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## Newton and Cotes formulas

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The usual way of numerically integrate a function, is to find a simpler function which approximates the given function and then integrating the interpolation function. That is, if we want to find  $\int_a^b f(x) dx$ , we find an approximating function  $p(x)$  such that  $f(x)$  and  $p(x)$  be close (on some concept of distance) and then we say

$$\int_a^b f(x) dx \approx \int_a^b p(x) dx$$

The simplest approximation functions are polynomials. If we evaluate  $f(x)$  at some points  $x_0, x_1, \dots, x_n$ , we can use Lagrange's interpolating polynomial to find a polynomial  $p(x)$  with degree  $n$  such that  $p(x_j) = f(x_j)$  for  $j = 0, 1, \dots, n$ .

Newton and Cotes' integration formulas are obtained when the  $x_0, x_1, \dots, x_n$  are sampled evenly over the interval, and then Lagrange interpolating polynomials are used to approximate the function.

The Newton and Cotes formulas for small values of  $n$  are given on the following table.

$n$	$\int p(x)$	<b>Name</b>
1	$\frac{h}{2}(f(x_0) + f(x_1))$	Trapezoidal rule
2	$\frac{h}{3}(f(x_0) + 4f(x_1) + f(x_2))$	Simpson's rule
3	$\frac{3h}{8}(f(x_0) + 3f(x_1) + 3f(x_3) + f(x_3))$	Simpson's 3/8 rule
4	$\frac{2h}{45}(7f(x_0) + 32f(x_1) + 12f(x_2) + 32f(x_3) + 7f(x_4))$	Milne's rule

recalling that  $x_0, x_1, \dots, x_n$  are evenly spaced on  $[a, b]$ .

Since the Simpson's rule is actually the Newton and Cotes formula for  $n = 2$ , the proof of Simpson's rule illustrates this method.