

# HW4\_AdamSanchez

October 5, 2020

## 1 Homework 4

### 1.1 Adam Sanchez

#### 1.1.1 MATH 4650

Problem 1

a)

i)

$$K_f^{rel}(x) = \left| \frac{x}{\frac{1}{1-x}} \frac{1}{(1-x)^2} \right| = \left| \frac{x-x^2}{(1-x)^2} \right| = \left| \frac{x}{1-x} \right|$$

Now:

$$\lim_{x \rightarrow \infty} \left| \frac{x}{1-x} \right| = \infty$$

So when  $x \approx 1$  the relative condition number is very bad!

ii)

```
In [53]: import math
         f = lambda x: 1/(1-x)
         x = 1-(10**(-13))
         print(f(x))
         error = 10**(13)-f(x)
         print('The error is:', error)
```

9996891514695.885

The error is: 3108485304.1152344

The number of correct digits are: 3.5074511814908544

iii). There are 3 correct digits, but this expected because we know the relative condition number of  $f(x)$  is bad at  $x \approx 1$

```
In [54]: print('The number of correct digits are:', -math.log10(error / (10**(13))))
```

The number of correct digits are: 3.5074511814908544

iv) All the digits are correct as we can see below:

```
In [56]: x = 1-(2**(-43))
          print(f(x))
          error = 2**(43)-f(x)
          print('The error is:', error)
```

8796093022208.0

The error is: 0.0

b) First lets find  $f'(x)$  because that looks like a headache, honestly I plugged this into to a calculator because computers are faster at this:

$$f'(x) = -\frac{d-c}{(x-2)^2}$$

Now lets plug it in:

$$K_f^{rel}(x) = \left| \frac{\frac{x}{\frac{1}{1-x}+d} - (c-d)}{\frac{1}{1-x}+1} \frac{1}{(x-2)^2} \right| = \left| \frac{\left(\frac{1}{1-x}+1\right)x - (c-d)}{\frac{1}{1-x}+d} \frac{1}{(x-2)^2} \right| = \left| \frac{x(2-x) - (c-d)}{c-dx+d} \frac{1}{(x-2)^2} \right| = \left| -\frac{(2x-x^2)(c-d)}{(c-dx+d)(x-2)^2} \right|$$

$$K_f^{rel}(1) = \left| -\frac{(2-1)(c-d)}{(c-d+d)(1-2)^2} \right| = \left| \frac{c-d}{c} \right|$$

Problem 2

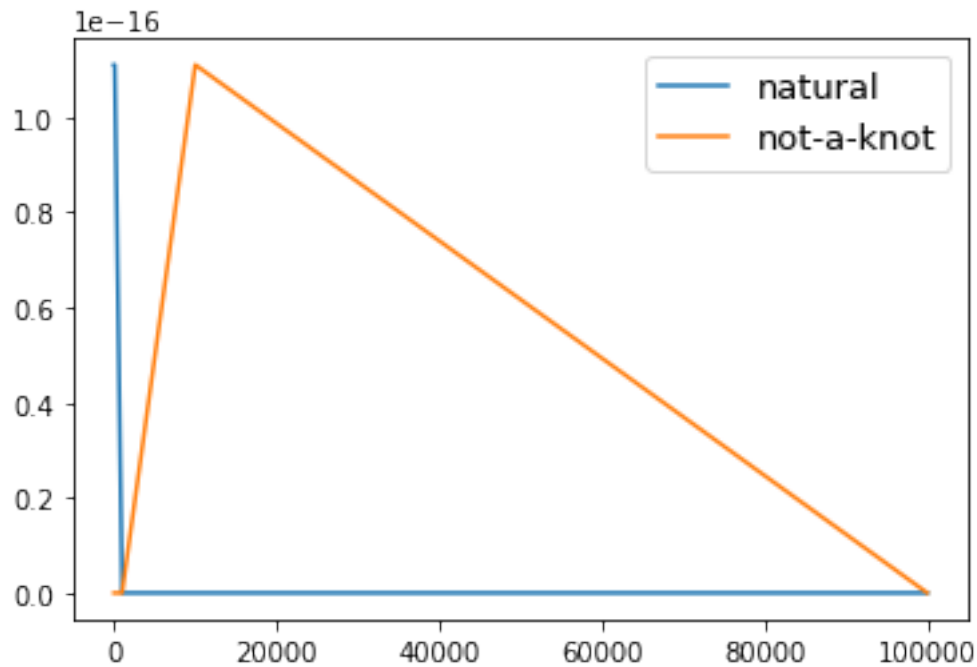
```
In [13]: import matplotlib.pyplot as plt
          import numpy as np
          import scipy.interpolate as interp
```

a) It looks like the decay of the natural spline error decays at a very fast rate (quadratic rate) as n get bigger, and not-a-knot error decays at a slower rate, probably linear.

```
In [41]: error_natural=[]
          error_nak = []
          n=[]
          mr = [10, 10**2, 10**3, 10**4, 10**5]
          for i in mr:
              x = np.linspace(1.01,1.99, i)
              y = np.sin(20*x)
              s1 = interp.CubicSpline(x, y, bc_type = 'natural')
              s2 = interp.CubicSpline(x, y, bc_type = 'not-a-knot')
              error_natural.append(max(abs(s1(x)-y)))
              error_nak.append(max(abs(s2(x)-y)))
              n.append(i)
```

```
In [43]: plt.plot(n, error_natural, n, error_nak)
          plt.legend(['natural', 'not-a-knot'], fontsize = 13)
```

