

PROGRAMMING TEST PROBLEMS





OUTLINE

- MATLAB Plot Function
- MATLAB Symbolic Integration
- MATLAB Built-in Numerical Integration
- Simpson's Rule

MATLAB PLOT FUNCTION

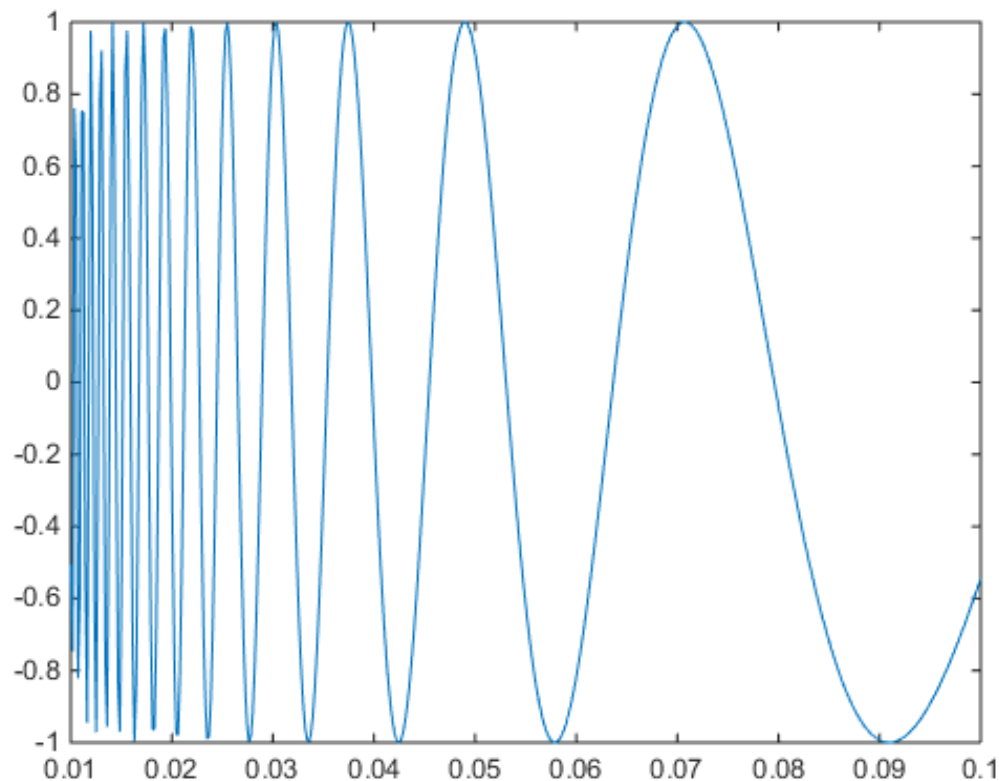
Functions

<code>plot</code>	2-D line plot
<code>plotyy</code>	2-D line plots with y-axes on both left and right side
<code>plot3</code>	3-D line plot
<code>loglog</code>	Log-log scale plot
<code>semilogx</code>	Semilogarithmic plot
<code>semilogy</code>	Semilogarithmic plot
<code>errorbar</code>	Plot error bars along curve
<code>fplot</code>	Plot function between specified limits
<code>ezplot</code>	Easy-to-use function plotter
<code>ezplot3</code>	Easy-to-use 3-D parametric curve plotter

MATLAB PLOT FUNCTION

Create a function handle from an anonymous function. Plot the function from 0.01 to 0.1.

```
sn = @(x) sin(1./x);  
fplot(sn,[0.01,0.1])
```



MATLAB SYMBOLIC INTEGRATION

Indefinite Integral of a Univariate Expression

Find an indefinite integral of this univariate expression:

```
syms x  
int(-2*x/(1 + x^2)^2)
```

```
ans =  
1/(x^2 + 1)
```

MATLAB SYMBOLIC INTEGRATION

Approximate Definite Integrals

Compute this definite integral:

```
syms x
F = int(cos(x)/sqrt(1 + x^2), x, 0, 10)
```

```
F =
int(cos(x)/(x^2 + 1)^(1/2), x, 0, 10)
```

If `int` cannot compute a closed form of a definite integral, try approximating that integral numerically using `vpa`. For example, approximate `F` with five significant digits:

```
vpa(F, 5)
```

```
ans =
0.37571
```

