var}(u) - \text{Var}(\hat{u})| dx$$

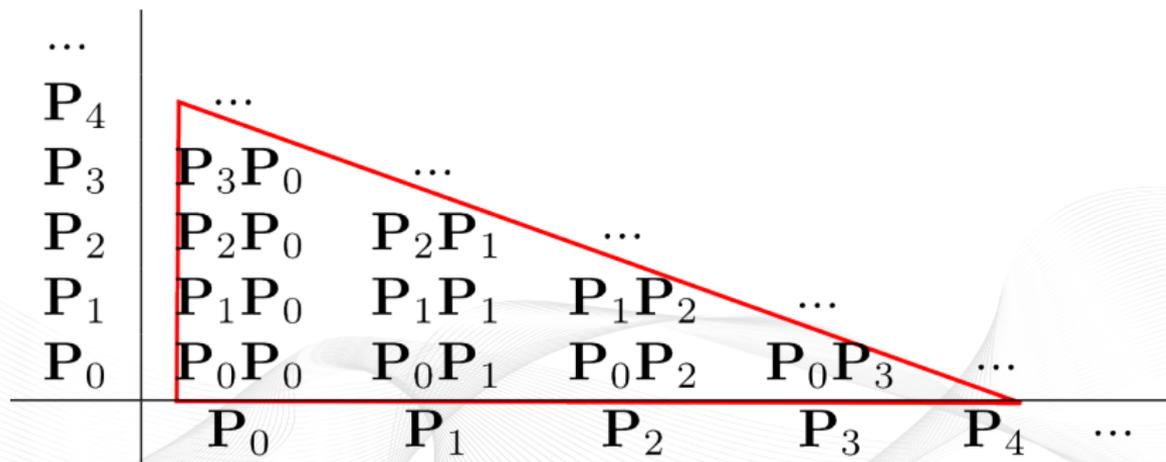
Convergence of orthogonal polynomial approximation



Next step: Extend the theory to multiple dimensions

$$P_n = P_n^{(1)}, \dots, P_n^{(D)}$$

$$n \longleftrightarrow (n_1, \dots, n_D)$$



We need a mapping from multiple indices to single index

Multi-index

P_{00}
 $P_{10} P_{01}$
 $P_{20} P_{11} P_{02}$
 $P_{30} P_{21} P_{12} \dots$

Single-index

P_0
 $P_1 P_2$
 $P_3 P_4 P_5$
 $P_6 P_7 P_8 \dots$

$$N = \binom{M+D}{M}$$

Orthogonality for multivariate polynomials

$$\begin{aligned}\langle \mathbf{P}_n, \mathbf{P}_m \rangle_Q &= E\left(P_{n_1}^{(1)} \cdots P_{n_D}^{(D)} \cdot P_{m_1}^{(1)} \cdots P_{m_D}^{(D)}\right) \\ &= E\left(P_{n_1}^{(1)} \cdot P_{m_1}^{(1)}\right) \cdots E\left(P_{n_D}^{(D)} \cdot P_{m_D}^{(D)}\right) \\ &= \left\langle P_{n_1}^{(1)}, P_{m_1}^{(1)} \right\rangle_Q \cdots \left\langle P_{n_D}^{(D)}, P_{m_D}^{(D)} \right\rangle_Q \\ &= \left\| P_{n_1}^{(1)} \right\|_Q \delta_{n_1 m_1} \cdots \left\| P_{n_D}^{(D)} \right\|_Q \delta_{n_D m_D} \\ \langle \mathbf{P}_n, \mathbf{P}_m \rangle_Q &= \|\mathbf{P}_n\|_Q \delta_{nm}\end{aligned}$$

Creating multivariate orthogonal polynomials in Chaospy

```
dist_a = cp.Uniform(0, 0.1)
dist_I = cp.Uniform(8, 10)
dist = cp.J(dist_a, dist_I)
```

```
P = cp.orth_ttr(1, dist)
print P
[1.0, q1-9.0, q0]
```

```
P = cp.orth_ttr(3, dist)
print cp.E(P[1]*P[2], dist)
0.0
print cp.E(P[3]*P[3], dist)
0.08888888888903
```

