

Contents

| | | |
|---|---|-----------|
| | <i>Preface</i> | page xiii |
| | <i>Acknowledgments</i> | xiv |
| | <i>Reading Guide</i> | xv |
| 1 | Introduction | 1 |
| | 1.1 Statistical Numerical Approximation | 1 |
| | 1.2 The Game Theoretic Perspective | 4 |
| | 1.3 In the Setting of Sobolev Spaces | 7 |
| | 1.4 Uncertainty Quantification and Probabilistic Numerics | 19 |
| | 1.5 Structure of the Book | 20 |
| | Part I The Sobolev Space Setting | 23 |
| 2 | Sobolev Space Basics | 25 |
| | 2.1 The Sobolev Space | 25 |
| | 2.2 The Operator and Its Corresponding Energy Norm | 27 |
| 3 | Optimal Recovery Splines | 34 |
| | 3.1 Information-Based Complexity | 34 |
| | 3.2 Optimal Recovery | 35 |
| | 3.3 Variational Properties of Optimal Recovery Splines | 36 |
| 4 | Numerical Homogenization | 38 |
| | 4.1 A Short Review of Classical Homogenization | 38 |
| | 4.2 The Numerical Homogenization Problem | 47 |
| | 4.3 Indicator and Dirac Delta Functions as ϕ_i | 51 |
| | 4.4 Accuracy | 54 |
| | 4.5 Exponential Decay | 54 |
| | 4.6 Local Polynomials as $\phi_{i,\alpha}$ | 58 |

| | | |
|------|---|-----|
| viii | <i>Contents</i> | |
| 4.7 | A Short Review of the Localization Problem | 59 |
| 4.8 | A Short Review of Optimal Recovery Splines in Numerical Analysis | 61 |
| 5 | Operator-Adapted Wavelets | 63 |
| 5.1 | A Short Review | 63 |
| 5.2 | Overview of the Construction of Operator-Adapted Wavelets | 65 |
| 5.3 | Non-adapted Prewavelets as $\phi_i^{(k)}$ | 66 |
| 5.4 | Operator-Adapted Prewavelets | 73 |
| 5.5 | Multiresolution Decomposition of $\mathcal{H}_0^s(\Omega)$ | 74 |
| 5.6 | Operator-Adapted Wavelets | 76 |
| 5.7 | Uniformly Bounded Condition Numbers | 79 |
| 5.8 | Multiresolution Decomposition of $u \in H_0^s(\Omega)$ | 81 |
| 5.9 | Interpolation Matrix $R^{(k-1,k)}$ | 84 |
| 5.10 | The Discrete Gamblet Decomposition | 86 |
| 5.11 | Local Polynomials as $\phi_i^{(k)}$ | 88 |
| 6 | Fast Solvers | 90 |
| 6.1 | A Short Review | 90 |
| 6.2 | The Gamblet Transform and Solve | 92 |
| 6.3 | Sparse and Rank-Revealing Representation of the Green's Function | 94 |
| 6.4 | Numerical Illustrations of the Gamblet Transform and Solve | 95 |
| 6.5 | The Fast Gamblet Transform | 99 |
| | Part II The Game Theoretic Approach | 103 |
| 7 | Gaussian Fields | 105 |
| 7.1 | Gaussian Random Variable | 105 |
| 7.2 | Gaussian Random Vector | 106 |
| 7.3 | Gaussian Space | 108 |
| 7.4 | Conditional Covariance and Precision Matrix | 109 |
| 7.5 | Gaussian Process | 112 |
| 7.6 | Gaussian Measure on a Hilbert Space | 113 |
| 7.7 | Gaussian Field on a Hilbert Space | 115 |
| 7.8 | Canonical Gaussian Field on $(\mathcal{H}_0^s(\Omega), \ \cdot\)$ in Dual Pairing with $(\mathcal{H}^{-s}(\Omega), \ \cdot\ _*)$ | 116 |
| 7.9 | Degenerate Noncentered Gaussian Fields on $\mathcal{H}_0^s(\Omega)$ in Dual Pairing with $\mathcal{H}^{-s}(\Omega)$ | 118 |
| 8 | Optimal Recovery Games on $\mathcal{H}_0^s(\Omega)$ | 119 |
| 8.1 | A Simple Finite Game | 119 |
| 8.2 | A Simple Optimal Recovery Game on \mathbb{R}^n | 122 |

| <i>Contents</i> | | ix |
|--|--|-----|
| 8.3 | An Optimal Recovery Game on $\mathcal{H}_0^s(\Omega)$ | 124 |
| 8.4 | Randomized Strategies | 124 |
| 8.5 | Optimal Mixed Strategies | 126 |
| 9 | Gamblets | 131 |
| 9.1 | Elementary Gambles/Bets | 131 |
| 9.2 | Conditional Distribution of the Gaussian Field | 133 |
| 9.3 | Screening Effect | 134 |
| 10 | Hierarchical Games | 137 |
| 10.1 | Introduction | 137 |
| 10.2 | Downscaling Game | 139 |
| 10.3 | The Sequence of Approximations Is a Martingale | 142 |
| 10.4 | Sparse Representation of Gaussian Fields | 144 |
| 10.5 | Probabilistic Interpretation of Numerical Errors | 145 |
| 10.6 | Upscaling with Nested Games | 146 |
| Part III The Banach Space Setting | | 149 |
| 11 | Banach Space Basics | 151 |
| 12 | Optimal Recovery Splines | 154 |
| 12.1 | Projection Properties | 154 |
| 12.2 | Optimal Recovery | 156 |
| 12.3 | Variational Properties | 158 |
| 12.4 | Duality | 158 |
| 13 | Gamblets | 160 |
| 13.1 | Prewavelets | 160 |
| 13.2 | Multiresolution Decomposition of \mathcal{B} | 162 |
| 13.3 | Operator-Adapted Wavelets | 163 |
| 13.4 | Dual Wavelets | 165 |
| 13.5 | Multiresolution Decomposition of $u \in \mathcal{B}$ | 168 |
| 13.6 | Interpolation Matrices | 170 |
| 13.7 | The Gamble Transform and Gamble Decomposition | 172 |
| 13.8 | Multiresolution Representation of Q | 174 |
| 13.9 | The Schur Complement $\Theta^{(k)}/\Theta^{(k-1)}$ and $B^{(k)}$ | 174 |
| 13.10 | Geometry of Gamblets | 180 |
| 13.11 | Table of Gamble Identities | 193 |
| 14 | Bounded Condition Numbers | 195 |
| 14.1 | Notation and Structure Constants | 195 |
| 14.2 | Bounds on $A^{(k)}$ | 196 |
| 14.3 | Bounds on $B^{(k)}$ | 196 |

