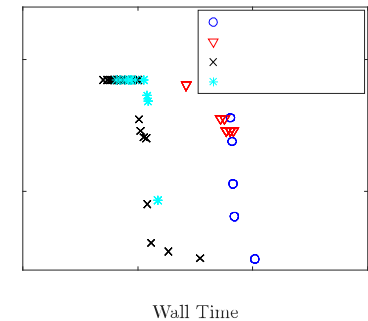
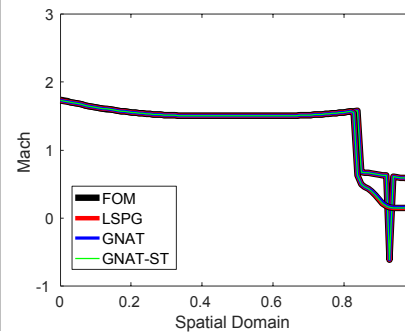
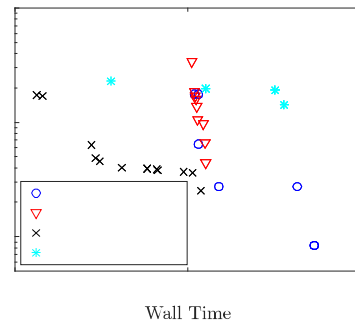
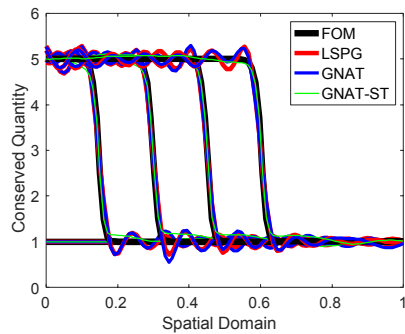


*Exceptional service in the national interest*



# Space-time least-squares Petrov-Galerkin projection in nonlinear model reduction

Youngsoo Choi and Kevin Carlberg

# Motivation

- Typical ROMs apply spatial projection
  - + Reduces spatial complexity
  - Does not reduce temporal complexity (number of time steps remains large)
- Larger time steps with explicit time integration [Krysl et al., 2001]
  - + Larger stable time steps achievable with ROMs
  - Speedup limited by stability
  - Not applicable to stiff dynamics
- Space–time reduced-basis [Urban/Patera 2012], [Yano 2014], [Yano/Patera/Urban 2014]
  - + Dimensionality reduction in both space and time
  - + Error bounds grow linearly in time
  - *Not always practical*: requires space–time discretization in full-order model
- Forecasting with time-domain data [Carlberg/Ray/van Bloemen Waanders 2015], [Carlberg/Brencher/Haasdonk/Barth 2016]
  - + *Practical*: does not require space-time discretization in full-order model
  - *Limited reduction*: no temporal projection pursued

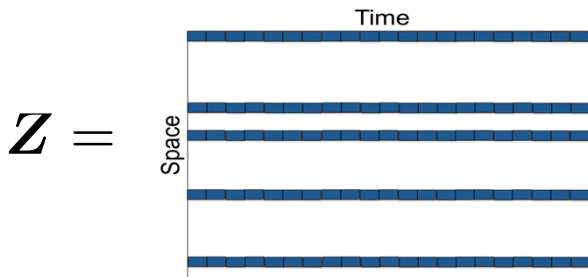
# Proposed method

*Spatial least-squares  
Petrov–Galerkin*

$$\tilde{\mathbf{w}}(t^n) = \mathbf{w}_0 + \mathbf{V} \hat{\mathbf{w}}(t^n)$$

$$\hat{\mathbf{w}}^n = \arg \min_{\mathbf{y}} \|\mathbf{G} \mathbf{r}^n(\mathbf{w}_0 + \mathbf{V} \mathbf{y})\|_2^2$$

- LSPG:  $\mathbf{G} = \mathbf{I}$
- GNAT:  $\mathbf{G} = (\mathbf{Z} \Phi_r)^\dagger \mathbf{Z}$



