

Numerical Integration

➤ Integration replaced by Summation

➤ Newton-Cotes

❑ Equally spaced points

❑ Trapezoidal Rule

❑ Simpsons rule

$$\int_a^b f(x) dx = \sum_{i=0}^n A_i f(x_i)$$

➤ Gauss Quadrature

❑ Unequally spaced points

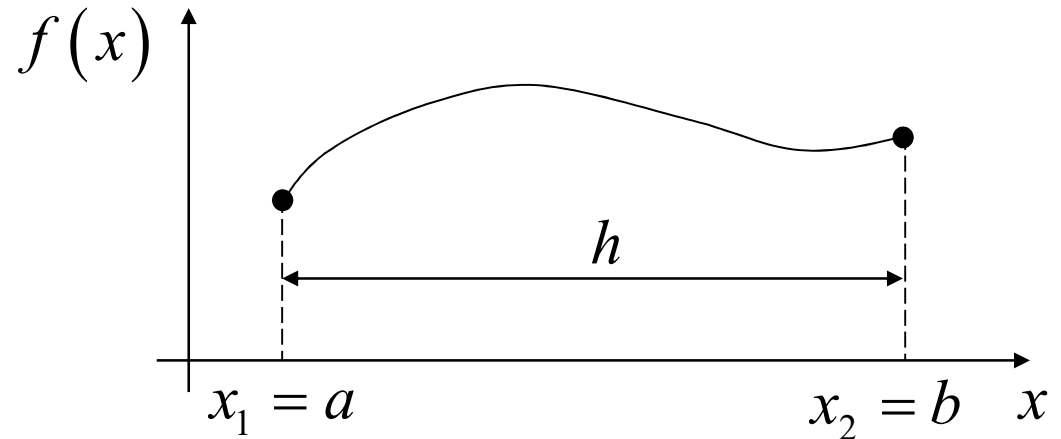
➤ Romberg Integration

❑ Newton-Cotes + Richardson Extrapolation

Numerical Integration: Trapezoidal Rule

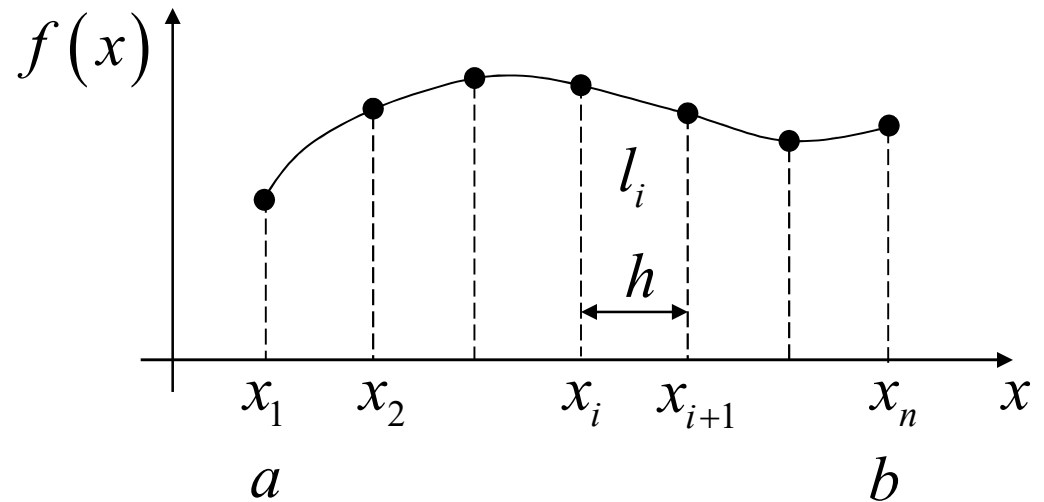
Trapezoidal Rule:

$$\begin{aligned}\int_a^b f(x) dx &= \sum_{i=1}^n A_i f(x_i) \\ &= [f(a) + f(b)] \frac{h}{2}\end{aligned}$$



Composite Trapezoidal Rule:

$$\begin{aligned}\int_a^b f(x) dx \\ &= \sum_{i=1}^{n-1} [f(x_i) + f(x_{i+1})] \frac{h}{2}\end{aligned}$$



$$= [f(x_1) + 2f(x_2) + 2f(x_3) + \dots + 2f(x_{n-1}) + f(x_n)] \frac{h}{2}$$

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Numerical Integration: Simpson's Rule

Simpson's (1/3) Rule:

$$\int_a^b f(x) dx = \sum_{i=1}^3 A_i f(x_i) = \left[f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right] \frac{h}{3}$$

Simpson's (1/3) Composite Rule:

$$\int_a^b f(x) dx = \left[f(x_1) + 4f(x_2) + 2f(x_3) + 4f(x_4) + 2f(x_5) + \cdots \right. \\ \left. \cdots + 2f(x_{n-2}) + 4f(x_{n-1}) + f(x_n) \right] \frac{h}{3}$$

Simpson's (3/8) Rule:

$$\int_a^b f(x) dx = \sum_{i=1}^4 A_i f(x_i) = \left[f(x_1) + 3f(x_2) + 3f(x_3) + f(x_4) \right] \frac{3h}{8}$$