Out[43]: <matplotlib.legend.Legend at 0x110097c88>

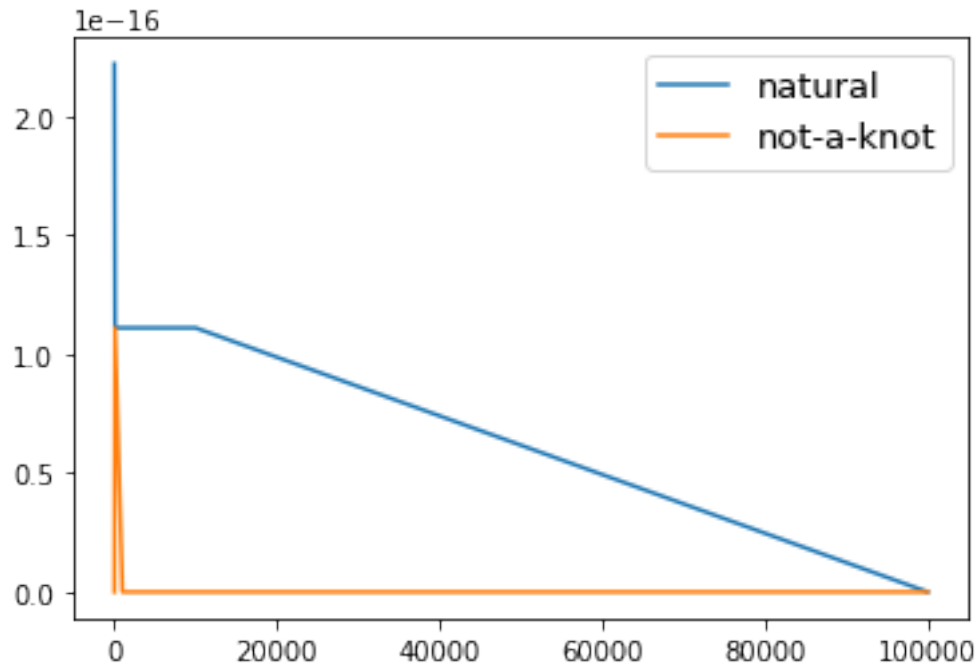


- b) This sort of makes sense to me. Because not-a-knot requires  $s'''$  to be continuous and natural only has to calculate  $s''$  it would make sense that the error decays faster in natural
- c) The error decay looks very different. Natural looks like it decays at a fast rate then slows to linear, while not-a-knot looks like it decays very fast. I assume this is because we are now including the endpoints.

```
In [44]: error_natural=[]
         error_nak = []
         n=[]
         mr = [10, 10**2, 10**3, 10**4, 10**5]
         for i in mr:
             x = np.linspace(1,2, i)
             y = np.sin(20*x)
             s1 = interp.CubicSpline(x, y, bc_type = 'natural')
             s2 = interp.CubicSpline(x, y, bc_type = 'not-a-knot')
             error_natural.append(max(abs(s1(x)-y)))
             error_nak.append(max(abs(s2(x)-y)))
             n.append(i)
```

```
In [45]: plt.plot(n, error_natural, n, error_nak)
         plt.legend(['natural', 'not-a-knot'], fontsize = 13)
```

Out[45]: <matplotlib.legend.Legend at 0x10a28a1d0>



d) It looks like our error for natural is just constant at value greater than 0 and the error for not-a-knot is also constant but for a lower value. I don't know why this is. Maybe because it's a piecewise so it's jumping around?

```
In [59]: error_natural=[]
         error_nak = []
         n=[]
         mr = [10, 10**2, 10**3, 10**4, 10**5]
         for i in mr:
             g = np.piecewise(x, [x < 1.3, x >= 1.3], [lambda x: np.sin(20*x), lambda x: np.sin(20*x)])
             s1 = interp.CubicSpline(x, g, bc_type = 'natural')
             s2 = interp.CubicSpline(x, g, bc_type = 'not-a-knot')
             error_natural.append(max(abs(s1(x)-g)))
             error_nak.append(max(abs(s2(x)-g)))
             n.append(i)
```

```
In [60]: plt.plot(n, error_natural, n, error_nak)
         plt.legend(['natural', 'not-a-knot'], fontsize = 13)
```

```
Out[60]: <matplotlib.legend.Legend at 0x110032b38>
```

