### CSCI/MATH 3180

## Lab Assignment #5

Name:

Maple Worksheet: Use Maple to do the following and your Maple worksheet as YourLastName5.mw.

- 1. Create the divided difference table for the data points,  $\{(0, 0), (1, 1), (2, 0), (3, 1), (4, 0)\}$ .
- Find the Newton interpolant for the data set.
- Draw/Plot the Newton interpolant.

#### Part I.

- 1. Consider constructing a quadratic spline for the data points,  $\{(0, 0), (1, 1), (2, 0), (3, 1), (4, 0)\}$ .
- a) Give a linear system of the coefficients of the quadratic spline function. Write the system as 12 by 13 augmented matrix. Show all work.

Step 1

$$S_1(x)=a_1(x)^2+b_1(x)+c_1$$

$$S_2(x)=a_2(x)^2+b_2(x)+c_2$$

$$S_3(x)=a_3(x)^2+b_3(x)+c_3$$

$$S_4(x)=a_4(x)^2+b_4(x)+c_4$$

$$S_1(0)=a_1(0)^2+b_1(0)+c_1=0$$

$$S_1(1)=a_1(1)^2+b_1(1)+c_1=1$$

$$S_2(1)=a_2(1)^2+b_2(1)+c_2=1$$

$$S_2(2)=a_2(2)^2+b_2(2)+c_2=0$$

$$S_3(2)=a_3(2)^2+b_3(2)+c_3=0$$

$$S_3(2) = a_3(2) + b_3(2) + c_3 = 1$$

$$S_4(3)=a_4(3)^2+b_4(3)+c_3=1$$

$$G(4) = (4)^2 + 1 + (4) + 2 = 0$$

$$S_4(4)=a_4(4)^2+b_4(4)+c_4=0$$

Step 2

$$S_{1}(x)=2a_{1}(x)+b_{1}$$

$$S_{2}(x)=2a_{2}(x)+b_{2}$$

$$S_{3}(x)=2a_{3}(x)+b_{3}$$

$$S_{4}(x)=2a_{4}(x)+b_{4}$$

$$S_1(1) = S_2(1) = >2a_1(1) + b_1 - 2a_2(1) - b_2 = 0$$

$$S_{2}(2) = S_{3}(2) = 2a_{2}(2) + b_{2} - 2a_{3}(2) - b_{3} = 0$$

$$S_{3}(4) = S_{4}(4) = 2a_{3}(3) + b_{3} - 2a_{4}(3) + b_{4} = 0$$

Step 3

$$S_1(0)=2a_1(0)+b_1=0$$

$$B_1=0$$

b) Use Maple to do the following and add the Maple commands to your Maple worksheet that you have created. i) What is the solution for the linear system in a)?

$$[1, 0, 0, -3, 8, -4, 5, -24, 28, -7, 48, -80]$$

Write down the spline function based on the solution from i).

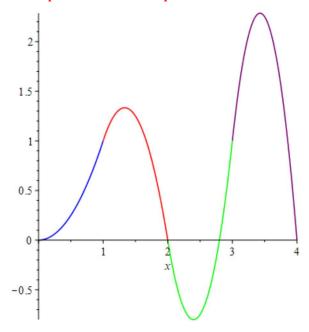
$$S_1(x) = x^2$$

$$S_2(x) = -3x^2 + 8x - 4$$

$$S_3(x)=5x^2-24x+28$$

c)
$$S_4(x)=-7x^2+48x-80$$

ii) Plot the spline function in Maple worksheet.



- d) Verify the spline function in b) is indeed a quadratic spline for the data given in a) by checking its requirements.
  - i) Is the spline function interpolating the data and continuous? Yes

$$S_1(0)=1(0)^2+0*(0)+0=0$$

$$S_1(1)=1(1)^2+0*(1)+0=0$$

$$S_2(1)=-3(1)^2+8(1)-4=1$$

$$S_2(2)=-3(2)^2+8(2)-4=0$$

$$S_3(2)=5(2)^2-24(2)+28=0$$

$$S_3(3)=5(3)^2-24(3)+28=1$$

$$S_4(3) = -7(3)^2 + 48(3) - 80 = 1$$

$$S_4(4) = -7(4)^2 + 48(4) - 80 = 0$$

ii) Is the first derivative of the spline function continuous? yes

$$S_{1}(1) = S_{2}(1) = >2(1)(1)-2(-3)(1)-(8)=0$$

$$S_{2}(2) = S_{3}(2) = 2(-3)(2) + 8 - 2(5)(2) - (-24) = 0$$

$$S_{3}(4) = S_{4}(4) = 2(5)(3)-24-2(-7)(3)-48=0$$

- 2. Consider constructing a natural cubic spline using the following data points: (-1, 1), (0, 2), (1, -1), (2, 0)
- a) Give a linear system of the coefficients of the natural cubic spline functions. *Show all work here and* write the system as 12 by 13 augmented matrix.

