

Integration using ode solvers

Integrals can be evaluated with an appropriate ode solver. For example:

$$\varphi(x) := x \cdot \cos(x) \quad [a \ b] := [0 \ \pi]$$

$$\int_a^b \varphi(x) dx = -2$$

$$\begin{cases} D(x, y) := [\varphi(x)] \\ M := \text{rkfixed}([0], a, b, 100, D(x, y)) \\ M \text{ rows}(M) 2 \end{cases} = -2.04951252$$

Notice that Rkadapt fails, but not this other from alglib

$$\begin{cases} D(x, y) := [\varphi(x)] \\ M := \text{al_rkckadapt}([0], a, b, 100, D(x, y)) \\ M \text{ rows}(M) 2 \end{cases} = -2$$

The ode solver

We can define our own integration procedure, cleaning the ode solver method for improve it's performance. This is a rude Runge Kuta 2-3 solver

$$\begin{aligned} RK23(u_0, t_1, t_2, N, E) := & \left[\begin{array}{l} u := u_0 \ t := t_1 \ h_o := \text{eval}\left(\frac{t_2 - t_1}{N}\right) \ h := h_o \\ K(t, k) := \begin{cases} \text{try} \\ \quad \text{eval}(h \cdot D(t)) \\ \text{on error} \\ \quad \text{eval}(h \cdot k) \end{cases} \\ \text{while } t < t_2 \\ \quad \begin{array}{l} k_1 := K(t, u) \\ k_2 := K(t + h, k_1) \\ k_3 := K(t + 0.5 \cdot h, k_2) \\ \text{if } \left| d := \text{eval}\left(\left|\frac{k_1 - 2 \cdot k_3 + k_2}{3}\right|\right) \right| \leq \left(q := \text{eval}(E \cdot \max(|u|_1)) \right) \\ \quad \begin{array}{l} t := t + h \\ \quad u := \text{eval}\left(u + \frac{k_1 + 4 \cdot k_3 + k_2}{6}\right) \end{array} \\ \text{else} \\ \quad \begin{array}{l} \text{if } d \neq 0 \\ \quad h := \text{eval}\left(\min\left(h_o, 0.9 \cdot h, \sqrt[3]{\frac{q}{d}}\right)\right) \end{array} \\ \text{else} \\ \quad \begin{array}{l} \text{if } d = 0 \\ \quad h := h_o \end{array} \end{array} \\ u \end{array} \right] \end{aligned}$$

Thus

$$\begin{cases} D(x) := \varphi(x) \\ RK23(0, a, b, 100, 10^{-6}) \end{cases} = -2.00113492$$

Double Integrals

SMath can Integrate

$$f(x, y) := x^2 + y^2$$

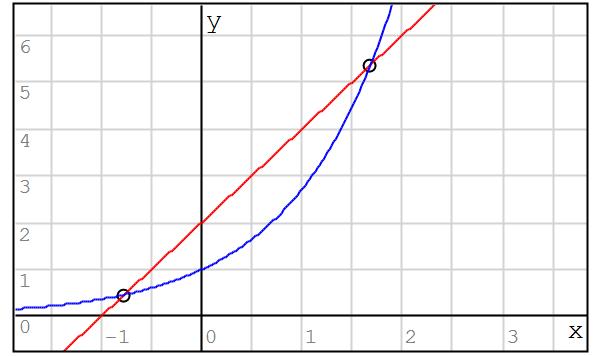
over the region defined between

$$\begin{cases} a(x) := e^x \\ b(x) := 2 \cdot x + 2 \end{cases}$$

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix} := \text{sort}(\text{solve}(b(x) - a(x), x)) = \begin{bmatrix} -0.768 \\ 1.6783 \end{bmatrix}$$

$$t_0 := \text{time}(0)$$

$$I_0 := \text{eval} \left(\int_{x_1}^{x_2} \int_{a(x)}^{b(x)} f(x, y) dy dx \right) = 18.57686864$$



$$\text{time}(0) - t_0 = 1.891 \text{ s}$$

Define some utilities

$$\begin{aligned} Err\&T(t_0) &:= \begin{bmatrix} \Delta t := \text{time}(0) - t_0 & t_0 := \text{time}(0) \\ \left| I - I_0 \right| \\ \Delta t \end{bmatrix} & \varepsilon_x := 10^{-3} & \varepsilon_y := 10^{-3} \\ & n_x := 15 & n_y := 15 \end{aligned}$$

