

Name:

key

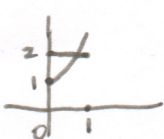
1. (6) Let $f(x) = e^x, g(x) = 2$, on the interval $[0,1]$.(a) Compute $\|f - g\|_2$, the L_2 norm on the interval $[0,1]$.(b) Extra credit for computing $\|f - g\|_1$.

$$(a) \|f - g\|_2^2 = \int_0^1 (e^x - 2)^2 dx = \int_0^1 e^{2x} + 4 - 4e^x dx$$

$$= \frac{1}{2} e^{2x} \Big|_0^1 + 4x - 4e^x \Big|_0^1 = \frac{1}{2}(e^2 - 1) + 4 - 4(e - 1) = \frac{1}{2}e^2 - 4e + \frac{15}{2}$$

$$\|f - g\|_2 = \sqrt{\frac{1}{2}e^2 - 4e + \frac{15}{2}} \approx 0.567$$

$$(b) \|f - g\|_1 = \int_0^1 |e^x - 2| dx = \int_0^{\ln 2} 2 - e^x dx + \int_{\ln 2}^1 e^x - 2 dx$$



$$= 2\ln 2 - e^x \Big|_0^{\ln 2} + e^x \Big|_{\ln 2}^1 - 2(1 - \ln 2)$$

$$= 2\ln 2 - (2 - 1) + (e - 2) - 2 + 2\ln 2$$

$$= 4\ln 2 + e - 5 \approx 0.491$$

2. (4+4) Given three points $(-1, 0), (1, 1), (2, 1)$

(a) Write down the linear system to solve using the Vandermonde method. Do not solve it.

(b) Write down the degree 2 polynomial $\varphi_1(x)$ that equals 0 at $x = -1, 2$, and equals 1 at $x = 1$.

$$(a) \begin{bmatrix} 1 & -1 & 1 \\ 1 & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$$

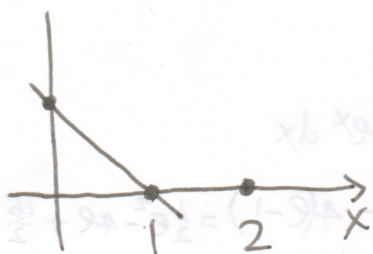
$$(b) \varphi_1(x) = \frac{(x+1)(x-2)}{(1+1)(1-2)}$$

—More on the back—

3. (6) Determine an interpolant of $(0,1)$, $(1,0)$, $(2,0)$ P such that

$$P(x) = \begin{cases} P_1(x) (\text{degree } 1), & 0 \leq x \leq 1 \\ P_2(x) (\text{degree } 2), & 1 \leq x \leq 2 \end{cases}$$

and P is differentiable on $[0,2]$.



$$P_1(x) = -x + 1$$

since it's a line going through $(0,1)$
 $(1,0)$

$$P_1'(1) = -1$$

$$\text{let } P_2(x) = a(x-1)(x-2)$$

$$P_2'(x) = a(x-1+x-2) = a(2x-3)$$

$$P_2'(1) = -1 \Rightarrow -1 = a(-1) \Rightarrow a = 1$$

$$P_2(x) = (x-1)(x-2)$$

$$P(x) = \begin{cases} -x+1, & 0 \leq x \leq 1 \\ (x-1)(x-2), & 1 \leq x \leq 2 \end{cases}$$

$$\begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} a \\ 1 \\ 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 2 & 1 \end{bmatrix} \quad (a)$$

$$\frac{(x+1)(x-2)}{(2-1)(1-2)} = (x) \quad (b)$$