

Computing Gauss-Jacobi quadrature rules

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Joint work with Nick Hale
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An n -point Gauss–Jacobi quadrature rule:

$$\int_{-1}^1 w(x)f(x)dx \approx \sum_{k=1}^n w_k f(x_k)$$

with $w(x) = (1-x)^\alpha(1+x)^\beta$, $\alpha, \beta > -1$.

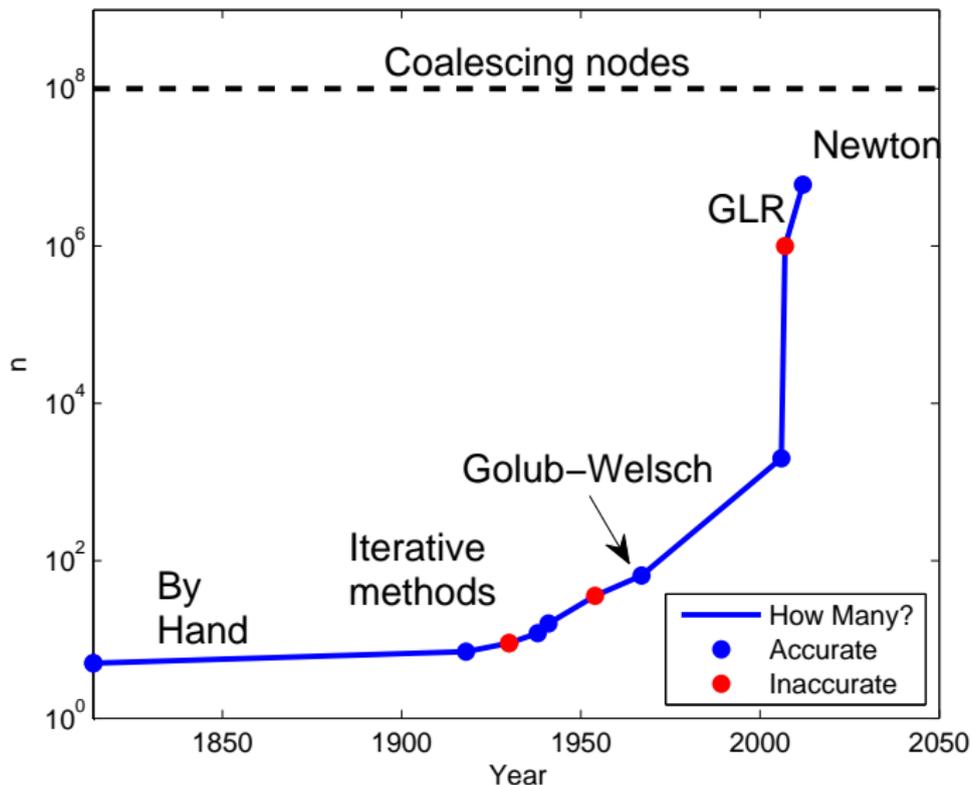
$x_k =$ simple roots of $P_n^{(\alpha,\beta)}$.

$$w_k = \frac{C_{n,\alpha,\beta}}{(1-x_k^2) \left[P_n^{(\alpha,\beta)'}(x_k) \right]^2}, \quad k = 1, \dots, n.$$

Many formulae for the weights: Swarztrauber (2002), Yakimiv (1996).

How many can you compute?

How many Gauss–Legendre nodes can be computed?

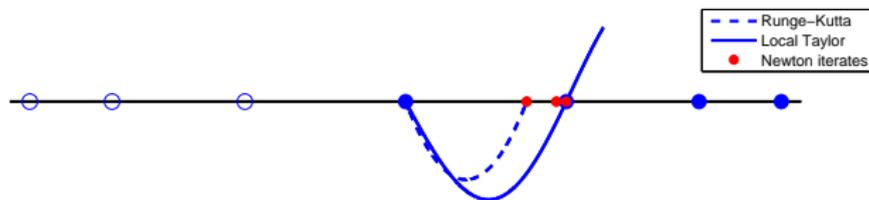


A set of Jacobi polynomials satisfy a second-order differential equation

$$(1 - x^2)P_n''(x) + a_n(x)P_n'(x) + b_n(x)P_n(x) = 0.$$

Predictor-corrector method:

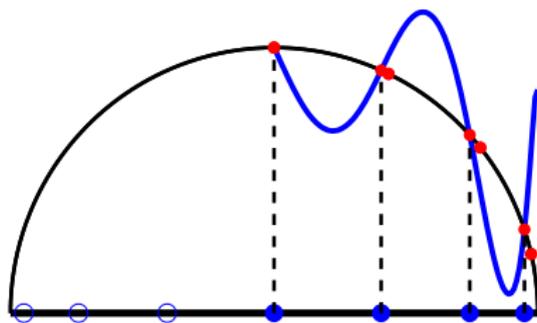
Once at a root, step to the next by *predicting* with Runge–Kutta and then *correcting* with local Taylor approximations and Newton.



Requires $\mathcal{O}(n)$ operations for nodes and weights.

Newton's method in θ -space, $x = \cos(\theta)$.

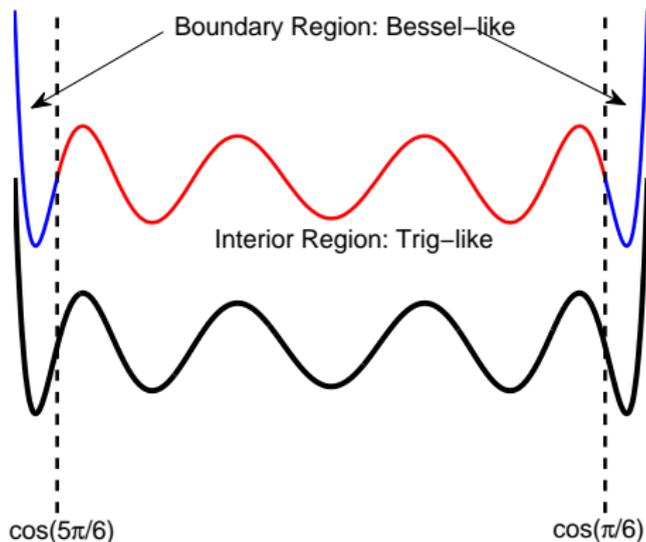
Newton's method in θ -space



We will need:

- 1 Fast and accurate Jacobi polynomial evaluation \rightarrow asymptotic approximations.
- 2 Fast and accurate evaluation of derivative \rightarrow recurrence relations.
- 3 Sufficiently good initial guesses \rightarrow asymptotic approximations.

What does a Legendre polynomial look like?



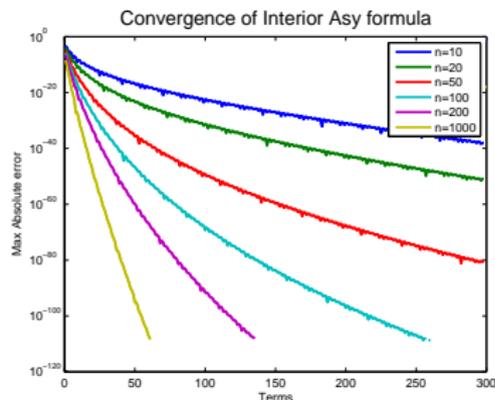
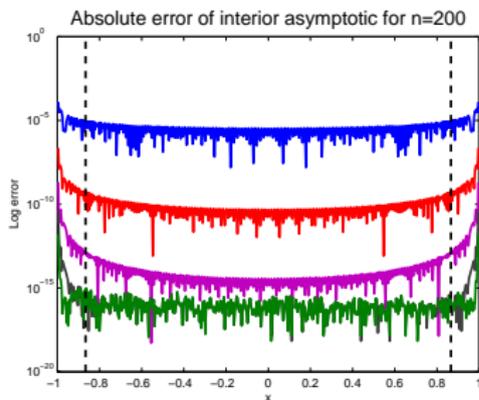
We use two asymptotic expansions: **interior** and **boundary**.

