

- hw 13
 - 4cl assignment
 - examlet 5 page grades
-

$$f \in C^n \quad \{x_i\}$$
$$f(x) - p_{n-1}(x) = \frac{f^{(n)}(\xi)}{n!} (x-x_1)(x-x_2) \dots (x-x_n)$$

Error Result: Simplified Form

Boil the error result down to a simpler form.

$$|f^{(n)}(x)| \leq M$$

$$(x \in I)$$

interval length $|I| = h = b - a$

$$(x - x_i) : \text{If } x \in I, |x - x_i| \leq h$$

$$\text{Error}(h) = |f(x) - p_{n-1}(x)| \leq C M \cdot h^n$$

$$\text{Error} = O(h^n) \quad (\text{as } h \rightarrow 0)$$

\uparrow n -th order convergence

interval



- ▶ Demo: Interpolation Error [cleared]
- ▶ Demo: Jump with Chebyshev Nodes [cleared]

Going piecewise: Simplest Case

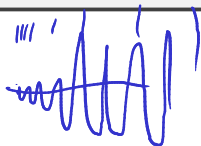


Construct a piecewise linear interpolant at four points.

x_0, y_0	x_1, y_1	x_2, y_2	x_3, y_3
$f_1 = a_1x + b_1$ 2 unk.	$f_2 = a_2x + b_2$ 2 unk.	$f_3 = a_3x + b_3$ 2 unk.	
$f_1(x_0) = y_0$ $f_1(x_1) = y_1$ 2 eqn.	$f_2(x_1) = y_1$ $f_2(x_2) = y_2$ 2 eqn.	$f_3(x_2) = y_2$ $f_3(x_3) = y_3$ 2 eqn.	

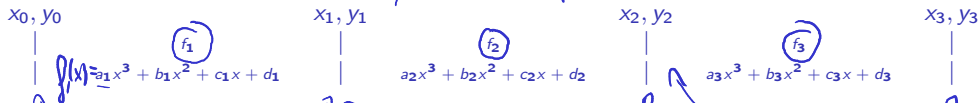
Why three intervals? *end* *middle* *end*

Leads to arbitrary number of middle



Piecewise Cubic ('Splines')

n middle



12 unknown

4 unknown

4 unknown

4 unknown

6

4

$f_1(x_0) = y_0$
 $f_1(x_1) = y_1$

$f_2(x_1) = y_1$
 $f_2(x_2) = y_2$

$f_3(x_2) = y_2$
 $f_3(x_3) = y_3$

$f_1'(x_1) = f_2'(x_1)$
 $f_2'(x_1) = f_3'(x_2)$

$f_1''(x_1) = f_2''(x_1)$
 $f_2''(x_2) = f_3''(x_2)$

"natural"

2 $f''(x_0) = 0$

alt 1: $f''(x_0)$

$f''(x_3) = 0$

$f''(x_3)$

Piecewise Cubic ('Splines'): Accounting ·

x_0, y_0		x_1, y_1		x_2, y_2		x_3, y_3
	f_1		f_2		f_3	
	$a_1x^3 + b_1x^2 + c_1x + d_1$		$a_2x^3 + b_2x^2 + c_2x + d_2$		$a_3x^3 + b_3x^2 + c_3x + d_3$	



Outline

Introduction to Scientific Computing

Systems of Linear Equations

Linear Least Squares

Eigenvalue Problems

Nonlinear Equations

Optimization

Interpolation

Numerical Integration and Differentiation

Numerical Integration

Quadrature Methods

Accuracy and Stability

Gaussian Quadrature

Composite Quadrature

Numerical Differentiation

Richardson Extrapolation

Initial Value Problems for ODEs

Boundary Value Problems for ODEs

Partial Differential Equations and Sparse Linear Algebra

Fast Fourier Transform

Additional Topics

$$f(x) \approx p_{n-1}(x) = \sum \alpha_i \varphi_i(x)$$

$$f'(x) \approx p'_{n-1}(x) = \sum \alpha_i \varphi'_i(x)$$

$$\int_a^b f(x) dx \approx \int_a^b p_{n-1}(x) dx = \sum \alpha_i \int_a^b \varphi_i(x) dx$$

Numerical Integration: About the Problem

What is numerical integration? (Or **quadrature**?)

Given a, b, F , approximate $\int_a^b f(x) dx$

What about existence and uniqueness?

