

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>

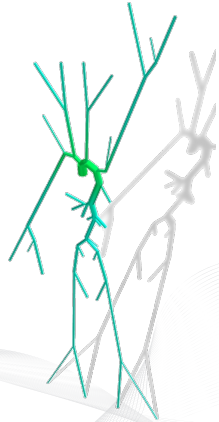
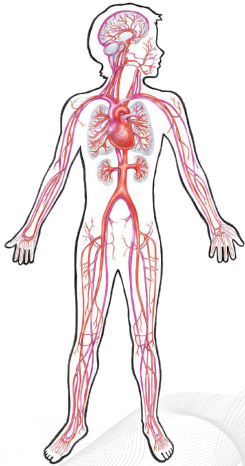
Installation instructions:

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

Interactive session:

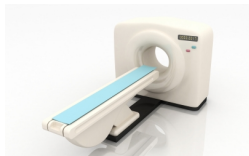
<http://10.50.3.247:8888/>

Example: bloodflow simulations

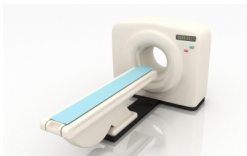


In collaboration with V. Eck and L. Hellevik

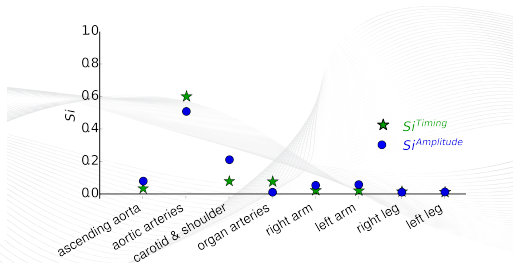
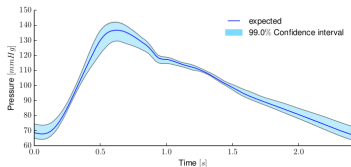
Modelling require uncertainty quantification



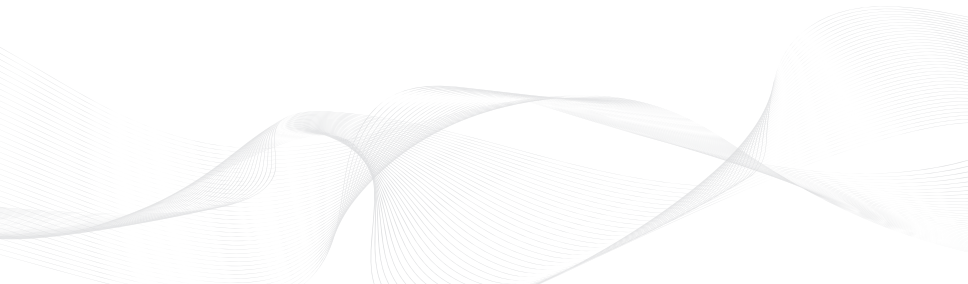
Modelling require uncertainty quantification



STARFiSh
Stochastic ARterial Flow Simulations



Introducing a testcase as a working example



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

u The quantity of interest

x Spatial location

a, I Parameters containing uncertainties

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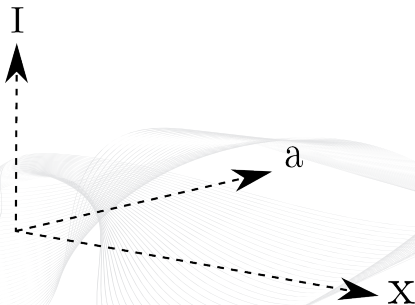
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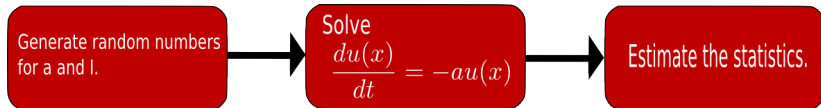
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In general, models can be analysed using Monte Carlo integration



