

# CSCC37 Approximation / Interpolation Notes

## Introduction:

- With **approximation**, the line does not go through all the points on the graph.
- With **interpolation**, the line goes through the points on the graph.

E.g.



The red line is interpolation.

The green line is approximation.

## - Truncated Taylor Series:

$$p(x) = f(a) + f'(a)(x-a) + \dots + \frac{f^{(n)}(a)}{n!} (x-a)^n$$

Only has the first  $n+1$  terms

This is polynomial because of the  $(x-a)^i$ ,  $i=0, 1, \dots$

$$\begin{aligned} \text{The error } e(x) &= p(x) - f(x) \\ &= \frac{f^{(n+1)}(\eta)}{(n+1)!} (x-a)^{n+1} \end{aligned}$$



- Some other approximations are:

a) **Interpolation:** Find a polynomial  $p$  s.t.  
 $p(x_i) = F(x_i)$ ,  $i=0, 1, 2, \dots$

$F$  is the function we're trying to approximate.  
 It could simply be a set of data.

b) **Least Squares:** Find a polynomial  $p$  s.t.  
 $p(x)$  minimize  $\|F-p\|_2 = \left( \int_a^b (F(x)-p(x))^2 dx \right)^{1/2}$

Other norms we can use for least squares are:

$$i) \|F-p\|_\infty = \max_{a \leq x \leq b} |F(x) - p(x)|$$

$$ii) \|F-p\|_1 = \int_a^b |F(x) - p(x)| dx$$

**Note:** If you want to approximate a function around a given point and you have access to derivatives of the function, then you may want to use a Taylor expansion. If you want to approximate a function on an interval where you can access some function values but not derivatives, you can use an interpolation polynomial.

**Polynomial Interpolation:**

- Consider  $P_n$ , which is the set of polynomials of degree  $\leq n$ . This is a function space and requires the basis of  $n+1$  functions. The most common basis is the **monomial basis**, which is  $\{x^i, i=0, 1, 2, \dots\}$ .



### Weierstrass' Thm:

- If a function  $F$  is continuous on an interval  $[a, b]$ , then for any  $\epsilon > 0$ ,  $\exists p \in \mathcal{P}$  s.t.  $\|F - p\| < \epsilon$ .
- This means that for any continuous function on a closed interval  $[a, b]$ , there exists some polynomial that is as close to it as it can be.

### Numerical Methods For Polynomial Interpolation:

#### 1. Vandermonde Thm:

- Also known as Method of Undetermined Coefficients.
- Thm: For any sets  $\{x_i, i=0, 1, \dots, n\}$  and  $\{y_i, i=0, 1, \dots, n\}$ , for distinct  $x_i$ 's and undistinct  $y_i$ 's,  $\exists$  a unique polynomial  $P(x) \in \mathcal{P}_n$  s.t.  $P(x_i) = y_i, i=0, 1, \dots, n$ .

#### - Proof:

If  $P(x)$  exists, then it must be possible to write it as

$$P(x) = \sum_{i=0}^n a_i x^i$$

This can be converted into a matrix problem with  $P(x_i) = y_i, i=0, 1, 2, \dots, n$ .

We can solve for the  $a_i$ 's using the **Vandermonde Matrix**.



$$\begin{bmatrix} (x_0)^0 & (x_0)^1 & (x_0)^2 & \dots & (x_0)^n \\ (x_1)^0 & (x_1)^1 & (x_1)^2 & \dots & (x_1)^n \\ \vdots & \vdots & \vdots & & \vdots \\ (x_n)^0 & (x_n)^1 & (x_n)^2 & \dots & (x_n)^n \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_n \end{bmatrix} = \begin{bmatrix} y_0 \\ y_1 \\ \vdots \\ y_n \end{bmatrix}$$

### Vandermonde Matrix

The question now becomes "Is the Vandermonde Matrix non-singular?"

The Vandermonde matrix is non-singular because all the columns are linearly independent.

- The Vandermonde Theorem proves existence but does not lead to the best algorithm. It can be poorly conditioned.

- Gives the monomial basis.

### 2. Lagrange Basis:

- For a simple interpolation problem  $P(x_i) = y_i, i=0,1,\dots,n$ , consider the basis

$$l_i = \prod_{\substack{j=0 \\ j \neq i}}^n \frac{x - x_j}{x_i - x_j} \quad \text{for } i=0,1,2,\dots,n$$

$$= \left( \frac{x - x_0}{x_i - x_0} \right) \dots \left( \frac{x - x_{i-1}}{x_i - x_{i-1}} \right) \left( \frac{x - x_{i+1}}{x_i - x_{i+1}} \right) \dots \left( \frac{x - x_n}{x_i - x_n} \right)$$

Notice that we skipped  $\frac{x - x_i}{x_i - x_i}$ .

