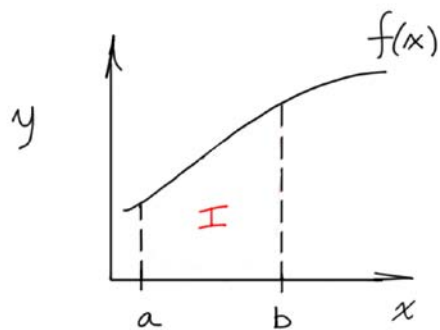


Integration

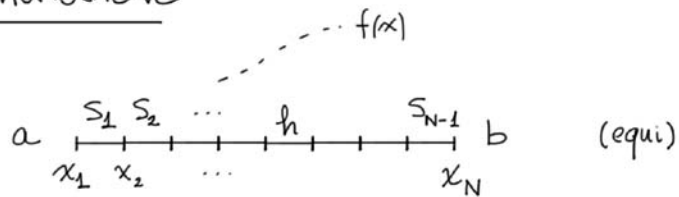
Introduction



$$I = \int_a^b f(x) dx$$

from Interpolation
to Integration

Formulation



$$I \equiv \int_a^b f(x) dx = \sum_{i=1}^{N-1} \int_{S_i} f(x) dx \quad \text{difficult}$$

$$\approx \sum_{i=1}^{N-1} \int_{S_i} (\mathcal{I}f)(x) dx \equiv I_h \quad \text{easy}$$

Error Analysis

(general)

$$|I - I_h| = \left| \sum_{i=1}^{N-1} \int_{S_i} f(x) dx - \sum_{i=1}^{N-1} \int_{S_i} (\mathcal{I}f)(x) dx \right|$$

$$= \left| \sum_{i=1}^{N-1} \int_{S_i} (f(x) - (\mathcal{I}f)(x)) dx \right|$$

$$\leq \sum_{i=1}^{N-1} \left| \int_{S_i} (f(x) - (\mathcal{I}f)(x)) dx \right|$$

$$\leq \sum_{i=1}^{N-1} \int_{S_i} |f(x) - (\mathcal{I}f)(x)| dx$$

$$\leq \sum_{i=1}^{N-1} \int_{S_i} |f(x) - (\mathcal{I}f)(x)| dx$$

$$\leq \sum_{i=1}^{N-1} \max_{x \text{ in } S_i} |f(x) - (\mathcal{I}f)(x)| \int_{S_i} dx$$

interpolant error

$$\leq \sum_{i=1}^{N-1} e_{\max} h \quad h = \frac{b-a}{N-1}$$

$$\leq (N-1) h e_{\max} = (b-a) e_{\max}$$

$$\leq (b-a) C h^{p_{\mathcal{I}}}$$

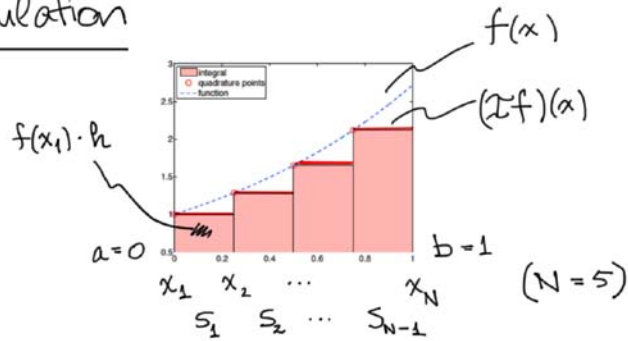
may be pessimistic *order of interpolation scheme*

\mathcal{I} : Piecewise-Constant, Left
 $p_{\mathcal{I}} = 1 : e_{\max} = O(h^1)$

