

Weddle's Rules:

putting $n=6$ in eqⁿ of Newton-Cotes formulae
 $I = \int_a^b f(x) dx \approx \int_a^b f_6(x) dx$ & neglecting the differences
 of order higher than six, we obtain Weddle's rule

$$\int_{x_0}^{x_6} y dx = \frac{3h}{10} [y_0 + 5y_1 + y_2 + 6y_3 + y_4 + 5y_5 + y_6]$$

the error in which is given by $E = -\frac{h^8}{140} y_6$

A general quadrature formula is called Newton-Cotes Integration Formula.

Iterative Process/Method:

Suppose we require

$$\text{eq}^n f(x) = 0 \quad \text{--- (2.1)}$$

It is possible, by simplification, to express the given eqⁿ in the form

$$x = g(x) \quad \text{--- (2.2)}$$

whose roots are the same as those of

(2.1). We shall start with a trial solution $x = x_1$ for (2.2) & obtain

$$x_2 = g(x_1)$$

Next, we take $x = x_2$ in (2.2) & write

$$x_3 = g(x_2)$$

... a sequence

In general,

$$x_{n+1} = f(x_n), \quad n=1, 2, 3, \dots$$

If the sequence x_1, x_2, x_3, \dots is convergent, then the limiting value say x_0 is a solⁿ of

(2.2) & hence of (2.1)

This method is also called the direct substitution method, in which we obtain successively improved approximation to a solution of (2.1)

If x_1, x_2, \dots does not converge, we do not get the solⁿ.

The process of repeated application of an algorithm to obtain a value using the preceding one each time is called iteration. The successive values $x_1, x_2, \dots, x_n, \dots$ are called iterates; x_n is the n th iterate.

example: $2x^2 - 4x + 1 = 0$

$$\Rightarrow x = \left(\frac{1}{2}\right)x^2 + \frac{1}{4}$$

n	x_n
	1.0
1	0.75
2	1.53125
3	
4	
5	
6	
7	1.292894
8	1.292893
9	1.292892

24/250

Divergence

n	x_n
1	2.0
2	2.25
3	2.78125
4	4.117676
5	8.727627
6	38.335736
7	835.064321
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