-  $l_i(x) \in P_n$

- Consider  $l_i(x_j)$ .

If  $j=i$ , we get  $\prod_{\substack{j=0 \\ j \neq i}}^n$

$$\frac{\boxed{x_i - x_j}}{x_i - x_j} = 1$$

$\rightarrow j=i$   
 $x_j = x_i$

I.e.  $l_i(x_j), j=i, = \prod_{\substack{j=0 \\ j \neq i}}^n \frac{x_i - x_j}{x_i - x_j}$

$$= \left( \frac{x_i - x_0}{x_i - x_0} \right) \cdots \left( \frac{x_i - x_{i-1}}{x_i - x_{i-1}} \right) \left( \frac{x_i - x_{i+1}}{x_i - x_{i+1}} \right) \cdots \left( \frac{x_i - x_n}{x_i - x_n} \right) = 1$$

If  $j \neq i$ , we get  $l_i(x_j), j \neq i = 0$ .

$$\prod_{\substack{j=0 \\ j \neq i}}^n \frac{x_j - x_j}{x_i - x_j} = 0$$

Expanding the product above, we get

$$\left( \frac{x_j - x_0}{x_i - x_0} \right) \cdots \left( \frac{x_j - x_{i-1}}{x_i - x_{i-1}} \right) \left( \frac{x_j - x_{i+1}}{x_i - x_{i+1}} \right) \cdots \left( \frac{x_j - x_n}{x_i - x_n} \right)$$

One of these products will be 0 as  $0 \leq j \leq n$ , and  $j \neq i$ . Hence, the entire product will be 0.



To summarize,  $l_i(x_j) = \begin{cases} 1, & \text{if } i=j \\ 0, & \text{if } i \neq j \end{cases}$

- The lagrange polynomial is free to construct, but very expensive to evaluate at non-interpolation points.
- With the basis function, we can write out the interpolating polynomial for free.

$$P(x) = \sum_{i=0}^n l_i(x) y_i$$

Furthermore,  $P(x_i) = y_i$ , for  $i=0, 1, \dots, n$  because

$$P(x_i) = \sum_{i=0}^n \underbrace{l_i(x_i)}_{\Downarrow} y_i$$

Equals to 1, as stated previously

### 3. Newton Basis:

- Also called Divided Differences.
- For a simple interpolation  $P(x_i) = y_i$ ,  $i=0, 1, \dots, n$ , we look for an interpolating of the form  $P(x) = a_0 + a_1(x-x_0) + a_2(x-x_0)(x-x_1) + \dots + a_n(x-x_0)(x-x_1) \dots (x-x_{n-1})$

Converting into a matrix, we get

$$\begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ 1 & x_1 - x_0 & 0 & \dots & 0 \\ 1 & x_2 - x_0 & (x_2 - x_0)(x_2 - x_1) & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_n - x_0 & \dots & \prod_{i=0}^{n-1} (x_n - x_i) \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ \vdots \\ a_n \end{bmatrix} = \begin{bmatrix} y_0 \\ y_1 \\ \vdots \\ y_n \end{bmatrix}$$

This is a lower triangular matrix, meaning that no factorization is involved.

$$a_0 = y_0$$

$$a_1 = \frac{y_1 - y_0}{x_1 - x_0}$$

$$a_2 = \frac{\frac{y_2 - y_1}{x_2 - x_1} - \frac{y_1 - y_0}{x_1 - x_0}}{x_2 - x_0}$$

Divided Differences

- Divided Differences:  $y[x_i] = y(x_i) = y_i$

$$y[x_{i+k}, \dots, x_i] = \frac{y[x_{i+k}, \dots, x_{i+1}] - y[x_{i+k-1}, \dots, x_i]}{x_{i+k} - x_i}$$

$$\text{E.g. } y[x_2, x_1, x_0] = \frac{y[x_2, x_1] - y[x_1, x_0]}{x_2 - x_0}$$



— **Newton's Polynomial:**  $p(x) = y[x_0] + (x-x_0)y[x_1, x_0] + \dots + (x-x_0)(x-x_1)\dots(x-x_{n-1})y[x_n, \dots, x_0]$   
 Then,  $p(x) \in P_n$  and  $p(x_i) = y_i, i=0, 1, 2, \dots, n$