$$S_1(x)=a_1(x)^3+b_1(x)^2+c_1x+d1$$

$$S_2(x)=a_2(x)^3+b_2(x)^2+c_2x+d2$$

$$S_3(x)=a_3(x)^3+b_3(x)^2+c_3x+d3$$

$$S_1(-1)=a_1(-1)^3+b_1(-1)^2+c_1(-1)+d1=1$$

$$S_1(0)=a_1(0)^3+b_1(0)^2+c_1(0)+d1=2$$

$$S_2(0)=a_2(0)^3+b_2(0)^2+c_2(0)+d2=2$$

$$S_2(1)=a_2(1)^3+b_2(1)^2+c_2(1)+d2=-1$$

$$S_3(1)=a_3(1)^3+b_3(1)^2+c_3(1)+d3=-1$$

$$S_3(2)=a_3(2)^3+b_3(2)^2+c_3(2)+d3=0$$

#### Step 2

$$S_1(0) = S_2(0)$$
 continious

$$S_1(x) = 3a_1(x)^2 + 2b_1(x) + c_1$$

$$S_{2}(x) = 3a_{2}(x)^{2} + 2b_{2}(x) + c_{2}$$

$$S_{1}(0) = S_{2}(0) = 3a_{1}(0)^{2} + 2b_{1}(0) + c1 - 3a_{2}(0)^{2} - 2b_{2}(0)^{2} - c_{2} = 0$$

$$S_{2'}(1) = S_{3'}(1) = 3a_2(1)^2 + 2b_2(1)^2 + c_2 - 3a_3(1)^2 - 2b_3(1)^2 - c_3 = 0$$

#### Step 3

$$S_{1}$$
"(0)=  $S_{2}$ '(0)=>  $6a_{1}$ (0)+ $2b_{1}$ -  $6a_{2}$ (0)- $2b_{2}$ =0

$$S_{2}$$
,  $(1) = S_{3}$ ,  $(1) = 5a_{2}(1) + 2b_{2} - 6a_{3}(1) - 2b_{3} = 0$ 

$$S_1$$
"(-1)=  $6a_1(-1)+2b_1=0$ 

$$S_{2}$$
,  $(2) = 6a_2(2) + 2b_2$ 

-11-11000000001

0001 0000 0000 2

0000 0001 0000 2

0000 1111 0000-1

0000 0000 1111-1

 $0\,0\,0\,0\, \ \ 0\,0\,0\,0\,\,8\,4\,2\,1\,\,0$ 

 $0\,0\,1\,0\quad 0\,0\,\text{--}1\,0\,\,0\,0\,0\,0\,\,0$ 

 $0\,0\,0\,0\,\phantom{0}3\phantom{0}2\,1\,0\,\phantom{0}\textbf{-3}\,\textbf{-2-1}\,0\,0$ 

 $0\ 2\ 0\ 0\ 0\ -2\ 0\ 0\ 0\ 0\ 0\ 0$ 

0000 6200 -6-2000

-6200 0000 0000 0

0000 0000 12200 0

- b) Use Maple to do the following and add the Maple commands to your Maple worksheet that you have created.
  - i) Enter the linear system of 12 equations obtained in a). What is the solution (vector) for the linear system in a) from Maple?

$$[-4/3, -4, -5/3, 2, 8/3, -4, -5/3, 2, -4/3, 8, -41/3, 6])$$

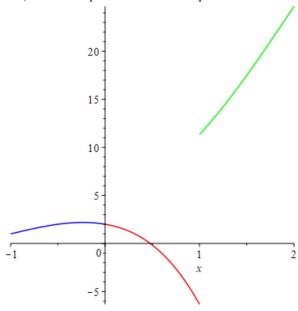
Write down the spline function based on the solution from i).

$$S_1(x) = -4/3x^3 - 4x^2 - 5/3x + 2$$

$$S_2(x) = -8/3x^3 - 4x^2 - 5/3x + 2$$

 $S_3(x) = -4/3x^3 + 8x^2 - 4/3 + 6$ 

ii) Plot the spline function in Maple worksheet.



c) Now verify the spline function in b) is indeed a natural cubic spline for the data given in a) by checking the requirements for a natural cubic spline.

