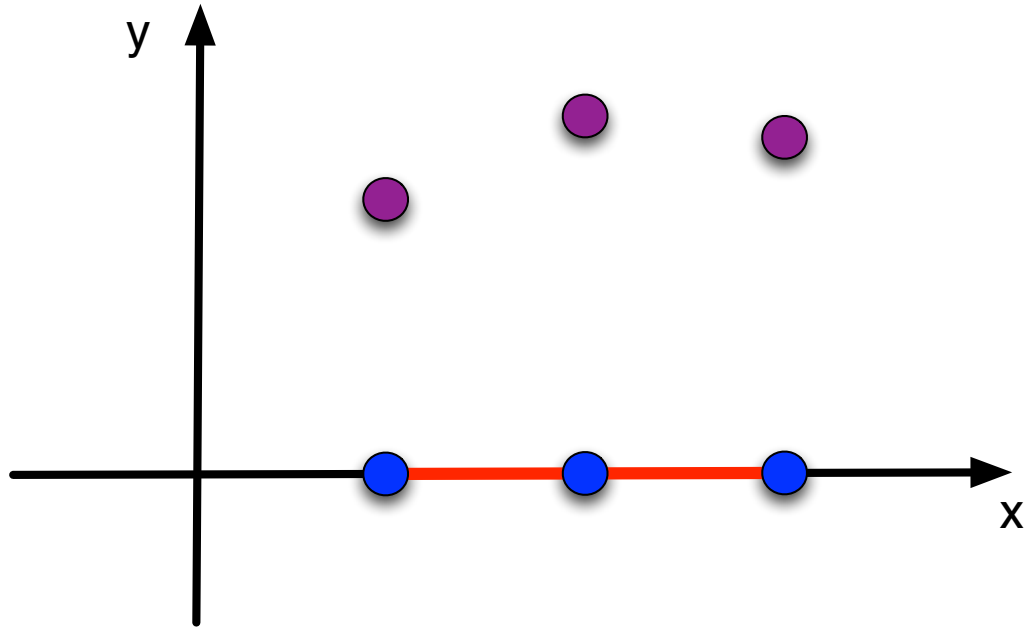








ME2 Computing

Numerical Interpolation

General concepts of interpolation



Nodal info:
two arrays of size N

	N		
Xn			
Yn			

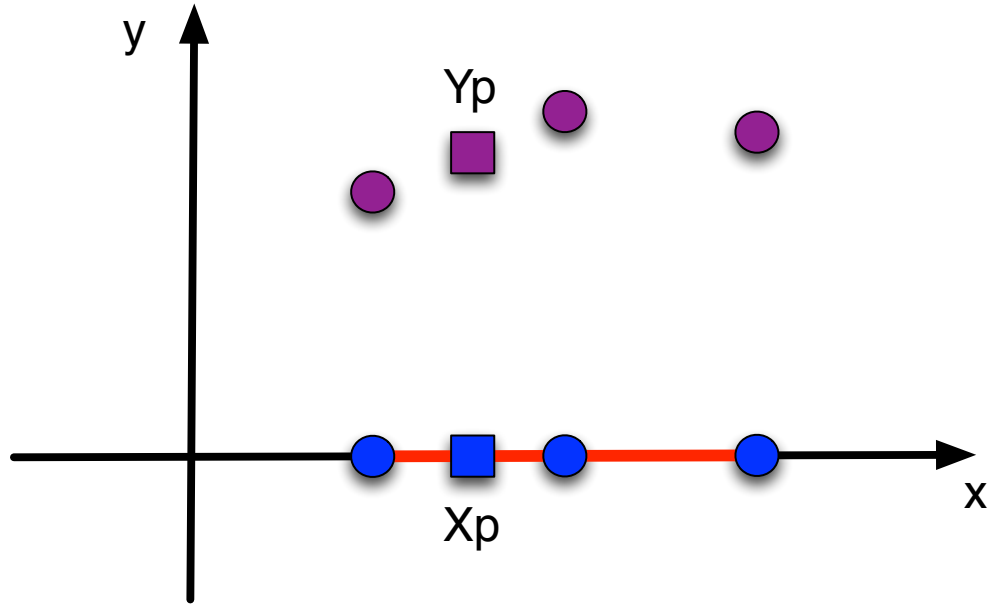
