

Øving 10 -Interpolasjon og numeriskintegrasjon - LF

Obligatoriske oppgaver

- 1 We set up the table of divided differences as follows

x_k	f_k	$f[x_k, x_{k+1}]$	$f[x_k, x_{k+1}, x_{k+2}]$
-2	1		
		1/3	
1	2		-1/60
		1/5	
6	3		

Tabell 1: Newton divided differences table used in exercise 1.

This yields the polynomial

$$p_2(x) = 1 + \frac{1}{3}(x+2) - \frac{1}{60}(x+2)(x-1). \quad (1)$$

- 2 We add one more point to our table and calculate

x_k	f_k	$f[x_k, x_{k+1}]$	$f[x_k, x_{k+1}, x_{k+2}]$	$f[x_k, x_{k+1}, x_{k+2}, x_{k+3}]$
-2	1			
		1/3		
1	2		-1/60	
		1/5		1/315
6	3		-4/315	
		6/27		
-3/4	3/2			

Tabell 2: Newton divided differences table used in exercise 2.

This yields the polynomial

$$p_3(x) = p_2(x) + \frac{1}{315}(x+2)(x-1)(x-6)$$

where p_2 is given by (1).

- 3 See the lecture notes.

4 We calculate the Lagrangian polynomials,

$$\begin{aligned}l_0(x) &= \frac{(x-0)(x-1)}{(-1-0)(-1-1)} = \frac{1}{2}x(x-1), \\l_1(x) &= \frac{(x+1)(x-1)}{(0+1)(0-1)} = -(x+1)(x-1), \\l_2(x) &= \frac{(x+1)(x-0)}{(1-(-1))(1-0)} = \frac{1}{2}x(x+1).\end{aligned}$$

Hence we approximate,

$$f(x) \approx f(x_0)l_0(x) + f(x_1)l_1(x) + f(x_2)l_2(x).$$

The integral is then approximated by

$$\begin{aligned}\int_{-1}^1 f(x) dx &\approx f(x_0) \int_{-1}^1 l_0(x) dx + f(x_1) \int_{-1}^1 l_1(x) dx + f(x_2) \int_{-1}^1 l_2(x) dx \\ &= f(x_0)A_0 + f(x_1)A_1 + f(x_2)A_2.\end{aligned}$$

Finally, the weights are given by

$$\begin{aligned}A_0 &= \int_{-1}^1 l_0(x) dx = \int_{-1}^1 \frac{1}{2}x(x-1) dx = \frac{1}{3}, \\A_1 &= \int_{-1}^1 l_1(x) dx = \int_{-1}^1 -(x+1)(x-1) dx = \frac{4}{3}, \\A_2 &= \int_{-1}^1 l_2(x) dx = \int_{-1}^1 \frac{1}{2}x(x+1) dx = \frac{1}{3}.\end{aligned}$$

This yields

$$\int_{-1}^1 f(x) dx \approx \frac{1}{3}(f(-1) + 4f(0) + f(1)),$$

also called the Simpsons rule.

5 & 6 **Matlab::**

```
clear
figure
pause

% Dette er bare for tegne x-aksen
x=0:.001:pi;
z=zeros(1,1001);

for I=1:20

    % Husk at hvis det ekvidistante gitteret g r fra 0 til pi, g r chebyshev
    % fra 1 til -1.
    x_ekvidistant=0:pi/I:pi;
    x_chebyshev=(cos(x_ekvidistant)+1)*pi/2;
```

```

%plotte interpolasjon p ekvidistant gitter
subplot(1,2,1);
plot(x,heaviside(x-1))
hold on
plot(x,polyval(polyfit(x_ekvidistant, heaviside(x_ekvidistant-1),I),x));
axis([0 pi -10 10])
hold off

%plotte interpolasjon p chebyshev gitter
subplot(1,2,2);
plot(x,heaviside(x-1))
hold on
plot(x,polyval(polyfit(x_chebyshev, heaviside(x_chebyshev-1),I),x));
axis([0 pi -10 10])

pause(.5)
hold off
end

