

Numerical Integration

→ A definite integral of the form,

$$I = \int_a^b f(x) dx$$

which be treated as the area under the curve
 $y = ax$,

→ A better alternative approach could be to use the technique that uses simple arithmetic calculations operations to compute the area which can be easily implemented on computer — this approach is called "Numerical Integration" or "Numerical cubature". with the concept of continuous summation to find area.

→ There is a set of method known as Newton Cotes rule, in which sampling points are equally spaced.

→ We also discuss a method Rhombus integration that is design to improve the Newton Cotes formula.

o Newton-Cote's Formula:

→ It is the most popular and widely used integration formula, it forms the basis for a number of numerical integration methods known as Newton's-Cotes method.

→ The derivation of Newton Cotes formula is based on polynomial interpolation — An $n+1$ polynomial $p_n(x)$ that interpolate the value of $f(x)$ at $n+1$ evenly spaced points can be used to replace the integrant $f(x)$ of the integral $I = \int_a^b f(x) dx$ and the resultant formula is called $n+1$ point Newton-Cotes formula.

→ If the limits of the integration a, b are in the set of interpolating points $x_i [x_1, x_2, \dots, x_n]$ then the formula is said to be closed formed.

If the limits of the integration are beyond the set of interpolation points then the formula is said to open formed.

They include Trapezoidal Rule (2 point formula), Simpson's $\frac{1}{3}$ (3 point), Simpson's $\frac{3}{8}$ Rule (4 point formula), Weddel's Rule (6 point formula)

→ Let, $I = \int_a^b y dx$ where y takes the values $y_0, y_1, y_2, \dots, y_n$

for $x = x_0, x_1, x_2, \dots, x_n$

Let, the interval of integration $[a, b]$ be divided into n equal sub-intervals, each of width $h = \frac{b-a}{n}$. So, that $x_0 = a, x_1 = x_0 + h, x_2 = x_0 + 2h, \dots, x_n = x_0 + nh = b$

$$\therefore I = \int_{x_0}^{x_0+nh} f(x) dx$$

Since, any x is given by $x + x_0 = uh$ and $dx = h du$.

$$I = h \int_0^n f(x_0 + uh) du$$

$$= h \int_0^n \left[y_0 + u \Delta y_0 + \frac{u(u-1)}{2!} \Delta^2 y_0 + \dots \right] du \quad \text{[Using Newton's Fwd Interpolation]}$$

$$= h \left[u \cdot y_0 + \frac{u^2}{2!} \Delta y_0 + \frac{1}{2} \left[\frac{u^3}{3} - \frac{u^2}{2} \right] \Delta^2 y_0 + \dots \right]$$

$$= nh \left[y_0 + \frac{n}{2} \Delta y_0 + \frac{n(2n-3)}{12} \Delta^2 y_0 + \dots \right]$$

This is the general formula of Newton's-Cote's.

I Trapezoidal Rule (composite):

Putting $n=1$ in formula & taking the curve through (x_0, y_0) & (x_1, y_1) as a polynomial of degree so that differences of order higher than one vanish.

We get,

$$\begin{aligned} \int_{x_0}^{x_0+h} f(x) dx &= h \left[y_0 + \frac{1}{2} \Delta y_0 \right] \\ &= \frac{h}{2} [2y_0 + (y_1 - y_0)] \\ &= \frac{h}{2} [y_0 + y_1] \end{aligned}$$

Similarly, for the next interval (x_0+h, x_0+2h) , we get,

$$\int_{x_0+h}^{x_0+2h} f(x) dx = \frac{h}{2} [y_1 + y_2]$$

$$\int_{x_0+(n-1)h}^{x_0+nh} f(x) dx = \frac{h}{2} (y_{n-1} + y_n)$$

Adding the above integrals, we get:

$$\int_0^{x_0+nh} f(x) dx = \frac{h}{2} [(y_0 + y_n) + 2(y_1 + y_2 + \dots + y_{n-1})]$$

- Q. Integrate $f(x) = 4x - 3x^2$ from 0 to 1 by taking 10 subintervals by trapezoidal rule.