Order of interpolation: $n = N - 1$

$N = 2$ linear

$N = 3$ quadratic

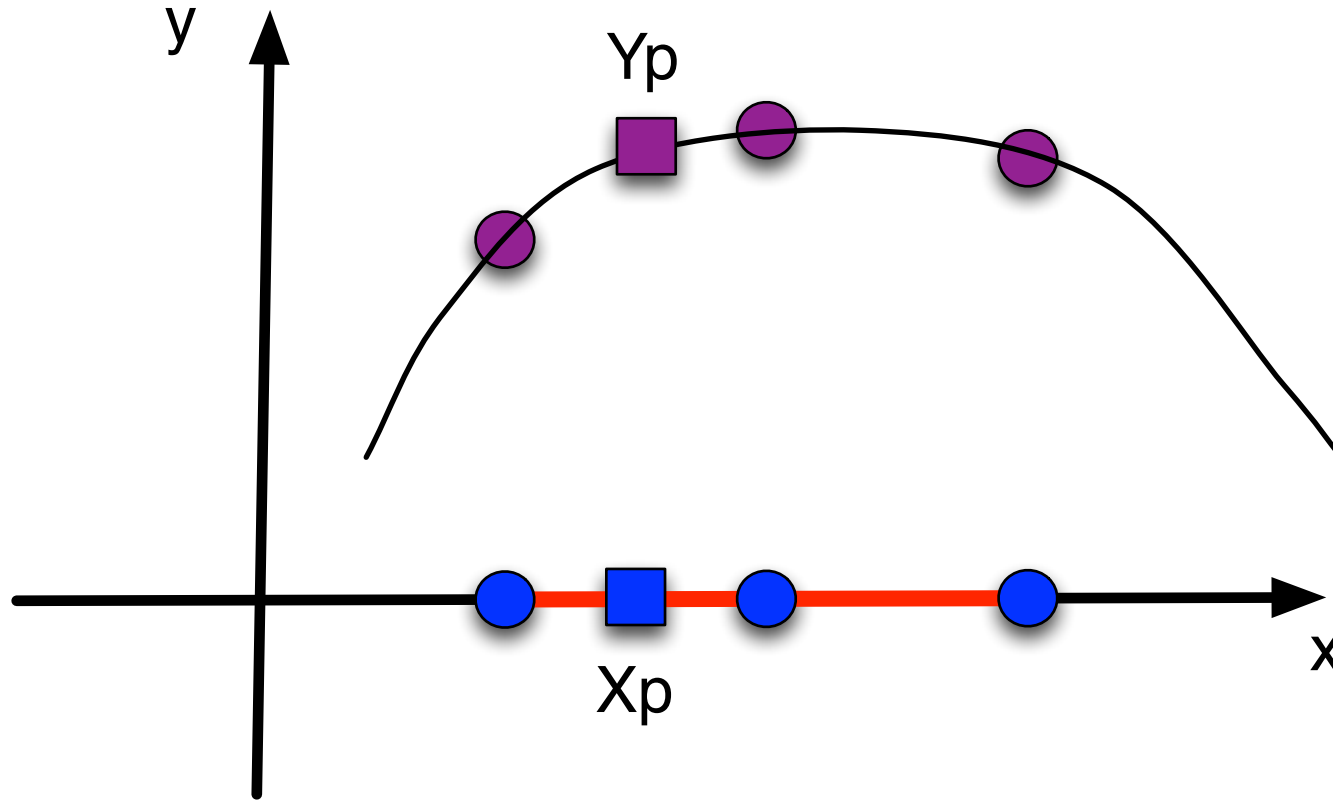
$N = 4$ cubic

General concepts of interpolation



We can assess the value Y_p at any other point X_p , not being a node.

