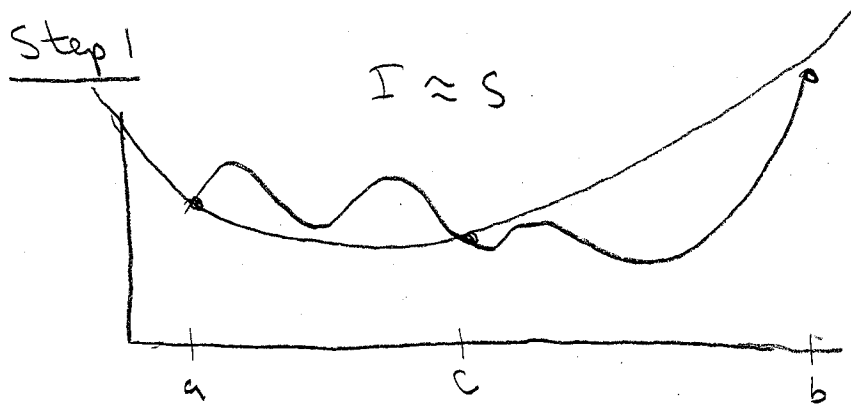
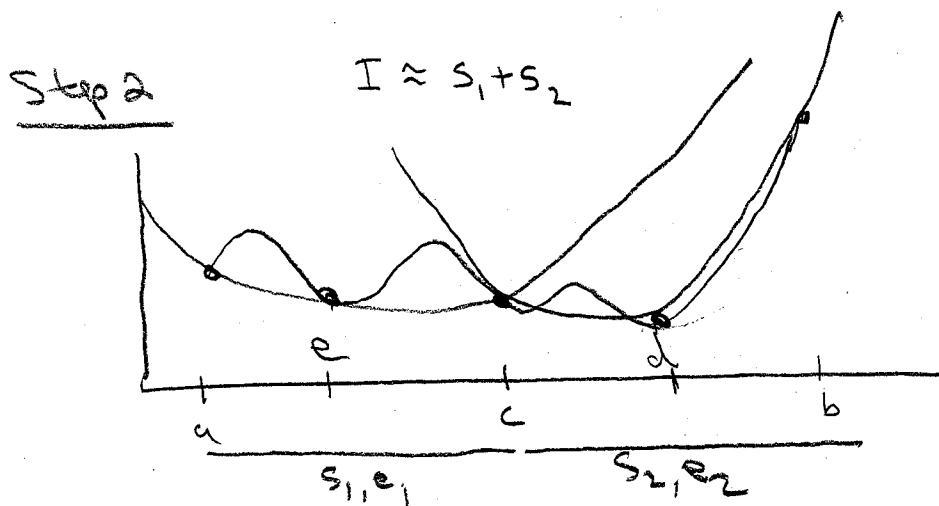


Adaptive Simpson's Rule

- Assumes $f(x)$ can be evaluated at any x
- Cost is measured in number of times that $f(x)$ needs to be evaluated
 - we have been looking at simple functions
 - $f(x) = e^{-x} \cos(x)$
 - $f(x) = \sin(x)$
 these are cheap to compute,
 - Some functions are very expensive to compute (minutes to hours).
- Ensures that approximation to $I = \int_a^b f(x) dx$ is within specified error without needing to input N .
- This minimizes number of times $f(x)$ has to be computed.

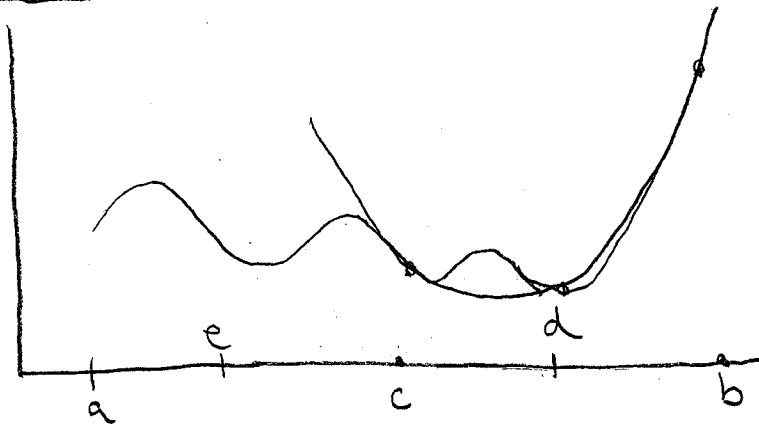


- $c =$ midpoint of $[a, b]$
- fit one parabola over entire interval
- probably not very accurate, but you get two things
 - $S \approx$ integral approx.
 - $e =$ error estimation



- divide $[a, c]$ and $[c, b]$ in half.
- use 2 parabolas
 - $S_1, e_1 =$ approx and error for first parabola
 - $S_2, e_2 =$ approx and error for second parabola

