

## ORGANIZATION

## - HW REMINDERS

↪ use link in README.md  
to access repo through GitHub class

[you may want to UL to a non-private  
repo not associated w/ GitHub class]

↪ show off your work! :)

note: HW has hard deadline

## - CLASS REMINDERS

• no class on Tue, HW still due

• occasional index cards

↪ online!

↪ why: so I GET FEEDBACK FROM YOU  
email ahead of time if you  
can't make it.

(but it's a small # of points  
if you don't.)

↪ graded on participation

today: ①  $.1 + .1 + .1 == .3$

is False → why?

② HOW DO YOU BEST LEARN?

• USE THE BREAK TO CHAT (about course  
... or, you know... whatever.)

Demo: quadratic formula

$$X_{\pm} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

IF  $b \gg a, c$

$$X_{+} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

(small)  
diff of  
2 big numbers.

→ Better way:

$$\begin{aligned} \textcircled{1} X_{+} &= \frac{-b + \sqrt{b^2 - 4ac}}{2a} \cdot \frac{-b - \sqrt{b^2 - 4ac}}{-b - \sqrt{b^2 - 4ac}} \\ &= \frac{\cancel{b^2} - \cancel{b^2} + 4ac}{2a} \cdot \frac{1}{-b - \sqrt{b^2 - 4ac}} \end{aligned}$$

↑  
no more  
difference  
of big 4

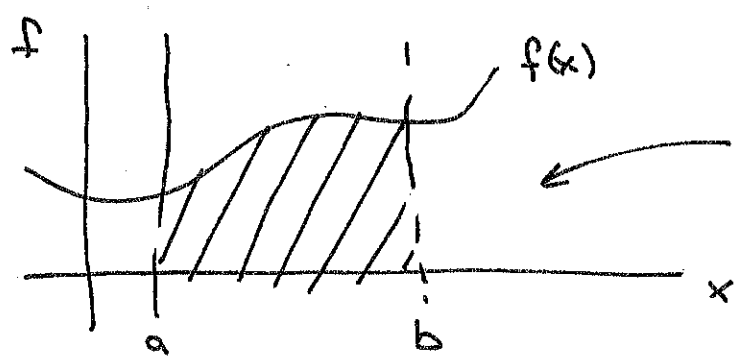
$$\textcircled{2} X_{+} = \frac{-b + b\sqrt{1 - \frac{4ac}{b^2}}}{2a}$$

$$\sqrt{1 - \epsilon} = 1 - \frac{1}{2}\epsilon + \dots$$

$$\approx \frac{-b\epsilon}{4a}$$

# INTEGRATION

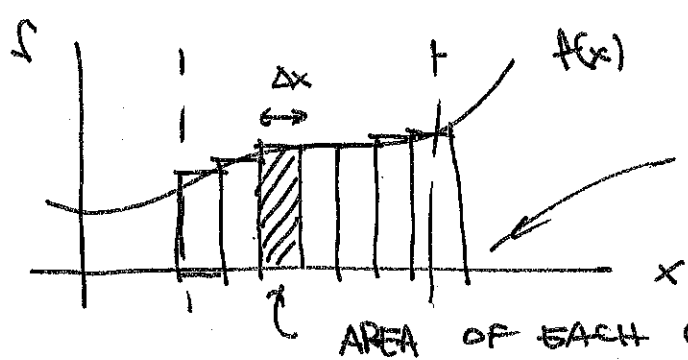
## Riemann Sum



want to estim.  
this area.