General concepts of polynomial interpolation



We approximate any other values with
a polynomial of order $N - 1$

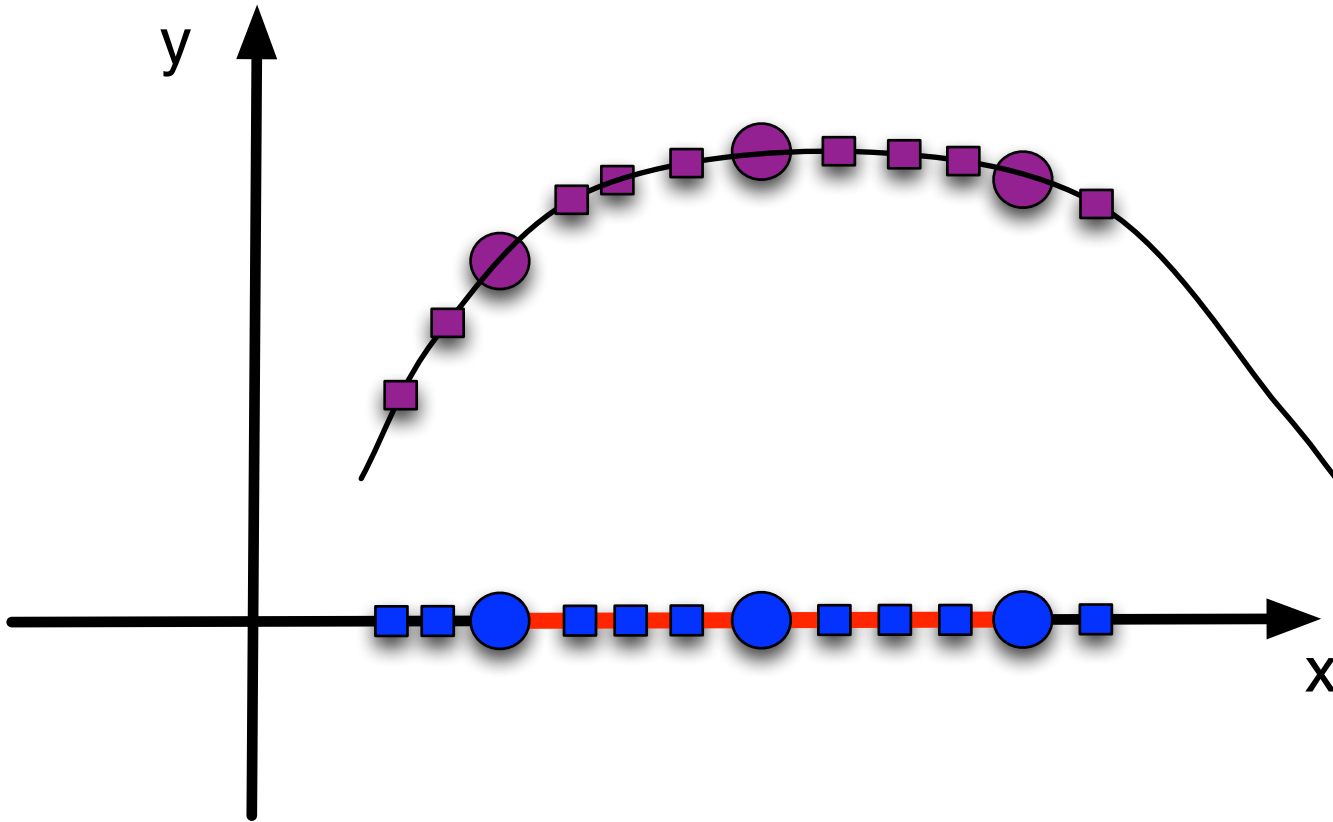
Lagrange interpolation

The interpolating polynomial are
Lagrange polynomials







$$p_n(x_p) = \sum_{j=0}^n y_j L_j(x)$$

$$L_j(x) = \prod_{\substack{k=0 \\ k \neq j}}^n \frac{(x - x_k)}{(x_j - x_k)}$$























Interpolating at many points



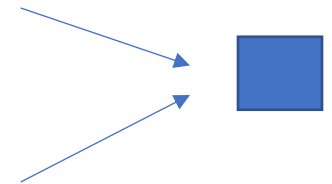