Monte Carlo with Chaospy

```
import chaospy as cp
import numpy as np

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



Chaos Py

Monte Carlo with Chaospy

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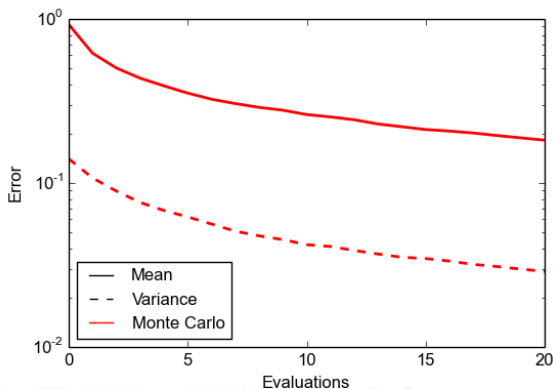
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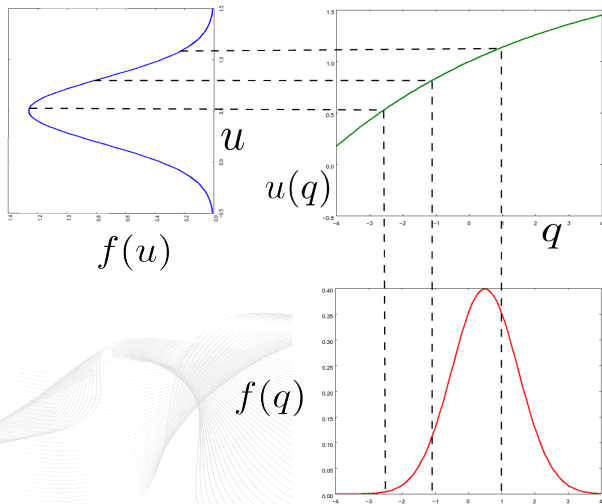
E = np.mean(samples_u)
Var = np.var(samples_u)
```

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

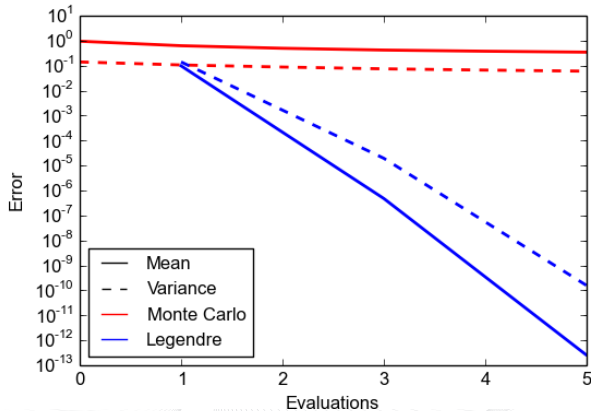
c_n are model evaluations $u(x, a_n)$

P_n are Lagrange polynomials:

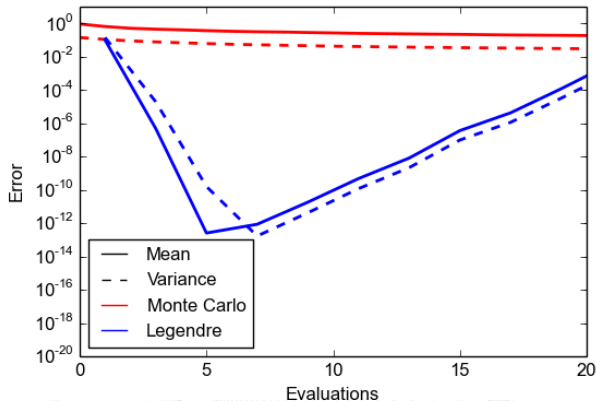
$$P_n(a) = \prod_{\substack{m=0 \\ m \neq n}}^N \frac{a - a_m}{a_n - a_m}$$

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

$$\langle u, v \rangle_Q = E(u \cdot v) \quad \|u\|_Q = \sqrt{\langle u, u \rangle_Q}$$

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

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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

