Math 683 Assignment 3

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Instructions:	Please use file names and identifiers exactly as requested.
Due Date:	14 November 2000

(3.1) Construct the 'toolbox' function double gauss(fptype1 f, double a, double b, int m = 1) for 10-point Gauss-Legendre integration and overload it for 'fun' objects. If m > 1, the interval [a, b] is divided into m sub-intervals, the routine is applied to each, and the results are summed. Test gauss first of all by applying it to the function $f(x) = 1 - 2x + 5x^4 - 8x^7 - 13x^{12} + 15x^{14} + 20x^{19}$ on [0, 1]. Now consider definite integrals of the functions

$$f_1(x) = |x|, \quad f_2(x) = 2|x|^3, \text{ and } f_3(x) = [1 - x^2]^{\frac{1}{2}} \text{ on } [-1, 1].$$

Find the percentage errors if m = 1. These results are a warning: each method always has its limitations. Try to find in each case a sub-division policy that greatly reduces the error: this might be called 'adaptive quadrature by hand'. It would be interesting to find a Lagrange polynomial approximation of degree 6, say, to $f_2(x)$ to demonstrate how surprisingly *unlike* a polynomial the function $f_2 \in C_2(\mathbb{R})$ is.

(3.2) Construct the inverse function double binv(fptype1 f, double y, double x1, double x2, double ytol = 1e-6) and also the 'fun' version (overloading the identifier binv) double binv(fun *f, double y, double x1, double x2, double ytol = 1e-6) Define these two functions in a file called binv.h and write a program binvtest.cpp which demonstrates their use.

(3.3) Consider the class dif discussed in the lectures which constructs from a 'fun' object corresponding to the function f(x) a new 'fun' object corresponding (approximately) to f'(x). Now construct the classes (a) dif1(fun *f, double h = 1e-3) which is an improvement on dif because the error is now $\sim h^4$, (b) fgauss(fun *f, double a = 0) corresponding to the integral $\int_a^x f(t)dt$, and (c) the fbinv(fun *f, double a, double b, double ytol = 1e-6) corresponding to $f^{-1}(x)$. For fgauss use Gauss-Legendre integration with m = 1; for fbinv use binv. Now write a short graphics program that demonstrates dif1, fgauss, and fbinv.