

Exercises Lecture V

Numerical Integration

1. **Deterministic methods:**
integration with equispaced points: trapezoidal & Simpson rules

Consider the definite integral:

$$I = \int_0^1 e^x dx = e - 1 = 1.718282\dots$$

Write a code (e.g. `int.f90`) to calculate the integral using the (1) trapezoidal rule or (2) the Simpson rule. In general, we indicate with F_n the estimate of the integral from x_0 to x_n using a discretisation in n intervals (even for the Simpson algorithm) of width $h = \frac{x_n - x_0}{n}$. Therefore:

$$\int_{x_0}^{x_n} f(x)dx = F_n^{trap} + \mathcal{O}(h^2) = F_n^{Simpson} + \mathcal{O}(h^4)$$

where

$$F_n^{trap} = h \left[\frac{1}{2}f_0 + f_1 + \dots + f_{n-1} + \frac{1}{2}f_n \right]$$

and

$$F_n^{Simpson} = h \left[\frac{1}{3}f_0 + \frac{4}{3}f_1 + \frac{2}{3}f_2 + \frac{4}{3}f_3 + \dots + \frac{4}{3}f_{n-3} + \frac{2}{3}f_{n-2} + \frac{4}{3}f_{n-1} + \frac{1}{3}f_n \right]$$

- (a) Which is the dependence on n of the error $\Delta_n = F_n - I$? You can choose $n = 2^k$ (with $k = 2, \dots, 8$, at least) in order to have equispaced points when doing a log-log plot. You should find $\Delta_n \approx 1/n^2$ for the *trapezoidal rule* and $\Delta_n \approx 1/n^4$ for the *Simpson rule*.

2. Deterministic methods: Gaussian Quadrature

The Gauss-Legendre rule for *quadrature* makes use of non equispaced points with specific weights:

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

For integration in $[-1,1]$, x_i are the roots of the Legendre polynomials: abscissas and weights up to the fourth order, and the degree of the polynomial exactly integrable are listed in the following tables:

n	i	x_i	w_i	degree
1	1	0	2	1
2	1	-0.577350269189626	1	3
	2	0.577350269189626	1	
3	1	-0.774596669241483	0.5555555555555556	5
	2	0	0.8888888888888889	
	3	0.774596669241483	0.5555555555555556	
4	1	-0.861136311594053	0.347854845137454	7
	2	-0.339981043584856	0.652145154862546	
	3	0.339981043584856	0.652145154862546	
	4	0.861136311594053	0.347854845137454	

We can transform the special points and weights for integration in an arbitrary interval $[a, b]$ with the substitution ("new" refers to $[a, b]$, "old" to $[-1, 1]$):

$$x_{new} = \frac{b-a}{2}x_{old} + \frac{b+a}{2} \quad \text{and} \quad w_{new} = \frac{b-a}{2}w_{old}$$

- (a) Consider once again the definite integral

$$I = \int_0^1 e^x dx = e - 1$$

whose numerical estimate F_N has been already calculated using (1) the trapezoidal and (2) the Simpson's rule in the previous exercise. Now we use (3) the Gauss-Legendre quadrature. Here is listed a simple program implementing explicitly the second-order formula (`gauleg-IIorder.f90`). Verify that already at this order, the Gauss-Legendre quadrature gives a very good approximation.

- (b) A more general implementation of Gauss-Legendre is proposed in `gauleg-other.f90` which makes use of the subroutine `gauleg` from "Numerical Recipes" (but the code is self-contained, it can be used without any external routine/module/interface). Estimate the relative error

$$\epsilon = \left| \frac{\text{numeric} - \text{exact}}{\text{exact}} \right|$$

for the 3 different methods, considering e.g. $N=2, 4, 8, 16, 32, 64$. Make a log-log plot of $|\epsilon|$ as a function of N . What about the dependence of the error on N ? Can you identify the range of N where the roundoff errors are dominant? (consider the possibility of increasing the precision).

- (c) The program `gauleg_nr_test.f90` is another example of the use of the subroutine `gauleg` from "Numerical Recipes"; where the subroutine and other auxiliary routines/module/interface are external and must be compiled and linked. They are extracted from the "Numerical Recipes" library, properly simplified (the original versions contain more and more subroutines) and are listed at the end of these notes.