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

⋮

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

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

Fourier coefficients

Least squares minimization implies minimization of variance

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

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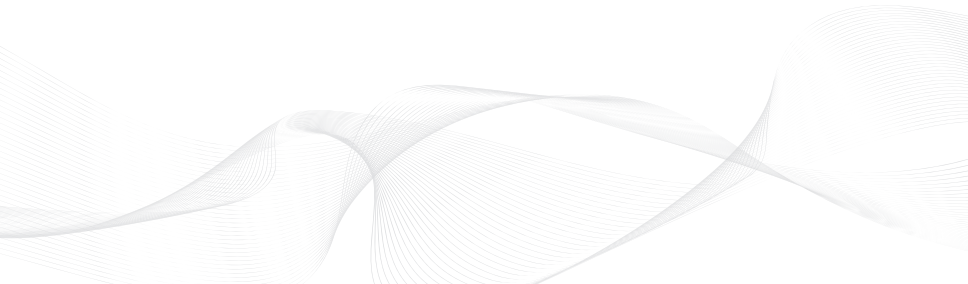
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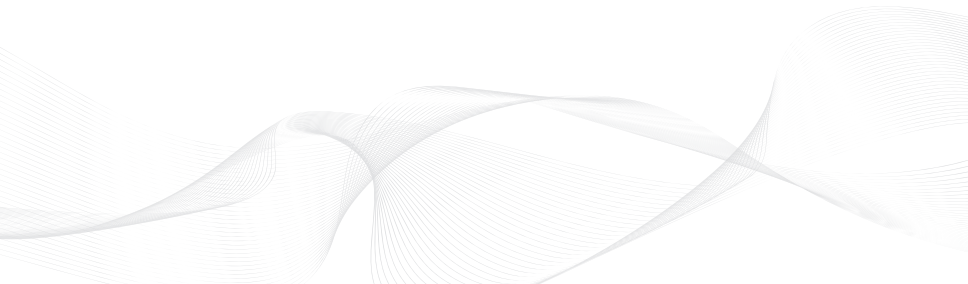
$$= \underset{c_0, \dots, c_N}{\operatorname{argmin}} \operatorname{Var}(u - \hat{u}_M)$$

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Construct an orthogonal polynomial expansion using Gram-Schmidt orthogonalization

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

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Gram-Schmidt with chaospy

```
M = 5; N = M - 1
```

```
dist_a = cp.Uniform(0, 0.1)
```



