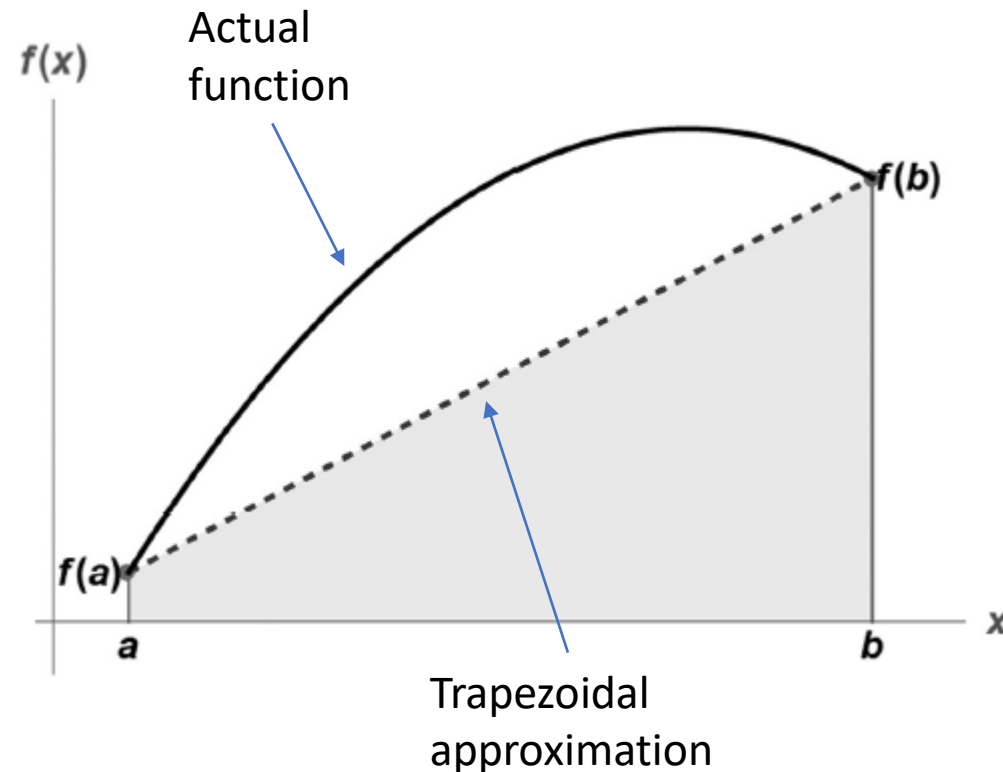


Trapezoidal Rule

A Quick Review

Trapezoidal Rule: Overview

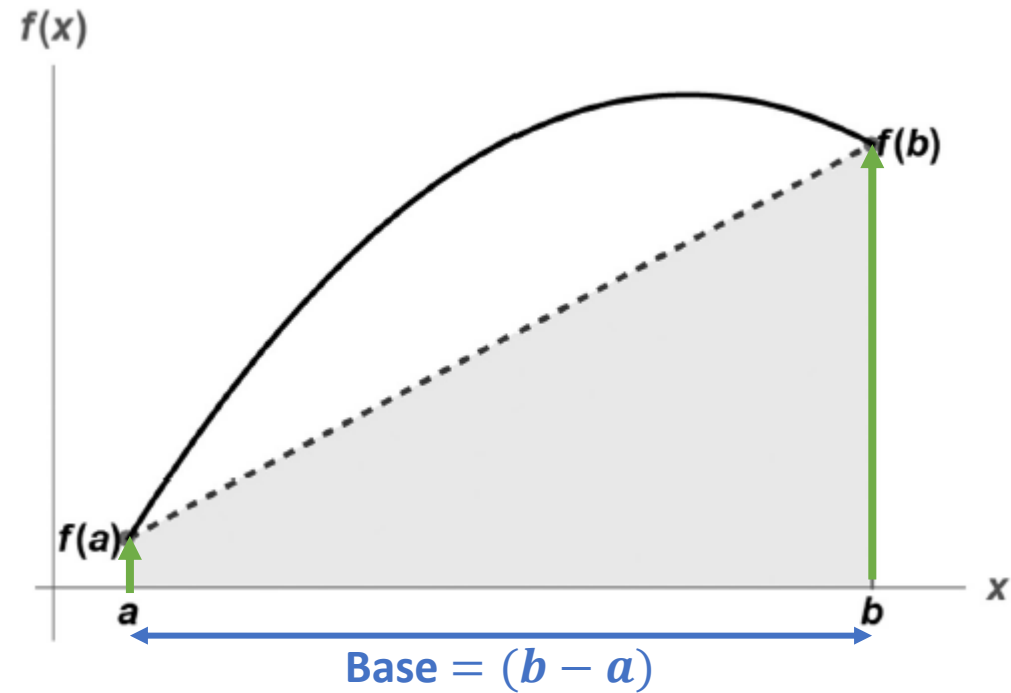
- One of many numeric integration schemes
 - Riemann Sums
 - Simpson's Rules
