1. Output comparation:

```
SLATEC arguments values from SLATEC values from my implementation 1.0 1.0 1e-10 0 1.435683098, 0.1351132291 1.4356830978, 0.1351135349 1.5 .5 1e-10 0 1.435683098, 0.1351132291 1.4356830898, 0.1351132564 1.4 .1 1e-10 0 1.435683098, 0.1351132291 1.4356830176, 0.1351131089 1.44 .14 1e-10 0 1.435683098, 0.1351132291 1.4356830888, 0.1351132060
```

From outputs we can see that SLATEC implementation is more stable when changing the initial guess. In all tested cases both agree on at least 6 first decimal places.

To compare performance, I edited both programs to run the interesting routine 1 000 000 times and printed the time the whole program took to run with "time" unix command. For SLATEC implementation I also changed the surrounding lines so that x-vector gets reset every time. After these changes the outputs of time were

real 0m3.210s

user 0m3.208s

sys 0m0.000s

for SLATEC and

real 0m3.015s

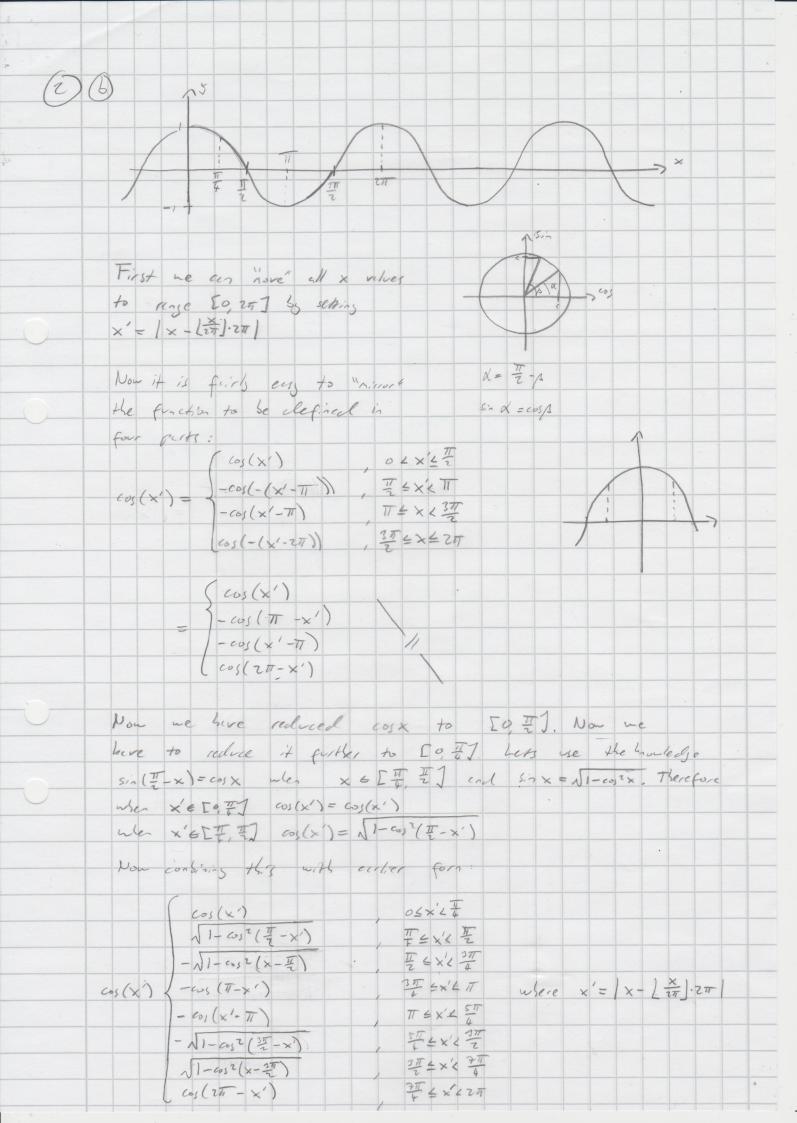
user 0m2.728s

sys 0m0.284s

for my implementation. There real is the wall clock time the user experiences, user is time spent in user-mode within process and sys is time spend in kernel mode.

Small differences can be seen between consecutive runs but nothing too big. My implementation is slightly faster but this difference is not very big.

(2) well have to find he and or so that x= 6 hz to
and 10/ 2 2/ 12 ie. h= round(x) and r= x-round(x)-ln2 e = e hz+r = e e (h = round (\frac{x}{172}) = 2 e ulere { r = x - round (12) hz for our next we can sex x=hlnz+rilnz where h is some as excelled but r'= -/hz and therefore



(4) Let's consider finding a polynomial PN(x) = £c, e'x = £c, (ex)'.

whele soes though points (x, s,), (x, s), ... and (x, sw). It is clear that if we performs chose of variables The seit and points the polynomial soes through are (inf, y), (lot, y), (b, t3, y), ... (nd (lot, yn). We con recognize PN(+)= 3 c; xi ss interpolations polynomial
for given points (Int; 5). It is proven in lecture notes
(interpolation, page 5-) that there is a solution for these c, and that solution is unique