Chaos Py

Gram-Schmidt with chaospy

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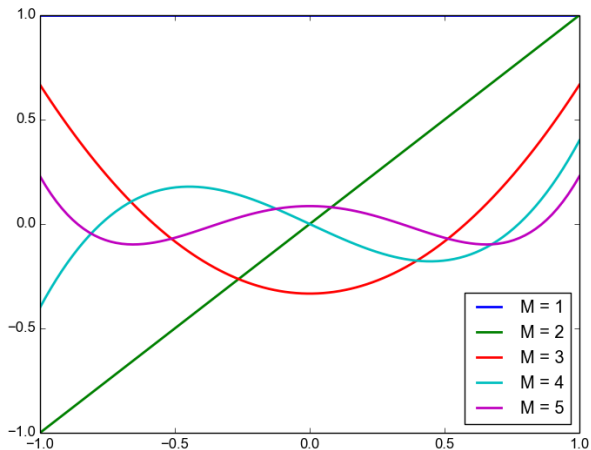
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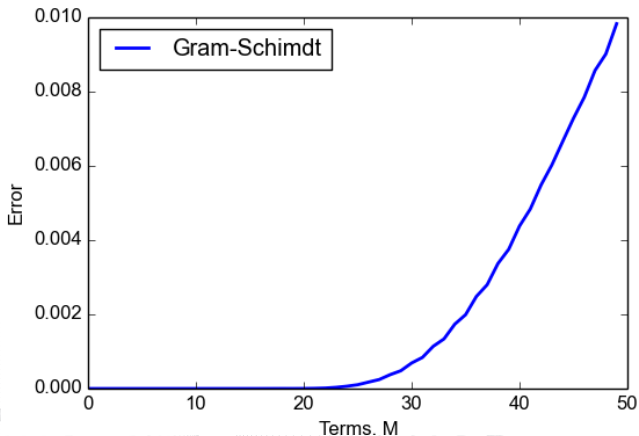
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M = 5; N = M - 1
dist_a = cp.Uniform(0, 0.1)
v = cp.basis(0, M, 1)
P = [v[0]]
for n in xrange(1, N):
    p = v[n]
    for m in xrange(0, n):
        p -= P[m]*cp.E(v[n]*P[m], dist_a)
        /cp.E(P[m]**2, dist_a)
    P.append(p)
P = cp.Poly(P)
```

ChaosPY

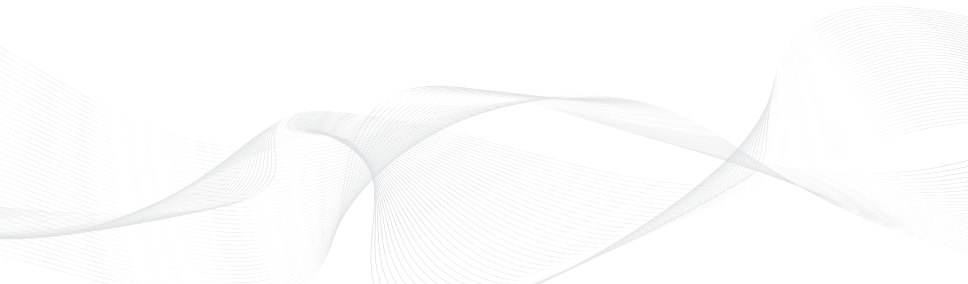
Plot of all generated polynomials



Most constructors of orthogonal polynomials are ill-conditioned



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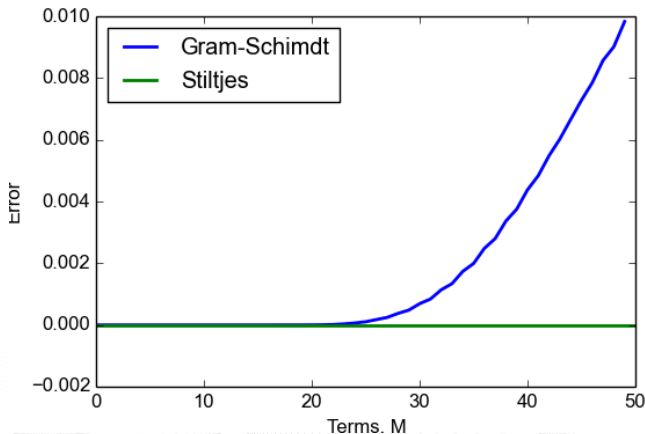
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Discretized Stiltjes method is numerically stable



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

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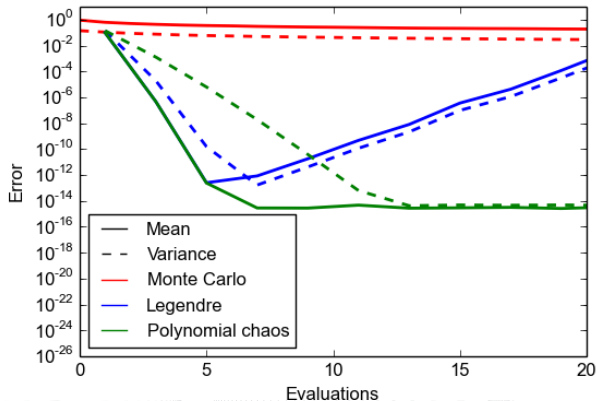
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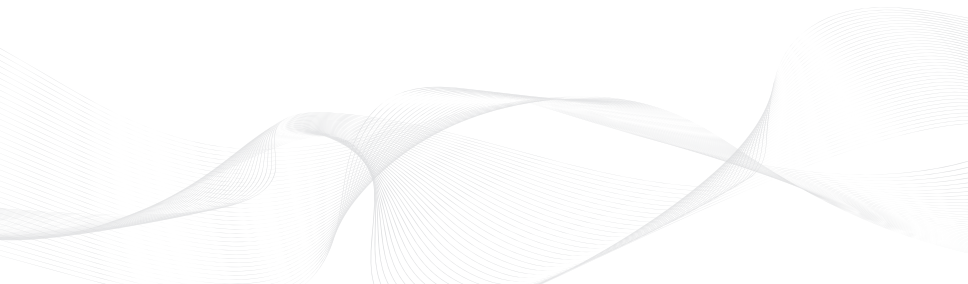
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Convergence of orthogonal polynomial approximation



Next step: Extend the theory to multiple dimensions



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$$P_n = P_n^{(1)}, \dots, P_{n_D}^{(D)} \quad n \longleftrightarrow (n_1, \dots, n_D)$$

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

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Single-index

P_0
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 $P_6 P_7 P_8 \dots$

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

Orthogonality for multivariate polynomials

$$\langle \mathbf{P}_n, \mathbf{P}_m \rangle_Q = E \left(P_{n_1}^{(1)} \cdots P_{n_D}^{(D)} \cdot P_{m_1}^{(1)} \cdots P_{m_D}^{(D)} \right)$$

Orthogonality for multivariate polynomials

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

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Orthogonality for multivariate polynomials

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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)
```



