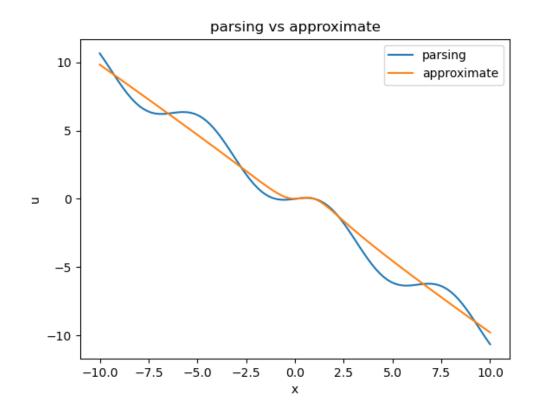
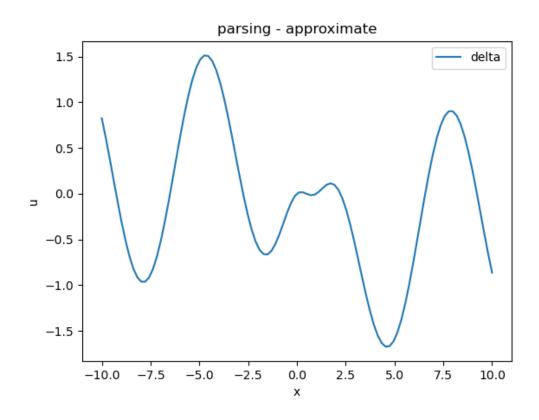
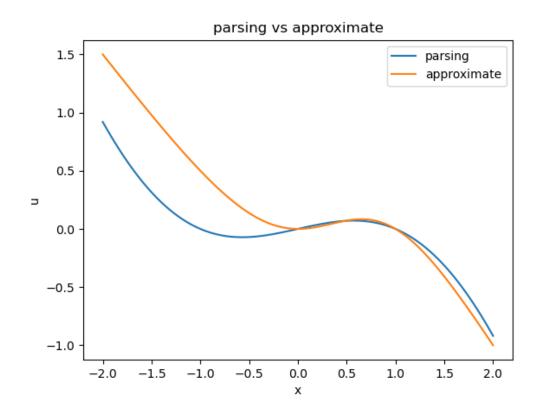
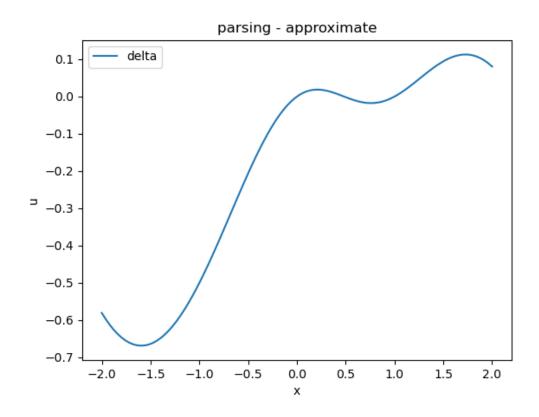
1.









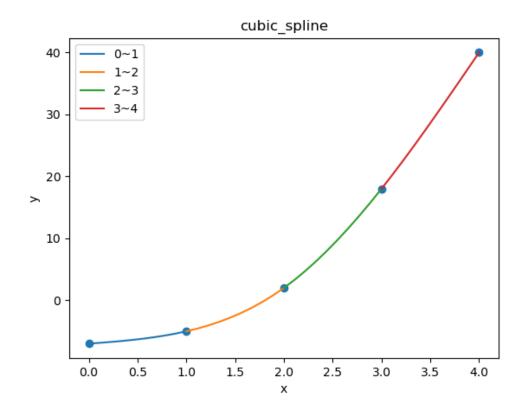
最後可知在 x=[0.25, 0.5, 0.75]時

解析解:[0.0440, 0.0697, 0.0601]

近似解:[0.0259, 0.0714, 0.0776]

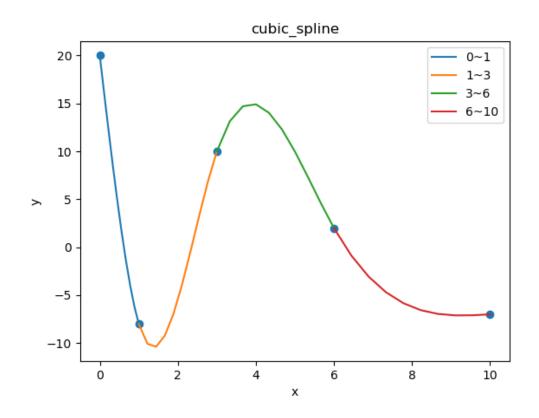
2.如下兩圖,分別為 cubic spline 計算各區段係數與繪圖結果,自然邊界條件