In order to use the routines of Numerical Recipes, you have to compile and link the main program with:

- the subroutine `gauleg` which gives points and abscissas
- `nrtype.f90` containing type declarations;
- `nrutil.f90` containing modules and utilities;
- `nr.f90` containing (through a module with `interfaces`) the conventions to call the subroutines with the main program

You must compile these files with the option `-c`: this produces `.mod` and `.o` (the objects). In a second step compile the main program. Finally you link all the files `.o` and produce the executable:

```
g95 -c nrtype.f90 nrutil.f90 nr.f90 gauleg.f90
g95 -c gauleg_nr_test.f90
g95 -o a.out gauleg_nr_test.o nrtype.o nrutil.o nr.o gauleg.o
```

3. Monte Carlo method:

generic sample mean and importance sampling

- (a) Write a code to compute the numerical estimate F_n of $I = \int_0^1 e^{-x^2} dx = \frac{\sqrt{\pi}}{2} \text{erf}(1) \approx 0.746824$ with the MC *sample mean* method using a set $\{x_i\}$ of n random points uniformly distributed in $[0,1]$:

$$F_n = \frac{1}{n} \sum_{i=1}^n f(x_i)$$

- (b) Write a code (a different one, or, better, a unique code with an option) to compute F_n using the *importance sampling* with a set $\{x_i\}$ of points generated according to the distribution $p(x) = Ae^{-x}$ (*Notice that erf is an intrinsic fortran function; useful to compare the numerical result with the true value*). Remind that in the *importance sampling* approach:

$$\int_a^b f(x)dx = \left\langle \frac{f(x)}{p(x)} \right\rangle \int_a^b p(x)dx \approx \frac{1}{n} \sum_{i=1}^n \frac{f(x_i)}{p(x_i)} \int_a^b p(x)dx = F_n$$

with $p(x)$ which approximates the behaviour of $f(x)$, and the average is calculated over the random points $\{x_i\}$ with distribution $p(x)$.

Notes: pay attention to:

- the normalization of $p(x)$;
- the exponential distribution: `expdev` provides random numbers \mathbf{x} distributed in $[0, +\infty[$; here we need \mathbf{x} in $[0, 1]$...

- (c) Compare the efficiency of the two sampling methods (uniform and importance sampling) for the estimate of the integral by calculating the following quantities: F_n , $\sigma_n = (\langle f_i^2 \rangle - \langle f_i \rangle^2)^{1/2}$, σ_n/\sqrt{n} , where $f_i = f(x_i)$ in the first case, and $f_i = \frac{f(x_i)}{p(x_i)} \int_a^b p(x)dx$ in the second case (make a log-log plot of the error as a function of n : what do you see?).

4. Monte Carlo method: acceptance-rejection

Using the acceptance-rejection method, calculate $I = \int_0^1 \sqrt{1-x^2} dx$ (which is important because $\pi = 4I$). The numerical estimate of the integral is $F_n = \frac{n_s}{n}$

where n_s is the number of points under the curve $f(x) = \sqrt{1-x^2}$, and n the total number of points generated. An example is given in `pi.f90`. Estimate the error associated, i.e. the difference between F_n and the true value. Discuss the dependence of the error on n .

(*Notice that many points are needed to see the $n^{-1/2}$ behavior, which can be hidden by stochastic fluctuations; it is easier to see it by averaging over many results (obtained from random numbers sequences with different seeds)*)

5. Monte Carlo method – sample mean (generic); error analysis using the “average of the averages” and the “block average”

NOTE: THIS EXERCISE IS VERY IMPORTANT !!!

- (a) Write a code to estimate the same integral of previous exercise, $\pi = 4I$ with $I = \int_0^1 \sqrt{1-x^2} dx$, using the MC method of sample mean with uniformly distributed random points. Evaluate the error $\Delta_n = F_n - I$ for $n=10^2, 10^3, 10^4$: it should have a $1/\sqrt{n}$ behaviour.
- (b) Choose in particular $n = 10^4$ and consider the corresponding error Δ_n . Calculate $\sigma_n^2 = \langle f^2 \rangle - \langle f \rangle^2$. You should recognize that σ_n CANNOT BE CONSIDERED A GOOD ESTIMATE OF THE ERROR (it's much larger than the actual error...)
- (c) In order to improve the error estimate, apply the following two different methods of variance reduction: 1) “average of the averages”: do $m=10$ runs with n points each, and consider the average of the averages and its standard deviation:

$$\sigma_m^2 = \langle M^2 \rangle - \langle M \rangle^2$$

where

$$\langle M \rangle = \frac{1}{m} \sum_{\alpha=1}^m M_{\alpha} \quad e \quad \langle M^2 \rangle = \frac{1}{m} \sum_{\alpha=1}^m M_{\alpha}^2$$

and M_{α} is the average of each run. You should recognize that σ_m is a good estimate of the error associated to each measurement (=each run) and $\sigma_m \approx \sigma_n/\sqrt{n}$ is the error associated to the average over the different runs.