What we can do:

- sample  $f$  @ discrete points
- sum together numbers



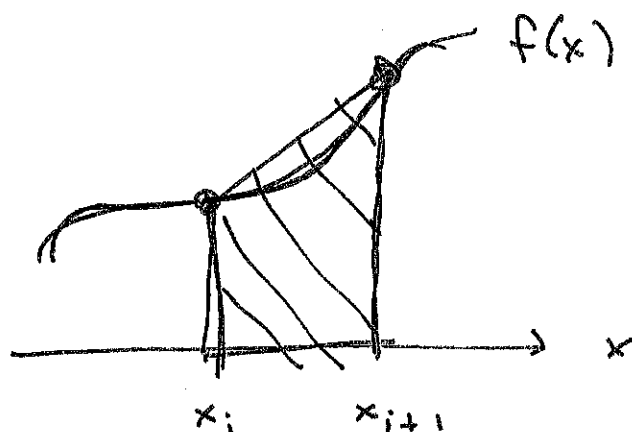
divide x-axis  
into BINS like  
histogram.

AREA OF EACH COLUMN:

$$f(x_i) \Delta x$$

$\uparrow$  middle of bin       $\uparrow$   $\frac{b-a}{N}$  ← # rectangles

# Better approximation: TRAPEZOIDAL RULE

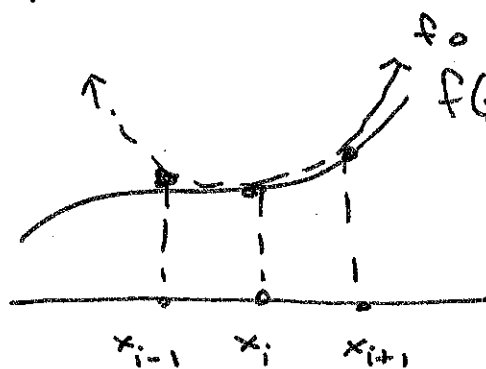


$$A_i = \frac{1}{2} (f_i + f_{i+1}) \Delta x$$

convenient: no longer sampling "in between" points

## EVEN BETTER APPROX: Simpson's rule

↑ really just going from point, line, parab...



first: assume  $x_i = 0$

$$f_0 = Ax^2 + Bx + C$$

IDEA: integrate from  $x_{i-1}$  to  $x_{i+1}$  ... hard code the answer as a func. of  $f(x_{i-1})$ ,  $f(x_i)$ ,  $f(x_{i+1})$

$$f_0(-\Delta x) = A(\Delta x)^2 - B\Delta x + C = f(-\Delta x)$$

$$f_0(\Delta x) = \quad \quad + B\Delta x \quad \quad = f(\Delta x)$$

$$f_0(0) = \quad \quad C \quad \quad = f(0)$$

$$f(-\Delta x) + f(\Delta x) = 2A(\Delta x)^2 + 2C$$

$$\rightarrow A = \frac{1}{2(\Delta x)^2} (f(-\Delta x) - 2f(0) + f(\Delta x))$$

$$f(\Delta x) - f(-\Delta x) = 2B\Delta x$$

$$B = \frac{1}{2\Delta x} (f(\Delta x) - f(-\Delta x))$$

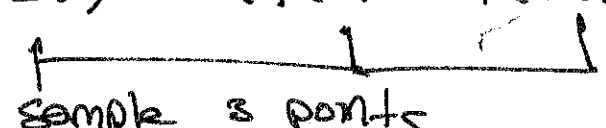
can integrate the simple function,  $f_0$ :

$$\int_{-\Delta x}^{\Delta x} (Ax^2 + Bx + C) dx$$

$$= \frac{2}{3} A (\Delta x)^3 + 2C \Delta x$$

$$= \frac{1}{3} \frac{1}{(\Delta x)^2} [f(-\Delta x) - 2f(0) + f(\Delta x)] (\Delta x)^3 + 2f(0) \Delta x$$

$$= \frac{\Delta x}{3} [f(-\Delta x) + 4f(0) + f(\Delta x)]$$


  
sample 3 points.

Note: (intuition) ORIGIN IS NOT SPECIAL

can shift all positions by  $x_i$  (change units)

$$\int_{x_i - \Delta x}^{x_i + \Delta x} f(x) dx \approx \frac{\Delta x}{3} [f(x_i - \Delta x) + 4f(x_i) + f(x_i + \Delta x)]$$