Cubic Splines

Octave Project 2

# Description of the problem:

This project’s goal is to code routines to construct cubic spline curves in both 2D and 3D. By definition a cubic spline curve is defined by given pointswith , there is a unique cubic spline through the given points satisfying . The concept is to select points in or , then using a regular mesh , finally construct and evaluate a cubic spline whose output will be plotted.

# Explanation of the method:

A cubic spline is a piecewise polynomial . Let

Where Moreover we assume that p is continuous with first and second continuous in . A basis for the space

Therefore can be expressed as a linear combination of elements in *B* in the following way.

Given points and with with , The cubic spline is determined by the solution in of the system of equations

This system of equation has unknowns and n equations, to fore a unique solution we must impose two more conditions .

Additionally, we have to remove all the shifted elements that do not satisfy the conditions in each of the equations. The final system is.

Text

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We can solve the system of equations by doing a RREF

After the RREF the values we get in the last two columns will be the values for , the value of the column represent the values of *a* for and the values of column the ones of .

A picture containing text

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# Examples:

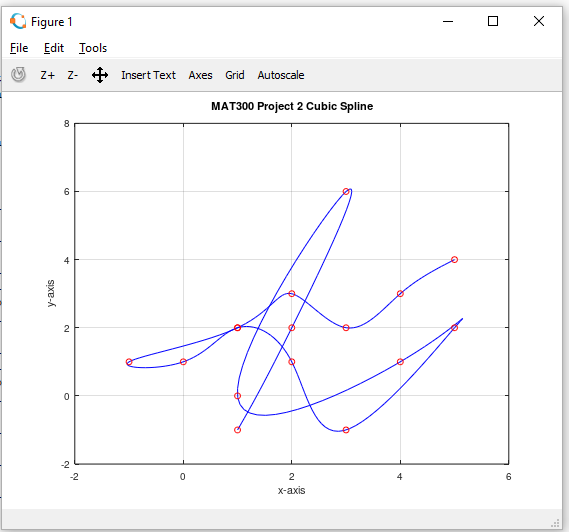
Cubic spline though

With a regular mesh

Now the polynomial for x would be the values for from the first columns and the one for y the values from the second column.

# Observations:

Ni zorra de que poner qui la verdad.



# Bibliography:

MAT300 Lecture Notes: lecture9.