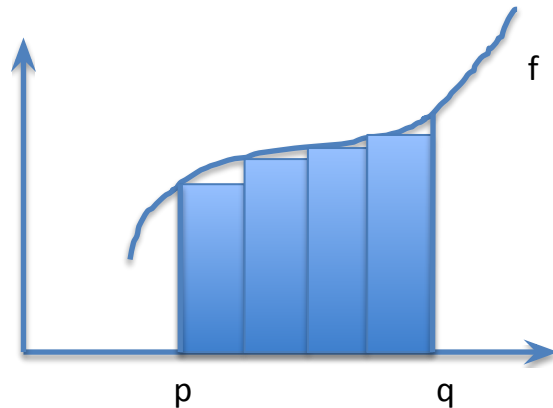


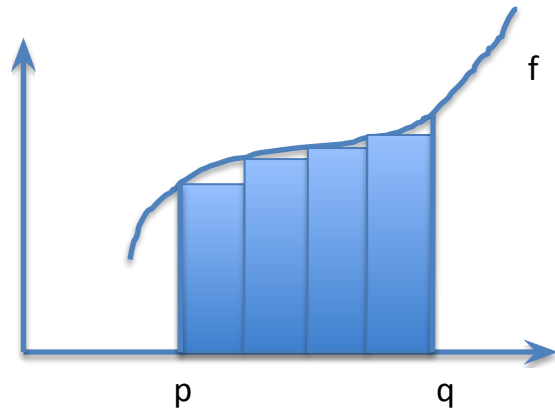
# Numerical integration

- In many scientific calculations we need to integrate.
  - Closed form may not be available.
- We can integrate numerically
  - Integral = area under the curve
  - Approximate area by rectangles.
  - The more rectangles we use, more accurate is the answer



# Plan for writing a program

- Read  $p, q$ .
- Read  $n$  = number of rectangles.
- Calculate  $w$  = width of rectangle  
 $= (q-p)/n$ .
- Consider  $i^{\text{th}}$  rectangle,  $i=0,1,\dots,n-1$ 
  - Begins at  $x = p+iw$ .
  - Height =  $f(x) = f(p+iw)$
  - Area =  $w * f(p+iw)$
- Integral = sum over all  $i$ .



# The generic program

- Read  $p, q$ .
- Read  $n$  = number of rectangles.
- Calculate  $w$  = width of rectangle  
 $= (q-p)/n$ .
- Consider  $i^{\text{th}}$  rectangle,  $i=0,1,..,n-1$ 
  - Begins at  $x = p+iw$ .
  - Height =  $f(x) = f(p+iw)$
  - Area =  $(p+iw) * f(p+iw)$
- Integral = sum over all  $i$ .

Should put code to evaluate  $f(p+iw)$

Next

```
main_program{  
  double p, q; cin >> p >> q;  
  int n; cin >> n;  
  double w = (q-p)/n;  
  double area = 0;  
  for(int i=0; i<n; i++){  
    area = area + w*f(p+iw);  
  }  
  cout << area << endl;  
}
```

# Numerical integration to calculate $\ln(x)$

$\ln(x)$  = natural logarithm

=

area under curve  $f(x)=1/x$  from 1 to  $x$ .

```
main_program{  
  double p, q; cin >> p >> q;  
  int n; cin >> n;  
  double w = (q-p)/n;  
  double area = 0;  
  for(int i=0; i<n; i++){  
    area = area +  
      w*1/(p+iw);  
  }  
  cout << area << endl;  
  cout << log(x) << endl;  
}
```

# Analysis of the error

- Error 1: due to the gap between the rectangles and the curve.
  - Can be reduced by increasing the number of rectangles.
- Error 2: in area of each rectangle
  - Each number is expressed to precision of few digits: 7-8 for float, 16-17 for double.
  - So error of  $10^{-8}$  or  $10^{-17}$  per rectangle.
  - If you add up  $n$  such areas error increases to  $n \cdot 10^{-8}$  or  $n \cdot 10^{-17}$ .
  - So be careful in increasing  $n$  too much.
- Ways of decreasing errors:
  - Use trapeziums instead of rectangles, hug curve better
  - Set rectangle height = function value at the midpoint of its width. (See text)

# Exercise

- In the picture earlier it appears that the answer we calculate will be smaller than the actual integral.
  - Show that the answer could be larger than the integral for a different curve for  $f$ .
- Will the error be less if we take the height to be the function value in the middle of the rectangle rather than at the beginning?
  - How does this work for  $f(x) = x$ ?

# What we discussed

- Integration is needed in many places in scientific computing.
  - Numerical integration can be used if closed form solutions are not available.
- In order to perform numerical integration we just need to be able to evaluate the given function at an arbitrary point.
- Error will depend upon how many and what kind of rectangles you use.

Next: Bisection method for finding roots

