

**PROGRAM STATEMENT:**For given set of values

$x$	0	1	2	3
$f(x)$	1	2	11	34

Compute the value of  $f(2.5)$  using Newton's Backward Interpolation Formula

**THEORY:** Newton's Backward Interpolation Formula is,

$$f(x) \approx p(x) = f(x_n) + u \cdot \nabla f(x_n) + u(u-1) \frac{\nabla^2 f(x_n)}{2!} + \dots + u(u-1) \dots (u-n+1) \cdot \frac{\nabla^n f(x_n)}{n!}$$

Where  $x_n$  is the starting point of an equispaced (of spaced  $h$ )  $n$  intervals,  $p(x)$  is the assumed a polynomial of degree less than or equal to  $n$ ,  $f(x)$  is the required function, each

$$\nabla^r f(x_0) = -\nabla^{r-1} f(x_0, h) + \nabla^{r-1} f(x_0).$$

**PROGRAM CODE:**

```
//C Program to Implement Newton's Backward Method
#include <stdio.h>
int main()
{
    int n,i,j,m;
    double x,h,u,p,s;
    printf("Enter number of arguments:");
    scanf("%d",&n);
    m=n+1;
    double f[n][n+1];
    printf("Enter values of x\n");
    for(i=0;i<n;i++)
    {
        scanf("%lf",&f[i][0]);
        if(i==1)
        {
            h=f[1][0]-f[0][0];
        }
        if((i>1)&&(f[i][0]-f[i-1][0]!=h))
        {
            printf("%lf %lf Non-equispaced intervals. Program
Terminated\n",h,f[i][0]-f[i-1][0]);
            return 1;
        }
    }
    printf("Enter corresponding values of y i.e f(x)\n");
    for(i=0;i<n;i++)
    {
        scanf("%lf",&f[i][1]);
    }
    for(i=1;i<n;i++)
    {
        for(j=0;j<m;j++)
        {
            f[j][i+1]=f[j+1][i]-f[j][i];
        }
        m--;
    }
    m=n+1;
    printf("The Backward Difference Table is:\nx\tf(x)\t\n\n");
```

```

for(i=2;i<n;i++)
{
    printf("\t∇^%df(x)", i);
}
printf("\n-----");
for(i=2;i<=n;i++)
{
    printf("-----");
}
for(i=0;i<n;i++)
{
    printf("\n");
    for(j=0;j<m;j++)
    {
        printf("%.3lf\t", f[i][j]);
    }
    m--;
}
printf("\nEnter x for which you want to find the value of f(x):");
scanf("%lf", &x);
if(x<(f[0][0]+f[n-1][0])/2)
{
    printf("Value of x is near the front of the table. Use
Newton's Forward formula. Program Terminated\n");
    return 2;
}
u=(x-f[n-1][0])/h;
s=f[n-1][1];
p=u;
m=n+1;
for(i=n-2, j=2; i>=0; i--, j++)
{
    s=s+(p*f[i][j]);
    p=p*(u+j-1)/j;
}
printf("The value of f(x) for given x is %.3lf\n", s);
return 0;
}

```

### OUTPUT:

```

Enter number of arguments:4
Enter values of x
0 1 2 3
Enter corresponding values of y i.e f(x)
1 2 11 34
The Backward Difference Table is:
x      f(x)      ∇f(x)      ∇^2f(x)      ∇^3f(x)
-----
0.000 1.000      1.000      8.000      6.000
1.000 2.000      9.000      14.000
2.000 11.000     23.000
3.000 34.000
Enter x for which you want to find the value of f(x):2.5
The value of f(x) for given x is 20.375

```