

# Integration

## Numerical Methods

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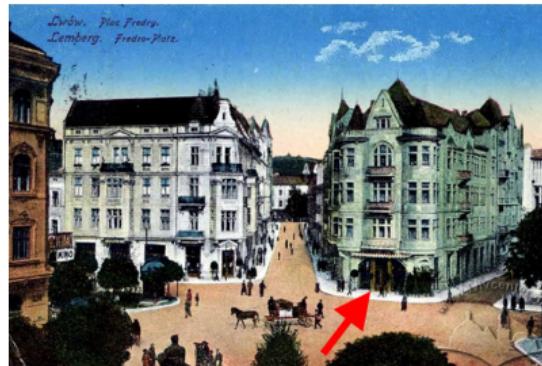
# Lecture content

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- **Scottish Café in Lviv.** Over glasses of cognac, mathematicians scribbled on the cafe's marble tabletops, and history was made. They were no ordinary guests. These men were Hugo **Steinhaus**, Stefan **Banach** and Stanisław **Ulam** – mathematicians who dreamt big, wrote poems, constructed the atomic bomb and helped organise the first flights to the moon.  
*Article: Maths, Madness and the Manhattan Project*
- The Scottish Café was the café in Lwów, Poland (now Lviv, Ukraine) where, in the 1930s and 1940s, mathematicians from the Lwów School collaboratively discussed research problems, particularly in **functional analysis** and **topology**.  
*Wiki: Scottish Café*



## Stanisław Ulam

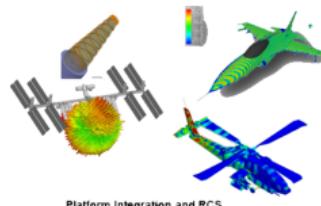
- In 1939 moved to US
- In 1943 joined the **Manhattan Project**, which was US's wartime effort to create the atomic bomb.
- In the 60s he worked on a **moon flight** programme.
- One of the first, who **used computers** in his projects.
- Discovered the **Monte Carlo** method
- The Monte Carlo method has become a ubiquitous and **standard approach** to computation, and the method has been applied to a vast number of scientific problems. In addition to problems in **physics** and **mathematics**, the method has been applied to **finance**, **social science**, **environmental risk assessment**, **linguistics**, **radiation therapy**, **sports** and many others.



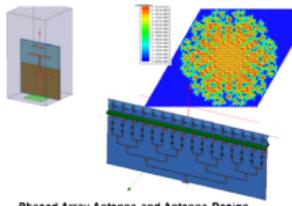
- There are many applications in which **numerical integration** plays **key role** for computation.
- Some well-known functions are defined as integrals. For instance, the **cumulative distribution** of a **bell curve** is defined as:

$$\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt. \quad (1)$$

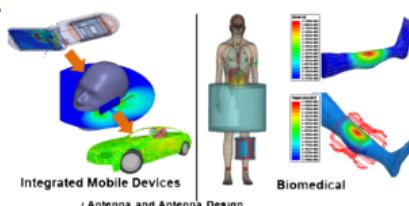
- Approximations of  $\text{erf}(x)$  are needed in **statistical** methods, and one reasonable approach to finding these values is to compute the integral above **numerically**.
- Other times, numerical approximations of integrals are part of a larger systems. For example, approximated solution of the integral equations.



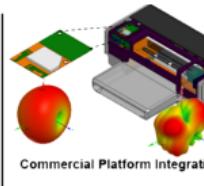
Platform Integration and RCS



Phased Array Antenna and Antenna Design



Integrated Mobile Devices / Antenna and Antenna Design



Commercial Platform Integrati

- The rendering equation from computer graphics and **ray tracing** is an **integral equation**

$$I(\vec{x}, \vec{y}) = g(\vec{x}, \vec{y}) \left[ \varepsilon(\vec{x}, \vec{y}) + \int_S \rho(\vec{x}, \vec{y}, \vec{z}) I(\vec{y}, \vec{z}) d\vec{z} \right]$$