MATLAB BUILT-IN NUMERICAL INTEGRATION

Functions

<code>integral</code>	Numerical integration
<code>integral2</code>	Numerically evaluate double integral
<code>integral3</code>	Numerically evaluate triple integral
<code>quad</code>	Numerically evaluate integral, adaptive Simpson quadrature
<code>quadgk</code>	Numerically evaluate integral, adaptive Gauss-Kronrod quadrature
<code>quad2d</code>	Numerically evaluate double integral, tiled method
<code>cumtrapz</code>	Cumulative trapezoidal numerical integration
<code>trapz</code>	Trapezoidal numerical integration
<code>polyint</code>	Integrate polynomial analytically

MATLAB BUILT-IN NUMERICAL INTEGRATION

- **Q = quad(fun,xmin,xmax)** numerically integrates function fun from xmin to xmax using **adaptive Simpson quadrature** and default error tolerances

$$\int_0^2 \frac{1}{x^3 - 2x - 5} dx,$$

```
Q = quad(@myfun,0,2)
```

```
Q =
```

```
-0.4605
```

```
function y = myfun(x)  
y = 1./(x.^3-2*x-5);
```

```
F = @(x)1./(x.^3-2*x-5);  
Q = quad(F,0,2);
```

MATLAB BUILT-IN NUMERICAL INTEGRATION

- **Q = trapz(X,Y)** integrates Y with spacing increment X

Create a domain vector, X.

```
X = 0:pi/100:pi;
```

Calculate the sine of X and store the result in Y.

```
Y = sin(X);
```

Integrate the function values contained in Y using trapz.

```
Q = trapz(X,Y)
```

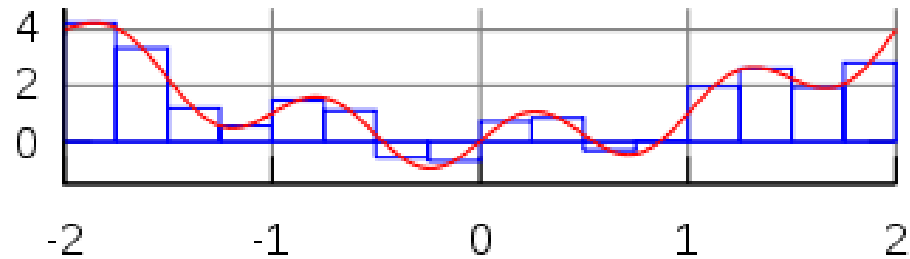
```
Q =
```

```
1.9998
```

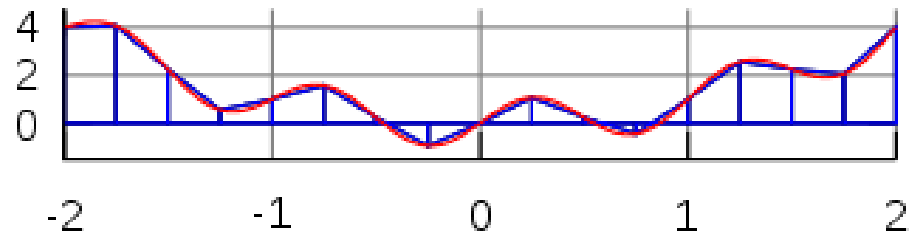
NUMERICAL INTEGRATION

Midpoint/Rectangle Rule vs Trapezoidal Rule

$$\int_a^b f(x) dx \approx (b - a) f\left(\frac{a + b}{2}\right).$$

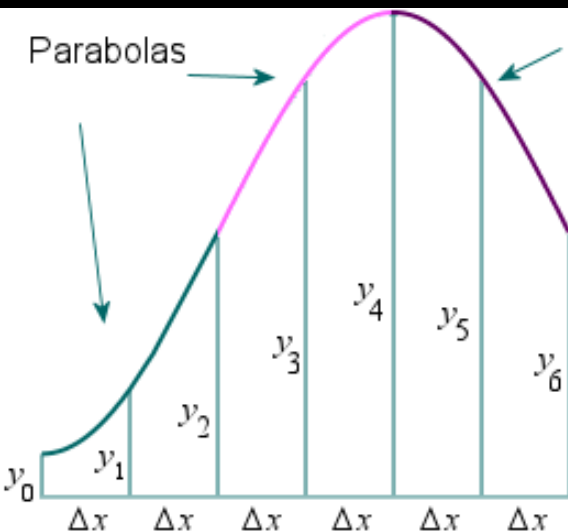


$$\int_a^b f(x) dx \approx (b - a) \frac{f(a) + f(b)}{2}.$$



Numerical Integration Demonstration

SIMPSON'S RULE



Simpson's Rule

$$\text{Area} = \int_a^b f(x) dx \approx \frac{\Delta x}{3} (y_0 + 4y_1 + 2y_2 + 4y_3 + 2y_4 + \dots + 4y_{n-1} + y_n)$$

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

Note: In Simpson's Rule, n must be EVEN.

