

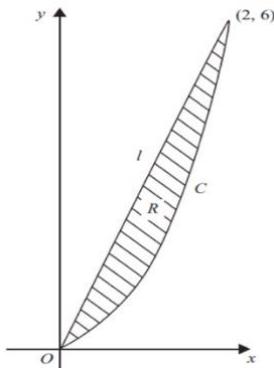
### Solution Exercise 4 – 4th week 2025

A boat builder needs to compute the surface of the sail,  $R$ , to estimate the aerodynamic forces acting on the boat. The contour of the sail is defined by the linear segment  $l$ , which joins the origin  $(0,0)$  and the point  $(2,6)$ , and the curve  $C$ , which is described by the equation

$$y = x\sqrt{x^3 + 1}, \quad 0 \leq x \leq 2$$

a) Complete the table below that provides values of  $y$  on the curve  $C$ .

$x$	0	0.25	0.5	0.75	1	1.25	1.5	1.75	2
$y$	0				1.414				6



b) Compute the integral  $\int_0^2 x\sqrt{x^3 + 1} dx$  using the most appropriate composite rule with the values from the table in a).

c) Use your answer calculated in b) to approximate the surface of the sail,  $R$ . Provide your solution with three significant digits.

d) Compute the surface of the sail,  $R$ , using the two points Gauss-Legendre formula and compare the result with c).

**Solution:**

a) To complete the table, we'll plug in each  $x$  value into the equation  $y = x\sqrt{x^3 + 1}$  and calculate the corresponding  $y$  values:

$x$	0	0.25	0.5	0.75	1	1.25	1.5	1.75	2
$y$	0	$0.25\sqrt{0.25^3 + 1} = 0.251$	$0.5\sqrt{0.5^3 + 1} = 0.530$	0.894	1.414	2.148	3.137	4.413	6

b) There are 9 points from the table in a), making this very conducive to the use of Simpson's 1/3<sup>rd</sup> rule for integration, because there is even number of subintervals ( $n=8$ ). The composite formula of Simpson's 1/3 rule is as follows:

$$I_s = \frac{1}{3}h \left[ y(x_0) + 4 \sum_{i=1}^{n/2} y(x_{2i-1}) + 2 \sum_{i=1}^{n/2-1} y(x_{2i}) + y(x_n) \right]$$

$$I_s = \frac{1}{3} \frac{(2-0)}{8} [y(0) + 4(y(0.25) + y(0.75) + y(1.25) + y(1.75)) + 2(y(0.5) + y(1) + y(1.5)) + y(2)]$$

$$I_s = \frac{1}{3} 0.25 [0 + 4(0.251 + 0.894 + 2.148 + 4.413) + 2(0.530 + 1.414 + 3.137) + 6] = 3.91$$

c) To approximate the surface of sail  $R$  we need to subtract the integral surface  $I_s$ , calculated in b), from the triangular surface formed from the linear segment  $l$ .

$$R = \left( \frac{2 \cdot 6}{2} \right) - 3.91 = 2.09$$

d) The formula for the two points Gauss-Legendre is as follows:

$$I_g = \frac{b-a}{2} [w_1 \cdot y(x_1) + w_2 \cdot y(x_2)],$$

$$\text{where } x_1 = \frac{b-a}{2} z_1 + \frac{b+a}{2}, \quad x_2 = \frac{b-a}{2} z_2 + \frac{b+a}{2}$$

$$w_1 = w_2 = 1, \quad z_1 = -\frac{1}{\sqrt{3}}, \quad z_2 = \frac{1}{\sqrt{3}}$$

Based on this formula:

$$x_1 = \frac{2-0}{2} \left( \frac{-1}{\sqrt{3}} \right) + \frac{2+0}{2} = \frac{-1 + \sqrt{3}}{\sqrt{3}}$$

$$x_2 = \frac{2-0}{2} \left( \frac{1}{\sqrt{3}} \right) + \frac{2+0}{2} = \frac{1+\sqrt{3}}{\sqrt{3}}$$

$$I_g = \frac{2-0}{2} \left[ 1 \cdot y \left( \frac{-1+\sqrt{3}}{\sqrt{3}} \right) + 1 \cdot y \left( \frac{1+\sqrt{3}}{\sqrt{3}} \right) \right]$$

$$I_g = \left[ \left( \frac{-1+\sqrt{3}}{\sqrt{3}} \right) \sqrt{\left( \frac{-1+\sqrt{3}}{\sqrt{3}} \right)^3 + 1} \right] + \left[ \left( \frac{1+\sqrt{3}}{\sqrt{3}} \right) \sqrt{\left( \frac{1+\sqrt{3}}{\sqrt{3}} \right)^3 + 1} \right] = 3.93$$

Therefore, the surface of sail R is:

$$R = \left( \frac{2 * 6}{2} \right) - 3.93 = 2.07$$

R (1/3 Simpson's rule) = 2.09

R (two points Gauss-Legendre) = 2.07

The results are quite close, with only a slight difference in the third significant digit between the two methods. In general, Simpson's 1/3 and Gauss-Legendre methods are of similar accuracy. However, the accuracy that we get when we use the composite Simpson's 1/3 rule is better than this of the 2-point Gauss-Legendre. This happens because with Gauss-Legendre you have only two function evaluations, whereas with Simpson's 1/3 you use 8 function evaluations.