

# Numerical Integration (Quadrature)

# Definite Integral of $f(x)$

$$I_f = \int_a^b f(x)dx \approx \sum_{i=0}^n a_i f(x_i)$$

$a_i$  are called the quadrature weights

Some integrals are difficult or impossible to do analytically

Assume that function values  $f(x_i)$  are known on a set of discrete points  
 $x_0 = a, x_1, x_2, \dots, x_n = b$

Several rules or methods for numerical integration are available

We will aim for high accuracy

# Basic Quadrature Rules

Based on low degree polynomial interpolation

$$I_f = \int_a^b f(x) dx \approx \int_a^b p_n(x) dx$$

Let us consider the Lagrange polynomial for  $p_n(x)$

$$p_n(x) = \sum_{i=0}^n f(x_i) L_i(x)$$

$$L_i(x) = \prod_{\substack{k=0 \\ i \neq k}}^n \frac{(x - x_k)}{(x_i - x_k)} = \frac{(x - x_0) \dots (x - x_{i-1})(x - x_{i+1}) \dots (x - x_n)}{(x_i - x_0) \dots (x_i - x_{i-1})(x_i - x_{i+1}) \dots (x_i - x_n)}$$

$$I_f = \int_a^b f(x) dx \approx \int_a^b p_n(x) dx = \int_a^b \sum_{i=0}^n f(x_i) L_i(x)$$

$$I_f \approx \sum_{i=0}^n f(x_i) \int_a^b L_i(x) dx$$

Quadrature weights:  $a_i = \int_a^b L_i(x) dx$

Quadrature weights are precomputed *once and for all* as part of constructing a *quadrature rule*

# Trapezoidal Rule

Set  $n=1$  and interpolate at  $x_0 = a$  &  $x_1 = b$

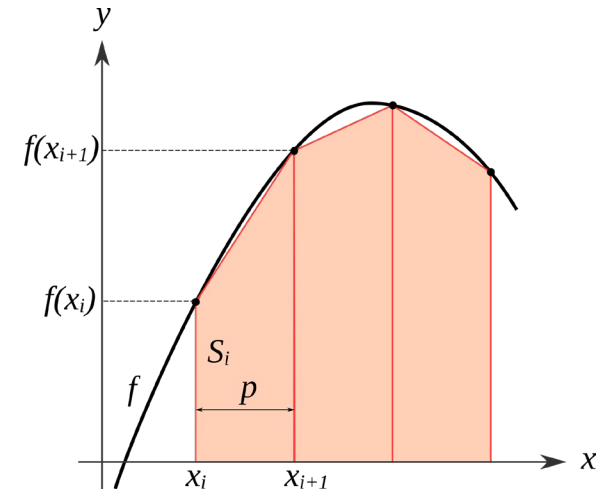
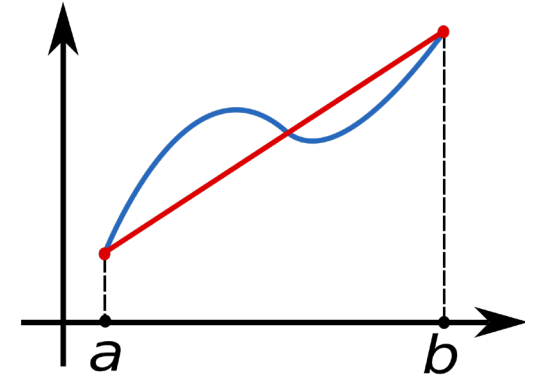
$$L_0 = \frac{x - b}{a - b}, \quad L_1 = \frac{x - a}{b - a}$$

The quadrature weights are

$$a_0 = \int_a^b L_0(x) dx = \frac{b - a}{2}, \quad a_1 = \int_a^b L_1(x) dx = \frac{b - a}{2}$$

$$I_f \approx I_{trap} = \sum_{i=0}^n f(x_i) \int_a^b L_i(x) dx = a_0 f(a) + a_1 f(b)$$

$$I_{trap} = \frac{b - a}{2} [f(a) + f(b)]$$



# Simpson's Rule (1/3 rule)

Set  $n=2$  and interpolate at  $x_0 = a$ ,  $x_1 = \frac{a+b}{2}$ ,  $x_2 = b$

$$I_{Simp} = \frac{b-a}{6} \left[ f(a) + 4f\left(\frac{b+a}{2}\right) + f(b) \right]$$

Note that abscissae  $x_0, x_1, x_2$  are chosen to be **equidistant**.

