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Optimal quadrature for univariate and tensor product splines

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Highlights

- Presents an algorithm to generate optimal quadrature points, integrating smooth piecewise polynomial functions (splines)
- Demonstrated to work on all element partitioning (knot vectors), all polynomial degrees and all continutities
- Main contribution in terms of original research: Provides a good initial guess for the quadrature points and weights
- Ties up several existing techniques into a short self-contained algorithm, source code provided: less than one page.

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