Memory aid

We can re-write Simpson's Rule by grouping it as follows:

$$\int_a^b f(x) dx \approx \frac{\Delta x}{3} (y_0 + 4(y_1 + y_3 + y_5 + \dots) + 2(y_2 + y_4 + y_6 + \dots) + y_n)$$

This gives us an easy way to remember Simpson's Rule:

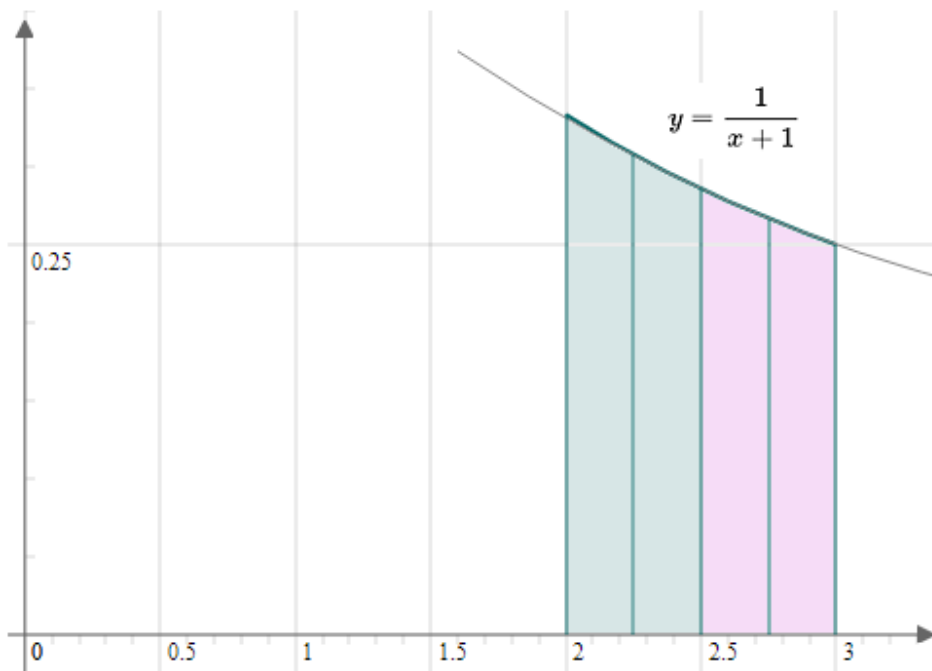
$$\int_a^b f(x) dx \approx \frac{\Delta x}{3} (\text{FIRST} + 4(\text{sum of ODDs}) + 2(\text{sum of EVENs}) + \text{LAST})$$

SIMPSON'S RULE

$$\text{Area} = \int_a^b f(x) dx$$

$$\approx \frac{0.25}{3} (0.333333 + 4(0.3076923) + 2(0.2857142) + 4(0.2666667) + 0.25)$$