Ans: $h = \frac{1-0}{10} = 0.1$

x	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8
$f(x)$	0.00	0.37	0.68	0.93	1.12	1.25	1.32	1.33	1.28

x	0.0	1.0
$f(x)$	1.17	1

$$\therefore \int_0^1 (4x - 3x^2) dx = \frac{0.1}{2} [0 + 1 + 2[0.37 + 0.68 + 0.93 + 1.12 + 1.25 + 1.32 + 1.33 + 1.28 + 1.17]] \\ = 0.995$$

Again,

$$\int_0^1 (4x - 3x^2) dx = \left[\frac{4x^2}{2} - \frac{3x^3}{3} \right]_0^1 = 1 \quad [\text{By calculus}]$$

$$\therefore \text{Abs. error} = |\text{True Value} - \text{Appx. value}| \\ = |1 - 0.995| = 0.005$$

$$\text{Relative error} = \frac{\text{Abs. error}}{\text{True value.}} = \frac{0.005}{1} = 0.005$$

$$\text{Percentage error} = \text{Relative error} \times 100\% = 0.5\%$$

Q. Find $\int_1^2 \frac{e^x}{x} dx$ by taking $n=4$ using trapezoidal

$$\therefore f(x) = \frac{e^x}{x}$$

$$\therefore h = \frac{2-1}{4} = 0.25$$

x	1.0	1.25	1.50	1.75	2.0
$f(x)$	2.7183	2.7923	2.9878	3.2883	3.6945

$$\therefore \int_0^2 y dx = \int_0^2 \frac{e^x}{x} dx = \frac{0.25}{2} [2.7183 + 3.6945 + 2(2.7923 + 2.9878 + 3.2883)] \\ = 3.0687$$

Note:

Error of Trapezoidal rule is of ~~order~~ order h^2

→ Algorithm:

- (S1) Define $f(x)$
- (S2) Enter the values of upper and lower limit a, b
- (S3) Enter the number of steps, N
- (S4) $Ns = 1$
- (S5) $h = \frac{b-a}{N}$ $(b-a)/N$
- (S6) sum = 0
- (S7) do {

$$\text{sum} = \text{sum} + h/2 \times ((f(a) + f(a+h))^2);$$

$$a = a + Ns * h;$$
} while ($a < b$);
- (S8) print sum
- (S9) Stop.

II) Simpson's 1/3 rule (composite):

Putting $n=2$ in the Newton-Cotes and taking the curve through $(x_0, y_0), (x_1, y_1)$, and (x_2, y_2) as a polynomial of degree two so that differences of order higher than two vanish, we get.

$$\int_{x_0}^{x_0+2h} f(x) dx = 2h \left[y_0 + \Delta y_0 + \frac{1}{6} \Delta^2 y_0 \right]$$

$$= 2h \left[y_0 + (y_1 - y_0) + \frac{1}{6} (y_2 - 2y_1 + y_0) \right]$$

$$= \frac{h}{3} [y_0 + 4y_1 + y_2]$$

Similarly,

$$\int_{x_0+2h}^{x_0+4h} f(x) dx = \frac{h}{2} [y_2 + 4y_3 + y_4]$$

$$\int_{x_0+(n-2)h}^{x_0+nh} f(x) dx = \frac{h}{3} [y_n + 4y_{n-1} + y_n]$$

Adding the above integrals, we get

$$\int_{x_0}^{x_0+nh} f(x) dx = \frac{h}{3} [(y_0 + y_n) + 4(y_1 + y_3 + \dots + y_{n-1}) + 2(y_2 + y_4 + \dots + y_{n-2})]$$

Q When we use this formula, the interval (x_0, x_n) must be divided into an even number of subintervals of width n .

④ Simpson's $\frac{1}{3}$ rule (composite) is true for odd number of points.

S Evaluate $\int_0^1 \frac{dx}{1+x^2}$ using Simpson's $\frac{1}{3}$ rule taking $n = \frac{1}{4} = 0.25$.

