

$$x = -1.0 \quad \leadsto \quad f(-1) = 4.5$$

$$x = 2.0 \quad \leadsto \quad f(2) = 3.0$$

a -

$$p(x) = a_0 + a_1 x \quad \text{e} \quad D[-1.0, 2.0]$$

• Interpolador de 1º grau

$x_k$	-1.0	2.0
$y_k = f(x_k)$	4.5	3.0

• condição para Interpolação

$$p(x_i) = a_0 + a_1 x = y_i$$

→ restrições:

$$\begin{array}{l|l} p(-1.0) = a_0 + a_1(-1) & \stackrel{!}{=} p(2) = a_0 + a_1(2) \\ \Rightarrow a_0 - a_1 = 4.5 & \Rightarrow a_0 + 2a_1 = 3.0 \end{array}$$

→ resolvendo

$$\begin{cases} a_0 - a_1 = 4.5 \\ a_0 + 2a_1 = 3.0 \end{cases}$$

$$\begin{array}{l|l} a_0 = 4.5 + a_1 & 4.5 + a_1 + 2a_1 = 3 \\ a_0 = 4.0 & a_1 = -0.5 \end{array}$$

→ resultado

$$p(x) = a_0 + a_1 x$$

$$p(x) = 4.0 - 0.5x$$

b.

→ Via método de Newton

$X_k$	-1.0	2.0
$y = f(x_k)$	4.5	3.0

$$p_x = b_0 + b_1(x - x_0) + \dots$$

$X_k$	$\Delta^0 y_i$	$\Delta^1 y_i$
-1.0	4.5	-0.5
2.0	3.0	

\* contas

$$\frac{3 - 4.5}{2 - (-1)} = \frac{-1.5}{3} = -0.5 //$$

$$\begin{aligned} p(x) &= 4.5 - 0.5(x + 1) \\ p(x) &= 4.5 - 0.5 - 0.5x \\ p(x) &= 4.0 - 0.5x \end{aligned}$$

$$p_x = b_0 + b_1(x - x_0)$$

$$b_0 = 4.5$$

$$b_1 = -0.5$$

$$x_0 = -1$$

2.

Método de Newton

função  $1/x - 1$

a)

$x_k$	1.0	2.5
$f(x_k)$	1.0	0.25

# calculando

$$f(1.0) \rightarrow \frac{1}{2-1} = 1 \quad \Bigg| \quad f(2.5) = \frac{1}{2 \cdot 2.5 - 1} = \frac{1}{5-1} = \frac{1}{4} = 0.25$$

$x_k$	$\Delta^0_{y_i}$	$\Delta^1_{y_i}$
1.0	1.0	-0.5
2.5	0.25	

$$\frac{0.25 - 1}{2.5 - 1} = \frac{-0.75}{1.5} = -0.5$$

$$p(x) = b_0 + b_1(x - x_0)$$

$$p(x) = 0.25 - 0.5(x - 1)$$

$$p(x) = 0.25 + 1 - 0.5x$$

$$p(x) = 1.25 - 0.5x$$

$$p(x) = 1.25 - 0.5x$$



b) Usando Forma de Newton

• Interpolação 2ª grau • função  $1/(2x-1)$

e pontos

$$f(1.0) = 1 = 1 \quad \bigg| \quad f(1.75) = \frac{1}{2 \cdot (1.75) - 1} = 0.4 \quad \bigg| \quad f(2.5) = 0.25$$

$X_k$	=	1.0	=	1.75	=	2.5
$y_k = f(X_k)$	=	1.0	=	0.4	=	0.25

$X_k$	$\Delta^0 y_i$	$\Delta^1 y_i$	$\Delta^2 y_i$
1.0	1.0	-0.8	0.66667
1.75	0.4	0.2	
2.5	0.25		

