

Numerical Integration - Lecture 03

Dr. Serhat Hosder

Associate Professor of Aerospace Engineering

Mechanical and Aerospace Engineering

290B Toomey Hall

Missouri S&T

Rolla, MO 65409

Phone: 573-341-7239

E-mail: hosders@mst.edu

Outline

- Numerical integration plays a key role in many engineering applications. The integration methods that we examine
 - Trapezoidal Rule
 - Simpson's 1/3 Rule
 - Mid-point Rule
 - Romberg Integration
 - Gauss Quadrature
 - Multiple Integrals

Generalization of Extrapolation used in Romberg Integration

$h_1 = \text{assumed}$	$\bar{I}_{1,1}$		
$h_2 = h_1/2$	$\bar{I}_{2,1}$	$\bar{I}_{2,2} = \frac{4\bar{I}_{2,1} - \bar{I}_{1,1}}{3}$	
$h_3 = h_2/2$	$\bar{I}_{3,1}$	$\bar{I}_{3,2} = \frac{4\bar{I}_{3,1} - \bar{I}_{2,1}}{3}$	$\bar{I}_{3,3} = \frac{16\bar{I}_{3,2} - \bar{I}_{2,2}}{15}$
Error Order	h^2	h^4	h^6

The extrapolation formula generalizes to:

$$\bar{I}_{i,j} = \frac{4^{j-1} \bar{I}_{i,j-1} - \bar{I}_{i-1,j-1}}{4^{j-1} - 1} \quad \forall \quad \begin{matrix} i=2,3,\dots,n \\ j=2,3,\dots,i \end{matrix}$$

Romberg Example (1)

Problem Set 4.5.

Problem 1 b. ←

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$$I = \int_0^1 f(x) dx \quad f(x) = e^{-x} x^2$$

Exact value = $2 - \frac{5}{e} = 0.160603$

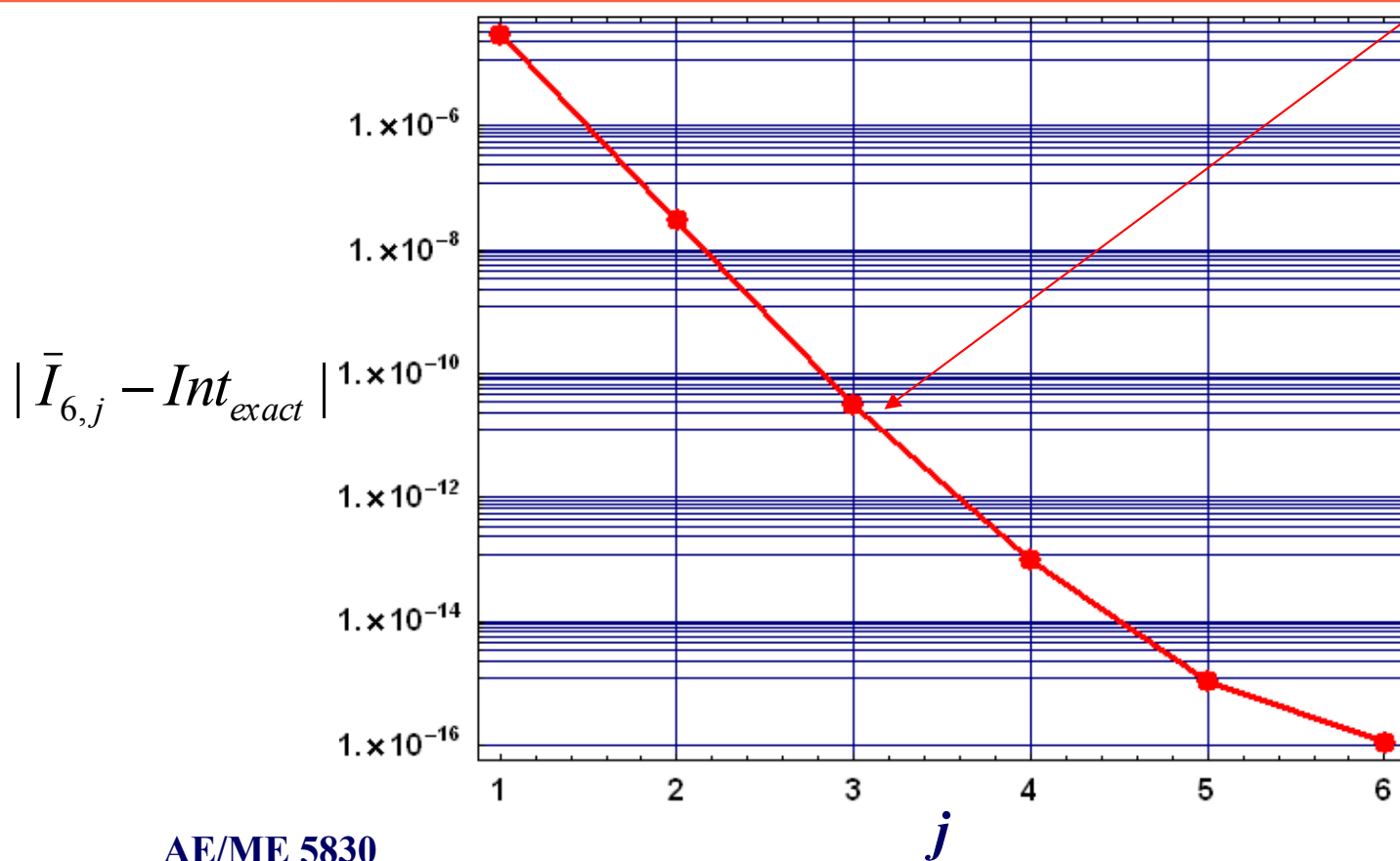
h_i (mesh size)	$\bar{I}_{i,1}$
1.	0.18394
0.5	0.167786
0.25	0.162488
0.125	0.16108
0.0625	0.160722
0.03125	0.160633