Simpson's 3/8 rule uses four points with  $n=3$ , but it is not much accurate than 1/3 rule. Therefore, 1/3 rule is often the preferred method.

# Composite Simpson's 1/3 Rule

When an interval  $[a,b]$  is subdivided into  $n$  intervals, we can apply the integration rule to each interval and add up the results, which is known as *composite* or *compound* integral.

For a single interval:

$$I_{Simp} = \frac{b-a}{6} \left[ f(a) + 4f\left(\frac{b+a}{2}\right) + f(b) \right]$$

*Composite* rule for the entire interval

$$I_{Simp} = \frac{h}{3} \left[ f(x_0) + 4 \sum_{\substack{i=1 \\ i=odd}}^{n-1} f(x_i) + 2 \sum_{\substack{i=2 \\ i=even}}^{n-2} f(x_i) + f(x_n) \right]$$

$$h = x_{i+1} - x_i, \quad x_0 = a, \quad x_n = b$$

# Gauss Quadrature

Can we choose abscissae  $x_0, x_1, x_2$  judiciously to improve accuracy?

$$I_f = \int_a^b f(x) dx \approx \sum_{i=0}^n a_i f(x_i)$$

Now instead of integrating the interpolant, let us try to maximize the degree of the polynomial  $f$  that we can integrate the interpolant exactly.

Choose  $n+1$  points  $\{x_i\}_{i=0}^n$ . Can we increase the precision to  $2n+1$ ?

Choose the abscissae as the roots (zeros) of the **Legendre polynomials**  $\rightarrow$  Gauss points

Once the Gauss points are determined, compute quadrature weights by integrating the Lagrange polynomials



# Legendre Polynomials

$x \in [-1,1]$

$$\phi_0(x) = 1, \quad \phi_1(x) = x$$

$$\phi_{j+1}(x) = \frac{2j+1}{j+1} x \phi_j(x) - \frac{j}{j+1} \phi_{j-1}(x), \quad j \geq 1.$$

$$\phi_0(x) = 1,$$

$$\phi_1(x) = x,$$

$$\phi_2(x) = \frac{1}{2}(3x^2 - 1),$$

$$\phi_3(x) = \frac{1}{2}(5x^3 - 3x), \dots$$

# Gauss-Legendre Quadrature (Gauss Integration)

General quadrature rule 
$$I_f \approx \sum_{i=0}^n f(x_i) \int_a^b L_i(x) dx$$

Quadrature weights: 
$$a_i = \int_a^b L_i(x) dx$$

Consider a polynomial of degree  $n=1$  to interpolate  $f(x)$  at  $n+1=2$  points

Abscissae are the roots of the  $n+1=2$  Legendre polynomial  $\phi_2(x) = \frac{1}{2}(3x^2 - 1)$ ,

$$x_0 = -\sqrt{\frac{1}{3}}, \quad x_1 = \sqrt{\frac{1}{3}}$$

Quadrature weights: 
$$a_0 = \int_{-1}^{+1} L_0(x) dx = 1, \quad a_1 = \int_{-1}^{+1} L_1(x) dx = 1$$

$$\int_{-1}^{+1} f(x) dx \approx \sum_{i=0}^n a_i f(x_i) = f\left(-\sqrt{1/3}\right) + f\left(\sqrt{1/3}\right)$$

# Gauss-Legendre Quadrature

On the interval  $[-1, 1]$

Gauss points are the roots (zeros) of the Legendre polynomial of degree  $n+1$   $\phi_{n+1}(x)$

$$\text{Quadrature weights } a_j = \frac{2(1-x_j^2)}{[(n+1)\phi_n(x_j)]^2}, \quad j = 0, 1, \dots, n.$$

For a general interval  $t \in [a, b]$ , we use the following affine transformation

$$t = \frac{b-a}{2}x + \frac{b+a}{2}, \quad -1 \leq x \leq 1$$

$$dt = \frac{b-a}{2}dx$$

# Gauss-Lobatto (Radau) Quadrature

Evaluate integral of the following form when choice of abscissae is not entirely free  
e.g. some points can be fixed.