- Trapezoidal Rule: approximates the integral using trapezoids
- Many variations:
 - Single application
 - Composite Trapezoidal Rule
 - Trapezoid Rule for Unequally Spaced Data



Trapezoidal Rule: Single Application

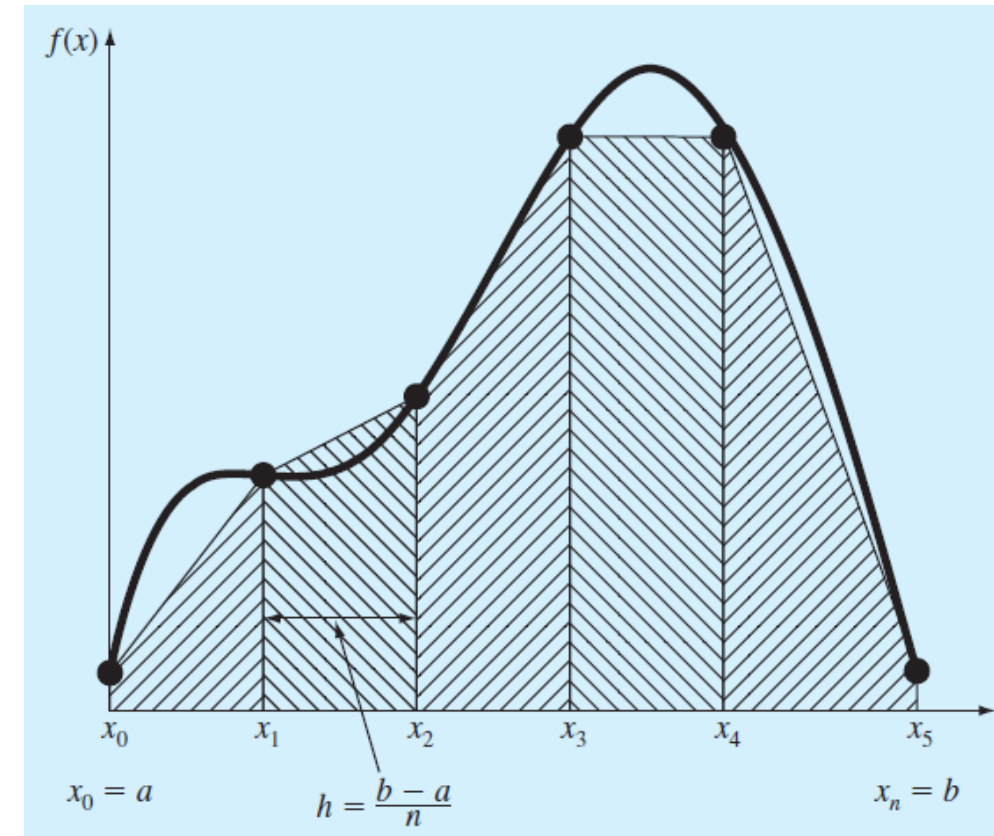
- Trapezoidal Rule:

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



Composite Trapezoidal Rule

- Divide the interval $[a, b]$ into multiple *equally spaced* segments
- n equally spaced points $\rightarrow (n - 1)$ trapezoids
- $h = \text{base of each segment} = \frac{b-a}{n}$
- Apply the Trapezoid Rule in each segment

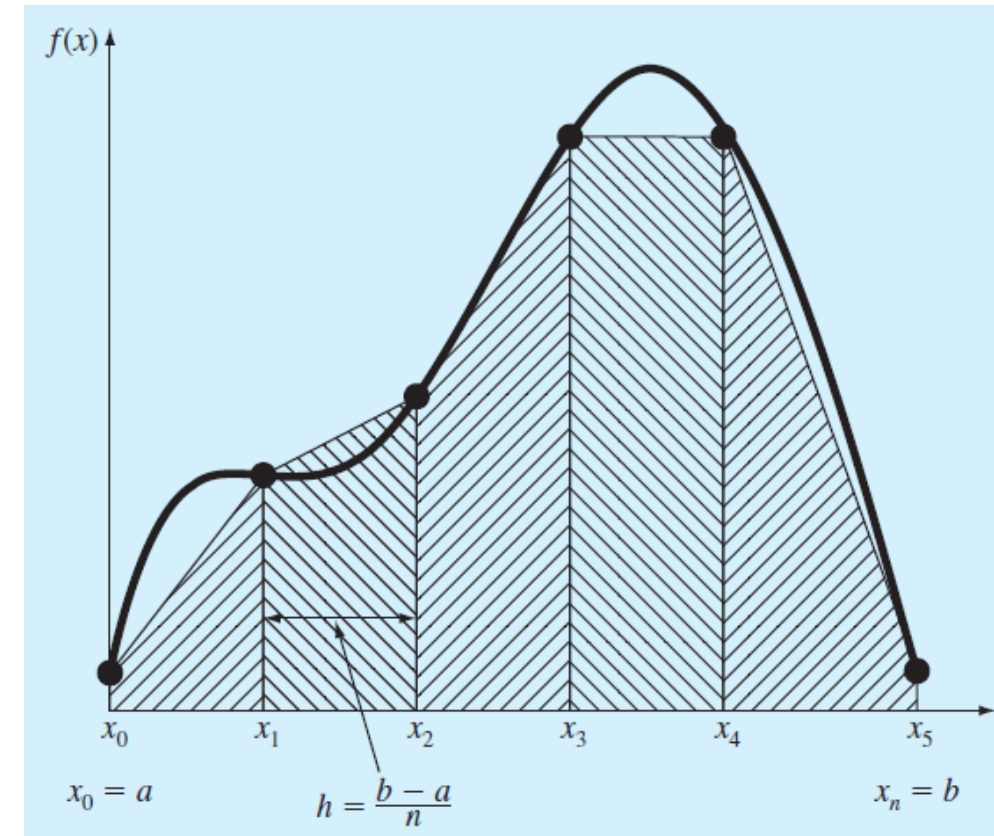


Composite Trapezoidal Rule

$$I = h \frac{(f(x_0) + f(x_1))}{2} + \dots + h \frac{(f(x_{n-1}) + f(x_n))}{2}$$