I have calculated the integral with the trapezoidal rule using 6 different mesh sizes (increasing the number of panels by a factor of 2 each time)

Romberg Example (2)

Romberg Table:

$1.83939720586 \times 10^{-1}$	0.	0.	0.	0.	0.
$1.67786192757 \times 10^{-1}$	$1.62401683481 \times 10^{-1}$	0.	0.	0.	0.
$1.62488405093 \times 10^{-1}$	$1.60722475872 \times 10^{-1}$	$1.60610528698 \times 10^{-1}$	0.	0.	0.
$1.6107989608 \times 10^{-1}$	$1.60610393075 \times 10^{-1}$	$1.60602920889 \times 10^{-1}$	$1.6060280013 \times 10^{-1}$	0.	0.
$1.60722427236 \times 10^{-1}$	$1.60603270955 \times 10^{-1}$	$1.60602796147 \times 10^{-1}$	$1.60602794167 \times 10^{-1}$	$1.60602794144 \times 10^{-1}$	0.
$1.60632724789 \times 10^{-1}$	$1.60602823973 \times 10^{-1}$	$1.60602794174 \times 10^{-1}$	$1.60602794143 \times 10^{-1}$	$1.60602794143 \times 10^{-1}$	$1.60602794143 \times 10^{-1}$



Gauss Quadrature – Basic Principle

The Gauss Quadrature Rule for finding an integral numerically is given by the function

$$\int_a^b f(x)dx = \sum_{i=1}^n c_i f(x_i)$$

where c_i are the weights of the function $f(x)$ at x_i

and x_i are the zeros(roots) of the n^{th} degree Legendre polynomial

We have $2n$ parameters for evaluating the integral

$$c_1, c_2, \dots, c_n \quad \text{and} \quad x_1, x_2, x_3, \dots, x_n.$$

Approach: Choose the parameters to exactly integrate the largest class of polynomials possible. With $2n$ parameters (n points), the class of polynomials of degree $2n-1$ can be integrated exactly.

Gauss Quadrature Derivation for n=2

Determine the weights and zero's for n=2 on the interval [-1,1]

$$\int_{-1}^1 f(x)dx = c_1 f(x_1) + c_2 f(x_2)$$

Since n=2, the quadrature formula should be exact for polynomials of degree $(2n-1) = 3$ or less, i.e., it should be exact for $f(x) = x^m$, for $m = 0, 1, 2, 3, \dots (2n-1)$

$$m = 0 \rightarrow \int_{-1}^1 1dx = c_1 + c_2 = 2$$

$$m = 1 \rightarrow \int_{-1}^1 xdx = c_1 x_1 + c_2 x_2 = 0$$

$$m = 2 \rightarrow \int_{-1}^1 x^2 dx = c_1 x_1^2 + c_2 x_2^2 = \frac{2}{3}$$

$$m = 3 \rightarrow \int_{-1}^1 x^3 dx = c_1 x_1^3 + c_2 x_2^3 = 0$$

4 equations in
4 unknowns

Gauss Quadrature n=2

We have 4 equations and 4 unknowns from which the solution can be obtained. The solution to this set of equations is

$$c_1 = c_2 = 1; x_1 = \frac{1}{\sqrt{3}}; x_2 = -\frac{1}{\sqrt{3}} \quad \frac{1}{\sqrt{3}} = 0.5773502692$$

Example with n = 2

$$\int_{-1}^1 \cos[x] \, dx = 1.68294 \quad \text{(Exact Value)}$$

$$\approx c_1 f\left(\frac{1}{\sqrt{3}}\right) + c_2 f\left(-\frac{1}{\sqrt{3}}\right)$$

$$= (1)(0.837912) + (1)(0.837912)$$

$$= 1.67582$$

More on Gauss Quadrature

We can extend this approach using the orthogonality property of the Legendre's polynomials on the interval $[-1,1]$. These polynomials are given by

$$L_0(x) = 1$$

$$L_1(x) = x$$

The subsequent polynomials are developed by recursion.