$$= 0.2876831$$



$$\Delta x = \frac{b-a}{n} = \frac{3-2}{4} = 0.25$$

$$y_0 = f(a) = f(2) = \frac{1}{2+1} = 0.3333333$$

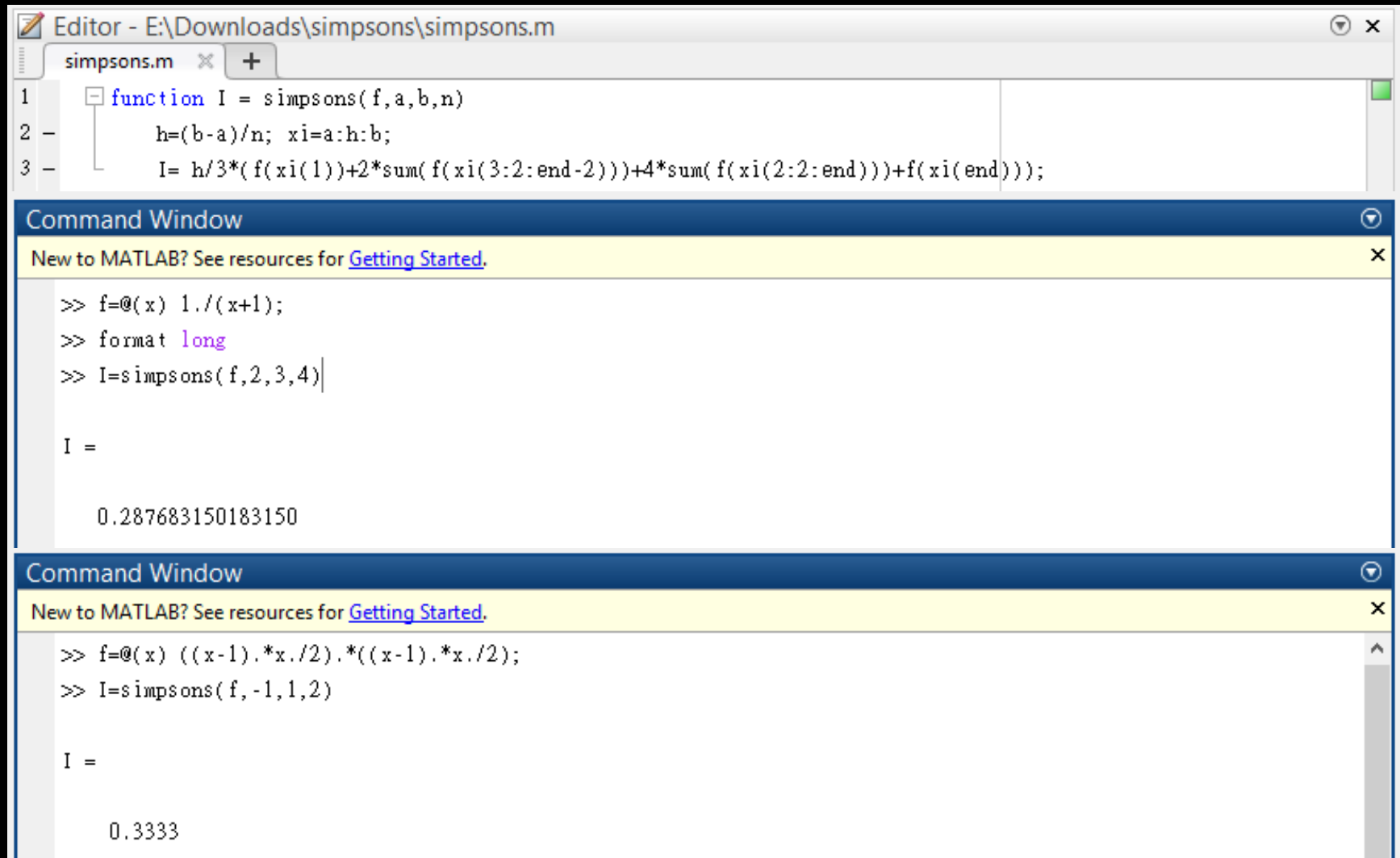
$$y_1 = f(a + \Delta x) = f(2.25) = \frac{1}{2.25+1} = 0.3076923$$

$$y_2 = f(a + 2\Delta x) = f(2.5) = \frac{1}{2.5+1} = 0.2857142$$

$$y_3 = f(a + 3\Delta x) = f(2.75) = \frac{1}{2.75+1} = 0.2666667$$

$$y_4 = f(b) = f(3) = \frac{1}{3+1} = 0.25$$

SIMPSON'S RULE



The image displays a MATLAB environment with two windows. The top window is the 'Editor' showing a script named 'simpsons.m'. The script defines a function 'simpsons' that takes four inputs: 'f' (a function handle), 'a' (lower limit), 'b' (upper limit), and 'n' (number of subintervals). The function calculates the step size 'h' as $(b-a)/n$, generates a vector 'xi' of points from 'a' to 'b' with step 'h', and then computes the integral 'I' using Simpson's rule formula: $I = h/3 * (f(xi(1)) + 2 * \sum_{i=2}^{end-2} f(xi(i)) + 4 * \sum_{i=2}^{end-2} f(xi(i+1)) + f(xi(end)))$.

