

What quadratures do we have so far?

Calculus - left/right /Mid pt rule

Newton-Cotes $\left\{ \begin{array}{l} \text{Trapezoidal} \\ \text{Simpson's} \end{array} \right.$

Idea: $f(x) \sim \sum_{j=0}^n f(x_j) l_j(x)$ where $l_j(x) = \text{Lagrange polynomials}$

$$\text{Then } \int_a^b f(x) dx \sim \sum_{j=0}^n f(x_j) \int_a^b l_j(x) dx$$

w_j = quad weight

Then we also have Composite Quadrature.

Romberg extrapolation: post-processing to get high order.

For these integration techniques the nodes were fixed so only the weights were free to help us create a quad exact to certain polynomial order.

For Gaussian quadrature, we say why fix the nodes to start? let's have more degrees of freedom

$$\text{nodes} = \{x_j\}_{j=0}^n \quad \text{3 weights } \{w_j\}_{j=0}^n$$

are free for you to choose.

How many degrees of freedom? $2(n+1) = 2n+2$

We had this much freedom when making the Hermite polynomials. So our goal is to choose the nodes & weight so we can integrate polynomials of degree $2n+1$ exactly.

Ex: Fix our interval to $[-1, 1]$. Suppose we have 1 node & 1 weight to find so that we can integrate the largest degree polynomial possible.

Soln: We should be able integrate $\int_{-1}^1 x$ exactly.

$$Q = w_0 f(x_0)$$

f exact quad.

$$1 \quad \int_{-1}^1 1 dx = 2 = w_0$$

$$x \quad \int_{-1}^1 x dx = 0 = w_0 x_0$$

$$x_0 = 0.$$

$$\int_{-1}^1 x \cdot w(x) dx = w_0 x_0$$

$$x_0 = 0.$$

$$Q = 2 f(0) \sim \int_{-1}^1 f(x) dx$$

This is the Midpt Rule. It is the simplest Gaussian Quadrature.

Ex: let's try 2 nodes $\{w_i\}$ 2 weights.

Goal: find $x_0, x_1 \{w_0, w_1\}$ st

$$w_0 f(x_0) + w_1 f(x_1) = \int_{-1}^1 f(x) dx$$

when f is a polynomial of degree ≤ 3 .

Soln:

f	Exact	Quad	
1	2	$= w_0 + w_1$	
x	0	$= w_0 x_0 + w_1 x_1$	
x^2	$\int_{-1}^1 x^2 dx = \frac{2}{3}$	$= w_0 x_0^2 + w_1 x_1^2$	
x^3	$\int_{-1}^1 x^3 dx = 0$	$= w_0 x_0^3 + w_1 x_1^3$	

Side:
 $w_0 = w_1 = 1$
 $x_{0,1} = \pm \frac{\sqrt{3}}{3}$

By just adding 1 node & weight we have ended up w/ a complicated non-linear system of equations.

We would like a better way.

Don't worry! there is a better way.

let $p \in P_{2n+1}$ let $\{\phi_j\}$ denote the set of Legendre polynomials.

Recall Legendre polynomials are orthogonal.
 $\langle \phi_j, \phi_k \rangle = 0$ if $j \neq k$

$$p(x) = g(x) \phi_{n+1}(x) + r(x)$$

$$\deg(\phi_{n+1}) = n+1 \quad \deg(g) \leq n \quad \deg(r) \leq n$$

For my Quad. I want to integrate $p(x)$ exactly.

$$\begin{aligned} \int_1^1 p(x) dx &= \int_1^1 g(x) \underbrace{\phi_{n+1}(x)}_{\text{||}_0} dx + \int_1^1 r(x) dx = \underset{\text{calc}}{\text{Exact}} \\ &= \sum_{j=0}^n g(x_j) \underbrace{\phi_{n+1}(x_j)}_{\text{||}} w_j + \sum_{j=0}^n r(x_j) w_j \quad \text{Quad} \end{aligned}$$

$$\int_1^1 g(x) \phi_{n+1}(x) dx = 0$$

$$\text{Since } g(x) = \sum_{e=0}^n a_e \phi_e(x)$$

We need $\sum_{j=0}^n g(x_j) \phi_{n+1}(x_j) w_j = 0$ & choices of $g(x)$

\Rightarrow our quad nodes are the roots of $\phi_{n+1}(x)$.

Then choose your weights so that you can integrate polynomials of degree n exactly.

or go use Newton-Cotes technique.

$$\text{ie. } w_j = \int_{-1}^1 l_j(x) dx$$

\uparrow
Lagrange

Ex: let's revisit the 2pt quad rule

Soln: From before $w_0 = w_1 = 1$ $x_{0,1} = \pm \sqrt{3}/3$

$$P_2(x) = \frac{3}{2}x^2 - \frac{1}{2} \quad (\text{from recursion})$$

roots are $x = \pm \sqrt{3}/3$

$$w_0 = \int_{-1}^1 \frac{x - \sqrt{3}/3}{(-\sqrt{3}/3 - \sqrt{3}/3)} dx = 1$$

\downarrow
Lagrange

Property o- Legendre Polynomials

1- They are mutually orthogonal

$$\int_{-1}^1 P_n(x) P_m(x) dx = \frac{2}{2n+1} \delta_{nm}$$

Where $\delta_{mn} = \begin{cases} 0 & \text{if } m \neq n \\ 1 & \text{if } m = n \end{cases}$

2- They are the solution of the following differential eqn.

$$\frac{d}{dx} \left((1-x^2) \frac{dP_n}{dx} \right) + n(n+1) P_n(x) = 0$$

3- You can show that there is an analytic formula for the weight

$$w_j = \frac{2}{(1+x_j^2)(P'_n(x_j))^2}$$

pseudo-algorithm

Input: $I = \text{interval}$, $n+1 = \text{number nodes}$
 $w(x) \geq 0$ weight function

Output: nodes $\{x_i\}_{i=0}^n$ & weights $\{w_i\}_{i=0}^n$

Step 1: build your orthogonal polynomials via Gram-Schmidt. need up P_{n+1}

Step 2: find the roots of $P_{n+1}(x) = \text{quad nodes}$

Step 3: build weights $w_j = \int_I l_j(x) w(x) dx$
Lagrange weight function

In Class, we made Gauss-Legendre quad
2ⁿ⁺¹ polynomial
Integrate exactly
weight function + Interval

You'll also see Gauss-Chebyshev

$$w(x) = \frac{1}{1-x^2} \quad I = [-1, 1]$$

NODES roots of Chebyshev polynomials
weights $w_j = \frac{\pi}{2} \leftarrow \text{verify}$