Computational Methods in Physics (PHY 365)

FA23

Dr. Muhammad Kamran

Department of Physics

COMSATS University Islamabad

Lab 13

MATLAB's quad function

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- q = quad(fun , a , b) tries to approximate the integral of function fun from a to b to within an error of 10^{-6} using recursive adaptive Simpson quadrature.
  - fun is a function handle.
  - Limits a and b must be finite.
  - The function y = fun(x) should accept a vector argument x and return a vector result y, the integrand evaluated at each element of x.

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  - fun is a function handle.
  - Limits a and b must be finite.
  - The function y = fun(x) should accept a vector argument x and return a vector result y, the integrand evaluated at each element of x.
- q = quad(fun , a , b , tol) uses an absolute error tolerance "tol" instead of the default.

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  x_lower = 0;

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- The interval

```
x_lower = 0;
x_upper = 2;
```

- The integrand

```
f = @ (x)   1 ./ (x   .^ 3 - 2 * x - 5);
```

MATLAB's quad function

- Calling the quad function

```
quad_int = quad(f , x_lower , x_upper);
```

MATLAB's quad function

- Calling the quad function

  quad_int = quad(f , x_lower , x_upper);

- Displaying the result

  fprintf('The approximate value of the integral is %3.4f \n', quad_int)

MATLAB's dblquad function

- q = dblquad(fun , xmin , xmax , ymin , ymax) calls the quad function to evaluate the double integral fun(x,y) over the rectangle (xmin ≤ x ≤ xmax, ymin ≤ y ≤ ymax).

- q = dblquad(fun , xmin , xmax , ymin , ymax , tol , method) uses the quadrature function specified as method, instead of the default quad.

  - Valid values for method are @quadl or the function handle of a user-defined quadrature method that has the same calling sequence as quad and quadl.

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$$I = \int_0^{\pi} \int_{\pi}^{2\pi} [y \sin(x) + x \cos(y)] \, dx \, dy.$$

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$$I = \int_0^{\pi} \int_{\pi}^{2\pi} [y \sin(x) + x \cos(y)] \, dx \, dy.$$

- The intervals

```
x_lower = pi;
x_upper = 2 * pi;
y_lower = 0;
y_upper = pi;
```

MATLAB's dblquad function

- The integrand

```
f = @ (x , y)   y .* sin (x) + x .* cos (y);
```

- Calling the dblquad function

```
dblquad_int = dblquad (f, x_lower, x_upper, y_lower,
y_upper);
```

MATLAB's dblquad function

- The integrand

```
f = @ (x , y)   y .* sin (x) + x .* cos (y);
```

- Calling the dblquad function

```
dblquad_int = dblquad (f, x_lower, x_upper, y_lower,
y_upper);
```

- Displaying the result

```
fprintf('The approximate value of the integral is %3.4f \n',
dblquad_int)
```

References

- https://www.mathworks.com/help/matlab/ref/quad.html
- https://www.mathworks.com/help/matlab/ref/dblquad.html
- https://www.mathworks.com/help/matlab/ref/quadl.html