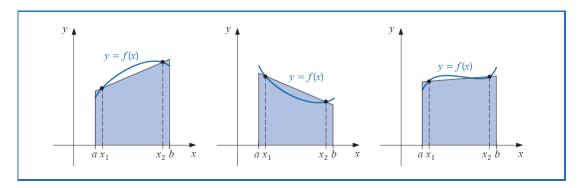
# Math 400 Project 2

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1.

a)



Gaussian quadrature chooses the points or nodes such as  $x_0, x_1, x_2, ..., x_n$  for evaluation in an optimal. These points are rather than equally spaced. The nodes  $x_0, x_1, x_2...x_n$  in the interval [a, b] and coefficients  $c_0, c_1, ..., c_n$  are chosen to minimize the expected error obtained in the approximation

$$\int_{a}^{b} f(x)dx \approx \sum_{i=1}^{n} c_{i} f(x_{i})$$

To measure this accuracy, we assume the choice of of these values gives the greatest degree of precision. The coefficients are arbitrary, and the nodes are restricted to lying in the interval [a, b]. This gives 2n unknowns. Consider polynomial with degree 2n - 1 with 2n unknowns. Then this is the largest polynomials which it is reasonable to expect a formula to exact. With the proper choice, exactness can be obtained.

b) Consider

$$\int_{-1}^{1} f(x)dx = c_0 f(x_0) + c_1 f(x_1)$$

Let

$$f(x) = a_0 + a_1 x + a_2 x^2 + a_3 x^3$$

then

$$f(x_0) = a_0 + a_1 x_0 + a_2 x_0^2 + a_3 x_0^3, f(x_1) = a_0 + a_1 x_1 + a_2 x_1^2 + a_3 x_1^3$$

Therefore

$$\int_{-1}^{1} (a_0 + a_1 x + a_2 x^2 + a_3 x^3) dx = a_0 x + \frac{a_1}{2} x^2 + \frac{a_2}{3} x^3 + \frac{a_3}{4} x^4 \Big|_{-1}^{1} = 2a_0 + \frac{2}{3} a_2 \text{ and}$$

$$c_0 f(x_0) + c_1 f(x_1) = (c_0 + c_1) a_0 + (c_0 x_0 + c_1 x_1) a_1 + (c_0 x_0^2 + c_1 x_1^2) a_2 + (c_0 x_0^3 + c_1 x_1^3) a_3$$

$$\Rightarrow 2a_0 + \frac{2}{3} a_2 = (c_0 + c_1) a_0 + (c_0 x_0 + c_1 x_1) a_1 + (c_0 x_0^2 + c_1 x_1^2) a_2 + (c_0 x_0^3 + c_1 x_1^3) a_3$$

$$\Rightarrow c_0 + c_1 = 2, c_0 x_0 + c_1 x_1 = 0, c_0 x_0^2 + c_1 x_1^2 = \frac{2}{3}, c_0 x_0^3 + c_1 x_1^3 = 0 \text{ with } x_0 < x_1$$

$$\Rightarrow c_0 = 1, c_1 = 1, x_0 = -\frac{1}{\sqrt{3}}, x_1 = \frac{1}{\sqrt{3}}$$

Hence

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

It is exact for all polynomial of degree 3 with  $c_0 = 1, c_1 = 1, x_0 = -\frac{1}{\sqrt{3}}, x_1 = \frac{1}{\sqrt{3}}$ . c) Consider

$$\int_{-1}^{1} x^2 f(x) dx = c_0 f(x_0) + c_1 f(x_1)$$

Let

$$f(x) = a_0 + a_1 x + a_2 x^2 + a_3 x^3$$

then

$$f(x_0) = a_0 + a_1 x_0 + a_2 x_0^2 + a_3 x_0^3, f(x_1) = a_0 + a_1 x_1 + a_2 x_1^2 + a_3 x_1^3$$