- (d) 2) Divide now the $n = 10,000$ points into 10 subsets. Consider the averages f_s within the individual subsets and the standard deviation of the average over the subsets:

$$\sigma_s^2 = \langle f_s^2 \rangle - \langle f_s \rangle^2.$$

You should notice that $\sigma_s/\sqrt{s} \approx \sigma_m$.


```

integer, intent(in) :: i
real, intent(in) :: min, max
integer :: n
real :: x, interval
simpson = 0.
interval = ((max-min) / (i-1))
! loop EVEN points
do n = 2, i-1, 2
    x = interval * (n-1)
    simpson = simpson + 4*f(x)
end do
! loop ODD points
do n = 3, i-1, 2
    x = interval * (n-1)
    simpson = simpson + 2*f(x)
end do
! add extrema
simpson = simpson + f(min)+f(max)
simpson = simpson * interval/3
return
end function simpson

end module intmod

program int
use intmod
!
! variable declaration
!     accuracy limit
!     min and max in x
!
implicit none
real :: r1, r2, theo, vmin, vmax, t0, t1
integer :: i, n
! exact value
vmin = 0.0
vmax = 1.0
theo = exp(vmax)-exp(vmin)
print*, ' exact value = ', theo
open(unit=7, file='int-tra-sim.dat', status='unknown')
!
write(7,*)"# N, interval, exact, Trap-exact, Simpson-exact"
call cpu_time(t0)
do i = 2,8
    n = 2**i
    r1 = trapez(n+1, vmin, vmax)

```

```

        r1 = (r1-theo)
        r2 = simpson(n+1, vmin, vmax)
        r2 = (r2-theo)
        write(7,'(i4,4(2x,f10.6))') n, 1./n, theo, r1, r2
    end do
    call cpu_time(t1)
    print*," total time spent:",t1-t0
    close(7)
    print*,' data saved  in int-tra-sim.dat (|diff from exact value|)'
    stop
end program int

```



```

!cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
! gauleg-other.f90      P145 Numerical Recipes in Fortran
! adapted from www.cs.umbbc.edu/~squire/download/gauleg.f90
! (everything self-contained!)
! compute x(i) and w(i) i=1,n Legendre ordinates and weights in (-1,1)
!cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc

```

```

subroutine gaulegf(x1, x2, x, w, n)
  implicit none
  integer, intent(in) :: n
  double precision, intent(in) :: x1, x2
  double precision, dimension(n), intent(out) :: x, w
  integer :: i, j, m
  double precision :: p1, p2, p3, pp, x1, xm, z, z1
  double precision, parameter :: eps=3.d-14

```

```

  m = (n+1)/2
  xm = 0.5d0*(x2+x1)
  x1 = 0.5d0*(x2-x1)
  do i=1,m
    z = cos(3.141592654d0*(i-0.25d0)/(n+0.5d0))
    z1 = 0.0
    do while(abs(z-z1) > eps)
      p1 = 1.0d0
      p2 = 0.0d0
      do j=1,n
        p3 = p2
        p2 = p1
        p1 = ((2.0d0*j-1.0d0)*z*p2-(j-1.0d0)*p3)/j
      end do
      pp = n*(z*p1-p2)/(z*z-1.0d0)
      z1 = z
      z = z1 - p1/pp
    end do
    x(i) = xm - x1*z
    x(n+1-i) = xm + x1*z
    w(i) = (2.0d0*x1)/((1.0d0-z*z)*pp*pp)
    w(n+1-i) = w(i)
  end do
end subroutine gaulegf

```

```

program gauleg
  implicit none
  integer :: i, j
  double precision, dimension(100) :: x, w
  double precision :: sum, a, b

