4.3 Elements of Numerical Integration *Some times its hard to calculate a definite integral 13.04.19 analytically. * The basic method involved in approximating for f(x) dx is called numerical quadrature. Mid Point Rule: $\int_a^b f(x) dx \approx f(\frac{a+b}{2})(b-a)$ other ouadrature rules: *Review. The Lagrange Interpolating polynomial $f(x) = \sum_{i=0}^{\infty} f(x_i) L_i(x) + \int_{-\infty}^{\infty} (x_i - x_i) f^{(n+1)}(x_i - x_i)$ Trapezoidal Rule: [f(x) dx & (b-a) [f(b) + f(a)] $\begin{array}{ccc}
L_0(x) = (x - X_1) & L_1(x) = (x - X_0) \\
\hline
(x_0 - x_1) & \overline{(x_1 - X_0)}
\end{array}$

$$f(x) = f(x_0) \frac{(x - x_1)}{(x_0 - x_1)} + f(x_1) \frac{(x - x_0)}{(x_1 - x_0)} + \frac{f''(3(x))(x - x_0)(x - x_1)}{2!}$$

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

$$+ \int_{x_0}^{x_1} f(x) dx = \frac{(x_1 - x_0)}{2!} [f(x_0) + f(x_1)]$$

$$= \int_{x_0}^{x_1} f(x) dx = \frac{(x_1 - x_0)}{2!} [f(x_0) + f(x_1)]$$