Check the following:

- i) S interpolates, i.e.  $S(t_i) = y_i$  and is continuous. Note: If  $S(t_i) = y_i$ , then S is continuous.
- ii) S□ is continuous
- iii) S□□ is continuous
- iv) S is natural cubic spline, i.e.  $S\square\square(t_0) = 0$  and  $S\square\square(t_n) = 0$

#### Show all work.

i) S interpolates ( $S(t_i) = y_i$ ) and is continuous. Note: If  $S(t_i) = y_i$ , then S is continuous.

Write S(x) first and then verify.

$$S_1(x) = -4/3x^3 - 4x^2 - 5/3x + 2$$

$$S_2(x) = -8/3x^3 - 4x^2 - 5/3x + 2$$

$$S_3(x) = -4/3x^3 + 8x^2 - 4/3 + 6$$

$$S_1(-1)=-4/3(-1)^3-4(-1)^2+-5/3(-1)+2=1$$
yes

$$S_1(0) = -4/3(0)^3 - 4(0)^2 - 5/3(0) + 2 = 2yes$$

$$S_2(0) = -8/3(0)^3 - 4(0)^2 - 5/3(0) + 2 = 2 \text{ yes}$$

$$S_2(1) = -8/3(1)^3 - 4(1)^2 + -5/3(1) + 2 \neq -1$$
no

$$S_3(1)=-4/3(1)^3+8(1)^2-4/3(1)+6\neq-1$$
no  
 $S_3(2)=-4/3(2)^3+8(2)^2-4/3(2)+6\neq0$  no

ii) S□ is continuousCompute/Write S□ first and then verify.

$$S_{1}(0) = S_{2}(0) => 3(-4/3)(0)^{2} + 2(-4)(0) - 5/3 - 3(-8/3)(0)^{2} - 2(-4)(0)^{2} - (-5/3) = 0$$
 yes  $S_{2}(1) = S_{3}(1) => 3(-8/3)(1)^{2} + 2(-4)(1)^{2} - 5/3 - 3(-4/3)(1)^{2} - 2(8)(1)^{2} - (-4/3) = -28.333$  no

iii) S□□ is continuousCompute/Write S□□ first and then verify.

$$S_{1}$$
,  $(-1) = 6(-4/3)(-1) + 2(-4) = 0$  yes

$$S_2$$
"(2)= 6(-8/3)(2)+2(-4)=-40 not continious

iv) S is natural cubic spline, i.e.  $S\square\square(t_0)=0$  and  $S\square\square(t_n)=0$ No, S is not cubic spline  $S_1$ ...(-1)=0 but  $S_2$ ... $(2)\neq 0$ 

### **Example:**

Newton form of the interpolating polynomial of degree 3 for the data points (0,0),(1,1)(2,0),(3,1)

.....

with(Student[NumericalAnalysis]):mydata := [[0,0],[1,1],[2,0],[3,1]];

mydata := [[0,0],[1,1],[2,0],[3,1]]

p1 := PolynomialInterpolation (mydata, independent var = x, method = newton);

p1 := POLYINTERP([[0, 0], [1, 1], [2, 0], [3, 1]], independent var = x, method = newton, INFO)

DividedDifferenceTable (p1);

 $\begin{bmatrix} 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ 0 & -1 & -1 & 0 \\ 1 & 1 & 1 & \frac{2}{3} \end{bmatrix}$ 

Quadratic spline for

e1 := Interpolant(p1);

$$e1 := x - x (x - 1) + \frac{2x (x - 1) (x - 2)}{3}$$

f2 := unapply(e1, x);

$$f2 := x \mapsto x - x (x - 1) + \frac{2 x (x - 1) (x - 2)}{3}$$

evalf(f2(0));

0.

evalf(f2(1));

1.

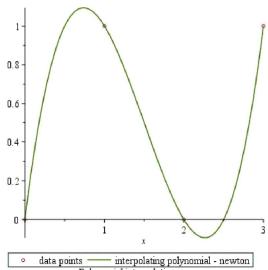
evalf(f2(2));

0.

evalf(f2(3));

1.

Draw(p1);



Polynomial interpolation.