# Contas

$$\frac{0.4 - 1}{1.75 - 1} = -0.8 \quad \quad \frac{0.25 - 0.4}{2.5 - 1.75} = 0.2 \quad \quad \left. \vphantom{\frac{0.4 - 1}{1.75 - 1}} \right\} \Delta^1 y_i$$

$$\frac{0.2 - (-0.8)}{2.5 - 1} = 0.66667 \quad \quad \left. \vphantom{\frac{0.2 - (-0.8)}{2.5 - 1}} \right\} \Delta^2 y_i \quad \quad \left( 0.8 = \frac{4}{5} \text{ e } 0.6667 = \frac{2}{3} \right)$$

$$x^2 - 1.75x - x + 1.75$$

$$p(x) = b_0 + b_1(x-x_0) + b_2(x-x_0)(x-x_1)$$

$$p(x) = 1 + -0.8(x-1) + 0.66667(x-1)(x-1.75)$$

$$p(x) = 1 - \frac{4}{5}(x-1) + \frac{2}{3}(x^2 - 2.75x + 1.75)$$

$$p(x) \nearrow$$

c)

método de Newton  $1/(2x-1)$

calculando pontos

$$f(1.0) = 1 \parallel f(1.5) = \frac{1}{(2 \cdot 1.5) - 1} = 0.5 \parallel f(2.0) = \frac{1}{2 \cdot 2 - 1} = 0.3333$$

$$f(2.5) = 0.25 \parallel$$

$x_k =$	1.0	1.5	2.0	2.5
$x_k f(x_k) =$	1.0	0.5	0.3333	0.25

$x_k$	$\Delta^0 y_i$	$\Delta^1 y_i$	$\Delta^2 y_i$	$\Delta^3 y_i$
1.0	1.0	-1.0	0.6666	-1.3333 //
1.5	0.5	-0.3334	-1.3332	
2.0	0.3333	-1.666		
2.5	0.25			

combinando

$$\frac{0.5 - 1}{1.5 - 1} = -1 \parallel \frac{0.3333 - 0.5}{2 - 1.5} = -0.3334 \parallel \frac{0.25 - 0.3333}{2.5 - 2} = -0.1666 \parallel \Delta^1$$

$$\frac{-0.3334 - (-1)}{2 - 1} = 0.6666 \parallel \frac{-1.666 - (-0.3334)}{2.5 - 1.5} = -1.3332$$

$$\frac{-1.3332 - 0.6666}{2.5 - 1} = -2.3332$$



... continuando

$$b_0 = 1$$

$$b_1 = -1$$

$$b_2 = 0,6666 = \frac{2}{3}$$

$$b_3 = -2$$

$$x_0 = 1,0$$

$$x_1 = 1,5$$

$$x_2 = 2,0$$

$$x_3 = 2,5$$

$$P_3(x) = b_0 + b_1(x - x_0) + b_2(x - x_0)(x - x_1) + b_3(x - x_0)(x - x_1)(x - x_2)$$

$$P_3(x) = 1 + (-1)(x - 1) + \frac{2}{3}(x - 1)(x - 1,5) + (-2)(x - 1)(x - 1,5)(x - 2)$$