Interior Asymptotic Formulae

$$P_n(\cos \theta) \sim 2(-1)^n \sum_{m=0}^{M-1} \binom{-\frac{1}{2}}{m} \binom{m - \frac{1}{2}}{n} \frac{\cos(\alpha_{n,m})}{(2 \sin \theta)^{m+\frac{1}{2}}} + R_{n,M}$$

where $\alpha_{n,m} = (n + m + \frac{1}{2}) \theta - (m + \frac{1}{2}) \frac{\pi}{2}$ and

$$|R_{n,M}| \leq \frac{C}{(2 \sin \theta)^{M+\frac{1}{2}} n^{M+\frac{1}{2}}}.$$

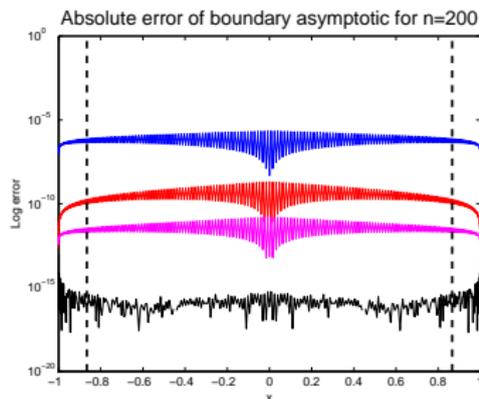


Boundary Asymptotic Formulae

$$P_n(\cos \theta) \sim \sqrt{\frac{\theta}{\sin(\theta)}} \left(J_0(\rho\theta) \sum_{m=0}^M \frac{A_m(\theta)}{\rho^{2m}} + \theta J_1(\rho\theta) \sum_{m=0}^{M-1} \frac{B_m(\theta)}{\rho^{2m+1}} \right),$$

where $\rho = n + \frac{1}{2}$. Only the first few terms are known explicitly.

$$\text{error} = \begin{cases} \theta \mathcal{O}\left(n^{-2M-\frac{3}{2}}\right) & \frac{c}{n} \leq \theta \leq \frac{\pi}{2} \\ \theta^3 \mathcal{O}\left(n^{-2M+\frac{1}{2}}\right) & 0 \leq \theta \leq \frac{c}{n}. \end{cases}$$



A recurrence relation for the derivative of P_n is

$$(1 - x^2)P_n'(x) = -nxP_n(x) + nP_{n-1}(x),$$

or in θ -space

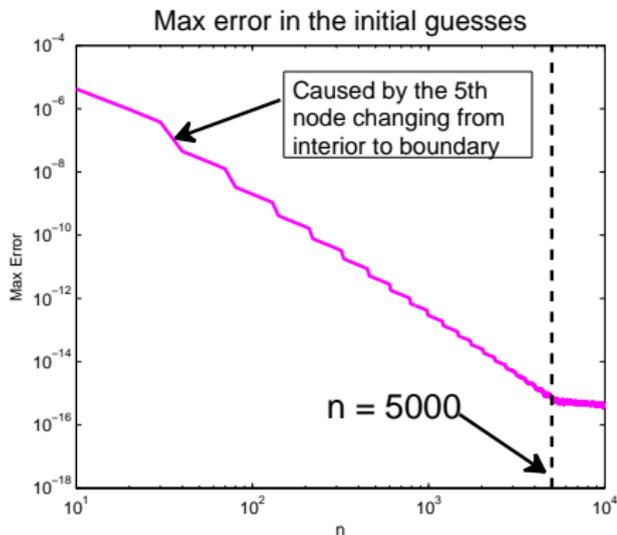
$$\sin(\theta) \frac{d}{d\theta} P_n(\cos(\theta)) = -n \cos(\theta) P_n(\cos(\theta)) + n P_{n-1}(\cos(\theta)).$$

Many quantities can be reused for derivative evaluation.