$$\int_{-1}^{+1} f(x) dx$$

Useful in the solution of stiff differential equations

# Gauss-Hermite Quadrature

Evaluate integral of the following form

$$\int_{-\infty}^{+\infty} e^{-x^2} f(x) dx$$

Leads to accurate results provided that  $f(x)$  grows slower than  $e^{x^2}$  as  $|x|$  approaches  $\infty$

General approach (not always numerically stable)

$$\int_{-\infty}^{+\infty} f(x) dx = \int_{-\infty}^{+\infty} e^{-x^2} e^{x^2} f(x) dx = \int_{-\infty}^{+\infty} e^{-x^2} g(x) dx$$

# Gauss-Laguerre Quadrature

Evaluate integral of the following form

$$\int_0^{+\infty} e^{-x} f(x) dx$$

Leads to accurate results provided that  $f(x)$  grows slower than  $e^{x^2}$  as  $|x|$  approaches  $\infty$

# Chebyshev-Gauss Quadrature

Evaluate integral of the following form

$$\int_{-1}^{+1} \sqrt{1-x^2} f(x) dx$$

$$\int_{-1}^{+1} \frac{1}{\sqrt{1-x^2}} f(x) dx$$

# Error in Composite Gaussian Quadrature

$$I_f = \int_a^b f(x)dx \approx \sum_{i=0}^n a_i f(x_i)$$

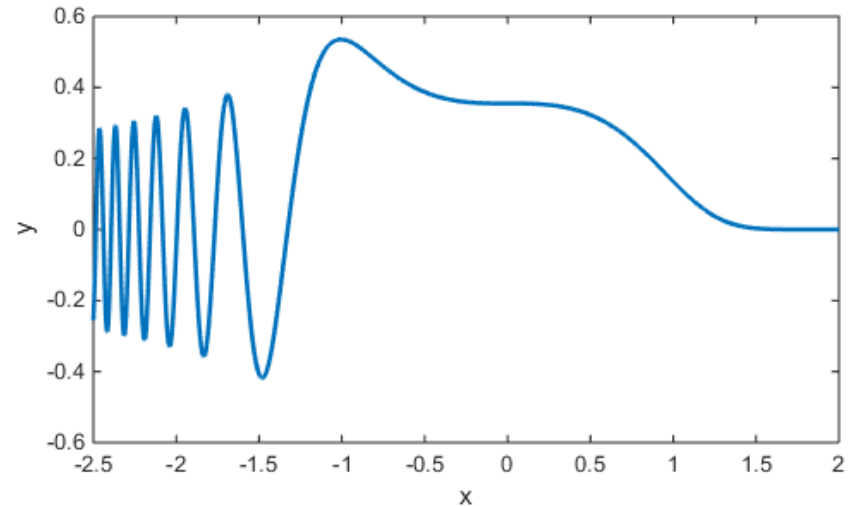
For  $n+1$  Gauss points

$$e_{n,h}(f) = \frac{(b-a)((n+1)!)^4}{(2n+3)((2n+2)!)^2} f^{(2n+2)}(\xi) h^{2n+2}$$



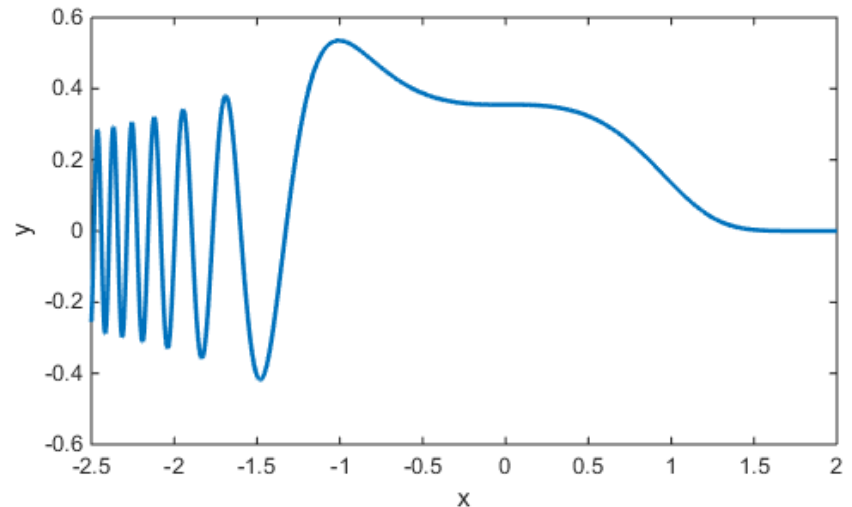
# Adaptive Quadrature

- Some functions vary faster in one part of the domain compared to another
- An extreme example is shown at right
- We would want to put more nodes to interpolate accurately where there is rapid oscillation (imagine using PL interp)
- It is similar for integration: more points needed where there is fast variation



