

Gaussian Quadrature Formulas

- Most numerical integration formulas conform

to
$$\int_a^b f(x) dx \approx A_0 f(x_0) + A_1 f(x_1) + \cdots + A_n f(x_n)$$

with the **nodes** x_j and the **weights** A_j .

- Recall Lagrange interpolation formula:

$$p(x) = \sum_{i=0}^n f(x_i) \ell_i(x) \quad \text{where} \quad \ell_i(x) = \prod_{\substack{j=0 \\ j \neq i}}^n \left(\frac{x - x_j}{x_i - x_j} \right)$$

Simpson's Rule

Lagrange quadratic polynomial through $(0, f(0))$, $(h, f(h))$
and $(2h, f(2h))$:

$$p(x) = \frac{1}{2h^2}(x-h)(x-2h)f(0) - \frac{1}{h^2}x(x-2h)f(h) + \frac{1}{2h^2}x(x-h)f(2h)$$

$$\int_0^{2h} f(x) dx \approx \int_0^{2h} p(x) dx = \frac{h}{3}[f(0) + 4f(h) + f(2h)]$$

Change of interval

- Integration rules are usually derived on an interval such as $[0,1]$ or $[-1,1]$.
- Often we want to use these rules over a different intervals.
- We can do so by a **linear change of variables**.

$$\int_a^b f(x) dx = \left(\frac{b-a}{d-c} \right) \int_c^d f(\lambda(t)) dt$$

$$\lambda(t) = \left(\frac{b-a}{d-c} \right) t + \left(\frac{ad-bc}{d-c} \right)$$

Quadrature Rule

- Recall $\int_a^b f(x) dx \approx A_0 f(x_0) + A_1 f(x_1) + \cdots + A_n f(x_n)$
- This formula is exact for all polynomials of degree n with arbitrary $n + 1$ nodes in (a, b) .
- Gaussian Quadrature Theorem** states that with a set of carefully chosen nodes, the formula is exact for polynomials of degree $2n + 1$.

Theorem

Gaussian Quadrature Theorem

Let q be a nontrivial polynomial of degree $n + 1$ such that

$$\int_a^b x^k q(x) dx = 0 \quad (0 \leq k \leq n)$$

Let x_0, x_1, \dots, x_n be the zeros of q . Then the formula

$$\int_a^b f(x) dx \approx \sum_{i=0}^n A_i f(x_i) \quad \text{where} \quad A_i = \int_a^b \ell_i(x) dx \quad (6)$$

with these x_i 's as nodes will be exact for all polynomials of degree at most $2n + 1$. Furthermore, the nodes lie in the open interval (a, b) .

$$\begin{aligned} \int_a^b f(x) dx &= \int_a^b p(x)q(x) dx + \int_a^b r(x) dx = \int_a^b r(x) dx \\ &= \sum_{i=0}^n A_i r(x_i) = \sum_{i=0}^n A_i f(x_i) \end{aligned}$$

Example

- Determine the Gaussian quadrature formula with three nodes/weights for the integral

$$\int_{-1}^1 f(x) dx$$

- Use this formula to approximate the integral

$$\int_0^1 e^{-x^2} dx$$

Legendre polynomials

- Aim at efficient methods for generating the special polynomials whose roots are used as nodes.
- Consider $\int_{-1}^1 f(x)dx$ and standardize q_n such that $q_n(1) = 1 \rightarrow$ Legendre polynomials $q_0(x) = 1$
- The first few: $q_1(x) = x$
- Recurrence relation: $q_2(x) = \frac{3}{2}x^2 - \frac{1}{2}$

$$q_n(x) = \left(\frac{2n-1}{n}\right)xq_{n-1}(x) - \left(\frac{n-1}{n}\right)q_{n-2}(x)$$

Gaussian Quadrature formulas

n	Nodes x_i	Weights A_i
3	$-\sqrt{\frac{1}{7}(3 - 4\sqrt{0.3})}$	$\frac{1}{2} + \frac{1}{12}\sqrt{\frac{10}{3}}$
	$-\sqrt{\frac{1}{7}(3 + 4\sqrt{0.3})}$	$\frac{1}{2} - \frac{1}{12}\sqrt{\frac{10}{3}}$
	$+\sqrt{\frac{1}{7}(3 - 4\sqrt{0.3})}$	$\frac{1}{2} + \frac{1}{12}\sqrt{\frac{10}{3}}$
	$+\sqrt{\frac{1}{7}(3 + 4\sqrt{0.3})}$	$\frac{1}{2} - \frac{1}{12}\sqrt{\frac{10}{3}}$

- Most nodes/weights are irrational numbers, so they are not used in computations by hand.
- In programming, Gaussian quadrature formulas usually give greater accuracy with fewer function evaluations.
- The choice of quadrature formula depends applications.