

**SyDe 312 - Numerical Methods**  
**Unit IV Numerical Integration and Differentiation**

**Extra quadrature problems**

Make sure that you can do Gaussian quadrature problems below by hand if asked, using the standard lookup tables for Gauss-Legendre and Gauss-Laguerre nodes and weights [m-files with these lookup tables are provided]. After you're confident with this, it's ok to use the Matlab *quadr* function to explore practical solution techniques for this type of problem, or the m-files provided that implement Gauss-Legendre and Gauss-Laguerre quadrature.

1. Evaluate the following integral using 2-, 3-, and 6-point Gauss-Legendre quadrature:

$$\int_{-1}^1 \frac{dx}{x^2 \sqrt{x^2 + 1}}$$

2. Evaluate the following integral using 2-, 3-, and 4-point Gauss-Laguerre quadrature:

$$\int_0^{\infty} x^2 e^{-x^2} dx$$

3. Evaluate the integral

$$\int_1^3 \frac{dx}{x^2(100 - x^2)^{3/2}}$$

using Gauss-Legendre quadrature with different numbers of points.

4. Using Simpson's 1/3 rule evaluate the integral

$$\int_2^{\infty} \frac{dx}{(x - 1)^2}$$

and compare the numerical value with the exact answer of 1.

5. Use Matlab to evaluate the complete elliptic integral of the first kind given by

$$K_1(m) = \int_0^{\pi/2} \frac{dx}{\sqrt{1 - m \sin^2 x}}$$

for  $m = 0.5$ .

6. Use Matlab to evaluate the complete elliptic integral of the second kind given by

$$K_1(m) = \int_0^{\pi/2} \sqrt{1 - m \sin^2 x} dx$$

for  $m = 0.5$ .

7. A closed cylindrical barrel of radius  $R$  and length  $L$  [axis parallel to the ground] is half full with oil of weight density  $w$ . The force  $F$  exerted by the oil on the circular side is given by

$$F = \int_0^R 2w\sqrt{R^2 - x^2} x dx$$

Find the value of  $F$  for  $R = 1\text{ft}$  and  $w = 90\text{lb}/\text{ft}^3$  and compare the answers using the following methods:

- (a) Symbolic integration (by hand).
- (b) Trapezoid rule with 12 steps.
- (c) Simpson's 1/3 rule with 12 steps.
- (d) Simpson's 3/8 rule with 12 steps.
- (e) Gaussian quadrature.
- (f) Matlab *quad* and *quadl* functions.