```

```

integer, parameter :: debug=0

print *, 'test gaulegf90 on interval -1.0 to 1.0 ordinates, weights'
do i=1,15
  call gaulegf(-1.0d0, 1.0d0, x, w, i)
  sum = 0.0d0
  do j=1,i
    print *, 'x(',j,')=', x(j), ' w(',j,')=', w(j)
    sum = sum + w(j)
  end do
  print *, ' integrate(1.0, from -1.0 to 1.0)= ', sum
print *, ' '
end do

a = 0.5d0
b = 1.0d0
print *, 'test gauleg on integral(sin(x), from ',a,' to ',b,')'
do i=2,10
  call gaulegf(a, b, x, w, i)
  sum = 0.0d0
  do j=1,i
    if(debug>0)print *, 'x(',j,')=', x(j), ' w(',j,')=', w(j)
    sum = sum +w(j)*sin(x(j))
  end do
  print *, i, ' integral (0.5,1.0) sin(x) dx = ', sum
end do
print *, '-cos(1.0)+cos(0.5) =', -cos(b)+cos(a)
print *, 'exact should be: 0.3372802560'
print *, ' '

a = 0.5d0
b = 5.0d0
print *, 'test gauleg on integral(exp(x), from ',a,' to ',b,')'
do i=2,10
  call gaulegf(a, b, x, w, i)
  sum = 0.0d0
  do j=1,i
    if(debug>0) print *, 'x(',j,')=', x(j), ' w(',j,')=', w(j)
    sum = sum + w(j)*exp(x(j))
  end do
  print *, i, ' integral (0.5,5.0) exp(x) dx = ', sum
end do
print *, 'exp(5.0)-exp(0.5) =', exp(b)-exp(a)
print *, 'exact should be: 146.7644378'
print *, ' '
end program gauleg

```


[illegible]

```

MODULE nrtype
  INTEGER, PARAMETER :: I4B = SELECTED_INT_KIND(9)
  INTEGER, PARAMETER :: I2B = SELECTED_INT_KIND(4)
  INTEGER, PARAMETER :: I1B = SELECTED_INT_KIND(2)
  INTEGER, PARAMETER :: SP = KIND(1.0)
  INTEGER, PARAMETER :: DP = KIND(1.0D0)
  INTEGER, PARAMETER :: SPC = KIND((1.0,1.0))
  INTEGER, PARAMETER :: DPC = KIND((1.0D0,1.0D0))
  INTEGER, PARAMETER :: LGT = KIND(.true.)
  REAL(SP), PARAMETER :: PI=3.141592653589793238462643383279502884197_sp
  REAL(SP), PARAMETER :: PI02=1.57079632679489661923132169163975144209858_sp
  REAL(SP), PARAMETER :: TWOPI=6.283185307179586476925286766559005768394_sp
  REAL(SP), PARAMETER :: SQRT2=1.41421356237309504880168872420969807856967_sp
  REAL(SP), PARAMETER :: EULER=0.5772156649015328606065120900824024310422_sp
  REAL(DP), PARAMETER :: PI_D=3.141592653589793238462643383279502884197_dp
  REAL(DP), PARAMETER :: PI02_D=1.57079632679489661923132169163975144209858_dp
  REAL(DP), PARAMETER :: TWOPI_D=6.283185307179586476925286766559005768394_dp
  TYPE sprs2_sp
    INTEGER(I4B) :: n,len
    REAL(SP), DIMENSION(:), POINTER :: val
    INTEGER(I4B), DIMENSION(:), POINTER :: irow
    INTEGER(I4B), DIMENSION(:), POINTER :: jcol
  END TYPE sprs2_sp
  TYPE sprs2_dp
    INTEGER(I4B) :: n,len
    REAL(DP), DIMENSION(:), POINTER :: val
    INTEGER(I4B), DIMENSION(:), POINTER :: irow
    INTEGER(I4B), DIMENSION(:), POINTER :: jcol
  END TYPE sprs2_dp
END MODULE nrtype