	а	b	С	d
i =0	0.8036	0	1.1964	-7
i =1	0.9821	2.4107	3.6071	-5
i =2	-0.7321	5.3571	11.375	2
i =3	-1.0536	3.1607	19.8929	18



3. 如下兩圖,分別為 cubic spline 計算各區段係數與繪圖結果,自然邊界條件

	а	b	С	d
i =0	7.0906	0	-35.0906	20
i =1	-4.9313	21.2719	-13.8187	-8
i =2	1.1319	-8.3157	12.0936	10
i =3	-0.1559	1.8712	-7.2400	2



提供題 2 題 3 原始碼:(環境 python3.8.10 · numpy · matplotlib 套件) import numpy as np

give arr -> LU, check ok def LU_decomposition(arr): assert len(arr.shape)==2 assert arr.shape[0]==arr.shape[1]

```
n = arr.shape[0]
     L = np.full_like(arr, 0.0, dtype=np.double)
     for i in range(n):
          L[i][i] = 1.0
     for col in range(n-1):
          for row in range(col+1, n):
                L[row][col] = arr[row][col] / arr[col][col]
                arr[row] = arr[row] - L[row][col]*arr[col]
     return L, arr
# use LU_decomposition to solve linear eq, check ok
def LU_solve_eq(A, B):
     n = B.shape[0]
     L, U = LU_{decomposition}(A)
     D, m = np.zeros_like(B), np.zeros_like(B)
     \# LD = B
     for i in range(n):
          D[i] = B[i]
          for j in range(i+1, n):
                B[j] = L[j][i] * D[i]
     # Um = D
     for i in range(n-1, -1, -1):
          m[i] = D[i] / U[i][i]
          for j in range(i-1, -1, -1):
                D[j] = U[j][i] * m[i]
     return m
def get_cubic_spline_coefficient(x, y):
     n = len(x)-1 \# intervel nums
     h = [x[i+1]-x[i] \text{ for } i \text{ in range}(n)]
     A = np.zeros((n+1, n+1))
     B = np.zeros((n+1))
     # natural condition
```

```
A[0][0] = 1
     A[n][n] = 1
     for i in range(1, n):
          A[i][i] = 2*(h[i-1]+h[i])
          A[i][i-1] = h[i-1]
          A[i][i+1] = h[i]
          B[i] = 6*((y[i+1]-y[i])/h[i] - (y[i]-y[i-1])/h[i-1])
     m = LU_solve_eq(A, B)
     coefficient = []
     for i in range(n):
          coef = []
          coef.append((m[i+1]-m[i])/6/h[i])
          coef.append(m[i]/2)
          coef.append((y[i+1]-y[i])/h[i] - h[i]*m[i]/2 - h[i]*(m[i+1]-m[i])/6)
          coef.append(y[i])
          coefficient.append(coef)
     return coefficient
def cubic_spline_plot(x, y, coefficient):
     import matplotlib.pyplot as plt
     n = len(x)-1 \# intervel nums
     plt.scatter(x, y)
     for i in range(n):
          plot_x = np.linspace(x[i], x[i+1], 10)
          plot_x_{to} = np.linspace(0.0, x[i+1]-x[i], 10)
          plot_y = coefficient[i][0]*plot_x_to_y**3 + coefficient[i][1]*plot_x_to_y**2 +
coefficient[i][2]*plot x to y**1 + coefficient[i][3]*plot x to y**0
          plt.plot(plot_x, plot_y, label='{}\sim{}'.format(str(x[i]), str(x[i+1])))
     plt.legend()
     plt.title('cubic spline')
     plt.xlabel('x')
     plt.ylabel('y')
     plt.show()
     plt.close()
if __name__ == '__main__':
```

```
print('gogo')
x = [0, 1, 2, 3, 4]
y = [-7, -5, 2, 18, 40]
coefficient = get_cubic_spline_coefficient(x, y)
print('coefficient:', coefficient)
cubic_spline_plot(x, y, coefficient)

x = [0, 1, 3, 6, 10]
y = [20, -8, 10, 2, -7]
coefficient = get_cubic_spline_coefficient(x, y)
print('coefficient:', coefficient)
cubic_spline_plot(x, y, coefficient)
```