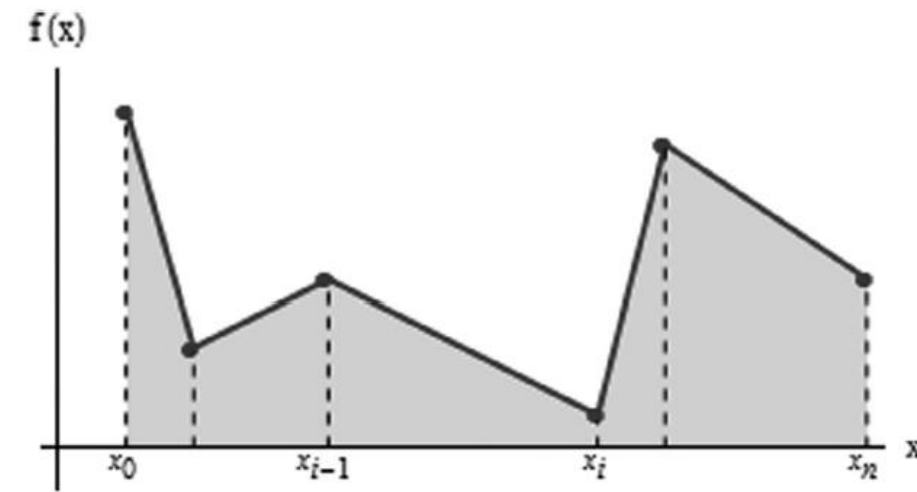
$$\rightarrow I = \frac{h}{2} \left[f(x_0) + 2 \sum_{i=1}^{n-1} f(x_i) + f(x_n) \right]$$

- Interior points weighted twice as heavily as the endpoints



Trapezoidal Rule for Unequal Segments

- $[a, b]$ contains multiple *UNEQUALLY* spaced segments
- n equally spaced points $\rightarrow (n - 1)$ trapezoids
- h is no longer constant
- Apply the Trapezoid Rule in each segment

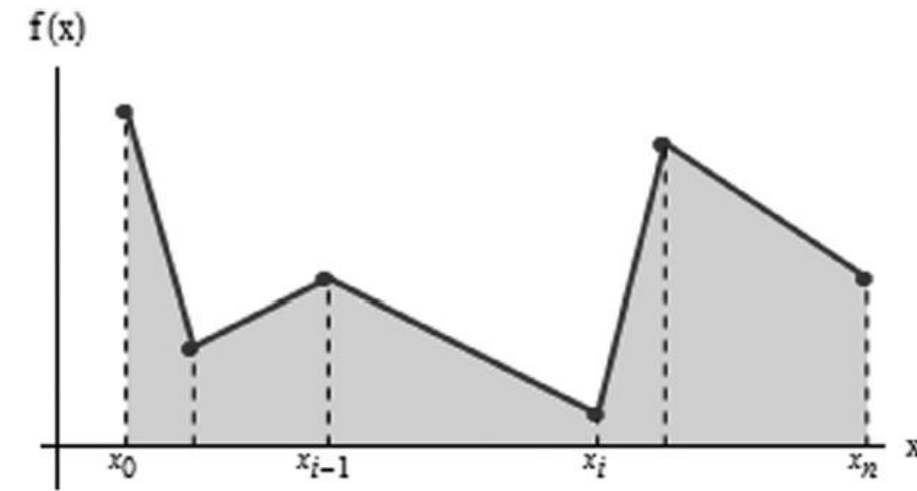


Trapezoidal Rule for Unequal Segments

$$I = h_1 \frac{(f(x_0) + f(x_1))}{2} + \dots + h_n \frac{(f(x_{n-1}) + f(x_n))}{2}$$

