ENGG1003 - Thursday Week 8

Numerical integration

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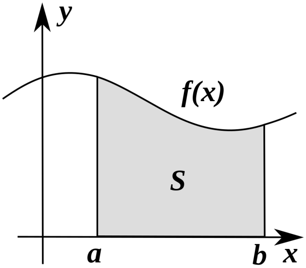
Lecture overview

1. Basic ideas of numerical integration §6.1
   - engineering applications
   - terminology & notation
   - additivity
2. Trapezoidal method §6.2
3. Midpoint method, upper/lower and left/right Riemann sums §6.3
4. Simpson's rule

1) Basic ideas of integration



$$S = \int_a^b f(x)dx$$

- area S is area under function $f(x)$ between lower limit a and upper limit b
- assume $f(x) \geq 0$
- calculus, eg: MATH1002, MATH1110

Engineering applications of integration

- 1. Area between curves 2. Distance, Velocity, Acceleration 3. Volume 4. Average value of a function 5. Work 6. Center of Mass 7. Kinetic energy; improper integrals 8. Probability 9. Arc Length 10. Surface Area

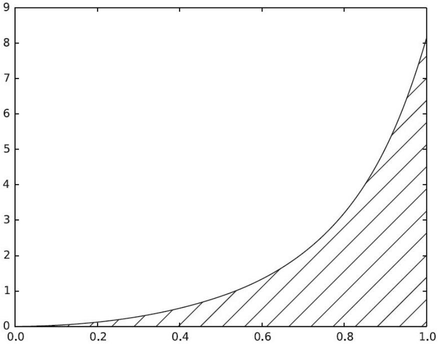
Distance: area under speed vs. time function

Our specific integral is taken from basic physics. Assume that you speed up your car from rest, on a straight road, and wonder how far you go in T seconds. The displacement is given by the integral

$$\int_0^T v(t)dt$$

where $v(t)$ is the velocity (speed) as a function of time
Example:

$$v(t) = 3t^2 e^{t^3}$$



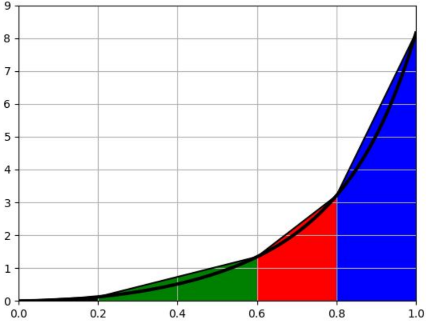
distance traveled in first second is cross-hatched area:

$$\int_0^1 v(t)dt$$

Start at time 0, end at time 1 (these are the lower and upper limits)

2) Trapezoidal method

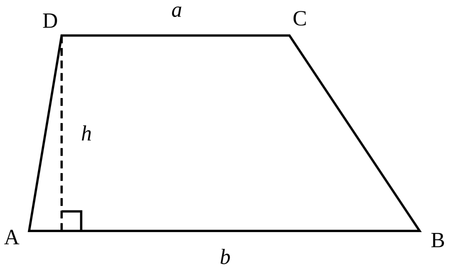
Example:

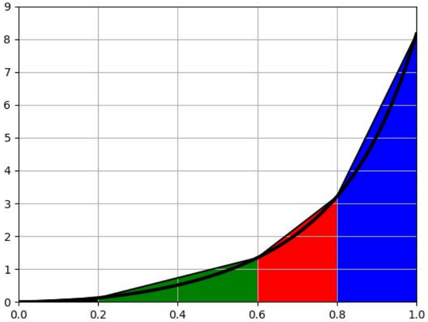


- approximate area under curve by total area of four trapezoids
  - black + green + red + blue
- area of trapezoids is easy

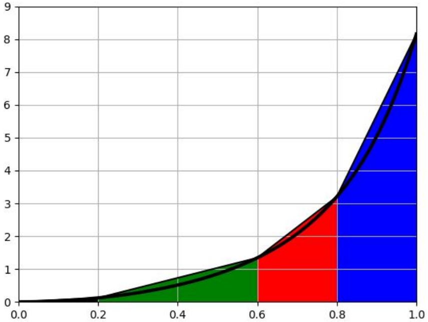
Numerical integration

- *trapezoid* is a "convex quadrilateral with at least one pair of parallel sides"
- area of trapezoid $\frac{a+b}{2}h$
- want "vertical" version – create image in PPT

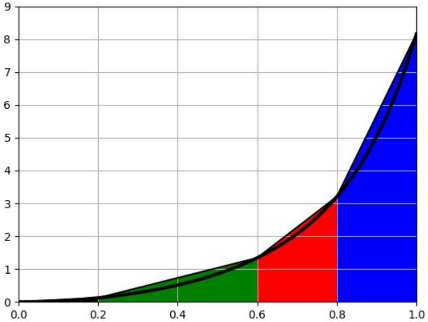




$$\int_0^1 v(t)dt \;=\; \int_0^{0.2} v(t)dt + \int_{0.2}^{0.6} v(t)dt + \int_{0.6}^{0.8} v(t)dt + \int_{0.8}^{1} v(t)dt$$



$$
\begin{aligned}
\int_0^1 v(t)dt &= \int_0^{0.2} v(t)dt + \int_{0.2}^{0.6} v(t)dt + \int_{0.6}^{0.8} v(t)dt + \int_{0.8}^{1} v(t)dt \\
&\approx h_1 \frac{v(0)+v(0.2)}{2} + h_2 \frac{v(0.2)+v(0.6)}{2} + \\
&\quad + h_3 \frac{v(0.6)+v(0.8)}{2} + h_4 \frac{v(0.8)+v(1)}{2}
\end{aligned}
$$



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&\quad + h_3 \frac{v(0.6)+v(0.8)}{2} + h_4 \frac{v(0.8)+v(1)}{2}
\end{aligned}
$$

$$
h_1 = 0.2, \quad h_2 = 0.4, \quad h_3 = 0.2, \quad h_4 = 0.2
$$

Python code for trapezoidal method

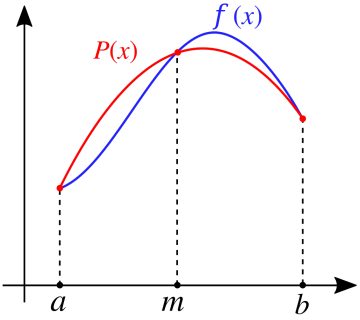
- write as a function
- live demo, experiment with number of panels

3) Midpoint method

- skip details, all give quite similar results to trapezoidal method, esp for narrow width panels, some details in §6.3

- mention/visualise different methods:
    - midpoint method
    - upper/lower Riemann sums
    - left/right Riemann sums

4) Simpson's rule



- approximate $f(x)$ with parabola $P(x)$
- parabola $P(x)$ takes same values as $f(x)$ at end-points a and b, and midpoint $m = (a + b)/2$

Simpson's rule

- area under parabola $P(x)$ between a and b is:

$$\int_a^b P(x)dx$$

  ...which can be calculated *exactly* (proof omitted):

$$\int_a^b f(x)dx \approx \frac{b-a}{6}\left[f(a) + 4f\left(\frac{a+b}{2}\right) + f(b)\right]$$

- as for trapezoidal rule, apply Simpson's rule on each "panel" of width h, composite method

Python code for Simpson's rule

- write as a function
- live demo, experiment with number of panels

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3. Midpoint method §6.3
4. Simpson's rule