d - método trapézio

$$\int_{1.0}^{2.5} \frac{1}{2x-1} dx = 1 \cdot (2x-1)^{-1}$$

$$h = b - a = 2.5 - 1 = 1.5$$

$$x_1 = 1.0 \quad x_2 = 2.5$$

$$I = \frac{h}{2} [f(x_1) + f(x_2)]$$

$$\int_a^b (2x-1)^{-1} dx \approx 0.69314$$

$$I = \frac{1.5}{2} [1 + 0.25]$$

$$I = 0.9375$$

$$f(x_1) = \frac{1}{2 \cdot 1 - 1} = 1$$

$$f(x_2) = \frac{1}{(2 \cdot 2.5) - 1} = 0.25$$

$$(2 - 2.5) - 1$$

2) - 1/3 simpson

$$\int_{1.0}^{2.5} \frac{1}{2x-1} dx$$

$$x_3 = 2.5$$

$$x_1 = 1.0$$

$$h = \frac{x_3 - x_1}{2} = \frac{2.5 - 1}{2} = \frac{1.5}{2} = 0.75$$

$$x_2 = x_1 + h$$

$$x_2 = 1 + 0.75$$

$$x_2 = 1.75$$

$$I_s = \frac{h}{3} [f(x_1) + 4f(x_2) + f(x_3)]$$

$$f(x_1) = 1$$

$$f(x_2) = \frac{1}{(2 \cdot 1.75) - 1} = 0.4$$

$$I_s = \frac{0.75}{3} [1 + 4 \cdot (0.4) + 0.25]$$

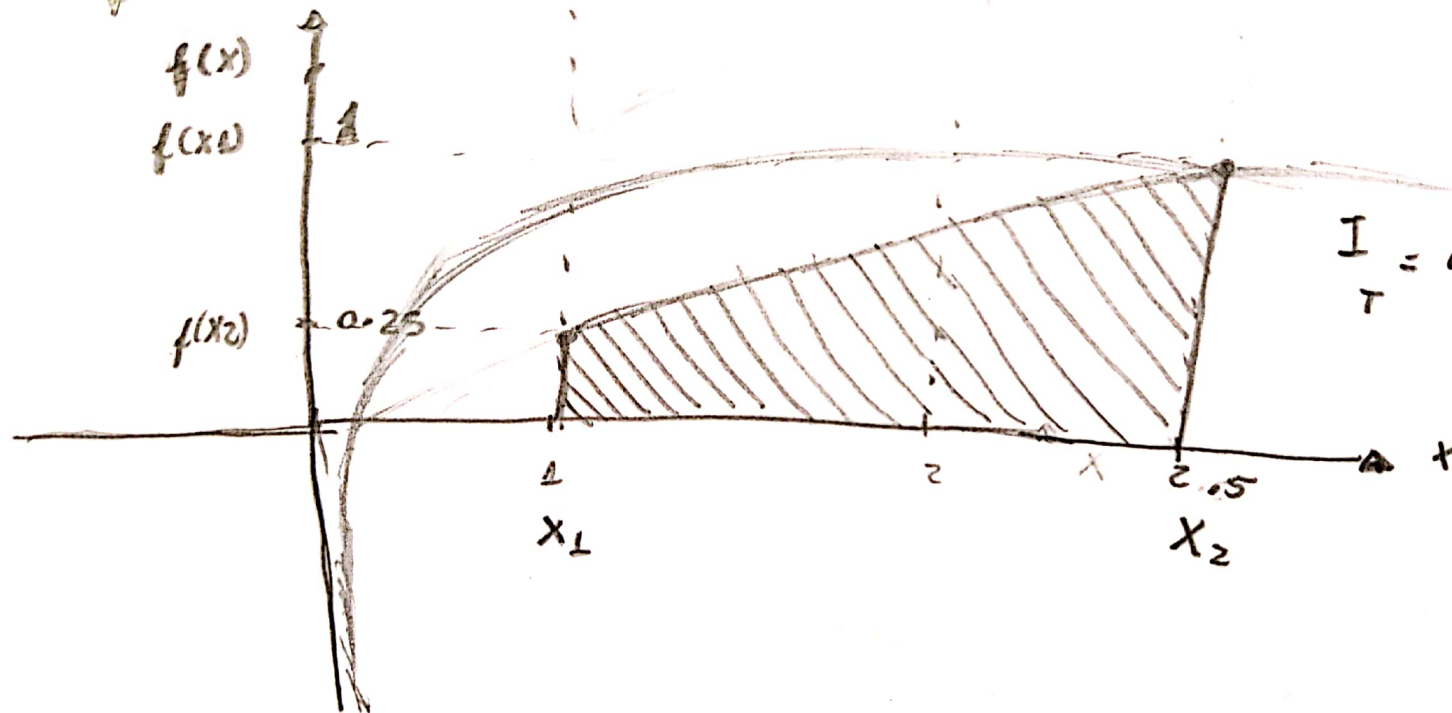
$$f(x_3) = 0.25$$

$$I_s = 0.7125$$

$$\text{Valor real} = \ln(2) \approx 0.69314$$



Trapézio



$$f(x) = \frac{1}{2x-1}$$

$$= \ln(x)$$

$$I_T = 0.9375$$

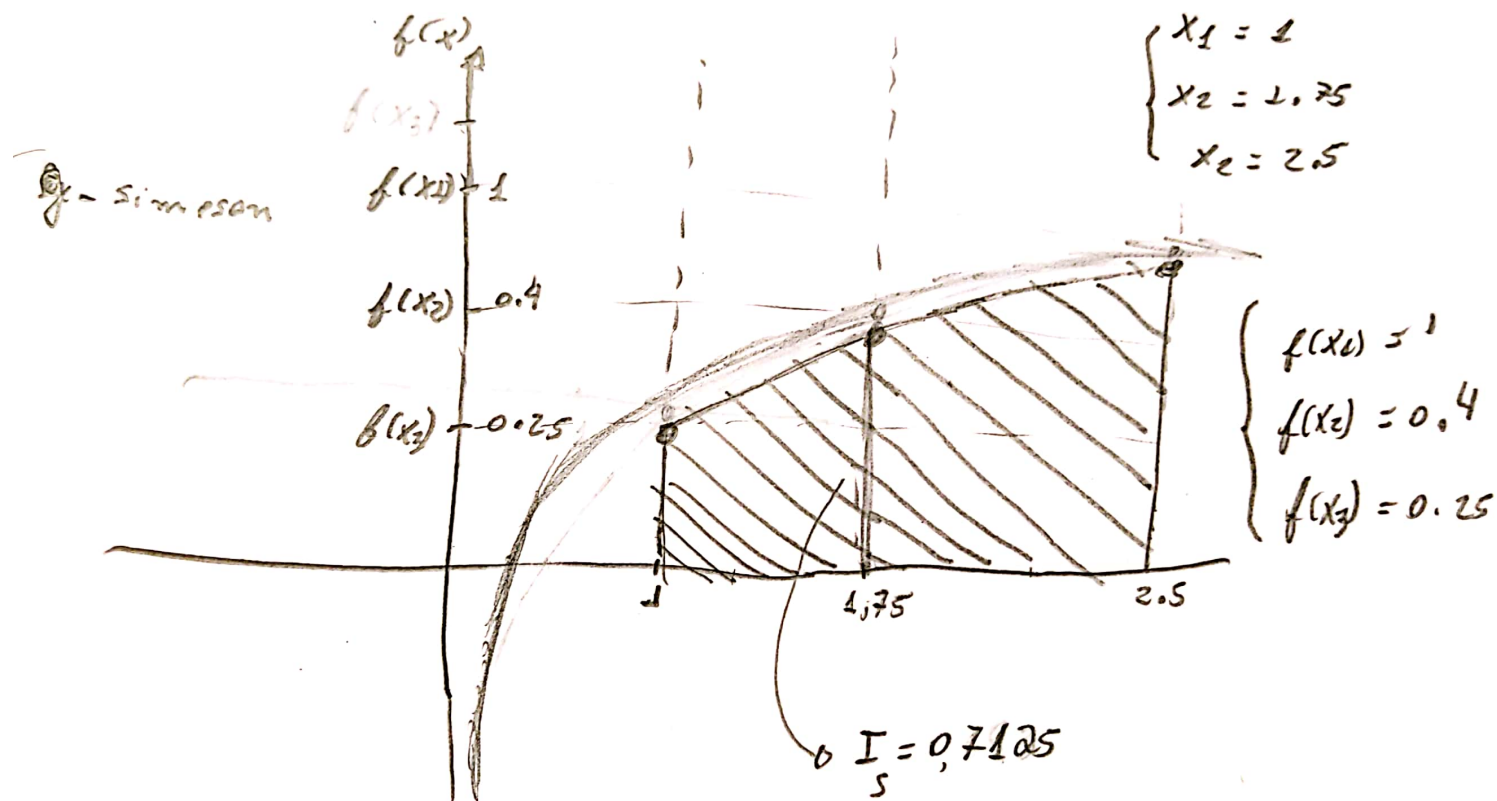
$$\begin{cases} x_1 = 1 \\ x_2 = 2.5 \end{cases}$$

