

Programmierpraktikum

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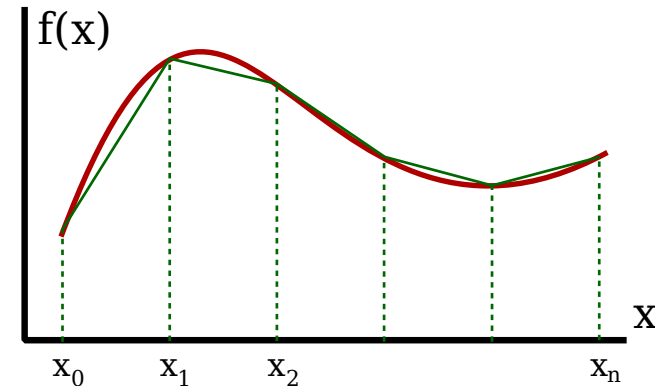
Numerical Evaluation of Integrals

numerical integration

- well behaved integrand

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

- trapezoidal rule



$$T_n \equiv \sum_{k=1}^n \frac{f(x_{k-1}) + f(x_k)}{2} \Delta x$$

- $x_0 = a, x_n = b$
 $\Delta x = x_n - x_{n-1}$ constant
- convergence with the number n of trapezoids

$$\lim_{n \rightarrow \infty} T_n = I$$

trapezoidal rule at work

$$y_m = \int_0^1 \frac{x^m}{x+a} dx$$

- $a = 10, m = 19, n = 2^p$

| n | p | T(p) | (4T(p)-T(p-1))/3 |
|-------|----|--------------------|--------------------|
| 1 | 0 | 0.0454545454545455 | |
| 2 | 1 | 0.0227273635533981 | 0.0151516362530156 |
| 4 | 2 | 0.0114620139299330 | 0.0077068973887780 |
| 8 | 3 | 0.0066417103644638 | 0.0050349425093074 |
| 16 | 4 | 0.0051140844181988 | 0.0046048757694438 |
| 32 | 5 | 0.0047045044781142 | 0.0045679778314194 |
| 64 | 6 | 0.0046002267297100 | 0.0045654674802419 |
| 128 | 7 | 0.0045740370560200 | 0.0045653071647900 |
| 256 | 8 | 0.0045674820820493 | 0.0045652970907257 |
| 512 | 9 | 0.0045658428656951 | 0.0045652964602438 |
| 1024 | 10 | 0.0045654330320428 | 0.0045652964208253 |
| 2048 | 11 | 0.0045653305717818 | 0.0045652964183615 |
| 4096 | 12 | 0.0045653049566010 | 0.0045652964182075 |
| 8192 | 13 | 0.0045652985527986 | 0.0045652964181978 |
| 16384 | 14 | 0.0045652969518476 | 0.0045652964181972 |
| | | ^ | ^ |
| | | 9 | 16 |

- inverse recursion ($a = 10, m = 19$): 0.0045652964181972

- convergence acceleration with

$$T_p^* = \frac{1}{3} \left(4T(p) - T(p-1) \right)$$

for $n = 2^p$. Why?

convergence scaling

- **scaling of accuracy as a function of effort**
accuracy of trapezoidal approximation improves quadratically with the number of trapezoids

$$I = \int_a^b f(x) dx \approx T_n + O(n^{-2})$$

$$T_n = \frac{\Delta x}{2} \sum_{k=1}^n \left(f(x_{k-1}) + f(x_k) \right), \quad \Delta x = \frac{b-a}{n}$$

- can be derived via recursive partial integration

$$\int_{x_{k-1}}^{x_k} 1 \cdot f(x) dx = (x + c_1) f(x) \Big|_{x_{k-1}}^{x_k} - \int_{x_{k-1}}^{x_k} dx (x + c_1) \frac{d}{dx} f(x)$$

valid for well behaved (analytic) integrands
leading to the Euler-Maclaurin formula

convergence acceleration

- exploit scaling for performance improvements

$$T_n = I + \frac{c}{n^2} + O(n^{-4}), \quad T_{2n} = I + \frac{c}{4n^2} + O(n^{-4})$$

$$\frac{4}{3} T_{2n} - \frac{1}{3} T_n = \left(\frac{4}{3} - \frac{1}{3} \right) I + \left(\frac{4}{3} \frac{1}{4} - \frac{1}{3} \right) \frac{c}{n^2} + O(n^{-4})$$

- qualitative convergence improvement

$$\frac{4}{3} T_{2n} - \frac{1}{3} T_n = I + O(n^{-4})$$

at essentially constant numerical effort

- generalization to Romberg's method

- how can we speed an algorithm scaling like n^{-z} , for any $z \leq 1$?

accelerated integration

- simple to use, never hurts
- quadratic convergence acceleration

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1. /** Integrating
2.  * y_m = \int_0^1 x^m/(x+a)dx
3.  * for various m and n of the trapezoidal integration method
4. */
5. public class InteTrapezoidal {
6.
7. public static void main(String[] args) {
8.     int    m = 19;
9.     double a = 10.0;
10. // *** *****
11. // *** loop of numbers of trapzoids ***
12. // *** *****
13.     double Tn = 0.0;
14.     double lastTn = 0.0;
15.     int    n = 1;

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16. System.out.printf("%8s %5s %22s %22s\n",
17.           "n", "p", "T(p)", "(4T(p)-T(p-1))/3");
18. for (int jj=0; jj<15; jj++)
19.     {
20.         Tn = sumTrapezoids(n, m, a);
21.         if (jj==0)
22.             System.out.printf("%8d %5d %22.16f\n",
23.                               n, jj, Tn);
24.         else
25.             System.out.printf("%8d %5d %22.16f %22.16f\n",
26.                               n, jj, Tn, (4*Tn-lastTn)/3.0);
27.         n = n*2;
28.         lastTn = Tn;
29.     }
30. System.out.println(" ");
31. } // end of InteTrapezoidal.main()
32.
33. /** Straight summing trapezoids
34. */
35. public static double sumTrapezoids(int n, int m, double a) {
36.     double result = 0.0;
37.     double x0, x1;
38.     double DeltaX = 1.0/n;

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39.  for (int i=0; i<n; i++)
40.  {
41.      x0 = i*DeltaX;
42.      x1 = (i+1)*DeltaX;
43.      result += 0.5*( Math.pow(x0,1.0*m)/(x0+a)
44.                  + Math.pow(x1,1.0*m)/(x1+a) );
45.  }
46.  return result*DeltaX;
47. } // end of summationUP
48.
49. } // end of class InteTrapezoidal

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