

# CHAPTER SEVEN

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## Numerical Integration

# Objectives

- Numerical Integration

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- $\int_a^b f(x)dx = Q[f] + E[f]$
- Suppose that  $a = x_0 < x_1 < \dots < x_M = b \rightarrow$  Sample points
- $Q[f] = \sum_{k=0}^M w_k f(x_k) = w_0 f(x_0) + w_1 f(x_1) + \dots + w_M f(x_M)$
- $E[f] = k f^{(n+1)}(c)$  ,  $k$  is constant
- Where:
- $Q[f]$ : Numerical Integration (Quadrature form)
- $E[f]$ : Truncation Error for integration
- $\{x_k\}_{k=0}^M$ : Quadrature Nodes
- $\{w_k\}_{k=0}^M$ : Weights

The goal is to approximate the definite integral of  $f(x)$  over the interval  $[a, b]$  by evaluating  $f(x)$  at a finite number of sample points

# Newton-Cotes Quadrature Formulas

- When  $Q[f]$  derived from polynomial approximates  $f(x)$  over  $[a, b]$ , resulting formula called **Newton-Cotes quadrature formula**
- $P_M(x)$ : polynomial of degree  $\leq M$  pass through  $M + 1$  equally spaced points  $\{x_k, f(x_k)\}_{k=0}^M$
- $P_M(x)$ : approximates  $f(x) \rightarrow$  integral of  $P_M(x)$  approximates integral of  $f(x)$

# Newton-Cotes Quadrature Formulas

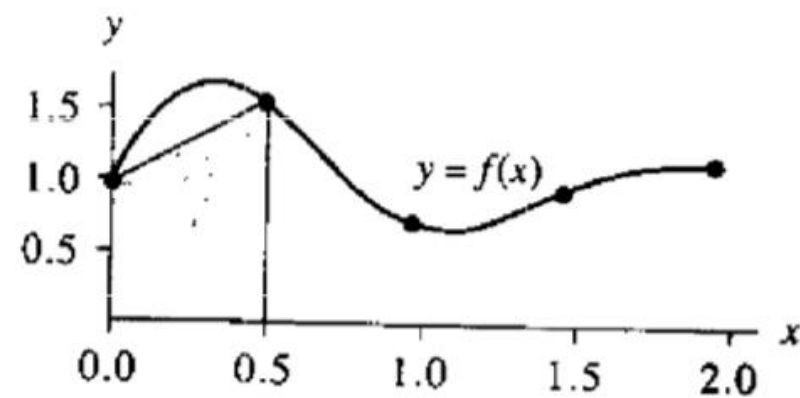
- For  $M = 4$ :  $P_1(x)$ ,  $P_2(x)$ ,  $P_3(x)$ ,  $P_4(x)$

$$\int_{x_0}^{x_1} f(x)dx \approx \int_{x_0}^{x_1} P_1(x)dx = \frac{h}{2}(f_0 + f_1) \rightarrow \text{Trapezoidal Rule}$$

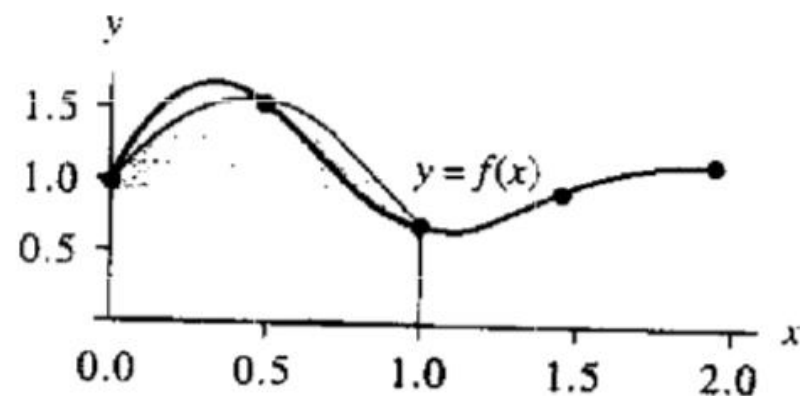
$$\int_{x_0}^{x_2} f(x)dx \approx \int_{x_0}^{x_2} P_2(x)dx = \frac{h}{3}(f_0 + 4f_1 + f_2) \rightarrow \text{Simpson's Rule}$$