Initial Guesses

Sufficiently good = quadratically clustering near endpoints.
(Petras, 1998)

Initial guesses come from the asymptotic formulae. Analogously, there are **interior** and **boundary** initial guesses. (Lether and Wenston, 1995).



Inbuilt bessel evaluation only gets 15-digits of absolute accuracy, we need one bit more.

Instead, we evaluate the asymptotic expansion:

$$J_0(\rho\theta) \sim \left(\frac{2}{\pi\rho\theta}\right)^{\frac{1}{2}} \left(\cos\omega \sum_{k=0}^{\infty} (-1)^k \frac{a_{2k}}{(\rho\theta)^{2k}} - \sin\omega \sum_{k=0}^{\infty} (-1)^k \frac{a_{2k+1}}{(\rho\theta)^{2k+1}} \right) \quad (1)$$

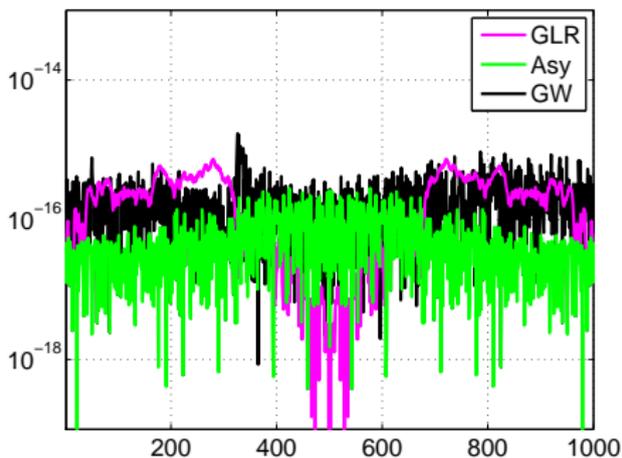
where $\omega = \rho\theta - \frac{1}{4}\pi$ and do the argument reduction by ourselves.

	Relative error	Absolute error
Inbuilt	2.54×10^{-9}	2.72×10^{-15}
Formula (1)	2.05×10^{-10}	4.30×10^{-17}

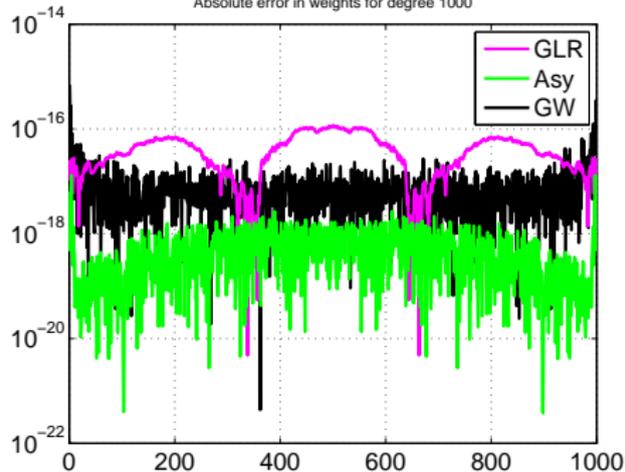
Gauss–Legendre nodes and weights

Gauss–Legendre nodes and weights ($\alpha = 0, \beta = 0$).

Error in nodes for degree 1000



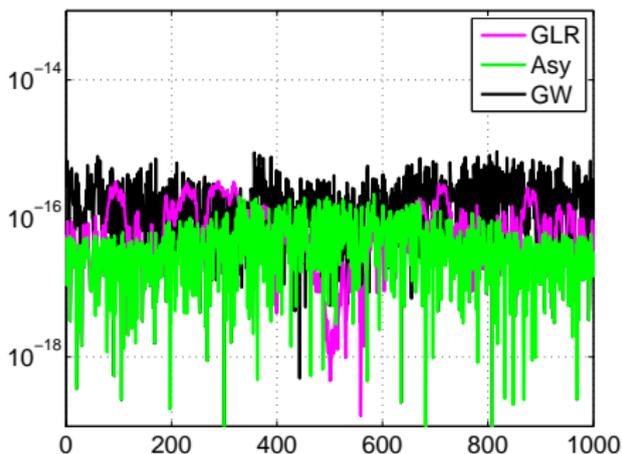
Absolute error in weights for degree 1000



