

**Num. Computing (CS2008)****Sessional-II Exam**

Date: April 6th 2024

Course Instructor(s)

Mukhtar Ullah, Muhammad Ali

Imran Ashraf, Muhammad Almas Khan

Total Time (Hrs): **1**Total Marks: **50**Total Questions: **5**

Roll No

Section

Student Signature

**Do not write below this line****Attempt all the questions.****Q1: ..... [5+5 marks]**Measurements of variables  $x$  and  $y$  are tabulated below.

$k$	0	1	2	3	4
$x[k]$	0.0	0.2	0.3	0.6	0.7
$y[k]$	1.000	0.935	0.858	0.504	0.368

You will need the following algorithms for this question.

**Algorithm 19** Interpolating polynomial coefficients using divided differencesGiven the data  $(x_i, y_i)$ ,  $i = 0, 1, \dots, N$ **for**  $i = 0 : N$  **do** $a_i = y_i = f(x_i)$ **end for****for**  $k = 1 : N$  **do****for**  $j = k : N$  **do** $a_j = (a_j - a_{k-1}) / (x_j - x_{k-1})$ **end for****end for**

---

**Algorithm 18** Evaluation of a polynomial in its Newton's form

---

Given the point  $z$  and the nodes  $x_0, x_1, \dots, x_N$

Initialize  $p = a_N$

**for**  $k = 1 : N$  **do**

$$p = a_{N-k} + (z - x_{N-k})p$$

**end for**

On return the variable  $p$  contains the value  $P_N(z)$

---

1. Tabulate Newton's divided differences for the data and write down the interpolation polynomial.

$x[k]$	$y[k]$	1 <sup>st</sup> -order	2 <sup>nd</sup> -order	3 <sup>rd</sup> -order	4 <sup>th</sup> -order
0.0	1.000				
0.2	0.935	$\frac{0.935 - 1.0}{0.2 - 0.0} = -0.325$			
0.3	0.858	$\frac{0.858 - 1.0}{0.3 - 0.0} = -0.473$	$\frac{-0.473 + 0.325}{0.3 - 0.2} = -1.48$		
0.6	0.504	$\frac{0.504 - 1.0}{0.6 - 0.0} = -0.827$	$\frac{-0.827 + 0.325}{0.6 - 0.2} = -1.26$	$\frac{-1.26 + 1.48}{0.6 - 0.3} = 0.73$	
0.7	0.368	$\frac{0.368 - 1.0}{0.7 - 0.0} = -0.903$	$\frac{-0.903 + 0.325}{0.7 - 0.2} = -1.16$	$\frac{-1.16 + 1.48}{0.7 - 0.3} = 0.80$	$\frac{0.80 - 0.73}{0.7 - 0.6} = 0.7$

The interpolating polynomial is constructed from the table:

$$P(x) = 1 - 0.325x - 1.48x(x - 0.2) + 0.73x(x - 0.2)(x - 0.3) + 0.7x(x - 0.2)(x - 0.3)(x - 0.63)$$

2. Code your polynomial in Python to interpolate the given data at `np.linspace(0,4,20)`.

```
z = np.linspace(0, 4, 20);
x = [0.0, 0.2, 0.3, 0.6, 0.7];
a = [1, -0.325, -1.48, 0.73, 0.7];
p = a[4];
for k in range(1,4+1):
    p = a[4-k] + (z - x[4-k])*p
```

---

**Q2:** ..... [6+4 marks]

For the data

<b>x</b>	<b>y</b>
0.5	0.4794
0.6	0.5646
0.7	0.442

- a) Compute  $y'(0.5)$  and  $y''(0.6)$

National University of Computer and Emerging Sciences  
Islamabad Campus

$$y'(0.5) = \frac{y(0.6) - y(0.5)}{0.1} = 0.852$$
$$y''(0.6) = \frac{y(0.7) + y(0.5) - 2y(0.6)}{0.1^2} = -20.78$$

b) Write a python code that will evaluate  $y'(0.6)$ .

```
x=[0.5,0.6,0.7]
y=[0.4794,0.5646,0.442]
derivativey=(y[2]-y[0])/(2*(x[1]-x[0]))
```

**Q3:** ..... [5 marks]

Apply the Euler's method with  $h = 0.25$  to solve the following initial value problem

$$\frac{dy}{dt} = t^2 y - 1.1y, \quad y(0) = 1$$

over the interval  $[0,1]$ .

```
t_0=0,      y_0=1
t_1=0.25,   y_1=y_0+hf(t_0,y_0)=0.7250
t_2=0.5,    y_2=y_1+hf(t_1,y_1)=0.5369
t_3=0.75,   y_3=y_2+hf(t_2,y_2)=0.4429
t_4=1,      y_4=y_3+hf(t_3,y_3)=0.3660
```

---

**Q4:** ..... [1+2+4+4+4 marks]

Simpson's quadrature rule is an extension of the trapezoidal rule in which the integrand is approximated by a polynomial. Simpson's  $1/3^{\text{rd}}$  rule is given by

$$\int_a^b f(x) dx \approx \left[ \sum_{k=1}^n f(x_{2k-2}) + 4f(x_{2k-1}) + f(x_{2k}) \right] \frac{\Delta x}{3}$$

a) What is the order of the polynomial used for  $1/3^{\text{rd}}$  rule?

b) Second order

c) Is this rule composite? Why?