```

Python:

```

import numpy as np
import time
import matplotlib.pyplot as plt

#Plottepunkter
N=1000
x=np.linspace(0,np.pi,N)

#Antall interpolasjonspunkter
I=15

#Ekvidistant gitter
x_ekvidistant=np.linspace(0,np.pi,I)
#Chebyshev ekstremalgitter
x_chebyshev=(np.cos(np.linspace(0,I,I)*np.pi/I)+1)*np.pi/2

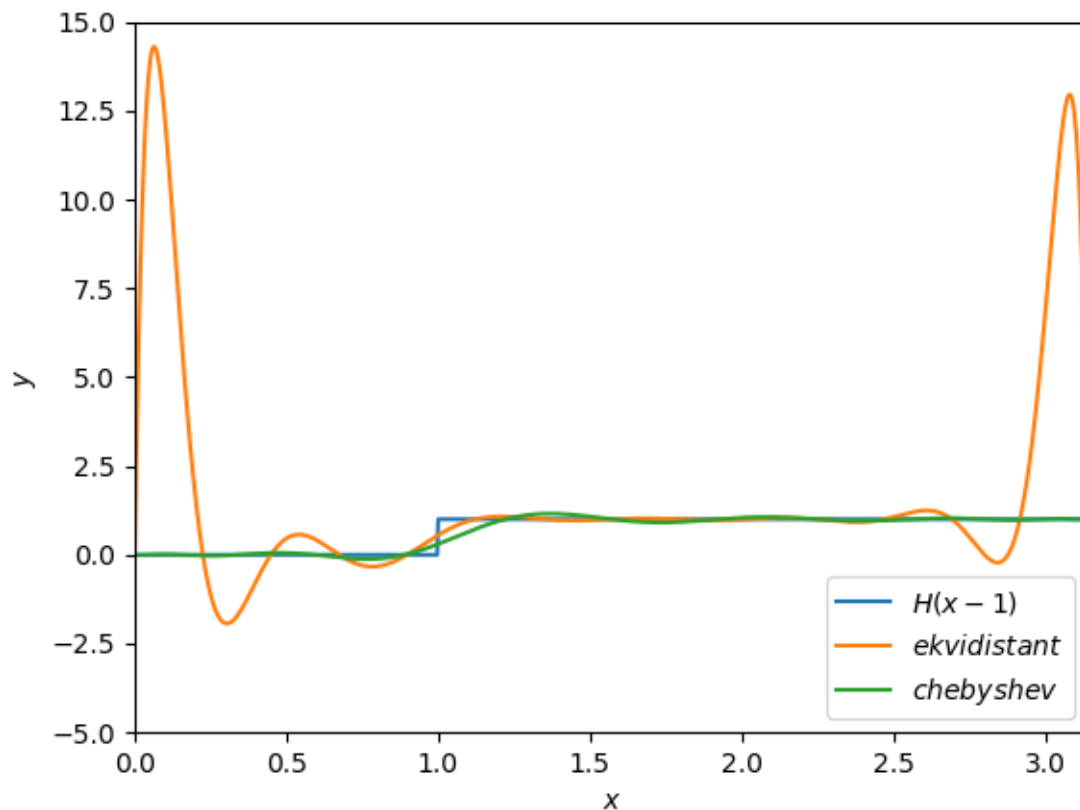
#Vi bruker np.heaviside for aa definere H(x-1)
f = lambda x: np.heaviside(x - np.ones(len(x)),0)

#Vi evaluerer f i plottepunkter og interpolasjonspunkter
f_val = f(x)
f_ekvidistant = f(x_ekvidistant)
f_chebyshev = f(x_chebyshev)

#Plotter heaviside og de to interpolasjonspolynomene i samme plot.
#Merk bruken av polyval og polyfit. Google disse.
plt.plot(x,f_val,label=r'$H(x-1)$')
plt.plot(x,np.polyval(np.polyfit(x_ekvidistant,f_ekvidistant,I),x),label=r'$ekvidistant$')
plt.plot(x,np.polyval(np.polyfit(x_chebyshev,f_chebyshev,I),x),label=r'$chebyshev$')
plt.axis([0,np.pi,-5,15])
plt.xlabel(r'$x$')
plt.ylabel(r'$y$')
plt.legend()
plt.savefig('hei')

```

We get the following plot:



Figur 1: Plot of interpolations

As we can see, the Chebyshev interpolation is much better than the equidistant one!