$$\int_{x_0}^{x_3} f(x)dx \approx \int_{x_0}^{x_3} P_3(x)dx = \frac{3h}{8}(f_0 + 3f_1 + 3f_2 + f_3) \rightarrow \text{Simpson's } 3/8 \text{ Rule}$$

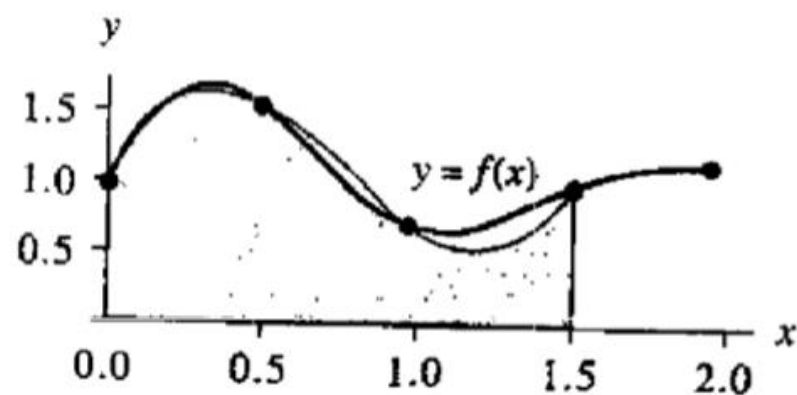
$$\int_{x_0}^{x_4} f(x)dx \approx \int_{x_0}^{x_4} P_4(x)dx = \frac{2h}{45}(7f_0 + 32f_1 + 12f_2 + 32f_3 + 7f_4) \rightarrow \text{Boole's Rule}$$



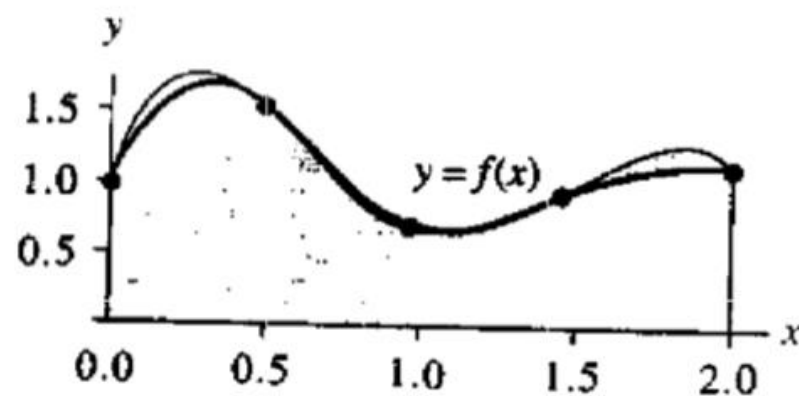
(a)



(b)



(c)



(d)

**Figure 7.2** (a) The trapezoidal rule integrates  $y = P_1(x)$  over  $[x_0, x_1] = [0.0, 0.5]$ . (b) Simpson's rule integrates  $y = P_2(x)$  over  $[x_0, x_1] = [0.0, 1.0]$ . (c) Simpson's  $\frac{3}{8}$  rule integrates  $y = P_3(x)$  over  $[x_0, x_3] = [0.0, 1.5]$ . (d) Boole's rule integrates  $y = P_4(x)$  over  $[x_0, x_4] = [0.0, 2.0]$ .

# References

- [1] Mathews J. H. and Fink K. D. (1999). Numerical Methods using MATLAB, NJ: Prentice Hall

