

Gauss Quadrature

Heedong Goh

July 28, 2022

1 Gauss-Legendre quadrature

Gauss-Legendre quadrature is exact for polynomial functions upto $2N + 1$ -th order, where N is the number of Gauss points.

1D line An integral of a function $f(\xi)$ can be approximated by

$$\int_{-1}^1 f(\xi) d\xi \approx \sum_{i=1}^N f(\xi_i) w_i. \quad (1)$$

In the above ξ_i are the Gauss points and w_i are weights.

Gauss points and weights for $[-1, 1]$ are listed below:

- $N = 1$

$$\xi_1 = 0, \quad w_1 = 2$$

- $N = 2$

$$\xi_1 = -\frac{1}{\sqrt{3}}, \quad w_1 = 1$$

$$\xi_2 = \frac{1}{\sqrt{3}}, \quad w_2 = 1$$

- $N = 3$

$$\xi_1 = -\sqrt{\frac{3}{5}}, \quad w_1 = \frac{5}{9}$$

$$\xi_2 = 0, \quad w_2 = \frac{8}{9}$$

$$\xi_3 = \sqrt{\frac{3}{5}}, \quad w_3 = \frac{5}{9}$$

- See https://en.wikipedia.org/wiki/Gaussian_quadrature for higher orders.

For a general interval $[a, b]$, use the transformation below:

$$x = \frac{b-a}{2}\xi + \frac{a+b}{2}. \quad (2)$$

Then, with $dx/d\xi = (b-a)/2$, we have

$$\int_b^a f(x) dx \approx \frac{b-a}{2} \sum_{i=1}^N f\left(\frac{b-a}{2}\xi_i + \frac{a+b}{2}\right) w_i. \quad (3)$$

3D quadrilateral For $[-1, 1] \times [-1, 1] \times [-1, 1]$, we have

$$\int_{-1}^{-1} \int_{-1}^{-1} \int_{-1}^{-1} f(\xi, \eta, \zeta) d\xi d\eta d\zeta \approx \sum_{i=1}^N \sum_{j=1}^N \sum_{k=1}^N f(\xi_i, \eta_j, \zeta_k) w_i w_j w_k. \quad (4)$$

For a general interval $[x_a, x_b] \times [y_a, y_b] \times [z_a, z_b]$, use

$$\int_{z_a}^{z_b} \int_{y_a}^{y_b} \int_{x_a}^{x_b} f(x, y, z) dx dy dz \approx \frac{x_b - x_a}{2} \frac{y_b - y_a}{2} \frac{z_b - z_a}{2} \sum_{i=1}^N \sum_{j=1}^N \sum_{k=1}^N f(x_i, y_j, z_k) w_i w_j w_k, \quad (5)$$

where

$$x_i = \frac{x_b - x_a}{2} \xi_i + \frac{x_a + x_b}{2}, \quad y_j = \frac{y_b - y_a}{2} \eta_j + \frac{y_a + y_b}{2}, \quad z_k = \frac{z_b - z_a}{2} \zeta_k + \frac{z_a + z_b}{2}. \quad (6)$$