(0,0),(1,1)(2,0),(3,1)

with(plots):

$$s1 := x^2$$
:

$$s2 := -3 x^2 + 8 x - 4$$
:

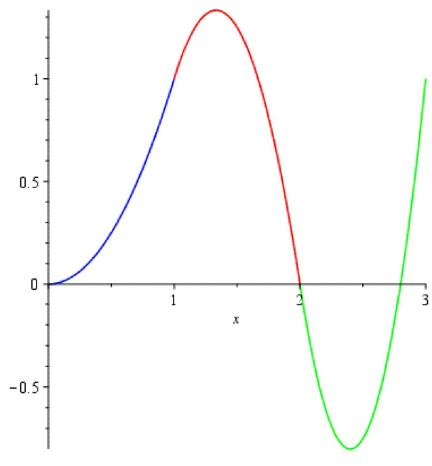
$$s3 := 5 x^2 - 24 x + 28$$
:

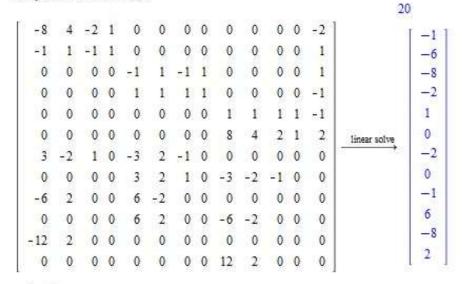
$$p1 := plot(s1, x = 0..1, color = blue)$$
:

$$p2 := plot(s2, x = 1 ... 2, color = red)$$
:

$$p3 := plot(s3, x = 2..3, color = green)$$
:

*plots:-display* (*p1*, *p2*, *p3*);





```
with(plots):

50 := -x^3 - 6x^2 - 8x - 2:

51 := x^3 - 2x:

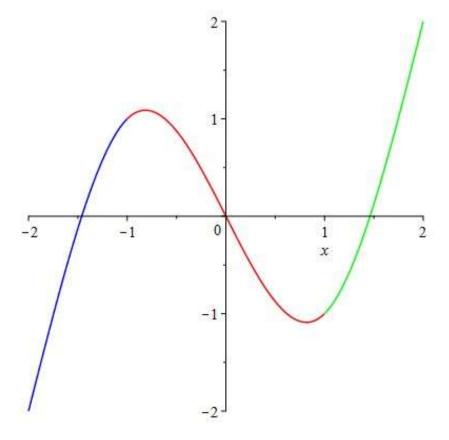
52 := -x^3 + 6x^2 - 8x + 2:

p0 := plot(50, x = -2... - 1, color = blue):

p1 := plot(51, x = -1... 1, color = red):

p2 := plot(52, x = 1... 2, color = green)

plots: -display(p0, p1, p2);
```



# Part II.

1

$a_{11}$	$a_{12}$	$a_{13}$	•		<i>a</i> 1n	$b_1$
$a_{21}$	$a_{22}$	$a_{23}$		•	$a_{2n}$	$b_2$
$a_{31}$	$a_{32}$	$a_{33}$		•	<i>a</i> 3n	$b_3$
		•				
		•				
$a_{n1}$	$a_{n2}$	$a_{n3}$			$a_{\rm nn}$	$b_{\rm n}$

- 1. Write pseudo-code for the forward elimination phase of the Naïve Gaussian Elimination Method.
- 2. Write pseudo-code for the back substitution phase of the Naïve Gaussian Elimination Method.

```
For each step k=1 to n-1
                                                            For each row i=n to 1
   For each row i=k+1 to n-1
                                                                  Sum[i]=a[i][n]
          Multiplier=a[i][k]/a[k]a[k]
                                                               For each column j=i+1 to n
       For each column j=0 to n
                                                                    Sum[i]=sum[i]-a[i][j]*sum[j]
           a[i][j]-=multiplier*a[k][j]
                                                                End For
       End For
                                                             Sum[i]=sum[i]/a[i][i]
          Update b value
                                                            End For
       End For
End For
```

3. Write pseudo-code for the forward elimination phase of the Gaussian Elimination with Partial Pivoting Method.

```
For each step k=1 to n-1

temp=a[k][k]

a[k][k]=a[k+1][k]

a[k+1][k]=temp

For each row i=k+1 to n-1

Multiplier=a[i][k]/a[k]a[k]

For each column j=0 to n

a[i][j]=multiplier*a[k][j]

End For

Update b value

End For

End For

End For
```

4-5. Given the following system of equations: 2x+3y = 8-x+2y-z = 0

3x+2z = 94.

