CS-6210: HW 3

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1 Chapter 5

5.10 a)

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b)

c)

d)

5.11 a) For $g(x)$ to be a cubic spline, the following basic conditions must be met:

$$g_1(x_1) = y1 \quad g_1(x_2) = y2$$
$$g_2(x_2) = y2 \quad g_2(x_3) = y3$$

$$g_1'(x_2) = g_2'(x_2)$$
$$g_1''(x_2) = g_2''(x_2)$$

b)

c)

d)

5.15 a)

5.22 a)

5.26 a)

5.27 a)

5.28 a)