### Gaussian Quadrature

So far: nodes chosen from outside.

Can we gain something if we let the quadrature rule choose the nodes, too? Hope: More design freedom  $\rightarrow$  Exact to higher degree.



Demo: Gaussian quadrature weight finder [cleared]

High-order polynomial interpolation requires a high degree of smoothness of the function.

Idea: Stitch together multiple lower-order quadrature rules to alleviate smoothness requirement.



#### Error in Composite Quadrature

What can we say about the error in the case of composite quadrature?

Evor for one pould 
$$|\int_{1}^{1} p_{n-1}| \leq C \cdot ||p^{(n)}|_{W} \cdot h^{n+1}$$
  
 $|\int_{a}^{b} f(x) dx - \sum_{j=1}^{m} \sum_{i=1}^{m} G_{ij} f(x_{i,j})|$   
 $\leq C \cdot ||p^{(n)}||_{W} \cdot \sum_{j=1}^{m} (a_{ij} - a_{j-1})^{n+1} (a_{ij} - a_{j-1})^{n+1}$   
 $\leq C \cdot ||p^{(n)}||_{W} \cdot \sum_{j=1}^{m} (a_{ij} - a_{j-1})^{n} (a_{ij} - a_{j-1})$   
 $\leq C \cdot ||p^{(n)}||_{W} (b-a) h^{n}$ 

Observation: Composite quadrature loses an order compared to non-composite.

Idea: If we can estimate errors on each subinterval, we can shrink (e.g. by splitting in half) only those contributing the most to the error. (adaptivity,  $\rightarrow$  hw)

## Taking Derivatives Numerically

Why shouldn't you take derivatives numerically?



Demo: Taking Derivatives with Vandermonde Matrices [cleared]

## Taking Derivatives Numerically

Why shouldn't you take derivatives numerically?



Demo: Taking Derivatives with Vandermonde Matrices [cleared]

# Finite Differences

$$f'(x) \approx \frac{f(x+h) - f(x)}{h}$$
  
forward difference.  
first 6ider.  
$$f(x+h) = f(x) + h \cdot f'(x) + D(h^{2})$$
  
=) eff = O(h)

#### More Finite Difference Rules

Similarly:

$$f'(x) = \frac{f(x+h) - f(x-h)}{2h} + O(h^2)$$

(Centered differences)

Can also take higher order derivatives:

$$f''(x) = \frac{f(x+h) - 2f(x) + f(x-h)}{h^2} + O(h^2)$$

Can find these by trying to match Taylor terms.

Alternative: Use linear algebra with interpolate-then-differentiate to find FD formulas.

**Demo:** Finite Differences vs Noise [cleared] **Demo:** Floating point vs Finite Differences [cleared]