Apply the naïve Gaussian Elimination Method to solve the system.

- a) Show all work for the forward elimination phase and circle the upper triangle matrix obtained.
- b) Show all work for the back substitution phase.

c) What is the solution obtained?

d) Verify your

solution.

N=3

2 steps step 1 update New Row 2 -> Row2-Row1\*muntiplier multiplier= a[2][1]/a[1][1]=-1/2 NewRow2=-1 2 -1 0 - (-1/2)(2 3 0 8)

update New Row 3 -> Row3-Row1\*muntiplier multiplier= a[3][1]/a[1][1]=3/2

NewRow3= 3 0 2 94 -(3/2)(2 3 0 8)

Step 2

update New Row 3 -> Row3-Row2\*muntiplier multiplier= a[3][2]/a[2][2]=-9/2/7/2



0 7/2 -1 4

0 -9/2 2 82

Back ward substitution

$$X2=(4-(-1)(122))(2/7)=36$$

- **5**. Apply the Gaussian Elimination with Partial Pivoting Method to solve the system.
  - a) Show all work for the forward elimination phase and circle the upper triangle matrix obtained.

2 3 0 8 swap R3 with R1 -1 2 -1 0 2 3 0 8
3 0 2 94
2 3 0 8

update New Row 2 -> Row2-Row1\*muntiplier

update New Row 3 -> Row3-Row1\*muntiplier multiplier= a[3][1]/a[1][1]=2/3

NewRow3= 2 3 0 8-(2/3)(3 0 2 94)

3 0 2 94 0 2 -1/3 94/3 0 3 -4/3 -164/3

Swap row 3 row 2

3 0 2 94	
0 3 -4/3 -164/3	
0 2 -1/3 94/3	

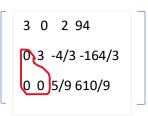
3 0 2 94

0 2 -1/3 94/3

0 3 -4/3 -164/3

update New Row 3 -> Row3-Row2\*muntiplier multiplier= a[3][2]/a[2][2]=2/3

NewRow3= 0 2 -1/3 94/3-(2/3)( 0 3 -4/3 -164/3)=(0 0 5/9 610/9)



b) Show all work for the back substitution phase.

X3=610/9\*9/5=122 X2=(-164/3+ (4/3)(122))(1/3) =36 x1=(94-2(122)-0(36))\*1/3=-50

- c) What is the solution obtained? [122,36,-50]
- d) Verify your solution.
  It is correct

**Part III.** Write a C++ program that implements the Naïve Gaussian Elimination and Gaussian Elimination with Partial Pivoting (See class notes.) for linear systems.

- 1. Name your source file YourLastName5.cpp.
- 2. All floating point arithmetic will be double precision.
- 3. Input to the main program
  - · data file name
  - sequence of augmented matrices each of which represents a linear system
- 4. Program output: For each linear system
  - Original augmented matrix
  - Upper triangular matrix obtained by the Naïve Gaussian Elimination
  - Solution from the Naïve Gaussian Elimination
  - Upper triangular matrix obtained by the Gaussian Elimination with Partial Pivoting