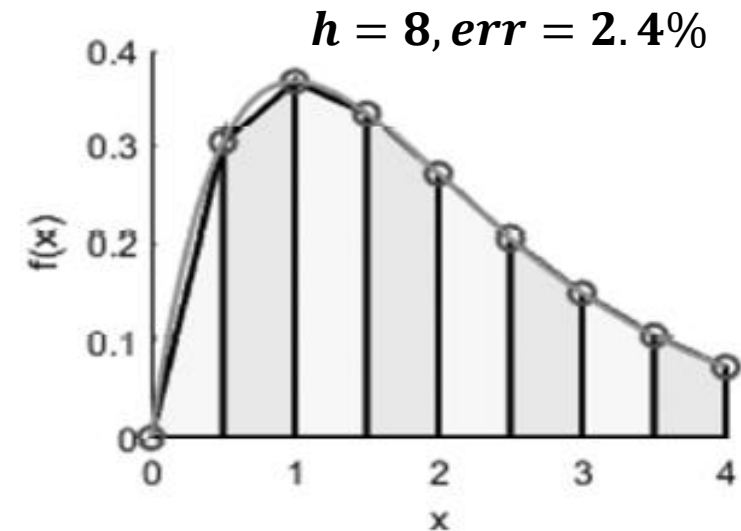
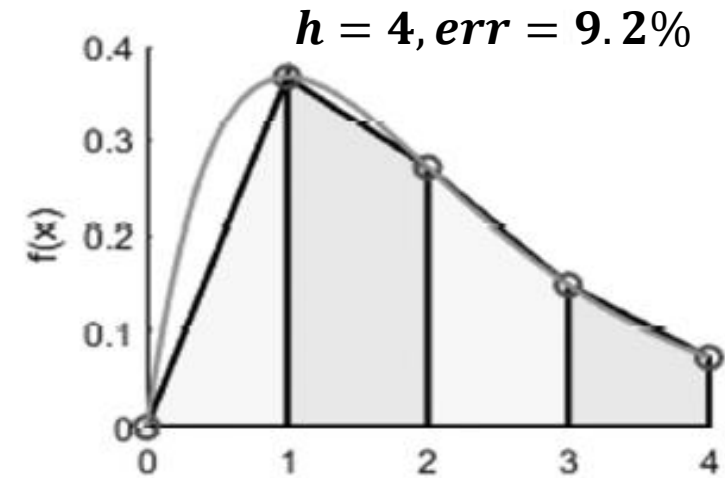
$$\rightarrow I = \sum_{i=1}^n h_i \frac{(f(x_{i-1}) + f(x_i))}{2}$$

- $h_i = x_i - x_{i-1}$ = base of each segment
 - Reduces to *Composite Trapezoidal Rule* for constant h_i



Trapezoidal Rule Error

- Trapezoidal Rule (any scheme) uses a *line* to approximate $I \rightarrow$ perfectly approximates $f(x) \ni f''(x) = 0$
- Error is on the order of h^2
 - Halving $h \rightarrow$ error \sim quartered
 - Doubling $n \rightarrow$ error \sim quartered
- Over/underestimates can occur!



trapz Function

- For x vectors with unit spacing ($h = 1$):

$$I = \text{trapz}(y)$$

- For x vectors with non-uniform and/or non-unit spacing:

$$I = \text{trapz}(x, y)$$

- As always, read the [documentation](#)!!!

Composite Trapezoidal Rule Example

x	0	1	2	3
y	10	18	31	50

4 data points \rightarrow 3 trapezoids ($n = 3$)

$$h = \frac{b - a}{n} = \frac{3 - 0}{3} = 1$$

Composite Trapezoidal Rule Example

x	0	1	2	3
y	10	18	31	50

$$I = \frac{h}{2} \left[f(x_0) + 2 \sum_{i=1}^{n-1} f(x_i) + f(x_n) \right]$$

$$\begin{aligned} &= \frac{1}{2} [f(0) + 2(f(1) + f(2)) + f(3)] \\ &= \frac{1}{2} (10 + 2(18 + 31) + 50) \rightarrow \boxed{I = 79} \end{aligned}$$

Composite Trapezoidal Rule Example

x	0	1	2	3
y	10	18	31	50

```
Command Window
>> x = 0:3; y = [10 18 31 50];
>> I = trapz(y)

I =

    79

>> I = trapz(x,y)

I =

    79

fx >>
```