$$\begin{cases} f(x_1) = 1 \\ f(x_2) = 0.25 \end{cases}$$

$$\frac{1}{x-1} = \ln(x) \quad \left. \vphantom{\frac{1}{x-1}} \right\} \text{Integral} \quad \ln(2) \approx 0.69314$$

$$x_1 = 1$$

$$\frac{1}{x-1} = \ln(x) \quad \left. \vphantom{\frac{1}{x-1}} \right\} \text{Integral} \quad \ln(2) \approx 0.69314$$



# regra de simpson faz mais próximo do valor real

$$\text{valor real} = 0.69314 \rightarrow I_5 = 0.7125$$



## k) Integrande

$$I_4 = \int_1^{2,5} p_3(x) \quad \rightarrow \quad 1 - (x-1) + \frac{2}{3}(x-1)(x-1,5) - 2(x-1)(x-1,5)(x-2)$$

$$I_1 = \int_1^{2,5} 1 \, dx = 1,5$$

$$I_2 = \int_1^{2,5} -(x-1) \, dx = -1,125$$

$$I_3 = \int_1^{2,5} \frac{2}{3}(x-1)(x-1,5) \, dx = \frac{2}{3} \int_1^{2,5} (x^2 - 2,5x + 1,5) \, dx = 0,375$$

$$I_4 = \int_1^{2,5} -2(x-1)(x-1,5)(x-2) \, dx = -2 \int_1^{2,5} (x^3 - 4,5x^2 + 6,5x - 3) \, dx = -0,28125$$