- Many classical **image processing filters** can be thought of as **convolutions**, given by:

$$(I * g)(x, y) = \iint_{\mathbb{R}^2} I(u, v)g(x - u, y - v) du dv$$



## Quadrature rules - general view

- The problem of **numerical integration** (or **quadrature**) in a single variable can be expressed as: "Given a **sampling** of  $n$  points from some function  $f(x)$ , find an **approximation** of  $\int_a^b f(x)dx$ ".
- Quadrature rule approximating the integral of  $f(x)$  on some interval  $a \leq x \leq b$  with a set of  $n$  sample points  $x_i$ :

$$\int_a^b f(x)dx \approx \sum_{i=1}^n w_i f(x_i). \quad (2)$$

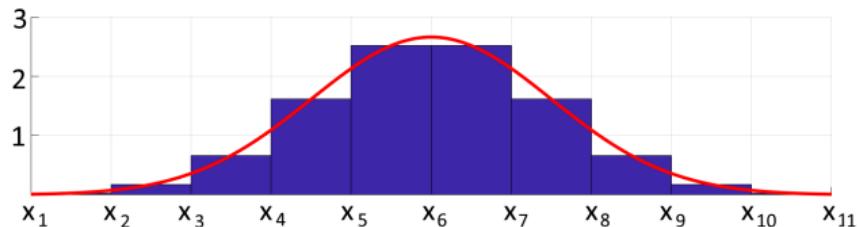
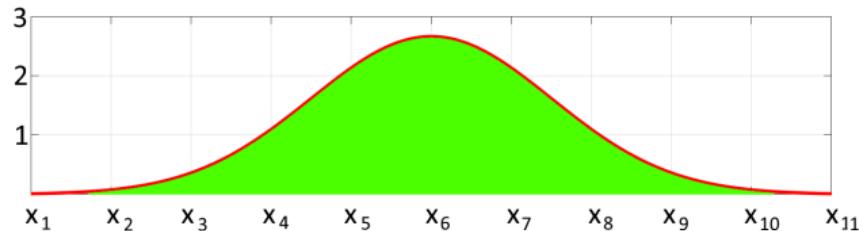
- The choices of  $x_i$  and  $w_i$  determine a **quadrature rule**.
- For example, the *Riemann integral* presented in introductory calculus:

$$\int_a^b f(x)dx = \lim_{\Delta x_k \rightarrow 0} \sum_{k=1}^{n-1} f(\tilde{x}_k)(x_{k+1} - x_k). \quad (3)$$

- The interval  $[a, b]$  is partitioned into pieces  $a = x_1 < x_2 \dots < x_n = b$ , where  $\Delta x_k = x_{k+1} - x_k$  and  $\tilde{x}_k$  is any point in  $[x_k, x_{k+1}]$ .

# Riemann integral

$$\int_a^b f(x)dx = \lim_{\Delta x_k \rightarrow 0} \sum_{k=1}^{n-1} f(\tilde{x}_k)(x_{k+1} - x_k).$$



The integral value is given by the **area** of the region (accurate - green and approximated - blue).

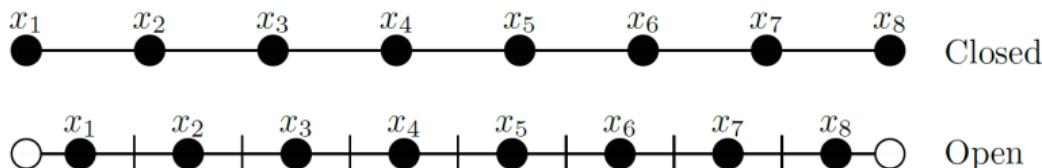
# Newton–Cotes formulas

- **Newton–Cotes** formulas are one of the most **frequently** used ones to integrate.
- They assume that  $x_i$ 's are evenly spaced points in  $[a, b]$ .
- There are two reasonable choices of evenly spaced samples:
  - **Closed**:  $x_i$ 's are placed at  $a$  and  $b$ . In particular, for  $k \in \{1 \dots n\}$ :

$$x_k = a + \frac{(k-1)(b-a)}{n-1} \quad (4)$$

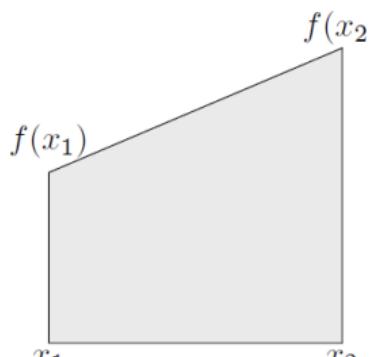
- **Open**:  $x_i$ 's are not placed at  $a$  or  $b$ :

