

4.6 Numeric Integration

Some functions do not have an antiderivative that is elementary.

(ie - it cannot be found with basic integration)

Therefore, we must use numeric approximations.

ex) $\int \sqrt{1+x^2} \cdot dx$

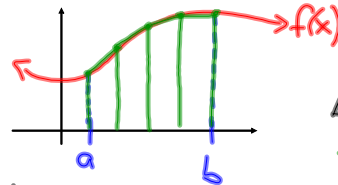
2 Methods of Numeric Approximation for Integrals:

#1) Trapezoidal Rule

#2) Simpson's Rule

#1) Trapezoidal Rule

For a function $f(x)$ that is continuous on $[a, b]$, we split the interval into "n" trapezoids.



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

= width of Trap.

$$\int_a^b f(x) dx \approx \frac{b-a}{2n} [f(x_0) + 2f(x_1) + 2f(x_2) + \dots + f(x_n)]$$

As $n \rightarrow \infty$, this will approach the true area.

Notice the coefficients follow the pattern:

1, 2, 2, 2, ... 2, 2, 1

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Ex 1) Trap. Rule

$$\int_0^1 \sqrt{1+x^2} \cdot dx, \text{ for } n=4$$

$$\Delta x = \frac{1}{4}$$

$$A = \frac{1-0}{2(4)} \left[f(0) + 2f\left(\frac{1}{4}\right) + 2f\left(\frac{1}{2}\right) + 2f\left(\frac{3}{4}\right) + f(1) \right]$$

$$= \frac{1}{8} \left[1 + 2\left(\frac{\sqrt{17}}{2}\right) + 2\left(\frac{\sqrt{5}}{2}\right) + 2\left(\frac{\sqrt{5}}{2}\right) + \sqrt{2} \right]$$

$$A \approx 1.151$$

$$\text{True Area} \approx 1.148$$

#2) Simpson's Rule

For a function $f(x)$ that is continuous on $[a, b]$, we use quadratics to approximate the area.

For this rule, "n" must be an even integer.

$$\int_a^b f(x) dx \approx \frac{b-a}{3n} \left[f(x_0) + 4f(x_1) + 2f(x_2) + 4f(x_3) + \dots + 4f(x_{n-1}) + f(x_n) \right]$$

ex2) $\int_0^1 \sqrt{1+x^2} \cdot dx, \text{ for } n=4$

pattern: 1, 4, 2, 4, 2, ... 4, 1

$$A = \frac{1}{12} \left[f(0) + 4f\left(\frac{1}{4}\right) + 2f\left(\frac{1}{2}\right) + 4f\left(\frac{3}{4}\right) + f(1) \right]$$

$$\frac{1}{12} \left[\sqrt{1} + 4\sqrt{1+\frac{1}{16}} + 2\sqrt{1+\frac{1}{4}} + 4\sqrt{1+\frac{9}{16}} + \sqrt{2} \right]$$

≈ 1.1478 Trap 1.1515

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Turn In Tues!

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18,36,72

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