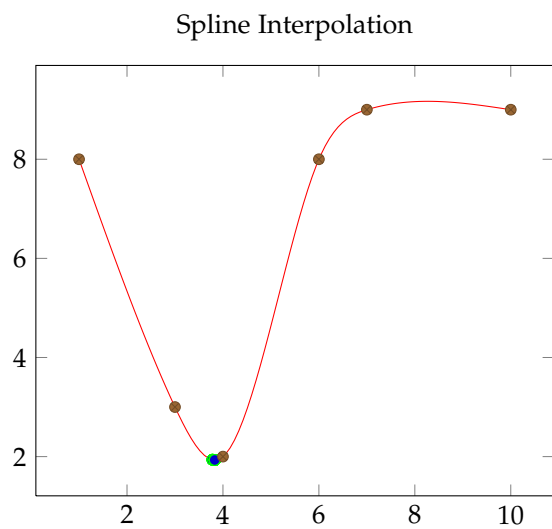


Numerical Minimization

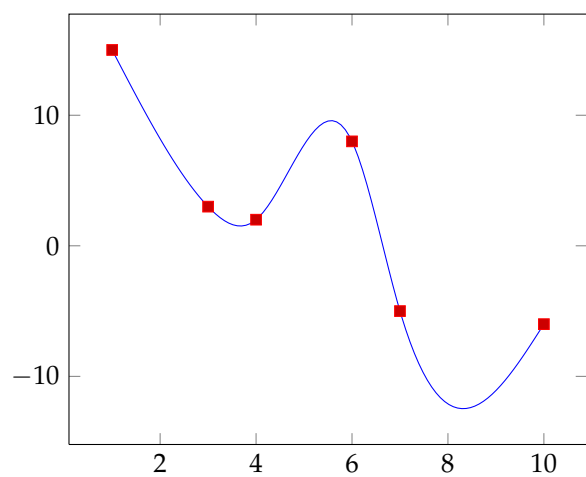
Suppose we have a function (for example given by a spline interpolation),



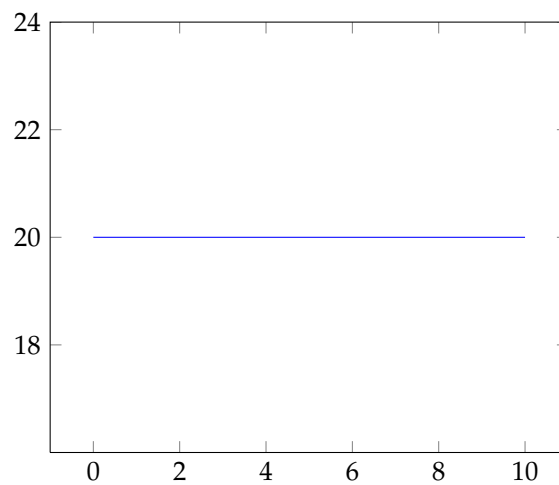
Legendre Transform

$$f^*(p) = \inf_x (f(x) - px) \quad (1)$$

Spline Interpolation



Legendre Transform



LLegendre Transform