Anbefalte oppgaver

1 Python:

Here is the code:

```
import numpy as np
import time
import matplotlib.pyplot as plt

#Plottepunkter
N=1000
x=np.linspace(-1,1,N)

#Antall interpolasjonspunkter
I=15

#Ekvidistant gitter
```

```

x_ekvidistant=np.linspace(-1,1,I)

#Chebyshev ekstremalgitter for intervallet (-1,1)
x_chebyshev=(np.cos(np.linspace(1,I,I)*np.pi / I))

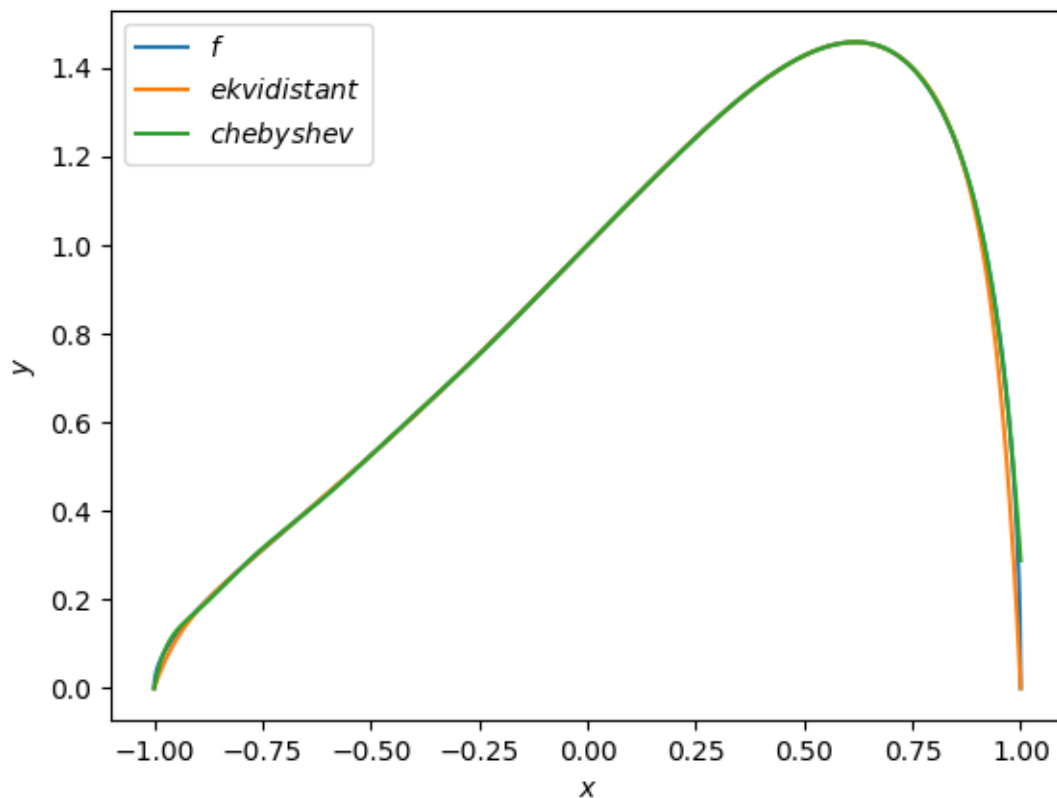
#Kan bruke Lambda-funksjoner for aa definere f:
f = lambda x: np.multiply(np.exp(x), np.sqrt(1-np.multiply(x,x)))

#Vi evaluerer f i plottepunkter og interpolasjonspunkter
f_val = f(x)
f_ekvidistant= f(x_ekvidistant)
f_chebyshev= f(x_chebyshev)

#Vi interpolerer og plotter
plt.plot(x, f_val, label=r'$f$')
plt.plot(x, np.polyval(np.polyfit(x_ekvidistant, f_ekvidistant, I), x), label=r'$ekvidistant$')
plt.plot(x, np.polyval(np.polyfit(x_chebyshev, f_chebyshev, I), x), label=r'$chebyshev$')
plt.xlabel(r'$x$')
plt.ylabel(r'$y$')
plt.legend()
plt.savefig('heisann')

```

We get the following plot:



Figur 2: Plot of interpolations

2 Python:

We only use Chebyshev zero point grid (nullpunktgitter) in this case. Here is the code.

```
import numpy as np
import time
import matplotlib.pyplot as plt

#plottepunkter
N=1000
x=np.linspace(-1,1,N)
z=np.zeros(len(x))

#antall interpolasjonspunkter
I=15

#Chebyshev nullpunktgitter:
x_chebyshev=(np.cos((2*np.linspace(1,I,I) - np.ones(I))/(2*I) * np.pi))

#Kan bruke Lambda-funksjoner for aa definere f:
f = lambda x: np.divide(np.exp(x), np.sqrt(1-np.multiply(x,x)))

#Vi evaluerer f i plottepunkter og interpolasjonspunkter
f_val = f(x)
f_chebyshev= f(x_chebyshev)

#Vi interpolerer og plotter
plt.plot(x, f_val, label=r'$f$')
plt.plot(x, np.polyval(np.polyfit(x_chebyshev, f_chebyshev, I), x), label=r'$Chebyshev$')
plt.xlabel(r'$x$')
plt.ylabel(r'$y$')
plt.legend()
plt.savefig('sveisann')
```

