# Computational Methods in Physics (PHY 365) FA23

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Lab 14

• q = quadgk(fun, a, b) integrates the function handle "fun" from "a" to "b" using high-order global adaptive quadrature and default error tolerances.

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- [q , errbnd] = quadgk(fun , a , b) additionally returns an approximate upper bound on the absolute error |q I|, where I is the exact value of the integral.
- [\_\_\_\_\_] = quadgk(fun, a, b, Name, Value) specifies additional options with one or more name-value pair arguments using either of the previous output argument combinations.

■ Problem: Compute the following integral using quadgk function.

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$$x_{lower} = 0;$$
  
 $x_{upper} = inf;$ 

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■ The integrand

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

Calling the quadgk function quad int = quadgk(f, x lower, x upper);

- Calling the quadgk function
  quad\_int = quadgk(f , x\_lower , x\_upper);
- Displaying the result fprintf('The approximate value of the integral is %3.4f \n', quad\_int)

#### MATLAB's triplequad function

- q = triplequad(fun , xmin , xmax , ymin , ymax , zmin , zmax) evaluates the triple integral over the three dimensional rectangular region xmin  $\leq$  x  $\leq$  xmax, ymin  $\leq$  y  $\leq$  ymax, zmin  $\leq$  z  $\leq$  zmax.
  - ♦ The first input, "fun", is a function handle.
  - \$\displant \text{fun(x, y, z) must accept a vector x and scalars y and z,}
    and return a vector of values of the integrand.

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  - ♦ The first input, "fun", is a function handle.
  - $\diamond$  fun(x , y , z) must accept a vector x and scalars y and z, and return a vector of values of the integrand.
- q = triplequad(fun , xmin , xmax , ymin , ymax , zmin , zmax , tol) uses a tolerance tol instead of the default.

#### MATLAB's triplequad function

- q = triplequad(fun, xmin, xmax, ymin, ymax, zmin, zmax) evaluates the triple integral over the three dimensional rectangular region xmin  $\leq x \leq xmax$ ,  $vmin \le v \le vmax$ ,  $zmin \le z \le zmax$ .
  - ♦ The first input, "fun", is a function handle.
  - $\diamond$  fun(x, y, z) must accept a vector x and scalars y and z, and return a vector of values of the integrand.
- q = triplequad(fun , xmin , xmax , ymin , ymax , zmin , zmax, tol) uses a tolerance tol instead of the default.
- q = triplequad(fun, xmin, xmax, ymin, ymax, zmin, zmax, tol, method) uses the quadrature function specified as method, instead of the default quad.

#### References

- https://www.mathworks.com/help/matlab/ref/quadgk.html
- https://www.mathworks.com/help/matlab/ref/triplequad.html
- https://en.wikipedia.org/wiki/Gauss%E2%80%93Kronrod\_quadrature\_formula