

Lecture 21 Numerical Analysis

April 17, 2018

Last time:

- polynomial approximation in the 2-norm
 - analogous to least squares problems in finite dimensional linear alg.
- Minimize
$$\int_a^b |f(x) - p_n(x)|^2 w(x) dx$$

↑
polynomial of deg. $\leq n$
- The solution is given as the orthogonal projection of f onto $P_n \leftarrow$ the subspace of pols of deg $\leq n$.
- If p_0, p_1, p_2, \dots are orthonormal, the solution is
$$p_n = (f, p_0) p_0 + (f, p_1) p_1 + (f, p_2) p_2 + \dots + (f, p_n) p_n.$$

Moving on: Numerical Integration

Almost no integral can be computed analytically, they must be evaluated numerically.

Ex.

$$\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$$

error function

Application ODEs, initial value problems

$$(*) \quad \begin{aligned} y'(t) &= f(t) \\ y(0) &= y_0 \end{aligned}$$

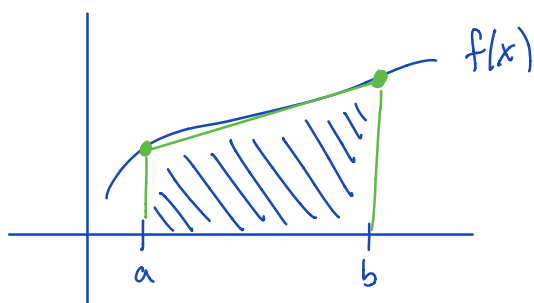
The analytic solution is

$$y(t) = y_0 + \int_0^t f(\tau) d\tau$$

All numerical methods for solving (*) are based on approximating the integral in (**). More to come later.

The Trapezoidal (Trapezium) Rule

The most basic numerical integration technique:



Approximate f on $[a, b]$ by a line, integrate the line.

$$\int_a^b f(x) dx \approx \underbrace{\frac{1}{2}(b-a)(f(a) + f(b))}_{\text{area for a trapezoid}}$$

This is a special case of more general integration formulae known as Newton-Cotes rules:

Idea Interpolate f on $[a, b]$, and integrate the interpolating polynomial.

This can be done with arbitrarily high degree, but remember: the interpolating polynomial may suffer from Runge's Phenomenon.

In general:

Interpolate f as

$$p_n(x) = \sum_{j=0}^n L_j(x) f(x_j)$$

Lagrange function:

$$L_k(x) = \prod_{i \neq k} \frac{x - x_i}{x_k - x_i}$$

Then the integral of f is approximated as:

$$\begin{aligned} \int_a^b f(x) dx &\approx \int_a^b p_n(x) dx \\ &= \int_a^b \sum_{j=0}^n L_j(x) f(x_j) dx \end{aligned}$$

$$= \sum_{j=0}^n \left(\int_a^b L_j(x) dx \right) f(x_j)$$

$$= \sum_{j=0}^n w_j f(x_j)$$

quadrature weights

quadrature nodes

(the locations where f is evaluated)