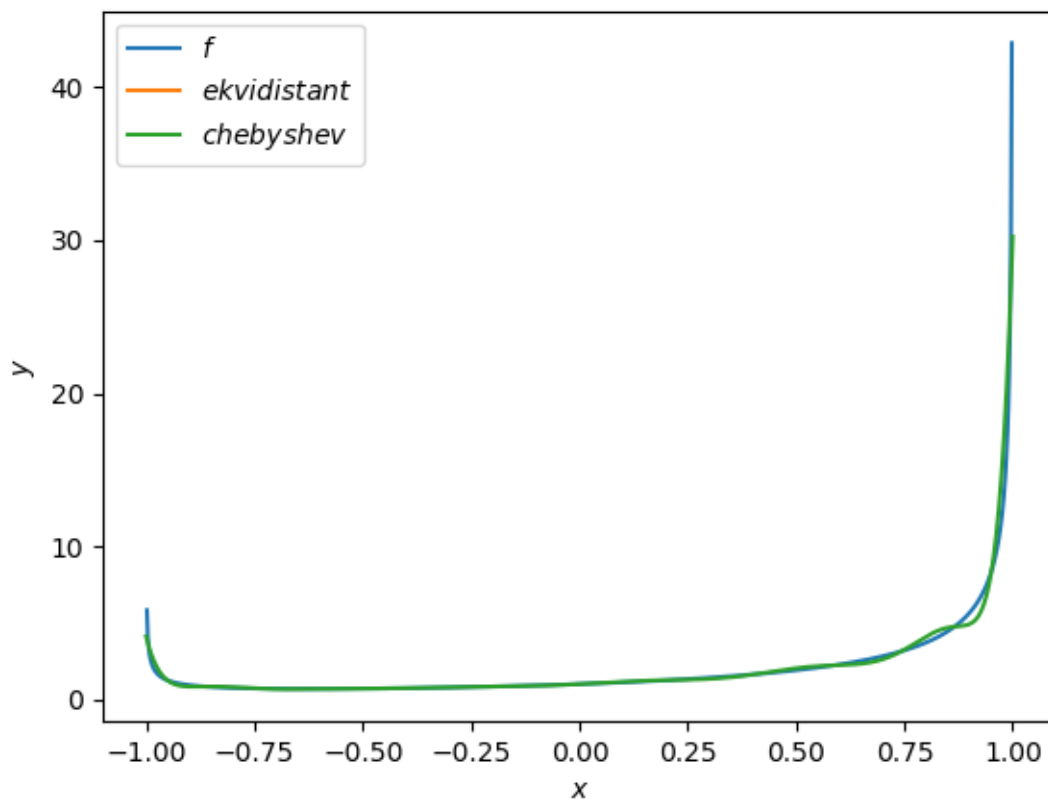
The figure is given below.

3 We have

$$f(x) = \ln(x),$$

and thus

$$\begin{aligned} f'(x) &= (-1)^0 \frac{1}{x} \\ f''(x) &= (-1)^1 \frac{1}{x^2} \\ f'''(x) &= (-1)^2 2 \frac{1}{x^3} \\ f^{(4)}(x) &= (-1)^3 2 \cdot 3 \frac{1}{x^4} \\ &\dots \\ f^{(n)}(x) &= (-1)^{n-1} (n-1)! \frac{1}{x^n}. \end{aligned}$$



Figur 3: Plot of interpolations

By the interpolation error formula for Chebyshevs zero point grid, we get

$$\begin{aligned} \max_{x \in [1,2]} |f(x) - p_n(x)| &\leq \frac{(2-1)^{n+1}}{2^{2n+1}} \max_{x \in [1,2]} |f^{(n+1)}(x)| \\ &= \frac{1}{2^{2n+1}} |f^{(n+1)}(1)| = \frac{n!}{2^{2n+1}}. \end{aligned}$$

This function increase as n increase, so it seems that we have less and less control over the error, the more points we include.