Now, we try to extend the above method for solve this problem parametrizing the ode solver from the SMath plugins ...

$$DInt(f(2), x_1, x_2, y_1, y_2, n_x, n_y) := \begin{cases} RK(a, b, n) := \begin{cases} M := \text{al_rkckadapt}([0], a, b, n, D(x, y)) \\ \text{eval}(M \text{ rows}(M) 2) \end{cases} \\ D(y, u) := \begin{cases} D(x, v) := [f(x, y)] \\ RK(x_1, x_2, n_x) \\ RK(y_1, y_2, n_y) \end{cases} \end{cases}$$

... or using our own ode solver ...

$$DInt(f(2), x_1, x_2, y_1, y_2, n_x, n_y, \varepsilon_x, \varepsilon_y) := \begin{cases} D(Y) := \begin{cases} D(x) := f(x, y) \\ RK23(0, x_1, x_2, n_x, \varepsilon_x) \\ RK23(0, y_1, y_2, n_y, \varepsilon_y) \end{cases} \end{cases}$$

... and, as first approach, using integration over a rectangle bigger than the true region of integration and making zero f outside the region of integration

$$g(x, y) := f(x, y) \cdot (y \leq b(x)) \cdot (y \geq a(x))$$

$$\begin{bmatrix} Y_1 \\ Y_2 \end{bmatrix} := \begin{bmatrix} 0 \\ 6 \end{bmatrix}$$

$$t_0 := \text{time}(0)$$

$$\begin{matrix} x_2 & y_2 \\ \text{c} & \text{c} \end{matrix}$$

$$Err\&T(t_0) = \begin{bmatrix} 0.0064 \\ 5.35 \end{bmatrix}$$

$$I := \int_{x_1}^{\infty} \int_{y_1}^{\infty} g(x, y) dy dx = 18.5832591$$

$$I := DInt(g(x, y), x_1, x_2, y_1, y_2, n_x, n_y) = \blacksquare$$

Convergent only for rkafixed ode solver.

$$I := DInt(g(x, y), x_1, x_2, y_1, y_2, n_x, n_y, \varepsilon_x, \varepsilon_y) = 18.45199634 \quad Err\&T(t_o) = \begin{bmatrix} 0.1249 \\ 71.53 \text{ s} \end{bmatrix}$$

As better approach, using a change of variables

$$y = Y_1 + u \cdot (Y_2 - Y_1) \quad dy = (Y_2 - Y_1) \cdot du$$

we can integrate from 0 to 1 for y, and isn't necessary to guess the limits of integration, as in the first method.

$$h(x, u) := f(x, a(x) + u \cdot (b(x) - a(x))) \cdot (b(x) - a(x))$$

$$I := \int_{x_1}^{x_2} \int_0^1 h(x, y) dy dx = 18.56839179$$

$$Err\&T(t_o) = \begin{bmatrix} 0.0085 \\ 10.453 \text{ s} \end{bmatrix}$$

$$I := DInt(h(x, y), x_1, x_2, 0, 1, n_x, n_y) = 18.57686894$$

$$Err\&T(t_o) = \begin{bmatrix} 3.0316 \cdot 10^{-7} \\ 7.387 \text{ s} \end{bmatrix}$$

$$I := DInt(h(x, y), x_1, x_2, 0, 1, n_x, n_y, \varepsilon_x, \varepsilon_y) = 18.4681218$$

$$Err\&T(t_o) = \begin{bmatrix} 0.1087 \\ 2.139 \text{ s} \end{bmatrix}$$

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