

**Built-in Integration Functions**

A few notes on the differences between functions listed in Table 1.

- Use `trapz` and `cumtrapz` to perform numerical integrations on discrete data sets.
- `trapz` reduces the size of the dimension it's operating on to 1 and returns only the final integration value. In other words, it takes a vector of some length and returns a single value.
- `cumtrapz` returns the intermediate integration values, preserving the size of the dimension it operates on. In other words, it takes a vector of some length and returns a vector of the same length.
- Use `integral`, `integral2`, `integral3` if a functional expression for the data is available.

**Table 1**

Command	Description
<code>polyint(p,k)</code>	returns the integral of the polynomial represented by the coefficients in <code>p</code> using a constant of integration <code>k</code> . Using <code>polyint(p)</code> assumes <code>k=0</code> .
<code>trapz(X,Y)</code>	integrates <code>Y</code> with spacing increment <code>x</code>
<code>cumtrapz(X,Y)</code>	computes the cumulative integral of <code>Y</code> with respect to <code>x</code> using trapezoidal integration.
<code>integral(f,xmin,xmax)</code>	numerically integrates function $f$ from $x_{\min} \leq x \leq x_{\max}$ using global adaptive quadrature and default error tolerances
<code>integral2(f," ",ymin,ymax)</code>	approximates the integral of the function $z = f(x, y)$ over the planar region $x_{\min} \leq x \leq x_{\max}$ and $y_{\min} \leq y \leq y_{\max}$
<code>integral3(f," ", zmin,zmax)</code>	approximates the integral of the function $f(x, y, z)$ over the planar region $x_{\min} \leq x \leq x_{\max}$ , $y_{\min} \leq y \leq y_{\max}$ , and $z_{\min} \leq z \leq z_{\max}$

If searching for help online you may encounter references to `quad`, `dblquad`, `triplequad`, etc. These refer to old ML functions and will be removed in future versions. They still work for the most recent versions of ML, however it is advised to use `integral` and its variations. Always search the ML documentation first before using functions you encounter when using references from online sources or from older textbooks and materials.

## Gauss Quadrature

Integration of  $f(x)$  on the interval  $[-1, 1]$  using Gauss Quadrature is given by

$$\int_{-1}^1 f(x) dx \approx \sum_{i=1}^n w_i f(x_i) \quad (1)$$

where  $w_i$  and  $x_i$  are chosen so the integration rule is exact for the largest class of polynomials. In this case, we will choose the  $x_i$  and  $w_i$  to be the roots and coefficients of the Legendre polynomial. These values are given in the table to the right.

It is worth noting that if  $P(x)$  is a polynomial of degree less than or equal to  $2n$  then Gauss Quadrature will produce an exact result. In other words,

$$\int_{-1}^1 P(x) dx = \sum_{i=1}^n w_i f(x_i)$$

**Table 2**

$n$	Roots $x_i$	Coefficients $w_i$
1	0.00000000	2.00000000
2	0.57735027 -0.57735027	1.00000000 1.00000000
3	0.77459667 0.00000000 -0.77459667	0.55555556 0.88888889 0.55555556
4	0.33998104 0.86113631 -0.33998104 -0.86113631	0.65214515 0.34785485 0.65214515 0.34785485
5	0.90617985 0.53846931 0.00000000 -0.53846931 -0.90617985	0.23692689 0.47862867 0.56888889 0.47862867 0.23692689
6	0.93246951 0.66120939 0.23861919 -0.23861919 -0.66120939 -0.93246951	0.17132449 0.36076157 0.46791393 0.46791393 0.36076157 0.17132449

To approximate the integral on the general interval  $[a, b]$  we need to use the following change of variables:

$$t = \frac{b-a}{2}x + \frac{b+a}{2}, \quad -1 \leq x \leq 1 \quad \implies \quad dt = \frac{b-a}{2} dx$$

and so the Gauss Quadrature on a general interval  $[a, b]$  is given by

$$\int_a^b f(t) dt = \int_{-1}^1 f\left(\frac{b-a}{2}x + \frac{b+a}{2}\right) \frac{b-a}{2} dx \approx \sum_{i=1}^n w_i \cdot f\left(\frac{b-a}{2}x_i + \frac{b+a}{2}\right) \cdot \frac{b-a}{2} \quad (2)$$

### Before beginning the lab

Download the files in `lab11files.m`. This contains the script file for this lab, the file to write your function for Gauss quadrature, and a text file containing the values given in Table 2 for easy copy/pasting. You will store all of your function calls for this lab in the provided scripts. Record your output using the `diary` function for each script file.

## Lab Exercises

### I. Built-in Integration Functions

1. Use both `polyint` and `integral` to evaluate  $\int_{-1}^3 (x^2 - 2x + 1) dx$
2. Evaluate the previous integral again, now using `trapz` and `cumtrapz`.
3. Use `integral2` to evaluate  $\int_{-\pi}^{-\frac{3\pi}{2}} \int_0^{2\pi} (y \sin(x) + x \cos(y)) dy dx$ .
4. Use `integral3` to evaluate  $\int_0^1 \int_{x^2}^x \int_{x-y}^{x+y} y dz dy dx$ .

### II. Gauss Quadrature

1. Write a function named `gaussQuad.m` which computes Gauss quadrature for  $n = 1, 2, 3, 4, 5$  as defined in (1). A template of this file is included in `lab11files.zip`. Keep in mind that there are several different ways in which you could write this function in depending on how you decide to store and call the necessary  $x_i$  and  $w_i$ . Values given in the Table 2 are found in the file `legendrePolyData.txt` for easy copy & pasting.
2. Use this function to evaluate the integral

$$\int_1^{1.6} \frac{2x}{x^2 - 4} dx$$

for  $n = 2, 3, 4, 5$ . For efficiency, it is recommended to do this evaluation inside of a for loop.

**Note:** This integral is on an interval that is NOT the interval  $[-1, 1]$  so we cannot use our `quassQuad.m` function directly. Instead, we must use the change of variables given in (2) to re-define our integral so that it can be evaluated on the interval  $[-1, 1]$ . There are two main approaches you could take to handle this

- Recall that Matlab allows us to perform function compositions with anonymous functions. In other words, in our script file before using our function, we can define

$$gCOV = @(t) ((b-a)/2) .* g( ( (b-a) .* t + b + a ) / 2 )$$

This will calculate the integral properly.

- Alternatively, you can also choose to re-define `gaussQuad.m` to calculate the change of variables directly as it is defined in on the right hand side of (2). If you take this approach your function will also require the inputs `a` and `b` in addition to `f` and `N`.

Include all of your script files, function file and output files in the provided LaTeX template.