

C++11 code 2.12.3: Sub-problem (2-12.c): function `testQuadOrderQuad()` → [GitLab](#)

```
2 bool testQuadOrderQuad(const If::quad::QuadRule &quad_rule ,
3                       unsigned int order) {
4     bool order_isExact = true; // return variable
5
6     double my_epsilon = 1e-12;
7     // Retrieve the passed quadrature rule's reference element
8     // NOLINTBEGIN(clang-analyzer-deadcode.DeadStores)
9     const If::base::RefEl ref_element = quad_rule.RefEl();
10    // NOLINTEND(clang-analyzer-deadcode.DeadStores)
11    // Check that the passed reference element is triangular
12    assert(ref_element == If::base::RefElType::kQuad);
13    // A quadrature rule consists of quadrature nodes and weights defined so that
14    // the weighted sum of the value of a function at these points approximates
15    // the integral of that function.
16    const Eigen::VectorXd weights = quad_rule.Weights();
17    const Eigen::MatrixXd points = quad_rule.Points(); // (x,y) points
18    const Eigen::VectorXd x_coors = points.row(0);
19    const Eigen::VectorXd y_coors = points.row(1);
20    // A quadrature rule over a two dimensional domain is of order k if it can
21    // integrate exactly all bivariate polynomials of order k-1. The collection of
22    // such polynomials is spanned by the set of homogeneous polynomials of order
23    // strictly less than k, i.e. by the polynomials of the form
24    /* p_IJ(x,y) = (1-x)^I(y^J), I,J < k: */
25    auto eval_p_IJ = [&x_coors, &y_coors](int I, int J) -> Eigen::VectorXd {
26        return x_coors.array().pow(I) * y_coors.array().pow(J);
27    }; // evaluates p_IJ at all points (x,y) as defined by quad_rule */
28
29    /* Compare the analytical value and the quadrature sum for all p_IJ, I+J < k
30       */
31    double exact_integral; // analytical value of the integral
32    double quad_rule_sum; // weighted sum used for approximating the integral
33    for (int I = 0; I < order; I++) {
34        for (int J = 0; J < order; J++) {
35            exact_integral = 1.0 / ((I + 1.0) * (J + 1.0));
36            quad_rule_sum = eval_p_IJ(I, J).dot(weights);
37
38            // Check if the difference between the results is within tolerance
39            order_isExact = fabs(exact_integral - quad_rule_sum) <=
40                           fabs(exact_integral) * my_epsilon;
41            if (!order_isExact) {
42                return order_isExact;
43            }
44        }
45    }
46    return order_isExact;
47 }
```