SECTION 3.6: NUMERICAL INTEGRATION

1. The Midpoint Rule:

3.6: Numerical Integration an approximation.

Show the second states
$$\Delta x = \frac{b-a}{n}$$
 $\Delta x = \frac{b-a}{n}$

Where
$$\Delta x = \frac{b-a}{n}$$

2. Estimate $\int_0^2 e^{x^2} dx$ using M_4 , the Midpoint Rule with 4-subintervals. Round your estimate to 4 decimal places. \times -Values : $\frac{1}{4}$) $\frac{3}{4}$) $\frac{7}{4}$

$$\Delta X = \frac{2-0}{4} = \frac{1}{2}$$

$$M_{4} = \frac{1}{2} \left(f(\frac{1}{4}) + f(\frac{3}{4}) + f(\frac{5}{4}) + f(\frac{7}{4}) \right)$$

$$= 14.4856$$

$$\int_{a}^{b} f(x) dx \approx T_{n} = \frac{4x}{2} \left(f(x_{0}) + 2f(x_{1}) + 2f(x_{2}) + \dots \right)$$

$$\Delta x = \frac{b \cdot a}{n}$$

 $\dots + 2f(x_n) + f(x_n)$

4. Estimate $\int_{0}^{2} e^{x^2} dx$ using T_4 , the Trapezoid Rule with 4-subintervals. Round your estimate to 4 decimal places.

$$\Delta x = \frac{1}{2}$$

$$T_{4} = \frac{1}{2} \cdot \frac{1}{2} \left(f(0) + 2 \cdot f(1) + 2 \cdot f(1) + 2 \cdot f(2) \right)$$

$$=20.6446$$

1

5. Simpson's Rule:

· f(x) conts over [a,b]

n subintervals (n is EVEN)

· ∆x = b-a

· S f(x)dx & Sn

$$S_{n} = \frac{4x}{3} \left(f(x_{0}) + \frac{4}{9} f(x_{1}) + \frac{2}{9} f(x_{2}) + \cdots \right)$$

$$\cdots + \frac{4}{9} f(x_{3}) + \frac{2}{9} f(x_{4}) + \cdots + \frac{2}{9} f(x_{n}) + \frac{4}{9} f(x_{n}) + \frac{4$$

6. Estimate $\int_0^2 e^{x^2} dx$ using M_4 , Simpson's Rule with 4-subintervals. Round your estimate to 4 dec-

DX=>

x-values: 0, 1, 1, 3, 2

 $S_{4} = \frac{1}{3} \cdot \frac{1}{2} \left(f(\delta) + 4f(1/2) + 2f(1) + 4 (f(3/2)) + f(2) \right)$

≈ 17.3562

7. WolframAlpha gives the following estimate: $\int_0^2 e^{x^2} dx = 16.45262776550$. Using WolframAlpha's estimation as the exact value of the integral, determine the absolute error for each of our three estimates.

: 14.4856-16.4526277-6550 = 1.9670J...

tropezoid: 4.1919 Simpson's: 0.9009 & Smallst.

§ 3.6 Big Picture

- · Dilemma: How to evaluate $\int_{0}^{2} e^{x^{2}} dx$?
- · You already know the answer from CalcI.
 - approximating rectangles
 - 3.6 brings some additional/subtlety tools to this sort of problem
- Goal: Undustand + practice using old and new numerical techniques.
 - · Midpoint Rule

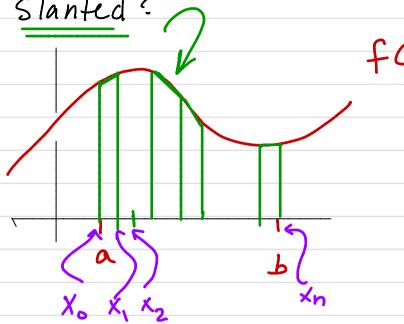
f(x) on [a,b], n subintervals

$$(m_1, f(m_2))$$
 $(m_2, f(m_n))$
 m_1
 m_2
 m_1
 m_2
 m_1
 m_2

$$M_n = \sum_{i=1}^{n} f(m_i) \Delta x$$
 $i=1$
 $\sum_{i=1}^{n} \sum_{j=1}^{n} f(m_i) \Delta x$
 $\sum_{i=1}^{n} f(m_i) \Delta x$
 $\sum_{i=1}^{n}$

· Trapezoid Rule

Why not make the tops of the rectangles Slanted?



Fact:
$$h_1$$
 h_2 area = $\frac{1}{2}(h_1+h_2)b$
So 2 consecutive tapezoids h_1 h_2 h_3
 b b b

$$b\left(\frac{1}{2}(h_1+h_2)+\frac{1}{2}(h_2+h_3)\right) = \frac{b}{2}(h_1+2h_2+h_3)$$

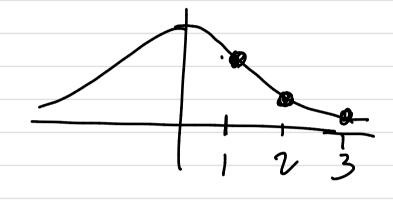
$$\int_{a}^{b} f(x) dx = \frac{\Delta x}{2} \left(f(x_{0}) + 2f(x_{1}) + 2f(x_{2}) + \dots + 2f(x_{n-1}) + f(x_{n}) \right)$$

Simpson's Rule

Why not estimate the shape of a curvy curve w/a curve?

$$f(x) = \frac{10}{x^2 + 1} \quad \text{on } \left[1, 3\right]$$

Observe
$$f(i)=5$$
, $f(2)=2$, $f(3)=1$



Claim There is a guadratic poly that contains the points:

(1,5), (2,2) and (3,1)

$$f(x) = ax^{2} + bx + c$$

$$5 = f(i) = a + b + c$$

$$2 = f(z) = 4a + 2b + c$$

$$1 = f(3) = 9a + 3b + c$$

a+b+c=5 4a+7b+c=2 9a+3b+c=1

Solution (Thanks to Wolfman) a=-1, b=-6, c=0