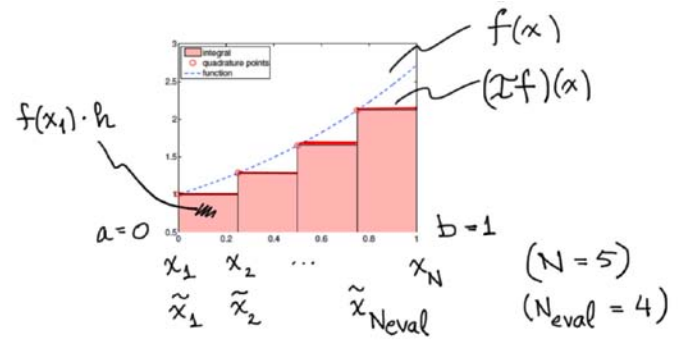
↓

I_h : Rectangle Rule, Left
 expect $|I - I_h| = O(h^1)$

Formulation



$$I_h = \sum_{i=1}^{N-1} \int_{S_i} (If)(x) dx = \sum_{i=1}^{N-1} f(x_i) \cdot h$$



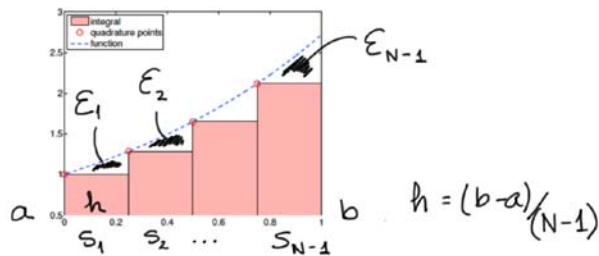
$$I_h = \sum_{i=1}^{N-1} \int_{S_i} (If)(x) dx = \sum_{i=1}^{N-1} h \cdot f(x_i)$$

quadrature points

$$= \sum_{i=1}^{N-1} w_i f(\tilde{x}_i)$$

quadrature weights

Error Analysis

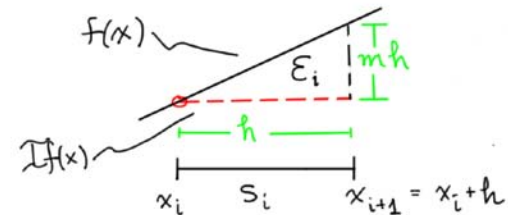


$$|I - I_h| \leq \sum_{i=1}^{N-1} E_i \leq \sum_{i=1}^{N-1} E_{max} = (N-1) E_{max}$$

$$= \frac{b-a}{h} E_{max}$$

say $f(x) = mx + c$

$m = f'(x)$



$$E_i = \frac{1}{2} |m| h^2 \Rightarrow E_{max} = \frac{1}{2} |m| h^2$$

↓

$$|I - I_h| \leq \frac{(b-a)}{h} \frac{1}{2} |m| h^2$$

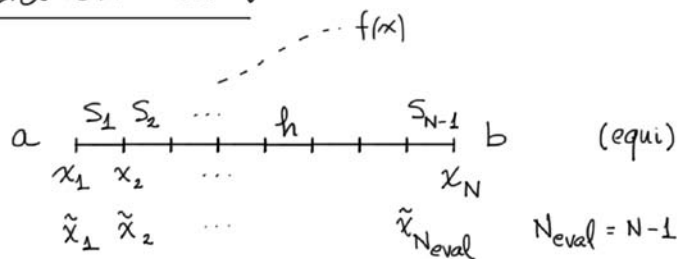
$$= (b-a) \frac{1}{2} \max_{a \leq x \leq b} |f'(x)| h$$

general, rigorous result ✓

first order

DEMO

Operation Count



$$I_h = \sum_{i=1}^{N_{eval}} h \cdot f(\tilde{x}_i)$$

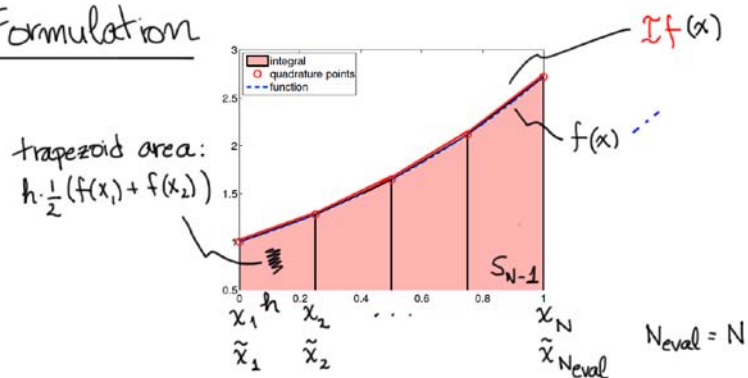
- (i) function evaluations: $x_i \rightarrow f(\tilde{x}_i), 1 \leq i \leq N_{eval}$
- (ii) sum: $O(N_{eval})$ FLOPs

