

**CS319: Scientific Computing**

**Algorithm Analysis (Quadrature and  
Jupyter)**

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Week 6: 19 February, 2025

Slides and examples: <https://www.niallmadden.ie/2425-CS319>

## 0. Reminders

1. Grades for Lab 2 will be available by Friday's class;
2. Lab 4 will be posted shortly before 9am tomorrow. Proposed deadline is next Tuesday (25 Feb). **Discuss!**.
3. **Class test:** here Friday at 11.

# 0. Outline

- 1 Recall: Quadrature
- 2 Quadrature 2: Simpson's Rule
- 3 Analysis
- 4 Jupyter: lists and NumPpy

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# 1. Recall: Quadrature

Last week, we revisited the problem of **numerical integration** (aka **quadrature**).

We computed estimates for  $\int_a^b f(x)dx$  by applying the Trapezium Rule:

- ▶ Choose the number of intervals  $N$ , and set  $h = (b - a)/N$ .
- ▶ Define the **quadrature points**:  $x_0 = a$ ,  $x_1 = a + h$ ,  
 $\dots x_N = b$ . In general,  $x_i = a + ih$ .
- ▶ Compute the **quadrature values**:  $y_i = f(x_i)$  for  
 $i = 0, 1, \dots, N$ .
- ▶ Compute  $\int_a^b f(x)dx \approx Q_1(f) := h\left(\frac{1}{2}y_0 + \sum_{i=1:(N-1)} y_i + \frac{1}{2}y_N\right)$ .

# 1. Recall: Quadrature

We then applied this method to estimate  $\int_0^1 e^x dx$ , for various values of  $N$ .

We got results like the following:

```
N= 8, Trap Rule=1.72052, error=2.236764e-03
N= 16, Trap Rule=1.71884, error=5.593001e-04
N= 32, Trap Rule=1.71842, error=1.398319e-04
N= 64, Trap Rule=1.71832, error=3.495839e-05
N=128, Trap Rule=1.71829, error=8.739624e-06
```

# 1. Recall: Quadrature

We then pondered some of the following questions:

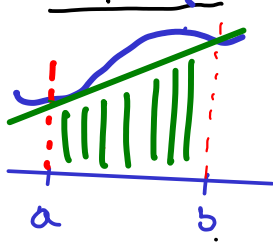
1. What value of  $N$  should we pick to ensure the error is less than, say,  $10^{-6}$ ?
2. How could we predict that value if we didn't know the true solution?
3. What is the smallest error that can be achieved in practice? Why?
4. How does the time required depend on  $N$ ? What would happen if we tried computing in two or more dimensions?
5. **Are there any better methods? (And what does “better” mean?)**

## 2. Quadrature 2: Simpson's Rule

Simpson's Rule is an improvement on the Trapezium Rule.

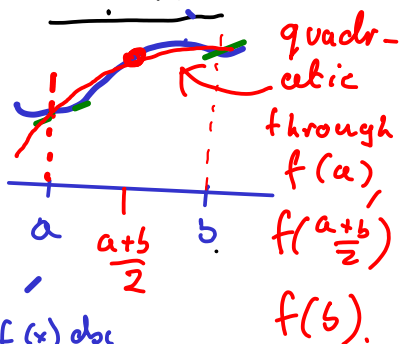
Here is a rough idea of how it works:

Trap Rule



$$\int_a^b f(x) dx \approx \frac{b-a}{2} (f(a) + f(b))$$

Simpson's Rule



$$\int_a^b f(x) dx \approx \frac{b-a}{6} \left( f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right)$$

## 2. Quadrature 2: Simpson's Rule

The Method is:

- ▶ Choose an **EVEN** number of intervals  $N$ , and set  $h = (b - a)/N$ .
- ▶ Define the quadrature points  $x_0 = a$ ,  $x_1 = a + h$ ,  $\dots$ ,  $x_N = b$ . In general,  $x_i = a + ih$ .
- ▶ Set  $y_i = f(x_i)$  for  $i = 0, 1, \dots, N$ .
- ▶ Compute

$$Q_2(f) := \frac{h}{3} \left( y_0 + \sum_{i=1:2:N-1} 4y_i + \sum_{i=2:2:N-2} 2y_i + y_N \right).$$

Note  $1:2:N-1$  is shorthand for  $\{1, 3, 5, 7, \dots, N-1\}$



## 2. Quadrature 2: Simpson's Rule

The program `01CompareRules.cpp` implements both methods and compares the results for a given  $N$ . Here we just show the code for the implementation of Simpson's Rule.