# Adaptive Quadrature

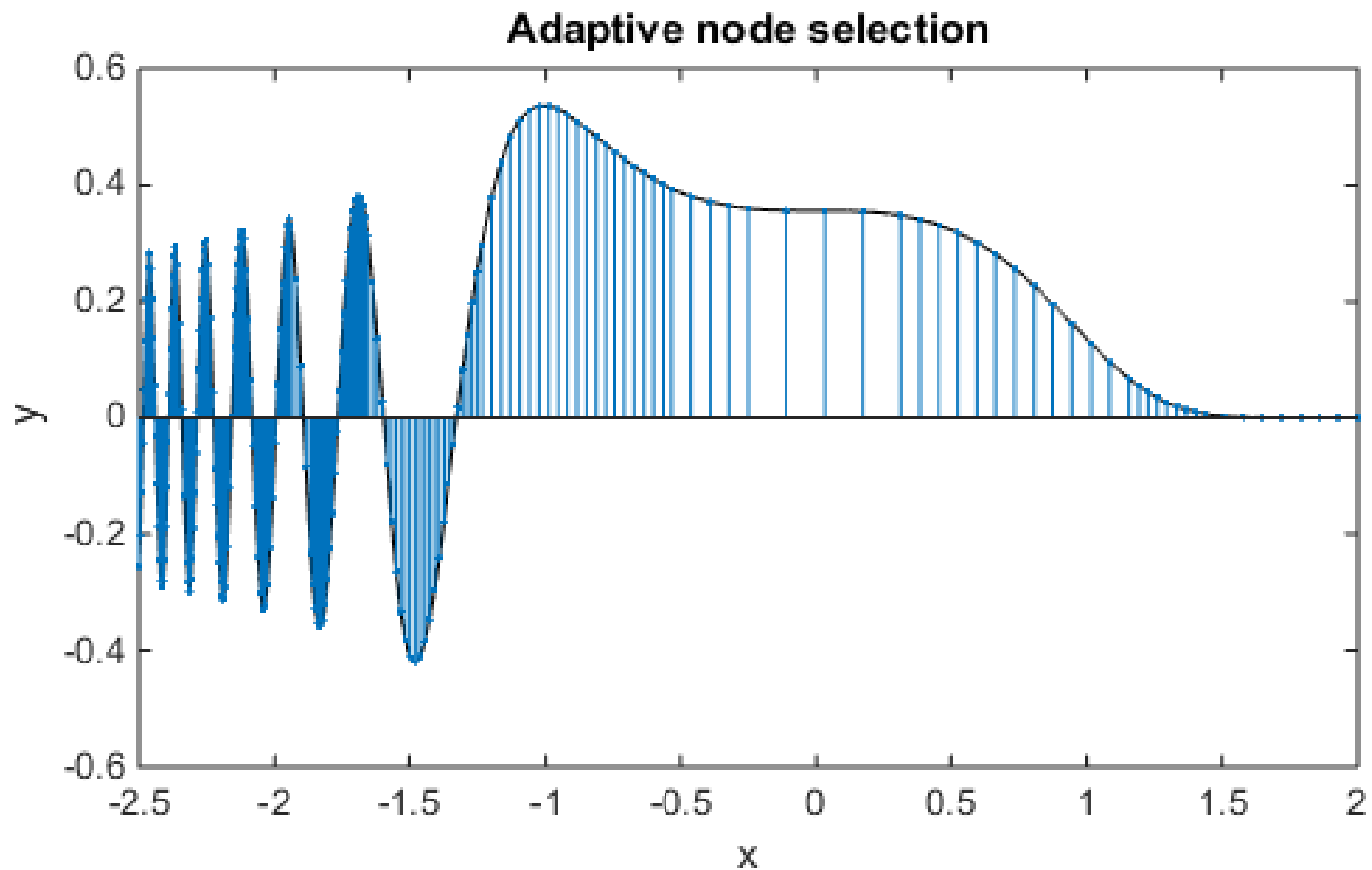
- Strategy: estimate error using knowledge of Simpson rule
- Start by one and two intervals over whole domain
- Apply Simpson rule on all intervals
- Estimate error; if larger than tolerance, then subdivide again in half that did not satisfy tolerance (could be one or both)
- Recursively do this in each subdomain



