Lecture 6 Numerical Integration

Trapezoid rule for integration

 $\int f(x)dx$

Many methods can be used to numerically evaluate the integral

Basically the integral is the area represented between the curve and the vertical axis.



Trapezoidal rule

$$\int_{a}^{b} f(x) dx \approx \sum_{i=0}^{i=N-1} A_{i} = \sum_{i=0}^{i=N-1} \frac{1}{2} \Delta x [f(x_{i+1}) + f(x_{i})]$$

$$= \Delta x \{ \frac{1}{2} [f(x_{0}) + f(x_{1})] + \frac{1}{2} [f(x_{1}) + f(x_{2})] + \dots + \frac{1}{2} [f(x_{N-1}) + f(x_{N})] \}$$

$$= \frac{\Delta x}{2} [f(x_{0}) + f(x_{N})] + \Delta x [f(x_{1}) + f(x_{2}) + \dots + f(x_{N-2}) + f(x_{N-1})]$$

$$= \frac{\Delta x}{2} [f(x_{0}) + f(x_{N})] + \Delta x \sum_{i=1}^{i=N-1} f(x_{i})$$

The error, is of the order $O(\Delta x)^2$

Simpson's rule for integration

- The numerical integration can be improved by treating the curve connecting the points $\{x_{i+1}, f(x_{i+1})\}$, $\{x_i, f(x_i)\}$ as a section of a parabola instead of a straight line (as was assumed in trapezoid rule). This results in $A_i + A_{i+1} = (\Delta x/3)[f(x_i) + 4f(x_{i+1}) + f(x_{i+2})]$.
- For details of the derivation, see the lecture notes by Gilles Cazelais of Camosun College, Cadana, http://pages.pacificcoast.net/~cazelais/187/simpson. pdf

Simpson's rule for integration (cont.)

$$\begin{aligned} \int_{a}^{b} f(x) dx &= \sum_{i=0,2,4,6,\dots,N-2} A_{i} + A_{i+1} = \frac{\Delta x}{3} \sum_{i=0,2,4,6,\dots,N-2} f(x_{i}) + 4f(x_{i+1}) + f(x_{i+2}) \\ &= \frac{\Delta x}{3} [\{f(x_{0}) + 4f(x_{0+1}) + f(x_{0+2})\} + \{f(x_{2}) + 4f(x_{2+1}) + f(x_{2+2})\} \\ &+ \{f(x_{4}) + 4f(x_{4+1}) + f(x_{4+2})\} + \dots + \{f(x_{N-2}) + 4f(x_{N-1}) + f(x_{N})\}] \\ &= \frac{\Delta x}{3} [\{f(x_{0}) + 4f(x_{1}) + 2f(x_{2}) + 4f(x_{3}) + 2f(x_{4}) \\ &+ 4f(x_{5}) + 2f(x_{6}) + \dots + 2f(x_{N-2}) + 4f(x_{N-1}) + f(x_{N})] \end{aligned}$$

Assume *N* a large even number.

Simpson's rule for integration

$$\int_{a}^{b} f(x) dx = \frac{\Delta x}{3} [\{f(x_{0}) + f(x_{N})\} + \frac{4\Delta x}{3} [f(x_{1}) + f(x_{3}) + f(x_{5}) + \dots + f(x_{N-1})] + \frac{2\Delta x}{3} [f(x_{2}) + f(x_{4}) + f(x_{6}) + \dots + f(x_{N-2})]$$

The number of interval, *N*, matters: if it is too small, large error occurs. The error in Simpson's rule is of the order $O(\Delta x)^4$

Write a code to evalate the following integral using both Trapezoid and Simpson's rule. *z* is a constant set to 1. Let the integration limits be from x_0 =-1.5 to x_1 =+5.0.

$$f(x) = \frac{x}{(z^2 + x^2)^{3/2}}$$
$$\int_{x_0}^{x_1} f(x) dx = ?$$

Built-in integration function in Mathematica

Syntax: NIntegrate[]

You can compare the results of Mathematica built-in numerical integration against the one developed by you based on Simpson's and Trapizoid rules.

- Mathematica also provide a powerful symbolic integration functionality:
- Syntax Integrate[].
- See Math_built_in_integration_demo1.nb and Math_built_in_integration_demo2.nb.

Gamma function is formally defined as $\Gamma(z) = \int_{0}^{\infty} f(t) dt ; f(t) = t^{z-1} e^{-t}; \Re(z) > 0.$

http://functions.wolfram.com/GammaBetaErf/Gamma/02/

(*i*) Use Mathematica command **Gamma[z]** to plot the gamma function for the interval 1 < z < 5.

(*ii*) For a few selected values of z in the intervals [1,5], plot f(t) for t from close to zero up to a value at which f(t) appears to be flatten and negligible.

(iii) Hence, design a Simpson integration code that could approximate the Gamma function at a fixed *z*.

(iv) Then, use your Simpson code in (*iii*) to List Plot Gamma[z] for z in the interval [1,5], for z = 1.0, 1.1, 1.2, 1.3, ..., 5.0.

(v) Overlap the ListPlot of (iv) on the graph plotted in (*i*). Both code must agree.

Exercise Logarithmic integral function is formally defined as $li(x) = \int_{0}^{x} f(t) dt$; $f(t) = \frac{1}{\ln t}$. http://functions.wolfram.com/GammaBetaErf/LogIntegral /02/

- (*i*) Use Mathematica command LogIntegral[x] to plot the function for the interval 0 < x < 1 (note: the end points are not included).
- (*ii*) Design a Simpson integration code that could approximate the logarithmic integral function at a fixed x. (*iii*) Then, use your Simpson code in (*ii*) to List Plot LogIntegral[x] for x in the interval (0,1) for some choice of Δx .
- (*v*) Overlap the ListPlot of (*iii*) on the graph plotted in (*i*). Both code must agree.

Numerical integration with stochastic method

Assume $f(x) \ge 0$ for xinit<=x<=xlast.

Set totalcountmax.

Set inboxcount = 0, totalcount=0.

Find Max f(x), and call it fmax.

- Define an area A = fmax*L, where L = xlast-xinit.
- 1. Generate a pair of random numbers (xrand,yrand), with the condition xinit<=xrand<=xlast, 0<=yrand<= fmax.
- 2. totalcount=totalcount+1.
- 3. If 0 <= yrand <= f(x=rand), inboxcount = inboxcount + 1
- 4. Stop if totalcount = totalcountmax.

5. Repeat step 1.

The area of the curve f(x) in the interval for [xinit,xlast] is given by

Area = A*inboxcount/totalcountmax.

See the implementation of stochastic integration code: stochastic_integration.nb

Write a code to evalate the following integral using stochasitc method. *z* is a constant set to 1. Let the integration limits be from $x_0=0$ to $x_1=+5.0$.

$$f(x) = \frac{x}{(z^2 + x^2)^{3/2}}$$
$$\int_{x_0}^{x_1} f(x) dx = ?$$



A=L*fmax=1.9245 L=5-0=5.0 fmax0.3849 at x=0.707107



Modify your stochasitc integraton code so that it can integtate a function with both potisive and negative signs in the range of integration. Test it on the following integral. Let the integration limits be from x_0 =-2.5 to x_1 =+5.0.

$$f(x) = \frac{x}{(z^2 + x^2)^{3/2}}$$
$$\int_{x_0}^{x_1} f(x) dx = ?$$