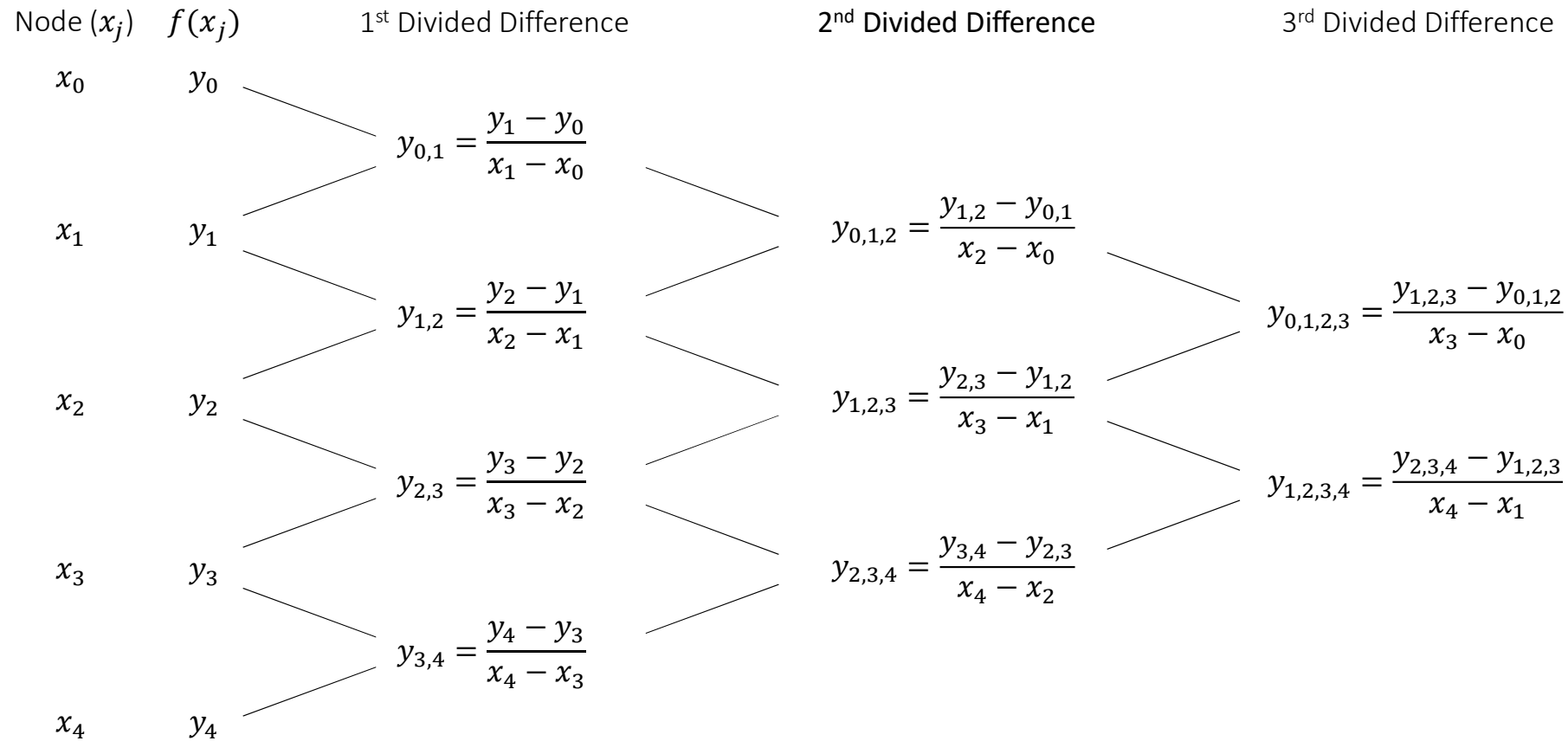
Nodal info:
two arrays of size N

	N		
Xn			
Yn			

Interpolated points:
two arrays of some size

x											
y											

Newton's Divided Difference



Newton's Divided Difference: recursive approach

$$f[x_0] \equiv f(x_0)$$

$$f[x_0, x_1, \dots, x_n] = \frac{f[x_0, \dots, x_{n-1}] - f[x_1, \dots, x_n]}{x_0 - x_n}$$

Newton's Divided Difference: iterative approach

N = 5, n = 4

j = 0

j = 1

j = 2

j = 3