$$x_k = a + \frac{k(b-a)}{n+1} \quad (5)$$

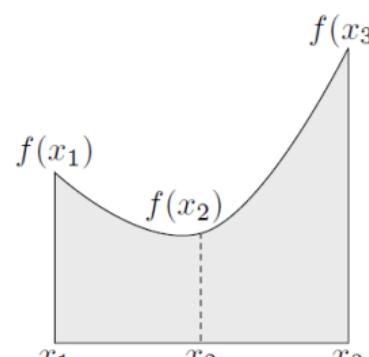


# Newton–Cotes formulas

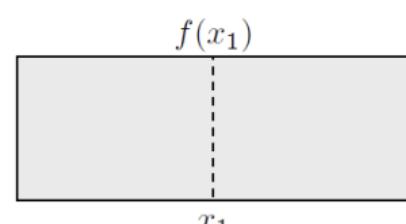
- In the **Newton–Cotes** approach the function  $f(x)$  in each of the subregions  $[x_k, x_{k+1}]$  is **approximated** using a **low degree**-polynomial:



Trapezoidal rule



Simpson's rule



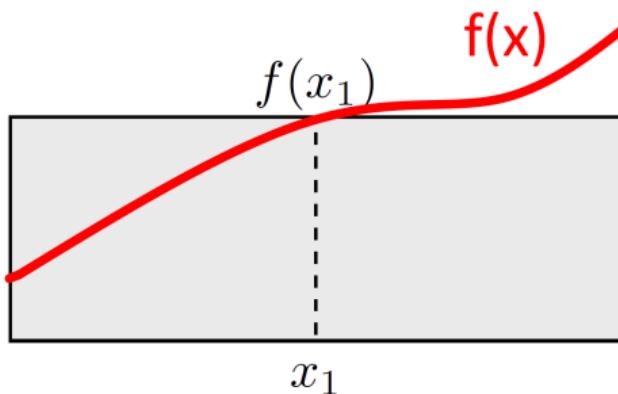
Midpoint rule

- Then, we will chain together small pieces into **composite** rules when integrating over a large interval  $[a, b]$ .

## Newton–Cotes formulas - Open Rule

- The most common rule for **open** quadrature is the **midpoint rule**, which approximates an integral with the signed area of a **rectangle** through the **midpoint** of the integration interval  $[x_k, x_{k+1}]$ :

$$\int_{x_i}^{x_{i+1}} f(x) dx \approx \int_{x_i}^{x_{i+1}} f\left(\frac{x_{i+1} + x_i}{2}\right) dx = (x_{i+1} - x_i)f\left(\frac{x_{i+1} + x_i}{2}\right) \quad (6)$$



Midpoint rule

## Newton–Cotes formulas - Open Rule

- We usually wish to integrate  $f(x)$  with more than one sample point (to **increase the accuracy**)
- To do so, we can construct a **composite** rule by summing up smaller **pieces**.
- For example, if we subdivide  $[a, b]$  into  $k$  intervals, we obtain:

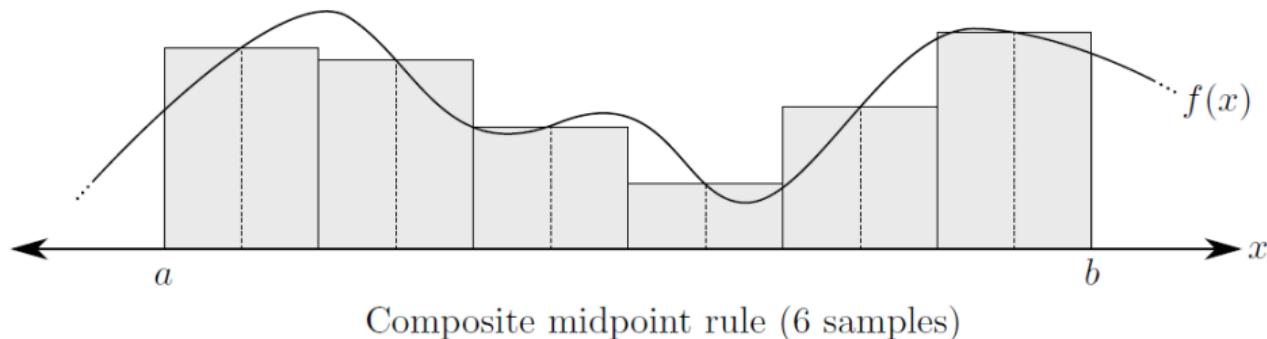
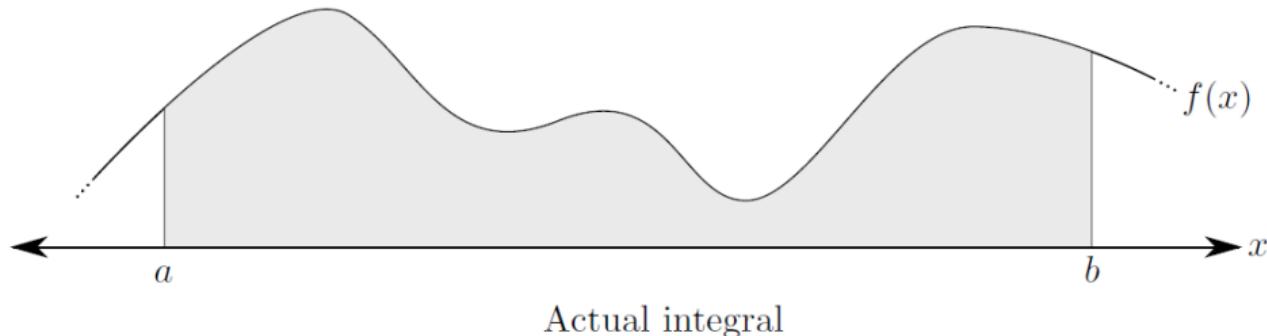
$$\Delta x = \frac{b - a}{k} \quad (7)$$

$$x_i = a + (i - 1)\Delta x. \quad (8)$$

- and the **composite midpoint** rule is:

$$\int_a^b f(x)dx \approx \sum_{i=1}^k f\left(\frac{x_i + x_{i+1}}{2}\right) \Delta x \quad (9)$$

## Newton–Cotes formulas - Open Rule

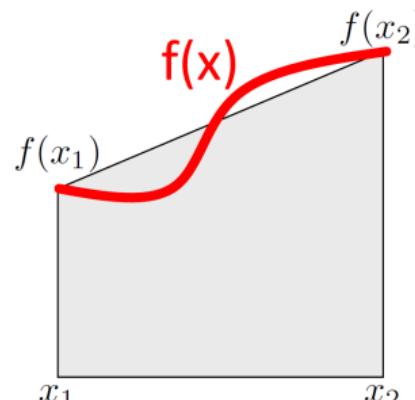


## Newton–Cotes formulas - Closed Rule

An example of the **closed** quadrature is the **trapezoidal rule**, which approximates an integral with the signed area of a **trapeze**, which is constructed by linearly interpolating from  $f(x_k)$  to  $f(x_{k+1})$  (for the interval  $[x_k, x_{k+1}]$ ):

$$\int_{x_i}^{x_{i+1}} f(x) dx \approx (x_{i+1} - x_i) \left( \frac{f(x_{i+1}) + f(x_i)}{2} \right) \quad (10)$$

**At home - derive the above formula.**



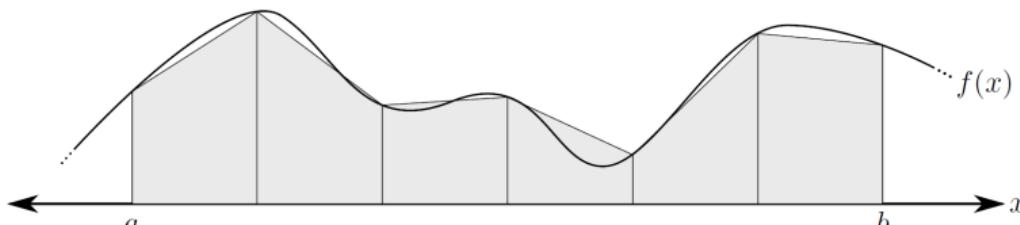
Trapezoidal rule

## Newton–Cotes formulas - Closed Rule

- A **composite** rule for the trapezoidal scheme is obtained by summing up smaller pieces.
- If we subdivide  $[a, b]$  into  $k$  intervals, we obtain:

$$\int_a^b f(x)dx \approx \sum_{i=1}^k \left( \frac{f(x_i) + f(x_{i+1})}{2} \right) \Delta x = \quad (11)$$

$$= \Delta x \left( \frac{1}{2}f(a) + f(x_2) + \dots + f(x_k) + \frac{1}{2}f(b) \right)$$

