Linear spline interpolation

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Linear spline interpolation

- We are now going to use linear interpolation for the exponential exp(x) for x in [-10,10]
- This time we are going to be more quantitative: to this aim, most of the code is provided in the Input directory
- Two main files: tester.c and spline.c

Linear spline interpolation

- In src/tester.c you find the main code. It generates a number num of random values between x_0 and x_{fin}, calculates the exponential with the built-in function and with the subroutine you are going to write, prints average error and timing information
- The coefficients for the spline interpolation are generated in the subroutine genspline
- Task: write the subroutine that uses linear spline interpolation to calculate exp(x) (see spline.c)

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- Sub-task 1: understand how the piece-wise linear function is generated in genspline
- Sub-task 2: write a subroutine that, given x, calculates exp(x); given x, it must understand in which interval 'i' (xar[i-1], xar[i]) it falls and use the appropriate linear function f (x) = a[i] +b[i] (x-xar[i-1])

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- Technical notes
- Compile with ‘make 32bit-fpu-gcc’
- Run with ‘./Obj_32bit-fpu-gcc/tester num repnum’, where num is the number of points x for which exp(x) is calculated, repnum is the number of repetition
- A good choice is
  ‘./Obj_32bit-fpu-gcc/tester 1000 1’
- spl_exp is our approximation, exp is the built-in function

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- Task: we would like to understand how the performance and accuracy of our interpolation depend on the parameters used; increase the nmax number of intervals in which the [-10,10] is devided, from 100 to 2000: how is the error changing? How is the execution time changing?

- Is linear interpolation worth the effort?