### `00CompareRules.cpp`

```
58 double Quad2(double *x, double *y, unsigned int N)
   {
   60     double h = (x[N]-x[0])/double(N);
       double Q = y[0]+y[N];
       for (unsigned int i=1; i<=N-1; i+=2)
   62     Q += 4*y[i];
       for (unsigned int i=2; i<=N-2; i+=2)
   64     Q += 2*y[i];
       Q *= h/3.0;
   66     return(Q);
   }
```

## 2. Quadrature 2: Simpson's Rule

When we run `00CompareRules.cpp`, and h test both methods attempts at estimating

$$\int_0^1 e^x dx,$$

we get output like:

<i>N</i>	Trapezium Error	Simpson's Error
8	2.236764e-03	2.326241e-06
16	5.593001e-04	1.455928e-07
32	1.398319e-04	9.102726e-09
64	3.495839e-05	5.689702e-10

From this we can quickly observe the Simpson's Rule to give smaller errors than the Trapezium Rule, for the same effort.

Can we quantify this?

### 3. Analysis

Next we want to analyse, experimentally, the results given by these program.

We'll do the calculations, in detail, for the Trapezium Rule.

In Lab 5, you will redo this for Simpson's Rule.

.....  
Let  $E_N = |\int_a^b f(x)dx - Q_1(f)|$  where  $Q_1(\cdot)$  is implemented for a given  $N$ .

We'll speculate that

$$E_N \approx CN^{-q},$$

for some positive constants  $C$  and  $q$ . If this was a numerical analysis module (like MA378) we'd determine  $C$  and  $p$  from theory. In CS319 we do this **experimentally**.

### 3. Analysis

The idea: *not quite true*

$$\varepsilon_N \stackrel{\downarrow}{=} C N^{-q}$$

$$\Rightarrow \log(\varepsilon_N) = \log(C N^{-q}) \quad \left[ \begin{array}{l} \log \text{ can} \\ \text{be to} \\ \text{any base!} \end{array} \right]$$

$$\Rightarrow \log(\varepsilon_N) = \log(C) + \log(N^{-q})$$

$$\Rightarrow \log(\varepsilon_N) = \log(C) - q \log(N).$$

Let  $X = \log(N)$ ,  $Y = \log(\varepsilon_N)$ ,  $K = \log(C)$

$$\Rightarrow \boxed{Y = K - qX.}$$

Equation of a line  
with slope  $-q$ ,  
& x-intercept  $K$ .

### 3. Analysis

To implement this, we need some data. That can be generated, for the Trapezium Rule, by the following programme.

Notice that we use dynamic memory allocation. That is because the size of the arrays, **x** and **y** change while the programme.

#### 01CheckConvergence.cpp

```
18 int main(void )
19 {
20     unsigned K = 8; // number of cases to check
21     unsigned Ns[K]; // Number of intervals
22     double Errors[K];
23     double a=0.0, b=1.0; // limits of integration
24     double *x, *y; // quadrature points and values.
```

### 3. Analysis

#### 01CheckConvergence.cpp

```
26  for (unsigned k=0; k<K; k++)
    {
28      unsigned N = pow(2,k+2);
        Ns[k] = N;
30      x = new double[N+1]; } - Need DNA
        y = new double[N+1];
32      double h = (b-a)/double(N);
        for (unsigned int i=0; i<=N; i++)
34      {
            x[i] = a+i*h;
36            y[i] = f(x[i]);
        }
38      double Est1 = Quad1(x,y,N);
        Errors[k] = fabs(ans_true - Est1);
40      delete [] x; delete [] y; } Free up memory
    }
```

### 3. Analysis

Our program outputs the results in the form of two **numpy** arrays. We'll have two different functions (with the same name!), since one is an array of **ints** and the other **doubles**.

Here is the code for creating outputting **numpy** array of doubles. The one for **ints** is similar.

#### 01CheckConvergence.cpp

```
68 void print_narray(double *x, int n, std::string str)
   {
70     std::cout << str << "=np.array(";
72     std::cout << std::scientific << std::setprecision(6);
74     std::cout << x[0];
       for (int i=1; i<n; i++)
           std::cout << ", " << x[i];
       std::cout << ")]" << std::endl;
```

## 4. Jupyter: lists and NumPpy

- ▶ The next set of slides are in the Jupyter Notebook:  
[CS319-Week06-notebook.ipynb](#).
- ▶ Can be downloaded from  
<https://www.niallmadden.ie/2425-CS319>
- ▶ Can try that out on  
<https://cloudjupyter.universityofgalway.ie>
- ▶ Tip: on that server, try: `File... Open from URL...` add  
[https://www.niallmadden.ie/2425-CS319/Week06/  
CS319-Week06-notebook.ipynb](https://www.niallmadden.ie/2425-CS319/Week06/CS319-Week06-notebook.ipynb)