$$(n+1)L_{n+1}(x) - (2n+1)xL_n(x) + nL_{n-1}(x) = 0$$

(for $n=1, 2, 3, \dots$)

With $n=1$, one can obtain
$$L_2(x) = \frac{3x^2 - 1}{2}$$

The roots can be obtained by solving $L_2(x)=0$. This yields,

$$x = \pm \frac{1}{\sqrt{3}}$$

Legendre Polynomials

The first 11 Legendre Polynomials are:

n Legendre Polynomial

0	1
1	x
2	$-\frac{1}{2} + \frac{3x^2}{2}$
3	$-\frac{3x}{2} + \frac{5x^3}{2}$
4	$\frac{3}{8} - \frac{15x^2}{4} + \frac{35x^4}{8}$
5	$\frac{15x}{8} - \frac{35x^3}{4} + \frac{63x^5}{8}$
6	$-\frac{5}{16} + \frac{105x^2}{16} - \frac{315x^4}{16} + \frac{231x^6}{16}$
7	$-\frac{35x}{16} + \frac{315x^3}{16} - \frac{693x^5}{16} + \frac{429x^7}{16}$
8	$\frac{35}{128} - \frac{315x^2}{32} + \frac{3465x^4}{64} - \frac{3003x^6}{32} + \frac{6435x^8}{128}$
9	$\frac{315x}{128} - \frac{1155x^3}{32} + \frac{9009x^5}{64} - \frac{6435x^7}{32} + \frac{12155x^9}{128}$
10	$-\frac{63}{256} + \frac{3465x^2}{256} - \frac{15015x^4}{128} + \frac{45045x^6}{128} - \frac{109395x^8}{256} + \frac{46189x^{10}}{256}$
11	$-\frac{693x}{256} + \frac{15015x^3}{256} - \frac{45045x^5}{128} + \frac{109395x^7}{128} - \frac{230945x^9}{256} + \frac{88179x^{11}}{256}$

Zeros (Roots) and Weights (Coefficients) for Gauss-Legendre Quadrature on [-1,1]

n	Zeros	Weights
2	-0.57735	1.
	0.57735	1.
3	-0.774597	0.555556
	0.	0.888889
	0.774597	0.555556
4	-0.861136	0.347855
	-0.339981	0.652145
	0.339981	0.652145
	0.861136	0.347855
5	-0.90618	0.236927
	-0.538469	0.478629
	0.	0.568889
	0.538469	0.478629
	0.90618	0.236927

This is Table 22.1 in the text on page 646.

The roots are the zeros of the n^{th} degree Legendre polynomial

Gauss Quadrature Theorem

Theorem:

If P is any polynomial of degree $2n-1$ or less, then

$$\int_{-1}^1 P(x) dx = \sum_{i=1}^n c_i P(x_i)$$

$$\text{where } c_i = \int_{-1}^1 \prod_{\substack{j=1 \\ j \neq i}}^n \frac{(x - x_j)}{(x_i - x_j)} dx$$

and $x_1, x_2, x_3, \dots, x_n$ are the zeros of the n^{th} Legendre polynomial

The interval $[a,b]$ is mapped onto $[-1,1]$ via a linear transformation

$$x = \frac{b+a}{2} + \frac{b-a}{2}t \quad \text{where} \quad dx = \frac{(b-a)}{2} dt$$

$$\int_a^b f(x) dx = \frac{(b-a)}{2} \int_{-1}^1 f[x(t)] dt = \frac{(b-a)}{2} \sum_{i=1}^n c_i f(x(t_i))$$

Gauss Quadrature Example

Evaluate the integral

$$\int_0^{\pi/2} \sin x \, dx = 1 \quad \text{using Gauss Quadrature and Trapezoidal Rule}$$

$$b = \frac{\pi}{2}; \quad a = 0; \quad x = \frac{\pi}{4} + \frac{\pi}{4} t = (1+t) \frac{\pi}{4}$$

$$\text{With } n = 2, \quad c_1 = c_2 = 1; \quad t_1 = -0.577; \quad t_2 = 0.577$$

$$I_{QUAD} = \frac{\pi}{4} \left[\sin\left(\frac{\pi}{4} (1 - 0.577)\right) + \sin\left(\frac{\pi}{4} (1 + 0.577)\right) \right]$$

$$I_{QUAD} = 0.9984716$$

The Single Panel Trapezoidal Rule gives $I_{TRAP} = 0.7584$
(also requires two function evaluations)

Summary

In this lecture we have

- Worked on an example problem using Romberg Integration and constructed the elements of the extrapolation table
- Introduced Gaussian Quadrature
 - Requires explicit knowledge of the function
 - Points are chosen to maximize the accuracy
 - n -point Gauss quadrature integrates polynomials of degree $2n-1$ or less *exactly*