

Math 107H

Another approach to Simpson's Rule

We can justify the formula for Simpson's Rule by trying to imagine a formula which 'cancels out' the errors in the Midpoint Rule and the Trapezoid Rule, but this requires you to know the formulas for the errors! A different approach, which leads to the same "rule", comes directly from a computation of the integral of a quadratic function.

$$\begin{aligned} \text{For } f(x) = ax^2 + bx + c, \quad \int_{\alpha}^{\beta} f(x) dx &= \left. \frac{a}{3}x^3 + \frac{b}{2}x^2 + cx \right|_{\alpha}^{\beta} \\ &= \left(\frac{a}{3}\beta^3 + \frac{b}{2}\beta^2 + c\beta \right) - \left(\frac{a}{3}\alpha^3 + \frac{b}{2}\alpha^2 + c\alpha \right) = \frac{a}{3}(\beta^3 - \alpha^3) + \frac{b}{2}(\beta^2 - \alpha^2) + c(\beta - \alpha) \\ &= (\beta - \alpha) \left[\frac{a}{3}(\alpha^2 + \alpha\beta + \beta^2) + \frac{b}{2}(\alpha + \beta) + c \right] = (\beta - \alpha)Q, \text{ where} \end{aligned}$$

$$Q = \frac{a}{3}(\alpha^2 + \alpha\beta + \beta^2) + \frac{b}{2}(\alpha + \beta) + c. \quad \text{Comparing the formula for } Q \text{ with}$$

$$X = f(\alpha) = a\alpha^2 + b\alpha + c, \quad Z = f(\beta) = a\beta^2 + b\beta + c, \text{ and}$$

$$Y = f\left(\frac{\alpha + \beta}{2}\right) = a\left(\frac{\alpha + \beta}{2}\right)^2 + b\frac{\alpha + \beta}{2} + c = \frac{a}{4}\alpha^2 + \frac{a}{2}\alpha\beta + \frac{a}{4}\beta^2 + \frac{b}{2}\alpha + \frac{b}{2}\beta + c$$

and noting that these expressions have the same sorts of terms as Q does, we might expect that Q can be written as some combination of X , Y , and Z . And it can be! Since only Y contains the term $\alpha\beta$ that appears in Q , to capture the $\frac{a}{3}\alpha\beta$ that appears in Q using the

$\frac{a}{2}\alpha\beta$ that is in Y , we should "use" $\frac{2}{3}Y$ in our combination. Then:

$$\begin{aligned} Q - \frac{2}{3}Y &= \frac{a}{3}\alpha^2 + \frac{a}{3}\alpha\beta + \frac{a}{3}\beta^2 + \frac{b}{2}\alpha + \frac{b}{2}\beta + c - \frac{a}{6}\alpha^2 - \frac{a}{3}\alpha\beta - \frac{a}{6}\beta^2 - \frac{b}{3}\alpha - \frac{b}{3}\beta - \frac{2}{3}c \\ &= \frac{a}{6}\alpha^2 - \frac{a}{6}\beta^2 + \frac{b}{6}\alpha + \frac{b}{6}\beta + \frac{1}{3}c = \frac{1}{6}(a\alpha^2 + b\alpha + c) + \frac{1}{6}(a\beta^2 + b\beta + c) = \frac{1}{6}X + \frac{1}{6}Z \quad (!) \end{aligned}$$

So, $Q = \frac{1}{6}X + \frac{4}{6}Y + \frac{1}{6}Z = \frac{1}{6}(f(\alpha) + 4f(\frac{\alpha + \beta}{2}) + f(\beta))$, and so

$$\int_{\alpha}^{\beta} ax^2 + bx + c dx = \int_{\alpha}^{\beta} f(x) dx = \frac{\beta - \alpha}{6} [f(\alpha) + 4f(\frac{\alpha + \beta}{2}) + f(\beta)].$$

This formula is the basis for Simpson's Rule; an integral is approximated by a sum which uses the right-hand side of this formula, summed over all subintervals you have cut your original interval into. The point is that this gives the exactly correct answer for quadratic functions; it therefore, in principle, takes into account the concavity of the quadratic, and so, by analogy, should "take into account" the concavity of any function f . This gives, with little extra computational work, a better approximation to the integral of f than formulas which don't "take into account" concavity (like the Midpoint and Trapezoidal rules).

By design, Simpson's Rule gives the exactly correct answer (and not just an approximation) when f is a quadratic function. It is a remarkable fact that is also gives the exact answer when f is a cubic! This is basically because for $f(x) = ax^3$ we have

$$\begin{aligned} \frac{\beta - \alpha}{6} [f(\alpha) + 4f(\frac{\alpha + \beta}{2}) + f(\beta)] &= \frac{a}{6}(\beta - \alpha) [\alpha^3 + 4(\frac{\alpha + \beta}{2})^3 + \beta^3] \\ &= \frac{a}{6}(\beta - \alpha) [\alpha^3 + \frac{1}{2}(\alpha^3 + 3\alpha^2\beta + 3\alpha\beta^2 + \beta^3) + \beta^3] = \frac{a}{6}(\beta - \alpha) \frac{3}{2}(\alpha^3 + \alpha^2\beta + \alpha\beta^2 + \beta^3) \\ &= \frac{3a}{12}(\beta - \alpha)(\alpha^3 + \alpha^2\beta + \alpha\beta^2 + \beta^3) = \frac{a}{4}(\beta^4 - \alpha^4) = \int_{\alpha}^{\beta} f(x) dx. \end{aligned}$$

(Why does this happen? I don't know...)