<u>x</u>	<u>0.0</u>	<u>0.25</u>	<u>0.5</u>	<u>0.75</u>	<u>1.0</u>
$f(x)$	0.00	0.94	0.80	0.64	0.50

$$\therefore \int_0^1 \frac{dx}{1+x^2} = \frac{h}{3} [1.00 + 0.5 + 4(0.94 + 0.64) + 2(0.8)] \\ = 0.785392$$

Q Evaluate $\int_1^2 e^{-x/2} dx$ using Simpson's $\frac{1}{3}$ rule with 4 intervals.

$$\text{Ans: } h = \frac{2-1}{4} = 0.25$$

<u>x</u>	<u>1.00</u>	<u>1.25</u>	<u>1.5</u>	<u>1.75</u>	<u>2.00</u>
$f(x)$	0.60653	0.53526	0.47235	0.41686	0.36788

$$\therefore \int_1^2 e^{-x/2} dx = \frac{h}{3} [0.60653 + 0.36788 + 4(0.53526 + 0.41686) + 2(0.47235)] \\ = 0.4773025$$

Q. $\int_0^1 \frac{1}{1+x} dx$ by Simpson's $\frac{1}{3}$ rule taking 11 ordinates
and hence find the value of $\log_e 2$ (correct up to
five sign. figures)

$$n = \frac{1-0}{10} = 0.1$$

x	$f(x)$	0.0	0.1	0.2	0.3	0.4	0.5
		1.0000	0.9091	0.8333	0.7692	0.7143	0.6667

x	$f(x)$	0.6	0.7	0.8	0.9	0.10
		0.6250	0.5882	0.5558	0.5263	0.5000

$$\begin{aligned} \text{L. } \int_0^1 \frac{1}{1+x} dx &= \frac{0.1}{3} \left[1.000 + 0.5000 + 4(0.9091 + 0.7692 + 0.6667) \right. \\ &\quad \left. + 0.5882 + 0.5263 \right] \\ &\quad + 2(0.8333 + 0.7143 + 0.6250 + 0.5556) \\ &= 0.69315 \end{aligned}$$

Now, from calculus we have,

$$\int_0^1 \frac{1}{1+x} dx = [\log_e |1+x|]_0^1 = \log_e^2 2 = \ln 2$$

$$\therefore \log_e^2 2 = 0.69315$$

Algorithm:

Input! Assume function tabulated at $n+1$ (odd) number of points.

(S1) $\text{for } i=1 \text{ to } n+1 \text{ do}$
 read f_i

 end for

(S2) $\text{sum} \leftarrow f_1 + f_{n+1}$

(S3) $\text{for } i=2 \text{ to } n \text{ in steps of 2 do}$

$\text{sum} \leftarrow \text{sum} + 2f_i$

(S4) end for

(S5) $\text{for } i=3 \text{ to } n-1 \text{ in steps of 2 do}$

$\text{sum} \leftarrow \text{sum} + 4f_i$

(S6) end for

(S7) $\text{Integral} \leftarrow (h \times \text{sum})/3$

(S8) write integral

(S9) stop

IV Simpson's 3/8 rule:

Here, we should always consider $n=3$

∴ Points should be $(n+1) = (3+1) = 4$.

∴ $x_0 \rightarrow y_0, x_1 \rightarrow y_1, x_2 \rightarrow y_2, x_3 \rightarrow y_3$

The formula to find the integral value using Simpson's 3/8 rule!