```

nr.f90 from Numerical Recipes


```

        n_copied=min(size(src),size(dest))
        n_not_copied=size(src)-n_copied
        dest(1:n_copied)=src(1:n_copied)
END SUBROUTINE array_copy_i

FUNCTION assert_eq2(n1,n2,string)
    CHARACTER(LEN=*), INTENT(IN) :: string
    INTEGER, INTENT(IN) :: n1,n2
    INTEGER :: assert_eq2
    if (n1 == n2) then
        assert_eq2=n1
    else
        write (*,*) 'nrerror: an assert_eq failed with this tag:',string
        STOP 'program terminated by assert_eq2'
    end if
END FUNCTION assert_eq2

FUNCTION assert_eq3(n1,n2,n3,string)
    CHARACTER(LEN=*), INTENT(IN) :: string
    INTEGER, INTENT(IN) :: n1,n2,n3
    INTEGER :: assert_eq3
    if (n1 == n2 .and. n2 == n3) then
        assert_eq3=n1
    else
        write (*,*) 'nrerror: an assert_eq failed with this tag:',string
        STOP 'program terminated by assert_eq3'
    end if
END FUNCTION assert_eq3

FUNCTION assert_eq4(n1,n2,n3,n4,string)
    CHARACTER(LEN=*), INTENT(IN) :: string
    INTEGER, INTENT(IN) :: n1,n2,n3,n4
    INTEGER :: assert_eq4
    if (n1 == n2 .and. n2 == n3 .and. n3 == n4) then
        assert_eq4=n1
    else
        write (*,*) 'nrerror: an assert_eq failed with this tag:',string
        STOP 'program terminated by assert_eq4'
    end if
END FUNCTION assert_eq4

FUNCTION assert_eqn(nn,string)
    CHARACTER(LEN=*), INTENT(IN) :: string
    INTEGER, DIMENSION(:), INTENT(IN) :: nn
    INTEGER :: assert_eqn
    if (all(nn(2:) == nn(1))) then

```



```

        assert_eqn=nn(1)
    else
        write (*,*) 'nrerror: an assert_eq failed with this tag:',string
        STOP 'program terminated by assert_eqn'
    end if
END FUNCTION assert_eqn

SUBROUTINE nrerror(string)
    CHARACTER(LEN=*), INTENT(IN) :: string
    write (*,*) 'nrerror: ',string
    STOP 'program terminated by nrerror'
END SUBROUTINE nrerror

FUNCTION arth_r(first,increment,n)
    REAL(SP), INTENT(IN) :: first,increment
    INTEGER(I4B), INTENT(IN) :: n
    REAL(SP), DIMENSION(n) :: arth_r
    INTEGER(I4B) :: k,k2
    REAL(SP) :: temp
    if (n > 0) arth_r(1)=first
    if (n <= NPAR_ARTH) then
        do k=2,n
            arth_r(k)=arth_r(k-1)+increment
        end do
    else
        do k=2,NPAR2_ARTH
            arth_r(k)=arth_r(k-1)+increment
        end do
        temp=increment*NPAR2_ARTH
        k=NPAR2_ARTH
        do
            if (k >= n) exit
            k2=k+k
            arth_r(k+1:min(k2,n))=temp+arth_r(1:min(k,n-k))
            temp=temp+temp
            k=k2
        end do
    end if
END FUNCTION arth_r

FUNCTION arth_d(first,increment,n)
    REAL(DP), INTENT(IN) :: first,increment
    INTEGER(I4B), INTENT(IN) :: n
    REAL(DP), DIMENSION(n) :: arth_d
    INTEGER(I4B) :: k,k2
    REAL(DP) :: temp

```

```

if (n > 0) arth_d(1)=first
if (n <= NPAR_ARTH) then
  do k=2,n
    arth_d(k)=arth_d(k-1)+increment
  end do
else
  do k=2,NPAR2_ARTH
    arth_d(k)=arth_d(k-1)+increment
  end do
  temp=increment*NPAR2_ARTH
  k=NPAR2_ARTH
  do
    if (k >= n) exit
    k2=k+k
    arth_d(k+1:min(k2,n))=temp+arth_d(1:min(k,n-k))
    temp=temp+temp
    k=k2
  end do
end if
END FUNCTION arth_d

FUNCTION arth_i(first,increment,n)
  INTEGER(I4B), INTENT(IN) :: first,increment,n
  INTEGER(I4B), DIMENSION(n) :: arth_i
  INTEGER(I4B) :: k,k2,temp
  if (n > 0) arth_i(1)=first
  if (n <= NPAR_ARTH) then
    do k=2,n
      arth_i(k)=arth_i(k-1)+increment
    end do
  else
    do k=2,NPAR2_ARTH
      arth_i(k)=arth_i(k-1)+increment
    end do
    temp=increment*NPAR2_ARTH
    k=NPAR2_ARTH
    do
      if (k >= n) exit
      k2=k+k
      arth_i(k+1:min(k2,n))=temp+arth_i(1:min(k,n-k))
      temp=temp+temp
      k=k2
    end do
  end if
END FUNCTION arth_i ! .... and many other FUNCTIONS and SUBROUTINES ....
END MODULE nrutil

```