Both Yes/No.

It depends upon  $n$ . Simple for  $n=1$  and composite for  $n>1$ .

d) Utilize numpy vectorized operations to provide a python implementation of this rule as a subroutine. The prototype of this implementation should be:

```
def simpson13((f, a, b, N):
    # your implementation to approximate the integral
```

# National University of Computer and Emerging Sciences

## Islamabad Campus

```
return result
```

**Hint:** Provide only python implementation.

```
def simpson13((f, a, b, N):
    # your implementation to approximate the integral

    h = (b - a)/float(N)
    x=np.linspace(a, b, N + 1)
    s = f(x)
    s[1:N]=2*s[1:N]
    s[1:N:2]=2*s[1:N:2]
    result = h/3.0*np.sum(s)

    return result
```

**Hint:** Provide only python implementation.

e) Suppose we do not know how to analytically compute as:

$$\int_0^3 \sqrt{x} dx = 2\sqrt{3}$$

However, as a proud Computer Scientist we can numerically estimate the integral. Utilize Simpson's 1/3<sup>rd</sup> rule with N = 4 to approximate the following integral:

$$\int_0^3 \sqrt{x} dx$$

**Hint:** For this part you have to provide clear numerical steps to compute the result.

As  $N=2n \Rightarrow n = N/2 = 4/2 = 2$

$$I[f] = h/3 * [ f(x_0) + 4 \{ f(x_1) + f(x_3) \} + 2f(x_2) + f(x_4) ]$$

$$h = (b-a) / N = (3-0)/4 = 0.75$$

$$x_0 = 0.00; \quad f(x_0) = 0$$

$$x_1 = 0.75; \quad f(x_1) = 0.866$$

$$x_2 = 1.50; \quad f(x_2) = 1.225$$

$$x_3 = 2.25; \quad f(x_3) = 1.5$$

$$x_4 = 3.00; \quad f(x_4) = 1.732$$

$$I[f] = 0.75/3 * [ 0 + 4 \{ 0.866 + 1.5 \} + 2 * 1.225 + 1.732 ]$$

$$I[f] = 0.75/3 * [ 13.646 ]$$

$$I[f] = 3.4115$$

# National University of Computer and Emerging Sciences

## Islamabad Campus

f) What is the percentage relative error in your result?

**Hint:** Provide formula, clear computation steps and final result.

Relative Error =  $|(actual - approx)| / |actual|$   
=> Relative Error =  $|2 * \sqrt{3} - 3.4115| / |2 * \sqrt{3}|$   
=> Relative Error = 0.015  
=> Relative Error = 1.5 %

---

**Q4:** ..... [2+2+2+2+2 marks]

Write the correct answer for each MCQ on answer sheet.

1. Simpson's rule is a numerical method used to approximate.

A. Derivatives    **B. Integrals**    C. Limits    D. Nothing

2. In linear spline interpolation, if the data points are  $(x_0, y_0) = (1, 3)$  and  $(x_1, y_1) = (2, 5)$ , which code interpolates the function correctly ?

A 

```
def linear_spline_interpolation(x0, y0, x1, y1, x):  
    slope = (y1 - y0) / (x1 - x0)  
    return y0 + slope * (x - x0)
```

    B 

```
def linear_spline_interpolation(x0, y0, x1, y1, x):  
    slope = (y1 - y0) / (x1 / x0)  
    return y0 + slope * (x / x0)
```

    C. Both    D None

3. Which one is the correct implementation for trapezoidal rules.

A. 

```
def trapezoidal(f, a, b, N):  
    x = np.linspace(a, b, N+1)  
    y = f(x)  
    h = (b - a)/N  
    sum = 0.0  
    for i in range(1,N):  
        sum += 2.0*y[i]  
    sum = 0.5*h*(f(a) + sum + f(b))  
    return sum
```

    B. 

```
def trapezoidal(f, a, b, N):  
    x = np.linspace(a, b, N+1)  
    y = f(x)  
    h = (b + a)/N  
    sum = 0.0  
    for i in range(1,N):  
        sum += 2.0/y[i]  
    sum = 0.5*h*(f(a) + sum + f(b))  
    return sum
```

    C. Both    D. None

4. What does the `solve_ivp()` function in SciPy primarily do?

A) Interpolations    **B. Perform numerical integration of ordinary differential equations (ODEs)**  
C) Fit a curve to a set of data points    D. Calculate the eigenvalues of a matrix

5. Which argument is used to specify the initial condition in the `solve_ivp()` function in SciPy?

A) fun    B. t\_span    **C. y0**    D method