| x | <i>Contents</i> | |
|------|---|------------|
| 14.4 | Bounds on $N^{(k),T} N^{(k)}$ | 198 |
| 14.5 | Alternate Bounding Mechanism for $B^{(k)}$ | 202 |
| 14.6 | Stability Conditions | 204 |
| 14.7 | Minimum Angle between Gamblets | 206 |
| 14.8 | Sobolev Spaces | 208 |
| 14.9 | Useful Properties of the Structure Constants | 250 |
| 15 | Exponential Decay | 252 |
| 15.1 | Introduction | 252 |
| 15.2 | Subspace Decomposition | 253 |
| 15.3 | Frame Inequalities in Dual Norms | 264 |
| 15.4 | Sobolev Spaces | 269 |
| 16 | Fast Gamblet Transform | 297 |
| 16.1 | Hierarchy of Distances | 297 |
| 16.2 | Hierarchy of Localized Gamblets | 302 |
| 16.3 | The Fast Gamblet Transform and Gamblet Decomposition | 305 |
| 16.4 | Accuracy vs. Complexity Estimates | 310 |
| 16.5 | Sobolev Spaces | 341 |
| | Part IV Game Theoretic Approach on Banach Spaces | 345 |
| 17 | Gaussian Measures, Cylinder Measures, and Fields on \mathcal{B} | 347 |
| 17.1 | Gaussian Measure | 347 |
| 17.2 | Gaussian Field | 349 |
| 17.3 | Gaussian Field and Duality Pairing | 350 |
| 17.4 | Weak Distributions and Cylinder Measures | 351 |
| 17.5 | Gaussian Cylinder Measures as Weak Limits of Gaussian Measures | 353 |
| 17.6 | Canonical Gaussian Field | 353 |
| 17.7 | Canonical Construction | 354 |
| 17.8 | Conditional Expectation and Covariance | 355 |
| 17.9 | When $\mathcal{B} = \mathbb{R}^n$ | 358 |
| 18 | Optimal Recovery Games on \mathcal{B} | 360 |
| 18.1 | Optimal Recovery Game | 360 |
| 18.2 | Optimal Strategies | 363 |
| 19 | Game Theoretic Interpretation of Gamblets | 370 |
| 19.1 | With Two Scales | 370 |
| 19.2 | With Multiple Scales | 371 |
| 19.3 | Conditional Covariances | 373 |
| 19.4 | Sparse Representation of Gaussian Processes | 375 |
| 19.5 | Table of Gaussian Process Regression Identities | 376 |
| 20 | Survey of Statistical Numerical Approximation | 378 |

| <i>Contents</i> | | xi |
|---|--|------------|
| Part V Applications, Developments, and Open Problems | | 387 |
| 21 | Positive Definite Matrices | 389 |
| 21.1 | The Setting | 389 |
| 21.2 | The Hierarchy of Labels and Measurement Matrices | 389 |
| 21.3 | The Gamblet Transform and Gamblet Decomposition | 390 |
| 21.4 | Multiresolution Decomposition of A^{-1} | 393 |
| 21.5 | Bounded Condition Numbers | 395 |
| 21.6 | Exponential Decay | 401 |
| 21.7 | The Fast Gamblet Transform on \mathbb{R}^N | 404 |
| 21.8 | On Universality | 405 |
| 22 | Nonsymmetric Operators | 406 |
| 22.1 | Example: Nondivergence Form Operators | 407 |
| 22.2 | Example: Symmetrization with the Inverse Laplacian | 408 |
| 23 | Time-Dependent Operators | 410 |
| 23.1 | Scalar-Wave PDEs | 410 |
| 23.2 | Parabolic PDEs | 419 |
| 24 | Dense Kernel Matrices | 421 |
| 24.1 | The Problem | 421 |
| 24.2 | The Algorithm | 422 |
| 24.3 | Why Does It Work? | 424 |
| Part VI Appendix | | 427 |
| 25 | Fundamental Concepts | 429 |
| 25.1 | Spaces and Mappings | 429 |
| 25.2 | Banach and Hilbert Spaces | 431 |
| 25.3 | The Euclidean Space \mathbb{R}^N | 436 |
| 25.4 | Measure and Integration | 438 |
| 25.5 | Random Variables | 440 |
| 25.6 | Reproducing Kernel Hilbert Spaces | 443 |
| | <i>Bibliography</i> | 444 |
| | <i>Algorithms</i> | 460 |
| | <i>Glossary</i> | 461 |
| | <i>Nomenclature</i> | 463 |
| | <i>Index</i> | 467 |
| | <i>Identities</i> | 471 |