Numerical Integration: Gauss Quadrature

- Unequally spaced points
- Higher Accuracy: Exact for polynomial of degree $(2n-1)$
- Integrals of the form $\int_a^b w(x) f(x) dx$
- Map Integration range from \int_a^b to \int_{-1}^1 using transformation from x to ξ

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

$$dx = \left(\frac{b-a}{2} \right) d\xi$$

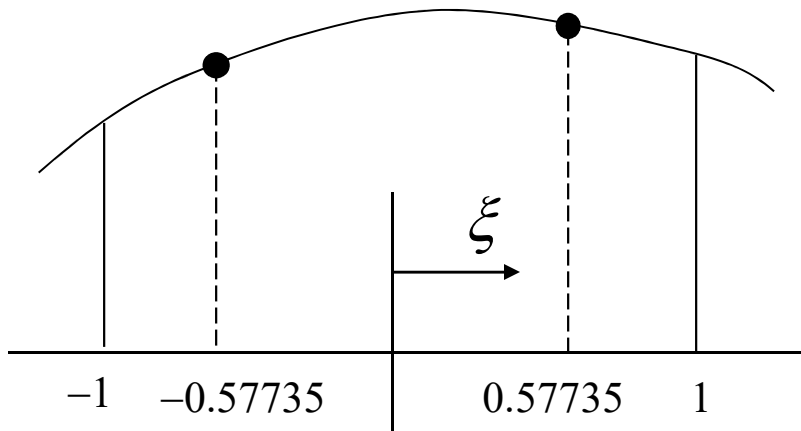
$$\int_a^b f(x) dx \approx \left(\frac{b-a}{2} \right) \int_{-1}^1 f(\xi) d\xi$$

$$\approx \left(\frac{b-a}{2} \right) \sum_{i=1}^n A_i f(\xi_i)$$

Numerical Integration: Gauss-Legendre Quadrature

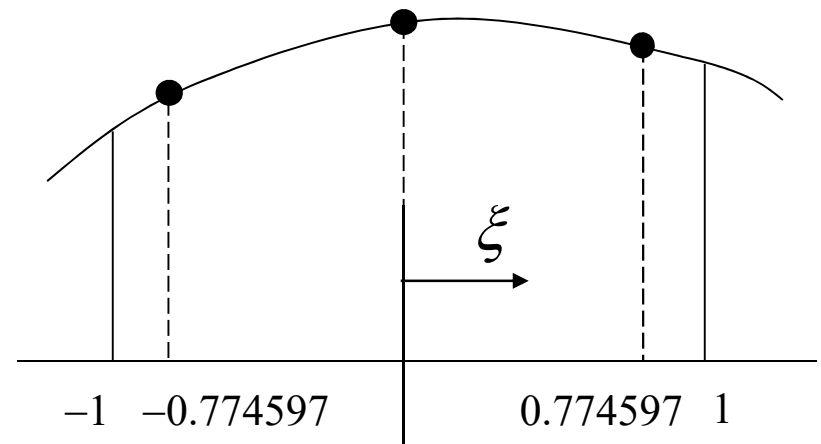
$$\int_{-1}^1 f(\xi) d\xi \approx \sum_{i=1}^n A_i f(\xi_i)$$

$$\int_{-1}^1 f(\xi) d\xi \approx A_1 f(\xi_1) + A_2 f(\xi_2)$$



$n = 2$

$$\int_{-1}^1 f(\xi) d\xi \approx A_1 f(\xi_1) + A_2 f(\xi_2) + A_3 f(\xi_3)$$



$n = 3$

Numerical Integration: Gauss-Legendre Quadrature Example

Calculate $\int_{-1.5}^3 (-\cos x) dx$

For polynomial of order 5 :

$$5 = 2n - 1$$

$$n = 3$$

n	ξ_i	A_i
3	0.000000	0.888889
	± 0.774597	0.555556

n	ξ_i	A_i
2	± 0.577350	1.000000
3	0.000000	0.888889
	± 0.774597	0.555556
4	± 0.339981	0.652145
	± 0.861136	0.347855
5	0.000000	0.568889
	± 0.538469	0.478629
	± 0.906180	0.236927
6	± 0.238619	0.467914
	± 0.661209	0.360762
	± 0.932470	0.171324

Numerical Integration: Gauss-Legendre Quadrature Example

Calculate $\int_{1.5}^3 (-\cos x) dx$

$$x = \left(\frac{3+1.5}{2} \right) + \left(\frac{3-1.5}{2} \right) \xi$$

$$x = 2.25 + 0.75\xi$$

$$\int_{1.5}^3 (-\cos x) dx = \frac{(3-1.5)}{2} \int_{-1}^1 (-\cos(2.25 + 0.75\xi)) d\xi = 0.75 \sum_{i=1}^3 A_i f(\xi_i)$$

$$A_1 = 0.888889 \quad \xi_1 = 0.0$$

$$A_2 = 0.555556 \quad \xi_2 = -0.774597$$

$$A_3 = 0.555556 \quad \xi_3 = 0.774597$$

$$\int_{1.5}^3 (-\cos x) dx$$

$$= 0.75 [0.888889 \times 0.62816 + 0.555556 \times 0.098 + 0.555556 \times 0.95216]$$

$$= 0.85637$$

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