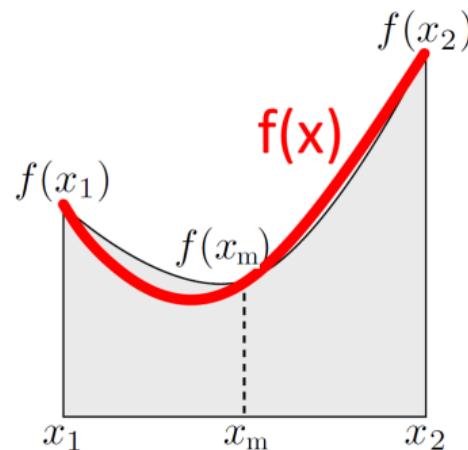


Composite trapezoidal rule (7 samples)

## Newton–Cotes formulas - Closed Rule

Another example for the **closed** quadrature is the **Simpson's rule**, which approximates an integral with the signed area enclosed by the parabola that goes through the three points:

$$\int_{x_i}^{x_{i+1}} f(x) dx \approx \frac{(x_{i+1} - x_i)}{6} \left( f(x_i) + 4f\left(\frac{x_{i+1} + x_i}{2}\right) + f(x_{i+1}) \right) \quad (12)$$

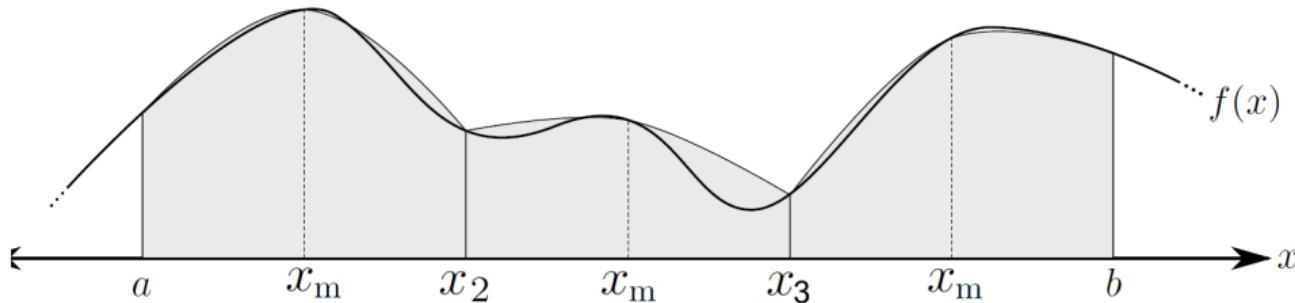


Simpson's rule

## Newton–Cotes formulas - Closed Rule

- A **composite** rule for the Simpson's scheme is obtained by summing up smaller pieces.
- If we subdivide  $[a, b]$  into  $k$  intervals, we obtain:

$$\int_a^b f(x)dx \approx \frac{\Delta x}{6} \sum_{i=1}^k \left( f(x_i) + 4f\left(\frac{x_{i+1} + x_i}{2}\right) + f(x_{i+1}) \right) \quad (13)$$



Composite Simpson's scheme. 4 samples + 3 samples in the middle-points ( $x_m$ ).

# Monte Carlo integration

- This method was created by the Polish mathematician Stanisław Ulam in order to simulate the behavior of neutrons during the work on the American hydrogen bomb in Los Alamos.
- The name of Monte Carlo refers to the name of the casino in Monaco.
- This method allows to calculate the integral values of functions that can not be determined by standard methods.



<http://www.artribune.com/professioni-e-professionisti/fiere/2018/03/photomonaco-fiera-fotografia/>

# Monte Carlo integration

**The next steps of the method are as follows:**

- Separate the integration domain using the figure, which area  $S$  can be easily computed.
- Select  $N$  random points within the selected figure. Let  $N_1$  be the number of points that are under the  $f(x)$  curve and  $N_2$  the number of points over the curve (see - fig. below).
- The approximate value of the integral is given by the formula:

$$P = \frac{N_1}{N} \cdot S \quad (14)$$