# Adaptive Quadrature

- Simpson rule error is  $O(h^4)$
- For one interval,  $I = S_1 + Ch^4$
- For two intervals over same limits,  $I = S_2 + Ch^4/16$
- We assume  $C$  is same for both, but we don't know it
- Subtract the two, and solve for  $Ch^4$
- This gives estimate for error:  $E \approx Ch^4 = \frac{S_1 - S_2}{15} = \delta$
- We compute  $S_1$  and  $S_2$ , from the method, then use them to estimate the error
- If  $\delta > tol$ , then subdivide the interval by calling `your function` again (apply the test again with subdivision)

# Adaptive Quadrature Example



# Multiple Integrals

$$I = \iint_A f(x, y) dA = \int_a^b \left[ \int_{y=g(x)}^{y=p(x)} f(x, y) dy \right] dx$$

Same rules that we have covered applies.

Apply the rules to the inner integral over  $dx$ ,  
then apply the rules to the outer integral over  $dy$

# Improper Integrals

**Improper Integral:** interval of integration or integrand itself is unbounded

$$\int_{-\infty}^{+\infty} f(x)dx \approx \int_{-M}^{+M} f(x)dx \approx$$

## Strategies:

1. Use a standard quadrature rule on a finite interval. Choose  $M$  wisely such that omitted tails of the function are negligible
2. Use a quadrature rule designed for an unbounded interval (e.g. Gauss-Laguerre, Gauss-Hermite)
3. Transform the variable of integration so that the new interval is finite

$$x = -\log t \quad \text{or} \quad x = \frac{t}{t-1}$$

# Integrands with Singularities

Example:  $\int_0^{\frac{\pi}{2}} \frac{\cos(x)}{\sqrt{x}} dx$

Under the transformation  $x = t^2$

$$\int_0^{\sqrt{\frac{\pi}{2}}} \frac{\cos(t^2)}{t} (2t) dt = \int_0^{\sqrt{\frac{\pi}{2}}} \cos t^2 dt$$

There is no established rule to eliminate singularities. A bit of an art!

# Integral Equations

Unknown to be determined is a *function* inside the integral sign

$$\int_a^b K(s, t)u(t)dt = f(s)$$

where  $K$  is the kernel,  $f$  is a known function, and  $u$  to be found.

Can be viewed as a continuous analogue of a system of algebraic equations  $\mathbf{Ax} = \mathbf{y}$

Very common in science & engineering

$K$  represents the response function of an instrument,  $f$  represents measured data,  $u$  is the underlying signal to be determined.

Approximation to the integral equation:

$$\sum_{j=1}^n w_j K(s_i, t_j) u(t_j) = f(s_i) \quad i=1,2,\dots,n$$



# Integral Equations

Approximation leads to a system of linear algebraic equations  $\mathbf{A}x = y$ , which is often ill-conditioned

$$\text{Example: } \int_{-1}^{+1} (1 + \alpha st) u(t) dt = 1$$

Use **composite midpoint rule** with two subintervals  $t_1 = -\frac{1}{2}$ ,  $t_2 = \frac{1}{2}$  and  $w_1 = w_2 = 1$

$$\text{Choose } s_1 = -\frac{1}{2}, \quad s_2 = \frac{1}{2} \qquad Ax = \begin{bmatrix} 1 + \frac{\alpha}{4} & 1 - \frac{\alpha}{4} \\ 1 - \frac{\alpha}{4} & 1 + \frac{\alpha}{4} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$x = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} \end{bmatrix}^T$$

Solution is independent of  $\alpha$ . The ill-conditioning of matrix A can be shown by varying  $\alpha$

More accurate quadrature rules makes the conditioning worse!