

## Riemann sums

### Concept

The concept of a Riemann sum is simple: you add up the areas of a number of rectangles. In the problems you will work in this chapter, the width of each rectangle (called  $\Delta x$ ) is the same. The heights of the rectangles vary according to the values  $f(x_i)$  of a given function at different points. The area of the rectangle equals height times width, or  $f(x_i) \Delta x$ . We denote the sum of  $n$  of these rectangles by

$$\sum_{i=1}^n f(x_i) \Delta x$$

To compute a Riemann sum, you need to identify (1) the function  $f(x)$ , (2) the value of  $\Delta x$  and (3) the points at which to evaluate the function. Then follow the pattern of the examples below. As with many calculus problems, these are multi-step problems, so you should work enough problems to become comfortable with the sequence of steps involved.

### Technique

We will illustrate two types of Riemann sum problems, one where we compute a specific Riemann sum and one where we compute a definite integral as a limit of Riemann sums.

**Compute a Riemann sum of  $f(x)=x^2+2$  on the interval  $[1,3]$  using  $n=4$  rectangles and midpoint evaluation.**

The function is given to us. The interval has length 2 and we divide it into 4 pieces, so the length of one subinterval is  $\Delta x = 2/4 = 0.5$ . We need to determine the 4 points at which to evaluate  $f(x)$ . First, divide the interval  $[1,3]$  into 4 pieces, then find the midpoint of each subinterval. This is shown below.

$$\begin{array}{ccc} \text{[-----]} & \text{[---x---x---x---]} & \text{[--m--x--m--x--m--x--m--]} \\ 1 & 1.5 & 1.25 & 1.75 & 2.25 & 2.75 \\ 3 & 2 & 2.5 & 3 & & \end{array}$$

The evaluation points are  $x = 1.25, 1.75, 2.25$  and  $2.75$ . With  $\Delta x=0.5$ , the Riemann sum is given by

$$\begin{aligned} & f(1.25) 0.5 + f(1.75) 0.5 + f(2.25) 0.5 + f(2.75) 0.5 \\ & [ f(1.25) + f(1.75) + f(2.25) + f(2.75) ] 0.5 \\ & [ 3.5625 + 5.0625 + 7.0625 + 9.5625 ] 0.5 \\ & 12.625 \end{aligned}$$

### Use Riemann sums to compute the definite integral

$$\int_0^2 (x+1) dx$$

For this type of calculation, it is usually easiest to use right-endpoint evaluation. If we divide the interval  $[0,2]$  into  $n$  pieces, we have  $\Delta x = 2/n$ , with endpoints  $0, 2/n, 4/n, 6/n,$  and so on. Thinking of  $4/n$  as  $2(2/n)$  and  $6/n$  as  $3(2/n)$ , we have the general evaluation point  $x_i = i(2/n) = 2i/n$ . The function in this problem is  $f(x) = x+1$ . Replacing  $x$  with our formula for the evaluation points, we have function values of

$$f(x_i) = f(2i/n) = 2i/n + 1$$

Putting this together with  $\Delta x = 2/n$ , the general Riemann sum looks like

$$\sum_{i=1}^n \left( \frac{2i}{n} + 1 \right) \frac{2}{n} = \sum_{i=1}^n \left( \frac{4i}{n^2} + \frac{2}{n} \right) = \frac{4}{n^2} \sum_{i=1}^n i + \frac{2}{n} \sum_{i=1}^n 1$$

To evaluate the sum, use the summation formulas given in Theorem 2.1 of section 4.2.

$$\frac{4}{n^2} \frac{n(n+1)}{2} + \frac{2}{n} n = \frac{2(n+1)}{n} + 2$$

Finally, take the limit of this expression as  $n$  goes to  $\infty$ .

$$\lim_{n \rightarrow \infty} \frac{2(n+1)}{n} + 2 = 2 + 2 = 4$$

The integral equals 4.

### Extension

The two types of examples given above are related to each other. Since the integral equals a limit of Riemann sums, any specific Riemann sum gives an approximation of an integral. In the first example above, 12.625 is an approximation of the integral

$$\int_1^3 (x^2 + 2) dx$$

It can be shown that the exact value of this integral is  $38/3$ , so the approximation is not bad. To obtain a better approximation, you could use the same midpoint evaluation with a larger number of rectangles or you could use a different method altogether. The midpoint evaluation method is called the **midpoint rule**. Midpoint evaluation tends to be more accurate than right-endpoint or left-endpoint evaluation. However, a different approximation could be obtained by computing right-endpoint and left-endpoint evaluations and averaging the two. This is called the **trapezoid rule** and is discussed in some detail in section 4.7. A very accurate method called **Simpson's rule** is also developed in that section.