Therefore

$$\int_{-1}^{1} (a_0 x^2 + a_1 x^3 + a_2 x^4 + a_3 x^5) dx = \frac{a_0}{3} x^3 + \frac{a_1}{4} x^4 + \frac{a_2}{5} x^5 + \frac{a_3}{6} x^6 \Big|_{-1}^{1} = \frac{2}{3} a_0 + \frac{2}{5} a_2 \text{ and}$$

$$c_0 f(x_0) + c_1 f(x_1) = (c_0 + c_1) a_0 + (c_0 x_0 + c_1 x_1) a_1 + (c_0 x_0^2 + c_1 x_1^2) a_2 + (c_0 x_0^3 + c_1 x_1^3) a_3$$

$$\Rightarrow \frac{2}{3} a_0 + \frac{2}{5} a_2 = (c_0 + c_1) a_0 + (c_0 x_0 + c_1 x_1) a_1 + (c_0 x_0^2 + c_1 x_1^2) a_2 + (c_0 x_0^3 + c_1 x_1^3) a_3$$

$$\Rightarrow c_0 + c_1 = \frac{2}{3}, c_0 x_0 + c_1 x_1 = 0, c_0 x_0^2 + c_1 x_1^2 = \frac{2}{5}, c_0 x_0^3 + c_1 x_1^3 = 0 \text{ with } x_0 < x_1$$

$$\Rightarrow c_0 = \frac{1}{3}, c_1 = \frac{1}{3}, x_0 = -\sqrt{\frac{3}{5}}, x_1 = \sqrt{\frac{3}{5}}$$

Hence

$$\int_{-1}^{1} x^{2} f(x) dx = \frac{1}{3} f(-\sqrt{\frac{3}{5}}) + \frac{1}{3} f(\sqrt{\frac{3}{5}})$$

It is exact for all polynomial for degree 3 with  $c_0 = \frac{1}{3}$ ,  $c_1 = \frac{1}{3}$ ,  $x_0 = -\sqrt{\frac{3}{5}}$ ,  $x_1 = \sqrt{\frac{3}{5}}$ .

2) Jacobi's method. The matrix is in the form

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \\ 0 & 0.165 & 0.202 & 0.317 & 0.234 & 0.182 \\ 0 & 27.7 & 0.862 & 0.062 & 0.073 & 0.131 \\ 0 & 0 & 22.35 & 13.05 & 4.42 & 6.001 \\ 0 & 0 & 0 & 11.28 & 0 & 1.11 \\ 0 & 0 & 0 & 0 & 9.85 & 1.684 \end{bmatrix} \mathbf{p} = \begin{bmatrix} h_0 = 51.53 \\ h_1 = 5.20 \\ h_2 = 61.7 \\ h_3 = 149.2 \\ h_4 = 79.4 \\ h_5 = 89.3 \end{bmatrix}$$

Switch rows to obtains the largest diagonal entries.

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \\ 0 & 27.7 & 0.862 & 0.062 & 0.073 & 0.131 \\ 0 & 0 & 22.35 & 13.05 & 4.42 & 6.001 \\ 0 & 0 & 0 & 11.28 & 0 & 1.11 \\ 0 & 0 & 0 & 0 & 9.85 & 1.684 \\ 0 & 0.165 & 0.202 & 0.317 & 0.234 & 0.182 \end{bmatrix} \mathbf{p} = \begin{bmatrix} 51.53 \\ 61.7 \\ 149.2 \\ 79.4 \\ 89.3 \\ 5.20 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 27.7 & 0 & 0 & 0 & 0 \\ 0 & 0 & 22.35 & 0 & 0 & 0 \\ 0 & 0 & 0 & 11.28 & 0 & 0 \\ 0 & 0 & 0 & 0 & 9.85 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0.182 \end{bmatrix} \mathbf{p} = -\begin{bmatrix} 0 & 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0.862 & 0.062 & 0.073 & 0.131 \\ 0 & 0 & 0 & 13.05 & 4.42 & 6.001 \\ 0 & 0 & 0 & 0 & 0 & 1.11 \\ 0 & 0 & 0 & 0 & 0 & 1.684 \\ 0 & 0.165 & 0.202 & 0.317 & 0.234 & 0 \end{bmatrix} \mathbf{p} + \begin{bmatrix} 51.53 \\ 61.7 \\ 149.2 \\ 79.4 \\ 89.3 \\ 5.20 \end{bmatrix}$$

Therefore

$$\mathbf{p}^{(k+1)} = -\begin{bmatrix} 0 & 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & \frac{431}{1385} & \frac{31}{13850} & \frac{73}{27700} & \frac{131}{27700} \\ 0 & 0 & 0 & \frac{87}{149} & \frac{442}{2235} & \frac{6001}{22350} \\ 0 & 0 & 0 & 0 & 0 & \frac{37}{376} \\ 0 & 0 & 0 & 0 & 0 & \frac{842}{4925} \\ 0 & \frac{165}{182} & \frac{101}{91} & \frac{317}{182} & \frac{9}{7} & 0 \end{bmatrix} \mathbf{p}^{(k)} + \begin{bmatrix} 51.53 \\ \frac{617}{2770} \\ \frac{2984}{447} \\ \frac{1985}{198} \\ \frac{200}{7} \end{bmatrix}$$

By calculation, within  $10^{-6}$ .

The entry of p is : p(0) = 30.024892253845444The entry of p is : p(1) = 2.170207551107441The entry of p is : p(2) = -0.014050967268149028The entry of p is : p(3) = 6.602097356429977The entry of p is : p(4) = 8.306916575297272The entry of p is : p(5) = 4.439961837651227

The entry of p is : p(5) = 4.439961837651227The sum of all p values are :51.53002460706321

Total iteration is :147

The different between last adjacent interations: 9.750344710366397E-7

#### Then by Gauss-Seidal method iteration ( I did extreme acceleration instead)

```
The entry of p is : p(0) = 30.024887890681264

The entry of p is : p(1) = 2.1702073269302655

The entry of p is : p(2) = -0.014043010033522485

The entry of p is : p(3) = 6.602102574378111

The entry of p is : p(4) = 8.306925640796713

The entry of p is : p(5) = 4.4399195772471725

The sum of all p valuse are :51.53

Total iteration is :22

The different between last adjacent interations: 8.722937569293503E-7
```

### The java code is below

```
package math400p2;
- /**
   * Cauthor Arnold Jiadong Yu
   public class Math400P2 {
        public static void main(String []args) {
           double[] x1 = \{0, 0, 0, 0, 0, 0\};
           double[] x2 = \{0, 0, 0, 0, 0, 0\};
           double[] sum = \{0, 0, 0, 0, 0, 0\};
           double sum_next = 0;
           double tol=0.000001;
           double error = 1.0;
           boolean bool = true;
           int iter = 0;
           while(bool) {
               iter++;
               // Jacobi's method
               x2[0] = 51.53 - 1.0*x1[1]-1.0*x1[2]-1.0*x1[3]-1.0*x1[4]-1.0*x1[5];
               x2[1] = 61.7/27.7-0.862/27.7*x1[2]-0.062/27.7*x1[3]-0.073/27.7*x1[4]-0.131/27.7*x1[5];
               x2[2] = 149.2/22.35-13.05/22.35*x1[3]-4.42/22.35*x1[4]-6.0001/22.35*x1[5];
               x2[3] = 79.4/11.28-1.11/11.28*x1[5];
               x2[4] = 89.3/9.85-1.684/9.85*x1[5];
               x2[5] = 5.2/0.182 - 0.165/0.182 * x1[1] - 0.202/0.182 * x1[2] - 0.317/0.182 * x1[3] - 0.234/0.182 * x1[4];
               // Gauss-Seidal method
               // I did extreme acceleration by switching the order to reach max speed.
```

```
x2[3] = 79.4/11.28-1.11/11.28*x1[5];
     x2[4] = 89.3/9.85-1.684/9.85*x1[5];
     x2[2] = 149.2/22.35-13.05/22.35*x2[3]-4.42/22.35*x2[4]-6.0001/22.35*x1[5];
     x2[1] = 61.7/27.7-0.862/27.7*x2[2]-0.062/27.7*x2[3]-0.073/27.7*x2[4]-0.131/27.7*x1[5];
     x2[5] = 5.2/0.182-0.165/0.182*x2[1]-0.202/0.182*x2[2]-0.317/0.182*x2[3]-0.234/0.182*x2[4];
     x2[0] = 51.53 - 1.0*x2[1]-1.0*x2[2]-1.0*x2[3]-1.0*x2[4]-1.0*x2[5];
     sum_next = x2[0]+x2[1]+x2[2]+x2[3]+x2[4]+x2[5];
     for(int i=0:i<6:i++){
        sum[i]= x2[i]-x1[i];
         System. out. println(sum[i]);
     error = norm(sum)/norm(x2);
     if(error < tol)</pre>
     bool = false;
     for(int i=0;i<6;i++) {</pre>
      x1[i] = x2[i];
 for(int i = 0; i < 6; i++){
     System. out. println("The entry of p is : p("+(i) +") = " + x2[i]);
 System. out. println("The sum of all p value are :"+ sum_next);
 System. out. println("Total iteration is :" + iter);
 System. out. println("The different between last adjacent interations: " + error);
public static double norm(double[] n) {
    double norm = 0.0;
    for(int i = 0 ; i < 6 ; i++)
      norm += Math. pow(Math. abs(n[i]), 2);
    norm = Math. sqrt(norm);
    return norm;
```