Step 3



Suppose

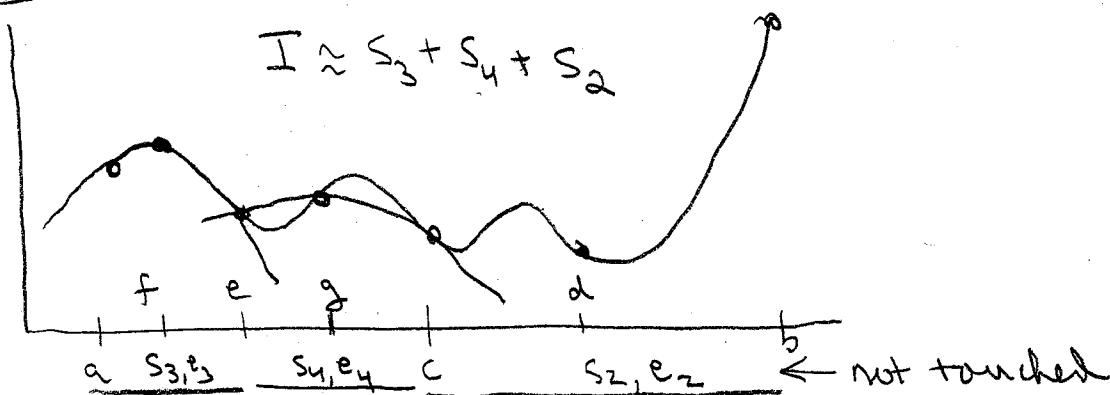
e_2 is much lower than requested tolerance

\Rightarrow "finished" with the contribution on $[c, b]$

e_1 is still greater than requested tolerance.

\Rightarrow apply same principle to $[a, c]$

Step 4



Divide $[a, e]$, $[e, c]$ in half

get

S_3, e_3

S_4, e_4

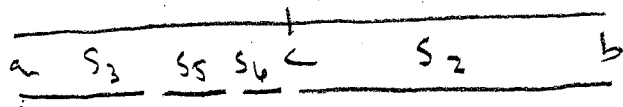
Suppose e_3 is less than requested tolerance.

\Rightarrow "finished" with $[a, e]$.

e_4 is still greater than requested tolerance

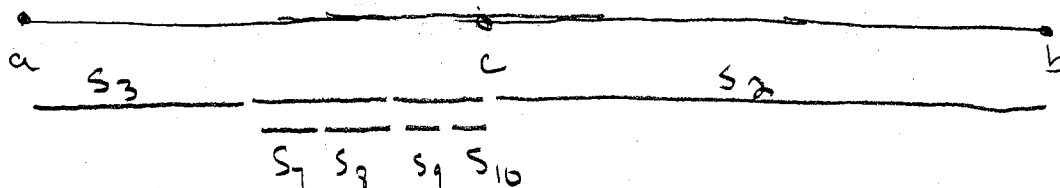
\Rightarrow apply same idea to $[e, c]$

Step 5



done still working
 $I \approx S_2 + S_3 + S_5 + S_6$

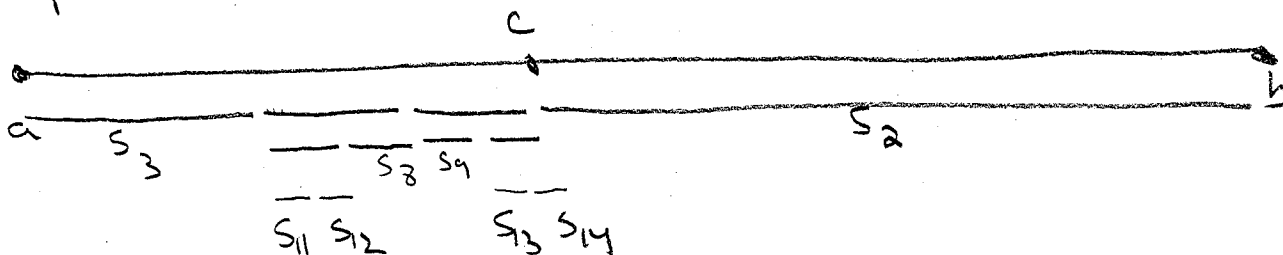
Step 6



$$I \approx \underbrace{S_2 + S_3}_{\text{OK}} + S_7 + \underbrace{S_8}_{\text{OK}} + \underbrace{S_9}_{\text{OK}} + S_{10}$$

S_7, S_{10} still need work

Step 7



$$I \approx \underbrace{S_2 + S_3 + S_8 + S_9}_{\text{OK}} + \underbrace{S_{11} + S_{12}}_{\text{OK}} + \underbrace{S_{13} + S_{14}}_{\text{still working on this part}}$$

- Keep dividing in half until Simpsons approx on each interval is within desired accuracy
- Also, keep track of which x 's you have computed $f(x)$ for and reuse these in subsequent calculations rather than recompute them.