Chaos Py

Creating multivariate orthogonal polynomials in ChaosPy

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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]
```



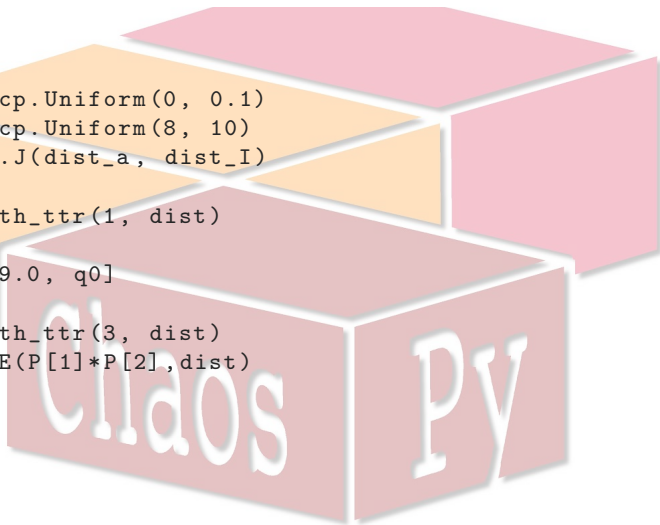
Chaos Py

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



Creating multivariate orthogonal polynomials in Chaospy

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0.08888888888903
```


A two-dimensional problem

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

A two-dimensional problem

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Uncertain model parameters:

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

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

A two-dimensional problem

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

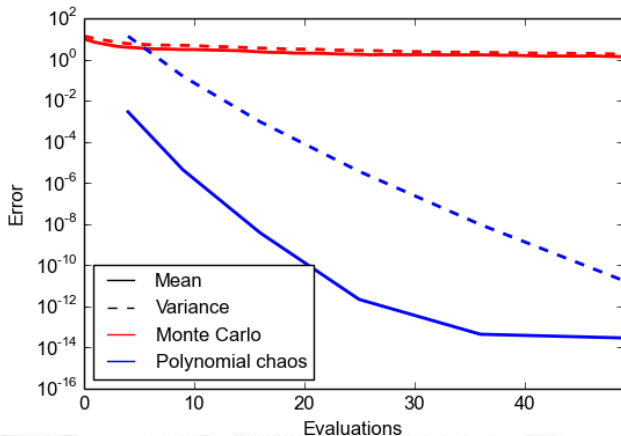
Uncertain model parameters:

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

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

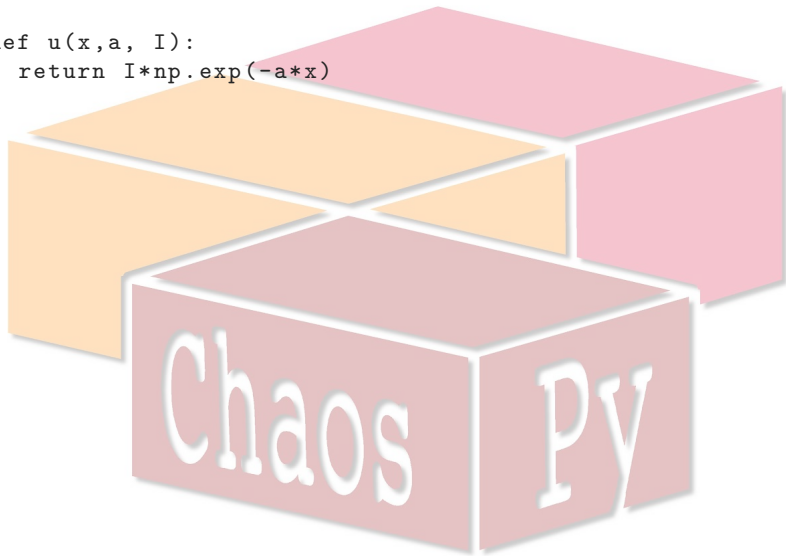
$$\varepsilon_E = \int_0^{10} |E(u) - E(\hat{u})| dx \quad \varepsilon_{Var} = \int_0^{10} |Var(u) - Var(\hat{u})| dx$$

