

# Numerical Integration and Differentiation

CS 205A:  
Mathematical Methods for Robotics, Vision, and Graphics

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# Announcements

## ▶ HW8

- ▶ Extension: Due on Friday
- ▶ Can use late days until Sunday midnight
- ▶ Solutions out Monday

## ▶ Final Exam

- ▶ Tuesday March 20 @ 3:30-6:30pm
- ▶ Room: Gates B3 (this room)
- ▶ Allowed: Two double-sided pages of written notes (can reuse last one)

# Today's Task

**Last time:** Find  $f(x)$

**Today:** Find  $\int_a^b f(x) dx$   
and  $f'(x)$

# Motivation

$$\operatorname{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$$

Some functions are *defined* using integrals!

# Sampling from a Distribution

$$p(x) \in \text{Prob}([0, 1])$$

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$X$  distributed uniformly in  $[0, 1] \implies$   
 $F^{-1}(X)$  distributed according to  $p$

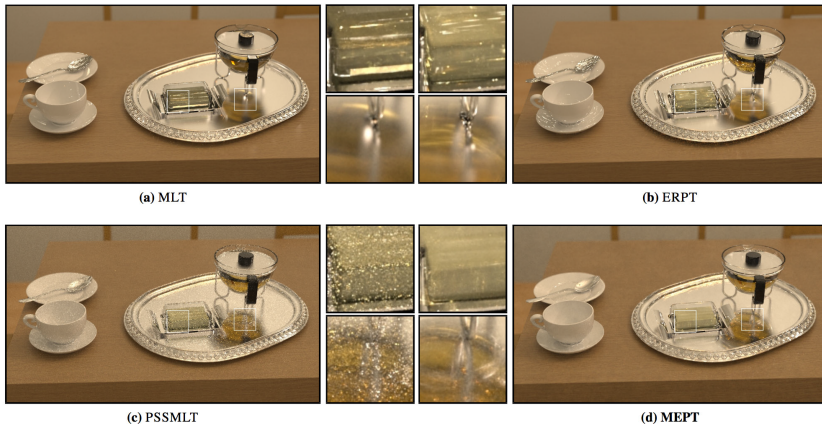
# Rendering

“Light leaving a surface is the integral of the light coming in after it is reflected and diffused.”

*Rendering equation*



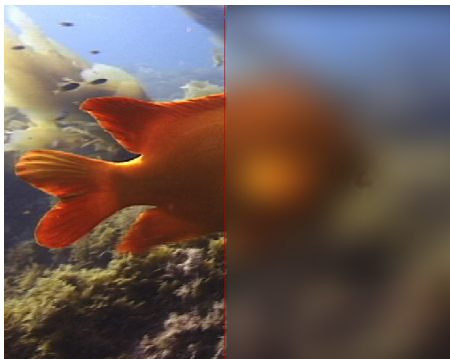
# Rendering



**Figure 12:** TABLE: This view of our room scene shows chinaware (using a BRDF with both diffuse and specular components), a teapot containing an absorbing medium, and a butter dish on a glossy silver tray. Illumination comes from the chandelier in Figure 11.

Jakob, W., Marschner, S. 2012. **Manifold Exploration: A Markov Chain Monte Carlo Technique for Rendering Scenes with Difficult Specular Transport.** *ACM Trans. Graph.* 31 4, Article 58 (July 2012).

# Gaussian Blur



[http://www.borisfx.com/images/bcc3/gaussian\\_blur.jpg](http://www.borisfx.com/images/bcc3/gaussian_blur.jpg)

$$(I * g)(x, y) = \iint_{\mathbb{R}^2} I(u, v)g(x - u, y - v) du dv$$

# Bayes' Rule

$$P(X|Y) = \frac{P(Y|X)P(X)}{\int P(Y|X)P(X) dX}$$

*Probability of X given Y*

# Quadrature

## Quadrature

Given a sampling of  $n$  values  $f(x_1), \dots, f(x_n)$ ,  
find an approximation of  $\int_a^b f(x) dx$ .

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Given a sampling of  $n$  values  $f(x_1), \dots, f(x_n)$ , find an approximation of  $\int_a^b f(x) dx$ .

1. Endpoints may be fixed, **or** may want to query many  $(a, b)$  pairs
2. May be able to query  $f(x)$  anywhere, **or** may be given a fixed set of pairs  $(x_i, f(x_i))$

# Interpolatory Quadrature

$$\begin{aligned}
 \int_a^b f(x) dx &= \int_a^b \left[ \sum_i a_i \phi_i(x) \right] dx \\
 &= \sum_i a_i \left[ \int_a^b \phi_i(x) dx \right] \\
 &= \sum_i c_i a_i \text{ for } c_i \equiv \int_a^b \phi_i(x) dx
 \end{aligned}$$

Example 14.6: Monomials  $x^k$  on  $[0, 1]$ .

# Riemann Integral

$$\int_a^b f(x) dx = \lim_{\Delta x_k \rightarrow 0} \sum_k f(\tilde{x}_k)(x_{k+1} - x_k)$$
$$\approx \sum_k f(\tilde{x}_k) \Delta x_k$$

# Quadrature Rules

$$Q[f] \equiv \sum_i w_i f(x_i)$$



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$w_i$  describes the  
contribution of  $f(x_i)$

# Quadrature Rules

Example 14.7:

## Method of undetermined coefficients

- ▶ Fix quadrature points  $x_1, x_2, \dots, x_n$ .
- ▶ Choose  $n$  functions  $f_1(x), f_2(x), \dots, f_n(x)$  where
- ▶  $\int_a^b f_i(x) dx$  are known for  $i = 1, \dots, n$ .
- ▶ Solve  $n$ -by- $n$  linear system for weights  $w_1, \dots, w_n$  such that

$$w_1 f_i(x_1) + \dots + w_n f_i(x_n) = \int_a^b f_i(x) dx,$$

for  $i = 1, \dots, n$ .

# Newton-Cotes Quadrature

$x_i$ 's evenly spaced in  $[a, b]$  and symmetric

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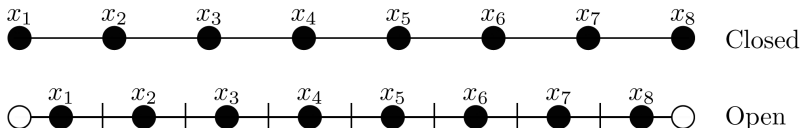
$x_i$ 's evenly spaced in  $[a, b]$  and symmetric

- ▶ **Closed:** includes endpoints

$$x_k \equiv a + \frac{(k-1)(b-a)}{n-1}$$

- ▶ **Open:** does not include endpoints

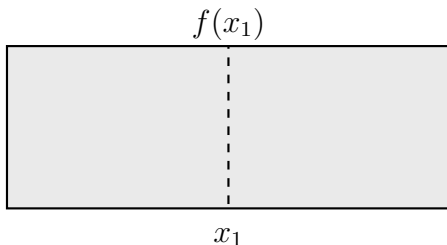
$$x_k \equiv a + \frac{k(b-a)}{n+1}$$



# Midpoint Rule

$$\int_a^b f(x) dx \approx (b - a) f\left(\frac{a + b}{2}\right)$$

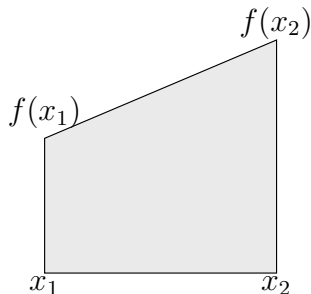
*Open*



# Trapezoidal Rule

$$\int_a^b f(x) dx \approx (b - a) \frac{f(a) + f(b)}{2}$$

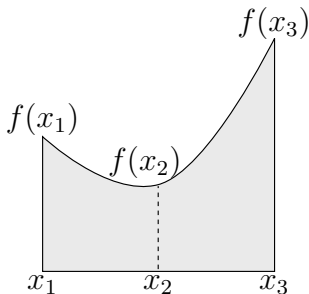
*Closed*



# Simpson's Rule

$$\int_a^b f(x) dx \approx \frac{b-a}{6} \left( f(a) + 4f\left(\frac{a+b}{2}\right) + f(b) \right)$$

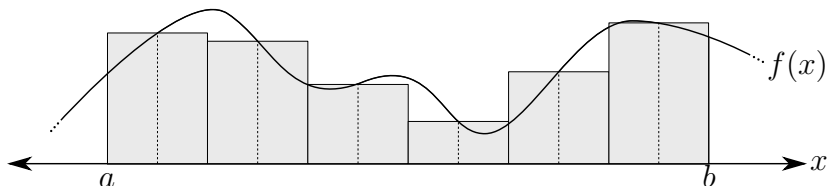
*Closed; from quadratic interpolation*



# Composite Rules

*Composite midpoint:*

$$\int_a^b f(x) dx \approx \sum_{i=1}^k f\left(\frac{x_{i+1} + x_i}{2}\right) \Delta x$$

