

Numerical Methods

- 1) Interpolation - Finite differences, Newton's and Lagrange's interpolation formulae, Numerical differentiation.
- 2) Numerical Integration:- Trapezoidal and Simpson's rules, Bound of truncation error.
- 3) Solution of ordinary differential equations: Euler's, Modified Euler's, Runge-Kutta 4th order methods and Prediction-Corrector method.

Course outcome: Obtain interpolating polynomials, numerically differentiate and integrate functions, numerical solution of DEs using single step and multi-step iterative methods used in modern scientific computing.

Interpolation:

Suppose we are given the following values of $y = f(x)$ for a set of values of x :

x	x_0	x_1	x_2	\dots	x_n
y	y_0	y_1	y_2	\dots	y_n

Then the process of finding the values of y corresponding to any value of $x = x_i$ between x_0 and x_n is called interpolation. Thus interpolation is the technique of estimating the value of a function for any intermediate value of the independent variable. While the process of computing the value of the function outside the given range is called extrapolation.

Lagrange's Interpolation :

Lagrange's interpolating polynomial
passing through the set of points (x_i, y_i)
 $i = 0, 1, 2, \dots, n$

x	x_0	x_1	x_2	\dots	x_n
y	y_0	y_1	y_2	\dots	y_n

is given by

$$y = L_0(x) y_0 + L_1(x) y_1 + \dots + L_n(x) y_n$$

where

$$L_0(x) = \frac{(x-x_1)(x-x_2)\dots(x-x_n)}{(x_0-x_1)(x_0-x_2)\dots(x_0-x_n)}$$

$$L_1(x) = \frac{(x-x_0)(x-x_2)\dots(x-x_n)}{(x_1-x_0)(x_1-x_2)\dots(x_1-x_n)} \dots$$

$$L_n(x) = \frac{(x-x_0)(x-x_1)\dots(x-x_{n-1})}{(x_n-x_0)(x_n-x_1)\dots(x_n-x_{n-1})}$$

Here x_i 's are unequally spaced.

Ex. 1) Find Lagrange's interpolating polynomial passing through set of points.

x	0	1	2
y	4	3	6

Use it to find y at $x = 1.5$,
 $\frac{dy}{dx}$ at $x = 0.5$,

and find $\int_0^3 y \, dx$

Solⁿ: Lagrange's interpolating polynomial passing through (x_0, y_0) , (x_1, y_1) , (x_2, y_2) is given by

$$y = \frac{(x-x_1)(x-x_2)}{(x_0-x_1)(x_0-x_2)} y_0 + \frac{(x-x_0)(x-x_2)}{(x_1-x_0)(x_1-x_2)} y_1 + \frac{(x-x_0)(x-x_1)}{(x_2-x_0)(x_2-x_1)} y_2$$

$$\therefore y = \frac{(x-1)(x-2)}{2} (4) + \frac{(x)(x-2)}{(-1)} (3) + \frac{(x)(x-1)}{2} (6)$$

$$\therefore y = 2(x^2 - 3x + 2) - 3(x^2 - 2x) + 3(x^2 - x)$$

$$\therefore y = 2x^2 - 3x + 4 \quad \text{————— (1)}$$

This is required Lagrange's interpolating polynomial passing through given points.

Now when $x = 1.5$

$$\therefore \underline{y = 4}$$

Diff (1) w.r. to x

$$\frac{dy}{dx} = 4x - 3$$

when $x = 0.5$

$$\underline{\frac{dy}{dx} = -1}$$

Finally,

$$\int_0^3 y \, dx = \int_0^3 (2x^2 - 3x + 4) \, dx$$

$$= 2 \left(\frac{x^3}{3} \right)_0^3 - 3 \left(\frac{x^2}{2} \right)_0^3 + 4 (x)_0^3$$

$$\underline{= 16.5}$$

Ex. 2) The velocity distribution of a fluid near a flat surface is given below.

x is distance from the surface (mm) and v is the velocity (mm/sec). Use Lagrange's interpolating polynomial to obtain the velocity at $x = 0.4$

x (mm)	0.1	0.3	0.6	0.8
v (mm/sec)	0.72	1.81	2.73	3.47

Solⁿ: By Lagrange's interpolation formula,

$$v = \frac{(x-x_1)(x-x_2)(x-x_3)}{(x_0-x_1)(x_0-x_2)(x_0-x_3)} v_0 + \frac{(x-x_0)(x-x_2)(x-x_3)}{(x_1-x_0)(x_1-x_2)(x_1-x_3)} v_1 \\ + \frac{(x-x_0)(x-x_1)(x-x_3)}{(x_2-x_0)(x_2-x_1)(x_2-x_3)} v_2 + \frac{(x-x_0)(x-x_1)(x-x_2)}{(x_3-x_0)(x_3-x_1)(x_3-x_2)} v_3$$

Here $x = 0.4$

$$v = L_0(0.4) = \frac{(0.4-0.3)(0.4-0.6)(0.4-0.8)}{(0.1-0.3)(0.1-0.6)(0.1-0.8)}$$

$$L_1(0.4) = \frac{(0.4-0.1)(0.4-0.6)(0.4-0.8)}{(0.3-0.1)(0.3-0.6)(0.3-0.8)}$$

$$L_2(0.4) = \frac{(0.4-0.1)(0.4-0.3)(0.4-0.8)}{(0.6-0.1)(0.6-0.3)(0.6-0.8)}$$

$$L_3(0.4) = \frac{(0.4-0.1)(0.4-0.3)(0.4-0.6)}{(0.8-0.1)(0.8-0.3)(0.8-0.6)}$$

$$\therefore \underline{v = 2.16028 \text{ mm/sec.}}$$

Exercise: Given $(1.0)^3 = 1.000$

$$(1.2)^3 = 1.728$$

$$(1.3)^3 = 2.197 \quad \text{and}$$

$$(1.5)^3 = 3.375$$

Using Lagrange's interpolation formula,
evaluate $(1.07)^3$.