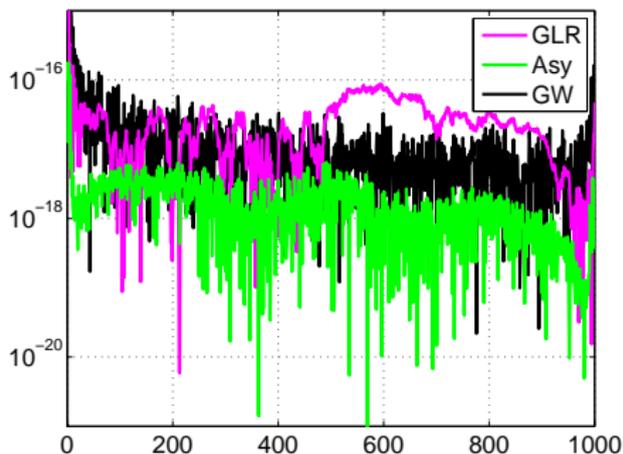
Gauss–Jacobi nodes and weights

Gauss–Jacobi nodes and weights ($\alpha = 0.1, \beta = -0.3$).

Error in nodes for degree 1000



Absolute Error in weights for degree 1000

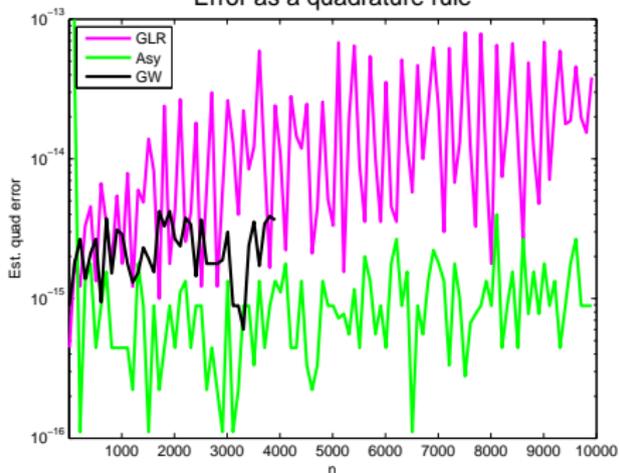


Error as a quadrature rule

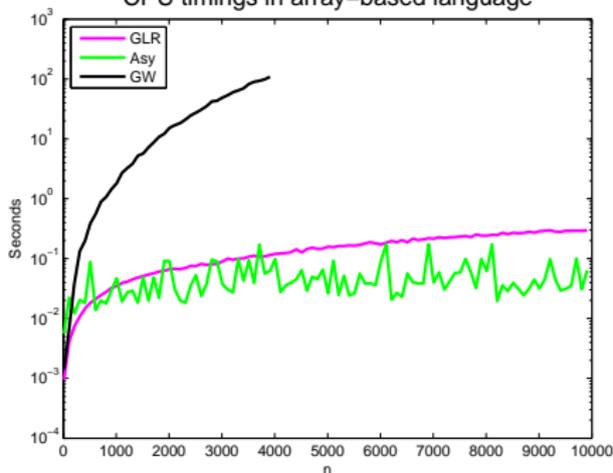
Gauss quadrature integrates polynomials exactly. Approximate the error

$$\text{error} = \max_{j=0,\dots,10} \left| \int_{-1}^1 w(x)x^j dx - \sum_{k=1}^n w_k x_k^j \right|.$$

Error as a quadrature rule



CPU timings in array-based language



- 1 Golub–Welsch method can be accurate, but has $\mathcal{O}(n^2)$ complexity.
- 2 GLR method is fast, but a little inaccurate for $n > 500$.
- 3 The method described here is fast and accurate for $n > 200$, but currently only implemented for Gauss–Jacobi nodes and weights.