

Cubic Spline

April 9, 2015

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In [33]: def thomas_algorithm(a, b, c, d):
        """
        Solves the Tridiagonal Linear System

        -- -- -- --
        /b_1 c_1      / /f_1/  /d_1/
        /a_2 b_2 c_2  / / . /   / . /
        /      a_3 . . . / / . / = / . /
        /              / /   /   /
        /              / /   /   /
        /      a_n b_n / /f_n/  /d_n/
        -- -- -- --

        """
        assert len(a) == len(b) == len(c) == len(d)
        N = len(c)
        c_ = [None for i in range(N)]
        d_ = [None for i in range(N)]
        f = [None for i in range(N)]
        c_[0] = c[0]/b[0]
        d_[0] = d[0]/b[0]

        for i in range(1, N):
            c_[i] = c[i]/(b[i] - a[i]*c_[i-1])
            d_[i] = (d[i] - a[i]*d_[i-1])/(b[i] - a[i]*c_[i-1])

        f[N-1] = d_[N-1]
        for i in range(N-2, -1, -1):
            f[i] = d_[i] - c_[i]*f[i+1]

        return f

def cubic_spline(X, Y, M_0, M_n):
    # Assuming constant spacing
    h = X[1] - X[0]
    n = len(X)
    A = [1 for i in range(n-2)]
    B = [4 for i in range(n-2)]
    C = [1 for i in range(n-2)]
    D = [(6/h**2)*(Y[i-1] - 2*Y[i] + Y[i+1])) for i in range(1, n-1)]

    M = [M_0] + thomas_algorithm(A, B, C, D) + [M_n]

    X_ = []
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Y_ = []
for k in range(n-1):
    dx = h/10
    for i in range(10):
        x = X[k] + i*dx
        y = (M[k]/(6*h))*((X[k+1] - x)**3 - h*(X[k+1] - x)) + (M[k+1]/(6*h))*((x - X[k])**3 - h*(x - X[k]))
        Y[k]*(X[k+1] - x)/h + Y[k+1]*(x - X[k])/h
        X_.append(x)
        Y_.append(y)

    return (X_, Y_)

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In [45]: %matplotlib inline
import matplotlib.pyplot as plt
import numpy as np
X = np.linspace(0, 20, 10)
Y = np.sin(X)
X_, Y_ = cubic_spline(X, Y, 0, 0)

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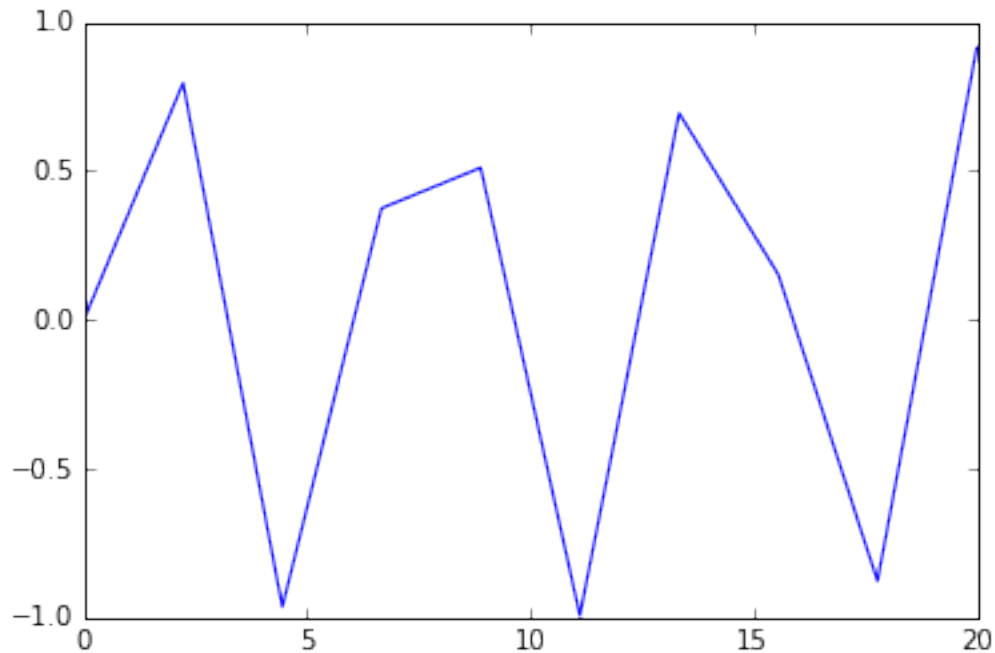
In [46]: plt.plot(X, Y); plt.axis([0, 20, -1, 1])

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Out[46]: [0, 20, -1, 1]

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In [47]: plt.plot(X_, Y_); plt.axis([0, 20, -1, 1])

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Out[47]: [0, 20, -1, 1]

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