CMSC 460 - HW3

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1.a

Figure 1 shows interpolated value of x and y using each of the interpolation methods.

1.b

For each of the interpolation methods I evalueated the function at $x = -0.3$. In this case I prefere the result of *pchiptx*. Its smooth and makes minimal assumptions about the shape of the function.

piecelin
$p(-0.3) = 0.42996$

polyinterp
$p(-0.3) = -0.999$

splinetx
$p(-0.3) = -0.1957$

pchiptx
$p(-0.3) = 0.43218$

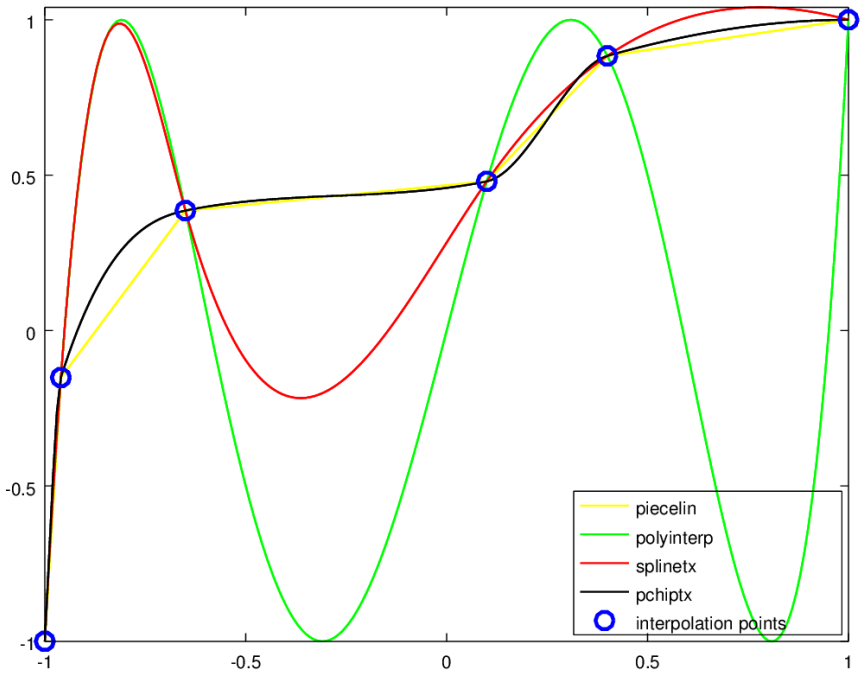

Figure 1: 4 different ways to interpolate between 6 points

1.c

2

3