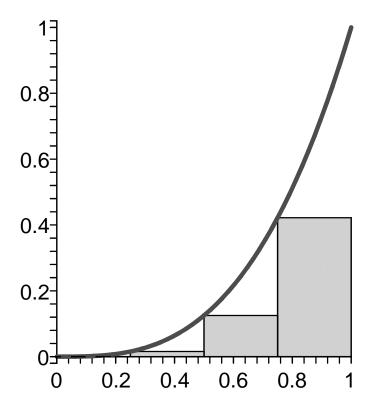
```
> restart;
> with(student):
Examples from class on 1/19/05 for numerically approximating integrals. For each of these, we will use n=4
and n=8 and each of the left, right, midpoint and trapezoidal rules.
> Int(y^3,y=0..1);
                                                        \int_{0}^{1} y^{3} dy
> f:=x->x^3;
                                                       f := x \rightarrow x^3
> Int(exp(y),y=0..1);
                                                        \int_{0}^{\infty} e^{y} dy
> g:=x->exp(x);
                                                       g := x \rightarrow \mathbf{e}^x
For n=4 we have the following x i and Delta(x)
> x4:=[0,1/4,1/2,3/4,1];
                                                 x4 := \left[ 0, \frac{1}{4}, \frac{1}{2}, \frac{3}{4}, 1 \right]
```

 $\Delta 4 := \frac{1}{\Delta}$

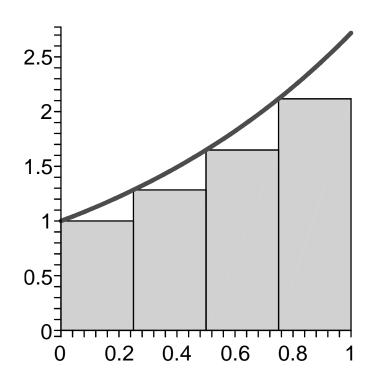
> Delta4:=1/4;

> leftbox(f(x),x=0..1,4);



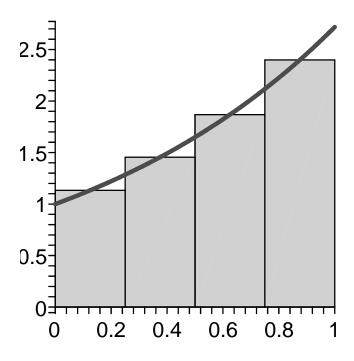
> L4f:=evalf(sum(f(x4[i])*Delta4,i=1..4)); L4f := 0.1406250000

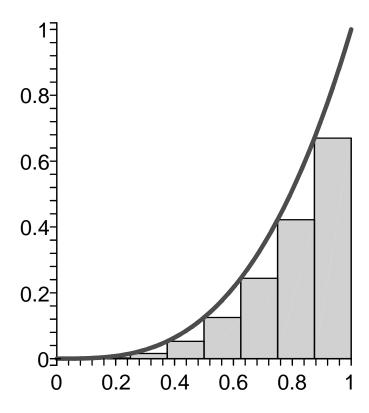
> leftbox(g(x),x=0..1,4);

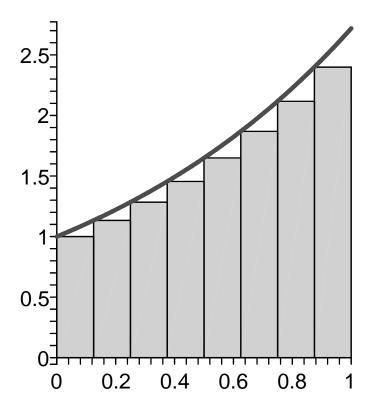


```
> L4g:=evalf(sum(g(x4[i])*Delta4,i=1..4));
                                 L4g := 1.512436676
>
> rightbox(f(x),x=0..1,4);
                   0.8
                   0.6
                   0.4
                   0.2
                             0.2
                                                 8.0
                                    0.4
                                          0.6
                       0
> R4f:=evalf(sum(f(x4[i+1])*Delta4,i=1..4));
                                 R4f := 0.3906250000
>
> rightbox(g(x),x=0..1,4);
                   1.5
                     1
                  0.5^{-}
                    0]
                            0.2
                                   0.4
                                           0.6
                                                  8.0
                      0
```

```
> R4g:=evalf(sum(g(x4[i+1])*Delta4,i=1..4));
                                 R4g := 1.942007133
> middlebox(f(x), x=0..1, 4);
                 0.8
                 0.6
                 0.4
                 0.2
                   07
                                          0.6
                                                  8.0
                                   0.4
                           0.2
                     0
> m4f:=evalf(sum(f(x4[i]+1/8)*Delta4,i=1..4));
                                 m4f := 0.2421875000
> middlebox(g(x), x=0..1, 4);
```

