## Numerical Methods with Excel/VBA:

- Many problems in Mathematics, Physics, Economics, etc can only be solved in very idealized situations in an exact analytical fashion. Even solvable problems can often only be tackled with great effort.
- Numerical methods often lead to solutions which are extremely close to the correct answers. They lead very often quickly to some insights.
- Especially with the advance in computer technology, in terms of speed and storage capacity the limits of what can be computed are permanently pushed.
- Here we only have a glimpse at some methods to get an idea what could be possible and to apply the programming structures we have learned so far.







• Example 1:  $\int_{0}^{5} x^{4} dx = \frac{x^{5}}{5} \Big|_{0}^{5} = 625$ - The program gives: n = 10 I = 635.4063 n = 100 I = 625.1042 n = 1000 I = 625.0010 n = 10000 I = 625.0000104• Example 2:  $\int_{0}^{\pi} \sin(x) dx = -\cos(x) \Big|_{0}^{\pi} = 2$ - Generate the  $\pi$  by 4 Arctan(1). In VBA this is written as 4 \*Atn(1). - The program yields: n = 10 I = 1.9835 n = 100 I = 1.999836n = 1000 I = 1.999998

- So far we could have solved the intgrals also analytically, but not the next integral. • Example 3:  $\int \frac{\sin(x)}{x} dx = \text{Sinus Integral function}$   $\int_{0}^{\pi} \frac{\sin(x)}{x} dx \approx 1.85194$ - How do we deal with the lower bound a=0? This is well defined analytically, but the computer can not handle 0/0, if we don't specify how to do that. Recipe: Just take the lower bound a to be a very small number, e.g.a=0.0000001. - The program yields:  $n = 10 \qquad I = 1.8493$   $n = 100 \qquad I = 1.851911$   $n = 1000 \qquad I = 1.851937$ 



• Different types of methods:  
• Simpson's 1/3 rule (based on three adjacent points):  

$$I = \int_{a}^{b} f(x) dx \approx \frac{A}{3} \left[ \sum_{i=1,3,5,...}^{n-2} y_{i} + 4y_{i+1} + y_{i+2} \right]$$
• Simpson's 3/8 rule (based on four adjacent points):  

$$I = \int_{a}^{b} f(x) dx \approx \frac{3}{8} \Delta \left[ \sum_{i=1,4,7,...}^{n-3} y_{i} + 3y_{i+1} + 3y_{i+2} + y_{i+3} \right]$$
• Runge-Kutta methods, Monte Carlo integration,...  
• Here we do not derive these rules, but just take them as facts.  
See a different course on numerical methods for details.  
• Let us implement the Simpson's 3/8 rule as a user defined function.  
• Implement the Simpson's 1/3 rule in Labsession 3.  
30

Function Nintff(a, b, n) h = (b - a) / nI = 0For m = 1 To n - 2 Step 3  $I = I + (f(a+h^{*}(m-1)) + 3^{*} f(a+h^{*} m) + 3^{*} f(a+h^{*}(m+1)) + f(a+h^{*}(m+2)))$ Next Nintff = I \* h \* 3 / 8**End Function**  $2\int_{0}^{\infty}\sin(x)\exp(-x)dx = 1$ • Example 1:  $\cdot$  A problem here is to find a good cut-off for the upper limit. ο. 0.  $\implies$  b=10 ? 0.3 0. 31 10

b=10	Trapezoid:	1/3 Simpson	3/8 Simpson
n=10	0.83920049	0.97383313	0.93930204
n=100	0.99839888	1.00006056	1.00006255
n=1000	1.00004637	1.00006279	1.00006328
n=10000	1.00006265	1.00006279	1.00006284
b=20	Trapezoid:	1/3 Simpson	3/8 Simpson
n=10	0.43524312	0.61641151	0.49069239
n=100	0.99334224	0.99996411	0.9999185
n=1000	0.99993333	0.99999999	0.99999999
n=10000	0.99999933	1	1
cut-off		oduce an additional er f the interval is large of	C

34

Programming Excel/VBA Part II (A.Fring)

- Limitations:
  - The speed of the computer.
- The accuracy of the numerical method used. (In principle there exist procedures to estimate the errors made.)
- The accuracy of the computer, i.e. in computing functions used in the program and variables employed such as single or double precision.
- Various other approximations such as division by zero, cut-offs for lower and upper bounds etc.
- There exist different types of numerical methods for other mathematical problems, such as solving polynomial equations, solving differential equations etc.
- Some methods are implemented in Excel as Built-in functions:





