Richardson Extrapolation

For trapezoidal rule

$$A = \int_{a}^{b} f(x) dx = A(h) + c_{1}h^{2} + \cdots$$

$$\begin{cases}
A = A(h) + c_{1}h^{2} + c_{2}h^{4} \cdots \\
A = A(\frac{h}{2}) + c_{1}(\frac{h}{2})^{2} + c_{2}(\frac{h}{2})^{4} + \cdots \\
\Rightarrow A = \frac{1}{3} \left[4A(\frac{h}{2}) - A(h) \right] - \frac{c_{2}}{4}h^{4} + \cdots = B(h) + b_{2}h^{4} + \cdots \\
= k^{th} \text{ level of extrapolation} \\
A = B(h) + b_{2}h^{4} \cdots \\
A = B(\frac{h}{2}) + b_{2}(\frac{h}{2})^{4} + \cdots \\
A = B(\frac{h}{2}) + b_{2}(\frac{h}{2})^{4} + \cdots \\
A = B(\frac{h}{2}) - B(h) = \frac{1}{15} \left[16B(\frac{h}{2}) - B(h) \right]$$

$$D(h) = \frac{4^{k} C(h/2) - C(h)}{4^{k} - 1}$$

Romberg Integration

Accelerated Trapezoid Rule

$$I_{j,k} = \frac{4^{k} I_{j+1,k} - I_{j,k}}{4^{k} - 1}; \ k = 1, 2, 3, \cdots$$
Trapezoid Simpson's Boole's
$$k = 0 \qquad k = 1 \qquad k = 2 \qquad k = 3 \qquad k = 4$$

$$O(h^{2}) \qquad O(h^{4}) \qquad O(h^{6}) \qquad O(h^{8}) \qquad O(h^{10})$$

$$h \qquad I_{0,0} \qquad I_{0,1} \qquad I_{0,2} \qquad I_{0,3} \qquad I_{0,4}$$

$$h/2 \qquad I_{1,0} \qquad I_{1,1} \qquad I_{2,2} \qquad I_{1,3} \qquad I_{0,4}$$

$$h/4 \qquad I_{2,0} \qquad I_{2,1} \qquad I_{2,2} \qquad I_{2,2} \qquad I_{1,3} \qquad I_{0,4}$$

$$h/8 \qquad I_{3,0} \qquad I_{3,1} \qquad I_{2,2} \qquad I_{1,3} \qquad I_{2,2} \qquad I_{1,3} \qquad I_{0,4}$$

Romberg Integration

Accelerated Trapezoid Rule

$I = \int_0^{t}$	$\int_{-\infty}^{\infty} xe^{2x} dx = 5216.926477$
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	$Trapezoid$ $k = 0$ $O(h^2)$	Simpson's k = 1 $O(h^4)$	Boole's k = 2 $O(h^6)$	$k = 3$ $O(h^8)$	$k = 4$ $O(h^{10})$
h = 4	23847.7	8240.41	5499.68	5224.84	5216.95
h = 2	12142.2	5670.98	5229.14	5217.01	
h = 1	7288.79	5256.75	5217.20		
h = 0.5	5764.76	5219.68			
h = 0.25	5355.95				
<i>ε</i> =	-2.66%	-0.0527%	-0.0053%	-0.00168%	-0.00050%

Gaussian Quadratures

Newton-Cotes Formulae ٠

- use evenly-spaced functional values
- Did not use the flexibility we have to select the quadrature points
- In fact a quadrature point has several degrees of freedom. ٠
- A formula with *m* function evaluations requires specification of 2m numbers c_i and x_i

Gaussian Quadratures

- select both these weights and locations so that a higher order polynomial can be integrated (alternatively the error is proportional to a higher derivatives)
- Price: functional values must now be evaluated at nonuniformly distributed points to achieve higher accuracy
- Weights are no longer simple numbers ٠
- Usually derived for an interval such as [-1,1]
- Other intervals [a,b] determined by mapping to [-1,1]

Gaussian Quadrature on [-1, 1]

$$\int_{-1}^{1} f(x) dx \approx \sum_{i=1}^{n} c_i f(x_i) = c_1 f(x_1) + c_2 f(x_2) + \dots + c_n f(x_n)$$

- Two function evaluations:
 - Choose (c1, c2, x1, x2) such that the method yields "exact integral" for f(x) = x⁰, x¹, x², x³



Finding quadrature nodes and weights

- One way is through the theory of orthogonal polynomials.
- Here we will do it via brute force
- Set up equations by requiring that the 2*m* points guarantee that a polynomial of degree 2*m*-1 is integrated exactly.
- In general process is non-linear
 - (involves a polynomial function involving the unknown point and its product with unknown weight)
 - Can be solved by using a multidimensional nonlinear solver
 - Alternatively can sometimes be done step by step

