Interpolation

Newton's Forward And Backward Difference Formula

Theory

If $y_0, y_1, y_2, \ldots, y_n$ denote a set of values of y, then $y_1 - y_0, y_2 - y_1, \ldots, y_n - y_{n-1}$ are called the first forward differences of y. Denoting these differences by $\Delta y_0, \Delta y_1, \ldots, \Delta y_{n-1}$ respectively we have,

$$\begin{split} \Delta y_0 &= \Delta y_1 - \Delta y_0 \; , \; \Delta y_1 = \Delta y_2 - \Delta y_1 \; , \; \Delta y_2 = \Delta y_3 - \Delta y_2 \; , \; \ldots \ldots \quad \Delta y_{n\text{-}1} = \Delta y_n - \Delta y_{n\text{-}1} \\ h &= x_0 - x_1 \; , \; \; P = \frac{x - x_0}{h} \end{split}$$

Where Δ is called the Forward Difference Operator. And Δy_1 , Δy_0 are called first forward differences. The differences of first forward differences are called second forward differences and are denoted by $\Delta^2 y_0$, $\Delta^2 y_1$ $\Delta^2 y_n$, Similarly third, fourth, fivth,..... nth forward differences can be determined. Forward Difference formula for finding the unknown value of y(x) for the value of x is :

$$y_n(x) = y_0 + P\Delta y_0 + \frac{P(P-1)}{2!}\Delta^2 y_0 + \frac{P(P-1)(P-2)}{3!}\Delta^3 y_0 + \dots + \frac{P(P-1)(P-2)\dots(P-n+1)}{n!}\Delta^n y_0 \dots \dots \dots (1)$$

If y_0 , y_1 , y_2 , yn denote a set of values of y, then $y_1 - y_0$, $y_2 - y_1$, $y_n - y_{n-1}$ are called the first backward differences of y. Denoting these differences by $\blacktriangledown y_0$, $\blacktriangledown y_1$,..... $\blacktriangledown y_{n-1}$ respectively we have,

Where ∇ is called the backward Difference Operator. And $\nabla y1$, $\nabla y0$ are called first backward differences. The differences of first backward differences are called second backward differences and are denoted by $\nabla^2 y_0$, $\nabla^2 y_1$ $\nabla^2 y_n$, Similarly third, fourth, fivth,...... nth backward differences can be determined. backward Difference formula for finding the unknown value of y(x) for the value of x is :

$$y_n(x) = y_n + P \, \blacktriangledown \, y_n + \frac{P(P+1)}{2!} \, \blacktriangledown^2 y_n + \frac{P(P+1)(P+2)}{3!} \quad \blacktriangledown^3 y_n + \ldots + \frac{P(P+1)(P+2)....(P+n+1)}{n!} \, \blacktriangledown^n y_n \quad \ldots \quad (2)$$