A two-dimensional problem

$$u(x; a, l) = le^{-ax}$$

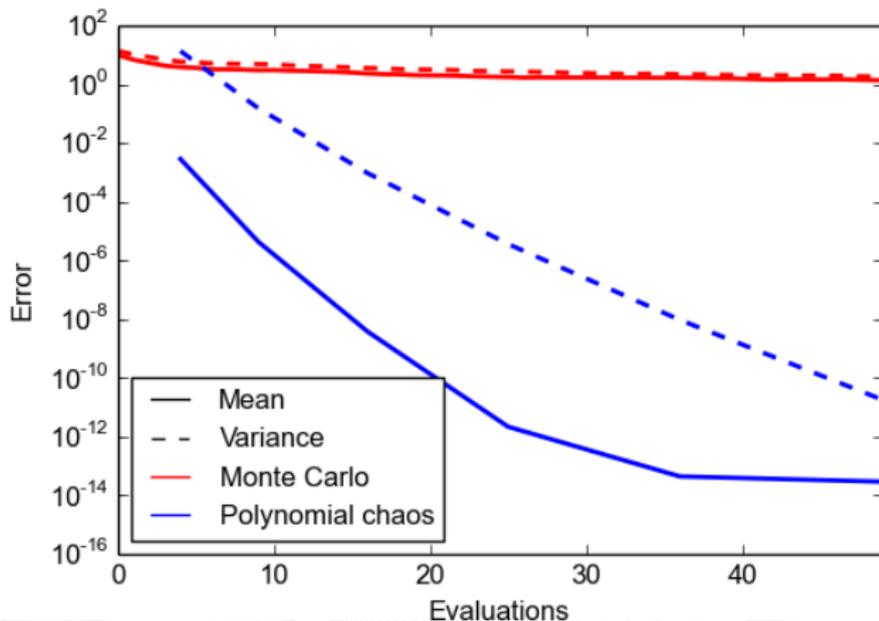
Uncertain model parameters:

$$a \sim \text{Uniform}(0, 0.1)$$

$$l = \text{Uniform}(8, 10)$$

$$\varepsilon_E = \int_0^{10} |E(u) - E(\hat{u})| dx \quad \varepsilon_{Var} = \int_0^{10} |Var(u) - Var(\hat{u})| dx$$

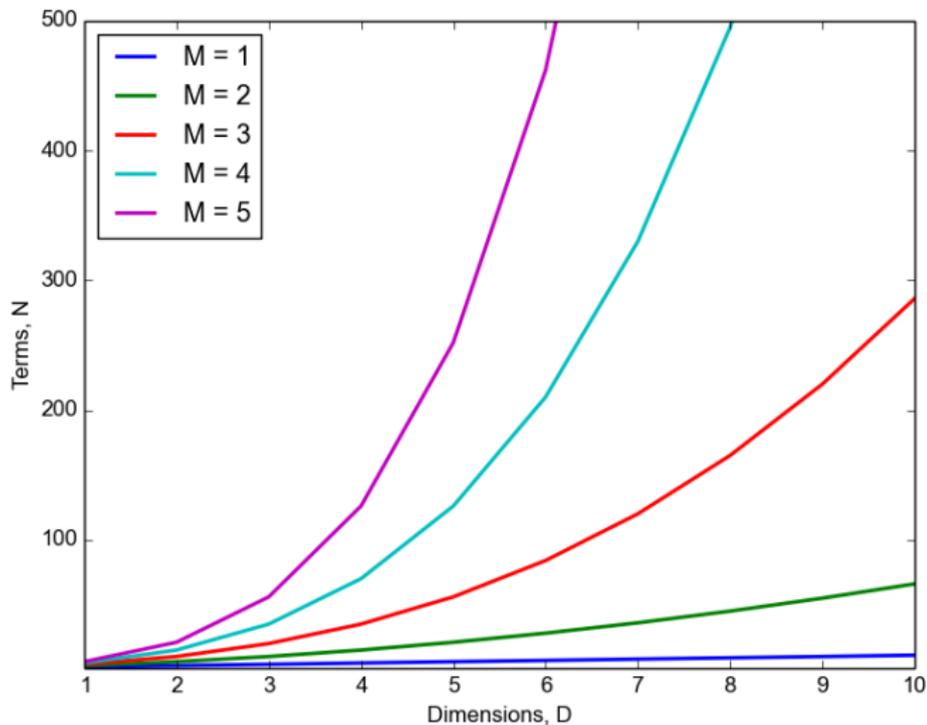
Convergence of the two-dimensional (a, l) problem