- f integrable (Riemann, Lebesgue)
- f is unique for pw. continuous/bounded

Conditioning

Derive the (absolute) condition number for numerical integration.

$$\vec{f}(x) = f(x) + e(x)$$

$$\left| \int_a^b f(x) dx - \int_a^b \vec{f}(x) dx \right|$$

$$\Rightarrow \left| \int_a^b e(x) dx \right| \leq \int_a^b |e(x)| \leq (b-a) \max_{x \in [a,b]} |e(x)|$$

Interpolatory Quadrature

Design a quadrature method based on interpolation.

$$f(x) \approx \sum_{i=1}^n \alpha_i \varphi_i(x)$$

$$\int_a^b f(x) dx \approx \sum_{i=1}^n \alpha_i \int_a^b \varphi_i(x)$$

expensive because
 $\vec{\alpha}$ needs to be found

Goal: $\int_a^b f(x) dx = \sum_{i=1}^n w_i f(x_i)$

Interpolatory Quadrature: Examples

Let l_i be the Lagrange polynomials for nodes $\{x_i\}_{i=1}^n$.

$$\int_a^b f(x) dx \approx \sum_{i=1}^n f(x_i) \underbrace{\int_a^b l_i(x)}_{w_i}$$

nodes weights.

equispaced: Newton-Cotes quadrature

Chebyshev nodes: Clenshaw-Curtis quadrature
(+ poly basis)

Interpolatory Quadrature: Computing Weights

How do the weights in interpolatory quadrature get computed?

HU

"Method of undetermined coefficients":

$$\int_a^b 1 \, dx = w_1 \cdot 1 + \dots + w_n \cdot 1$$

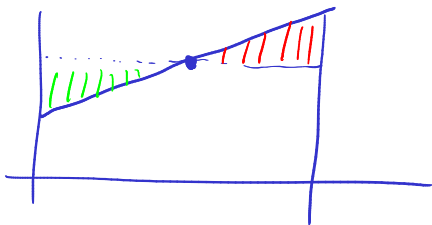
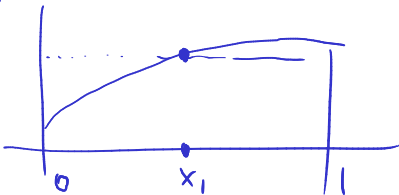
$$\int_a^b x \, dx = w_1 \cdot x_1 + \dots + w_n \cdot x_n$$
$$\vdots$$

$$\int_a^b x^{h-1} \, dx = w_1 \cdot x_1^{h-1} + \dots + w_n \cdot x_n^{h-1}$$

Demo: Newton-Cotes weight finder [cleared]

$$V^T \vec{w} = \vec{I}$$

Midpoint rule:



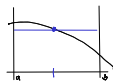
Turns out: It's general: quad rules w/
odd numbers of points have
one "bonus" degree of exactness

Examples and Exactness

To what polynomial degree are the following rules exact?

Midpoint rule

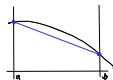
$$(b - a)f\left(\frac{a+b}{2}\right)$$



1

Trapezoidal rule

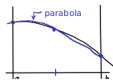
$$\frac{b-a}{2}(f(a) + f(b))$$



1

Simpson's rule

$$\frac{b-a}{6} \left(f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right)$$



3

Interpolatory Quadrature: Accuracy

Let p_{n-1} be an interpolant of f at nodes x_1, \dots, x_n (of degree $n-1$)

Recall

$$\sum_i \omega_i f(x_i) = \int_a^b p_{n-1}(x) dx.$$

What can you say about the accuracy of the method?

$$\begin{aligned} & \left| \int_a^b f(x) dx - \int_a^b p_{n-1}(x) dx \right| \\ & \leq \int_a^b |f(x) - p_{n-1}(x)| dx \\ & \leq (b-a) \|f - p_{n-1}\|_{\infty} \\ & \leq (b-a) C h^n \cdot \|f^{(n)}\|_{\infty} \\ & = C h^{n+1} \|f^{(n)}\|_{\infty} \end{aligned}$$

Quadrature: Overview of Rules

	n	Deg.	Ex.Int.Deg. (w/odd)	Intp.Ord.	Quad.Ord. (regular)	Quad.Ord. (w/odd)
		$n - 1$	$(n - 1) + 1_{\text{odd}}$	n	$n + 1$	$(n + 1) + 1_{\text{odd}}$
Midp.	1	0	1	1	2	3
Trapz.	2	1	1	2	3	3
Simps.	3	2	3	3	4	5
S. 3/8	4	3	3	4	5	5

- ▶ n : number of points
- ▶ “Deg.”: Degree of polynomial used in interpolation ($= n - 1$)
- ▶ “Ex.Int.Deg.”: Polynomials of up to (and including) this degree *actually* get integrated exactly. (including the odd-order bump)
- ▶ “Intp.Ord.”: Order of Accuracy of Interpolation: $O(h^n)$
- ▶ “Quad.Ord. (regular)”: Order of accuracy for quadrature predicted by the error result above: $O(h^{n+1})$
- ▶ “Quad.Ord. (w/odd)”: Actual order of accuracy for quadrature given ‘bonus’ degrees for rules with odd point count

Observation: Quadrature gets (at least) ‘one order higher’ than interpolation—even more for odd-order rules. (i.e. more accurate)

Interpolatory Quadrature: Stability

Let p_n be an interpolant of f at nodes x_1, \dots, x_n (of degree $n - 1$)

Recall

$$\sum_i \omega_i f(x_i) = \int_a^b p_n(x) dx$$

What can you say about the stability of this method?

So, what quadrature weights make for bad stability bounds?