The bottom window is the 'Command Window', which shows two separate command sessions. The first session defines a function $f(x) = 1/(x+1)$, sets the format to 'long', and calls the 'simpsons' function with f , 2, 3, and 4, resulting in the value 0.287683150183150. The second session defines a function $f(x) = ((x-1) * x / 2) * ((x-1) * x / 2)$ and calls the 'simpsons' function with f , -1, 1, and 2, resulting in the value 0.3333.

```
Editor - E:\Downloads\simpsons\simpsons.m
simpsons.m
1 function I = simpsons(f,a,b,n)
2     h=(b-a)/n; xi=a:h:b;
3     I= h/3*(f(xi(1))+2*sum(f(xi(3:2:end-2)))+4*sum(f(xi(2:2:end)))+f(xi(end)));

Command Window
New to MATLAB? See resources for Getting Started.
>> f=@(x) 1./(x+1);
>> format long
>> I=simpsons(f,2,3,4)

I =

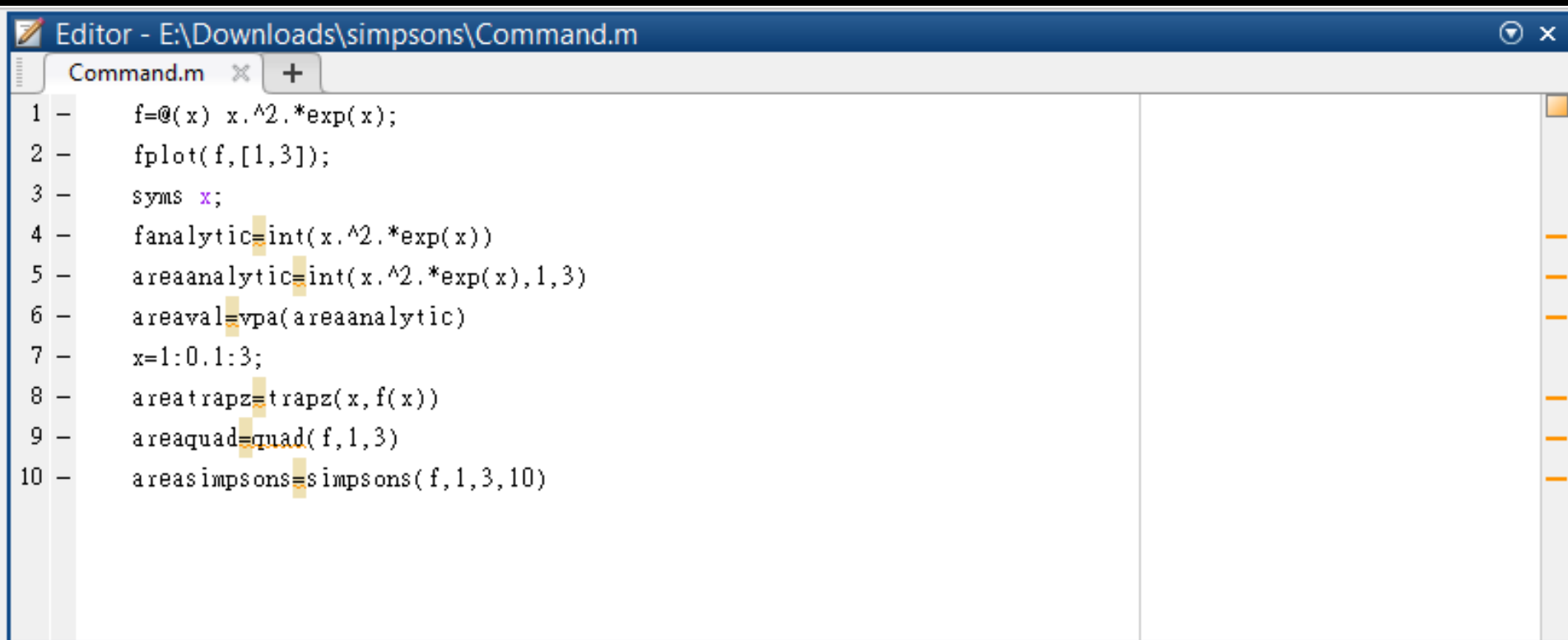
    0.287683150183150

Command Window
New to MATLAB? See resources for Getting Started.
>> f=@(x) ((x-1).*x./2).*((x-1).*x./2);
>> I=simpsons(f,-1,1,2)

I =

    0.3333
```

COMMAND M-FILE



```
Editor - E:\Downloads\simpsons\Command.m
Command.m
1 - f=@(x) x.^2.*exp(x);
2 - fplot(f,[1,3]);
3 - syms x;
4 - fanalytic=int(x.^2.*exp(x))
5 - areaanalytic=int(x.^2.*exp(x),1,3)
6 - areaval=vpa(areaanalytic)
7 - x=1:0.1:3;
8 - areatrapz=trapz(x,f(x))
9 - areaquad=quad(f,1,3)
10 - areasimpsons=simpsons(f,1,3,10)
```

REFERENCE WEBSITES

- Line Plots

<http://www.mathworks.com/help/matlab/line-plots.html>

- Numerical Integration and Differentiation

<http://www.mathworks.com/help/symbolic/int.html>

<http://www.mathworks.com/help/matlab/ref/quad.html>

<http://www.mathworks.com/help/matlab/numerical-integration-and-differentiation.html>

- Comparing Basic Numerical Integration Methods

<http://demonstrations.wolfram.com/ComparingBasicNumericalIntegrationMethods/>