Code

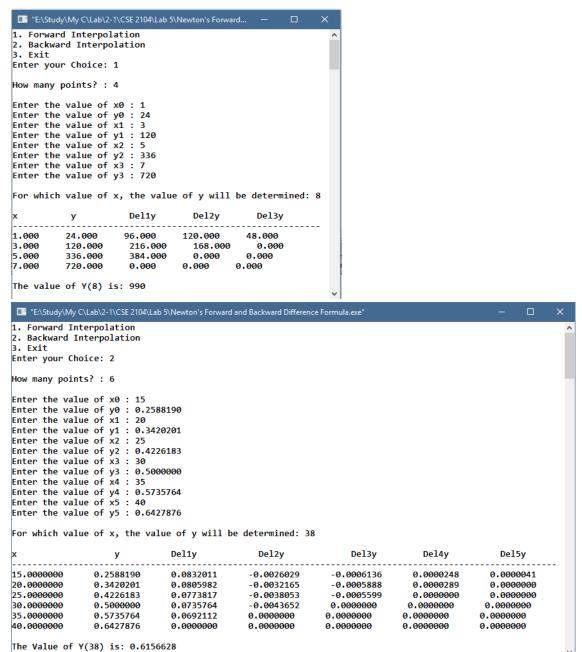
```
#include<bits/stdc++.h>
using namespace std;
int fact(int n)
 if(n==0 || n==1)
   return 1;
 else if(n>1)
   return n*fact(n-1);
}
void PrintForTable(double x[],double y[],double Del1[], double Del2[], double Del3[])
 int i,j;
                            Del2y Del3y"<<endl;
 cout<<"x y Delly
 cout<<"-----"<<endl;
 for(i=0; i<4; i++)
   printf("%0.3lf %0.3lf %0.3lf %0.3lf %0.3lf %0.3lf\n",x[i],y[i],Del1[i],Del2[i],Del3[i]);
 printf("\n");
void PrintBackTable(double x[],double Del1[], double Del2[], double Del3[], double
Del4[], double Del5[])
 int i,j;
              y
                                              Del3y
 cout<<"x
                        Del1y
                                   Del2y
                                                       Del4y
Del5y"<<endl;
 cout<<"-----
--"<<endl;
 for(i=0; i<6; i++)
   printf("%0.7lf %0.7lf %0.7lf
                                  %0.7lf
                                          %0.7lf
                                                   %0.71f
0.71f\n'',x[i],y[i],Del1[i],Del2[i],Del3[i],Del4[i],Del5[i]);
 printf("\n");
```

```
void Forward()
        int points, flag=0, i, j=0, k=0, l=0;
        double x[10],y[10],h,p,X,Del1[10],Del2[10],Del3[10],Y;
        for(int x=0;x<10;x++)
                Del1[x] = 0; Del2[x] = 0; Del3[x] = 0;
        cout << "\nHow many points?: ";
        cin>>points; printf("\n");
        for(i=0;i<points;i++)
                cout<<"Enter the value of x"<<i<": ";
                cin>>x[i];
                cout << "Enter the value of y" << i << ": ";
                cin >> y[i];
       printf("\n");
        i = 0;
        while(i<points-1)
                Del1[i] = y[i+1] - y[i];
                i++;
        i = 0;
        while(i<points-2)
                Del2[i] = Del1[i+1] - Del1[i];
                i++;
        i = 0;
        while(i<points-3)
                Del3[i] = Del2[i+1] - Del2[i];
                i++;
        cout<<"For which value of x, the value of y will be determined: ";
        cin>>X;
        h = x[1] - x[0];
        p = (X - x[0])/h;
        printf("\n");
        PrintForTable(x,y,Del1,Del2,Del3);
        Y = y[0] + (p/fact(1))*Del1[0] + ((p*(p-1))/fact(2))*Del2[0] + ((p*(p-1))*(p-1))*Del2[0] + ((p*(p-1))*(p-1))*Del2[0] + ((p*(p-1)))*Del2[0] + ((p*(p-1)))
2))/fact(3))*Del3[0];
        cout<<"The value of Y("<<X<<") is: " <<Y<<endl;
```

```
void Backward()
  int points, flag=0, i, j=0, k=0, l=0;
  double x[10],y[10],h,p,X,Del1[10],Del2[10],Del3[10],Del4[10],Del5[10],Y;
  for(int x=0;x<10;x++)
    Del1[x] = 0;
    Del2[x] = 0;
    Del3[x] = 0;
    Del4[x] = 0;
    Del5[x] = 0;
  cout<<"\nHow many points?: ";</pre>
  cin>>points;
  printf("\n");
  for(i=0;i<points;i++)</pre>
    cout<<"Enter the value of x"<<i<": ";
    cin>>x[i];
    cout<<"Enter the value of y"<<i<": ";
     cin>>y[i];
  }
  printf("\n");
  h = x[1] - x[0];
  cout<<"For which value of x, the value of y will be determined: ";
  cin>>X;
  p = (X - x[points-1])/h;
  i = 0;
  while(i<points-1)
    Del1[i] = y[i+1] - y[i];
    i++;
  i = 0;
  while(i<points-2)
    Del2[i] = Del1[i+1] - Del1[i];
    i++;
  i = 0;
  while(i<points-3)
    Del3[i] = Del2[i+1] - Del2[i];
    i++;
  }
```

```
i = 0;
  while(i<points-4)
    Del4[i] = Del3[i+1] - Del3[i];
  }
  i = 0;
  while(i<points-5)
    Del5[i] = Del4[i+1] - Del4[i];
    i++;
  printf("\n");
  PrintBackTable(x,y,Del1,Del2,Del3,Del4,Del5);
  int m = (int) X;
  Y = y[-points] + (p/fact(1))*Del1[-points] + ((p*(p+1))/fact(2))*Del2[--points] +
((p*(p+1)*(p+2))/fact(3))*Del3[--points];
  printf("The Value of Y(%d) is: \%0.7lf\n",m,Y);
void menu()
  int choice;
  cout<<"1. Forward Interpolation\n2. Backward Interpolation\n3. Exit\nEnter your Choice: ";
  cin>>choice;
  switch(choice)
    case 1:
       Forward(); break;
    case 2:
       Backward(); break;
    case 3:
       cout<<"The program ended successfully" <<endl; break;</pre>
    default:
       cout<<"wrong Input"<<endl; break;
  }
}
int main()
  menu();
  return 0;
```

Output



Discussion

Here, in the above code, A menu() function was used to get the forward difference table, and backward Difference table which was used to get the required result. In the menu() function, Forward(), Backward() function was called. In the Forward() function, PrintForTable() was called to generate the Forward Difference table and similarly PrintBackTable() was called in the Backward() function generate the backward difference table. Thus Using the equation (1) and (2) the result for forward difference and backward difference was shown respectfully.