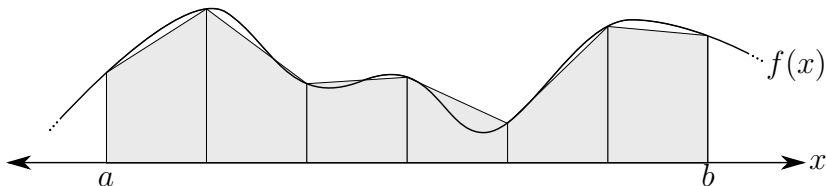




# Composite Rules

*Composite trapezoid:*

$$\int_a^b f(x) dx \approx \sum_{i=1}^k \left( \frac{f(x_i) + f(x_{i+1})}{2} \right) \Delta x$$
$$= \Delta x \left( \frac{1}{2}f(a) + f(x_1) + \dots + f(x_{k-1}) + \frac{1}{2}f(b) \right)$$



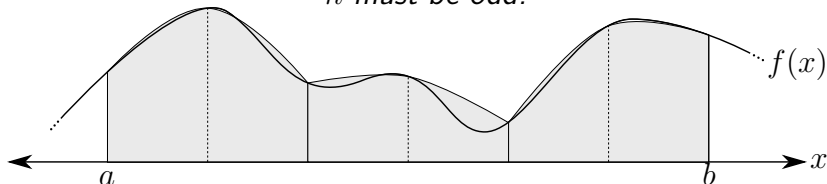
# Composite Rules

*Composite Simpson:*

$$\int_a^b f(x) dx \approx \frac{\Delta x}{3} \left[ f(a) + 2 \sum_{i=1}^{n-2-1} f(x_{2i}) + 4 \sum_{i=1}^{n/2} f(x_{2i-1}) + f(b) \right]$$

$$= \frac{\Delta x}{3} [f(a) + 4f(x_1) + 2f(x_2) + \cdots + 4f(x_{n-1}) + f(b)]$$

*n must be odd!*



# Question

Which quadrature rule is best?

# Accuracy on a Single Interval

- ▶ Midpoint *and* trapezoid:  $O(\Delta x^3)$
- ▶ Simpson:  $O(\Delta x^5)$

*[See Mathematica notebook.]*

# Composite Accuracy

*Number of subintervals*  $\approx O\left(\frac{1}{\Delta x}\right)$

- ▶ Midpoint *and* trapezoid:  $O(\Delta x^2)$
- ▶ Simpson:  $O(\Delta x^4)$

# Other Strategies

- ▶ **Gaussian quadrature:** Optimize both  $w_i$ 's and  $x_i$ 's; gets two times the accuracy (but harder to use!)
- ▶ **Adaptive quadrature:** Choose  $x_i$ 's where information is needed (e.g. when quadrature strategies do not agree)

# Multivariable Integrals I

“Curse of dimensionality”

$$\int_{\Omega} f(\vec{x}) d\vec{x}, \Omega \subseteq \mathbb{R}^n$$

- ▶ **Iterated integral:** Apply one-dimensional strategy
- ▶ **Subdivision:** Fill with triangles/rectangles, tetrahedra/boxes, etc.

# Multivariable Integrals II

- ▶ **Monte Carlo:** Randomly draw points in  $\Omega$  and average  $f(\vec{x})$ ; converges like  $1/\sqrt{k}$  regardless of dimension



# Conditioning

Given quadrature scheme

$$Q[f] = \sum_{i=1}^n w_i f(x_i)$$

and perturbed function  $\hat{f}$ , then

$$\frac{|Q[f] - Q[\hat{f}]|}{\|f - \hat{f}\|_{\infty}} \leq \|\vec{w}\|_1 \leq n \|\vec{w}\|_{\infty}$$

Note: Norm typo in book.

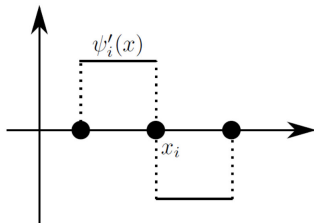
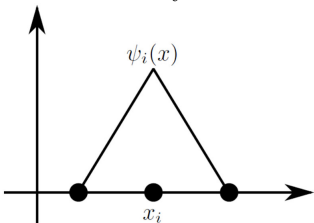
# Differentiation

- ▶ Lack of stability
- ▶ Jacobians vs.  $f : \mathbb{R} \rightarrow \mathbb{R}$

# Differentiation in Basis

$$f'(x) = \sum a_i \phi'_i(x)$$

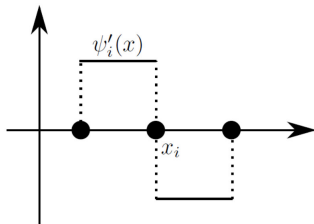
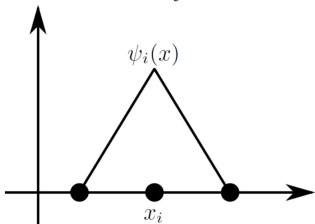
$\phi'_i$ 's basis for derivatives