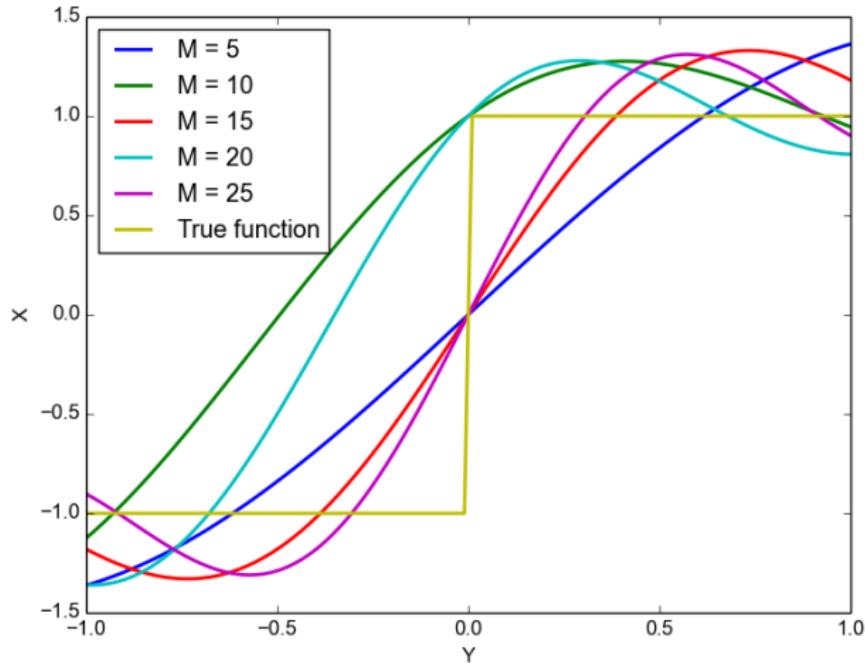
Teaser of the full implementation

```
def u(x,a, I):  
    return I*np.exp(-a*x)  
  
dist_a = cp.Uniform(0, 0.1)  
dist_I = cp.Uniform(8, 10)  
dist = cp.J(a,I)  
  
P = cp.orth_ttr(2, dist)  
  
nodes, weights = \  
    cp.generate_quadrature(3, dist, rule="G")  
  
x = np.linspace(0, 10, 100)  
samples_u = [u(x, *node) for node in nodes.T]  
  
u_hat = cp.fit_quadrature(P, nodes, weights, samples_u)  
  
mean, var = cp.E(u_hat, dist), cp.Var(u_hat, dist)
```

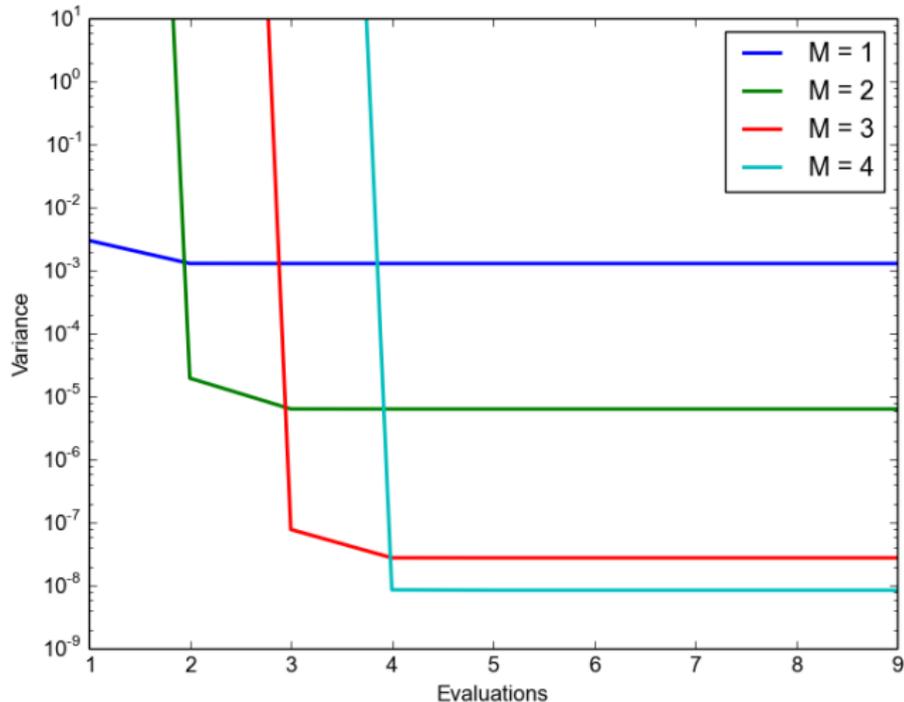
The curse of dimensionality



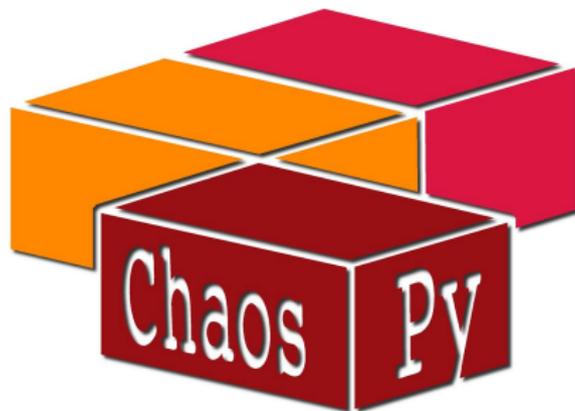
Gibb's Phenomena: discontinuities give oscillations



Higher number of samples justifies higher number of collocation nodes



Thank you



A very basic introduction to scientific Python programming:

<http://hplgit.github.io/bumpy/doc/pub/sphinx-basics/index.html>

Installation instructions:

<https://github.com/hplgit/chaospy>