\mathcal{I} : Piecewise-Linear
 $p^x = 2: e_{max} = O(h^2)$



I_h : Trapezoidal Rule
 expect $|I - I_h| = O(h^2)$

Formulation



$$I_h = \sum_{i=1}^{N-1} \underbrace{h}_{h_i} \frac{1}{2} (f(x_i) + f(x_{i+1})) = \sum_{i=1}^{N_{eval}} w_i f(\tilde{x}_i)$$

$w_1 = \frac{h}{2}, w_i = h, w_{N_{eval}} = \frac{h}{2}$
 $2 \leq i \leq N_{eval} - 1$

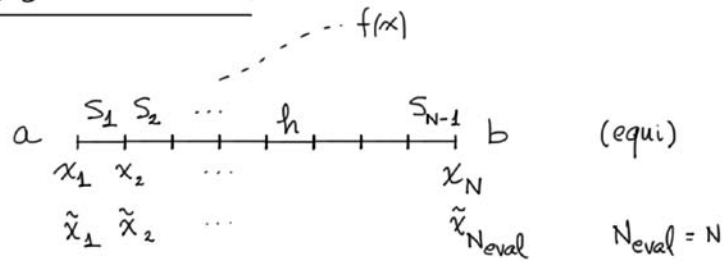
Error Analysis

$$|I - I_h| \leq (b-a) \frac{h^2}{12} \max_{a \leq x \leq b} |f''(x)|$$



$$|I - I_h| = O(h^2) \text{ as expected}$$

Operation Count



$$I_h = \frac{h}{2} \cdot f(\tilde{x}_1) + \sum_{i=2}^{N_{eval}-1} h \cdot f(\tilde{x}_i) + \frac{h}{2} \cdot f(\tilde{x}_{N_{eval}})$$

(i) function evaluations: $\tilde{x}_i \rightarrow f(\tilde{x}_i)$, $1 \leq i \leq N_{eval}$

(ii) sum: $O(N_{eval})$ FLOPs

Variable h :

$$h_i, 1 \leq i \leq N_{eval} - 1$$

$$I_h = \sum_{i=1}^{N_{eval}-1} h_i \frac{1}{2} (f(\tilde{x}_i) + f(\tilde{x}_{i+1}))$$

or

$$I_h = \sum_{i=1}^{N_{eval}} w_i f(\tilde{x}_i)$$

$$w_1 = \frac{1}{2} h_1, \quad w_i = \frac{1}{2} (h_{i-1} + h_i), \quad w_{N_{eval}} = \frac{1}{2} h_{N_{eval}-1}$$

$2 \leq i \leq N_{eval} - 1$

Perspectives

Are

some interpolants better than other interpolants,

↓
some quadrature points special

such that

we improve upon $|I - I_h| = O(h^{P_x})$?

What if

- $f(x)$ is not smooth? $f, f', f'' \dots$
- $f(x)$ undergoes rapid variation? f', f'', \dots
- we wish to consider higher-order interpolants,
 $(\mathcal{I}f)(x)$: piecewise-quadratic, -cubic, ...
to generate our "quadrature rule"?
- we wish to estimate the error $|I - I_R|$?

What if

- we wish to incorporate derivative conditions,
 $(\mathcal{I}f)'(x_i) = f'(x_i), \dots$
to generate our quadrature rule?
- evaluation of $f(x)$ is not exact:
 $x \rightarrow f(x) + \begin{matrix} \text{error} \sim \text{FP arithmetic, ...} \\ \text{or} \\ \text{noise} \sim \text{measurement, ... ?} \end{matrix}$

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2.086 Numerical Computation for Mechanical Engineers
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