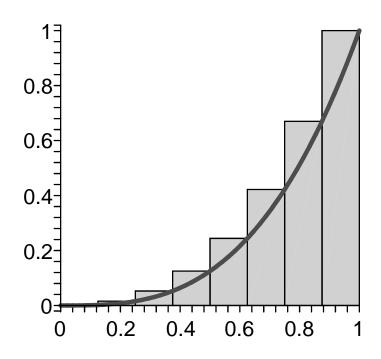






> L8g:=evalf(sum(g(x8[i])*Delta8,i=1..8)); L8g := 1.613125978

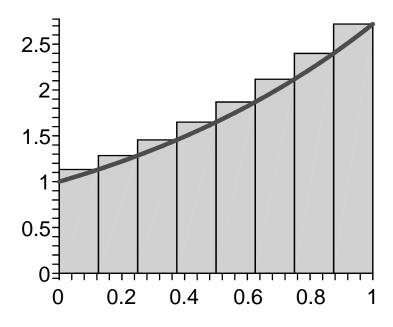
> rightbox(f(x),x=0..1,8);



> R8f:=evalf(sum(f(x8[i+1])*Delta8,i=1..8));

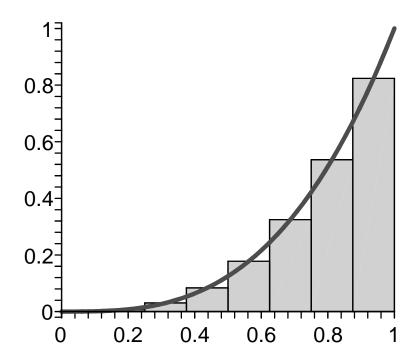
> rightbox(g(x),x=0..1,8);

[>



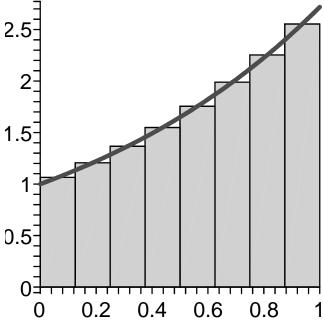
> R8g:=evalf(sum(g(x8[i+1])*Delta8,i=1..8)); R8g:=1.827911206

> middlebox(f(x),x=0..1,8);



> m8f:=evalf(sum(f(x8[i]+1/16)*Delta8,i=1..8));

```
> middlebox(g(x), x=0..1,8);
```



```
1
> m8g:=evalf(sum(g(x8[i]+1/16)*Delta8,i=1..8));
                                   m8g := 1.717163664
> L4f,R4f,m4f;
                          0.1406250000, 0.3906250000, 0.2421875000
> L8f,R8f,m8f;
                          0.1914062500, 0.3164062500, 0.2480468750
> abs(L4f-L8f), abs(R4f-R8f), abs(m4f-m8f);
                          0.0507812500, 0.0742187500, 0.0058593750
> evalf(int(f(x),x=0..1));
                                      0.2500000000
> L4g,R4g,m4g;
                           1.512436676, 1.942007133, 1.713815280
> L8g,R8g,m8g;
                           1.613125978, 1.827911206, 1.717163664
> abs(L4g-L8g), abs(R4g-R8g), abs(m4g-m8g);
                           0.100689302, 0.114095927, 0.003348384
> evalf(int(g(x),x=0..1));
```

