## 1 Direct method

Consider

$$\int_{-1}^{1} f(x)dx = af(-1) + bf(0) + cf(1).$$

Now pretend  $f(x) = 1, x, x^2, ...$ , keep plugging in the next order until we get inconsistency. Then we obtain the same coefficient as Simpson's rule.

But we don't have to stick with x = -1, 0, 1. If we let  $x = -\frac{2}{3,0,\frac{2}{3}}$ , then we get something different.

We can generalize even further. Consider

$$\int_{-1}^{1} f(x) \sin \frac{\pi}{2} x dx = af(-1) + bf(0) + cf(1).$$

Repeat the same procedure and we obtain the weighted values.

Transforming integrals: Let  $t = \frac{2x-a-b}{b-a}$ , hence

$$\int_{a}^{b} f(x)dx = \int_{-1}^{1} f\left(\frac{t(b-a) + a + b}{2}\right) \frac{b-a}{2} dt.$$

## 2 Gaussian Quadrature

We want to find:

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

 $c_i$  and  $x_i$  give us 2n parameters to choose, so the polynomial is at most 2n-1 degree.

## 2.1 Legendre Polynomials

They are orthogonal with respect to the inner product  $\int_{-1}^{1} P(x)P_n(x)dx$ , where  $P_n(x)$  is the nth Legendre polynomial.

Example:

$$\int_0^1 e^{(-x^2)} dx = \frac{1}{2} \int_{-1}^1 e^{(-\frac{t+1}{2})^2} dt.$$

This is a lot less work than Simpson's.

Advantage: good accuracy

Disadvantage: uneven spacing, so if we don't know f(x) there might be too much interpolation.

## 3 Improper Integrals

Consider the integration of functions with a singularity at x=a (left endpoint) of the form:

$$f(x) = \frac{g(x)}{(x-a)^p}.$$

where g(x) is continuous on [a,b]. And we want  $\int_a^b f(x)$ . Note this converges iff 0 .