# Differentiation in Basis

$$f'(x) = \sum a_i \phi'_i(x)$$

$\phi'_i$ 's basis for derivatives



*Important for finite element method!*

# Definition of Derivative

$$f'(x) \equiv \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

# $O(h)$ Approximations

*Forward difference:*

$$f'(x) \approx \frac{f(x+h) - f(x)}{h}$$

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*Forward difference:*

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*Backward difference:*

$$f'(x) \approx \frac{f(x) - f(x-h)}{h}$$

# $O(h^2)$ Approximation

*Centered difference:*

$$f'(x) \approx \frac{f(x+h) - f(x-h)}{2h}$$

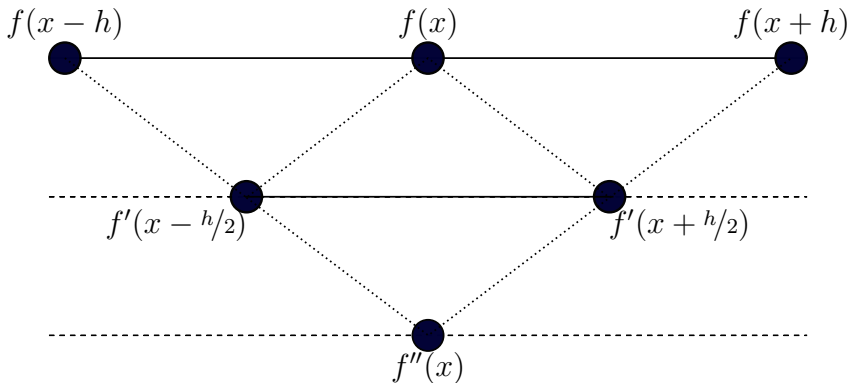


# $O(h)$ Approximation of $f''$

*Centered difference:*

$$\begin{aligned} f''(x) &\approx \frac{f(x+h) - 2f(x) + f(x-h)}{h^2} \\ &= \frac{\frac{f(x+h)-f(x)}{h} - \frac{f(x)-f(x-h)}{h}}{h} \end{aligned}$$

# Geometric Interpretation for $f''$



# Deriving Finite Differences Schemes

General case: Want  $f^{(k)}(0)$  using an  $n$ -sample FD scheme

$$f^{(k)}(0) \approx \sum_{i=1}^n c_i f(x_i).$$

Approach: Consider Taylor Series expansions, and solve a linear system (symbolically) to find the coefficients:

$$\sum_{i=1}^n c_i f(x_i) \approx \left( \sum_i c_i \right) f(0) + \left( \sum_i c_i x_i \right) f'(0) + \left( \frac{1}{2!} \sum_i c_i (x_i)^2 \right) f''(0) + \dots$$

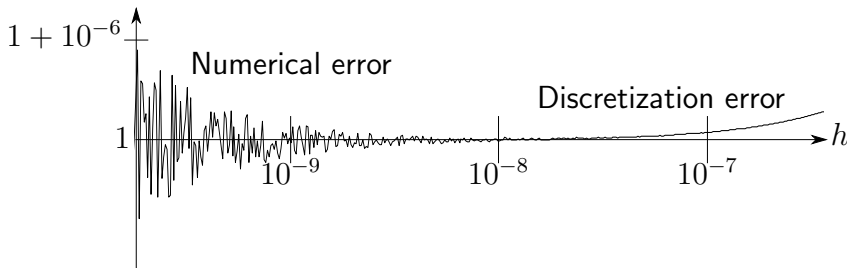
So we have  $A\vec{c} = \hat{e}_k \implies \vec{c} = A^{-1}\hat{e}_k$  for the  $k^{\text{th}}$  derivative finite-difference scheme.

See Mathematica notes.

[https://en.wikipedia.org/wiki/Finite\\_difference\\_coefficient](https://en.wikipedia.org/wiki/Finite_difference_coefficient)

# Choosing $h$

- ▶ **Too big:** Bad approximation of  $f'$
- ▶ **Too small:** Numerical issues  
( $h$  small,  $f(x) \approx f(x + h)$ )



# Richardson Extrapolation

$$D(h) \equiv \frac{f(x+h) - f(x)}{h} = f'(x) + \frac{1}{2}f''(x)h + O(h^2)$$

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$$\begin{pmatrix} f'(x) \\ f''(x) \end{pmatrix} = \begin{pmatrix} 1 & \frac{1}{2}h \\ 1 & \frac{1}{2}\alpha h \end{pmatrix}^{-1} \begin{pmatrix} D(h) \\ D(\alpha h) \end{pmatrix} + O(h^2)$$

Extrapolation for integration: **Romberg Integration**