# somando

$$I_T = I_1 + I_2 + I_3 + I_4$$

$$I_T = 1,5 - 1,125 + 0,375 - 0,28125$$

$$I_T = 0,46875$$

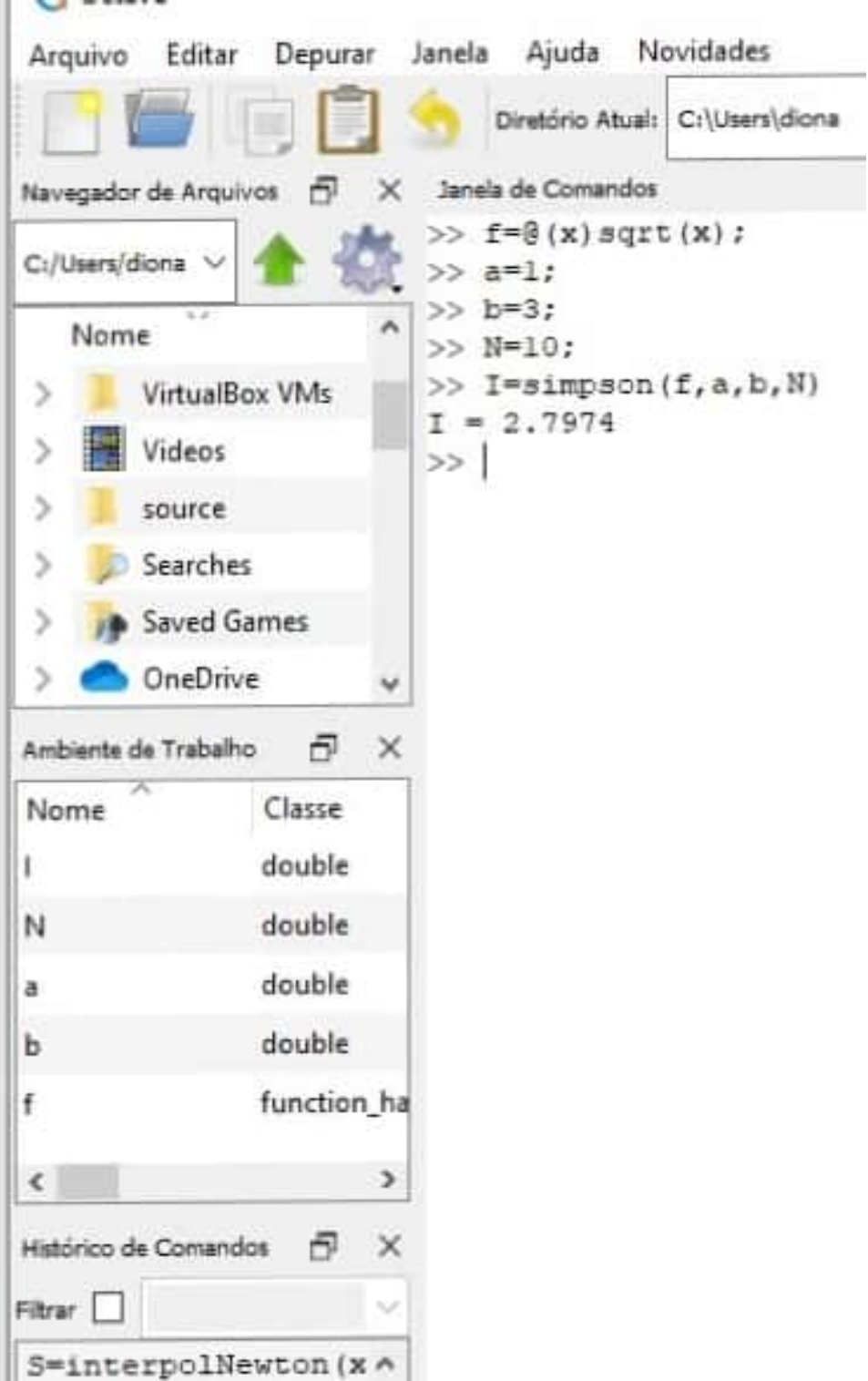




```

1
2 function I=simpson(f,a,b,N)
3
4 %f=@(x) sqrt(x);
5 %a=1;
6 %b=3;
7 %N=10;
8 h=(b-a)/N;
9 s=f(a)+f(b);
10
11 for k=1:2:(N-1)
12     x=a+h*k;
13     s=s+4*f(x);
14 end
15
16 for k=2:2:(N-2)
17     x=a+h*k;
18     s=s+2*f(x);
19 end
20
21 I=(h*s)/3;

```



```

1
2 function I=simpson(f,a,b,N)
3
4 %f=@(x) sqrt(x);
5 %a=1;
6 %b=3;
7 %N=2;
8 h=(b-a)/N;
9 s=f(a)+f(b);
10
11 for k=1:2:(N-1)
12     x=a+h*k;
13     s=s+4*f(x);
14 end
15
16 for k=2:2:(N-2)
17     x=a+h*k;
18     s=s+2*f(x);
19 end
20
21 I=(h*s)/3;

```

/diona/OneDrive/Área de Trabalho/Ras

>> I=simpson(f,a,b,N)  
I = 2.7963  
>> |

Nome

- unknown (5).png
- unknown (4).png
- unknown (3).png
- unknown (2).png
- unknown (1).png
- simpson.m

Ambiente de Trabalho

Nome	Classe	Dimensão
I	double	1x1
N	double	1x1
a	double	1x1
b	double	1x1
f	function_handle	1x1

Histórico de Comandos

Filtrar

- S=interpolNewton(x0,xi,yi)
- interpolNewton
- S=interpolNewton(x0,xi,yi)
- xi=[1 1.5 2 2.5]
- x0=1
- yi=[1 0.5 0.3333 0.25]
- S=interpolNewton(x0,xi,yi)