

[Help](#)

```
// vim:ft=cpp
```

```
#ifndef SVD_BS_H
#define SVD_BS_H
```

```
#include "pnl/pnl_complex.h"
#include "pnl/pnl_vector.h"
#include "pnl/pnl_matrix.h"
#include <
href../../../../common/math/highdim_solver/highdim_vector_h_src.pdfvector>
#include "pnl/pnl_tridiag_matrix.h"
```

```
namespace svd_bs
{
```

```
class LogBS_Model
{
```

```
public :
```

```
    double r;
    PnlVect *mu;
    PnlVect *tmp_y;
    PnlVect *tmp_x;
    double Inf_Bndry;
    double Sup_Bndry;
    double rho;
    PnlVect *vol;
    PnlMat *Rho;
    double det_sigma;
```

```
    LogBS_Model();
```

```
    LogBS_Model(double r_, double rho_, const PnlVect *vol_, double T, double Inf_
```

```
    ~LogBS_Model();
```

```
    void print() const;
```

```
    double density(const PnlVect *x, const double T) const;
```

```
    //transform [0,1] to [-Bndry,Bndry]
```

```
    void grid_x(PnlVect *pos, const PnlVect *y, double T) const;
```

```
    double jacobian(double position, double T) const;
```

```
};
```

```

class Option
{
public:
    double Strike;
    double T;
    PnlVect *Spot;
    double Inf_Bndry;
    double Sup_Bndry;
public:
    Option();
    Option(double strike_, double matu_, PnlVect *Today_spot, double Inf_Bndry_, d
    Option(const Option &op);
    ~Option();
    void print() const;
    double payoff(const PnlVect *x, PnlVect *mu, double r) const;
};

class non_linear_approximation : public std::vector<PnlMat *>
{
public:
    int dim;
    int N;
    double h;
    int discretization;
    const LogBS_Model *model;
    const Option *contract;
    PnlMat *Grid_mat;
    PnlVectInt *tmp_pos;
    PnlVect *tmp_step;
    PnlVect *tmp_r_step;
    //We stock the values of the function in a matrix to improve the running
    //time.This matrix is used when we need to evaluate the function.
    //It contains only the points where the function is different to zero. If we c
    //This function fill in the matrix. See the function definition to obtain more
    //Only if we use the maj function, we will use the next line
    //precompute_mat_funct(Funct_mat);
    //New modifications

    //New modifications
    PnlMatInt *Index; /* */
    PnlVect *Value; /* */

```

```

//PnlMat* Mr; /* */
PnlMat *Ms; /* */
PnlVect *p_Ms; /* */

double (*apply)(const PnlVect *step, const LogBS_Model &model, const Option &c

public :
    non_linear_approximation();
    non_linear_approximation(int dim_, int N_, double (*f)(const PnlVect *step, co
    ~non_linear_approximation();

    //non_linear_approximation & operator = (cons non_linear_approximation& svd_);

    double step_h() const;
    double Grid(int i, int p) const;

    void Ms_init(PnlMat *R, const PnlTridiagMat *M);
    void update_Ms(PnlMat *R, int n, const PnlTridiagMat *M);
    void compute_rhs_product_term_in_dim(int n);

    void add_element(const PnlMat *M);

    void update(PnlMat *R, int n, const PnlTridiagMat *M, PnlVect *rhs);

    void svd_decomposition(const PnlTridiagMat *M);

    // Print Functions
    void print_svd();
    void print_2d();

    //Error Functions
    /*
        Check compatibility with current version or delete
    */
    double error_frob(const PnlMat *R);
    double error_frob_basket(const PnlMat *R, const PnlTridiagMat *M);
    double error_l2(const PnlMat *R, const PnlTridiagMat *M);
    double error_l2_basket(const PnlMat *R, const PnlTridiagMat *M);
    double error_l_infinity();

```

```

    double svd_integral() const;
    double svd_evaluation(PnlVect *x) const;
    void compute_Index_Value();

};

double integral(int i, int N);
double hat_function(int i, double x, int N);
/*The evaluation of the Grid*/
void Grid_logS(PnlVect *pos, PnlVect *step, const LogBS_Model &model, const Option
void Grid_S(PnlVect *pos, PnlVect *step, const LogBS_Model &model, const Option
PnlMat *construct_grid_mat(int dim, int N, const LogBS_Model &model, const Option
int general_initialization(PnlVectInt *pos, const double &go_out, PnlVect *step,
int general_increment(PnlVectInt *pos, PnlVect *step, const double &go_out, PnlM
PnlTridiagMat *initialise_mass_matrix(int N);

};
#endif

```