$$\int_{x_0}^{x_3} y dx = \frac{3h}{8} [y_0 + 3y_1 + 3y_2 + y_3]$$

Q. Evaluate $\int_{-1}^2 (x^3 + 1) dx$ using Simpson's 3/8 rule.

Ans ∵ $n=3$ [use Simpson's 3/8 rule]

$$h = \frac{2-(-1)}{3} = \frac{1}{3}$$

<u>x</u>	<u>1</u>	<u>$\frac{4}{3}$</u>	<u>$\frac{5}{3}$</u>	<u>2</u>
<u>f(x)</u>	2.0000	3.3704	5.6296	9.0000

$$\therefore \int_1^2 (x^3 + 1) dx = [2.0000 + 9.0000 + 3 \times (3.3704 + 5.6296)] \frac{3x^4}{8x^3}$$

$$= 4.75$$

Now, using calculus:

$$\int_1^2 (x^3 + 1) dx = \left[\frac{x^4}{4} + x \right]_1^2 = \left[\frac{2^4}{4} + 2 \right] - \left[\frac{1^4}{4} + 1 \right]$$

$$= \left[\frac{16}{4} + 2 \right] - \left[\frac{1}{4} + 1 \right]$$

$$= 5 - \frac{1}{4} = 4.75$$

∴ Abs error = 0

Q Evaluate $\int_0^{\pi/2} \sqrt{\sin x} dx$ using Simpson's 3/8 rule.

Ans: $h = \frac{\frac{\pi}{2} - 0}{3} = \frac{\pi}{6}$ [As, $n=3$ for Simpson's 3/8 rule]

<u>x</u>	<u>0</u>	<u>$\frac{\pi}{6}$</u>	<u>$\frac{\pi}{3}$</u>	<u>$\frac{\pi}{2}$</u>
<u>f(x)</u>	0	0.7071	0.9306	1

$$\therefore \int_0^{\pi/2} \sqrt{\sin x} dx = \frac{8 \times \pi}{8 \times 8^2} [0 + 1 + 3(0.7071 + 0.9306)]$$

$$= 1.1905$$

• Note: It is only applicable for $n=3$, so this is a limitation.

→ Algorithm:

V Weddle's Rule :

Substituting $n=6$ in the New's Cot's formula, we have

$$\int_{x_0}^{x_0+6h} f(x) dx = h \left[6y_0 + 18\Delta y_0 + 27\Delta^2 y_0 + 24\Delta^3 y_0 + \frac{123}{10}\Delta^4 y_0 + \frac{33}{10}\Delta^5 y_0 + \frac{41}{140}\Delta^6 y_0 \right]$$

Then if we write in terms of y_i ,

$$\int_{x_0}^{x_0+9h} f(x) dx = \frac{3h}{10} [y_0 + 5y_1 + y_2 + 6y_3 + y_4 + 5y_5 + y_6]$$

Similarly, for x_6 to x_{12} we have

$$\int_{x_6}^{x_6+12h} f(x) dx = \frac{3h}{10} [2y_6 + 5y_7 + y_8 + 6y_9 + y_{10} + 5y_{11} + y_{12}]$$

⋮

for x_{n-6} to x_n we have

$$\int_{x_{n-6}}^{x_n} f(x) dx = \frac{3h}{10} [y_{n-6} + 5y_{n-5} + y_{n-4} + 6y_{n-3} + y_{n-2} + 5y_{n-1} + y_n]$$

$$\therefore \int_{x_0}^{x_n} f(x) dx = \frac{3h}{10} \left[(y_0 + y_1 + y_2 + y_3 + y_4 + y_5 + y_6 + y_7 + y_8 + y_9 + y_{10} + \dots) + 5(y_1 + y_2 + y_3 + y_4 + y_5 + y_6 + y_7 + y_8 + y_9 + y_{10} + \dots) + 6(y_3 + y_4 + y_5 + y_6 + y_7 + y_8 + y_9 + y_{10} + \dots) + 2(y_{11} + y_{12} + \dots) \right]$$

④ $n = 6k$ always, $k = \text{constant (any)}$

→ Algorithm:

- ① Define $f(x)$
- ② Enter the values of upper and lower limit of b, a
- ③ Enter the number of steps, N
- ④ $Ns = 6$

$$S5 \quad h = \{(b-a)/N\} / N_s$$

$$S6 \quad \text{sum} = 0$$

S7 do :

$$\begin{aligned} \text{sum} &= \text{sum} + 3h/10 ((f(a) + 5(f(a+h)) + f(a+2h) + 6(f(a+3h)) \\ &\quad + f(a+4h) + 5(f(a+5h)) + f(a+6h)); \end{aligned}$$

$$a = a + N_s * h;$$

while ($a < b$);