Gaussian Quadrature on [-1, 1]

$$n = 2: \int_{-1}^{1} f(x) dx = c_1 f(x_1) + c_2 f(x_2)$$

Exact integral for $f = x^0, x^1, x^2, x^3$ - Four equations for four unknowns

$$\begin{cases} f = 1 \implies \int_{-1}^{1} 1 dx = 2 = c_1 + c_2 \\ f = x \implies \int_{-1}^{1} x dx = 0 = c_1 x_1 + c_2 x_2 \\ f = x^2 \implies \int_{-1}^{1} x^2 dx = \frac{2}{3} = c_1 x_1^2 + c_2 x_2^2 \\ f = x^3 \implies \int_{-1}^{1} x^3 dx = 0 = c_1 x_1^3 + c_2 x_2^3 \end{cases}$$

$$I = \int_{-1}^{1} f(x) dx = f(-\frac{1}{\sqrt{3}}) + f(\frac{1}{\sqrt{3}})$$

Error

• If we approximate a function with a Gaussian quadrature formula we cause an error proportional to *2n th* derivative



yields "exact integral" for $f(x) = x^0$, x^1 , x^2 , x^3 , x^4 , x^5

Gaussian Quadrature on [-1, 1] $f = 1 \Rightarrow \int_{-1}^{1} x dx = 2 = c_1 + c_2 + c_3$ $f = x \Rightarrow \int_{-1}^{1} x dx = 0 = c_1 x_1 + c_2 x_2 + c_3 x_3$ $f = x^2 \Rightarrow \int_{-1}^{1} x^2 dx = \frac{2}{3} = c_1 x_1^2 + c_2 x_2^2 + c_3 x_3^2$ $f = x^3 \Rightarrow \int_{-1}^{1} x^3 dx = 0 = c_1 x_1^3 + c_2 x_2^3 + c_3 x_3^3$ $f = x^4 \Rightarrow \int_{-1}^{1} x^4 dx = \frac{2}{5} = c_1 x_1^4 + c_2 x_2^4 + c_3 x_3^4$ $f = x^5 \Rightarrow \int_{-1}^{1} x^5 dx = 0 = c_1 x_1^5 + c_2 x_2^5 + c_3 x_3^5$

Gaussian Quadrature on [-1, 1]

Exact integral for $f = x^0$, x^1 , x^2 , x^{3} , x^4 , x^5

$$I = \int_{-1}^{1} f(x) dx = \frac{5}{9} f(-\sqrt{\frac{3}{5}}) + \frac{8}{9} f(0) + \frac{5}{9} f(\sqrt{\frac{3}{5}})$$

Gaussian Quadrature on [a, b]

Coordinate transformation from [a,b] to [-1,1]



Evaluate $I = \int_0^4 te^{2t} dt = 5216.926477$ Coordinate transformation $t = \frac{b-a}{2}x + \frac{b+a}{2} = 2x+2; \quad dt = 2dx$ $I = \int_0^4 te^{2t} dt = \int_{-1}^1 (4x+4)e^{4x+4} dx = \int_{-1}^1 f(x) dx$

Two-point formula

$$I = \int_{-1}^{1} f(x) dx = f(\frac{-1}{\sqrt{3}}) + f(\frac{1}{\sqrt{3}}) = (4 - \frac{4}{\sqrt{3}})e^{4 - \frac{4}{\sqrt{3}}} + (4 + \frac{4}{\sqrt{3}})e^{4 + \frac{4}{\sqrt{3}}}$$

= 9.167657324 + 3468.376279 = 3477.543936 (\$\varepsilon = 33.34\%)

Example: Gaussian Quadrature

Three-point formula

$$I = \int_{-1}^{1} f(x) dx = \frac{5}{9} f(-\sqrt{0.6}) + \frac{8}{9} f(0) + \frac{5}{9} f(\sqrt{0.6})$$

= $\frac{5}{9} (4 - 4\sqrt{0.6}) e^{4 - \sqrt{0.6}} + \frac{8}{9} (4) e^4 + \frac{5}{9} (4 + 4\sqrt{0.6}) e^{4 + \sqrt{0.6}}$
= $\frac{5}{9} (2.221191545) + \frac{8}{9} (218.3926001) + \frac{5}{9} (8589.142689)$
= 4967.106689 ($\varepsilon = 4.79\%$)

Four-point formula

$$I = \int_{-1}^{1} f(x) dx = 0.34785 [f(-0.861136) + f(0.861136)] + 0.652145 [f(-0.339981) + f(0.339981)] = 5197.54375 \qquad (\varepsilon = 0.37\%)$$

Other rules

- Gauss-Lobatto:
 - requiring end points be included in the formula
- Gauss-Radau
 - Require one end point be in the formula

Higher dimensions

- Can take similar approach (fit polynomials and evaluate)
- However, as dimensionality increases number of points needed increases exponentially in dimension
- Very high dimensions: only practical way is "Monte-Carlo" integration
- Evaluates integrals probabilistically
- In this case expected value is the computed integral
- Error is the variance of the estimate.