*Spatiotemporal least-squares  
Petrov–Galerkin*

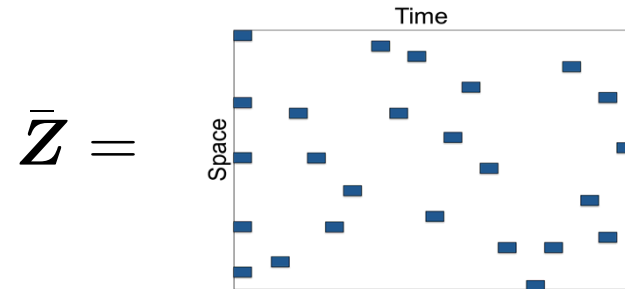
$$\tilde{\mathbf{w}}(t^n) = \mathbf{w}_0 + \sum_{i=1}^{n_s} \sum_{j=1}^{n_t^i} \mathbf{v}_i u_{jn}^i \tilde{w}_{ij}$$

+ Fewer degrees of freedom

$$\hat{\mathbf{w}}_{\text{st}}^n = \arg \min_{\hat{\mathbf{y}}} \sum_{n=1}^{N_t} \|\bar{\mathbf{G}}^n \mathbf{r}^n(\mathbf{w}_0 + \sum_{i=1}^{n_s} \sum_{j=1}^{n_t^i} \mathbf{v}_i u_{jn}^i \hat{y}_{ij})\|_2^2$$

- LSPG:  $\bar{\mathbf{G}}^n = \mathbf{I}$
- GNAT:  $\bar{\mathbf{G}}^n = n$ th col block of  $(\bar{\mathbf{Z}} \bar{\Phi}_r)^\dagger \bar{\mathbf{Z}}$

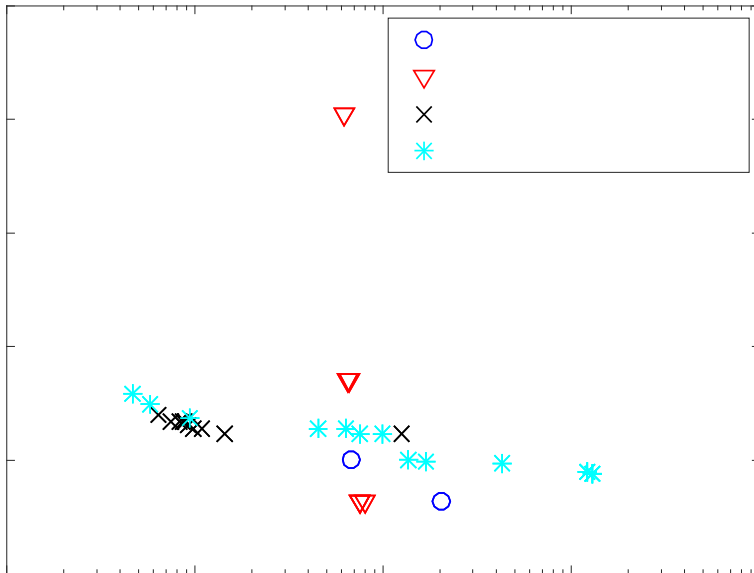
+ Linear time-growth error bound



+ Smaller complexity

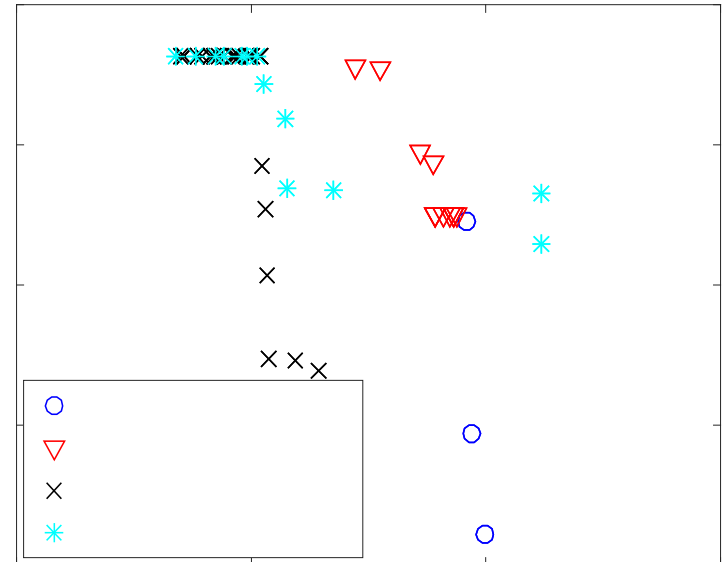
# Numerical results (1D Euler)

*Burgers' equation*



Wall Time

*Quasi-1D Euler*



Wall Time

- + Proposed method Pareto-optimal for small wall times
- + Proposed method 100x faster than GNAT for fixed accuracy