S8 Print sum

S9 Stop

Q: $\int_4^{5.2} \log_2 x dx$ using weddles rule, taking $n=6$.

$$\therefore h = \frac{5.2-4}{6} = 0.2$$

x	<u>4.0</u>	<u>4.2</u>	<u>4.4</u>	<u>4.6</u>	<u>4.8</u>
$f(x)$	0.6020	0.6232	<u>0.6435</u>	0.6812 0.6627	0.6990 0.6812

x	<u>5.0</u>	<u>5.2</u>
$f(x)$	0.6990	0.7160

$$\begin{aligned} \text{I} &= \int_4^{5.2} \log_2 x dx = \frac{3 \times 0.2}{10} \left[0.6020 + 5 \times 0.6232 + 0.6435 \right. \\ &\quad \left. + 6 \times 0.6627 + 0.6812 + 5 \times 0.6990 \right. \\ &\quad \left. + 0.7160 \right] \\ &= 0.793794 \end{aligned}$$

Q: Evaluate $\int_0^1 \frac{dx}{1+x^2}$ where $h = \frac{1}{12}$ using weddles rule.

x	<u>0</u>	<u>$1/12$</u>	<u>$1/6$</u>	<u>$1/4$</u>	<u>$1/3$</u>	<u>$8/12$</u>
$f(x)$	0	0.9931	0.9730	0.9412	0.9050	0.8521

$$\begin{array}{c} \frac{x}{f(x)} \\ \hline 0 & 0.8000 \\ 1 & 0.7461 \\ 2 & 0.6923 \\ 3 & 0.6400 \\ 4 & 0.5902 \\ 5 & 0.5434 \end{array}$$

$$\begin{array}{c} x \\ f(x) \\ \hline 0 & 0.8000 \end{array}$$

$$\int_0^1 \frac{dx}{1+x^2} = \frac{3 \times 1}{10 \times 12} \left[0 + 5 \times 0.9331 + 0.9730 + 6 \times 0.9412 \right. \\ \left. + 0.9 + 5 \times 0.852 + 0.8 + 5 \times 0.7461 + 0.6923 + 6 \times 0.6400 \right. \\ \left. + 0.5902 + 5 \times 0.5434 + 0.5 \right] \\ = 0.75878 = 0.7$$

- Note:
- 1) Weddles rule computes using subinterval of 6L.
 - 2) Error in weddles rule is given by:

Romberg Integration:

Why we need Romberg Integration?

- ① By increasing the number of subintervals (i.e. by decreasing h) this decreases the magnitude of errors terms. Here, the order of the method is fixed.
- ② By using higher-order methods - this eliminates the lower order error terms. Here, the order of the method is varied and, therefore this method is known as variable-order approach.

The variable-order method can be implemented using Richardson extrapolation technique. As we know this technique involves combining two estimates of a given order to obtain a third estimate of higher order. The method that incorporates this process (i.e. Richardson's extrapolation) to the trapezoidal rule is called Romberg Integration.

→ Formulae:

$$\textcircled{1} \quad h = b - a$$

$$R(0,0) = \frac{h}{2} [f(a) + f(b)]$$

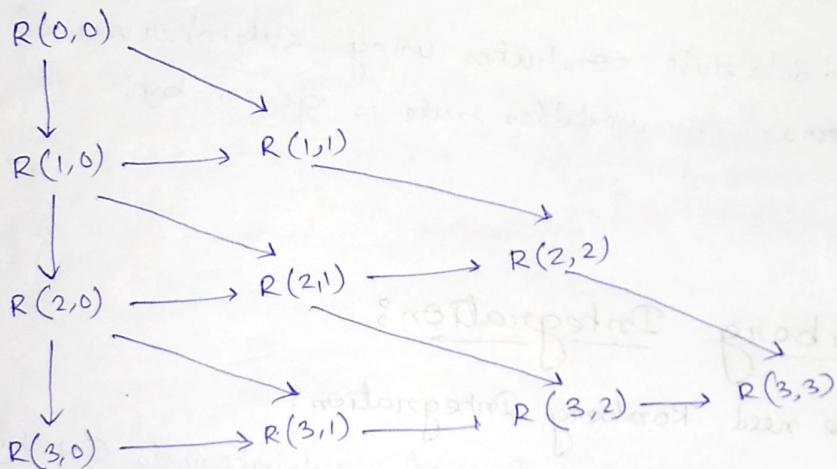
$$\textcircled{2} \quad R(i,0) = \frac{R(i-1,0)}{2} + h_i \sum_{k=1}^{2^{i-1}} f(x_{2k-1}) \quad \text{for } i=1,2,\dots$$

$$h_i = (b-a)/2^i$$

$$x_k = a + kh_i$$

$$\textcircled{3} \quad R_{ij} = \frac{4^j R_{ij-1} - R_{i-1,j-1}}{4^j - 1}$$

→ A short illustration:



Q. Evaluate

$$\int_0^{\pi/2} \frac{\cos x}{\sqrt{1+\sin x}} dx$$

using Romberg integration.

$$\text{Ans: } R(0,0) = h = \frac{\frac{\pi}{2} - 0}{2} = \frac{\pi}{4}$$

$$R(0,0) = \frac{\pi}{8} \left[\frac{1}{\sqrt{1+0}} + \frac{0}{\sqrt{1+1}} \right]$$

$$= \frac{\pi}{8} = 22.5$$

$$h_1 = \left(\frac{\pi}{2} - 0\right)/2^1 = \frac{\pi}{4}$$

$$h_2 = \left(\frac{\pi}{2} - 0\right)/2^2 = \frac{\pi}{8}$$

$$\text{and } x_1 = 0 + 1 \frac{\pi}{4} = \frac{\pi}{4}$$

$$x_3 = 0 + 3 \frac{\pi}{8} = \frac{3\pi}{8}$$

$$R(1,0) = \frac{R(0,0)}{2} + h_1 f(x_1)$$

$$= \frac{22.5}{2} + \frac{\pi}{4} \times 0.5412$$

$$= 35.604$$

$$R(2,0) = \frac{R(1,0)}{2} + h_2 [f(x_1) + f(x_3)]$$

$$= \frac{35.604}{2} + \frac{\pi}{8} [0.5412 + 0.2759]$$

$$= \cancel{\frac{35.604}{2}} + \cancel{0.2759} \frac{\pi}{8} = 36.18675$$

$$\text{Now, } R(1,1) = \frac{4R(1,0) - R(0,0)}{3}$$

$$= \frac{(4 \times 35.604) - (22.5)}{3} = 39.972$$

$$R(2,1) = \frac{4R(2,0) - R(1,0)}{3}$$

$$= \frac{(4 \times 36.18675) - 35.604}{3} =$$

$$= 36.381$$

$$R(2,2) = \frac{16R(2,1) - R(1,1)}{15}$$

$$= \frac{(16 \times 36.381) - 39.972}{15} = 36.1416$$

Gaussian Quadrature:

→ Also known as Gaussian method / ~~Gauss~~ Gauss-Legendre formula.

→ Gaussian quadrature formula for $n=2$:

$$w_1 = w_2 = 1$$

$$x_1 = -\frac{1}{\sqrt{3}}$$

$$x_2 = \frac{1}{\sqrt{3}}$$

Gaussian integration assumes an approximation of the form

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

$$\therefore I_g = \int_{-1}^1 f(x) dx = w_1 f(x_1) + w_2 f(x_2) \\ = 1 \times f\left(-\frac{1}{\sqrt{3}}\right) + 1 \times f\left(\frac{1}{\sqrt{3}}\right)$$

$$\Rightarrow I_g = \int_{-1}^1 f(x) dx = f\left(-\frac{1}{\sqrt{3}}\right) + f\left(\frac{1}{\sqrt{3}}\right)$$

