SCIENTIFIC COMPUTING: LECTURE 11

- × Numerical Integration
 - + Background
 - + Trapezoid
 - + Simpson's 1/3 rule
 - + Other methods: Monte Carlo

CLASS NOTES

- × HW#4 due today.
- × You should be reading in Appendix A.3

INTEGRATION – SOME REMINDERS...

- Integration is the inverse operation to differentiation.
- Integral of a function is a measure of the "area" bounded by the function and the horizontal axis.
- Many analytic functions can integrated analytically to get a closed form solution.
- Area above axis is (+), area below axis is (-).

 $\int_{a}^{b} f(x)dx = \text{area}$



SOME EXACT SOLUTIONS

$$\int x^m dx = \frac{1}{m+1} x^{m+1} \qquad \int \frac{1}{x} dx = \ln(x)$$

$$\int \sin(x) dx = -\cos(x)$$

$$\int_0^{\pi} \sin(x) dx = 2.00$$

$$\int_a^b x^m dx = \left[\frac{1}{m+1} x^{m+1}\right]_a^b$$

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NUMERICAL APPROXIMATION

- On a computer, integration becomes summation.
- × Numerical integration is also called *quadrature*.
- Break integral range into multiple "panels" with a simple shape.
- × Add areas of all panels to get total area.
- Newton-Cotes Method: top of each panel defined by a polynomial of order n.
 - + n=1: line Trapeziod method
 - + n=2: parabola Simpson's 1/3
 - + n=3: cubic Simpson's 3/8
- × For many applications, Trapezoid method is good enough.

TRAPEZOID METHOD

- Geometry of panels is trapezoidal.
- × Area of a trapezoid:

 $[f(a+h) + f(a)]\frac{h}{2}$

× Total area for N panels:

$$I = I_1 + I_2 + I_3 + \dots + I_N$$

=
$$\sum_{i=1}^{N-1} [f(a+ih) + f(a+(i+1)h)] \frac{h}{2}$$



TRAPEZOID METHOD – THE CODE

```
def trap(f,xmin,xmax,numPanels):
    Isum=0.
    h=(xmax-xmin)/float(numPanels)
    for i in range(numPanels):
        x=xmin+i*h
        Isum+=(f(x+h)+f(x))*h/2.
    return Isum
```

- **x** Trapezoid error is of order $\sim h^2$
- Trapezoid method is can be coupled with Richardson extrapolation to improve error further
 - + known as the Romberg method

SIMPSON'S 1/3 RULE

* Panel cap is a quadratic curve rather than a straight line. $\int_{a}^{b} f(x)dx \simeq \left[f(a) + 4f(\frac{a+b}{2}) + f(b)\right] \frac{h}{3}$

Requires evaluation at 3 points rather than 2.



SIMPSON'S 1/3 CODE

def simp13(f,xmin,xmax,numPanels):
 Isum=0.
 h=(xmax-xmin)/float(numPanels)
 for i in range(0,numPanels,2):
 x=xmin+i*h
 Isum+=(f(x)+4*f(x+h)+f(x+2*h))*h/3
 return Isum

EXERCISE: TRAPEZOID ERROR

* Use the trapezoid method to estimate the integral: $\int_0^1 e^{-x} dx = -[e^{-1} - e^0] = 0.632120558829$

Compute and plot the % error vs number of panels.



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