**E.g.** Find a  $P \in P_3$  s.t.  $P(0)=1, P(1)=3, P(2)=9, P(3)=25$

**Soln:**

$x$	$y[x_i]$	$y[x_{i+1}, x_i]$	$y[x_{i+2}, \dots, x_i]$	$y[x_{i+3}, \dots, x_i]$
0	1			
1	3	$\frac{3-1}{1-0} = 2$	$\frac{6-2}{2-0} = 2$	$\frac{5-2}{3-0} = 1$
2	9	$\frac{9-3}{2-1} = 6$	$\frac{16-6}{2-1} = 5$	
3	25	$\frac{25-9}{3-2} = 16$		



$$\begin{aligned}
 P(x) = & y[x_0] + (x-x_0)y[x_1, x_0] \\
 & + (x-x_0)(x-x_1)y[x_2, x_1, x_0] \\
 & + (x-x_0)(x-x_1)(x-x_2)y[x_3, \dots, x_0]
 \end{aligned}$$

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

Read coefficients from top of triangle.

— How are divided differences and derivatives related?

$$\text{Consider } y[x_1, x_0] = \frac{y(x_1) - y(x_0)}{x_1 - x_0}$$

$$\begin{aligned}
 \lim_{x_1 \rightarrow x_0} y[x_1, x_0] &= \lim_{x_1 \rightarrow x_0} \frac{y(x_1) - y(x_0)}{x_1 - x_0} \\
 &= y'(x_0), \text{ provided that } y'(x_0) \text{ exists}
 \end{aligned}$$

$$\text{Consider } y[x_2, x_1, x_0] = \frac{y[x_2, x_1] - y[x_1, x_0]}{x_2 - x_0}$$

$$\begin{aligned}
 \lim_{\substack{x_2 \rightarrow x_0 \\ x_1 \rightarrow x_0}} y[x_2, x_1, x_0] &= \frac{y''(x_0)}{2!}
 \end{aligned}$$

In general, we can show that

$$\begin{aligned}
 \lim_{\substack{x_k \rightarrow x_0 \\ x_{k-1} \rightarrow x_0 \\ \vdots \\ x_1 \rightarrow x_0}} y[x_k, \dots, x_0] &= \frac{y^{(k)}(x_0)}{k!}
 \end{aligned}$$

— How does this help with **osculatory interpolation**, which is interpolation with derivatives?

**E.g.** Find  $P \in P_4$  s.t.  $P(0)=0$ ,  $P(1)=1$ ,  $P'(1)=1$ ,  $P''(1)=2$  and  $P(2)=6$ .

**Soln:**

$x_i$	$Y[x_i]$	$Y[x_{i+1}, x_i]$	$Y[x_{i+2}, \dots, x_i]$	$Y[x_{i+3}, \dots, x_i]$	$Y[x_{i+4}, \dots, x_i]$
0	0				
1	1	$\frac{1-0}{1-0} = 1$	$\frac{1-1}{1-0} = 0$	$\frac{1-0}{1} = 1$	
1	1	$\frac{y'(1)}{1!} = 1$	$\frac{y''(1)}{2!} = 1$		$\frac{3-1}{2-0} = 1$
1	1	$\frac{y'(1)}{1!} = 1$	$\frac{5-1}{2-1} = 4$	$\frac{4-1}{1} = 3$	
2	6	$\frac{6-1}{2-1} = 5$			

$$P(x) = Y[0] + xY[1,0] + x(x-1)Y[1,1,0] + x(x-1)^2Y[1,1,1,0] + x(x-1)^3Y[2,1,1,1,0]$$

$$= 0 + x + x(x-1)^2 + x(x-1)^3 \leftarrow \text{Read the coefficients from top of triangle.}$$



## Error in Polynomial Interpolation:

-  $E(x) = \underbrace{y(x)}_{\text{Underlying Function}} - \underbrace{P(x)}_{\text{Interpolating Polynomial}}$

- For a simple interpolation  $P(x_i) = y_i, i=0, 1, 2, \dots, n$   
we can show that  $E(x) = \frac{y^{(n+1)}}{(n+1)!}(\xi) \prod_{i=0}^n (x - x_i)$

where  $\xi \in \text{span}\{x_0, \dots, x_n, x\}$   
 $= [\min\{x_0, \dots, x_n, x\}, \max\{x_0, \dots, x_n, x\}]$