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



Teaser of the full implementation

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



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dist_I = cp.Uniform(8, 10)  
dist = cp.J(a,I)  
  
P = cp.orth_ttr(2, dist)
```

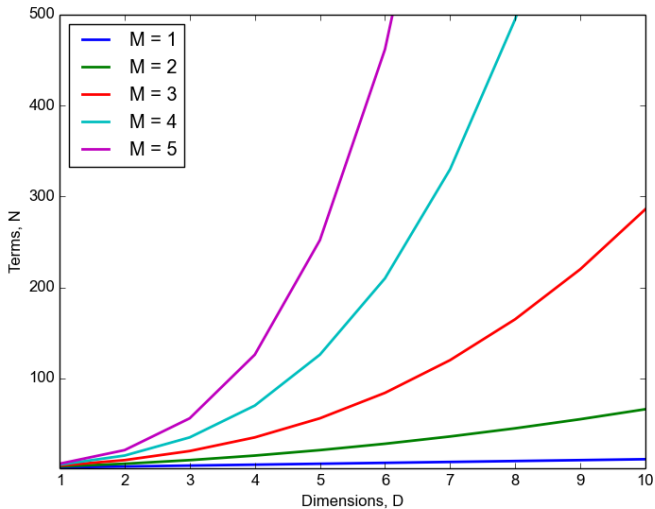


Chaos Py

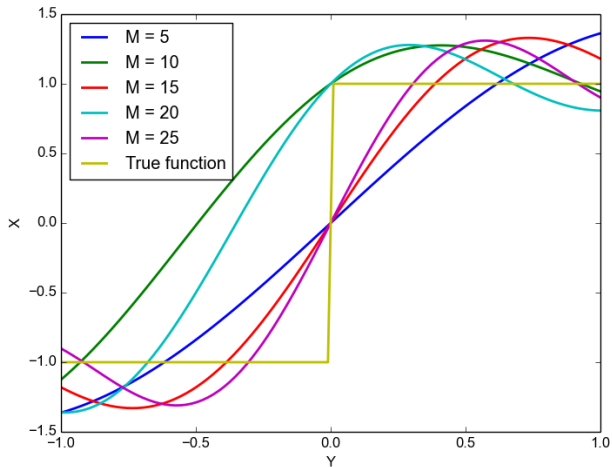
Teaser of the full implementation

```
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)
```

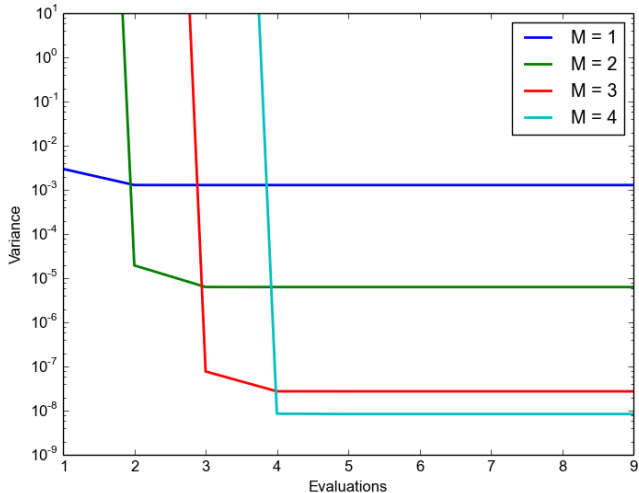
The curse of dimensionality



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>

Interactive session:

<http://10.50.3.247:8888/>