Q: Compute $\int_{-1}^1 e^x dx$ using two-point Gauss-Legendre formula.

$$\text{Ans: } I = \int_{-1}^1 e^x dx = f(x_1) + f(x_2)$$

where x_1 & x_2 are Gaussian quadrature points and are given by,

$$x_1 = -\frac{1}{\sqrt{3}} = -0.5773502 \quad \left| x_2 = \frac{1}{\sqrt{3}} = 0.5773502 \right.$$

Therefore,

$$I = \exp(-0.5773502) + \exp(0.5773502)$$

$$= 0.5613839 + 1.7813122 = 2.3426961$$

→ Now for any interval a to b .

Assumption of formula: $I_g = \int_a^b f(x) dx = \int_{-1}^1 g(z) dz$

Now, $x = z$

Assume the following transformation between x & the new variable

$$x = Az + B$$

This must satisfy the following conditions:

At:

$$x=a, z=-1 \quad \text{and} \quad x=b, z=1$$

i.e

$$B - A = a$$

$$A + B = b$$

Then,

$$A = \frac{b-a}{2} \quad \& \quad B = \frac{a+b}{2}$$

$$\therefore \boxed{x = \frac{b-a}{2}z + \frac{a+b}{2}}$$

$$dx = \frac{b-a}{2} dz$$

∴ This implies that, $C = \frac{b-a}{2}$

∴ Then the integral becomes

$$\boxed{\frac{b-a}{2} \int_{-1}^1 g(z) dz}$$

The Gaussian, for the integration is

$$\boxed{\frac{b-a}{2} \int_{-1}^1 g(z) dz = \frac{b-a}{2} \sum_{i=1}^n w_i g(z_i)}$$

Q. Compute the integral
 $I = \int_{-2}^2 e^{-x^2} dx$
 using Gaussian two-point formula.

Ans: $Ig = \frac{b-a}{2} [w_1 g(z_1) + w_2 g(z_2)] \quad [\because n=2]$

$$x = \frac{b-a}{2} z + \frac{b+a}{2} = 0 \cdot \frac{2+2}{2} z + \frac{0}{2} = 2z$$

$$g(z) = e^{-2z^2} = e^{-2}$$

$\therefore n=2$, ~~the formula:~~

$$w_1 = w_2 = 1$$

$$z_1 = -\frac{1}{\sqrt{3}} \quad z_2 = \frac{1}{\sqrt{3}}$$

$$\frac{b-a}{2} = \frac{2+2}{2} = 2$$

$$\therefore Ig = 2 \cancel{\int_{-2}^2} 2 [\exp(-1/\sqrt{3}) + \exp(1/\sqrt{3})] \\ = 4.6853922$$

Now for $n > 2$, we just need to know w_i 's & z_i 's
 & then $\sum_{i=1}^n w_i f(z_i)$ as given earlier. [w_i & z_i will be given]

→ Note:

The difference betⁿ analytical answer of an integration (by calculus) & numerical answer is due to round off error. Round off error can be minimized by increasing the precision.

→ Algorithm:

- (S1) Define function $f(x)$
- (S2) Obtain integration limit a, b
- (S3) Decide number of interpolation point n
- (S4) Read the gaussian parameter (w_i, z_i)
- (S5) Compute x using $x = \frac{b-a}{2}z + \frac{b+a}{2}$
- (S6) Compute I_g , $I_g = \frac{b-a}{2} \sum_{i=1}^n w_i f(z_i)$
- (S7) Write Result
- (S8) Stop.

Numerical Integration

Newton Cotes		Richardson Extrapolation		Gaussian Legendre	
Trapezoidal	Simpson 1/3	Simpson 2/3	wedde's rule	Boole's rule	

④ Boole's Rule:
 $(n=4)$

$$\int_a^b y dx = \frac{2h}{45} [7f_0 + 32f_1 + 12f_2 + 32f_3 + 7f_4]$$

Error: $-h \cdot h^7 \cdot 945 f'' \vartheta_x$ [where $0 < \vartheta_x < 1$]