# Numerical Analysis Homework 3

Margaret Dorsey

November 19, 2016

## Problem 1

Computation

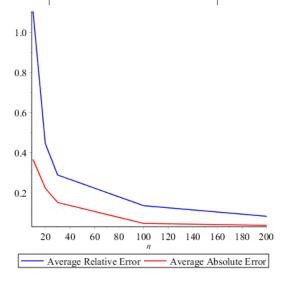
Verifying Correctness

## Problem 2

### 5 Point Stencils

#### First Derivative

n	Average Absolute Error	Average Relative Error
10	0.367324	1.105306
20	0.223943	0.445905
30	0.152942	0.289964
100	0.048564	0.136987
200	0.038970	0.084145



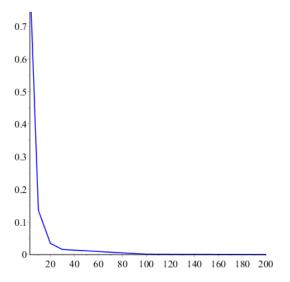
### Second Derivative

n	Average Absolute Error	Average Re	elative Error	
10	0.745691	82151.	.805057	
20	2.315927	22255.	5.208023	
30	0.312447	16943.	3.067463	
100	1.473741	10594.	.331845	
200	6.611830	40690.	0.086618	
1		/ 80	0000 -	
6-				
		70	0000	
5		60	0000	
4	/			
		50	0000	
3 -		40	0000 -	
- I .				
2		30	0000	
		20	0000	
1-//		20	0000	
20	40 60 80 100 120 140 16	0 180 200	20 40 60 80 100 120 140 160	180 200
	— Average Absolute Error		— Average Relative Error	

# Simpson's Rule

Actual value of  $\int_0^{\pi} \sin x \cdot e^{\cos x} dx$ : 2.350402.

$\mathbf{n}$	Simpson's Result	Absolute Error
4	1.606199	.744203
10	2.215001	.135401
20	2.315927	.034475
30	2.334574	.015828
100	2.349178	.001224
200	2.350407	.000005



#### **Analysis**

Simpson's method remained fairly stable despite the noise, with the error showing a clear exponential decay as n increased, and achieving  $10^{-5}$  accuracy at n = 200.

The first derivative using stencils did a little worse, with the error not only not decreasing as quickly with increasing n, but also seeming to level out in its decay as n becomes large.

The second derivative suffered from huge relative error as the true value of the second derivative became small, and regardless of n, it seems as though the error in the second derivative approximation stayed consistent with (and amplified) the behavior of the noise.

Raw data for this problem can be found in the outputs directory.

#### Problem 3

Simpson's Method Integration	0.316200
Trapezoid Method Integration	0.318500
Total Emitted Energy from Magnitude Spline	$64.469777 \cdot L_{\odot}$
Total Emitted Energy from Luminosity Spline	$64.476557 \cdot L_{\odot}$

#### **Analysis**

Given the number of points, the results of Simpson's Method and the Trapezoid Method are fairly comparable. Converting to luminosity before splining rather than after does not seem to have had a tremendous impact on the approximated result.

## Problem 4

Median Photon Energy

Mean Photon Energy

Standard Deviation in Wavelength

## Problem 5

a.)  $\int_{-1}^{1} \cos^2 x dx$  Actual value: 1.4546

Romberg 3,3 Value: .868757

b.)  $\int_{-\frac{3}{4}}^{\frac{3}{4}} x \ln(x+1) dx$ Actual value: .324332

Romberg 3,3 Value: .270399

c.)  $\int_{1}^{4} \sin^{2} x - 2x \sin x + 1 dx$  Actual value: 1.3668

Romberg 3,3 Value:

d.)  $\int_{e}^{2e} \frac{1}{x \ln x} dx$  Actual value: .52659

Romberg 3,3 Value: .382850

## Problem 6