- Solution from the Gaussian Elimination with Partial Pivoting See sample output below.
- 5. Analyze your output and write a short report (YourLastName5\_Report.pdf) including the following
  - Description of your experiment
  - Description of Program input
  - Description of Program output
  - Your conclusion/ what you have learned from doing this lab.

```
Original Augmented Matrix for System 1
     1
            0
                         0
                            0
                              0
  1
    1
       0
            0
              0
                 0
                    0
                         0
                           0
                              1
 0
    0
      0
         1
            1
              1
                 0
                   0
                      0
                        0
                           0
                             0
                                1
 0
    0
      0
         4
              1
                 0
 0
    0
         0
            0
              0 4
 0
    0
      0
         0
            0
              0
                 0
                   0
                      0
                        9
                           3
 a
    0
      0
         0
            0
              0
                 0
                   0
                      0
                        16
                           4
                             1
                                0
 2
    1
      0
        -2
           -1
              0
                 0
                   0
                      0
                        0
                           0
                                0
 0
         4
            1
                -4
                   -1
                        0
                           0
 0
    0
      0
         0
            0
              0
                 6
                   1
                      0
                        -6
                          -1
                             0
0
  1
     а
       а
          а
            0
               0
                 а
                    0
                      а
                         0
                           а
Upper triangular Augmented Matrix from N.G.E.
 Solution from N.G.E x1:-
nan(ind) x2:-nan(ind)
x3:-nan(ind) x4:-
nan(ind) x5:-nan(ind)
x6:-nan(ind) x7:-
nan(ind) x8:-nan(ind)
x9:-nan(ind) x10:-
nan(ind) x11:-nan(ind)
x12:-nan(ind)
Upper triangular Augmented Matrix from G.E.P.P.
 2.0 1.0 0.0 -2.0 -1.0 0.0 0.0
                           0.0
                                0.0
                                    0.0
                                        0.0
                                            0.0
                                               0.0
0.0
   1.0
       0.0
           0.0
               0.0
                   0.0
                       0.0
                            0.0
                                0.0
                                   0.0
                                        0.0
                                           0.0
                                               0.0
0.0
   0.0
       1.0
           0.0
               0.0
                   0.0
                       0.0
                           0.0
                                0.0
                                   0.0
                                        0.0
                                           0.0
                                                0.0
               2.0
                   1.0
                       0.0
                           0.0
0.0
   0.0
       0.0
           4.0
                                0.0
                                   0.0
                                       0.0
                                           0.0
                                               0.0
0.0
   0.0
       0.0
           0.0 -1.0
                  -1.0
                      -4.0
                          -1.0
                               0.0
                                   0.0
                                       0.0
                                           0.0
                                               0.0
                      -2.0
                          -0.5
                               0.0
0.0
   0.0
       0.0
           0.0
               0.0
                   0.3
                                   0.0
                                       0.0
                                           0.0
                                               1.0
   0.0
       0.0
                       9.0
                           3.0
                               1.0
                                           0.0
0.0
           0.0
               0.0
                   0.0
                                   0.0
                                       0.0
                                               1.0
   0.0
       0.0
               0.0
                    0.0
                        0.0
                           -1.0
                               -0.7
                                           0.0
0.0
            0.0
                                   -6.0
                                       -1.0
                                               -0.7
0.0
   0.0
       0.0
            0.0
               0.0
                    0.0
                       0.0
                            0.0
                                0.1
                                   -1.0
                                       -0.2
                                           0.0
                                               2.1
0.0
   0.0
       0.0
            0.0
               0.0
                    0.0
                        0.0
                            0.0
                                0.0
                                  16.0
                                       4.0
   0.0
       0.0
           0.0
               0.0 0.0
                      0.0
                          0.0
                              0.0
                                  0.0
                                      0.8
                                             1.0
0.0
         0.0
             0.0
                 0.0
                    0.0
                        0.0 0.0
                                0.0
                                    0.0
 0.0
     0.0
                                        0.0
                                           0.0
                                              -3.3
Solution from G.E.P.P.
x1: 1.0 x2: 0.0 x3:
0.0 x4: -3.0 x5: 8.0
x6: -4.0 x7: 5.0 x8:-
24.0 x9: 28.0 x10: -7.0
x11: 48.0 x12:-80.0
Submission
```

1. Save the following in a compressed (zipped) folder.

YourLastName5\_Part\_I.pdf YourLastName5\_Part\_II.pdf YourLastName5.mw

## YourLastName5.cpp YourLastName5\_Report.pdf

- 2. Submit the compressed folder to D2L.
- 3. **Confirm** your submission.
  - **O Download** the zipped folder which you have submitted and **check the contents**. **O** Multiple submissions are allowed, but the last submission will be graded.

## NOTE: LABS MUST BE YOUR ORIGINAL AND INDEPENDENT WORK.

## **EVALUATION RUBRIC**

Maple v	vorksheet	/2		
Part I		/7		
Part II		/6		
Part III:	C++ Programming Project			
	Solve the assigned problem using methods described in program description.			
1	The program input meets the requirements.  Program output meets the requirements.	/2		
2	Compilation/Execution  O Compile without errors.  O Execute without crashing.	/2		
3	Produce correct answers.			
4	The program output well formatted and properly labeled and identified.	/1		
5	Main Comment Block includes the following.  file name due date author course # program description input output			
6	Documentation, indentation, and white space usage    Meaning variable names are used and they are briefly described.   Each section of statements in the program is well documented.   Proper INDENTATION is used to make the program easier to read.   WHITE SPACES are used in appropriate places for readability.	/0.5		
7	Report meets the requirements.	/1		
8	Contents of zipped folder  ☐ Zip folder contains the five items described above.			
	TOTAL	/25		