## Examples

May 18, 2024

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[]: import numerics as nm
[]: t = [0, 10, 20, 30, 35, 40]
    v = [0, 95.05, 322.07, 912.03, 1227.05, 1615.37]
    nm.poly_interpolation(t, v, 25, 1) # Interpolating at 25 with polynomial of_
      ⇔degree 1 (linear)
[]: array([-857.85,
                       58.996])
[]: nm.poly_interpolation(t, v, 25, 2) #Quadratic interpolaation
[]: array([-6.9753e+02, 4.5636e+01, 2.6720e-01])
[]: nm.poly_interpolation(t, v, 25, 3) #Cubic interpolation
[]: array([-1.95627e+03, 1.86495e+02, -4.82770e+00, 5.99400e-02])
[]: nm.linear_spline_interpolation(t, v, 25) # Linear spline interpolation; Gives_
      ⇔coefficients of all the splines
[]: array([[
                0.
                           9.505],
            [-131.97]
                          22.702],
            [ -857.85 ,
                          58.996],
            [-978.09]
                          63.004],
                          77.664]])
            [-1491.19]
[]: nm.quadratic_spline_interpolation(t, v, 25) #Quadratic spline interpolation1;
      →Gives coefficients of all the splines
[]: array([[ 1.13686838e-15, 9.50500000e+00, 0.00000000e+00],
           [ 1.31970000e+00, -1.68890000e+01, 1.31970000e+02],
            [ 2.30970000e+00, -5.64890000e+01, 5.27970000e+02],
            [-3.81780000e+00, 3.11161000e+02, -4.98678000e+03],
            [ 6.74980000e+00, -4.28571000e+02, 7.95853000e+03]])
[]: nm.nddp(t, v, 25, 1) #Linear nddp interpolation at t = 25
[]: 617.05
```

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[]: nm.nddp(t, v, 25, 2) #Quadratic nddp interpolation at t = 25
[]: 610.37
[]: nm.nddp(t, v, 25, 3) #Cubic nddp interpolation at t = 25
[]: 625.355
[]: def func(x, y):
         return y
     nm.euler_first(func, 0.5, 2, 1, 0) #First order euler solver with 05 step size;
      \Rightarrow x_stop=2, y(0)=1, x_start=0
[]: array([1.
                , 1.5 , 2.25 , 3.375 , 5.0625])
[]: nm.rk_2(func, 0.5, 2, 1, 0, method='heun')#RK 2 integration using 0.5 step size
     \hookrightarrow from 0 to 2 with y(0) = 1
     #Using Heun method. Default is heun method
[]: array([1.
                       , 1.625
                                   , 2.640625 , 4.29101562, 6.97290039])
[]: nm.rk 2(func, 0.5, 2, 1, 0, method='midpoint')#RK 2 integration using 0.5 step_1
      \Rightarrowsize from 0 to 2 with y(0) = 1
     #Using midpoint method
[]: array([1.
                      , 1.625
                                   , 2.640625 , 4.29101562, 6.97290039])
[]: nm.rk_2(func, 0.5, 2, 1, 0, method='ralston') #RK 2 integration using 0.5 step_
     \Rightarrowsize from 0 to 2 with y(0) = 1
     # Using ralston method
                                 , 2.640625 , 4.29101562, 6.97290039])
[]: array([1.
                       , 1.625
[]: nm.rk_4(func, 0.5, 2, 1, 0) #RK 4 integration using 0.5 step size from 0 to 2
      \rightarrow with y(0) = 1
                      , 1.6484375 , 2.71734619, 4.47937536, 7.38397032])
[]: array([1.
[]: x = [2, 4, 6, 8, 10]
     y = [7, 11, 15, 19, 23]
     nm.poly_regression(x, y, 1) #Polynomial regression using polynomial of degree 1_{\sqcup}
     \hookrightarrow (Linear)
     # Returns coefficients of linear polynomial
[]: array([3., 2.])
```

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[]: x = [1, 2, 3, 4, 5]
    y = [9, 24, 47, 78, 117]
    nm.poly_regression(x, y, 2) #Quadratic regression
    # Returns coefficients of quadratic polynomial
[]: array([2., 3., 4.])
[]: x = [0.2, 0.4, 0.6, 0.8, 1]
    y = [0.5437, 1.4778, 4.0171, 10.9196, 29.6826]
    nm.exp_regression(x, y) #exponential regreesion
    #Returns coefficients of exponential function
[]: (0.20001214955547886, 4.999921092489269)
[]: x = [0.2, 0.4, 0.6, 0.8, 1]
    y = [0.02, 0.08, 0.18, 0.32, 0.5]
    nm.pow_regression(x, y) #powerlaw regression
    #Returns power law coefficients (Typo in Sir's note as they are given ulta)
[]: (0.4999999999999, 1.999999999999)
[]: def func(x):
        return x*x*x-9
    nm.bisection(func, 2, 3, 1.e-6, 1.e-2)
    # Uses bisection method for root finding
    #Interval starts at 2 and ends at 3
    #Tollerance in x interval 10^{(-6)}
    #Tollerance in y interval 10^(-2)
    #Lower tollerance value taken
    #Returns x value, y value near 0 and number of itterations required
[]: (2.0800838470458984, 3.1144795542559223e-07, 18)
[]: def dfunc(x):
        return 3*x*x
    nm.newton_raphson(func, dfunc, 3, 1.e-6, 1.e-6)
    #Takes extra argumets of derivative and guess value of 3
[]: (2.0800838230519054, 1.7763568394002505e-14, 5)
[]: nm.secant(func, 4, 3, 1.e-6, 1.e-6)
     #Takes first guess as 4 and 2nd guess as 3
[]: (2.0800838230519845, 1.042721464727947e-12, 7)
[]: import numpy as np
    def func(x):
        return x*np.exp(-x)
```

```
nm.trapezoidal(func, 2, 0.25, 2.5)
# Trapezoidal rule of integration using 3 intervals from 0.25 to 2.5
```

## []: 0.6160621391947412

[]: nm.simpsons1\_3(func, 4, 0.25, 2.5) #Simpsons 1/3 rule using 4 segments (minimum 2 segments reuired)

## []: 0.6851050681107044

[]: nm.simpsons3\_8(func, 3, 0.25, 2.5) #Simpson's 3/8 rule using 3 segments (Minimum 3 seegments required)

## []: 0.6794618115815894